

*Sandia*

Great Southwest Council

*District*

# Cub Scout Roundtable

Games, Songs, Ceremonies,  
Crafts, and much more -  
For All Ranks

Webelos  
Citizen  
Communicator

# CUB SCOUT EXPRESS



50¢

AUGUST 2007

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*Sandia District*  
**Cub Scout Roundtable Staff**

<u>Position</u>	<u>Name</u>	<u>Phone #</u>
Roundtable Commissioner	Ken Flack	884-2043
District Executive	Jan Gimar	345-8603
Assistant Roundtable Commissioner		
Pack Administration	Gary Cade	296-4052
	Cynthia Howard	
Cubmasters	David Kesner	830-2064
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Webelos Den Leaders	Mavis Gorley	
	Gale Flack	884-2043
Den Leaders	Trish Miller	323-1706
Tiger Cubs Group Coaches	Vicki Metz	
Special Assignments	Beth Bregar	271-1466
Special Projects	Dave Bregar	271-1466
Resource Table	Gale Flack	884-2043
Roundtable Den Chief		
Roundtable Book Editors	Ken & Gale Flack	884-2043

**What's Ahead At Roundtable**

**September 13<sup>th</sup>**  
***Down on the Farm***  
**Rural Outing in Cub Scouting**

Your Sandia District Roundtable Staff  
is interested in your comments about your Roundtable.  
To electronically contact us, send comments to [Kflack4@comcast.net](mailto:Kflack4@comcast.net)

# AUGUST 2007

## Upcoming Training Events

### *The Next Metro Day of Training*

**Aug. 18<sup>th</sup> New Leader Essentials**  
Introductory training highlighting the values, aims, history, funding, and methods of Scouting  
Scout Service Center

**Sept. 22<sup>nd</sup> Cub Scout Leader Basic Training**  
All Position Specific Training & New Leader Essentials  
Paradise Hills United Methodist Church

Contact Sandia Training Chair, Beth Bregar, for alternate scheduling

### Other Training Dates

**Aug. 23-25 Wood Badge for the 21<sup>st</sup> Century**  
&  
**Sept. 6-8 For Leaders in all Programs, Cub, Boy Scout, Varsity, Venturing**  
**2007 Leadership training and Team Building**  
(2 weekends – all day on a Thursday, Friday, and Saturday)

**Aug. 29<sup>th</sup> Baloo (Basic Adult Leader Outdoor Orientation)**  
Basic Outdoor Training for Cub Scout Leaders  
In order for your pack to go camping, at least 1 Adult must be trained in Baloo (and be with your unit!)

**Aug. 28-29 IOLS (Introduction to Outdoor Leader Skills)**  
Outdoor training for Boy Scout and Webelos Leaders

### Other Important Dates

**Aug. 27<sup>th</sup> Metro Popcorn Training**

**Sept. 1<sup>st</sup> Popcorn Kick-off**

**Sept. 29<sup>th</sup> Metro New Cub Scout Adventure Day /  
Metro Tiger Cub Day  
(New date)**

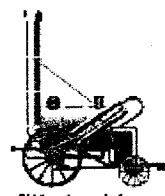
**Oct. 20<sup>th</sup> Scout-O-Rama**

**Nov. 3<sup>rd</sup> Metro Cub Leader Pow-Wow**

# OPENING CEREMONIES

## All Aboard!

*After an introduction by a narrator, several Cub Scouts carrying a large cardboard cutout of a train stop at various train stops to highlight the Pack activities throughout the year. Some of the boys on the train can give the tour information. Modify the number of boys and activities to fit your pack.*



- Narrator:** In 1830, *Tom Thumb*, one of the first trains, ran a race with a horse. The horse won! The first locomotive that really worked was built by an Englishman and was called *Catch Me If You Can*. The first locomotive to carry people was called *Locomotion No. 1*. The people rode on top of the coal and grain cars. These first trains had steam engines, but most trains today have diesel engines. Some new locomotives have jet engines and can go as fast as 170 miles an hour. But the most reliable engine for our Cub Scout train is a boy, and...*(train whistle sounds from off-stage followed by the sound of boys laughing and talking excitedly)*...I think I hear our *Pack xxx Cub Scout Express* coming right now!
- Cub #1:** Ladies and gentlemen! The first destination of this great train is the Space Derby. Where else would you see the Cubs making their own rockets and sending them flying. *(The train moves to the next stop)*.
- Cub #2:** The second attraction is the Cub-Anapolis. Cub-Anapolis is where you'll find the Cubs racing in their own cardboard cars.
- Cub #3:** The next stop is our annual Cub Scout Good Turn Day. Helping other people is what we do best!
- Cub #4:** At the Pinewood Derby, you'll find racing cars.
- Cub #5:** Bring your raingear to this next stop – Water Wars!
- Cub #6:** At the next destination of this train you will see Cub Scout Day Camp is an attraction that has more to offer than Disneyland, Six Flags, and video games combined!
- Cub #7:** Webelos Scouts work on exciting activity badges and find adventure during the Webelos Week in the Woods.
- All on the train:** As you can see, there's lots of fun on the *Pack xxx Cub Scout Express*! All aboard! *(Boys get off the train in the back of the room, and the den leader leads the Pack in the Pledge of Allegiance)*.

## Train History

- Needed:** 9 Scouts with pictures of various types of trains. Cubmaster stands to the side and blows a train whistle for attention and then yells, "Welcome aboard the Cub Scout Express. Alllll Abbbboooarrrrddd!"

- Scout #1:** The first trains were mine carts that were pulled by men or animals filled with ore from mines.
- Scout #2:** In February 1804 the Penydarren locomotive became the first steam engine to run successfully on rails. It hauled ten tons of iron, seventy passengers and five wagons. During the nine-mile journey, it reached speeds of nearly 5 mph.
- Scout #3:** By 1829, George Stephenson had improved his steam engine and the *Rocket* traveled at 36 miles per hour.
- Scout #4:** Railroad lines sprang quickly across the world. Goods and people could travel further and faster than ever before.
- Scout #5:** In 1830, *The Best Friend of Charleston* hauled a train of cars beginning Railroad transportation in the United States.
- Scout #6:** In 1888, Frank J. Sprague introduced the first electric trains. Many large cities such as New York and Chicago have electric train systems called Els.
- Scout #7:** In 1934, the diesel engine was invented and put into use for trains.
- Scout #8:** In 1971, Amtrak became a fast and reliable passenger service.
- Scout #9:** Today we have trains like the Maglev in Shanghai, China that hover above the track with the use of magnets and reach speeds of 552 kph (343 mph). Please stand with me and be welcomed aboard by the Pledge of Allegiance.



## CLOSING CEREMONIES

### Scout Train

*Props: Train engine and cars are drawn and cut out of poster board. Engine has the Cub Scout emblem. Cars have Tiger emblem, Wolf emblem, Bear emblem, Webelos Scout emblem, and the Arrow of Light is on the caboose.*

- Adult Leader:** (with engine) Today I am a Scout leader, but when I was their age, I was a Scout. I came on board as a leader, to pass on to these boys the fun I had as a boy.
- Den Chief:** (with car) Today I am a Boy Scout, but before that I was a Cub Scout. Cub Scouting was fun, and it prepared me to be more independent and confident.
- Webelos Scout:** (with car) Today I am a Webelos Scout. I was a Wolf and Bear where I learned to have fun with my family. Now I am learning more fun things to do with my den.
- Cub Scout:** (with car) Today I am a Cub Scout. I came on board to have fun and do things with my family and friends.
- Tiger Cub:** (with Caboose) Today I am a Tiger Cub, and my fun has just started.

**Adult Leader:**

We've reached our last stop. We hope you enjoyed your ride. Watch your step and have a good night!

## **Keep on Track**

Trains run all around this world, they help to make it go.  
They leave their tracks behind them, so everyone will know.

Some trains are filled with people, and some are filled with corn.  
Each must have an engine, and each must have a horn.

People I know are like this train, they help our pack to go.  
They, too, leave tracks along the way – on our boys as they grow.

Their tracks show all the lessons learned, and all the games they played,  
The glue and paper airplanes – the smiles never fade.

As leaders we can change the world and put back what it's lacking  
We can help boys who'll be great men if we just keep on Tracking.

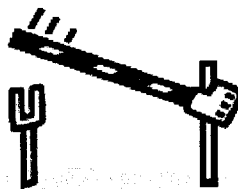
## **The Train Passes By**

This train is almost finished passing by,  
We haven't much more to do.  
We had a lot of fun this evening.  
And we hope that you did, too!

The conductor, our Cubmaster,  
Led us in a rousing song,  
A skit or two, now we're through  
We hope it wasn't too long.

Cub Scouting sure is great  
And it keeps us on the right track  
And a real fun Pack meeting  
Keeps us coming back.

Yes, it's great to get awards,  
As we all will confess  
But it's not too late so we say  
Good Night from Cub Scout Express.



## **CUBMASTER MINUTES**

As we journey through life, we will meet many fellow travelers. It costs nothing to be pleasant, to lend a helping hand or a kind word. May we all strive to be pleasant travelers.



During the early part of the 1800's, Richard Trevthick invented the first successful locomotive, the steam locomotive. Thevthick's innovation of a single piston led the way to engines with pairs of alternating pistons.

Major Eli H. Janney patented the automatic coupler, thus eliminating the metal pin connections and saving many fingers of brakemen and even preventing deaths.

Another innovator was George Westinghouse. His claims to safe railroading were the air brakes, signaling, switching, and traffic control.

As the elements of the train evolved through ages of hard work and dedication of men and women, so does this Pack because of family support, Cub Scout activities, and dedicated leaders. You can make your own contribution to making our Pack go like locomotive engine, by doing your best!

## ADVANCEMENT CEREMONIES

### Model Train

*Place a small model train set on a table or stage so that the train goes behind a curtain, through a tunnel, or something similar to keep only ½ of the track visible to the audience. Have the assistant Cubmaster sit behind the curtain or tunnel so that he can put the awards on a flat car. As you call each boy and his parents forward, the assistant Cubmaster will put that boy's awards on the flat car, and turn the switch, carrying the awards in front of the curtain.*



#### **Cubmaster:**

Tonight, as our train pulls into the station, it is carrying very important freight. This freight represents hard work and dedication to the Scouting ideals. The first freight unloaded at the station tonight is that belonging to the Bobcats. They Cub Scouts have just begun their journey along the Scouting trail. Will the Bobcats and their parents please come forward? These awards are tokens to help them always remember the Cub Scout Promise and its meaning.

*The Cubmaster takes the freight off of the train, and presents it to the parents, who present it to the boys. Shake the Cub Scouts' hands, and congratulate them on a job well done.*

The next freight to be unloaded tonight belongs to those boys who have earned the rank of Wolf. Will the prospective Wolves and their parents please come forward? These awards represent additional work and more advanced levels of achievement. These boys are continuing their journey along the Cub Scouting rails.

*The Cubmaster takes the freight off of the train, and presents it to the parents, who present it to the boys. Shake the Cub Scouts' hands, and congratulate them on a job well done.*

The next freight belongs to the boys who have earned the rank of Bear. Will the prospective Bears and their parents please come forward? To earn the rank of the Bear, the boys must learn to pick and choose which advancements they wish to do. They must work hard, and desire to achieve this new rank. These boys have passed yet another station along the Cub Scouting rails.

*The Cubmaster takes the freight off of the train, and presents it to the parents, who present it to the boys. Shake the Cub Scouts' hands, and congratulate them on a job well done.*

This freight is for the boys who have earned the rank of Webelos. They have been faced with more choices and challenges as they continue their Cub Scouting Journey. They have performed their tasks well, and deserve our respect for a job well done.

*The Cubmaster takes the freight off of the train, and presents it to the parents, who present it to the boys. Shake the Cub Scouts' hands, and congratulate them on a job well done.*

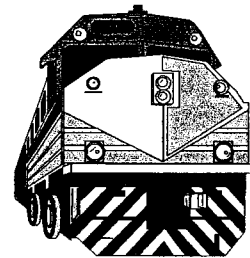
*Use this same format to present any Arrow of Light awards, leader awards, or thank you awards for parents or other helpers.*

## Train

**Equipment:** *cardboard cutouts representing various cars of a train, i.e. Engine, coal car, tanker, box car, hopper, caboose, to represent Bobcat, Wolf, Bear, Webelos, and Arrow of Light.*

**Before meeting:** *Issue train tickets to boys who will receive awards. Cubmaster is the conductor; the Den Leaders are the Trainmasters (they carry the cars)*

**Flow:** *Cubmaster leads the train to various dens, stops, and awards recipient, gives his ticket in exchange for his award.*



**Cubmaster:** Our advancement train tonight will be making the journey along the advancement track, up the Cub Scout mountain of achievements, where Boy Scouting will come into view.

As we begin our journey along the flatlands, we will first stop at Bobcat station for *(Call boys names receiving Bobcat awards and have them board the train.)*. Our next stop will be at Wolf Junction where *(call boys receiving Wolf award)* will board the train.

The climb up this mountain is getting steeper and the achievement requirements harder, but I see we have some boys waiting for us at the Bear Depot. Let's stop and pick up Bear award receivers *(Call names)*.

Continuing up this steep grade of achievements we are approaching Gold and Silver Arrow Point-ville. *(Call boys names)*.

The Webelos Depot up ahead is quite a climb, but I believe our train has enough power with all our award winners to make it. Now here we are at Webelos Depot. (*Call boys names*).

Looking ahead, we can see a glow coming from the other side of the mountain. As we top this mountain of achievements, we can see Boy Scout Terminal off in the distance, but the glow we see before it is coming from the Arrow of Light. This award is the last that can be received along the advancement track but can be taken on the Boy Scout Terminal. (*Call boys names*).

(*If there are no boys receiving the Arrow of Light, have the train proceed directly to front of room for recognition of boys by their peers and parents*).

<b>TICKET</b>	<b>Cub Scout Advancement Train</b>	<b>TICKET</b>
Passenger	<u>name of boy</u>	
Car	<u>award being received</u>	
Point of Departure	<u>den #</u>	
Destination	<u>next rank</u>	
Fare	<u>12 achievements or 10 electives</u>	
<b>TICKET</b>		<b>TICKET</b>

## Hop on the Cub Scout Express

**Props:** *Train engineers cap, train engine cars (large cardboard box without a bottom. Paint the sides to look like the engine of a train. Cut two hand holds so the engineer can drive the Train. If you have enough cardboard make a car for each boy to receive a rank advancement.)*

**Preparation:** *Using the train car or a cardboard façade of the train cars, form a train display at the front of the room.*

**Cubmaster:** *Wearing the train Engineers Cap the Cubmaster stands in front of the audience.*

Tonight we have invited each of you to join the Cub Scout Express. An express train is one that goes between two points without any detours. You may ask, "Where are we going on the Cub scout express?" The answer is, we are going to have fun and become better scouts, and citizens. How, you may ask."

*Have the audience stand and make the Cub Scout sign. Have all repeat the Law of the Pack.*

**The Cub Scout follows Akela.  
The Cub Scout helps the pack go.  
The pack helps the Cub Scout grow.**



### **The Cub Scout gives goodwill.**

At this time we would like to recognize those who have taken the big ride to join the Cub Scout Express.

*Call each boy to be awarded to the front, with his parents. Present the award. After each has accepted his award, invite each one to pick up one of the train cars. Have the parents in front and the boys in the back of the cars. Form a train with the Cubmaster in the front in the engine car.*

Explain how all of the Cub Scouts follow Akela, trains follow an engine. Akela is the Cubmaster, den leaders, and your parents. Start the train around the audience and invite each to join the pack train making one large train. Each should make train sounds as you progress around the *meeting area*. *You may want to have a train sound recording play to enhance the ride.*



## **FAMILY INDUCTION CEREMONY**

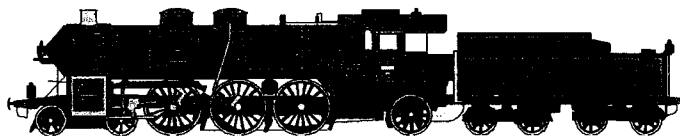
### **Welcome**

*Need: One blue, one gold, one white candle- all similar in size and shape; a small white candle for each family; long matches*

**Cubmaster:** As I look out on this audience, I see many different families. Each is unique in its background and experiences. All of you have come together into this Pack to share a very important experience – participating in a program that is designed to give your son positive growth experiences in his life. By being here, you have shown your son that you support him in these experiences. He advances in the program because of the support and help he receives from the adults in his den and in his home.

Tonight, we are here to recognize our new families – Tiger Cubs, Cub Scouts, and Webelos Scouts – and welcome them into our pack. As I call your name, please come forward with your son (*Calls out names. Families come forward and stand behind the table facing the audience. Cubmaster lights the white candle first, then the blue and the gold candle from the white candle as each candle is referenced*).

The blue of this candle, like that of your uniform, stands for truth, loyalty and the blue of the sky. The gold of this candle, like that of your neckerchief, stands for sunlight, good cheer, and happiness. Each of these candles has been lit by the white candle representing your parents here and the important part they play in Cub Scouting. Parents, please light a candle for your son as symbol of the encouragement and support you will be giving him as he moves along the Cub Scout trail. (*Parents light white candles from the larger white candle., Let us know welcome these families to our pack! (Everyone applauds.)*)



# AUDIENCE PARTICIPATION

## Steel Driving Man

**RAILROAD:** Whoo, whoo!      **(WORK)ERS:** Working on the **RAILROAD**  
**MACHINES:** Clackety, clack!      **JOHN HENRY:** A giant of a man

Back in the early days of **RAILROAD**, before the invention of the big **MACHINES** we see today, all of the **WORK** had to be done by hand. In the mountainous area of West Virginia, that **WORK** including blasting **RAILROAD** tunnels through solid rock. A special crew of **WORKERS** called steel drivers used sledgehammers and spikes to make holes that would hold the blasting powder.

One of the **RAILROAD** steel-driving men of West Virginia was **JOHN HENRY**. **JOHN HENRY**, a tall, strong man, could drive steel harder and faster than anybody else. He was the best in the land.

One day, **JOHN HENRY**'s boss asked him to compete against a new **MACHINE**, a steam drill that was said to be able to do the **WORK** of 20 men. Rumor was that this **MACHINE** might one day take the place of men swinging hammers and driving steel on the **RAILROAD**. Fearing he could be out of **WORK**, **JOHN HENRY** accepted the challenge.

People came from miles around to watch man against **MACHINE**. At first, the steam drill pulled ahead, but **JOHN HENRY** grabbed a hammer in his other hand and **WORKED** harder and faster. Slowly, but surely, he caught up with the **MACHINE**.

Then time was up. The crowd listened as the dust settled in the **RAILROAD** tunnel. **JOHN HENRY** had won by three spikes! The giant of a steel-driving man had beaten the **MACHINE**!

## SKITS

### What Kind Of Tracks Are These?

*First boy, standing center stage, looking at ground.*

*Second boy comes in.*

**Cub 2:**            What are you doing?

**Cub 1:**            I'm trying to figure out what kind of tracks these are.

**Cub 2:**            They look like wolf tracks to me.

*Third boy joins group.*

**Cub 3:**            What are you doing?

**Cub 1:**            I'm trying to figure out what kind of tracks these are.

**Cub 2:**            They look like wolf tracks to me.

**Cub 3:**            They look like bear tracks to me.

*Fourth boy joins group.*

**Cub 4:**            What are you doing?

**Cub 1:**            I'm trying to figure out what kind of tracks these are.

**Cub 2:**            They look like wolf tracks to me.

**Cub 3:**            They look like bear tracks to me.



**Cub 4:** You guys, those are TRAIN TRACKS.  
*Just then, the rest of the boys come in as a train, tooting and chugging.*

## At the Ticket Office

*Scene: Railroad station ticket office. Large table with time charts posted would serve the purpose.*

*Action: Man brings his son to the ticket desk. Son sits down as the father goes to buy the ticket.*

**Man:** *(To the ticket agent)* I want a ticket for Newton.  
**Agent:** All right. *(Looks for a timetable for Newton. Some more ticket agents come and help look).*  
Sir, could you repeat your request?  
**Man:** Certainly, I want to buy a ticket for Newton.  
**Agent:** Well, where on earth is Newton?  
**Man:** Why you poor thing, he's sitting right over there.  
**Agent:** *(Faints)*

## Ticket Line

*Setting: People are standing in line at the train station waiting to buy tickets.*

**1<sup>ST</sup>:** Wow, I've heard that this train ride is great!  
**2<sup>ND</sup>:** I've been waiting for six months for it.  
**3<sup>RD</sup>:** I can't wait for it to start.  
**4<sup>TH</sup>:** I wonder when the ticket window will open to sell the tickets. I've been here for 2 hours.  
**5<sup>TH</sup>:** *(Walks up to the front of the line).*  
**1<sup>ST</sup>:** Hey, you can't butt in line! We were here first!  
**2<sup>ND</sup>:** Back to the end of the line, buddy!  
*(All boys in line, start telling the last one to get to the back of the line.)*  
**5<sup>TH</sup>:** Forget it! I'm giving up! They can get someone else to open this ticket window!  
*(He leaves and all the others stand with their mouths open looking at each other.)*

## Cow on the Track

A passenger train is creeping along, slowly. Finally it creaks to a halt. A passenger sees a conductor walking by outside.

**Passenger:** What's going on?" the passenger yells out the window.  
**Conductor:** Cow on the track!  
Ten minutes later, the train resumes it's slow pace. Within five minutes, however, it stops again. The Passenger sees the same conductor walk again.  
**Passenger:** *(Leaning out window)* "What happened? Did we catch up with the cow again?"



# APPLAUSES

**The Conductor's Applause:** All stand and say "May I see your ticket please?"

**The Engineer's Applause:** All stand and say "WHAT A JOURNEY!"

**The Little Engine Applause :** "*I think I can, I think I can, ...I DID IT!*"

**The Train Applause:** "Chugga-chugga- choo – choo!"

**The Roundhouse Applause:** All stand, turn in a slow circle, and say "What a great trip!"

**The Train Station Applause:** Pretend to be the conductor, and say **Destination – SUCCESS!**"

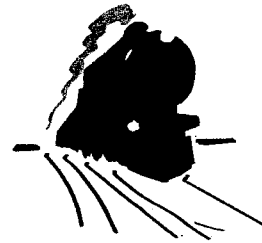
**The Golden Spike Applause:** All stand. Those on one half of the room face those on the other side of the room. Each half pretends to take a turn hitting the golden spike. As they swing their imaginary hammers, have them yell "**Pound! Pound! Pound!**" This yell will alternate from one side of the room to the other. After 3 turns, all yell "**DONE!**" (*Note: This was the word sent by telegraph when the final spike was driven to connect the Transcontinental railroad.*)

**Transcontinental Applause:** All stand, raise your right hand and point your index finger in the air as if making a point and say "**That's TRANSCONTINENTAL!**" with great enthusiasm.

**Little Toot:** Raise hand and pull train whistle chain saying, "Toot, toot, toot."

**Freight Train:** Begin with the group sitting down, clap their hands on their knees to a four-beat rhythm with loudest clap on the first beat. Increase the tempo until the train is at full-speed, throw in a few "Whooo, whooo"s before bringing the train to a halt.

**Casey Jones #1:** Hold left arm straight out, palm up, using right hand to start clapping on shoulder, slowly, speeding up until clapping hands, then use right hand to motion of pulling whistle cord and go, "Whooo, whooo" followed by a crashing sound.



**Casey Jones #2:** Divide audience into two groups. When you point to each group they clap. Go faster and faster, then pull the string and blow the whistle, "Toot, toot!" or "Whooo, whooo!"

**Railroad Crossing:** Have the group stand, hold arms straight out, bend arms so hands are pointing upward and start to say, "Ding, ding, ding, ding" as you bring down your arms as if they were a crossing gate, then say, "Whooo, whooo, whooo, whooo!" as the train goes by, then lift the gates as the train has passed with a "Ding, ding, ding, ding!"

# RUN~ONS

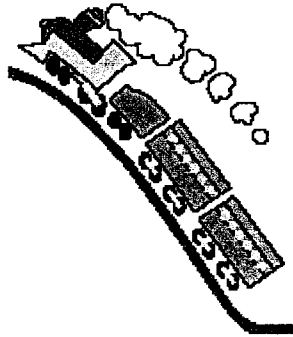
#1: How has your week been?

#2: Terrible!

#1: But do you see a light at the end of the tunnel?

#2: Yes, but I think it's a train!

#1: Knock, knock  
#2: Who's there?  
#1: Who  
#2: Who who?  
#1: It's a train!



#1: I'd like a round trip ticket, please.  
#2: Certainly, sir. Where to?  
#1: Why back here, of course!

#1: Why don't rail cars jump off the tracks very often?  
#2: Because they've been trained.

#1: What did the locomotive do when a diesel replaced him?  
#2: He got steamed.

#1: I have a 2 by 4 and a hole punch. Do you know what that means?  
#2: I don't know.  
#1: Awl a board! (All Aboard!)

#1: I'd like a round trip ticket, please.  
#2: I'm sorry, sir. All of tickets are rectangular.

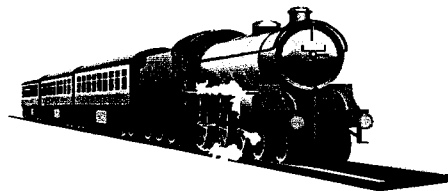
#1: What kind of train carries bubble gum?  
#2: A "chew-chew" train.

#1: What part of the train requires the most attention?  
#2: The Tender part.

#1: Where are you headed?  
#2: I'm looking for the president of this here railroad.  
#1: Do you think you'll find him?  
#2: I don't know, but I know I'm on the right track.

#1: How do you search for a missing train?  
#2: Follow the tracks!

#1: (On telephone) Hello, Is this Amtrak? Do you have sleeping cars on your trains?  
#2: Yes, we do.  
#1: Then wake them up!



# CUB SCOUT EXPRESS THEME



## CORE VALUE: Resourcefulness

If we compared Cub Scouts to a train, what would we have? A "Cub Scout Express." By understanding each car on the train and their individual purpose, we then use our resources in our pack to help the train go forward. In the den, talk about the different cars: the pullman, the hopper, the gondola, the tanker, the box car, the refrigerator car, and the Stock car. Don't forget the caboose! Make up games using the cars of the train. Visit a train station or talk to a conductor. Maybe he will let the boys blow the whistle. If not, a wooden whistle can be purchased for the boys to blow. For pack meeting, don't have a pinewood derby race, but have a pinewood derby train race. The boys can design their own train car. For a Cubmaster Minute, discuss the meaning of the railroad— a method of transportation. Now compare our pack to a train going on a long journey. In three years they will get from Bobcat to the Arrow of Light by simply joining the train and participating along the way. Remember to keep it simple, make it fun!

**Fun and Adventure:** Cubs will have fun learning about trains, visiting railway museums, railroad clubs, and train stations.

**Good Citizenship** – Talk about staying on track for good citizenship

**Family Understanding** - learn the importance of cooperation and teamwork

**Compassion** – have Scouts learn to be kind and considerate to new boys in their den and look for ways to make them feel welcome

## SEPTEMBER possible activities:

Visit a museum or railroad club or craft store which features train items

Ride on a train

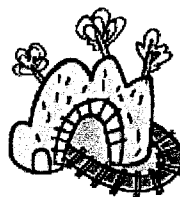
Build a model train

Talk about *The Little Engine That Could* and how it built his self-esteem

## Additional Resources:

For more information, visit these web sites:

- <http://www.nps.gov/gosp/home.html>
- <http://www.uprr.com/aboutup/history/>
- <http://www.a-trains.com/>
- <http://www.rhhistorical.com/>



## DID YOU KNOW????

- The longest straight stretch of railroad track is in Australia. It's 297 miles long.
- The first underground railroad was opened in London in 1863. It was steam operated and very DIRTY.
- The first major train bridges were built in the early 1800's.
- The world's highest railroads can be found in Peru and Bolivia.

# SONGS

## THE RUNAWAY TRAIN

*(Tune: When Johnny Comes Marching Home)*

The runaway train came down the track,  
She blew (Whew!), she blew (Whew!)  
The runaway train came down the track,  
She blew (Whew!), she blew (Whew!)  
The runaway train came down the track,  
And ran in a tunnel and never came back!

And she blew (Whew!), blew (Whew!),  
blew (Whew!),  
blew (Whew!)

Jimminy, how she blew! (Whew!)

*First time – normal tempo. Second time – slow and soulful.*

*Third time – Elmer Fudd style (pronounce “r” as “w”). You can designate part of the group to be the echo that “Whews!”*

## CUB SCOUTS GO ROLLING

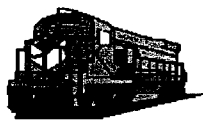
*(Tune: Caisson Song)*

Over hill, over dale,  
We will ride the shiny rails,  
As the Cub Scouts go rolling along.

Play and run, in the sun,  
Scouting fun is never done,  
As the Cub Scouts go rolling along.

First we’re Tigers, then Wolves,  
Helping others before ourselves,  
Shout out the Promise loud and strong!

Then it’s Bears and Webelos  
And to Boy Scouting we go,  
As the Cub Scouts go rolling along!



## ENGINE ON A HILL

*(Tune: Yankee Doodle)*

I met an engine on a hill  
All hot and broken-hearted,  
This is what he said to me  
As up the hill he started.  
“I think I can, I think I can,  
At any rate I’ll try.  
I think I can, I think I can,  
At any rate I’ll try.”

He reached the top and looking back  
To where he stood and doubted  
He started on the downward track  
And this is what he shouted.  
“I knew I could, I knew I could,  
I never should have doubted.  
I knew I could, I knew I could  
I never should have doubted.”

And so to all you Cubs and Scouts  
Whenever you’re downhearted,  
Remember what the engine said  
As up the hill he started.  
“I think I ca, I think I can.  
At any rate I’ll try it.  
And very soon you will find out  
That you have gone and done it!

## TRAIN RIDE

*(Tune: Take Me Out to the Ballgame)*

Take me out for a train ride  
Take me out for some fun.  
Buy me a ticket and souvenir  
I don’t care we can go anywhere.

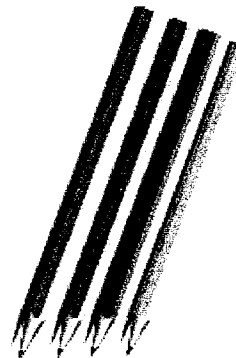
Take me out for a train ride  
Take me out for the night  
And it’s one, two, three stops and then  
We’ll be home again.

# GATHERING GAMES

## MYSTERY PICTURE

Each person needs  $\frac{1}{2}$  sheet of  $\frac{1}{4}$ " graph paper. Ideally, the graph paper would be cut into a rectangle the size of 28 (across) by 19 (down). Colored pencils, thin tipped markers, or crayons in red, yellow, blue, green and black are also needed. Fill in the boxes, or leave blank, according to the following directions.

- Row 1--leave blank
- Row 2--12 blank, 15 green, 1 blank
- Row 3-- 5 blank, 4 green, 3 blank, 15 green, 1 blank
- Row 4--6 blank, 2 red, 5 blank, 14 red, 1 blank
- Row 5--6 blank, 2 red, 5 blank, 13 red, 2 blank
- Row 6--6 blank, 2 red, 5 blank, 4 red, 5 blue, 3 red, 3 blank
- Row 7--6 blank, 2 red, 5 blank, 4 red, 5 blue, 2 red, 4 blank
- Row 8--4 blank, 1 yellow, 12 red, 5 blue, 2 red, 4 blank
- Row 9--4 blank, 1 yellow, 12 red, 5 blue, 2 red, 4 blank
- Row 10--4 blank, 1 yellow, 12 red, 5 blue, 2 red, 4 blank
- Row 11--5 blank, 19 red, 4 blank
- Row 12--5 blank, 12 red, 3 black, 4 red, 4 blank
- Row 13--4 blank, 1 yellow, 5 red, 2 black, 4 red, 5 black, 3 red, 4 blank
- Row 14--3 blank, 2 yellow, 4 red, 4 black, 2 red, 7 black, 2 red, 4 blank
- Row 15--2 blank, 6 yellow, 6 black, 1 yellow, 7 black, 2 yellow, 4 blank
- Row 16--1 blank, 6 yellow, 1 blank, 6 black, 1 blank, 7 black, 6 blank
- Row 17--9 blank, 4 black, 3 blank, 5 black, 7 blank
- Row 18--10 blank, 2 black, 5 blank, 3 black, 8 blank
- Row 19--blank



## TRAIN CAR WORD SEARCH

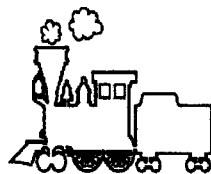
OIPSTANKERSB  
NBAREILMOBLS  
NTSHGNINIDEB  
RKSEFQUAICKN  
ECESREPEELSP  
NRNCEVDBOXPI  
IEGTIFASSOON  
AXEDGMRTDLCE  
TMRPHGSSIAXT  
NEVITOMOCOLM  
OATXLBOOPCNO  
CABOOSERMIBG



PASSENGER	FREIGHT
COAL	LOCOMOTIVE
DINING	COAL
TANKERS	BOX
CONTAINER	
OBSERVATION	
CABOOSE	



# GAMES



## “DESTINATIONS” PACK GAME

Need: small brown paper lunch sacks, glue, scissors, tape, wire, markers or crayons.

Fill paper bags with a variety of “junk” that can be used to make a panorama. Use small boxes, container lids, strawberry crates, paper scraps, straws, chenille stems, paper rolls - anything that you can think of! Use lunch-sized bags, and have enough bags for each family in the pack to have one. Place these bags on a large table, and have each family take one bag and use the items inside to build a panorama of destinations they would like to see from the window of a train. They can make any kind of panorama they wish. Have scissors, glue, wire, crayons or markers, and tape on the table as well so that they can hold their panoramas together. Have someone from outside the pack come in to judge the panoramas.

## TRICKY TRAIN TRACKS PACK GAME

Need: one skein of yarn for each family. This will take some time to set up, so plan to be there early. Start with one end of each skein of yarn taped to a stationary object near where the cuts and their families will enter. Take each skein individually and string it from item to item around the room, ending at a picture or word strip with the name of a place you could travel to on a train. The yarn will go over, under and around the other yarn strung in the room until you have a giant maze. Have a different picture or word strip depicting a destination for each skein of yarn. Have a list of the destinations posted near the entry. Before the families begin the game, have them write the family name on a piece of paper, and have them list which destination they think their skein of yarn ends at.

To play the game, each family takes the end of their skein of yarn and winds it in a ball as they follow it through the maze of other yarn. Each skein should end at a different destination. Those families who guessed the correct destination win a package of string licorice. This could also be played outdoors at a park or in a backyard, wrapping the yarn around trees, bushes, potted plants, etc.

## PINEWOOD DERBY – TRAIN STYLE

When handing out pinewood derby cars to the members of the various dens, assign each boy to make a different train car – engines, cabooses, flat cars, box cars, tanker cars, etc. There should be one engine, and one caboose, in addition to the various other cars in each den. Have them leave space in each end of their cars to screw in simple hooks to hook the trains together. Once the derby begins, hook the cars together, and have each den race as a team. One den’s train will race against another den’s train.

Having someone on-site the night of the race to weigh each car and add weight if necessary will help the competition to be fair. Encourage the boys to have names for each den’s train. Once the dens have raced each other several times, allow time for the boys to mix up their trains and race any way they want, even if it is one box car versus a tanker car!

## **THE GREAT TRAIN RACE – PACK OR DEN GAME**

Have each person bring a box to Pack Meeting. The boxes should be big enough for the boys/family members to stand inside. Have a few extra boxes there for those who forget theirs. Have art materials available for decorating the boxes. These could be construction paper, scissors, glue, markers, crayons, paint, etc. For your pre-opener, have each person decorate his box to resemble a specific train car. Assign some to have engines, some cabooses, some box cars, some grain cars, some car carriers, and some flat cars. Once each of the boxes is complete, randomly assign one engine, one caboose, and several of the other cars to join together. Form several teams this way. Now run the activity similar to a Cubanapolis, sending the participants around the tracks in teams as a train, each train car attached to the one in front with a string or a piece of masking tape. Start two trains side-by-side. Have pit crews standing by with Oreo Cookies(coal), and water. Each train must pit twice in the certain number of times around the course. At the pit stops, each participant will receive an Oreo and a glass of water.

The course could be round, as in a typical Cubanapolis, or it could be a winding course, as though it goes over hills and around curves on a cross country journey. The participants will have to work together, or they will not stay upright – speed will not be the deciding factor for the race – cooperation will be!

## **UPSET THE ROUNDHOUSE**

Place chairs in a large circle – enough chairs so that all but one person has a place to sit. Give each player the name of a train car – either engine, caboose, boxcar, or coal car. Once everyone has the name of a train car, there should be a pretty equal number of each type of car. One person is chosen as “it” and stands in the middle of the circle, with the other players on the chairs. “It” then yells out train car names. He may choose to say only one type of car, or he may choose to yell out two or more. Those persons who have the name of the cars he says, have to move to a different chair, with everyone moving at once. “It” also tries to find a place to sit, which will leave one person standing at the end of the chair changing. That person becomes “It.” Those whose car names were NOT called, do not move. If “It” really wants to shake things up, he calls out “Upset the Roundhouse” and EVERYONE changes chairs at once.

## **CHOO CHOO**

Need: one chair for each person minus one

Everyone, except one, sits on a chair in a circle. The Engineer (remaining player) goes around the circle once saying, “Choo Choo” then he says something like, “All those who have their Bobcat” or “Everyone who likes French Fries.” Then everyone who has their Bobcat or who likes French Fries joins the train. They choo choo around and try to collect a few more passengers by inviting another group to join them in the same manner. When the Engineer has collected as many passengers as he feels he wants for a full train, he shouts, “Train Crash,” and tries to grab a chair when everyone sits down. This will leave a new player to be the engineer in the middle to start again.

## **TRAIN TUNNELS**

Need: one or two large plastic hoops for each group

Players stand in a circle holding hands. A hoop is dangling from one player’s arm. Players must pass through the hoop without letting go of one another’s hands.

### **TRAINLIGHT LIMBO**

Need: one large bright flashlight. This is played just like limbo using a flashlight to represent the train light. Turn off all the lights. Have someone take the flashlight, turn it on and hold it straight. Have each player take turns going under the beam and as the game goes on lower the beam. The winner is the person who can go the lowest.

### **WHO IS IN THE ROUNDHOUSE?**

Need the same number of felt squares as you have players. The felt squares should be dark in color – blue, red, black, brown, etc. They can all be the same color, or they can be different colors, it doesn't matter. Several days in advance of the game, use dimensional paint and draw a roundhouse on the backs of two of the squares. These do not have to be fancy, in fact, it is better if they are very simple in design. Keep the paint light and thin so that it does not show through on the backs of the squares. Once the paint is well dried, the game will be ready to play. Bring a tape player with some music – a tape of train songs of some type would be great!

To set up the game, have all of the players stand in a large circle and face the outside of the circle. Have them close their eyes while you set up the game. Place the felt squares on the floor to form a large circle. Place the two roundhouse squares face down among the other squares so that none of the players know where the roundhouse squares are. Make sure that the roundhouse squares are not the ONLY squares of that color. Once the squares have been placed, have the players open their eyes and stand on the felt squares, one person to a square. Start the music, and as the music plays, the players walk from square to square, similar to musical chairs. When the music is stopped, the players should be standing on squares, one player on each square. Have them turn the squares over, and the two people standing on the roundhouse squares are out. For some reason, players tend to get upset when they are out in this game, so I generally like to have a small treat or trinket to give them when they get out. This would be a fun time to give them a special neckerchief slide to fit the theme. After the two players go out, have the remaining players take one step back off of the squares, turn around and face the outside, and close their eyes. Rearrange the squares, taking two blank squares out, and changing the placement of the roundhouse squares so the remaining players do not know where they are. Play continues in the same manner as before. When you get down to two remaining players and two squares, use only one roundhouse square and one blank square. The player standing on the one blank square at the end of play wins.

### **TRACK RACE**

Divide boys into teams. Each team has a hammer, piece of wood (railroad tie), and a railroad spike (nails). The object is to nail drive the nail through the wood without bending the nail (spike). If it is bent, the players needs to drive another. First team done, wins.

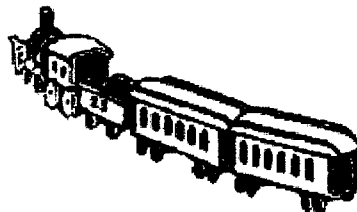


# CRAFTS

## *Tin Can Train*

Materials:

- Double sided foam tape
- Tin cans, assorted sizes
- Disposable mini tart pan
- Hammer and Nail
- Bottle caps
- Metal Washers
- Paper Clips
- Duct Tape
- Small Bulldog clips
- Small suction cup hooks



Using pieces of double-sided foam tape, stick together assorted cans to create an engine and several cargo cars. For example, the engine pictured here was fashioned from a tea tin set on its side with smaller tins taped to the top and front. A twist-off bottle cap was added for a headlight, and a disposable mini tart pan folded in half and turned upside down was taped in place to serve as a cowcatcher. Attach 2 sets of wheels to each car. First, use a hammer and nail to make a hole in the center of each bottle cap; you'll need a larger and a smaller cap to make each wheel. Using small squares of double-sided tape, stick metal washers to the sides of the cars where the wheels will go, making sure that the washer holes remain uncovered.

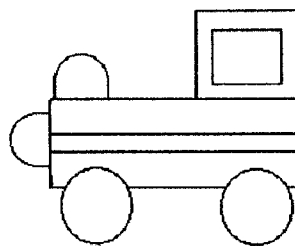
For each axle, straighten one end of a paper clip and thread it through the washer hole. Slip on a larger bottle cap (inside facing out), followed by a smaller cap (inside facing in), and bend the tip of the paper clip to hold them on. Now duct-tape the opposite end of the paper clip to the bottom of your car, positioning it so that the wheel turns freely. To connect the finished cars, simply attach a bulldog clip to the back of each one and a suction cup hook to the front, then hook them together.

This can be simplified by leaving off the axles. The wheels could then simply be glued on to the sides of the cans. The wheels would not be able to turn, but the project would be much easier.

## **CRAFTY TRAIN NECKERCHIEF SLIDE**

- Craft foam in various colors
- Scissors
- Glue
- Chenille stem

Design your engine or train car, then cut out the different components of your train from craft foam. Glue pieces of the train together and a ring of chenille stem.

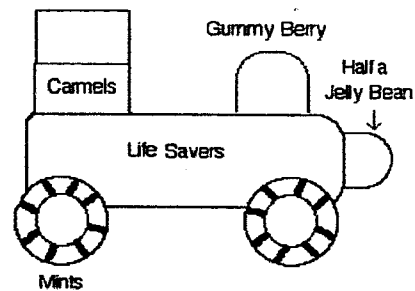


## SUGAR EXPRESS

For each train engine you will need:

- A roll of some type of candy like Lifesavers, Rolos, Mentos, etc.
- 4 round candies like starlite mints for wheels.
- Jelly bean for headlight.
- Gummy berry or candy corn for smokestack
- Caramels or gum for engine room.
- Glue gun or white tacky glue

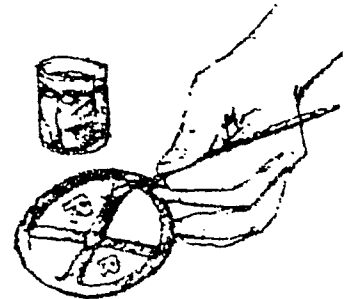
To assemble train take roll candy and glue mints on for wheels, caramels on one end for the engine room, gummy berry or upside down candy corn for the smoke stack and half a jelly bean for the headlight. Glue a ribbon, string, or twine on top to hang train on a tree for an ornament, or use as a 'sweet' decoration.



## RAILROAD CROSSING NECKERCHIEF SLIDE

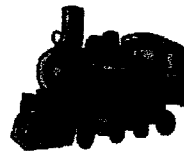
Need: Black paper and white paint markers, milk lids, black paint, rubber tubing, craft glue. OR – Yellow milk lids, yellow paper, black markers, rubber tubing and craft glue.

Cut the paper to fit the inside of the milk lid. Paint or draw the railroad crossing sign on the circle of paper. If you are using the black design, you will need to paint the milk lid black. If you are using the yellow design, you will not need to paint the lid as long as you have a yellow lid to begin with. Glue the railroad crossing symbol on the inside of the milk lid, and glue a piece of the rubber tubing onto the back of the lid to make the slide.



## TRAIN NECKERCHIEF SLIDE

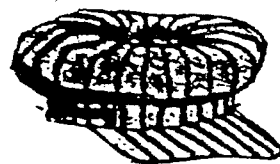
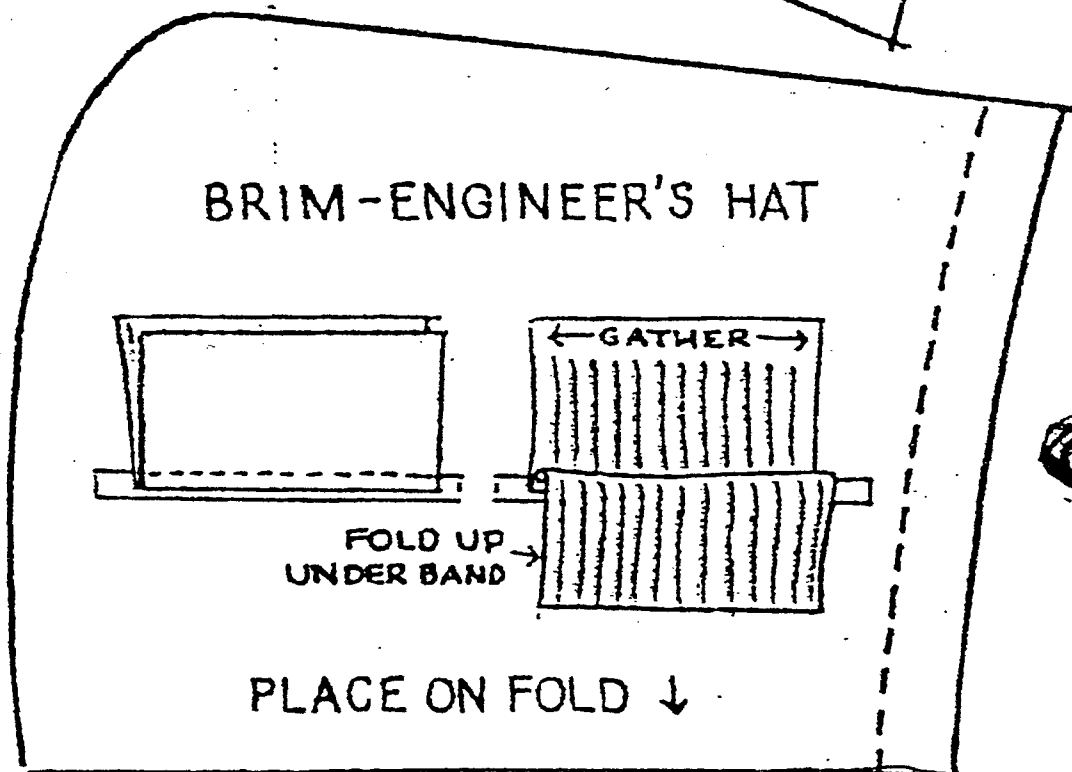
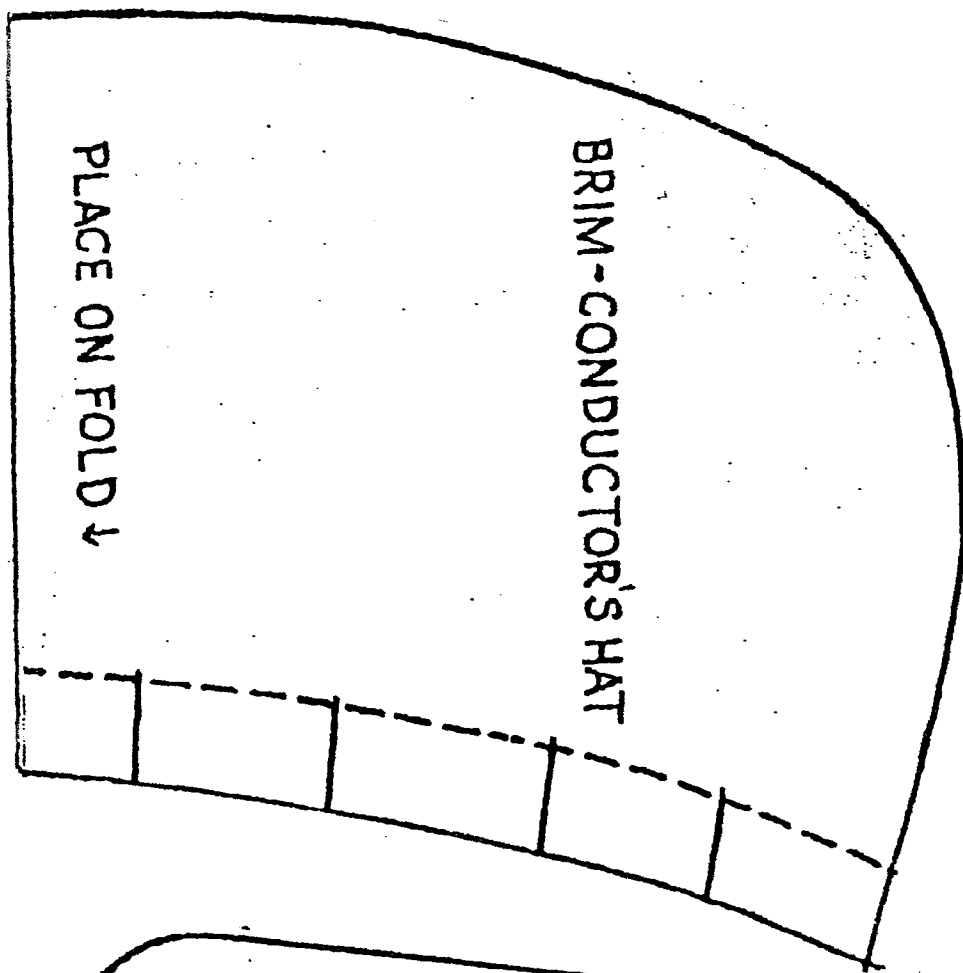
- Wooden craft rectangles or circles,
- Train stickers sized to fit on the wooden rectangles or circles
- Glue
- Spray sealer
- Rubber tubing
- Craft glue



Stick the train sticker to the wooden craft rectangle or circle. If the sticker will not stick, glue it on. Spray the front of the slide with a spray sealer to help hold the sticker on, and to protect it from water. Use the craft glue to glue a piece of rubber tubing to the back of the rectangle or circle.

## CONDUCTOR/TICKET AGENT/BAGGAGE HAT

Use black poster board to cut a strip 3" wide and long enough to go around the head plus an extra inch. Can use white-out tape for lines around hat. Can put letters on white background, if desired, for name of position. Cut a brim from black and glue tabs to front of cap.

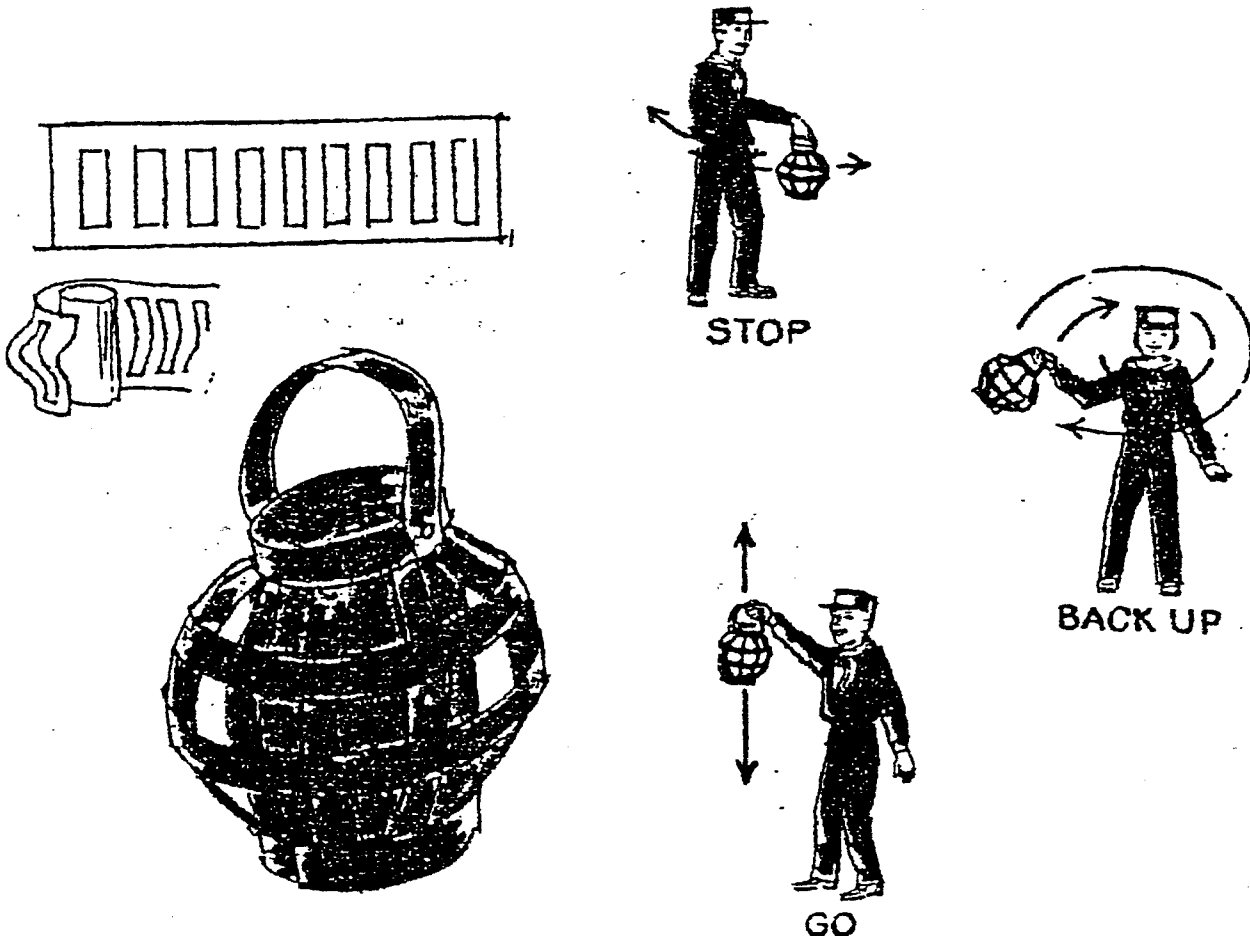


### ENGINEER'S CAP

Cut a 1" band from lightweight cardboard long enough to go around boy's head plus one inch. Cutting on the grain of blue crepe paper, you need two 10" x 24" pieces. Have the boy crayon blue lines touching. Place 2 pieces together with the crayon sides touching. Staple them to the inside of the band as shown. Fold the first piece down, going around to cover the cardboard band and then up inside and glue to band. Cut off excess. Do the same with the other piece. Gather outside pieces at top and tie, with excess tucked inside the cap. Paste the band together to fit around boy's head. From the excess, cut a brim double thickness, pasting edges together. Glue inside brim at front. Put button or large paper fastener in center of top for decoration. Can make a kerchief from red crepe paper, stretching it first.

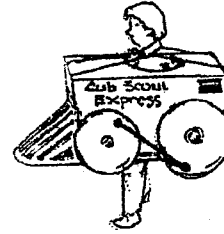
### LANTERN

Cut black paper 19" x 11". Mark off inches the long way. Cut along the lines leaving an inch strip uncut at the top and bottom, as shown, cutting out every other strip. Cut a strip of red crepe paper 19" (with the grain) x 9 1/2". Glue into a 9 1/2" tube overlapping the seam one inch. Glue top of the red tube to top of black lantern. Glue bottom edges together. This will cause the black strips to curve out. Glue 1" strips of black around lantern for cross bars. Use black strip at top for handle. Glue or use paper fasteners.



## LOCOMOTIVE COSTUME

Remove top of large cardboard box. Cut an opening in the bottom that is large enough for a boy to fit through. Decorate the box as desired to resemble a train engine. Attach strings from front to back as shown to support the engine over the boys' shoulders.



## SOUND EFFECTS

- **TRAIN CHUGGING** – Place a small nail inside a tin box. Shake box back and forth
- **TRAIN STARTING** – Run a small frozen juice can across the rim of a foil pie pan. Rub slowly at first, then rub more quickly
- **TRAIN WHISTLE** – Place a sheet of paper over the top of a metal pie pan. Place your partially opened mouth against the paper and make a shriek while moving your lips. Loud shrieks for close train, small shrieks for far away.

## MARBLE RACING DOWN THE TRACK – number 1

Take a swimming pool noodle and cut it carefully in half the long ways. Attach the 2 halves with tooth picks so that the curved sides are together and the centers are next to each other.

Give each boy a marble. On signal, have them race their marble (train) down the noodle (track) and see who arrives at the end (the station) the quickest.

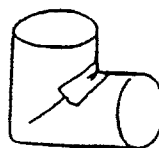
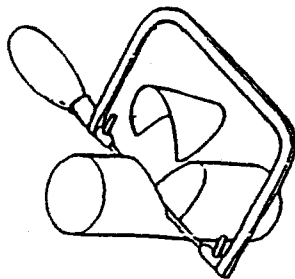
## MARBLE RACING DOWN THE TRACK – number 2

Need : several paper tubes (all lengths), small hand saw, tape, marbles

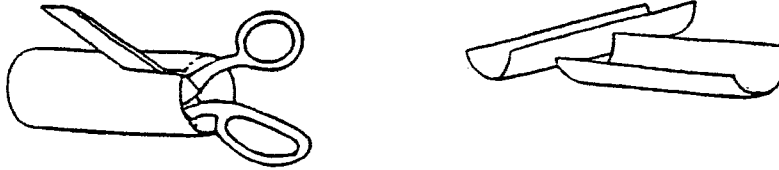
Gather together as many paper tubes as you can find. The tubes can be all different lengths but they should all be about the same diameter. The marble raceway is assembled in any configuration you like using components made from the tubes – straight connectors, angle connectors, and chutes.

**Straight connectors** are just a length of tube. Straight connectors do not need to be very long. Toilet paper tubes or section cut from longer tubes will work.

**Angle connectors** are made by cutting out a piece of tube with a saw so that the tube will fold to form an angle. Cut out the section very carefully, fold, and tape together.



**Chutes** are made by cutting a length of tube in half the long way with scissors. Each length of tube will make 2 chutes.

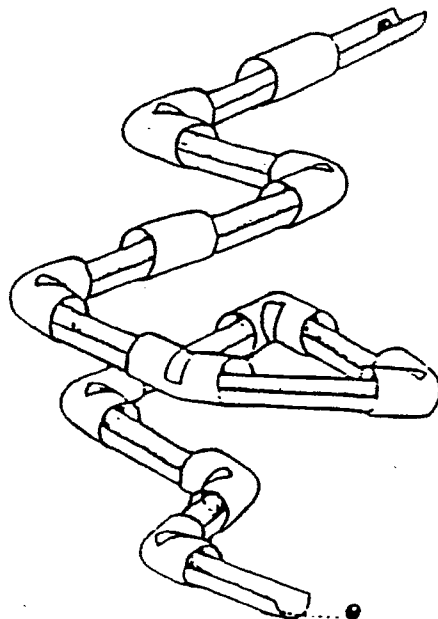


After you have made several connectors and chutes, you can assemble them in any pattern you like, alternating chute, connector, chute, connector, and so on. Push the chute into the connectors only as far as they need to go to hold them firm.



In order for the marble to roll smoothly down the raceway, all the chutes and connectors, starting from the top, must slant downward to some degree. You will also need a way to support the raceway or to lean it against something. Be inventive. When playing indoors, try pushing a few chairs together, maybe putting a chair on its side or upside down. Weave your raceway through the chairs so it is supported by the chair seats, backs, legs, and rungs.

As you add chutes and connectors to the raceway, keep testing it by rolling a marble through it and adjusting the components. For a grand finish, put an empty jar or can "bell" at the end of the last chute.



# COOKING WITH CUBS

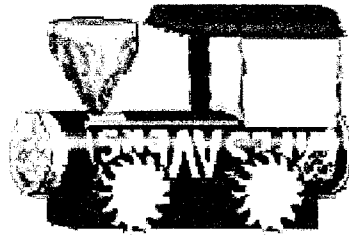


## TRAIN CAKE

For a fun pack project, have each den make a train car out of a small loaf pan-sized cake. You can assign cars if you like, or just hope for the best. Encourage them to use candies, cookies, colored frosting, etc. to decorate their train cars. When finished, "connect" the cars with licorice ropes. This could be your pack refreshment, or it could be presented to someone special as a gift.

## CHEW CHEW TRAIN

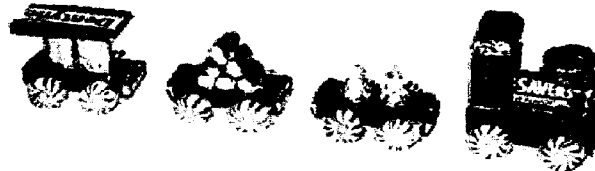
- 1 roll of Lifesavers
- 1 small package of gum
- 4 round wrapped candies
- 1 Hershey's Kiss
- 1 large rectangular caramel like candy
- 1 mini chocolate bar



Glue the Lifesavers roll to the gum package letting the Lifesavers roll stick over at both ends. Glue the peppermints to the lower sides for wheels. Glue the caramel onto the Lifesavers' body to make the cab of the engine. Cut the paper off the top of the Hershey's Kiss, and flatten the point a bit by pushing it against the table. Put a good sized glob of hot glue on the tip, and then glue it to the Lifesavers roll as shown. Glue the little chocolate bar on top of the cab for the roof.

## TREAT TRAIN

- Assorted shapes of cookies
- Assorted candies
- Canned frosting



Give the Cub Scouts the assorted cookies, candies and frosting. Challenge them to make a train!

## TWINKIE TRAIN

- Twinkie
- 4 Vanilla wafers
- 1 Large marshmallow
- Canned frosting

Use the frosting to attach the 4 vanilla wafer wheels to the Twinkie and a marshmallow for the stack.

# COMMUNICATOR



## POTATO PRINTS

Use Potato Prints activity to teach the concepts of a printing press.

Need: Potatoes  
Paper, cardboard, or wood  
Pencil  
Poster paint or tempera  
Sharp knife

Cut potatoes in half or thirds. Draw desired design onto potato with the pencil. Young children can carve their whole design with the pencil but if more detail is preferred, an adult needs to cut around the pencil outline. Place paint in tray or paper plate in a thin layer. Press potato design into paint and firmly press on to paper to create impression. After making several sets of prints, you can trim the edges of the potatoes and try carving new shapes until you run out of spuds.

## SOUND EXPERIMENTS

How solid material can carry sound better than air.

- Tie a spoon to the middle of a 5' string. Hold the ends of the string to our ears and swing the spoon so it hits a chair. The loud, clear sound will surprise you!
- Strike the times of a dinner fork on a table and quickly put the forks' handle against the bone behind your ear. Hit the fork on the table again but this time put the handle between your teeth. Can you feel the vibration?
- Roll a large piece of construction paper into a megaphone and tape it. Speak through it. What happens to the volume of the sound?

## CALCULATOR GAME

Need a pocket calculator. When a calculator is held upside down, seven of the numbers look like the letters of the alphabet. They are:

1 = I	7 = L
3 = E	8 = B
4 = H	0 = O
5 = S	

Enter digits 3, 3, 8 and turn over the calculator to see "BEE". Have boys try to see how many words they can spell on a calculator.

Remember: you must "spell" the word backwards into the calculator.

Try doing some math.  $12 + 2 =$  "HI"

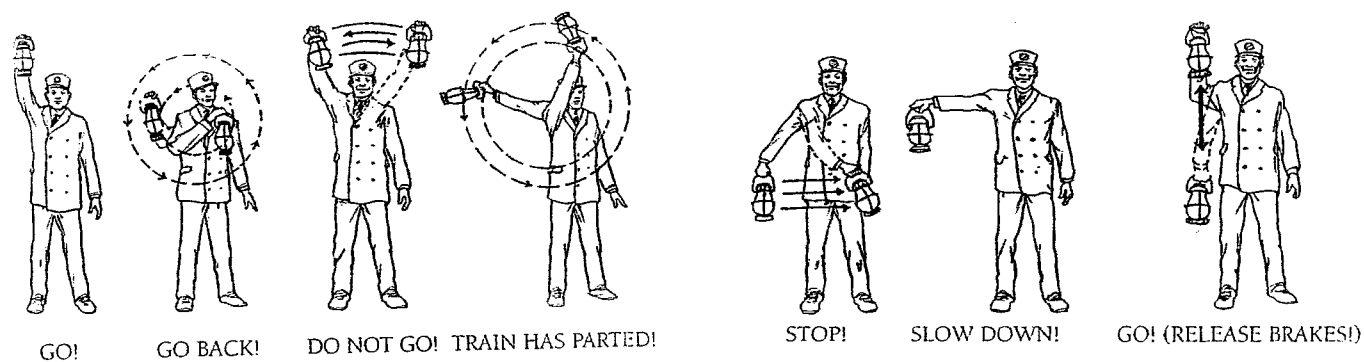
What else can you do?

## RAILROAD LANTERN AND HAND SIGNALS

*See how to make a lantern under Crafts*

Need: signal chart below and a lantern (from Crafts, flashlight, or a florescent lantern)

Webelos can use flashlights to signal each other over a distance, and then have them write down what the other boy signaled to them. Alternately, one could be the train and the other the signalman, with the signalman giving the signals that the train must follow.



### HOW DO WE COMMUNICATE? WORD SEARCH

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

AMERICAN SIGN  
ART  
AUDIO  
AUDIO VISUAL  
BODY LANGUAGE  
BOOKS

BRILLE  
COMPUTERS  
LETTERS  
MUSIC  
NEWSPAPER  
SECRET CODES

SPEECH  
TELEPHONE  
TELEVISION  
WRITTEN



### FLAG QUIZ

Encourage the boys to add more questions.

1. True or False. The flag flying over Frances Scott Key's grave flies night and day and is lowered only when it needs replacing.
2. What do the stars on the blue field represent on our flag?
3. The flag was first added to the Scout uniform (a) to celebrate the nation's bicentennial, (b) because many other nations used their flags on Scout uniforms, (c) because the Flag Heritage Foundation asked that it be added, (d) to identify U.S. Scouts at foreign encampments.
4. True or False. The flag may be flown every day and in any weather condition.
5. Can the flag be flown at night?
6. What does it mean when the flag is not flying over the White House?
7. Can the flag be washed or dry-cleaned?
8. How many stripes are on the flag and what do they stand for?

*Answers: (1) True, (2) One star for each state, (3) d, (4) True, (5) Yes, but only if it is properly lit, (6) The President is not in Washington D.C., (7) Yes. No provisions of the U.S. Flag Code prohibit such care. The decision to wash or dry-clean depends on the material the flag is made of, (8) The 13 stripes stand for the original 13 colonies*

### ARE YOU A REVOLUTIONARY DETECTIVE?

Put on your tri-cornered hat, take out your magnifying glass and see if you can find the words that are hidden in these American Revolutionary clues. For example: A penny found in **BICENTENNIAL** is **CENT**.

1. Sixty seconds in **MINUTEMEN**?
2. Your laundry in **GEORGE WASHINGTON**?
3. Two thousand pounds in **BOSTON TEA PARTY**?
4. What you write with in **INDEPENDENCE HALL**?
5. Where beavers line in **JOHN ADAMS**?
6. A type of cereal in **RED COATS**?
7. A yellow vegetable in **GENERAL CORNWALLIS**?
8. What you put on toast in **BENJAMIN FRANKLIN**?
9. A metal in **CONTINENTAL CONGRESS**?
10. A place where you bowl in **VALLEY FORGE**?
11. A musical instrument in **MONTICELLO**?
12. The opposite of young in **BENEDICT ARNOLD**?
13. A boy's name in **LIBERTY BELL**?
14. What an unruly mob does in **PATRIOTS**?
15. The sum of five plus five in **BICENTENNIAL**?

## PLEDGE OF ALLEGIANCE

I, pledge allegiance to the flag of the United States of America and to the Republic for which it stands, one nation under God, indivisible, with liberty and justice for all.

Read the definitions below and write the word from the pledge that fits that description.

1. \_\_\_\_\_ government with elected representatives to make laws.
2. \_\_\_\_\_ make a promise.
3. \_\_\_\_\_ everyone treated fairly according to the law.
4. \_\_\_\_\_ cannot be split.
5. \_\_\_\_\_ being free to move about and say your own beliefs so long as they don't interfere with others.
6. \_\_\_\_\_ large group of people with common language, origin, and history uniting for mutual safety and welfare.

## LEARNING THE BOY SCOUT LAW AND PROMISE

There are 2 ways to MISMIF (make is simple, make it fun).

- (1) Print the Scout Law and Promise one line at a time by hand or on the computer in a large font with space in between each line. Put a magnet strip on the back of each line. Place strips in random order on a metal file cabinet, dry-erase board, refrigerator, etc. and ask Webelos to put them in the proper order.
- (2) Print the Scout Law and Promise one line at a time by hand on Popsicle sticks (one set for each boy) or have each boy do his own set. Have them mix them up and put in the proper order. They can take these home to practice on!

## QUESTIONS TO THINK ABOUT

- What rights should all people have?
- What duties should all people have?
- What can you do to save our natural resources?
- What can you do to save our environment?
- How can you help law enforcement agencies?
- What types of agencies ALWAYS need volunteers for the needy? Don't just have boys discuss the obvious, but also the American Cancer Society, American Lung Association, National Multiple Sclerosis Organization, hospitals, etc. These associations not only ask for volunteers, but sponsors and participants in their many events, such as walks, bicycle events, etc. It is a lot of fun to help out at these fun events!