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**Theme: When I Grow Up
Achievements and Electives from
the Program Helps for 2008-2009.**

Tigers – Elect. 6, 13, 43 or 46 or 49
Wolf - Ach at Den Meeting 5, 12 –
Ach at Home – Elect. 1A, 5E, 8A,
11A, 12, 14 or 21A, 17F, 21
Bear – Ach at Den Meeting– 3J, 6C,
7, 9C, 19, 22 – Ach at Home– Elect.
17

**WORDS FOR THE CAREER
CHALLENGE PUZZLE**

- | | |
|---------------------|-------------|
| ACCOUNT | ARCHITECT |
| BANKER | BIOLOGIST |
| CAREER | CARPENTER |
| CHEMIST | DENTIST |
| COMPUTER PROGRAMMER | |
| CONSTRUCTION WORKER | |
| DOCTOR | MILITARY |
| ENGINEER | FIREFIGHTER |
| GAME WARDEN | OVERTIME |
| GEOLOGIST | CHEF |
| GRAPHIC DESIGNER | |
| INTERIOR DECORATOR | |
| INTERVIEW | LAWYER |
| MECHANIC | NURSE |
| PLUMBER | RADIOLOGIST |
| PHARMACIST | PILOT |
| POLICE OFFICER | WAGES |
| PSYCHOLOGIST | WELDER |
| OPTOMETRIST | WRITER |
| METEOROLOGIST | TEACHER |
| PHOTOGRAPHER | RESUME |
| SOCIAL WORKER | SALARY |
| SALESMAN | SECRETARY |

Welcome to www.CubRoundtable.com
RT Newsletter
Webelos activity badges Athlete and Engineer

Career Challenge Puzzle
By The Science Spot

P O R D I Y I C O F X U T Q R K D T R R C Y I S M
M S R A T N R T A E S D G Z X K V E R H R T T E O
E W Y E D C T A S R M K M T D Q S E E A S N C P K
T E P C K I E E T I E U P U A U K M T I A H T F U
E L I L H R O T R I T E L Y M N I E G T A O R G D
O D L S H O O L I V L N R E A S R O N N M E O Q K
R E O N Z I L W O H I I E B T C L U I E M B R W R
O R T X A Z C O N G C E M D E O O C T M U Z V U D
L C H B E P I M G O I R W S I C S R A D U U Z U T
O M T U E W G C Q I I S A B C O I R G Z N Q D P G
G F Z S P D J F H D S T T A C S G Y S O E I S D O
I P R H D T U T O E U T C I T O H V B A S M E N F
S L S B Y A S C V V G P A U R F E N R R L C M N E
T Q U F M I T H A E H L R P R G R N A E E A L Q S
G E Q E V O R E O A W E R T F T A E G M H Y R E R
J C K H R E M L R O H E S A A I S M T I S C W Y U
J T U C B I O M R P T T I D F F R N E N N E A A N
K L A M T G A K A U A H K J X K H E O W E E L E L
M S U R I C E R P Q Y J R P L S G F F C A P E A T
A L E S I R G M Q D X V F G I P C H Y I R R R R S
P V T S R O O W A G E S S F V C O J Q S G D D A S
O F T Q T C I B C X Y S Q L O R E T I R W H G E C
L N T O P O L I C E O F F I C E R E U E M K T F N
P T H G R A P H I C E S D I G N E R Q Y M V A E A
R P Z S B K F R O T A O C E D R O L I R E T N I R

ANSWERS TO JUMBLED SNACKS

~~P O R D I Y I C O F X U T Q R K D T R R C Y I S M~~
~~M S R A T N P T A E S D G Z X K V E R H R T T E O~~
~~E W Y E D C T A S P M K M T D Q S E E A S N C P K~~
~~T E P C K I E E T T E U P U A U K M T I A H T F U~~
~~E L I L H R O T P I T E L Y M N I E G T A O R G D~~
~~O D L S H O O L I V L N R E A S R O N N M E O Q K~~
~~R E O N Z I L W O H I E B T C L U I E M B R W R~~
~~O R T X A Z C O N G C E M D E O O C T M U Z V U D~~
~~L C H B E P I M G O I R W S I C S R A D U U Z U T~~
~~O M T U E W G C Q I I S A B C O I R G Z N Q D P G~~
~~G F Z S P D J F H D S T T A C S G Y S O E I S D O~~
~~I P R H D T U T O E U T C I T O H V B A S M E N F~~
~~S L S B Y A S C V V G P A U R F E N R R L C M N E~~
~~T Q U F M I T H A E H L R P R G P N A E E A L Q S~~
~~G E Q E V O R E O A W E R T F T A E G M H Y R E R~~
~~J C K H R E M L R O H E S A A I S M T I S C W Y U~~
~~J T U C B I O M R P T T I D F F P N E N N E A A N~~
~~K L A M T G A K A U A H K J X K H E O W E E L E L~~
~~M S U R I C E R F Q Y J R P L S G F F C A P E A T~~
~~A L E S I R G M Q D X V F G I P C H Y I R R P R S~~
~~P V T S R O O W A G E S S F V C O J Q S G D D A S~~
~~O F T Q T C I B C X Y S Q L O R E T I R W H G E C~~
~~L N T O P O L I C E O F F I C E R E U E M K T F N~~
~~P T H G R A P H I C E S D I G N E R Q Y M V A E A~~
~~R P Z S B K F R O T A O C E D R O L I R E T N I R~~

Opening: America's Answer

By Santa Clara Council

America needs men with a concern for the common good... men who have the understanding and insight to help solve her problems and those of the changing world around us. She needs citizens of integrity who value their great heritage and who are determined to pass on to others an enduring faith in the ideals and methods of our free society.

How does a boy come to know and to appreciate his heritage as a citizen of this nation? How does his sense of responsibility and his concern for others unfold?

Begin with him when he is a Cub Scout as he promises with all the solemnity of an eight-year-old "...to do my best to do my duty to God and my country..." Watch the pride and loving care with which he handles the flag as he is taught to fold it. He may not fully understand all that stands for, but someday he will, with your help observe him later, as he stands tall, alert, and proud in his khaki uniform as the flag is lowered at Scout camp. He is living everyday experiences as a good citizen and is showing concern for the needs of others. He is growing and practicing the fundamentals of

Continued on next page.

INVENTOR'S CHALLENGE

P D H H N B L U B T H G I L N
 R E P C I A I R P L A N E E N
 I N A T G A R E M A C I P E S
 N I R E N G O V M E C N V E K
 T M G K O V W A P A I O W Y P
 I J O S T I R A N A E I T E T
 N E N A T U T O T V N T N G Y
 G A O H O H P N A G U I B A P
 P N H C C E U W M P C D I S E
 R S P T N O O A Y I G N O E W
 E R O E F R C L L Q C O C N R
 S C R Y C H L L A O P C A G I
 S P Q I I I I F N V N R L I T
 C J M N S N X R W P P I S N E
 O R E D L I Q U I D P A P E R

WORDS FOR THE INVENTOR'S CHALLENGE

- AIR CONDITIONING
- AIRPLANE
- CAMERA
- BIFOCALS
- CAN OPENER
- COTTON GIN
- DENIM JEANS
- ETCH A SKETCH
- GAS ENGINE
- FOUNTAIN PEN
- LIGHT BULB
- LIQUID PAPER
- PHONOGRAPH
- SCOTCH TAPE
- PENICILLIN
- SILLY PUTTY
- SEWING MACHINE
- TYPEWRITER
- PRINTING PRESS
- MICROWAVE OVEN

ANSWERS TO INVENTOR'S CHALLENGE

P D H H N B L U B T H G I L N
 R E P C I A I R P L A N E E N
 I N A T G A R E M A C I P E S
 N I R E N G O V M E C N V E K
 T M G K O V W A P A I O W Y P
 I J O S T I R A N A E I T E T
 N E N A T U T O T V N T N G Y
 G A O H O H P N A G U I B A P
 P N H C C E U W M P C D I S E
 R S P T N O O A Y I G N O E W
 E R O E F R C L L Q C O C N R
 S C R Y C H L L A O P C A G I
 S P Q I I I I F N V N R L I T
 C J M N S N X R W P P I S N E
 O R E D L I Q U I D P A P E R

Advancement Ceremony

By Santa Clara Council

Equipment: A 9-inch balloon for each boy getting an award. A balloon filled with helium for each boy.

CUB MASTER/ADVANCEMENT

CHAIRMAN: (HOLD UP A BALLOON WITH NO AIR IN IT. SAY:) Here is a balloon It's not much - just this. I can't do much with it, It just sort of sits there. I could blow it up. (BLOW UP THE BALLOON). That looks a little better. You can see the color and it is bigger, but it's still not much use, is it? I guess I could tie it to a stick. (TIE IT TO A STICK.) OK'. That made a bit of a difference. It's standing up at least. But it still has to be held. It cannot stand on it's own. (DROP TO DEMONSTRATE. BRING OUT THE HELIUM FILLED BALLOONS AND SAY:) There is a special kind of gas, that (if put into a balloon), causes the balloon to take off and fly high It will continue to raise as long as there is any gas left in the balloon.

How do you compare this to Cub Scouting? Some of us get excited about Scouting (BLOW UP A BALLOON) and go like mad for a little while. (LET THE BALLOON Go AND FLY ALL AROUND THE ROOM) but then they just sort of sit there. Other boys can't seem to do much on their own. They expect their parents and leaders to do it all for them. Then there are those boys who join Cub Scouting and have that special something that makes them want to soar high like the gas-filled balloon. (LET A HELIUM BALLOON GO AND WATCH IT AS IT GOES.) These boys are self starters. They achieve, they learn. We have some of these boys in our den/pack tonight. (CALL BOYS UP ONE BY ONE WITH PARENTS AND GIVE EACH ONE AN EMPTY BALLOON AND A HELIUM-FILLED ONE AND ASK THEM TO CONTINUE TO BE LIKE THE BALLOON THAT SOARS HIGH.)

Opening from previous page.

citizenship. All of this time he is under the friendly guidance and companionship of leaders who care about him. Now he is grown tall in high school.... an Explorer. He ponders the words of the Explorer Code. There is conviction in his voice as he says: " I will treasure my American Heritage and will do all I can to preserve and enrich it...." And so this young American comes to manhood. He has grown through his Scouting experiences and through the influences of many men and women who have helped him. He has a job and a family and is making himself count in his community. He is a citizen of a great nation. He understands his heritage and cheerfully accepts his future obligations to all men. He has been a Scout. He is America's answer!!

Run-on's

First person: "I want to interrupt the program for a news flash."
(Turn on flash light, then off again.)

(You could plan this to coincide with next item on program in progress.)

First person: "The person in the car up ahead must be my teacher."

Second person: "How do you know?"

First person: "Because the driver won't let me pass."

First person: "Why do little witches get A's in school?"

Second person: "I don't know. Why?"

First person: "Because they're good at spelling."

Here is something for you to read to parents who may not volunteer but might after they listen!

TO MY GROWN UP SON

My hands were busy through the day.
I didn't have much time to play
The little games you asked me.
I didn't have much time for you.

I'd wash your clothes; I'd sew and cook.
But when you'd bring your picture book,
And ask me please to share your fun,
I'd say; "A little later, son"

I'd tuck you in all safe at night,
And hear your prayers; turn out the light,
Then tiptoe softly to the door...
I wish I'd stayed a minute more.

For life is short, the years rush past...
A little boy grows up so fast.
No longer is he at your side.
His precious secrets to confide.

The picture books are put away,
There are no longer games to play.
No good-night kiss, no prayers to hear...
That all belongs to yesteryear.

My hands, once busy, now are still.
The days are long and hard to fill.
I wish I could go back and do
The little things you asked me to.

Cub Scout age boys aren't usually thinking about how they can spend their free time and use the resources available to them to think about what they will be when they grow up. Here we can visit various careers and offer the Scouts food for thought about what adults do every day to help them.

How are you suppose to know what you want to be when you grow up? Most of your life is still ahead of you.

You are still too young to know exactly what you are going to do "when you grow up" as well as where and how you are going to do it. It is never too early to start discovering about who you are, what you like to do, what you do best and what you might want to do. You can make a choice and get a head start to learn all there is about your choice. At the pack meeting, each boy can attend dressed up in what they want to be when they grow up. One boy could be a policeman, one a Cubmaster, one a doctor, etc.

Jigsaw Puzzle Occupation

Collect pictures of occupations as you read your magazines. Before the meeting glue each picture to a piece of cardstock paper and cut into several pieces. Make sure each picture is cut into the same number of pieces. As each boy arrives give him a puzzle of an occupation and let him put the puzzle together. After all the boys have put their puzzle together, have a discussion of the various occupations.

Who Am I?

Make up a -Who Am I" card for each scout. This card has the name of someone who is famous or well known. Try to make them all from a category-actors, past presidents, type of occupations, cartoons, etc. Tape one card on the back of each scout as they arrive (be sure the scout does not see the name). The scouts are allowed to ask each scout two questions which can only be answered with "Yes" or "No" as they try to guess "Who" they are. (The names don't have to be world-famous - use the name of the mayor, the school principal, professions, Cub Scout leaders, etc.)

Scramble Profession

Place a large piece of paper on the wall with names of occupations scrambled. Give each scout a piece of paper as they arrive and let them unscramble the professions. This could also be a great pack pre-opening - recognition could be given for the fastest completing the game with the most correct. Professions that could be included: nurse, lawyer, teacher, gardener, doctor, surgeon, fireman, policeman, etc. Make sure that if the profession is one that is two or more names that each name is divided for the scout- ex: race car driver.

Display ideas!

For the pack meeting or den meeting make a display of different professions. Where do we go to find information

about different profession?

- Get in gear! Think about you. Help the Scout discover himself and what activities interest him.
- Take a trip! Ah, field trips ! The den can go visit different places that the Scouts are interested in learning about and see what their fathers, grandfathers, mothers, grandmothers, friends, other members of their

What's My Hobby?

Setting: Scene opens on a group of boys talking about their hobbies. Each, in turn, gets the others to guess what his hobby is by using the "ten-dollar word" to describe it. Here are some suggestions-

- Numismatist - coin collector
- Philatelist- stamp collector
- Ornithologist - bird watcher
- Horticulturist -scientific gardener
- Paleontologist - fossil specialist
- Fromologist - cheese label collector

Adnexioplexylogy - knot tying specialist
 You add others! (End with one boy boasting that his dad collects something, but there isn't any fancy name for it. The others guess all kinds of ridiculous things but finally give up.)

Last Boy: I knew you'd never guess this one! Dad is a BILL COLLECTOR!" All: (in unison) A BILL COLLECTOR!

Who Are You? What Do You Like? What Do You Do Best?

Ask boys to sincerely answer each of the following. Then compile answers and discuss those that seem more interesting.

1. On my last report card, I got the best grade in _____.
2. On my last report card, I got the worst grade in _____.
3. I am happiest when _____.
4. Something I can do for hours without getting bored is _____.
5. Something that bores me out of my mind is _____.
6. My favorite class is _____.
7. My least favorite class is _____.
8. The one thing I'd like to accomplish with my life is _____.
9. My favorite thing to do after school is _____.
10. My least favorite thing to do after school is _____.
11. Something I'm really good at is _____.
12. Something that is really tough for me to do is _____.
13. My favorite adult person is _____ because _____.
14. The kinds of books I like to read are about _____.
15. The kinds of videos I like to watch are about _____.
16. When I grow up, _____.

Ceremonies Do Your Best Opening

By Bay Shores Council

(Cub Scouts hold up cards with slogans as they read their lines)

1. DO YOUR BEST in everything you do on life's way.
2. ALWAYS BE FRIENDLY to brighten other's day.
3. GIVE AWAY YOUR SMILES for it's rewarding indeed.
4. BE PREPARED to help others in their daily need.
5. BE HONEST AND SINCERE towards others you meet.
6. BE LOYAL AND TRUE - a most commendable feat.
7. COUNT YOUR BLESSINGS, being thankful each day, for life's wonderful opportunities that come your way in this great country.
8. Welcome to each and every one of you. May these thoughts stay with you and your w hole life through.

Cub Scout Pledge to Himself

Arrangement: Pack flag is placed in center of stage. Ten Cub Scouts in uniform, in turn, come on stage, stand near the pack flag and recite one of the statements below . Upon finishing, each Cub Scout salutes the Pack and retires to rear of stage, where a horseshoe is formed.

1. May I grow in character and ability as I grow in size.
2. May I be honest with myself and others in w hat I do and say.
3. May I learn and practice my religion.
4. May I always honor my parents, my elders and my leaders.
5. May I develop high moral principles and the courage to live by them
6. May I strive for health in body, mind and spirit.
7. May I always respect the rights of others.
8. May I set a good example so that others may enjoy and profit from my company.
9. May I give honest effort to my work.
10. May I regard my education as preparation for the future.

CM: We have heard w hat our boys are hoping for, let us as leaders take the opportunity to dedicate our selves to helping them reach their goal. Would you please follow me in saying the Cub Scout Promise - Good Night and see you next month!

or alternately - As the last Scout finishes his lines and completes the horseshoe formation behind Pack flag, all 10 boys join hands for the Living Circle and repeat the Promise.

Skits**CLIMBING THE MOUNTAIN**

By Santa Clara Council

(Adapted from a story by Ernest Thompson Seton)

This can be done well as a puppet show, with the Den leader narrating the story and the Cubs handling the puppets.

Far away in our dry southwestern country is an Indian village, and in the distance is a high mountain, towering up out of the desert. It is considered so great a feat to climb this mountain, that all the boys of the village were so eager to attempt it. One day, the Chief said: "Now, boys, you may all go today and try to climb the mountain. Start right after breakfast, and go, each of you, as far as you can. Then when you are tired, come back; but let each boy bring me a twig from the place where he turned back."

Away the boys went, full of hope; each feeling that he surely could reach the top. But soon the first boy came slowly back, and in his hand he held out to the chief a leaf of cactus. The chief smiled and said, "My boy, you did not even reach the foot of the mountain. You did not even get across the desert. Later, a second boy returned. He carried a twig of sagebrush. "Well," said the chief, "you got as far as the mountain's foot, but you did not climb upward. The next boy had a cottonwood spray "Good," said the chief "you got up as far as the mountain springs".

Another came later with some buckthorn. The chief smiled when he saw it and spoke thus: "You were climbing; you were up to the first slide rock." Later in the afternoon, one boy arrived with a cedar spray, and the old chief said. "Well done. You went halfway up". An hour afterward, a boy came with a switch of pine. To him the chief said, "Good, you went to the third belt; you made three quarters of the climb."

The sun was low when the last boy returned, He was a tall splendid boy of noble character. His hand was empty as he approached the chief but his countenance was radiant, and said, "My father, there were no trees where I got to; I saw no twigs, but I saw the shining sea." Now the old chief's face glowed, too, as he said aloud and almost sang: "I knew it. When I looked into your face, I knew it. You have been to the top. You need no twigs for token. It is written in your eyes and it rings in your voice. My boy, you have felt the uplift, you have seen the glory of the mountain."

Oh, ye Scouters, keep this in mind, then: The badges that we offer for attainment are not "prizes." They are merely tokens of what you have done, or where you have been. They are mere twigs from the trail to show how far you got in climbing the mountain. The real rewards are the changes within you brought about by Scouting.

Skits**Future Careers**

By Bay Shores Council

Props: A large box that Cubs can step into and out, decorate front with knobs and dials.

Cast: Eight Cub Scouts.

1. Ladies and gentlemen, this is the fantastic, terrific magic future machine. By entering this - machine you will know your future career.
2. Let me try it first.
 1. OK, enter the chamber (he turns dials on front.) Come out and reveal your future. (repeat with each Cub.)
 2. Wow , I'm going to be a truck driver. 10-4 Good Buddy.
 3. (enters then exits) Hey, I'm going to be a Chef...dinner anyone?
 4. (enters then exits) I'm going to be a doctor, want a shot?
 5. (enters then exits) A lawyer, I'm going to be a lawyer. I think I'll run for District Attorney.
 6. (enters then exits) Yea, yea, yea! I'm going to be a rock star, w here's my guitar?
 7. (enters then exits) An astronaut, look at Mars !
 8. I'm not sure about this, but here it goes.
 1. This w ay. (turns dials)
 8. (enters, screams) No! No!
 1. What's the matter, w hat will you be?
 8. No, I'll be a (pause for silence) CUBMASTER!!! (Runs off the stage screaming)

The Inventor

Characters: Three or four boys. (More can be added)

Setting: First boy is sitting on a chair (bed). Toys are scattered around the room. He is deep in thought.

Several of his friends have come to see him.

(Friends enter.)

All: What are you doing?

Boy #1: Just thinking.

Boy #2: Thinking about what?

Boy #1: My invention.

Boy #3: Are you inventing something?

Boy #1: Sure! I want to be a famous inventor like Alexander Graham Bell or Thomas Edison.

Boy #4: What are you going to make? Maybe we can help.

Boy #1: Really? Do you all want to help?

All: Sure!

Boy #1: O.K. (getting up). First of all, I need a big box. There's one in my closet.

(One of the boys goes off-stage and to get a box)

Boy #1: Then I need two toy airplanes.

(Another boy picks it up, continuing until all of the toys are picked up off the floor)

Boy #1: Last, I need some rags. We can use my clothes for that. (They all pick up clothes)

Boy #1: Well, that just about takes care of it.

Boy #4: Takes care of what?

Boy #1: My invention. I just invented a way to get my room cleaned before my mom gets home!

Crafts

By Bay Shores Council

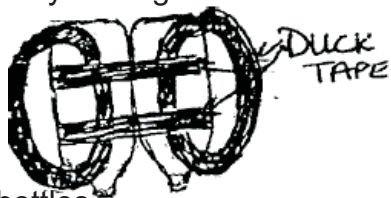
Astronaut Jet Pack

Materials:

1. Two 2 liter soft drink bottles.
2. Duct tape.
3. Silver spray paint (optional)

Construction:

1. Get 2 pieces of duct tape 32" long and 2 pieces of duct tape 30" long.
2. Back each 32" piece of duct tape with a 30" piece of duct tape.
3. Form a circle with the duct tape, use unbacked 2" to secure your circle. Repeat with other piece of duct tape. (These will be the straps to your jet pack, like backpack straps.)
4. Spray paint soft drink bottles silver and let dry.
5. Using duct tape, secure the bottles together being sure to attach the straps on the back at the same time. Tape all around both bottles with duct tape about 4" from top. Repeat about 4" down from first piece.
6. Wear with the lids to the bottles facing down.



Racer Neckerchief Slide

Materials:

1. Spring-type clothespin.
2. 4 black pony beads.
3. Paint and Paintbrush.
4. Silver paint pen (optional).
5. Hot glue.
6. Pipe cleaner ring.

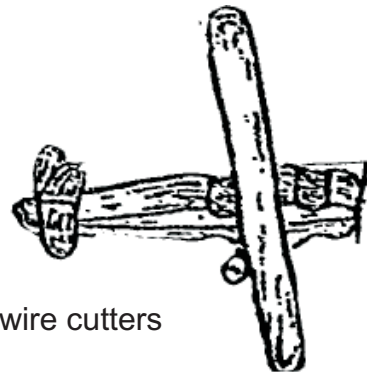
Construction:

1. Remove spring from clothespin.
2. Paint one half of the clothespin and let dry.
3. Glue pony beads into the indentations on the clothespin.
4. Glue ring to back

Clothespin Airplanes

Materials:

1. Spring-type clothespin.
2. Toothpicks.
3. Pipe cleaners (optional)
4. White glue.
5. Pocketknife or electrical wire cutters
6. Ice Cream sticks.
7. Buttons
8. Paint and paintbrushes.



Construction:

1. Remove the spring from a spring clothespin.
2. Lay the two sticks one on top of the other and glue. (Top flat sides together)
3. Glue on one ice cream stick for the wings, or glue two ice cream sticks to make a biplane.
4. Glue a short piece of toothpick on front for the propeller.
5. The tail and rutter are pieces of ice-cream sticks cut to size with a pocket knife or a pair of electrical wire cutters and glued into place.
6. The wheels are buttons mounted on toothpicks that have been bent to size, but not broken. If you prefer, you may use pipe cleaners for this, but it is not necessary. If the toothpicks tend to break instead of beading, soak them in hot water for a few minutes to make them more flexible.
7. Paint the plane as desired.

Scrapbook Of Dreams

Materials needed:

1. Paper - white, cardstock in a color for the cover
2. Scissors
3. Crayons, paints, or colored pencils
4. Pictures, magazines, etc. that can be cut-up for pictures, or your own drawings

- Directions:**
1. The Scout can collect pictures of the profession they are interested in learning about
 2. Captions can be written about each picture
 3. Write down why you are interested in the profession at this time
 4. Date your page with the month-day-year so when you look back you know when you did
 5. Add to your scrapbook.

Snacks Watch for Peanut allergies!!**Astronaut Pudding**

(makes 1) 1 tablespoon pudding mix ¼ cup milk
Ziplock bag Combine pudding and milk in the Ziplock bag. Close securely. Mix ingredients together by squishing the bag. Cut a hole in the corner of the bag and suck out the pudding

Football

(makes 8) 1 cup peanut butter 1 cup dry nonfat milk 1 cup honey ½ cup Rice Krispies Mix peanut butter, honey, and dry milk together. Shape into footballs. Roll in Rice Krispies. Eat.

Ding Dong Spiders Ding Dongs

(one for each boy) Red frosting M & M candies (2 per spider) Licorice candy strings (eight 6" pieces per spider) Each boy receives all of the ingredients for his "spider". The Ding Dong is the body of the spider. The licorice strings are the legs of the spider, which are stuck into the Ding Dong along the top edge (4 on each side). The M & M eyes are "glued" in place with frosting, then a mouth is drawn on with red frosting. A small Ziplock bag with a very small tip of one corner cut off works well to put the frosting in for drawing the mouth.

Fruity Brownie Pizza

1 box brownie mix
1 container strawberry cream cheese
1/3 cup powdered sugar
fresh fruit in season (kiwi, berries, bananas, etc.)
chopped nuts (optional)
chocolate sauce (optional)
Prepare brownie mix as on box. Spread on lightly greased pizza pan. Bake 350 degrees, 7-10 minutes until done in center. Let cool. In small bowl, mix strawberry flavored cream cheese with enough powdered sugar to make it creamy. Spread over cooled brownie. Top with sliced fruits. Sprinkle nuts and drizzle chocolate sauce over, if desired. Cover with plastic wrap and cool in refrigerator 2 hours. Store left overs in fridge. Best if eaten in 2-3 days. Can also be made with sugar cookie dough.

Ultimate Milkshake

3 cups vanilla ice cream (or chocolate)
2 cups milk
1/4 cup chocolate syrup
1/4 cup of chocolate malt Ovaltine
Mix all in blender for 30 seconds. Serve

Mini-Muffin Pizza

4 English muffins, split
1 can (8 ounces) pizza sauce
1 cup mozzarella cheese, shredded
assorted pizza topping, as desired
Lightly toast muffins. Spread one generous tablespoon of pizza sauce on each muffin half. Sprinkle with cheese; top with your favorite pizza toppings. Bake muffin pizza in a 400 degree oven until cheese melts, about 6 minutes.

Knot-Aid punch

2 packages orange Kool-Aid
1 two-liter bottle 7-Up
Dry ice (optional) [Note: Dry ice is very dangerous and should only be handled by an adult]
Mix Kool-Aid as directed on package, put into punch bowl. If dry ice is used, add it just before serving. Add 7-Up and stir to mix, The dry ice isn't necessary, but it adds a nice fog effect for Halloween.

Spooky Cookies

1 table knife
1 20-ounce roll refrigerated chocolate chip or sugar cookie dough
2 baking sheets
1 metal spatula
wire cooling rack
1 16-ounce can vanilla frosting
Assorted candy.
Cookie Make-up (see below)
With adult help, preheat the oven to 350 degrees. Using the table knife, cut the roll of cookie dough crosswise into 6 equal pieces. Place 1 piece of dough on a baking sheet. Pat the dough into a 4-to 5-inch circle. Repeat with the remaining 5 pieces of dough, spacing each circle about 3 inches apart. Bake the cookies for 10 to 12 minutes or till the cookies are golden brown. Cool for 2 minutes on the baking sheet. Use the metal spatula to transfer the cookies to the wire cooling rack. Cook the cookies completely. Use the table knife to spread the frosting on the cooked cookies. Then, decorate each cookie any way you like with Cookie Makeup.

Cookie Make-up

For the eyes, nose, and mouth, use hard candies, shoestring licorice, candy-coated fruit-flavored pieces, or chocolate pieces. Or, draw a face with decorating gel that comes in a tube. To brighten the faces of your cookies, stir food coloring into the vanilla frosting before spreading it.

Closing Ceremony: Reach for the Stars

By Santa Clara Council

Col. Edwin 'Buzz' Aldrin, the second man to walk on the moon, told a group of Eagle Scouts that man's exploration of space is as old as man himself. He has explored, conquered, and studied the secrets of the jungles, mountains and oceans. He urged them to obtain a well-rounded background in many fields of knowledge, then to select one field and strive for excellence in it. "Set your goals high and settle for nothing less than accomplishment," he said.

If you want to aim for the stars, you must remember that you are building your launching pad right now by your willingness and initiative in every task you tackle...at home, in church, in school, and in Cub Scouting.

(From The Cub Scout Ceremonies Book by Ellen DeVilbiss, Cub Scout Roundtable Comm, Arapaho, Arapaho District October 1995.)

Closing

Ask everyone to stand. Cubmaster gives the words and demonstrates the signs used in the ceremony. Then everyone joins in.

Boy Scout Sign May the spirit of Scouting

Cub Scout Sign and the light of Akela

Point finger be with you and me

Both arms out until our paths

Arms crossed cross

Cub sign (on wrist, then elbow, then shoulder) again.

Friendship Circle Closing

Each scout is given a three-foot length of rope, which he ties to his neighbor's with a square knot so that a circle is made. Boys pull back on the line with their left hands and make the Cub Scout sign with their right.

Den leader says, "This circle shows the bond of friendship we have in Cub Scouting. Now please join me in the Cub Scout Promise."

Games Akela, Leader Of The Wolves

Mark a 4-foot-diameter circle on the ground or floor. Akela stands in the center. One by one, the other "wolves" try to push or pull him completely out of the ring. The wolf who succeeds becomes the new Akela.



One hour a week ...!?

Bricklayer's Relay

Equipment: Per team: 1 hard hat; 1 dustpan; 1 flag; `bricks' one for each player on team (made out of pieces of Styrofoam, blocks of wood, stones, or material of your choice). Divide the boys into two teams. Have them stand in parallel lines at one end of the playing area. The leader shouts `BUILD'. The first member of each team dons the hard hat, places a brick in the dustpan and runs down to the other end of the playing area. He places the brick on the ground and runs back to the starting line. Each team member in turn, races down to build up the wall. The race continues until all bricks on each team are used up. If the wall falls down while the race is on, all bricks must return to the starting line, so the relay can begin again. Allow the teams to plan a building strategy, so they will know where and how to place the bricks to avoid a collapse. When the wall is complete, the last member of the team races down with the flag, and plants it on top of the wall. Afterward have the teams work together to build a super wall.

Hospital Tag

One person is IT. Where ever IT tags a person, the person must then hold the spot he was tagged with one of his hands. This person is now IT and must chase down the next person with the hand always holding the spot.

Fireman Save My Child

Equipment: A paper cut out of a child for each player and a half straw for each player. Set up start and finish lines. Lineup the players on the start line. Place a paper child on the floor in front of each player. Players must inhale on the straws to lift child and walk across room to deliver the child to safety at the finish line. The player may touch the straw with his hands, but he may not touch the star at all. If the child drops, the player must retrieve it by straw only and continue with the game.

Space Pilot

Equipment: 2 saucers made by stapling together two paper plates and 2 targets made from a cardboard box with a hole about 3 feet in diameter (This can be decorated to resemble the mother-ship or `space station'.) Divide boys into two teams. Have each team line up behind a line about 15 feet from the targets. Each boy, in turn, sails the saucer through the target. If he misses he must retrieve the saucer and run back to the blast-off line before firing again. First den through is the winner.

WEBELOS**Athlete**

By Santa Clara Council

Mini Marathon

Measure out a 600 yd. course (approximately 1/3 mile) around your neighborhood. Try to keep from crossing streets or climbing fences. Have the boys run it against the clock. Why not try it yourself?

Obstacle Course

Set up an obstacle course with five of the required elements of the Athlete badge, plus a few "fun" ones. Each requirement is assigned a station. An adult or den chief should be at each station to record each Scout's efforts.

Station #1 - Sit ups

Station #2 - Pull ups

Station #3 - Standing Long Jump

Station #4 - Vertical Jump

Station #5 - 50 Yard Dash

Station #6 - Tire Run

Station #7 - Hopping on one Foot

Spring Arm Exerciser

This is made with five No. 7 screen door springs which are 16 inches long. Connect them with eye bolts to two wooden frames about 8" long. Put large screen door handles on the outside of the frames for grips. Grip the handles and pull apart in front of the chest and behind the back for arm, shoulder, and back development exercises.

Inner Tube Muscle Builder

Discarded inner tubes make great exercise equipment. Cut an inner tube in half and loop it behind your hips, gripping the loose ends with both hands. Keep your elbows at your sides and stretch the tube forward as far as you can. Do this 8-10 times.

Games La Plama Bolivia

The Indians of Bolivia used a bone, but you can use a stick for this game. Set the stick up on end in a hole in the ground. Draw a straight line away from the stick. Measure out a distance of 3' along the line and from the stick.

Drive in a peg. Repeat until 6 pegs are in the ground along the line and spaced 3' apart. You will need a supply of tennis balls. The boys take turns trying to hit the stick from the first peg. Those who do hit the ball move onto the next peg. Those who do not stay at one peg until they hit the stick. The first boy to complete the six throws from the 6 pegs wins the game

Crossing the Rice Fields:

Players line up in teams of two, forming two or more columns as in relay formation. On the word "rice" the first team in each column forms a wheel barrel and races across the rice fields to the river (two parallel ropes stretched out on the floor crossed by two 2 x 4's -one for each team). At the edge of the river, the players break up and walk across the "bridge" being careful not to fall in the river. On the other bank they turn around and come back across the bridge and then reform their wheelbarrow reversing positions and roll home again. The first team to get all of the pairs across the river and back again wins.

Good Health Habits Quiz

Circle the correct answer(s).

1. Bathe/shower (everyday OR once per week) and especially after exercise.
2. Wash your hair (1/month OR 2+ times/week).
3. Wash hands (before eating OR after using the restroom) and when they're dirty.
4. Eat right - (3 OR 4 OR 6) regular meals each day at regular times!
5. Eat (just some OR a variety of) food from each of the 4 food groups.
6. The average 10 year old should get at least (6 OR 9 OR 12) hours of sleep each night.

ANSWERS: 1. Everyday, 2. 2+ times, before eating and after using restroom, 3. 3 meals, 4. Variety, 9 hours

Clean & Strong

Circle T for True or F for False.

- T F Our bodies "repair" themselves while we sleep.
- T F Clean clothes aren't necessary after a bath or shower - they are just in the morning.
- T F Use proper lighting for all activities including reading, TV viewing, and playing.
- T F Fitness is never just physical - it involves both the mind and body together.
- T F Stand tall, and walk tall with shoulders back and stomach in.
- T F It's OK to share drinking cups, wash cloths and towels.
- T F Different foods provide different nutrients, and no one food can sustain us.

Continued on the next page.

T F Rushing meals or skipping meals can be harmful to your body.

ANSWER: 1 - T, 2 - F, 3 - T, 4 - T, 5 - T, 6 - F, 7 - T, 8 - T

WEBELOS
Engineer

We often use machines to lift heavy weights or to help us move loads from one place to another. A wheelbarrow, for example, is a simple type of lifting machine. We use it to increase the force made by our muscles. If you had to move a pile of earth, you could carry a much heavier load in a wheelbarrow than you could lift in your own arms.

Perhaps the simplest machine of all for increasing force is the lever. A wheelbarrow is a kind of lever and many other types of complicated machines are really just collections of levers that are put together to work in different ways.

Materials Needed:

A length of wood

Glue

Small wooden dowel

Ruler

Strips of colored paper a pencil weights (washers or coins) matchbox

How It Works: A Simple lever is a straight rod that rests on a pivot or a fulcrum. When you push one end of the rod down with an effort, the other end goes up, lifting the load. Try making this model seesaw and find out for yourself how levers work.

1. Mark the length of wood with paper strips spaced about 1-inch apart.

2. Glue the dowel to the matchbox to make a pivot.

3. Place the center of the length of wood on the pivot so that the two ends balance. Now try some experiments with the weights. Put a weight (the load) three marks from the fulcrum. Where must you place another weight (the effort) to lift the load? More load for less effort!

If the load is close to the fulcrum, it's easier to lift and you don't need so much effort. You may have noticed this if you've ever played on a seesaw - you can lift someone heavier than yourself if they sit nearer to the middle than you do.

Try pulling two weights (the load) two marks away from the fulcrum of your seesaw, Where must you put a single weight to lift the load?

Games

You'll find gears inside nearly every machine that

turns. Clocks, watches and bicycles all use them. Just like a belt drive, the gears connect all of the rotating parts, but gears last longer than belts and are more precise. If you've ever ridden a mountain bike, you'll know that gears are a good way of changing speed, too.

Materials Needed:

Strips of corrugated cardboard about 1/2-inch wide
Jar lids and bottle tops of different sizes

A pin board and push pins

A short dowel peg

Glue and paper

How it Works. The best way to find out how gears work is to make some of your own to experiment with. Each of these homemade gears is made from a jar lid with a strip of corrugated cardboard stuck around the rim. The corrugations face out to make the gear teeth

1. Bend a strip of cardboard around the rim of a jar lid. Try to stretch it into place so that there is a whole number of teeth evenly spaced around the lid. Cut the strip carefully to length and then glue it in place.

2. Make a small hole in the middle of the gear and pin it to the board so that it spins freely.

3. Make a selection of different-sized gears to add to the board. Glue a dowel peg to one of the gears to make a crank handle

4. To make the gears work make them turn in the opposite direction.

Gear experiments

Connect a series of gears like the one described above. If you turn the big gear, what happens to the two smaller ones? Which way do they go around? Which does a complete turn first?

Now try turning the small gear - do the bigger gears turn more quickly or more slowly?

Count the number of teeth on each gear. If you turned a gear with 20 teeth around once, how many times would it turn a gear with 10 teeth?

In some machines, gears called sprockets are connected by a drive chain. A bicycle chain connects a sprocket on the pedals to another one on the back wheel. The chain transfers the movement from the pedals to the wheels.

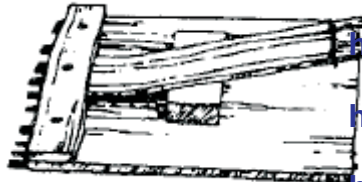
Make a model drive chain from a long strip of corrugated cardboard with the ends taped together. Loop it around two different sized gears and work out how far the small gear moves when you turn the larger one.



CATAPULTS ARE DANGEROUS Be forewarned that like most machines, all catapults have the opportunity to be dangerous, even small ones. Catapults were originally invented with the intent to hurt people, so leaders need to be very safety conscious with boys around catapults. Be safe, so that mistakes won't lead to injuries.

LEAF SPRING CATAPULT

Using wood scraps and an old ruler. Lay the ruler flat onto a larger board and nail another board over and inch of the end of the ruler. Then wedge a small board under the ruler to form the leaf spring catapult.



LEVER CATAPULT

Catapult Experiment: Use ruler and rubber eraser or other soft projectile. Have boy strike the short end of the ruler balanced on a dowel. How far did the eraser go? Now have him try it with half the ruler over the edge of a table and hit it with the same force. Why is there a difference in the distance that the eraser flies?

MOUSE TRAP-A-PULTS

The spring and lever action of a mousetrap can be harnessed for many kinds of fun machines. Give the boys mousetraps, string, tinker toys or K-nex and have a contest to build and see how far their mousetrap contraption could throw a small object like a dry bean. Example with the mousetrap pulling a lever that then throws the bean.



See you next Month!



WEB SITES

These sites are current as of 1-28-09

<http://www.kids.gov/>

<http://www.khake.com/page64.html>

<http://www.kidsnewsroom.org/careers/careers.asp>

http://www.educationworld.com/a_curr/curr395.shtml

<http://www.washburn.k12.il.us/neff/careers/careers.htm>

<http://www.careerkids.com/>

<http://www.asce.org/kids/>

<http://www.webjunction.org/273>

<http://www.njha.com/healthrecruitment/kid/>

<http://www.fema.gov/kids/career.htm>

<http://mgs-mager.gsfc.nasa.gov/Kids/careers.html>

<http://www.kon.org/kids/>

<http://www.careerkids.com/1152x864/resume.html>

<http://kids.niehs.nih.gov/labcoat.htm>

<http://kids.earth.nasa.gov/archive/career/>

<http://www.educationalllearninggames.com/careers-for-kids-sports-cards.asp>

<http://www.schoollibraryjournal.com/article/CA6399374.html>

<http://store.girls-explore.com/artcaforkico.html>

<http://www.thefunworks.org/>

<http://wings.avkids.com/>

<http://www.physlink.com/estore/cart/ScienceCareersforKids.cfm>

<http://www.kidsnewsroom.org/careers/careers.asp>

What do you want to be?