

PACK RESOURCE SHEET

March 2009 Theme: When I Grow Up

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

Good Citizenship. Cub Scouts will learn that good citizenship and helping others is part of any occupation.

Personal Achievement. Cub Scouts will increase their knowledge of career opportunities available to them.

Respectful Relationships. Cub Scouts will learn to value themselves and others in whatever career choice they may make.

The core value to be highlighted this month is:

Positive Attitude. Boys will learn that having a positive attitude is essential to reaching career and other goals.

Pre-Opening Activity: What Is My Occupation?

Materials: Cards with one occupation written on each, duct tape
As people arrive, tape one card on each person's back. They do not know what their cards say. They must circulate and ask questions to help them guess their occupation. They ask only questions that can be answered "yes" or "no." They may ask each person only one question. (In small groups, a second round of questions might be asked).

Opening Ceremony: Growing Up in America

Materials: Large cards with the letters to spell out AMERICA on one side and scripts on the other

CUBMASTER: It's great to grow up in America, where you are free to make choices for your future and to do something positive.

CUB SCOUT 1: A is for astronaut. When I grow up, I would like to explore outer space and share my adventures with others.

CUB SCOUT 2: M is for military. When I grow up, I would like to join the United States armed forces to serve my country.

CUB SCOUT 3: E is for engineer. When I grow up, I would like to design and build new things that can ease the lives of those with disabilities.

CUB SCOUT 4: R is for reporter. When I grow up, I would like to report uplifting events around the world, and help all people understand each other better.

CUB SCOUT 5: I is for IT specialist. When I grow up, I would like to be a computer expert and help people with the latest technological gadgets.

CUB SCOUT 6: C is for cardiologist. When I grow up, I would like to be a heart doctor and help people become healthier.

CUB SCOUT 7: A is for artist. When I grow up, I would like to create music and art to help lift the spirits of people everywhere.

CUBMASTER: Our Cub Scouts here tonight will be the leaders of tomorrow. I think our future is in good hands. We thank all those in the past and present, who have fought to keep America free, so that these boys have the freedom to choose their future. (*Continue with the Pledge of Allegiance.*)

Prayer: Prayer for Future Careers

"Lord, bless us and help us in finding many ways to give goodwill to others in our future careers. Amen."

Song: When I Grow Up

Tune: "Bingo"

When I grow up, what will I be?
A sailor on the high sea,
Astronaut, teacher,
Carpenter, preacher,
Fireman, zoo keeper,
Or a Cub Scout leader!

When I grow up, what will I be?
A naturalist who studies trees,
Physician, lawyer,
Musician, actor,
Scientist, soldier,
Or a Cub Scout leader!

Cheer: Do Your Best

DYB (Do Your Best) is pronounced like "dib." Everyone crouches down and starts chanting "DYB," softly first and getting louder. At the signal from the leader, they jump up and yell, "Do Your Best!"

Advancement Ceremony: Cub Scout Career

Preparation: Make an oversized business card for each recipient. Print the Cub Scout's name centered on the card with the rank award printed beneath the name. Add details with the den and pack numbers, council name, city, and state. Arrange a variety of occupational hats on the table to hold the business cards and awards.

CUBMASTER: Tonight we honor our Cub Scouts who have been advancing in their Cub Scout careers. (*Cubmaster calls up the boys and their parents. He briefly describes the achievements completed.*) You have worked hard and have grown in knowledge and skills. I am pleased to present each of you a business card with your new rank. Your parents will present the award to you. (*He presents the card to the boy and presents the award to parents.*) Congratulations!

Closing Ceremony: CAREER

Materials: Large cards with the letters to spell out CAREER on one side and scripts on the other

CUB SCOUT 1: C is for character development and citizenship. May I grow strong in character and good citizenship, and be relied upon for my honesty and service to others.

CUB SCOUT 2: A is for attitude. May I grow strong in body, mind, and spirit, and remember to keep a positive attitude and persevere in reaching my goals.

CUB SCOUT 3: R is for religious faith. May I grow strong in practicing my faith.

CUB SCOUT 4: E is for education. May I grow stronger in knowledge and wisdom, and become resourceful and responsible.

CUB SCOUT 5: E is for ethics. May I grow strong moral principles, and have the courage to live by them.

CUB SCOUT 6: R is for respect. May I grow strong in my respect for myself and others, and act with cooperation and compassion.

CUBMASTER: Always remember to keep the values of Cub Scouting in whatever career path you may choose when you grow up.

Cubmaster's Minute: Happiness

"We are taught by Lord Baden-Powell, the founder of Boy Scouting, that happiness doesn't come from being rich or from merely being successful in your career or from self-indulgence. One step toward happiness is to make yourself healthy and strong while you are a boy, so that you can be useful and can enjoy life when you are a man. The real way to get happiness is by giving out happiness to other people."

Game: Aim for a Career

Materials: Assorted plastic bottles labeled with different occupations, craft sticks with the matching occupations written on the end, empty can, two tennis balls

Place the craft sticks in the can with the written ends inside. Stand plastic bottles at random, making sure none is blocked by another. Mark the area players are to stand. A player draws a stick and tries to knock down the bottle that has the same occupation as the one written on the stick. He can roll or throw the ball. He has two chances.

Game: Career Hat Relay

Materials: Two sets of assorted occupational symbols (e.g., stethoscope, police badge, binoculars, briefcase), index cards, materials needed for obstacle courses

Make two identical obstacle courses using chairs and other obstacles to race around. Place symbols at the end of the course. Write the name of occupations for the symbols on the index cards and place them in a stack midway through the course. Divide players into two teams. Players run the obstacle course, picking one card on the way. At the end of the course, he picks up the correct symbols and runs back to his team. He touches the hand of the second player. Instead of setting two courses, this can be run as a timed contest between teams.

Project:

Business Card Neckerchief Slide

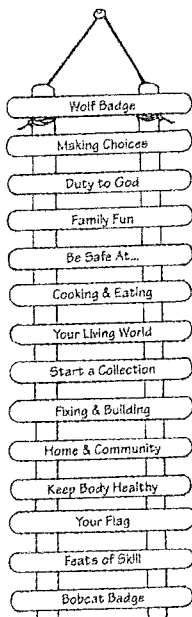
Materials: White craft foam, fine tip marker, ½-inch PVC pipe section, scissors, glue

Cut craft foam into business card-size rectangle. Using the marker, write "Future (career)," and your name. Add current rank, den and pack numbers as desired. Glue the PVC section on the back.

Project: Ladder of Success

Materials: Craft sticks, glue, markers, string or yarn, star stickers

Build small ladders using craft sticks as rungs and side bars. Write your goals for advancement for this year or through Cub Scouting on the sticks. Make other ladders for advancing through school and for other goals. Hang the ladders with string and keep them visible, recording each achievement with a star sticker.



Audience Participation: Little Black Bear Grows Up

Divide audience into seven parts. Assign each group a part to perform when the designated word is read in the story.

Little black bear: "Grrrrrrr!"

King of the forest: "Your Majesty"

Impossible: "I don't think so"

Rowdy red robin: "Tweet, tweet"

Sad gray cloud: "Boo hoo, boo hoo"

Chatty spotted squirrel: "Chatter, chatter"

Wide-eyed white owl: "Who, who"

Bright yellow sun: (Everyone puts on a happy face)

Long ago when the forest was young, there lived a *little black bear*. He wanted to be *king of the forest* but being only two years old made this quite *impossible*.

One morning when the *bright yellow sun* first showed his bright yellow face, *little black bear* met a *rowdy red robin*. "I will soon be *king of the forest*," he said. *Rowdy red robin* sang and sang, "No way, no way, that's *impossible!* You are too small." The next afternoon when a *sad gray cloud* hid the *bright yellow sun's* face from *little black bear*, he said, "I will soon be *king of the forest*." The *sad gray cloud* roared with rain and thunder replying, "No way, no way, that's *impossible!* You are too small." The next evening when the tired orange sun bid the forest good night, a *chatty spotted squirrel* scampered over the ground. He could hear *little black bear* singing a song. "I will soon be *king of the forest*," he sang. The *chatty spotted squirrel* laughed. "No way, no way, that's *impossible!* You are too small." The next night when the lonely silver moon shone on the forest, a *wide-eyed white owl* spied *little black bear* going to bed. *Little black bear* looked at the *wide-eyed white owl* and yawned, "I will soon be *king of the forest*." *Wide-eyed white owl* screeched, "No way, no way, that's *impossible!* You are too small."

Many days went by. The forest went through many cold snowy winters and hot sizzling summers. One morning, *little black bear* woke up with a smile on his face. "I will soon be *king of the forest*." The *bright yellow sun* smiled back and said, "You are wrong, *little black bear*. You are *king of the forest* today!"

WEBELOS ACTIVITY BADGE PROJECTS

Athlete: Webelos Balancing Feat

Materials: Two large sheets of paper (newspaper)

Divide the den into two teams, making sure of equal distribution in sizes. Give each team a sheet of paper similar in size. All team members must stand on it. Have everyone get off. Fold the paper in half and have everyone get back on it. They are not allowed to have any part of the body touching the floor outside the paper. Keep folding in half. Encourage them to think of various techniques for fitting everyone on the paper. They may remove shoes.

Engineer: Model Home

Materials: Cardboard, scissors, tape, glue, low-temp glue gun

Draw a floor plan of a house with one or two rooms. Construct the house following the plan. Draw or cut the windows and doors to follow your plan. A roof is optional, but should be removable.