

# PACK RESOURCE SHEET

January 2009 Theme: "A-MAZE-ing" Games

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

**Fun and Adventure.** Cub Scouts will have fun playing their favorite games and learning new ones.

**Personal Achievement.** Boys will feel a sense of personal achievement as they master puzzles, mazes, and new games.

**Sportsmanship and fitness.** Cub Scouts will learn fair play and respect for others.

The core value to be highlighted this month is:

**Honesty.** Cub Scouts will learn the importance of following the rules and being honest while playing games.

## Pre-Opening Activity:

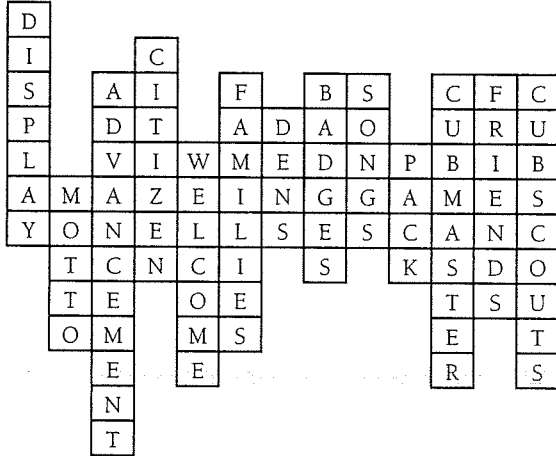
### Boys' Life Puzzles

*Materials:* Boys' Life magazine covers (or copies of covers) glued to cardstock or cardboard, scissors

Cut each cover into six to eight pieces. As people arrive, give each person a puzzle piece. Explain that they are to go around the room and assemble the puzzles. When their puzzle is complete, encourage participants to get to know each other.

## Opening Ceremony:

### "A-MAZE-ing" Games



*Materials:* Banner with 13 squares drawn in a horizontal row, 13 cards with words spelled vertically—DISPLAY, MOTTO, ADVANCEMENT, CITIZENS, WELCOME, FAMILIES, DENS, BADGES, SONGS, PACK, CUBMASTER, FRIENDS, CUBSCOUTS; tape to hold cards in place. Use a different color for the letters indicated with underline and bold.

*Arrangement:* Place the banner on a wall. As Cub Scouts read their lines, they place their cards vertically so at the end the 13 squares spell "A-MAZE-ING GAMES."

CUB SCOUTS 1 & 2: WELCOME to our PACK meeting.

CUB SCOUTS 3 & 4: We are so glad our FAMILIES and FRIENDS are here tonight.

CUB SCOUTS 5 & 6: All the DENS and our CUBMASTER are ready to start.

CUB SCOUT 7: We are going to have SONGS, games, and all kinds of fun.

CUB SCOUTS 8 & 9: We will also have ADVANCEMENT ceremonies and BADGES will be awarded.

CUB SCOUT 10: Please make sure to visit our DISPLAY tables for we did our best.

CUB SCOUT 11: "Do Your Best"—that's our MOTTO.

CUB SCOUTS 12 & 13: So CUB SCOUTS will grow into good CITIZENS.

ALL: "A-MAZE-ING GAMES" is our theme tonight!

## Prayer: Share Our Joy

Thank you, God, for the fun we have playing games with our families and friends. Please help us share our joy with others. Amen.

## Song: Play, Play Play Some Games

*Tune:* "Row, Row, Row Your Boat"

Play, play, play some games,  
Play until we're done.

Puzzles, riddles, mazes, too,  
Let's all have some fun.

Learn, learn, learn new games,  
Akela, help us there.

We will follow all the rules,  
And learn to play them fair.

## Applause: Tic-Tac-Toe

Tic-Tac-Toe. Cub Scouts, go!

Tic-Tac-Toe. That's the way to go!

## Advancement Ceremony: Board Game

*Materials:* On a large sheet of paper, draw a simple board game track with a few ladders. Write name of awards in an appropriate space. Write each recipient's name on colored paper shaped like a game piece and attach it with a piece of tape on the space indicating his current rank. Make game cards and separate them according to the rank.

(Cubmaster calls a recipient and his family. The boy draws a game card and moves his piece to his new square. Proceed until all Cub Scouts have moved their pieces.)

CUBMASTER: You have reached your new rank not because of the lucky draw of your game card but through hard work and help from your families. We are all proud of you. Congratulations!

Examples of game cards:

"Completed the Bobcat Trail. Move ahead eight." (to Bobcat badge)

"Move ahead five for each of the five achievements" (to Tiger Cub badge)

"Succeeded in completing 12 achievements. Move ahead to Wolf."

"Navigated through all the requirements. Proceed to Bear."

"Great job, move to Webelos."

## Closing Ceremony: The Games of Life

*Materials:* Lids from the boxes for Clue, Chutes and Ladders, Candyland, Trouble, Sorry, and Life, with the script attached to the other side. (Game boards or printouts of the lids downloaded from the Internet may be used in place of lids.)

*Well* *Well*

CUB SCOUT 1 (*Clue*): Cub Scouting has given us many a clue about what to expect as we go through life.

CUB SCOUT 2 (*Chutes and Ladders*): We learn there will be many ups and downs in our life.

CUB SCOUT 3 (*Candyland*): And not everything will be sweet and easy.

CUB SCOUT 4 (*Trouble*): We learn how to overcome troubles.

CUB SCOUT 5 (*Sorry*): And how to apologize and say, "I'm sorry."

CUB SCOUT 6 (*Life*): Yes, we learn a lot about life in Cub Scouting!

## Cubmaster's Minute: Honesty

"This month you have had fun playing games and solving puzzles in your den meetings, with your families, and here tonight. Each game and puzzle has rules, and you played by those rules. Playing by the rules is important because that means you are being honest. An honest person is a person worthy of trust. If you are not honest and don't play by the rules, you may win the game, but would that be fair for others? It's much more fun to have friends who trust you."

### Game: Human Tic-Tac-Toe

**Materials:** Tape or rope to mark the tic-tac-toe grid on the floor; a card for each player, designating them as an X or O.

Divide the group into two teams of at least 5 players. One team is X's and the other O's. X's start first. Players on the board must remain silent. Each team decides where their next player is to go. Teams change X's and O's at the start of a new game.

### Game: Triangle Game

**Materials:** Paper, pencil, ruler

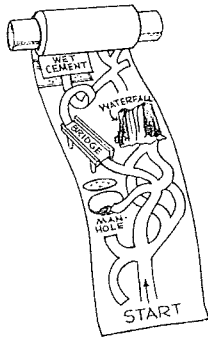
This game can be played by two or more people. On a piece of paper, make 12–15 small dots at random. Players take turns drawing a line between two dots. The object of the game is to create triangles by connecting dots. Players may not draw a line across another line and a triangle cannot contain any dots. The player who completes a triangle writes his initials inside the triangle. The game continues until no new triangle can be created.

### Project: Treasure Hunt Rolled Maze

**Materials:** Cardboard tube (paper towel, toilet paper), 2- to 3-foot strip of paper (adding machine tape, wrapping paper cut into strips) which is narrower than the length of the tube, colored paper or wrapping paper, markers, tape or glue.

Using the illustration as an example, draw a "map" on a strip of paper. Have some "roads" end at a sheer cliff or water fall (dead end). Some "roads" may merge and then split again. Have one of the "roads" reach a treasure chest at the end or have pictures of different types of treasures (e.g., gold, diamond, or candy) at the end. Leave about an inch at the end of the tape. When the maze is complete, tape or glue the end to the cardboard tube. Roll up the maze.

To play: Unroll only a little at a time and have your friend find his way to the treasures.



### Audience Participation Story: Left and Right

Fill small bags with candy (e.g., jelly beans or hard candy) ahead of time; one bag per participant is ideal in a den. Have everyone sit in a circle. Read the story below slowly. Every time the word "right" or "left" is read, the bags are passed along in that direction. If the whole group is too large, divide them into dens. Have players share the candy at the end of the activity.

I left my house and was on the way here for the pack meeting, but I left my neckerchief at home. Of course, I knew right where I had left it, right next to my computer. I knew right away and went back to get it. Sure enough it was right where I had left it right next to the computer. I got the neckerchief and rushed right back here. Finally I was on the right track. I arrived right on time and set up the ceremony table right over there. After that there wasn't much left to do but talk to my assistant, Mr. Right, who's standing on my left. Everyone arrived and sat right down. And the meeting started right on time. I told everyone if they left home with the intention of having fun right here tonight, I think they got what they wanted all right. Everyone was laughing and having a great time right here at our pack meeting. No one was left out. Isn't that right?

### Project: Puzzle Cup

**Materials:** An empty plastic tub at least 3 inches deep (margarine, sour cream), three metal beverage caps, three pony beads, glue or a low-temp glue gun, clear top for the tub or plastic food wrap and a rubber band

Glue the three caps upside down onto the inside bottom of the plastic tub. When glue is dry, place three beads inside. Cover container tightly with clear top or with plastic wrap secured with the rubber band.

**How to Play:** Move, shake, tap, and wiggle the tub to try to get one bead into each cap.

**Variation:** Place 10–15 beads in the tub. Each player shakes it three times, then count the number of beads in caps. The player with the most beads in caps wins.

## WEBELOS ACTIVITY BADGE PROJECTS

### Fitness: Constricted Airways: Effects of Smoking

**Materials:** Drinking straws, plastic-straw-like coffee stirrers

Have each boy breathe through the straw for 30 seconds and observe his breathing pattern. Ask if it is more difficult to breathe through the straw over an extended time and compare to how airways are constricted as a result of smoking. Repeat with a coffee stirrer to mimic advanced lung disease.

After boys have breathed easily for several minutes, have them run in place for 30 seconds and then repeat the straw exercise. Review their observations and discuss how smoking can affect exercise habits. Note that smoking is only one cause of constricted airways; the condition may also be caused by asthma, allergies or a disease not related to smoking. Caution—Boys who have asthma, severe allergies, or other conditions that cause difficulty breathing may not be able to participate.

### Scientist: Inertia—Ruler and Marbles

**Materials:** Ruler with a center groove, marbles

Lay the ruler on a table. Place five marbles in the groove touching each other. Place another marble about 1 inch from the group and flick it so that it strikes the group. The marble will stop when it hits the group and a marble on the opposite end will move away. Repeat with two marbles and two will leave the group from the other end. What causes this?

The moving marble has energy of motion (inertia) and when it strikes the marbles at rest, which have a tendency to stay at rest, the energy is transferred from marble to marble. The last resting marble starts rolling when it receives the transferred energy of motion.