

Cub Roundtable September 4, 2008


The theme for October 2008: Adventures in Books

Books are the gateway to imagination and adventure. October's theme introduces the boys to the world of books and the fun they can have reading them. The boys could visit the library with their den and explore the "card catalog computer," then go down the aisles in search of adventure. The library may have age-appropriate programs for the boys; the librarians could introduce them to books that can transport them to new and exciting worlds. Encourage the boys to sign up for their own library cards and check out some books. At the pack meeting the boys can perform some of their favorite adventures in a skit or a puppet play.

Say Yes to Reading! "Boys' Life" magazine has an annual reading contest open to their readers due in December. The contest has three age categories: eight years old and younger, nine and 10 years old, and 11 years and older.

In this month's issue of "Scouting" magazine there's an article titled "Guys Read Guys Books" I encourage all adults to read it.

Yours in Scouting,



Nancy Robertson

PACK RESOURCE SHEET

October 2008 Theme: Adventures in Books

Some of the purposes of Cub Scouting developed through this month's theme are:

Fun and Adventure. Cub Scouts will have fun exploring the world of books.

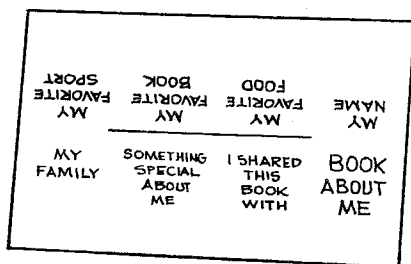
Family Understanding. Families can work together with their boys to complete the "Say Yes to Reading" program. Reading together builds family closeness.

Preparation for Boy Scouting. Reading is a fundamental part of earning merit badges. This month's theme can help boys learn to enjoy reading.

The core value to be highlighted this month is:

Courage. Through reading different books, boys will understand that courage means making the right choice rather than the absence of fear.

Pre-opening Activity: Book About Me



Materials: 8½" x 11" piece of paper printed as shown and a pencil for each participant, Magic Book folding instructions (page 28), scissors

Each participant folds the sheet into a Magic Book following the instructions. Encourage them to help each other with the folding. When the book is done, each person writes one or two words on each page. The participants then go around the room and exchange their books with people they do not know well. After reading the other's book, each reader signs it on the back.

Opening Ceremony: Adventures in Books

Materials: Paper banner that says "Adventures in Books," folded like an accordion with covers so that it looks like a book when closed.

CUB SCOUT 1: Welcome to the pack meeting.

CUB SCOUT 2: This month we had great adventures.

CUB SCOUT 3: I went to the planet Mars.

CUB SCOUT 4: I explored under the sea.

CUB SCOUT 5: I climbed the tallest mountain.

CUB SCOUT 6: I went on a safari in Africa.

CUB SCOUT 7: All you need is to open books and read!

CUB SCOUT 8: Now let's open the pack meeting and let the adventures begin!

(CUB SCOUTS 7 and 8 open the book.)

Prayer: Wonderful Books

"We thank you for the fun and adventures we find in books. Guide us in choosing books for our growth. Help us do our best everyday and be good Cub Scouts. Amen."

Song: We Like to Read Books

Tune: "Apples and Bananas"

(This is a "choose your own adventure" song. Divide the audience into groups. Give examples below and ask each group to think about its own adventure. For each verse, everyone sings the first line. Then groups take turns singing the second line.)

We like to read books, books

About the planet Jupiter.

We like to read books, books

About the planet Jupiter.

Other examples:

On a safari in Africa

Sitting on a tree top

With three wild monkeys

Applause: Book Applause

Pretend to turn pages of a book. As you turn each page, say, "Wow," "Ohhh!" and "Ahhh!" Close the book and say, "What a great adventure! Incredible!"

Advancement Ceremony: Cub Scouting Adventures

Materials: Copies of the Cub Scout handbooks for each rank being earned. Place the badges in the appropriate books.

CUBMASTER: (While holding up the book) We have all kinds of adventures in Cub Scouting. Tonight we are here to honor the Cub Scouts who have opened their books and gone on daring adventures to earn the rank of (name of award). (Briefly list the requirements for the badge. Then open the book to the badge and have the boys earning that badge come forward with their parents to receive it. Have someone take pictures for the pack scrapbook. Repeat for other ranks. Alter words describing the adventures. Examples might include "fabulous," "amazing," "fantastic," "marvelous," and "incredible.")

Closing Ceremony: Closing the Book

Materials: Paper banner "book" used in the opening ceremony

(Four Cub Scouts come out, two boys holding each end of the opened book. Without saying a word, they start closing the book from each end. When the book is closed, they face the audience.)

CUB SCOUTS: Now we close the pack meeting but our Cub Scouting adventures continue! See you all next month!

Cubmaster's Minute: Imagination

"I like to go on adventure trips in many different nations. My favorite nation is imagination. There I can be anything and have all kinds of marvelous adventures. And I can visit that nation any time I want to. All I have to do is close my eyes and I'll be in 'imagination' in an instant. Without imagination our lives would be dull and boring. Boys, take your time and visit imagination as often as you can."

Game: Adventure Relay

Materials: Two sets of 4" x 6" index cards folded in half like books with instructions written inside, any equipment that is indicated in the instructions

Divide the boys into two teams. Place folded index cards randomly at the goal for each team. Boys run to the goal, pick a "book" and do what it says inside. An adult stands at the goal for each team to assist the boys.

Examples of instructions:

- "Do five jumping jacks."
- "Laugh for 10 seconds."
- "Repeat alphabet from A to Z."
- "Repeat the Cub Scout Promise."
- "Peel a banana."
- "Find the den leader and shake his or her hand."
- "Hop back to the starting line like a kangaroo."

Game: Imagine That!

Divide the players into two teams. Choose "It" from one of the teams. One player from each team becomes a contestant. "It" asks a question "What is (description)?" and the contestants must answer immediately. The contestant whose answer is closest to the description wins and becomes the next "It." (For example, if the question is "What is large?" and the contestants answer "elephant" and "space shuttle," the one with "space shuttle" wins.) The game then continues with the next two contestants. **Note:** Because of the advantage of hearing what the other contestant says and then trumping it, a contestant who is slow to answer automatically loses.

Examples of questions include:

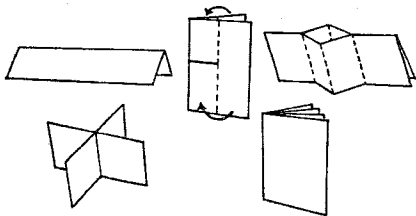
- "What is large?"
- "What is small?"
- "What is strong?"
- "What is scary?"
- "What is beautiful?"
- "What is round?"
- "What is tall?"
- "What is blue?"

Variation: For younger boys, write questions on index cards ahead of time.

Project: Magic Book

Materials: 8½" x 11" sheet of paper, scissors

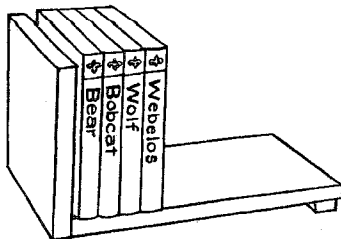
Fold the paper in half, lengthwise. Crease well and open, then fold the paper in half the other way. Bring each end to the center fold as shown. Cut from the center fold to the middle fold. Open as shown. Push the ends toward the middle so that it will have four "pages." Fold it like a book.



Project: Cub Scout Book Holder

Materials: Two 1" x 6" boards (one 12 inches long and one 8 inches long), one 5½-inch piece of 1" x 1" molding, two 1¼-inch wood screws, two 1½-inch wood screws, wood glue

Pre-drill screw holes in the boards. Glue and screw the 8-inch board to end of the 12-inch board with 1½-inch screws. Glue and screw the molding to the bottom of the other end of the 12-inch board using the 1¼-inch screws.

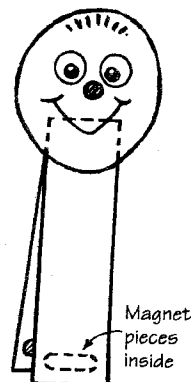


Project:

Adventure Bookmark

Materials: File folder, wiggle eyes, markers, scissors, thin magnet (the type that is given out as advertisement), glue

Keep the folder folded and cut a folded strip 1½ inches wide and 4 inches long. Glue small pieces of magnet on the inside of the strip on both sides after checking polarity (magnets need to attract). Cut a face shape out of the folder. Glue eyes to the shape and draw on facial features. Glue the face to the strip so the eyes will be outside the book when the bookmark is in place. Place the bookmark over a page so the magnets will keep it in place.



Variation: Instead of a face, cut out a photo of a den adventure into an interesting shape and glue to the folded strip.

WEBELOS ACTIVITY BADGE PROJECTS

Citizen: Scout Law Newspaper Search

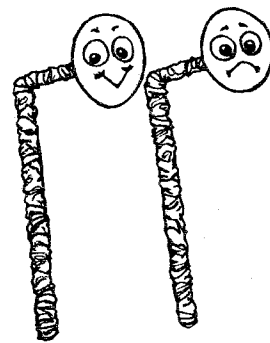
Materials: One copy of the same newspaper and scissors for each team

Divide the den into teams of two to three Webelos Scouts. When signaled, the teams start a search of the newspaper for news items that definitely illustrate the 12 points of the Scout Law. They cut out the articles and number them according to the point of the law. The teams compete for the number of articles they cut out and also for the number of the points of law they can find. Briefly discuss why each clipping was selected.

Showman: Fortunately-Unfortunately Bookworm Puppets

Materials: File folder, two flexible straws, green tissue paper, green construction paper, four small wiggle eyes, markers, scissors, glue

If the file folder has a tab, cut it off to make straight edges. Decorate the folder like a book and title it *Webelos Scout Adventures*. Dilute glue with water to make a thin paste. Cut a 5" x 10" piece of green tissue paper and wrap it loosely around a straw lengthwise (the tissue paper will be longer than the straw). Starting at the bent end of the straw, cover the tissue with the diluted glue. While applying the glue, push the tissue paper toward the bent end so that wrinkles form. When this is finished, part of the straw will be exposed; this part will be hidden when the worm is used as a puppet. Repeat the above steps to make another worm and allow both to dry. Cut two circles out of the green construction paper. Glue two wiggle eyes to each circle. Draw a smiling mouth on one and an unhappy mouth on the other. Glue one face to the bent end of each straw.



Divide the Webelos Scouts into two groups. One group starts a story with a sentence. The other group continues the story with a sentence starting with "unfortunately." The first group continues with "fortunately." As each group tells his sentence, the boys wiggle the bookworm that represents their group. After the story continues for a while, the groups switch their parts.

MY
NAME

MY
FAVORITE
FOOD

MY
FAVORITE
BOOK

MY
FAVORITE
SPORT

BOOK
ABOUT
ME

I SHARED
THIS
BOOK
WITH

SOMETHING
SPECIAL
ABOUT
ME

MY
FAMILY