

# April Roundtable

## CUB SCOUT INTEREST TOPIC AND MONTHLY PACK ACTIVITY IDEAS FOR MAY 2016

Point of Scout Law: Kind

Theme: My Animal Friends

### CUB SCOUT INTEREST TOPIC

#### Recognizing Leaders

Introduce the subject and explain that den leaders are the heart of the Cub Scouting program. They provide the fun and excitement for the boys. They give of their time and their hearts for the boys in their care. The BSA provides one major way to recognize this—recognition awards. Review the awards available before the roundtable meeting and lead a discussion on a few of the awards, such as the Den Leader Training Award and the Scouter's Training Award.

The **Den Leader Training Award** is designed to recognize den leaders who have completed training, tenure, and performance requirements. They are available for den leaders at all levels of Cub Scouting. For more information, review the requirements at [www.scouting.org/Awards\\_Central/CSLeader.aspx](http://www.scouting.org/Awards_Central/CSLeader.aspx).

The **Scouter's Training Award** is earned by roundtable commissioner staff and leaders in all areas of Scouting. Print out the information and share requirements that are found at [www.scouting.org/Awards\\_Central/ScoutersTraining.aspx](http://www.scouting.org/Awards_Central/ScoutersTraining.aspx).

To review more awards that can be earned in Scouting, go to [www.scouting.org/Media/InsighniaGuide.aspx](http://www.scouting.org/Media/InsighniaGuide.aspx).

Encourage Cub Scout leaders to apply for and receive awards for their tenure and accomplishments. Boys enjoy seeing their leaders get recognition for a job well done. Boys know how important awards are and how they feel when there is a new award added to their uniform shirts. They get the same sense of satisfaction when their leader is recognized.

Present the awards in an impressive ceremony at the pack meeting so that all Cub Scouts, leaders, and families can see the accomplishments being recognized. Such a ceremony also serves as motivation for other leaders currently serving the program and for enticing parents to join in the leadership when they see that the pack values their contributions.

For this presentation, select an appropriate ceremony from *Cub Scout Ceremonies for Dens and Packs* and involve participants at the roundtable. Should one of the participants be eligible and receiving a Scouter's Training Award, be sure a ceremony is used to present their knot, making it a memorable experience for all.

Many additional ways exist to thank leaders for their service. The possibilities are limited only by your imagination. Here are some ideas.

#### Fun Awards

- **Toy car or boat**—for helping to steer our camp
- **Ball**—for being “on the ball”
- **Light bulb**—for contributing bright ideas
- **Stars and glitter**—for a sparkling personality
- **Kite**—for “flying high” with Cub Scouts
- **Nuts and bolts**—“Nuts about Scouting” or “We’re nuts about you!”
- **Candle**—“Lighting up” our roundtable or pack, or “Letting your light shine”
- **Toy bear**—for “bearing with us” or for being “bearry” helpful
- **Banana**—for being “top banana” or a leader with great “appeal”
- **Toy top**—You are “tops” with us.
- **Heart shapes**—You’ve got a big heart!
- **Ruler**—for really measuring up to a challenge; for setting a good standard
- **Pear**—for a great pair (a couple or team)
- **Box of raisins**—For the person who deserves a “raise in pay”
- **Jewel**—You are a real gem.
- **Rubber glove filled with flour**—for giving us a hand
- **Toy telephone**—for someone who made lots of phone calls

#### Ribbons—to be hung around the neck

- **Plastic banana**—to add to the ribbon for “top banana” of the pack
- **Bandage(s)**—added to a ribbon to recognize effective first aid
- **Large pencil**—glued to a ribbon for recognizing the secretary/treasurer of the pack

## Personalized “Thank You”

- Send a “thank you” card, telling the volunteer why she or he is appreciated. Send it in the mail, or hand it to them at a pack meeting or other event.
- Add a note of appreciation to a piece of candy. The note may say something as simple as “You’re sweet to share of yourself.”

**Handshake**—Walk up to the individual and simply say, “Thank you for \_\_\_\_\_. It made a difference in the pack, and you are appreciated.”

**Pack newsletter**—Write a “thank you” note to run in the newsletter or in a district news briefing.

Conclude by encouraging all pack leaders to review the requirements for BSA leader awards and to urge others in the pack to do so as well.

## Pack Activity

### ANIMAL FAIR

Hold an animal fair to highlight the animal friends the boys have been learning about this month. Be sure the information is shared well in advance so that pack families can make arrangements to bring their son’s favorite animal. Care will be taken that animals of like nature are kept separate from others, especially those that might not be friendly. Even large

animals may be included by setting up a special area for them—perhaps in the parking lot or a nearby park.

- Boys are encouraged to bring their pets (e.g., dogs on leashes, and perhaps lizards, iguanas, or ferrets enclosed in secure cages).
- Favorite wild animals may be represented on posters to display at the meeting (e.g., elephants, giraffes, lions, tigers).
- Even historical creatures like dinosaurs and mammoths can be shared in displays. Many boys have collections of dinosaur models that others would enjoy seeing.
- Check with a zoo or nature preserve to see if professional staff are willing to come talk about their program, or encourage packs to plan an outing to the facilities. Perhaps invite someone who operates a traveling exhibit (reptiles are popular), and don’t forget farm animals that some of the pack families may own or have access to.

Ask leaders to share ideas for presenting this theme, and any local contacts they can suggest. Conclude by emphasizing that the animals must be kept secure and that adequate hand-washing facilities must be available for all who come in contact with them.

# MAY 2016 BREAKOUT RESOURCE SHEET

## POINT OF SCOUT LAW: KIND

## THEME: MY ANIMAL FRIENDS

### EXPLAIN – DEMONSTRATE GUIDE – ENABLE

Depending on attendance and the size of your roundtable team, you may run all these breakouts individually, or you may combine them in a manner that works for your district (e.g., put Tiger, Wolf, and Bear breakouts together).

### For All Den Leaders

#### DISCUSSION TOPIC: National Den Award

The National Den Award recognizes dens that conduct a quality, year-round program. Service projects, outings, character development, and Cub Scout camping are emphasized. Dens earn the award as a team, not as individual den members. The recognition is a ribbon for the den flag or den doodle.

For a den to earn the National Den Award, at least 50 percent of boys in the den must attend two den meetings and one pack meeting or activity each month of the year. In addition, they must complete any six of these requirements:

- Use the denner system within the den.
- In a Tiger den, use shared leadership and rotate the boy/adult host team.
- Have 50 percent of the den go on three field trips per year. A field trip may be used in place of a den meeting.
- As a den, attend a Cub Scout day camp, Cub Scout or Webelos Scout resident camp, or a council family camping event with at least 50 percent of the den membership.
- Conduct three den projects or activities leading to a discussion of the Scout Law.
- Have 50 percent of the den earn at least three elective adventure loops or adventure pins.
- Have 50 percent of the den participate in a patriotic ceremony or parade.
- Have 50 percent of the den participate in a den conservation/resource project.
- Have 50 percent of the den participate in at least one den service project.

Once the requirements are completed as stated, the signed National Den Award application is sent to the local council service center where the ribbon can be obtained.

An application for the National Den Award may be downloaded from the Cub Scout forms page at [www.scouting.org/CubScouts/Leaders/Forms.aspx](http://www.scouting.org/CubScouts/Leaders/Forms.aspx).

### **Tiger Den Leaders**

Look at the requirements for the Backyard Jungle required adventure and choose one to demonstrate.

### **Wolf Den Leaders**

Look at the requirements for the Cubs Who Care elective adventure and choose one to demonstrate.

### **Bear Den Leaders**

Look at the requirements for the Fur, Feathers, and Ferns required adventure and choose one to demonstrate.

### **Webelos Den Leaders**

Look at the requirements for the Into the Woods elective adventure and choose one to demonstrate.

### **Arrow of Light Den Leaders**

Look at the requirements for the Duty to God in Action required adventure and choose one to demonstrate.

### **Cubmasters**

#### **DISCUSSION TOPIC: Campfire Programs**

Campfire programs are a great way to end an outing or a pack activity. With organization and review of all elements to be presented, a fun time can be had by all with plenty of great memories to take away from the fire.

#### **POSITIVE VALUES**

Review the positive values emphasis of the Boy Scouts of America so there is no question that all material presented will reflect these values. This material is found in *Group Meeting Sparklers*, No. 33122.

Explain that campfires happen for many reasons, including fun, entertainment, fellowship, action, adventure, training, and inspiration. Highlight each of those topics (see the *Cub Scout Leader How-To Book* for information). Explain that campfire programs are a great way to develop leadership skills in youth, a chance to encourage the creativity of Cub Scouts, and a time to relax, unwind, and enjoy the experience of being in the outdoors. Things to consider:

- Safe campfire area—Have fire permits, where required, and sufficient ability to safely put out the campfire at the end of the program.
- All boys have the opportunity to participate.
- All material is prescreened by the campfire planner and/or master of ceremonies.
- Code of conduct is presented to Scouts at the beginning of the event.
- Encourage everyone to have safe fun.

Show the Campfire Program Planner and explain where it can be found: [www.scouting.org/filestore/pdf/33696.pdf](http://www.scouting.org/filestore/pdf/33696.pdf). Explain how to use the planner and that each item reflects a different emphasis of the evening's program. Lively songs will start the program and quiet songs will end it.

#### **ACTIVITY**

Give each participant a blank Campfire Program Planner and share a few preapproved activities that could be a part of the campfire. Go through the exercise together of putting those activities into the planner, and review the order they would be presented. Conclude this breakout session with the "Cub Scout Vespers" song (*Cub Scout Songbook*, No. 33222).

### **Pack Leaders**

#### **DISCUSSION TOPIC: National Summertime Pack Award**

The application for this award may be downloaded at [www.scouting.org/filestore/pdf/33748.pdf](http://www.scouting.org/filestore/pdf/33748.pdf).

# MAY 2016 PACK RESOURCE SHEET

## POINT OF SCOUT LAW: KIND

## THEME: MY ANIMAL FRIENDS

### THE POINT OF THE SCOUT LAW TO BE HIGHLIGHTED THIS MONTH

#### A SCOUT IS KIND

A Scout treats others as he wants to be treated. He never harms or kills any living thing without good reason.

#### HOW DOES “MY ANIMAL FRIENDS” RELATE TO THIS POINT OF THE SCOUT LAW?

A Scout knows there is strength in being gentle. It is important to be kind to all creatures, great and small. This month we will explore ways to be kind to our animal friends.

### Preopening Activities

#### ANIMAL IDENTIFICATION

*Materials:* As each Cub Scout arrives, give him half of an animal picture. The idea is to mix and mingle with the rest of the boys to find the other half of the picture. One way is to make the sound that animal makes and listen for someone else doing it.

#### ANIMAL FRIEND ID GAME

*Materials:* random list of different animals on a prepared sheet (one copy per pack member); pictures of those animals cut out and mounted on construction paper, each with a designated number in large print

Be sure to choose several different types of animals for a challenge (e.g., polar bear, grizzly bear, brown bear or different dogs: spaniel, collie, retriever, etc.). Hang the pictures around the meeting room and, if possible, from the ceiling. As pack members arrive, hand out the list of animals. The object is to match the picture numbers with the animal names. Recognize everyone who participates and those who find the most matches.

### Opening Ceremony

#### AN EAGLE OPENING

*Materials:* prepared posters showing different species of eagles; each Cub Scout's lines written in large print on the back of his poster

**Cub #1:** The eagle is one of the largest and most powerful birds in the world, with a wingspan of up to 7 feet.

**Cub #2:** They look fierce and proud, and gracefully soar high in the air in search of prey. Because of this, eagles have long been symbols of freedom and power.

**Cub #3:** The United States chose the bald eagle as the national bird in 1782. Our country's insignia and many of our coins have the eagle on them.

**Cub #4:** Eagles are very strong. They weigh 8 to 13 pounds and are 30- to 35-feet long. When the wind is favorable, golden eagles have been known to carry prey weighing as much as they do.

**Cub #5:** Eagles have very keen eyesight. Most birds have better eyesight than humans, but eagles and hawks are said to have the keenest eyesight of all. They sight their prey while flying thousands of feet above the ground.

**Cub #6:** Eagles have long, broad wings and tails. They can glide long distances by holding their wings out stiffly.

**Cub #7:** Since the eagle is on so many of our historical documents and since the eagle is usually perched upon the top of the flagpole, let us present the United States flag. Will you join us in the Pledge of Allegiance?

### Prayer

#### ANIMAL FRIENDS

A Cub Scout asks the audience to prepare for prayer in their personal custom:

Please watch over and protect our animal friends, just as we care for our Scouting family. AMEN.

### Songs

#### OLD MACDONALD—BUG STYLE

Sing “Old MacDonald Had a Farm” (*Cub Scout Songbook*, page 11), substituting bug and insect names and sounds (e.g. bees—buzz, flies—zzzz; ladybugs—flutter, flutter).

Invite Cub Scouts to think of their own examples. Each den may contribute its own verse, and then the pack sings the song as a whole as each den stands and contributes its animal sound.

#### ON THE FARM

*Tune: “Jingle Bells”*

On the farm, on the farm,  
Cub Scouts everywhere!  
Families join in the fun,  
Pack meetings can't compare.

## BE KIND TO YOUR WEB-FOOTED FRIENDS

*Tune: "The Stars and Stripes Forever"*

Be kind to your web-footed friends,  
For a duck may be somebody's mother.  
Be kind to your friends in the swamp,  
Where the weather is always damp.  
You may think that this is the end.  
Well—it is!

## WHERE HAS MY LITTLE DOG GONE?

Oh where, oh where has my little dog gone?  
Oh where, oh where can he be?  
With his ears cut short and his tail cut long,  
Oh where, oh where can he be?

## LITTLE PETER RABBIT

*Tune: "John Brown's Body"*

Little Peter Rabbit had a flea upon his ear,  
Little Peter Rabbit had a flea upon his ear,  
Little Peter Rabbit had a flea upon his ear,  
And he flipped the little flea away.

### Actions:

- First time—Sing straight through.
- Second time—Omit singing "Peter Rabbit" and substitute making ears using forefingers of hands against forehead.
- Third time—Same as second, plus omit singing "flea" and substitute scratching your ear.
- Fourth time—Same as third, plus omit singing "ear" and point forefinger at ear.
- Fifth time—Same as fourth, plus omit singing "flipped" and substitute flipping of earlobe with fingers.
- Sixth time—Same as fifth, plus omit singing "away" and substitute flapping motions of both arms as if you're flying.

## Cheer or Applause

**Bear Applause:** Growl like a bear and turn one half turn. Repeat the growl, turning one half turn each time until you come full circle.

**Bobcat Applause:** Stand and give a loud roar three times.

**Elephant Applause:** Use your arm as a trunk. Wave it in front of your face and say, "Peanuts, peanuts!"

**Moose Cheer:** Put your thumbs in your ears and wiggle your fingers.

**Seal of Approval:** Put your arms out in front of you, keeping them straight. Clap your hands together like a seal moving his flippers and say, "Arf! Arf! Arf!"

**Bee Applause:** Put arms out to sides pretending to fly, while saying, "Buzz, buzz, buzz."

**Gopher:** Hold head up straight, looking ahead, and hold two fingers in front of your mouth as if they were incisors.

**Monkey:** Scratch your sides while "ooing" like a monkey.

**Beaver:** "Cut a tree" by tapping your front teeth together, and "slap your tail" by slapping a palm against your thigh. Then yell, "Timber!"

## Advancement Ceremonies

### ANIMAL FRIENDS ADVANCEMENT

*Materials:* stuffed animals or other objects that reflect each rank, placed around the room with attached lists of Cub Scouts receiving awards

The Cubmaster comes out, blows his whistle, and announces that it is now time to "board the tour bus to the zoo." He walks around, talking to the audience as if giving a tour, and then comes upon one of the animal objects. The Cubmaster describes the animal and its habitat, quietly sneaks up and retrieves the attached list, and calls the boys and their parents forward to receive the awards.

Words to highlight for each animal:

- Bobcat—fierce
- Tiger—majestic
- Wolf—daring
- Bear—giant
- Webelos—intelligent
- Arrow of Light—stately

## Games and Crafts

### ALL BIRDS FLY

One Cub Scout is chosen to be "It." He stands in front of the group and says, "All birds fly." Then he names 10 things—types of birds, animals, or various objects—and says that each one flies. For example: "Eagles fly, buses fly, bananas fly, robins fly, carrots fly, rabbits fly, planes fly, horses fly." He flaps his arms while reciting the list. Each time an actual flying creature or object is mentioned, all players flap their arms. The object of the game is to catch people flapping their arms when "It" names something that does not fly.

To increase the challenge, have "It" start naming the objects rapidly or mixing them up to catch the group off guard. If players flap when a non-flying object is named, they are out of the game. After "It" finishes listing 10 things, another player takes his place and everyone re-enters the game.

## INSECT CHARADES

Each boy takes a turn acting out his favorite insect or bug while the others try to guess what insect he is. Remind boys to use the information they learned this month in the game. Possibilities include:

**Sow bug**—curls up when touched

**Bee**—flits from flower to flower

**Fly**—buzzes around and lands on things

**Earwig**—scurries under items

## CENTIPEDES

Mark start and finish lines. Play this game in teams. All boys get down on their hands and knees. The second in line grasps the first by the ankles; the third grabs the second, and so on. At a signal, the “centipedes” try to move across the playing area as quickly as they can without breaking hand-to-ankle hold.

## CRITTER TOSS GAME

Toss a ball from player to player. Each boy who catches the ball must name an animal found in North America. If he cannot do so, he is out of the game. The last player left wins.

## PAPER BAG ANIMAL

*Materials:* lunch bags, construction paper, scissors, and glue sticks

Make plain paper bags into numerous animals by cutting ears, eyes, noses, mouths, legs, and tails from construction paper. Hand out the materials, and have each Cub Scout create his favorite animal friend. Provide several animal pictures to spark the boys’ imaginations.

## BUTTERFLY MAGNET

*Materials:* round coffee filters, watercolor paints or markers, black chenille stems, spray water bottle, magnetic strip (optional)

Cover the workspace with newspaper or an old plastic tablecloth. Open the coffee filter and lay it flat. Use watercolor paints or water-soluble markers to draw designs on it. Spray lightly with water until the filter is slightly damp but not drenched. The colors should bleed some. Let dry for a few minutes.

In the interim, fold the chenille stem in half. Gather the coffee filter along the center and place it at the bend in the chenille stem. Twist it shut and then spread out the ends to form antennae. If desired, add a magnetic strip to the back of the chenille stem so that the butterfly can be displayed on a refrigerator.

## EARTHWORM SNACK

*Materials:* gummy worms, one package of chocolate instant pudding, milk, 8-ounce container of frozen whipped topping, chocolate cookies

Prepare pudding according to directions. Fold in thawed whipped topping. Place mixture into a cup for each person. Crush cookies. Cover the pudding mixture with crumbled cookies. Insert gummy worm into pudding.

## Audience Participation

### REPEAT AFTER ME

The leader says each line and the audience repeats—one line at a time. To establish a cadence, the leader may slap his thighs and then clap his hands.

*Chorus:*

Goin’ on a bear hunt.

I’m not afraid.

Got a real good friend (*Cub Scouts look at each other.*)

By my side.

Oh, oh,

What do I see?

Oh, look! It’s some tall grass!

Can’t go over it.

Can’t go under it.

Can’t go around it.

Got to go through it. (*Make motions with arms like you are clearing a way through the grass.*)

(*Repeat chorus.*)

Oh look! It’s a tall tree.

Can’t go over it.

Can’t go under it.

Can’t go through it.

Got to climb up it. (*Pretend to climb up the tree.*)

(*Repeat chorus.*)

Oh, look! It’s a wide river.

Can’t go over it.

Can’t go under it.

Can’t go through it.

Got to swim across it. (*Pretend to swim.*)

Oh look! A deep, dark cave.

Can’t go over it.

Can’t go under it.

Can’t go through it.

Not going’ in it! (*Repeat louder.*)

We’re goin’ home. (*At this point, the speed of the thigh slapping and clapping increases as boys go through the motions of swimming back through the river, climbing down the tree, and walking back through the tall grass until they return to the start.*)

Glad I got a real good friend! (*Clap hands repeatedly.*)

## RELUCTANT RABBIT

Divide the audience into four groups. Assign each group a part to perform when their designated word is read in the story:

- **Sean:** Shout “Abracadabra!”
- **Rabbit:** Flop hands like ears.
- **Hat:** Tip imaginary hat.
- **Dog:** Shout “Woof, woof!”

SEAN was very busy. It was only a few days until he had to perform a magic act. But he was having trouble with his disappearing RABBIT trick. He had his black top HAT and a very nice little RABBIT. SEAN knew exactly how to do the RABBIT in the HAT trick, but the RABBIT would not cooperate.

Just then, SEAN’s big DOG came bounding into the room. He was a very large DOG, and the minute the RABBIT saw him, he bolted under the bed, toppling the HAT and nearly knocking SEAN over. “DOG,” shouted SEAN, “you are scaring my RABBIT.” SEAN reached under the bed and pulled out the RABBIT. SEAN petted the RABBIT. He took out the HAT and put the RABBIT inside once again. The big DOG stood by and watched. Before SEAN could wave the magic wand, the RABBIT jumped out. The DOG wagged his tail and looked up at SEAN.

SEAN was frustrated. Then he picked up the HAT and looked inside. It was dark inside the HAT. SEAN patted the DOG’s head and said, “I have an idea.” SEAN quickly ran to his room and got a small flashlight. His DOG came with him to help. SEAN put the flashlight in the HAT and turned on the light. Then he took the RABBIT, waved the magic wand, and stuffed the RABBIT inside the HAT. This time the RABBIT stayed inside the HAT.

“Hooray!” shouted SEAN. “Now I can do my trick!”

## Cubmaster’s Minute

### KIND

Cub Scouts and families, our theme this month has been Animal Friends, and we have talked a lot about the need to be kind to animals. That is a given. But there is also a great need to always be kind to other people, as stated in the Scout Law. I noticed many kindnesses displayed by our Cub Scouts and families tonight. Thank you. That makes our world a much better place.

## TIGERS OR EAGLES

Just as our “zookeepers” have taken care of our Bobcats, Tigers, Wolves and Bears; the older boys in our pack teach and watch over the younger boys. We as adults and as parents need to watch over and guide all of our boys. The boys will always need our love and guidance whether they’re Tigers or Eagles, or in between.

## Closing Ceremony

### ANIMAL PARADE

Close out the pack meeting this month with an animal friends “conga line.”

The Cubmaster has the pack line up single file, and they roam around the meeting place. The Cubmaster uses a megaphone or loud voice to tell everyone how to walk at any given time:

- Walk like an elephant.
- Roll like a polar bear.
- Scratch like a monkey.
- Growl like a bear.
- Stretch like a giraffe.
- Hop like a kangaroo.
- Snap like an alligator.
- Roar like a lion.
- Clap like a seal.
- Slither like a snake.
- Hop like a rabbit.
- Crawl like a turtle.
- Swim like a shark.
- Howl like a wolf.

Conclude with the Cubmaster saying, “Good night, Animal Friends of pack (number)!”