



APRIL—LOYAL



CUBS IN THE FUTURE

A SCOUT IS LOYAL. HOW DOES “CUBS IN THE FUTURE” RELATE TO THIS POINT OF THE SCOUT LAW?

What do Cub Scouts want to do when they grow up? Could they become Cub Scout leaders? In this futuristic pack meeting, Cub Scouts learn about the importance of being loyal to the things that are important to them, such as Scouting. What will packs of the future look like when today's Cub Scouts serve as leaders? Will they need a tour permit to Mars? What kinds of games, skits, and stunts will they do at a pack meeting in the year 2050? Let their imaginations be the limit!

NOTE TO CUBMASTER

Pack meetings are best when they are no longer than an hour and a half in length. Pack meeting plans are guides and can be adjusted to fit the needs of your pack.

You might consider setting up tables or areas for each den to display pictures and items made during this month's adventure.

◆ BEFORE THE MEETING

Set up tables or areas for the den adventure displays (see above), if applicable.

Be sure the following materials are available for the meeting:

- Flags for the flag ceremony
- Large posters of the Scout Oath and Scout Law displayed in the front of the room or a projection of the words onto a screen or the wall
- Materials for the gathering activity
- Model futuristic rocket
- Awards for the recognition ceremony

◆ GATHERING

Training Activities for Cub Scout Leaders of the Future

Today, a leader is required to take training to be fully prepared to lead a pack or den. Leaders of the future also will need training. Try some of these training exercises that leaders of tomorrow might encounter. If time is limited, choose one activity for the pack members to experience instead of all three. The activities could be presented as a round-robin. (See Resources section for details.)

Rank Badge Assembly: Good hand-eye coordination is needed in space for jobs like performing experiments or repairing equipment and satellites. It takes teamwork and the ability to work as quickly as possible. Scouts will have fun assembling Cub Scout puzzles while wearing oversized gloves—and trying to do so in record time. Have them work in pairs to assemble the rank badge puzzles.

Moon Jump: Leaders of the future in space could be frequently jumping planets, meteors, and satellites. By practicing this moon jump, Cub Scouts will be ready for whatever floats their way in space!

Space Walk: Learning to walk in space will be very important for our future Cub Scout leaders. Training with this space walk will help keep our future leaders strong and ready to lead others on their Scouting expeditions.

◆ OPENING CEREMONY

The flag ceremony is led by a predetermined den. They will present the colors and lead the pack in the Pledge of Allegiance.

Scouts in Space

A preassigned den performs the “Scouts in Space” opening skit.

(Six Cub Scouts are standing on stage looking up to the sky.)

Cub Scout 1: “What do you think is way out there in space?”

Cub Scout 2: “I think it’s mostly lots of dark space. But there are also billions and billions of stars, galaxies and solar systems, planets, and moons, and blazing comets.”

Cub Scout 3: “Yeah, and maybe in the future lots and lots of people!”

Cub Scout 4: “Think of how cool it will be to be a Cub Scout in space!”

Cub Scout 5: “Maybe we’ll have an adventure hiking on the planets or measuring the galaxy!”

(A sixth Cub Scout walks out dressed in a space helmet with a “Neil Armstrong” name tag.)

Cub Scout 6: “Scouts have already been to space! I am an Eagle Scout. In 1969, I was the first person to walk on the moon, and I placed an American flag there! “That’s one small step for man; one giant leap for mankind.”

Den Chief or Den Leader: “Let’s all stand and remember the American flag flying on the moon. Please join us in the Pledge of Allegiance.”

◆ OPENING PRAYER

The following prayer was broadcast to Earth on Christmas Eve 1968 by astronaut Frank Borman while on a moon-orbiting mission aboard Apollo 8:

“Give us, O God, the vision which can see thy love in the world in spite of human failure.

Give us the faith to trust thy goodness in spite of our ignorance and weakness.

Give us the knowledge that we may continue to pray with understanding hearts.

And show us what each one of us can do to set forward the coming of the day of universal peace. Amen.”

◆ WELCOME AND INTRODUCTIONS

The Cubmaster welcomes new families, visitors, and special guests by introducing them to the pack and thanking all who helped plan and prepare for the pack meeting.

◆ DEN DEMONSTRATIONS

If there is a den that needs to do some type of activity at a pack meeting for the completion of an adventure, please insert the activity here.

Den Meeting of the Future

Cast: Den leader (wearing long blue cape and space helmet), five Cub Scouts (wearing elbow-length blue capes with blue ties)

Props: As indicated in the script

Den Leader: “I see you Cub Scouts have been busy this week. What special things have you brought to today’s den meeting?”

Cub Scout 1: “Well, after our great den outing to visit Mars, Jupiter, and Saturn, I made a map of our journey.” *(Holds up a poster showing the solar system and points out these planets.)*

Cub Scout 2: “I’ve completed building my space scooter. Here’s a picture of it.” *(Holds up a picture of a space scooter.)*

Cub Scout 3: “I’ve been working on a cooking adventure, and I made a flying saucer pizza for today’s refreshments. I beamed the recipe to you in case you’d like it.” *(Shows his pizza, which is a large, round cardboard cutout with half a Styrofoam ball glued in center.)*

Cub Scout 4: “I’ve grown a scientific garden. I’ve brought some of my flowers to show you.” *(Holds up a sheet of poster board with a scientific formula on it, then shows some large crepe paper flowers in wild colors.)*

Cub Scout 5: “I finished my photography project. I took three pictures of the moon in different lighting. Want to see?” *(Holds up a blank white poster, then a black poster, then a poster that is half black and half white.)*

Den Leader: “It looks like you boys have really been working hard this past week.”

All Cub Scouts: “On Jupiter, Mars, and all the rest—we’re the best, we’re the best! Yeah, Den 2050! Yeah, Den 2050!” *(Cub Scouts all wave good-bye to the den leader and exit.)*

◆ AUDIENCE PARTICIPATION

Den Outing of the Future: A Trip to Neptune

Sit on a chair in front of the audience so that they can mirror your movements as you narrate the following story.

Leader: “Would you like to go on a trip to the planet Neptune? We don’t have to wait for the future—we can go now! Watch me carefully. Do all the things I do, and join me as I say the words. Here we go!”

“We’re going on a space trip! We’re ready for the countdown: 10, 9, 8, 7, 6, 5, 4, 3, 2, 1, LIFTOFF!” *(Make a liftoff sound as you thrust your arms swiftly toward the sky.)*

“We are coming to the Milky Way. What a pretty display! We can’t go around it. We can’t go under it. We can’t go over it. I guess we’ll have to slide down it.” *(Put your feet out in front of you. Say, “Wheee!” while holding both sides of the chair as if sliding down a slide.)*

“We are coming to a comet—a zooming, icy comet. We can’t go around it. We can’t go under it. We can’t go over it. I guess we’ll just have to catch a ride on it.” *(Hold your hands as if holding a coil of rope, and then throw the rope as if to lasso a point of the star. Pull back hard while saying, “Yeehaw!”)*

“We’re coming to an asteroid—a huge, rocky asteroid. We can’t go around it. We can’t go under it. We can’t go over it. I guess we’ll have to dodge it. Ready, here goes!” *(Dodge from side to side while saying, “Whew-w-w-w” and wiping sweat from your brow.)*

“We’re coming to Neptune. What a lonely place! We can’t go around it. We can’t go under it. We can’t go over it. I guess we’ll just have to land on it.” *(Say, “Thud.” Jerk back in your seat as if jolted on landing. Then hold your hands above your eyes and look out.)*

“It sure is dark out there.” *(Reach out in front of you as if grasping a door knob, and ever so slowly push open the spaceship door. Just as your arm is fully extended as if the door is open, a loud, robotic voice comes from someplace close by.)*

Robotic voice: “ARRIVAL, NEPTUNE!”

Leader: “Yikes! Let’s get out of here!” *(Quickly pull your arm back as if shutting the door. Then retrace the previous motions hurriedly: lifting off, dodging the asteroid, riding the comet, and sliding down the Milky*

Way. Hold your arms over your head, simulating a parachute; then, looking down at the floor, call out, “SPLASH!” Show the motions of opening the spaceship door and swimming to shore.)

Leader: “What a trip! We made it home, and I hope you enjoyed your space adventure to Neptune!”

◆ RECOGNITION

Adventure Loops and Pins:

(Note: Adventure loops and pins can be presented at a meeting or as immediate recognition in the den.)

By den, call the names of those Cub Scouts who have completed the month’s adventure to come forward.

- Have the den leader pass out the awards to the boys as they receive a Cub Scout handshake from the Cubmaster.
- If time allows, invite the den leader or den chief of the den to speak about the adventure work done for that month, and have the den stand and be recognized.
- Use a positive cheer to recognize their accomplishments.

Other options:

- Have the den stand and be recognized or come forward to receive certificates for the adventure they have completed. This option would be appropriate for a den that has already received the adventure loop or pin.
- Adapt the advancement ceremony for the month’s theme into an adventure loop presentation if no rank badges are being presented.

Blast-off Cheer

Start counting backward from 6 to 1. Bend your knees a little more on each count, until you are in a squatting position. Then, jump straight up in the air while saying, “Blast off!”

◆ RANK ADVANCEMENT

Cubmaster: “Before astronauts are ready to go into space, they have to do a lot of training. It takes a special person to be an astronaut—someone who has worked hard to prepare for the challenges of space travel.”

Bobcat: “Candidates with the right education and background first must read training manuals and take lessons on NASA equipment. That’s like the Scouts earning the Bobcat rank tonight. They’ve learned about important parts of Scouting, including the Scout Oath, the Scout Law, and the Cub Scout handshake and motto.” *(Ask Cub Scouts earning the Bobcat badge to come forward along with their families. Present the Bobcat badge to the parents or guardians to award to the Scout.)*

Tiger: “Then astronaut candidates actually begin training on NASA machines for the first time. That’s like the Tigers we have here tonight. Tigers have been experiencing the Tiger adventures and have learned new skills as they begin their time in Scouting.” *(Ask Cub Scouts earning the Tiger badge to come forward along with their families. Present the Tiger badge to the parents or guardians to award to the Scout.)*

Wolf: “Along the way, astronauts train on land and in water to simulate the challenges of space travel. The Wolves we have here tonight have completed adventures on land and water to develop new skills.” *(Ask Cub Scouts earning the Wolf badge to come forward along with their families. Present the Wolf badge to the parents or guardians to award to the Scout.)*

Bear: “After two years, astronaut training becomes more challenging and astronauts learn more specialized skills. The Bears here tonight also learned more specialized skills, such as pocketknife safety, as

they completed their adventures.” *(Ask Cub Scouts earning the Bear badge to come forward along with their families. Present the Bear badge to the parents or guardians to award to the Scout.)*

Webelos: “When astronaut candidates are ready, they begin to prepare for a mission. They must be ready for whatever situations could arise in outer space. Our Webelos Scouts have begun training for the mission of Boy Scouting—learning skills in areas like camping, first aid, and cooking.” *(Ask Cub Scouts earning the Webelos badge to come forward along with their families. Present the Webelos badge to the parents or guardians to award to the Scout.)*

Arrow of Light: “By the time an astronaut goes into space, he or she has prepared for and successfully executed simulations that are as close as possible to actually being in space. In the same way, the Arrow of Light Scouts here tonight have successfully prepared for the next exciting journey in Scouting. Their adventures this year have given them a glimpse of even greater adventures that lie ahead as Boy Scouts.

“Congratulations, Scouts!”

◆ CUBMASTER’S MINUTE

(Show a model of a futuristic rocket.) “Cub Scouts, this cool rocket is someone’s vision of what the future will look like. But that’s just one person’s vision—what’s yours? We don’t know what the future will actually be like, but we do know that we need good people to make it as bright as possible. And we can be sure we’re doing our best for the future by remembering to follow the Scout Oath and the Scout Law. Let’s think about what the Scout Oath and Scout Law mean for our future as we stand and say them together.”

◆ CLOSING

DO MORE

Leader: “We have dreamed of and spoken of the future tonight. We always think of the wonders of technology and all the changes that will take place. But, in the future, one thing will remain the same—the human spirit. Tonight, let us pledge to be the best we can be as we listen to these thoughtful words adapted from the poet William Arthur Ward.”

Cub Scout 1: “Do more than belong ... Participate.”

Cub Scout 2: “Do more than care ... Help.”

Cub Scout 3: “Do more than believe ... Practice.”

Cub Scout 4: “Do more than be fair ... Be kind.”

Cub Scout 5: “Do more than forgive ... Forget.”

Cub Scout 6: “Do more than dream ... Work.”

Cub Scout 7: “Do more than teach ... Inspire.”

Cub Scout 8: “Do more than live ... Grow.”

Cub Scout 9: “Do more than give ... Serve.”

Leader: Here’s to a wonderful future. Good night, Cub Scouts.”

The preassigned den retires the flags.

RESOURCES

◆ GATHERING: FUTURE LEADER SPACE TRAINING ACADEMY

Rank Badge Assembly

The mission for Cub Scouts here is to assemble a rank badge puzzle quickly and correctly—all while wearing oversized gloves as an astronaut would in space. This activity will demonstrate the importance of dexterity, hand-eye coordination, and good communication.

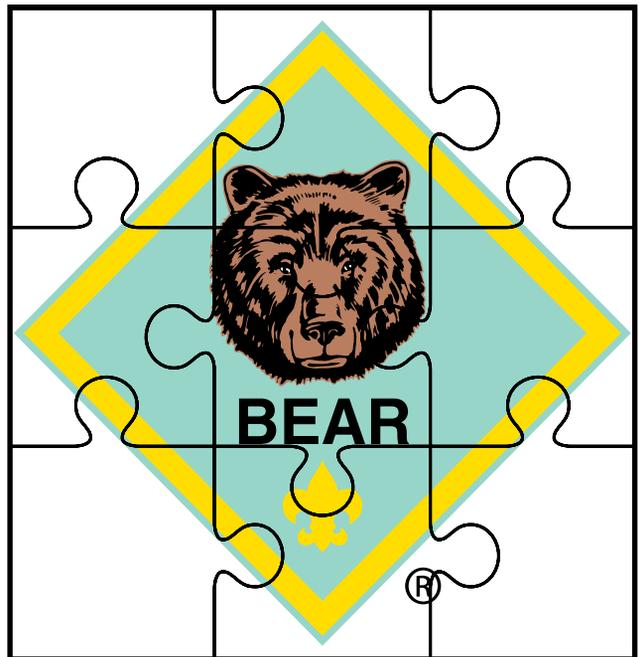
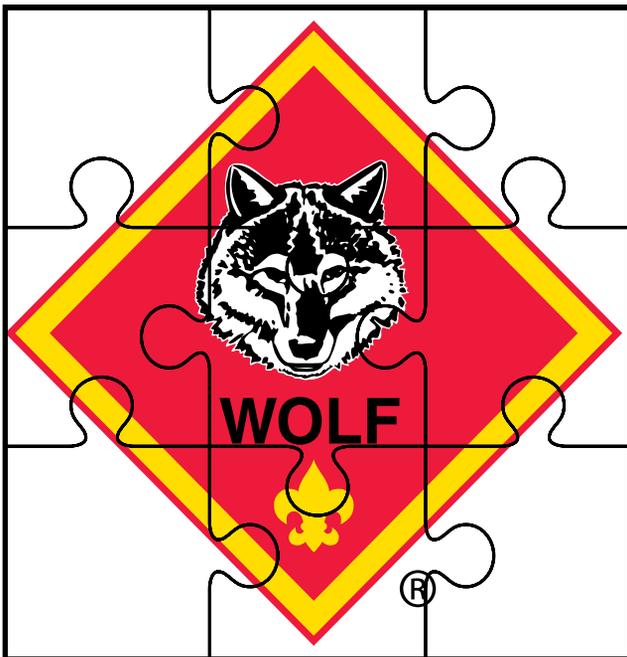
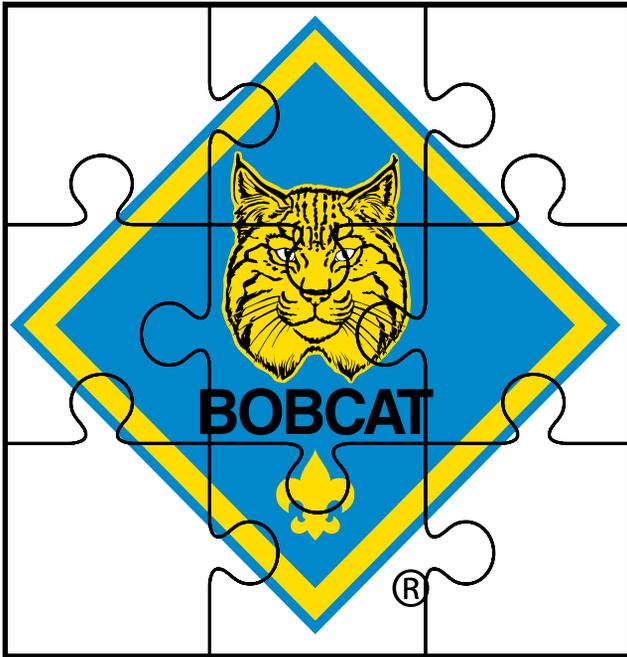
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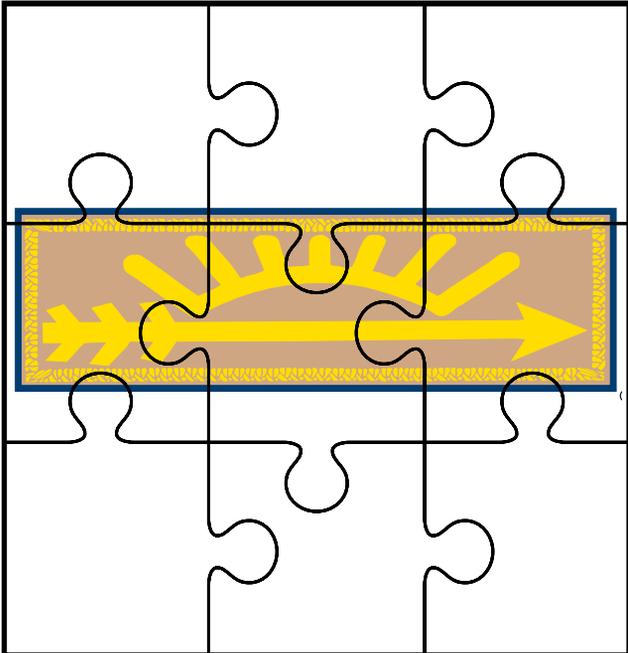
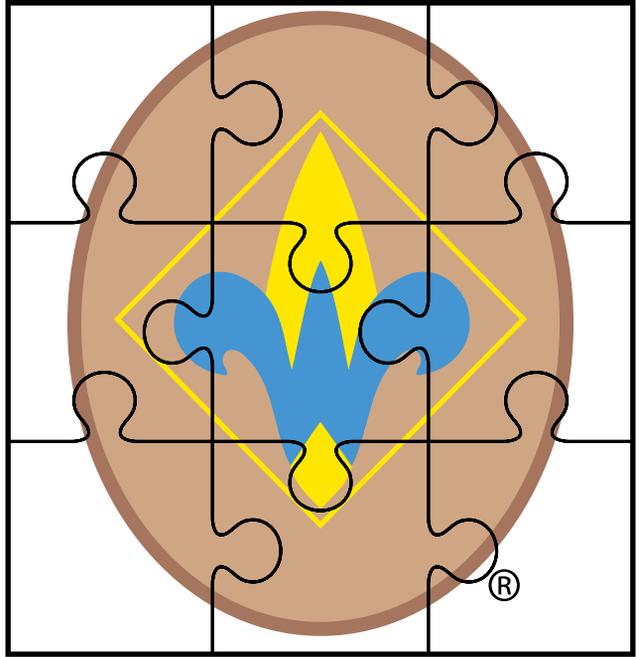
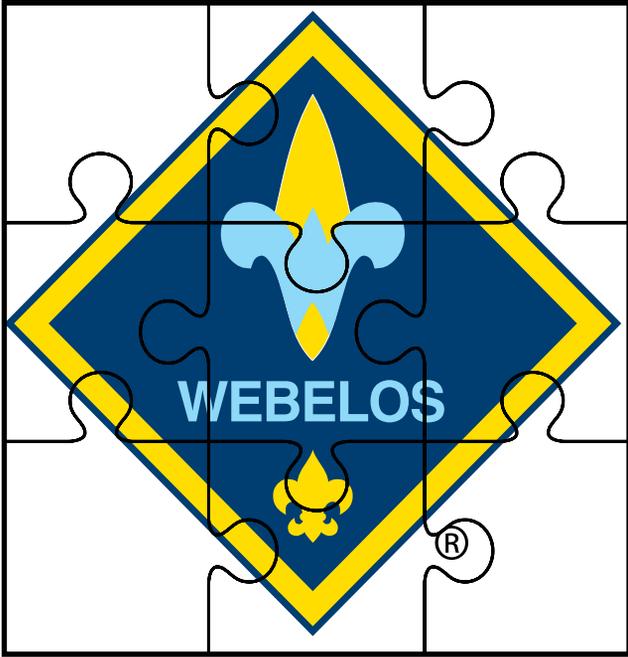
- One rank badge puzzle per team (see puzzles below), printed on heavy cardstock or glued to light-weight cardboard, and cut apart in advance
- One pair per player of oversized gloves (such as work gloves or welding gloves)
- Stopwatch or timer (optional)

Instructions:

1. Place the puzzle pieces on the table.
2. Have players put on gloves.
3. At the signal, have players gather puzzle pieces in the gloves, move to a designated area at a distance from the table, and begin to assemble the pieces.
4. When the puzzle is finished, players should raise their hands to record the time for that team.

Note: Instead of a puzzle, players could try a similar activity with pick-up sticks, jacks, or blocks. Special needs adaptations could include adding Braille to the puzzle pieces, using verbal cues or assistance, and shortening or eliminating the carrying distance.





RESOURCES

Moon Jump

Materials:

- Jump ropes
- Timers

Instructions:

1. Before beginning the Moon Jump, have Scouts check their pulse.



2. Have Scouts jump rope for 30 seconds, counting the number of jumps they can do.
3. Have Scouts check their pulse again and then rest for 60 seconds.
4. Next, have Scouts try jumping rope while moving a distance (approximately 15 feet) forward and then back. Have them count the number of jumps they can do.
5. Have them check their pulse again and then rest for 60 seconds.
6. Ask Scouts the following: *Did your pulse go up and down? Do you think you could increase the number of jumps you can do if you practiced this activity? When you train, over time you can strengthen your heart and muscles so they can work longer without getting tired. Soon, activities like jumping will become easier.*

Note: Moon Jump could be adapted by performing jumping jacks or by jumping in place. Participants also could hold on to a table and jump in place, or put a hand on a wall for balance.

Space Walk

Instructions:

1. Measure a distance of 20 to 30 feet.
2. For the Bear Crawl, have Scouts get down on their hands and feet, with their stomachs toward the floor. Have them walk on all fours like a bear from the start to the finish. After resting for two minutes, have them try it again.
3. For the Crab Walk, reverse the Bear Crawl. Have Scouts sit on the floor with their hands on the floor behind them, their knees bent, and their feet on the floor in front. Have them lift themselves off the floor and travel the measured distance. After resting for two minutes, have them try it again.

Note: These activities can be adapted for special needs. Options for Scouts using wheelchairs include shifting the footrests to the side and then using feet to move the chair forward, or having a partner assist.

Optional Activity: Hovercraft

Materials:

- Discarded compact discs (CDs)
- Push-pull squirt caps from water bottles
- Balloons (check for latex allergies)
- Hot glue (handled only by adults)

Instructions:

1. Have an adult apply hot glue around the rim of the cap, and attach it to the CD. One adult helper could begin doing this job before people arrive at the meeting to allow time for the glue to dry.
2. Give each Scout a balloon and a CD with the glued-on cap. Make sure the cap is pushed down to be closed.
3. Have each Scout blow up the balloon and then twist the end to keep air from escaping.
4. Help Scouts pull the end of the balloon securely over the cap opening.
5. Place the CD over a smooth table or floor, and lift the cap from within the balloon to begin releasing the air.
6. If needed, give the CD a gentle push, and watch as the hovercraft moves across the table or floor.

RESOURCES

Optional Game: Planet Toss

Materials:

- Paper plates (nine)
- Markers
- Pennies (nine per player)

Instructions:

1. Label each plate with the name of a planet and a number as follows: Mercury, 1; Venus, 2; Earth, 3; Mars, 4; Jupiter, 5; Saturn, 6; Uranus, 7; Neptune, 8; Pluto (dwarf planet), 9.
2. Lay the plates in a line on the floor in numerical order.
3. Use tape (or similar as appropriate for the floor) to mark a tossing line.
4. Starting at Mercury, have each player go down the line and toss one penny at each plate. The player's score is determined by the total of all numbers written on the plates where his pennies landed. (For example, if a player's pennies landed on Earth, Saturn, and Neptune, he would score a total of 17 points.)

Optional Snack: Astronaut Pudding

Make a large batch of pudding and serve it in individual zippered snack bags. Have each Cub Scout snip one bottom corner of the bag with scissors to squeeze out the pudding. There's no mess—which is just what an astronaut needs in space!