

It's harvest time in farming country. This month, Cub Scouts learn about growing crops while they explore the life of a hard-working farmer. Dens might visit a farm, local dairy, or petting zoo to learn firsthand about farm animals. Boys can build a miniature greenhouse. Dens could take a field trip to a pumpkin patch and pick their own pumpkin for the pumpkin-decorating contest at the pack meeting harvest fair. Fair activities might include contest booths, a rubber-glove cow for milking, and a good old-fashioned hayride.

PACK PLANNING

This month the excitement of the pack meeting will center around a harvest fair. Each den can prepare and run one or two carnival-style games. Both boys and parents or guardians take turns running their "booth" so that they have time to visit other dens' games as well. Appoint the following committees:

Decorations Committee. Use plenty of decorations to add atmosphere. You might include bales of hay, dried cornstalks, and more. Prepare scarecrows to distribute throughout the meeting room.

Activities Coordination Committee. Ensure that all dens have an activity to lead and that any special requirements (tables, electricity, etc.) are provided. Then designate areas for each den to conduct its activity.

Recognition Committee. Awards will be "harvested" this month, rather than merely handed out. Many boys will be receiving their Bobcat badge along with other awards that need to be distributed in a fun and memorable way.

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

- **Friendly service.** Cub Scouts see that it takes lots of work to provide food for everyone.
- **Respectful relations.** Boys are encouraged to see that respectful relations between farmers and grocery stores helps keep food on the shelves.

This theme is designed to promote character development by emphasizing these core values:

- **Resourcefulness.** Farmers know how to be resourceful and use the earth. Boys see this resourcefulness as they visit and learn about farmers and what they do.
- **Positive Attitude.** Farming can be a very difficult lifestyle, so it helps farmers if they can have a positive attitude about their crops, their animals, and their future.

Pack Meeting

BEFORE THE MEETING

The decorations committee arrives ahead of the meeting time to set the stage for the fun to follow. The activities coordination committee will prepare areas and provide tables as needed for the carnival-type activities provided by each den. Arrange areas for the dens to display their activities for everyone to see. The recognition committee will lay out all awards and recognitions for Cub Scouts and pack leaders to ensure a smoothly run meeting with everything ready to go.

GATHERING

Greeters may be dressed in overalls to welcome all family members to the pack meeting. As pack members arrive, direct them to the display tables to leave items and then to each of the activity areas for their individual setup.

Invite pack members to participate in Barnyard Mix-Up (2 OCT) by giving each person a name tag and explaining the rules of the activity.

MAIN PART OF THE MEETING

Opening

Conduct the Farmer's Welcome opening ceremony (2 OCT) or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A chosen Cub Scout comes forward to lead the Harvest prayer (2 OCT). Invite all pack members to join in prayer, meditation, or silence as is their custom.

Icebreaker

Be sure to acknowledge the groups that were formed during the Barnyard Mix-Up.

Welcome and Introductions

The Cubmaster may be dressed in overalls, red neckerchief, and straw hat. He or she may also bring a wheelbarrow and farming implements, such as a hoe or shovel.

Welcome all families, special guests, and new pack members. Explain the program for the evening and how the rotation will work. Thank the committees for their efforts in planning a great pack meeting.

Song

The song leader leads "On the Farm" (2 OCT) or another song from the *Cub Scout Songbook*.

Den Demonstrations

Dens present their Down on the Farm activities, and the dens rotate through the events.

Game

Play a Down on the Farm game (3 OCT). Additional games might include shelling corn, bobbing for apples, a milking contest, a hog-calling contest, etc. See the *Cub Scout Leader How-To Book*.

Recognition

Conduct the Harvest Time advancement ceremony (below) or select a different recognition ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Announcements

Highlight the monthly pack newsletter. Announce the date, time, and location for next month's Indian Nations pack meeting.

Cubmaster's Minute

The Cubmaster gives the Hard Work Cubmaster's Minute (3 OCT).

Closing

A den comes forward to share the On the Farm closing ceremony (3 OCT), or choose an alternate closing ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Cubmaster Corner

PACK SONG LEADER

Songs lift everyone's spirits and keep the fun flowing. The Cubmaster works with the song leader to include musical highlights for every pack meeting. The song leader helps by

- *Choosing appropriate* songs, considering content of songs, tone of songs (i.e., quieter at the end of the meeting), and theme-related songs
- *Providing words* to den members so they can practice ahead of time
- *Leading songs* at the pack meeting

Where do you find a song leader? Check your pack's Family Talent Survey Sheets to find someone who

- *Sings in* a church choir
- *Is involved* in a school music program
- *Is a* music teacher or band leader
- *Enjoys music*

The Cubmaster turns the song leading over to the song leader, but also sings along. When the boys (and adults) see the Cubmaster actively enjoying a song, they will participate also. Always recognize the important contribution of your pack song leader.

Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: BARNYARD MIX-UP

Materials: Name tags cut in the shape of farm animals

As people arrive, give each a name tag. They then make the sound of the animal on their name tag to find others with the same animal, to form a group or herd. Perform an appropriate applause for the group that is assembled first.

OPENING CEREMONY: FARMER'S WELCOME

Personnel: The Cubmaster dressed as a farmer (overalls or jeans with a plaid shirt, straw hat, neckerchief, heavy boots)

CUBMASTER: Welcome, everyone, to the farmyard of Pack No. _____. You know, on the farm there is plenty of work to do. Everyone in my family is busy planting seeds, harvesting crops, feeding animals, and keeping the farm running. But we are never too busy to help out neighbors in need, or help out at the local church, or even raise the flag down at the town square.

That's one thing I like about Cub Scouts, too. You are busy with school-work, and earning all those fancy awards, and playing with your buddies; but you are never too busy to help when you're needed. I like the Cub Scout Promise when it says, "to do my best, to do my duty to God and my country..." You

really know how to do your best and do your duty, both to God and to your country. Please rise and reflect on how you can continue to do your duty to God and this great country as we salute the flag and say the Pledge of Allegiance.

PRAYER: HARVEST

We give thanks for all the food on our tables, and for our family and friends who share it, and love, with us. Amen.

SONG: ON THE FARM

Tune: Jingle Bells (the last stanza)

On the farm, on the farm,
Cub Scouts everywhere!

Families join in the fun,
Pack meetings can't compare.

ADVANCEMENT CEREMONY: HARVEST TIME

Equipment: Attach awards to an assortment of fresh vegetables arranged on a table.

The Cubmaster comes out and notices a variety of vegetables on the table. He or she announces that they look great, are ripe for the picking, etc. Then he/she reviews each vegetable as follows:

LETTUCE: This is often the first crop in a garden. Like the first badge in Cub Scouting. *Let us* recognize these boys. (*Calls up boys receiving Bobcat badges and their parents. Presents awards.*)

PEAS: Peas are an early morsel in the garden, too. These morsels are found in a pea pod, much as Tiger Cubs are found in families. (*Awards Tiger Cub badges.*)

CARROTS: Like our Wolf Cub Scouts, they *care* about the 12 achievements in a row they have completed. (*Awards Wolf badges.*)

BEANS: Look at this! We have Bears who have *been* working hard. (*Awards Bear badges.*)

TOMATOES: The tomatoes are the foundation of many foods, and here are Webelos Scouts, who are the foundation of the future. (*Awards Webelos badges and activity badges.*)

CORN: Look at this golden corn. It really glows, just like the glow of the Arrow of Light. (*Presents the Arrow of Light Awards.*)

CUBMASTER: That was a fine vegetable crop, just like our fine group of Cub Scouts here. Let's all give a round of applause for their accomplishments.

ADVANCEMENT CEREMONY: FARM TOOLS

Materials: Pile of hay, pitchforks and other farm implements

The Cubmaster sees a pitchfork handle sticking out of the hay. He or she walks over and pulls it out. Awards have been taped to it and other implements. Calls boys and parents forward and presents the awards.

GAMES

Roll the Potato

Form Cub Scouts into relay teams. Boys get on the floor on their hands and knees. On a signal, the boy in the front of each line takes a raw potato and rolls it on the floor to the end using his nose. When he reaches the end, he can grab the potato and run back to tag the next person in line.

Roll the Pumpkin

Equipment: Pumpkins (or orange balls), brooms

Teams use brooms to sweep pumpkins from point A to point B; make it a contest between teams. You can also do this as an obstacle course, where boys have to sweep their pumpkins around things and wind along a path. The pumpkins aren't easy to control with a broom, and it takes some energy.

Pin the Hat on the Scarecrow

Equipment: Large scarecrow drawn on poster board, pictures of different hats, double-sided tape (pretape the hat pictures, one for every participant)

Blindfold each Cub Scout and give him a paper hat to tape on the scarecrow.

Corn Carry

Equipment: Corn kernels, bowls, tweezers

Divide Cub Scouts into teams. Place two bowls in front of each team—one empty and one with six corn kernels in it. The first player must transfer the corn from one bowl to the other using tweezers. Then the next boy in line takes the tweezers and transfers the corn back into the first bowl. Continue until all boys have completed the task.

CUBMASTER'S MINUTE: HARD WORK

Farmers used to have to do all their work by hand, with the help of horses and oxen. They didn't have the modern technology we have today, such as all the heavy mechanical farm implements to help them plant and harvest, irrigation systems to add water when drought strikes, or satellites that provide better weather forecasts. But even with all this modern technology, farmers still can't control everything. All farmers can do is work hard, prepare for anything that might happen, and do their best. Sounds like Scouting, doesn't

it? "Do Your Best" and "Be Prepared." For farmers, the result of hard work is the harvest. The result of hard work in Scouting?—self-assurance, independence, and self-respect.

CLOSING CEREMONY: ON THE FARM

Invite the audience to join in saying "on the farm" with each boy as he speaks it.

CUB SCOUT 1: When you eat breakfast tomorrow morning, thank a farmer. A farmer grew the grains that are in your cereal. Another farmer raised the dairy cows that gave you milk...*(holds up cereal box and milk carton)*...on the farm.

CUB SCOUT 2: When you eat lunch tomorrow, thank a farmer. A farmer grew the wheat for your bread, the peanuts for your peanut butter, and the fruits for your jelly...*(holds up a loaf of bread)*...on the farm.

CUB SCOUT 3: When you eat a snack tomorrow, thank a farmer. A farmer grew the apples for your juice, and the celery and carrots that you munch...*(holds up an apple and carrot)*...on the farm.

CUB SCOUT 4: When you eat dinner tomorrow, thank a farmer. A farmer grew the potatoes for your mashed potatoes and the lettuce for your salad...*(holds up potato and a head of lettuce)*...on the farm.

CUB SCOUT 5: A farmer may live down the street, in the next county, or across the United States. But wherever the farmer may be, remember...

EVERYONE: THANK A FARMER!

SKIT: EARTH-QUACK

Props: Boys prepare duck beaks and duck feet. Encourage them to wear a yellow T-shirt over their uniform.

Setting: Cub Scouts in duck costumes are jumping up and down.

CUB SCOUT 1: What's going on?

CUB SCOUT 2: Don't you know what it is when all the ducks are jumping up and down?

CUB SCOUT 1: No, what is it?

ALL CUB SCOUTS: An earth-quack!

APPLAUSES AND CHEERS

Horse Applause. Make the sound of a galloping horse by slapping your hands against your thighs.

Barn Cat Cheer. You're PURRRRRRR-fect!!

Rooster Cheer. Stand up tall and crow, "Cock-a-doodle do!"

JOKES

Knock, knock.

Who's there?

Cows go.

Cows go who?

No silly, cows go moo.

DOWN ON THE FARM ACTIVITIES

Making Scarecrows. Start with a piece of 2-by-4 board and nail a shorter 2-by-4 piece perpendicular to it for arms. Then build the scarecrow. Make a contest out of dressing the scarecrow. Then donate the clothes you used to a charity.

Carving Pumpkins. Give each boy a small pumpkin to carve. Have a contest where everyone gets a prize or certificate (best eyes, longest nose, cutest grin, great personality, etc.).

Making Butter. Give each boy a pre-washed baby food jar. Fill jars about one-third of the way with heavy cream. Shake until some butter forms.

Making Bread. Everyone takes a turn at kneading some bread dough. (Obviously, don't use that bread for baking and eating.) Then bake a little dough to make a small loaf or biscuit. Use this for the butter boys made.

Grinding Wheat. Some children don't know that flour comes from wheat (and other grains). Tell boys how wheat is separated from the chaff during threshing, and have a mortar and pestle or food grinder available to show them how it is ground.

FIND THE NEEDLE IN THE HAYSTACK

Equipment: Child's swimming pool filled with hay, paperclips (or other small objects)

Toss the objects to be found into the hay. Boys enter the pool and search for the "needle in the haystack."

CORN ON THE COB DECORATIONS

Expand on the Corn on the Cob suggestion from the Bear den meeting plans (10 OCT). Make larger ones from carpet rolls (contact a carpet installation company for rolls), and make giant ears of corn for the meeting room. Use the corn on the cob for presenting awards. Peel down the green leaves to reveal the awards to be distributed.

October Pack Program Page: Down on the Farm

ACADEMICS AND SPORTS PROGRAM

Academics

Mathematics. Running a farm or any business takes math skills every day. Practice using math for five activities as a step toward earning the Mathematics belt loop.

Sports

Roller Skating. Fall is a good time to learn about roller skating safety and to spend time practicing skills in the first step toward earning the Roller Skating belt loop.

FAMILY ACTIVITY

Mealtimes are important for families. *Cub Scouting's BSA Family Activity Book* has many different suggestions for mealtimes in the "Making Mealtime Meaningful" section. Family members can enjoy talking together during meals, planning meals, and reviewing where ingredients come from.

DID YOU KNOW?



Attendance Award

This award for recognizing good attendance at den and pack meetings looks great on any uniform. The requirements are determined by the pack committee. Once this is done, share the requirements with all pack members.

GOOD TURN FOR AMERICA

Cub Scouts are learning that food products come from farms, thanks to the hard work of farmers. For many people, simply having enough food is a hardship. Cub Scouts can contribute to their community by collecting food and supporting a local food bank this month.



BSA RESOURCES

HIGHLIGHT

Individual Cub Scout Record (No. 33827). You'll find this form in the *Cub Scout Leader Book*. It will help you with the easy record keeping you will want to do for each Cub Scout—including personal data; membership information; and keeping track of service awards, attendance, dues, and all advancement.

PACK LEADERS' PLANNING MEETING

Pack leaders will meet one to two weeks before the pack meeting to check final details of the Down on the Farm theme pack meeting and to outline activities for November's pack meeting.

Check that all dens have arranged to participate in the meeting by providing a "booth" with a theme-related activity to do. See Down on the Farm Activities (3 OCT) for suggestions. Sharing at the pack leaders' planning meeting will ensure that there will be no duplication of boys' efforts.

Decide what additional games and activities may be needed and assign pack members to assemble and provide necessary equipment and supplies.

Review planning for the November pack meeting. Arrange for a committee member to contact local American Indian groups to solicit their contribution for an eventful pack meeting. Arrange for an Indian storyteller or another qualified individual to present a story. Review "Native American Emphasis" in the *Cub Scout Leader Book* for important information and hints on this theme.

Use Unit Leadership Enhancement No. 5, Family Involvement (*Cub Scout Leader Book*). All leaders are given guidance for holding den adults' meetings. Choose a topic to discuss during next month's meeting.

LOOKING AHEAD

Money-earning projects for the pack should be outlined and in place in October. Be sure to recognize all pack members who participate.

Service projects to contribute to the community should be outlined and verified so that all pack members may be involved.

Prepare for a uniform inspection. See the *Cub Scout Leader Book* for guidance.

PACK TRAINER HIGHLIGHT

Verify that all leaders have completed New Leader Essentials for their current position. Share the training dates for local advanced training such as University of Scouting or your local pow wow.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Visit a corn maze or pumpkin patch.

Wolf Cub Scouts. Enjoy a local high school outdoor sporting event or visit a community farmer's market.

Bear Cub Scouts. Use the fall breezes to fly a kite.

Webelos Scouts. Go swimming outdoors—unless it's getting too cold, and then move indoors.

Down on the Farm: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.

Dens may meet in the evenings or on weekends.

Full or partial credit may be received for the following advancement possibilities highlighted in this month's meeting plans.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check equipment needed.</p>				
BEFORE THE MEETING STARTS	Gather materials for Lima Beings, Plastic Bag Greenhouse, and Seed and Bead Necklace (all 6 OCT). Prepare for Farm Animal Relay (6 OCT).	Gather materials for Sheep and Sheep Dogs, Veggie Print Placemat, and Spud Face (all 6 OCT).	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
<p>Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.</p>				
GATHERING	Make Lima Beings.	Make Veggie Print Placemats. Set aside to dry.		
OPENING	Sing "Old MacDonald Had a Farm" (<i>Cub Scout Songbook</i>). Act out the part of the animals. Let boys take turn choosing animals. End the song with a verse about tigers.	Say the Cub Scout Promise in repeat-after-me fashion. Show boys the Cub Scout salute and have them practice it (<i>Bobcat requirement</i>).	GO SEE IT: Visit an old farm (<i>Achievement 1G</i>). While there, make leaf and bark rubbings from fruit trees (<i>Achievement 5D</i>).	
SHARE	Discuss types of animals found at a farm and ask boys to share their favorite farm animal and tell why.	Discuss types of vegetables and fruits grown of farms. Ask the boys to share their favorite vegetable or fruit.	OR Visit a dairy (<i>Elective 44</i>) or a pumpkin patch.	Participate in the monthly pack meeting by sharing Seed and Bead Necklaces and information about the den's Go See It.
DISCOVER	Make Plastic Bag Greenhouse (<i>Elective 30</i>). Play Farm Animal Relay. Make Seed and Bead Necklaces.	Play Sheep and Sheep Dogs. Make Spud Faces. Place them on placemats made earlier and enjoy.	At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.	Tiger Cubs and adult partners sign the thank-you note.
SEARCH	Plan a Go See It to an old farm or a dairy.	Finalize plans for next week's Go See It.	A totem bead may be presented for completion of Achievements 1G and 5D.	
CLOSING	Repeat the Cub Scout motto. Shake hands using the Cub Scout handshake.	One boy leads a thanksgiving: "We give thanks for the food we ate today and the farmers who worked hard to produce it."		
<p>This month's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.</p>				
AFTER THE MEETING	Den leader files tour permit with local council service center for Go See It.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails the thank-you note.
<p>CHECK WITH YOUR PACK TRAINER OR CUBMASTER FOR ROUNDTABLE DATES AND OTHER TRAINING OPPORTUNITIES.</p>				

Tiger Cub Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievement 1G; Electives 25, 30.

This month Tiger Cubs and their adult partners will play farm animal games and learn about vegetables and fruit. They will plant seeds, learn to identify produce, use them in crafts, and then eat them with a glass of milk. Encourage families to talk about their choice of milk (Elective 23). The family may choose to take a trip to a milk-processing plant or a dairy (Elective 44). This month's theme is perfect to introduce food-related Good Turns by collecting and delivering canned and dry food for a food bank (Elective 11). Remind families that October is Fire Prevention Month. Encourage them to plan and practice a fire drill (Achievement 3Fa) and check smoke detectors (Elective 28).

LIMA BEINGS

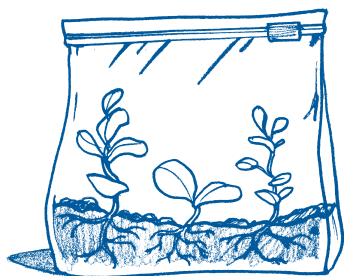
Materials: Large dried lima beans (the largest you can find), pens in various colors (fine-tip permanent markers work best)

Point out to boys that each bean is slightly different. Look at a bean and imagine its a face—then draw it on the bean. How about bean dogs, bean bunnies, and other bean critters, or even bean ghosts? Make a mistake? Turn the bean over and draw on the other side. Or plant the bean!

Uses for Lima Beings: Boys can create a game (heads or tails game, toss games) or trade them with each other. You can use these beings as game pieces or glue them in a den collage of “lima expressions.”

PLASTIC BAG GREENHOUSE

(Elective 30)



Materials: Resealable plastic bags (gallon size is the most fun), potting soil, seeds (lima beans, popping corn, pumpkin seeds, citrus or other fruit seeds)

Place enough potting soil (about 2 in.) in the bag so that the bag “stands” on its own. Push seeds into the soil. If you put them close to the side of the bag, you can see how the roots grow. Sprinkle just enough water to moisten the soil. Close the bag. Keep your greenhouse in a place where it gets plenty of light—but not in direct sunlight.

Transplant into an indoor garden or a pot (outside, weather permitting) when they grow too tall for the bag.

SEED AND BEAD NECKLACE

Materials: Pumpkin seeds, colorful pony beads, large-eye sewing needle, fine dental floss, sponge or corrugated cardboard

Working with adult partners, boys string seeds and beads on the dental floss using the needle, alternating every few pieces. To make it easier to poke the seeds, place them on a sponge or cardboard. Wear the necklace to the pack meeting

Helpful hint: Soak the seeds for a couple of hours to make them soft and easier to thread.

Adults can toast some pumpkin seeds so the boys can taste them. Spread them on a cookie sheet and roast in a 350-degree oven.

GAMES

Farm Animal Relay

Have pictures of farm animals cut from old magazines and place them in a large container. Divide the den, including adult partners, into two teams. Players run to the bag, take a picture from the container, and run back acting and sounding like the animal. Before a player reaches his team, the rest of the team must guess the name of the animal.

Sheep and Sheep Dogs

Play this game in a large room or outside. Two or three boys are sheep dogs, and the rest of the boys and adult partners are sheep. Blindfold the sheep. They spin in place a few times so they are disoriented. Dogs need to guide the sheep to a designated area, such as the opposite side of the room, only by barking. They are not allowed to touch the sheep. Boys take turns being sheep dogs.

Note: One adult should remain out of the game to ensure the safety of the players.

Spud Face

(Elective 25)

Materials: Various vegetables and fruit (left over from other activities), hardboiled eggs, alfalfa sprouts, knife, cutting surface, plate, mashed potatoes, Veggie Print Placemats (if they are already dry)

Plan a face for your spuds. For example, egg slices can be eyes and sprouts can be hair or a beard. Adult partners can help cut pieces. When all pieces are ready, place some mashed potatoes on a plate and create your face. Place the plate on the placemat. Admire the results and then enjoy! Serve with milk. You might also choose to serve a dip on the side.

Note: Always check with boys and adults about possible food allergies before planning activities involving food.

VEGGIE PRINT PLACEMAT

Materials: Various vegetables and fruits, sponge or brush, construction paper, acrylic paints

Slice veggies and fruits in half for this activity. Keep the rest clean. If you use citrus fruit, cut the flesh out as you would a grapefruit to make clear prints. Adults help with cutting the vegetables and fruit. Wipe with paper towels to minimize excess moisture. For ink, use a sponge soaked with paint, or paint the vegetable with a brush.

Encourage boys to share the their “stamps” so they don’t waste food.

Save seeds and carrot tops to plant later (Elective 30).

Down on the Farm: Wolf Den Meetings

Dens may meet after school, in the evenings, or on weekends.
Review the theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Assemble supplies for Cow Neckerchief Slides and Milkshakes (both 8 OCT). Have U.S. flag.	Have supplies for Chicken Coop Nest Treats and Chick in a Jar (both 8 OCT).	Call the destination of your field trip to confirm arrangements, times, fees, etc.	Denner writes thank-you note to last week's destination. Gather supplies for Cow Masks (8 OCT), materials for the Scarecrow game (8 OCT), and object for Hot Potato.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Review Bobcat requirements and encourage all boys to complete them.	Collect permission slips. Make a point to stress proper hand washing. Then start Chicken Coop Nest treats.	Collect permission slips.	Boys sign thank-you note or card. Den chief leads Hot Potato (<i>Cub Scout Leader How-To Book</i>) using a plastic duck or yellow object.
OPENING	Cub Scouts answer roll by responding to their name with their best "Moo!" Lead a flag ceremony (<i>Achievement 2b</i>).	Cub Scouts answer roll by responding to their name with their best "Peep!"		Say the Cub Scout Promise. Boys answer roll with a "Quack!"
Den leader checks boys' books for completed achievements and electives and records them on Den Advancement Charts. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the Down on the Farm theme and explain the plans for the pack meeting. Start practicing the Cow Jokes skit (8 OCT).	Review the parts of the Cow Jokes skit to be done for the pack meeting and practice.	Visit a petting zoo or nature center, or a farm in your area. At the end of the trip, lead a reflecting discussion with boys about their outing.	Practice the skit for the pack meeting. Have props such as drawn cow faces with words written on the back to make it easier for the boys to be successful.
ACTIVITY	Make Cow Neckerchief Slides. Make and then enjoy Milkshakes.	Make Chicks in a Jar. Go outside to play Fox and Chickens (<i>Cub Scout Leader How-To Book</i>). Enjoy the Chicken Coop Nest treats.		Make Cow Masks for the pack meeting (<i>Elective 2e</i>). Play Scarecrow.
CLOSING	All boys give each other and the den chief the Cub Scout handshake. Send home permission slips for field trip during the third week.	Shout out the den yell.		Boys use the Cub Scout salute to salute the den leader as they leave.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for field trip planned for third week.		Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails thank-you note.

CHECK WITH YOUR PACK TRAINER OR CUBMASTER FOR ROUNDTABLE DATES AND OTHER TRAINING OPPORTUNITIES.

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievement 2b, Elective 2e.

Moo! Peep! Quack!—the animals are out and the Cub Scouts can enjoy seeing them! Let's celebrate a farm animal every week this month. Start off with Cow Day and enjoy homemade milkshakes and create a cute neckerchief slide for a mo-o-ovelous beginning to the month. Follow up with a chicken day and a duck day for a full barnyard. The pack meeting will benefit from the Cub Scouts presenting a series of cow jokes.

Encourage Cub Scout families to work on additional achievements and electives that support this theme such as:

- *Achievement 8c, Cooking and Eating:* Cub Scouts can help fix at least one meal for the family. This is a good time to think about and thank the many farmers who are needed to provide food for us all.
- *Elective 8a, Machine Power:* Boys can find out about various farm machines and what they are used for.

COW JOKES

Boys line up and tell the joke to their neighbor while facing the audience.

Q: What do cows like to listen to?

A: Moo-sic!

Q: What does a cow ride when his car is broken?

A: A COW-asaki MOO-torcycle!

Q: Where do cows go on their space vacation?

A: To the mooooooon!

Knock knock.

Who's there?

Cows go.

Cows go who?

No, silly. Cows go MOOOOOO!

Q: Where do cows go on Saturday night?

A: To the moo-vies.

Q: What is a cow's favorite party game?

A: MOO-sical chairs!

Q: Where do cows go for vacation?

A: MOO-York!

Boys can put on Cow Masks after they tell their joke. To end the skit, the leader herds the "cows" offstage.

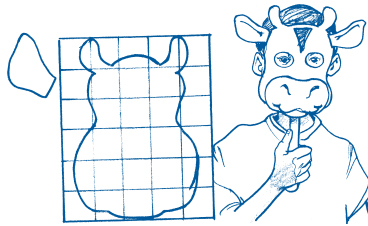
To get the audience involved, consider making a large "MOO" sign, and raise it up for the audience to see and shout out "MOO" every time the word is used in the jokes.

CHICK IN A JAR

Materials: Washed baby food jars with labels removed, pom-poms, wiggle eyes, felt, feathers

Fill jar with yellow pom-poms. Put the lid on and turn it upside down. Glue on wiggle eyes. Cut beak out of felt and glue in place. If desired, you can add yellow feathers on the outside.

COW MASK



Materials: White poster board, markers or crayons, scissors, paint stick

Enlarge the pattern and trace onto poster board. Cut out; glue ears to top of head. Draw cow features and decorate as desired; cut out eyes. Attach to a paint stick and hold in front of face.

MILKSHAKES

Materials: Milk, frozen yogurt, strawberries or other fruit

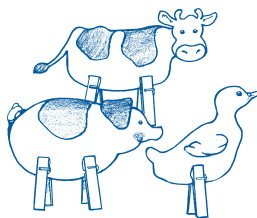
Scoop frozen yogurt into a blender. Add milk, place fruit on top, blend, and then enjoy.

CHICKEN COOP NEST

Materials: Chow mien noodles, hard-shell dessert topping, grapes (for eggs)

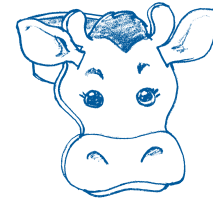
Boys spread chow mien noodles on the bottom of a paper bowl. Squeeze the hard-shell dessert topping over the noodles and put into a refrigerator until hardened. Add grapes (eggs) and enjoy!

FARM ANIMALS



Draw an animal shape on construction paper and cut it out. Add animal features (face, wings, fur, tail). Add clothespins to the bottom of animals for legs. Set up a barnyard diorama for fun.

COW NECKERCHIEF SLIDE



Cut a cow face shape from one piece of white foam; cut the ear strip and neckerchief backing from another piece of foam. Cut slits into the sides of each face and then slide the ear strip through the slits. The extra length becomes a "ring" for the neckerchief to go through.

GAMES

Scarecrow

Play farm-related music or sing a song such as "Farmer in the Dell." Boys walk around until the leader gives a signal such as blowing a whistle. At the signal everyone pretends to be a scarecrow and stands on one leg with arms stretched out wide. Those who lose their balance and touch both feet on the floor sit down. Make the duration of standing longer as the game progresses. Encourage the boys who are sitting to cheer on the ones still standing. The game continues until only one scarecrow is standing.

Gathering Eggs

Materials: Two spoons and two bowls per team, one hard-boiled egg (with shell on) for every two players

Divide boys into teams. Place an equal number of eggs in a "nest" (bowl) for each team. Place another bowl for each team on the other side of the room. On a signal, two players from each team grasp one egg with their spoons and move it to the other bowl. They then run back to their team and hand their spoons to the next two players.

Down on the Farm: Bear Den Meetings

Dens may meet after school, in the evenings, or on weekends.

Review the theme pages before planning den meetings.

Full or partial credit may be received for the following advancement possibilities highlighted in this month's meeting plans.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have materials for Piggy Bank and balloons for Pigs Fly game (both 10 OCT).	Have supplies for Flying Tomato Catch (10 OCT) and poster board and books about farm animals for making posters.	Call the destination of your field trip to confirm arrangements, times, fees, etc.	Denner writes a thank-you note to last week's destination. Prepare the meeting location (outside if possible) with pictures for Veggie Harvest game (10 OCT). Have supplies for Purple Cow treats and Corn on the Cob decorations (both 10 OCT). Have a U.S. flag.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Boys decorate their balloons for the Pigs Fly game.	Collect permission slips. Boys review books about farm animals and choose an animal	Collect permission slips.	Boys sign thank-you note or card. Start the meeting outside. Cub Scouts compete in the crab relay and other requirements for <i>Achievement 16c</i> .
OPENING	Sing "Old McDonald Had a Farm" (<i>Cub Scout Songbook</i>).	Answer roll call by making the sound of a farm animal.		Select a boy to lead a flag ceremony (<i>Achievement 3f</i>).
Den leader checks boys' books for completed achievements and electives and records them on Den Advancement Charts. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the Down on the Farm theme and ask which farm animals boys like. Encourage boys to read a book about a farm animal and share it next week (<i>Elective 16c</i>).	Boys who read books share them with the den.		Boys who read books share with the den. Assemble the posters made two weeks ago and encourage boys to prepare them to share at the pack meeting.
ACTIVITY	Make Piggy Banks. Play Pigs Fly.	Make posters using information from the books read last week and those available this week. Show the animal and some interesting facts. These are to be shared at the pack meeting. Play Vegetable Stew game (10 OCT). Make box catchers for Flying Tomato Catch and play the game.	Take a field trip to a farm where possible. In more metro locations, take a trip to a farmer's market or produce section of a supermarket. Invite employees to talk about where their produce comes from. At the end of the trip, lead a reflecting discussion with boys about their outing.	Make Corn on the Cob decorations for the pack meeting. Play Veggie Harvest. Make and enjoy Purple Cow Treats.
CLOSING	Lead the Cub Scout Promise. Encourage any boys who have not completed their Bobcat requirements to do so this month. Send home permission slips for field trip during the third week.	Gather in a circle and ask boys to share what they learned about farm animals today. Offer a den leader's minute to thank the boys for their attention and sharing.		Sing "Taps" as the flag is retired (<i>Cub Scout Songbook</i>).
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for field trip planned for third week.		Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails thank-you notes.
CHECK WITH YOUR PACK TRAINER OR CUBMASTER FOR ROUNDTABLE DATES AND OTHER TRAINING OPPORTUNITIES.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 5, 16c; Elective 16.

Carrots grow, corn grows, and Cub Scouts grow, too. Boys can find out about farm animals and enjoy a field trip to discover where the produce they eat grows and the role of the farmer in the process.

Encourage Cub Scout families to work on additional achievements and electives that support this theme such as:

- *Achievement 6c, Take Care of Your Planet:* Cub Scouts will find it interesting to investigate where trash ends up. Boys can learn how to make and use compost to provide enrichment for the soil and growing things.
- *Achievement 13a, Saving Well, Spending Well:* Boys can go grocery shopping with an adult and see the products of farms in many places.
- *Elective 16d, Farm Animals:* Families can visit a livestock exhibit or a local fair to show boys the fun, and work, of caring for a farm animal.

GAMES

Pigs Fly

Materials: Pink balloons, markers, curling ribbon, fly swatters

Blow up pink balloons and let the boys draw a pig face on the front with a black marker; attach a curled pink ribbon with tape for a tail. Divide boys into teams. Use fly swatters to slap balloons to the end of the room and back. Then pass off to the next boy in line.

Safety Alert: Cub Scouts should never blow up balloons. Adults blow them up before the den meeting. Boys pop them and then are careful to pick up the pieces when the game is over.

Vegetable Stew

Cub Scouts sit in chairs in a circle with one boy in the center. The leader assigns the name of a vegetable to each of two boys in the circle. When the name of their vegetable is called, the two "corns" or "potatoes" run to change places, while the boy in the center tries to get one of the vacant places. When the leader calls "vegetable stew," everyone scrambles to get a different seat. The one left standing is "It" for the next round.

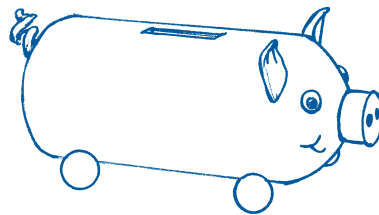
Veggie Harvest

Hide either real vegetables or pictures of vegetables around your meeting location. Give each boy a bucket. On a signal, they race to find as many veggies as they can before you say, "Stop." To make the game a little harder, give each boy a list of vegetables they must harvest.

Flying Tomato Catch

Materials: Ice cream cartons, beanbags, 1-by-4 wood pieces and wooden wedges

Tie a cardboard ice cream carton (or use a shoebox) to the back of the waist of one of the players (the "catcher"). Balance a 1-by-4 on a wooden wedge and place a beanbag on one end of it. The object is for boys to stamp on one end of the 1-by-4 to make the "tomato" fly up into the air, then the catcher quickly moves into a position to catch the "tomato" in the carton.

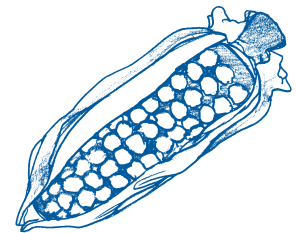


PIGGY BANK

Materials: Clean and dried 2-liter soda bottle, wooden or plastic spoons, chenille stem, pink felt, glue, markers

Cut the pink felt into triangle shapes for ears. Twirl the pink chenille stem around a pencil. With adult help, cut a slit for coins in one side of the bottle and a small hole in the bottom of the bottle, and make four small openings in the side opposite the slit. Insert one end of the chenille stem into small opening at the bottom of the bottle to make the pig's tail. Insert the spoons in the small openings to make the feet. Glue on the felt ears. Use the markers to add eyes and a mouth.

CORN ON THE COB DECORATIONS



Materials: Toilet paper roll, yellow or white cotton balls, green felt, glue, low-temperature glue gun, scissors

Use the glue gun to glue cotton balls to the empty toilet paper roll to create an ear of corn. Take an 8-in. piece of green felt cut into an oval and glue around one end of the toilet paper roll. Use scissors to cut the felt into strips to form the husks.

BLACK COW OR PURPLE COW TREAT

Materials: Frozen yogurt and soda (either root beer or grape)

Put a big scoop of vanilla frozen yogurt in a tall glass and fill to the top with soda.

CUB SCOUT FARMERS

Tune: The Farmer in the Dell
The Cub Scouts on the farm,
The Cub Scouts on the farm,
Hi ho, the dairy-o,
The Cub Scouts on the farm.

Other verses:

Bobcats learn the promise ...
Tigers search and share ...
Wolf Cubs fly the flag ...
Bear Cubs exercise ...
Webelos learn the Oath ...