

Summer memories can last a lifetime, and memories made with your Cub Scout den or pack can be some of the best. So let's make S'More Cub Scout memories this month. Boys love to be outside, and the outdoors is an important part of Scouting at all levels, so let's get outside and have some fun! It may be a picnic, water party, softball game, or campout; there's no limit to the amount of fun you can have this month. Why not have a pack family campout, following the guidelines your leaders learned during Basic Adult Leader Outdoor Orientation (BALOO)? What could be better than an outdoor pack meeting complete with a campfire? Whether you have a real or electric or "make-believe" fire, the fun is 100 percent genuine. This would be a good opportunity for boys to work on the Softball belt loop and pin or the Weather belt loop and pin.

PACK PLANNING

Summer is time for outdoor adventures, and this month's pack meeting is no exception. Your choice of sites will be determined by the fun activities you have planned for pack families to enjoy. You may need picnic tables, an open field, or a baseball diamond. Whatever the final selection of events, remember that safety and security are always foremost, with fun wrapping it all up. Appoint the following committees to help with the meeting:

Site Committee. Secure an outdoor location. Check that you have adequate access to facilities, running water, and a fire pit. Check local ordinances or restrictions before building a fire; a permit may be needed.

Program Committee. All equipment for the games and activities will need to be finalized, as well as making sure there is adequate leadership to help with each activity.

Refreshments Committee. Have ingredients for s'mores. They can be messy—so bring wet wipes if running water isn't available.

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

- **Family Understanding.** Cub Scouts and their families will develop communication skills as they make plans for being outdoors as a family.
- **Fun and Adventure.** Boys will experience fun and adventure when they take part in outdoor activities they will remember forever.

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

- **Health and Fitness.** Cub Scouts will enjoy taking part in "s'more" physical fitness activities this month.
- **Cooperation.** Boys will see that a smooth campfire program happens when everyone cooperates, takes their turn, and works together for a fun event.

Pack Meeting

BEFORE THE MEETING

All committees arrive early to set up their section of the meeting area: The program committee will ensure there is a U.S. flag for the opening ceremony and set out activity equipment and additional game supplies for the Summer Fun Romp (3 AUG). The site committee will arrange for signs to the site, showing pack families where to park and where the pack will be, as other groups may be at your site as well. The refreshments committee will set up the picnic area and refreshments for the end of the pack meeting. Remember to start the charcoal or fire in plenty of time for end-of-meeting s'mores for all.

GATHERING

The welcoming committee greets families as they arrive. Direct Cub Scouts to the area designated for displaying den projects and to the gathering table. Encourage pack members

to participate in the S'More Summer Name Find (2 AUG).

MAIN PART OF THE MEETING

Opening

The Cubmaster leads the audience in the Pledge to Protect Nature opening ceremony (2 AUG). Or choose a different outdoor ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout gives the Thankful for the Summer prayer (2 AUG).

Welcome and Introductions

The Cubmaster welcomes everyone to the pack meeting. Introduce special guests and welcome new families. Follow introductions by saying: "You've been having a lot of fun in your den meetings! Are you ready for s'more fun?" Encourage boys to respond with a boisterous "YES!"

Song

Song leader leads the pack in "S'Mores for Me" (2 AUG).

Den Demonstrations

Invite dens to share what they have done or learned during den meetings this month.

Game

The program committee gives instructions for the Summer Fun Romp (3 AUG). Invite all family members to participate. Follow with a campfire program where all dens participate with a song or skit or suitable campfire activity. You'll find ideas in *Group Meeting Sparklers*, the *Cub Scout Songbook*, and the *Cub Scout Leader How-To Book*.

Recognition

Use the Hunting for Cub Scouts advancement ceremony (2 AUG) to present advancement awards. Or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Announcements

Remind leaders about plans for attending day camp and the pack's plans for a service project. Share the results of the annual pack program planning conference. Encourage all pack members to review their pack newsletter (or e-mail) regularly. Highlight next month's theme and the date, location, and time for the September pack meeting and/or recruiting night.

Cubmaster's Minute

The Cubmaster delivers A Bundle of Sticks (3 AUG).

Closing

The Webelos den leader and five pre-selected Webelos Scouts deliver the Outdoor Code closing ceremony (3 AUG). Follow with the song leader leading "Cub

Scout Kum Ba Yah" (*Cub Scout Songbook*). When doing this song, the tradition in many areas is to form a circle and link hands in a friendship circle: cross arms, right over left, and grasp the hands of the people on either side of you.

REFRESHMENTS

The refreshment committee tells how to make s'mores. Pay special attention to explaining safety considerations.

Cubmaster Corner

BUILDING S'MORE EXCITEMENT

The Cubmaster is the leader of the pack. You are often the focus of the pack meeting because you are the person in front of everyone during much of the meeting. So it's important that you present all events, ceremonies, and announcements in a positive light. Always be upbeat about what's coming and express excitement for the accomplishments of each boy. As adults, we must remember that each youth has taken many months to complete his badge of rank, and we are all proud of his accomplishment. Don't be afraid to ask for help from adults. Remind them that this is a *family* program. Express often the need for a particular event to be supported. In the same tone, express often the pack's thanks for those who assist the leadership.

Ceremonies, Games, Songs, Stunts

S'MORE SUMMER FUN NAME FIND

Prepare sheets of paper with the letters for S'MORE SUMMER FUN going down the left hand side of the paper (a half sheet will do). Pack members are encouraged to find people whose names begin with each of the letters to sign the space next to the letter. This activity helps pack members meet and get to know each other.

OPENING CEREMONY: PLEDGE TO PROTECT NATURE

Each den does the actions together as a den. Gather in a circle. Turn sideways so everyone has their right side on the outside of the circle. Clasp left hands in the center of the circle. All raise right hands in the Cub Scout sign.

CUBMASTER: Let's us all make a pledge to protect nature. (*Says each line and all others repeat*)

We are going to see nature's treasures.

We will see the beautiful trees and flowers without hurting them.

We will watch nature's animals without harming them.

We will keep trails and campsites clean from our litter.

We will not pollute lakes and streams.

We will be careful with fire.

We will think of those who follow us in the years to come and protect nature.

CUBMASTER: Now let us pledge allegiance to our flag. (*Repeats Pledge of Allegiance.*) Now let's have s'more summer fun!

PRAYER: THANKFUL FOR THE SUMMER

We are thankful for our families and friends, with whom we enjoy these summer days and the warmth and light provided for us. Blessed be and amen.

SONG: S'MORES FOR ME

Tune: Hail, Hail the Gang's All Here

S'mores, s'mores, it's s'mores for me!

They're all gooey gooey,

Always nice and chewy.

S'mores, s'mores it's s'mores for me!

Let's go make some s'mores right now.

S'mores, s'mores, it's s'mores for me!

Brown and oh so toasty,

How we like to roasty.

S'mores, s'mores, it's s'mores for me!

Lovely sandwich made for fun.

ADVANCEMENT CEREMONY: HUNTING FOR CUB SCOUTS

The Cubmaster and assistant Cubmaster could be wearing hunting attire.

CUBMASTER: I'm going on a hunt!

ASSISTANT CUBMASTER: What are you hunting?

CUBMASTER: I'm hunting for Cubs.

ASSISTANT CUBMASTER: Big cubs?

CUBMASTER: Not in size, but big ideals.

ASSISTANT CUBMASTER: May I go along?

CUBMASTER: Yes, and keep your eyes open. We'll probably find them in a group.

ASSISTANT CUBMASTER: OK, but are they dangerous?

CUBMASTER: No, but they are smart.

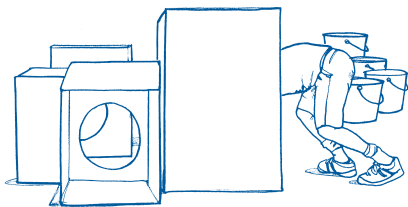
ASSISTANT CUBMASTER: Why is that?

CUBMASTER: Well, you see their parents and leaders have taught the Cubs many things. (*Quietly.*) Shhhh...I think I see them!

ASSISTANT CUBMASTER: Wait a minute. These aren't animals!

CUBMASTER: I didn't say I was going after animals. I said I was hunting for Cubs! You know—Cub Scouts! This is [*boy's name*], and he has earned his [*award*]. (*Names each boy, asks his parents to come forward, and presents him with his award.*)

SUMMER FUN ROMP



Equipment: Signs that say “Wilderness Trail” and “Civilization,” buckets, sawhorses, bell, rope, large boxes, ladder, garden hose

Boys must do each stunt in turn, and must do it correctly or do it over. If any part of an obstacle is knocked down, the runner must replace it and do the stunt again before going on to the next obstacle.

The starting line is the “Wilderness Trail.”

Obstacle 1: Elephant Walk: Line up several pails or buckets. Runners must step into each bucket along the path.

Obstacle 2: Black Hills: Arrange sawhorses across the path; boys climb over the Black Hills. Use several if available.

Obstacle 3: Ring the Bell: Tie a bell to the limb of a tree. Boys jump up and hit the bell.

Obstacle 4: Cave Mounds: Use two or more large cardboard boxes to make a tunnel that boys crawl through.

Obstacle 5: Cross the Crocodile River: Lay a ladder flat on the ground. Boys must step on every rung of the ladder.

Obstacle 6: Whirlpool: Wind a garden hose or stakes in a circular pattern on the ground for boys to run through.

The finish line is “Civilization.”

CUBMASTER’S MINUTE: A BUNDLE OF STICKS

Materials: Bundle of sticks, twine

Once there was a father who had two sons. One day he heard the two boys quarreling. The father took a bundle of sticks and tied them with a half hitch. The father asked each boy to try to break the bundle of sticks. Neither boy could. Then the father untied the bundle and asked each boy again to break the sticks separately. They could easily break the sticks. The wise father said to his sons, “The sticks tied together showed you that there is strength in unity. As brothers, you must always stay united to be

strong.” In Cub Scouting, we have the strength of the pack to rely on, and we should all stick together.

CLOSING CEREMONY: OUTDOOR CODE

One of the requirements for the Webelos badge is to explain the Outdoor Code.

DEN LEADER: We should always leave a place in the outdoors should always be left better than we found it. We should always practice the Outdoor Code and Leave No Trace principles when camping and hiking.

WEBELOS SCOUT 1: The Outdoor Code: As an American, I will do my best to

WEBELOS SCOUT 2: Be clean in my outdoor manners. (*Explain.*)

WEBELOS SCOUT 3: Be careful with fire. (*Explain.*)

WEBELOS SCOUT 4: Be considerate in the outdoors. (*Explain.*)

WEBELOS SCOUT 5: Be conservation minded. (*Explain.*)

REFRESHMENTS

Traditional S’Mores. Place half a chocolate bar on half of a graham cracker. Roast a marshmallow over a fire *slowly* (try to not let it burst into flames) until it is brown and puffed and gooey (the gooier, the better!). Then place the marshmallow on the chocolate and squash it with the other half of the graham cracker. Your hot marshmallow will partially melt the chocolate and make even more of a delicious mess!

Fruity S’Mores: Put some sliced fruit on top of the chocolate before you smush your roasted marshmallow!

Be sure to review fire safety with boys before they start roasting.

S’mores can be very sticky and messy, so have a place to wash hands (or use wet wipes) after eating.

PEANUT ALLERGY ALERT: Some recipes for s’mores call for spreading the graham crackers with peanut butter. Always check for food allergies in your pack before you serve any food.

APPLAUSES

Marshmallows. Put marshmallow on a stick, hold over a fire; it catches on fire, blow out, and say, “Just right!”

Sore Feet After a Long Hike. Say, “Ouch, ouch, ouch!” Sit down and take off boots. Then say, “Ahhh!”

Sleeping Under the Stars. Make snoring sounds.

Backwoods Applause. Pretend to slap at mosquitoes that are biting you all over your body.

Frogs First Aid for Bumps. Rubbit, rubbit, rubbit.

Campfire Applause. Pretend to gather some wood. Build a fire. Light the fire. As the fire starts, say, “Crackle, crackle, crackle.”

PACK FAMILY CAMPOUT

A pack family campout provides a great experience for the family and the pack. Boys often join Cub Scouting with the expectation that there will be camping—and here it is!

Things to highlight:

- Basic Adult Leader Outdoor Orientation (BALOO) for leadership is required.
- The pack campout is designed to be a *family* event.
- Let families know in advance what activities are planned so they are prepared with necessary equipment.
- Make sure you plan activities with smaller (and older) brothers and sisters in mind.

QUICK CAMPFIRE TIPS

The *Cub Scout Leader How-To Book* is a valuable resource. Chapter 4, “Outdoors,” will help you with many things, including campfire planning. Key points to remember:

- Safety comes first, second, and always.
- Screen all items to ensure they are appropriate for Cub Scouts.
- Use a campfire planner (*Cub Scout Leader Book*) to plan a nonstop fun program that everyone will enjoy.

S’More Facts. National S’Mores Day is August 10. It’s said that the name “S’More” comes from people with mouths so full of this tasty treat that they could only say they wanted “s’more” rather than “some more.” It’s also said that the first s’more was made as long ago as the 1920s.

ACADEMICS AND SPORTS PROGRAM

Academics

Weather. Going camping, or any outdoor activity, is fun. But sometimes the best planned activities can be ruined when the weather changes. This month boys could learn about weather and try their hand at accurately predicting the weather. Earning the Weather belt loop and pin would be a fun activity.

Sports

Tennis. Tennis is an active sport that requires only a few balls, an inexpensive racket—and it's Love, Love to get started! Find out about the rules; practice and then play a game, and you'll earn the belt loop!

FAMILY ACTIVITY

Summer is almost over. But there's still time to go on a family campout or visit a state fair together. You'll find many suggestions for other activities in the "Enjoying Family Fun" section of *Cub Scouting's BSA Family Activity Book*.

DID YOU KNOW?

Pack Overnighter

Pack overnighters can be great fun for everyone! When pack camping, at least one adult who has completed Basic Adult Leader Outdoor Orientation (BALOO) *must* be in attendance. Also, a Local Tour Permit Application should be filed with your local council before your adventure. Contact your council with any questions on BALOO and other questions regarding your pack overnighter. For more information on pack camping, see the *Cub Scout Leader Book*.

GOOD TURN FOR AMERICA

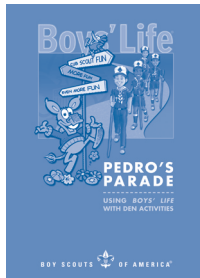
Many children are living in shelters rather than in their own homes. With the school year fast approaching, the Cub Scout pack can collect school supplies for these children. Families can take advantage of the many sales on paper, notebooks, pencils, backpacks, and much more that happen this time of year.



BSA RESOURCES

HIGHLIGHT

Encourage the families in your pack to subscribe to *Boys' Life*. Boys who read *Boys' Life* develop better reading skills and stay in Scouting longer. Many teaching opportunities coincide with *Boys' Life*. *Pedro's Parade* is packed with ideas to use in den and pack meetings: gathering activities, games, crafts, skits, plus ideas for special pack events.



PACK LEADERS' PLANNING MEETING

The pack leaders meet one or two weeks before the August pack meeting to coordinate all elements of the meeting and outline den and pack activities for the September pack meeting.

The site committee chooses a site that will be conducive to the activities that are planned. Report on the location. The program committee makes assignments as needed.

If the annual pack planning conference was held in July, distribute finalized calendars for the upcoming year. If the pack planning conference was not held in July, plan to hold it this month.

August marks the end of the program year. The pack trainer conducts Unit Leadership Enhancement No. 14, Program Evaluation, or another topic that better meets the current needs of your pack. See the *Cub Scout Leader Book* for suggested topics. Choose a topic for next month.

Discuss plans for the pack service project to collect school supplies for students who struggle with that necessity.

Begin making plans for the September pack meeting. Remember to include a parents' meeting to be conducted during this time.

Apply for the National Summertime Pack Award (see the *Cub Scout Leader Book*).

LOOKING AHEAD

All den leaders will need to submit to the pack committee the names of boys who attended the summertime events.

Secure adult leader applications for new leaders joining Cub Scout leadership.

Roundup or local recruitment efforts should be finalized. Ensure that adult leaders will attend if it is a stand-alone event. For recruiting within your first pack meeting, start to prepare the activities to do with boys as their parents attend the recruitment information session.

PACK TRAINER HIGHLIGHT

Review upcoming training opportunities for leaders such as Cub Scout Leader Basic Training and pow wow or University of Scouting.

Review the status of the returning leaders and ensure that they have plans to attend the training they need for their new positions.

Remind leaders to attend the monthly Cub Scout leader roundtable.

Review the dates of Youth Protection Training for each leader. Make suggestions as necessary that they update their training.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Have a den picnic (*Elective 22*).

Wolf Cub Scouts. Make puddle jumpers and use them outside (*Elective 7b*).

Bear Cub Scouts. Build a backyard gym (*Elective 18*).

Webelos Scouts. Go outside and work on the requirements for the Athlete activity badge.

S'More Summer Fun: 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.

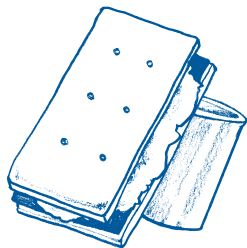
WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check equipment needed.</p>				
BEFORE THE MEETING STARTS	Have materials S'More Magnets or Neckerchief Slides and Homemade Invitations (both 6 AUG).	Have supplies for S'Mores Solar Experiment (6 AUG).	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 Homemade Invitations.	Play Ha, Ha, Ha (<i>Cub Scout Leader How-To Book</i>).		
OPENING	Recite the Pledge of Allegiance. Say the Cub Scout Promise.	Give the Cub Scout handshake to all adults and boys.		
SHARE	Each Tiger Cub shares what he likes about Cub Scouting. Invite them to share the invitations to join the Tiger Cub den with other boys whom they think might like to join the pack.	Each Tiger Cub introduces his friends who came to the meeting (<i>Elective 9</i>).	GO SEE IT: Take a bike ride (<i>Elective 37</i>). If possible, ride to a bike repair shop and learn how to care for your bicycles (<i>Elective 38</i>).	<p>Participate in the monthly pack meeting by sharing information about the den's Go See It.</p> <p>Tiger Cubs and adult partners sign the thank-you note.</p>
DISCOVER	Make S'More Magnets. Play Shadow Stomp outside (6 AUG). Conduct the Health and Fitness Character Connection (6 AUG).	Perform the S'Mores Solar Experiments. After they have melted, enjoy the s'mores.	<p><i>Safety note: Everyone must wear a helmet!</i></p> <p>At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.</p>	
SEARCH	Talk about why it's important to be healthy and fit. Ask a boy for an idea on how he can work at being healthy and fit (Character Connection: Health and Fitness). Ask why riding a bike is healthy.	Search for ways to protect your skin while in the sun for next week's bike ride (<i>Elective 29</i>). Pass out directions for next week's Go See It.		
CLOSING	Form a Living Circle and recite the Law of the Pack in repeat-after-me fashion.	Form a Living Circle and then give a big tiger roar.		
<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: Electives 2, 9, 29, 37, 38

Invite friends for s'more Cub Scouting fun with a S'Mores Day. Boys will create invitations to invite friends from school, church, or other activities to come visit the Tiger Cub den meeting. The day for the open house will be spent with experiments on different ways to use solar power and the real melting magic of a s'more. Providing active games (Shadow Stomp) and a quiet game (Ha, Ha, Ha) will show potential Cub Scouts and their adult partners that Cub Scouting is a well-rounded program of fun.

S'MORE MAGNET OR NECKERCHIEF SLIDE



Materials: Craft foam, cotton balls, PVC pipe, marker, low-temperature hot glue gun, magnetic strips

Use tan craft foam sheets or felt and cut into two rectangular half graham cracker shapes. Cut out a piece of brown fun foam or felt for the chocolate bar and glue onto the bottom "cracker." Glue on a cotton ball for the marshmallow. Add the second graham cracker piece for the top. Make dots (like graham crackers) with a permanent marker.

For your neckerchief slide, glue a 1/2-in. length of 1-in. PVC pipe to the back with hot glue gun. For a magnet, glue on magnetic strips (available in craft stores).

SAND ART DRAWINGS

(Elective 2)

Materials: Clean sand, paper cups or bowls, food coloring, white glue, coloring book, newspaper, plastic spoons

Before the meeting, divide sand equally into several parts and place in cups or bowls. Mix a few drops of food coloring with each cup of sand, mixing the sand around thoroughly until all the sand is colored. Let the sand dry overnight.

At the meeting, place newspapers to make cleanup easier. Each Tiger Cub selects a page from a coloring book. Use white glue to outline the picture. Use a spoon to sprinkle sand onto the paper. Let dry before shaking off the excess sand.

S'MORES SOLAR EXPERIMENT

Set s'mores ingredients out in the full sun in different configurations and observe the differences in how quickly the chocolate and marshmallows get soft.

- Line a glass baking pan with the crackers and top with chocolate and marshmallows.
- Line a glass baking pan with aluminum foil first, then crackers, chocolate, and marshmallows.
- Line a glass baking pan with black construction paper, followed by the ingredients.

Result: You'll notice that ingredients melt faster in the pan lined with dark paper, because the dark paper absorbs more sunlight and creates more heat.

You could also try using a metal pan, or a pan with a glass top.

Try different ways to make your s'more treats:

- Put the two halves of the s'more sandwiches together before you put the dish out in the sun.
- Place the chocolate on top of the marshmallows.

See what happens. Does it take longer for the marshmallows and chocolate to melt? Why? Maybe the top graham cracker is like a roof of a house. It shades the chocolate and marshmallow inside. This means that it will take longer for things to melt because the top graham cracker is absorbing much of the sun's heat.

Change the location and see what difference it makes from full sun to shady or a partly shady place.

From these experiments, boys can learn that

- *Solar energy* is the energy given off by the sun.
- When light energy is absorbed by objects, it is changed to heat energy.
- Dark-colored objects absorb more light and store more heat from sunlight.

HOMEMADE INVITATIONS

Materials: White cardstock, crayons or markers, glue stick, preprinted information about your next meeting

Before the meeting, use a computer to print out the information about your next den or pack meeting. Be sure to include where you are meeting, what day and what time the meeting is, and what type of activity you will be having (for example water fun or games). Be sure to include that boys should bring a parent with him. This information should fit on half a piece of paper or less.

At the meeting, each Tiger Cub folds paper in half to make a card. On the cover, he draws something he really enjoys about Tiger Cubs. On the inside, he uses a glue stick to attach the preprinted information. Each Tiger Cub makes two so that he can invite two friends to the next meeting.

SHADOW STOMP

Have an open area for active play. "It" runs after the other players, but stomps on the boys' shadows instead of tagging him. When "It" tags a shadow, that boy becomes the new "It."

CHARACTER CONNECTION: HEALTH AND FITNESS

We did an active game today. I saw that you all got tired.

- Do you think that's a good thing?
- Do you know what good *fitness* means? When we do exercise, that's one way to keep our bodies *healthy*.
- How else do you keep fit and healthy?

Let's all pay attention to ways that we can keep active and fit during the next few weeks.



S'More Summer Fun: Wolf 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 supplies for Magic Bubble Solution and Incredible Bubble Makers (both 8 AUG).		Gather cooking supplies for the den family picnic.	Have supplies for Scout Volleyball (8 AUG).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Make Incredible Bubble Makers.	Learn and practice "Bubbles" (8 AUG) to sing at the pack meeting (<i>Elective 11c</i>).		Play Izzy Dizzy Relay (<i>Cub Scout Leader How-To Book</i>).
OPENING	Den chief says the Pledge of Allegiance as boys hum "America."	Cub Scouts place their left hand on the flagpole and raise their right hand in the Cub Scout sign. Say the Pledge of Allegiance.		Form a circle around the den flag, give the Cub Scout salute, and say the Law of the Pack.
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 this month's S'More Summer Fun theme. Ask boys for ideas on what the den family picnic should include.	Practice a skit to perform for families at the picnic next week.		Reinforce the plans for the pack meeting and discuss the den contribution. Practice so the boys will be comfortable when presenting. Ask whether they want to also demonstrate bubbles (first week activity).
ACTIVITY	Go outside and make Magic Bubble Solution and blow some bubbles! Have contests: how high the bubbles go, how long they stay in the air, how many each boy can blow and catch.	Finalize the menu and activities for next week's family picnic. Review the MyPyramid food guide (<i>Achievement 8a</i>).	Have a den family picnic (<i>Elective 18a</i>). Boys will prepare food for families (cooked hot dogs) (<i>Achievement 8e</i>) and dazzle them with entertainment. Finish with a game and some fresh s'mores—pure summer fun!	Go outside and play Scout Volleyball.
CLOSING	Give the Cub Scout salute and say the Cub Scout Promise. Send home announcements for the den family picnic during week three.	Den leader's conducts The Outdoors Den Leader's Minute (8 AUG).		Give the Do Your Best Cheer: "Do your best! Do your best! Cub Scouts always do your best!"
Denners 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 fills out den advancement report for the pack leaders' meeting.	

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: Achievements 8a, 83; Electives 11c, 18a, 23g

Summer fun in the outdoors means Cub Scouts, families, outdoor cooking, and s'mores. Boys will plan and conduct a den family picnic and provide entertainment and activities—all the while earning achievements and electives. Review the MyPyramid guide, highlighting it for any boys who have not completed this achievement. When the den participates in the campfire at the pack meeting this month, they will complete Elective 23g.

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

- *Achievement 10c*, Family Fun: Summer is a great time to take a family walk or a trip to the zoo.
- *Elective 17b*, Tie It Right: Tying a secure knot in shoelaces is a lifelong skill. As boys follow the Scouting trail, tying a good knot for secure hiking boots will help avoid many blisters.
- *Elective 16a*, Family Alert: It's always good to review with your family what to do during an emergency.
- *Elective 23*, Let's Go Camping: As boys participate in pack campouts, Cub Scout day camp, or Cub Scout resident camp, they are completing requirements for this elective.

DEN LEADER'S MINUTE: THE OUTDOORS

All members of the Scouting community respect the great outdoors. It's easy—and important—to remember two simple sentences that mean a lot to you and me and nature:

- Take only memories.
- Leave only footprints.

TREASURE HUNT

Materials: Large brown paper bags, permanent markers

Cub Scouts make their own treasure hunt maps. Cut the bottom out of the paper bag and then cut the bag in half. Draw out the treasure map with clues and pictures. When finished, crumple the bag to make it look very old.

GAMES

SCOUT VOLLEYBALL

Materials: Beach ball, net

Divide the den into two teams. This game is played with standard volleyball rules, but with a beach ball. Instead of scoring points, the teams are awarded with letters spelling out SCOUT. The first team to spell SCOUT wins.

Kim's Game

Place a *Wolf Handbook*, neckerchief slide, blue and gold beads, flag, and other objects relating to Cub Scouting on a table. Cover them with a cloth. On a signal, allow boys to study the assortment for 30 seconds, and then cover again. As a group, the boys tell their den leader as many of the objects that they remember as possible.

HAND-WASHING STATION

Fill an old liquid detergent container with water and then wrap soap on a rope

(or put inside a ladies' knee-high nylon and tie off). Encourage the station's regular use.

SONG: BUBBLES

(Elective 11c)

Tune: Twinkle, Twinkle Little Star

Bubbles floating all around (*pretend to catch bubbles*)

Bubbles fat and bubbles round (*make a big circle with arms*)

Bubbles on my toes and nose (*point to toes and nose*)

Blow a bubble...up it goes (*pretend to blow bubble, point up*)

Bubbles floating all around (*pretend to catch bubbles*)

Bubbles falling on the ground (*sing slowly and sink to ground*)

INCREDIBLE BUBBLE MAKER

Materials: 3 ft. of string, two straws

Insert the string through the two straws and tie the ends of the string together. (This could be an opportunity to introduce Cub Scouts to the square knot; *Elective 17a*.)

Pour a few pints of the Magic Bubble Solution (below) into an open container such as a cake pan or dishpan. Dip the bubble maker into the solution and lift it. As you lift, pull the straws apart so that they are parallel to each other until the string is tight. This creates a sheet of bubble solution. Blow through the sheet.

Experiment with different ways to create the bubble sheet:

- Keep the bubble maker low to the ground and raise it above your head.
- Hold it to your side while turning in a circle. With practice, you can create a circle completely around yourself.

Magic Bubble Solution. Mix together six parts water, two parts dishwashing

soap, and one part glycerin (available at pharmacies). (Light corn syrup may be substituted for glycerin if necessary.)

DEN FAMILY PICNIC

- Welcome families to the picnic.
- Explain the menu and who will be serving.
- Set up a hand-washing station (or several).
- Have a moment of silence and gratitude.
- Serve hot dogs.
- Perform a skit (see below).
- Tell a joke.
- Demonstrate a skill learned in Cub Scouting such as tying a knot, safely using a pocketknife, presenting the Leave No Trace guidelines.
- Play Kim's Game.
- Perform the "Bubbles" song.
- Join together for closing song such as "America" or "Cub Scout Vespers" (*Cub Scout Songbook*).
- Make s'mores.

SIMPLE SKITS

These are tried-and-true skits that require little or no props. Actions may be added so that there is a part for every Cub Scout.

Invisible Bench. Boys pretend to be sitting on a bench. One boy asks them what they're doing. They say, "Sitting on the invisible bench." He joins them. Another boy comes by and says, "Oh no, they moved that bench that was here last week!" All boys fall to the ground.

Looking for a Quarter. The first boy looks on the ground; other boys ask what he is doing. He responds that he's looking for his quarter. The last boy asks where he lost it. The first boy responds, "Down the street, but the light is better here." All boys groan and walk off.

S'More Summer Fun: 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	Prepare cardboard cutout for Sponge Toss (10 AUG); have ingredients for S'More Cones (10 AUG).	Prepare What's in the Bag? (10 AUG).	Verify information such as times, fees, or regulations at your field trip destination.	Have note cards for boys to write thank-you notes. Have supplies for Backyard Golf (10 AUG).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Play Sponge Toss.	Collect permission slips. Play What's in the Bag.		Boys write a thank-you note to the Eagle Scout for helping during the hike.
OPENING	Form a Living Circle and recite the Cub Scout Promise.	Sing "I'm Happy When I'm Hiking" (<i>Cub Scout Songbook</i>).	Collect permission slips.	Denner leads the boys in the Pledge of Allegiance.
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 S'more Summer Fun theme. Tell about the trip in two weeks. Discuss the pack meeting plans and what the den will contribute.	Prepare golf holes for Backyard Golf that will be played in two weeks.		Discuss the pack meeting plans. The den can share the What's in the Bag? game.
ACTIVITY	Talk about outdoor safety rules (see <i>Achievement 12</i>). Boys practice making tracks on foil (<i>Achievement 12</i>). Make S'More Cones.	Make a hiking kit with some of the items mentioned in <i>Achievement 12</i> . Place a rain poncho, whistle, sunscreen, and aluminum foil in a plastic sandwich bag with each boy's name on it.	Take a day hike. Check the <i>Guide to Safe Scouting</i> . This is a good opportunity to link up with a nearby Boy Scout troop leader for assistance and invite an Eagle Scout to join your hike.	Play Backyard Golf as designed by the Cub Scout den. Talk about the Character Connection for Health and Fitness. Use the <i>Cub Scout Leader Book</i> as a guide for your discussion points.
CLOSING	Assistant den leader leads the Cub Scout Leave No Trace pledge (<i>Bear Handbook</i>) in repeat-after-me fashion. Send home permission slips for field trip during the third week, and supplies needed for the hiking kits.	Form a brotherhood circle with arms around each other's shoulders and lead Scout benediction: "And now, may the great Master of all Scouts be with us till we meet again."	At the end of the trip, lead a reflecting discussion with boys about their outing.	Boys form a circle and give the den yell.
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: Achievement 12

Where to get ideas for a good day hike? Your local roundtable! Be sure you are attending to get an abundance of ideas and information about local events and opportunities.

For the month of August, coordinate ahead of time with families for the items they will want to contribute to the boy's hiking kit. The end of the summer will go out with a bang as the boys create and play Backyard Golf (perhaps a substitution for Elective 18, Backyard Gym). At the pack meeting, boys will share a game that they enjoyed playing this month.

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

- *Achievement 12b*, Family Outdoor Adventures: Encourage families to continue the discussions from the material presented in the den meeting and to go on a hike.
- *Achievement 24d*, Be a Leader: Cub Scouts can tell two people they have done a good job. Everyone deserves and enjoys a compliment.
- *Elective 25a*, Let's Go Camping!: Cub Scouts can finish assembling their kit of 10 essentials.

S'MORE CONES

Materials: Sugar ice cream cones (the pointed ones), caramel cubes, 15 chocolate chips, large marshmallow, drinking glass

Place a cone in a drinking glass with the pointy end down. Put the caramel and chocolate chips in the bottom of the cone. Microwave on high for 15 seconds. Add the marshmallow and microwave another 15 seconds. Watch what happens to the marshmallow. Cool and enjoy.

GAMES

SPONGE TOSS

Materials: Large piece of cardboard, sponges, protective eyewear, balloon

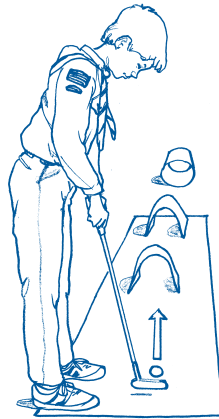
Paint a head and body on a large piece of cardboard. Leave a hole for the face. Each boy takes a turn standing behind the cardboard. Have him wear protective eyewear. The boy pokes his head through the hole as a target. Players take turns tossing wet sponges at the target.

Make sure boys know that it's OK if they don't want to get wet or place their head through the hole. In that case, place a decorated balloon in the hole for the target.

WHAT'S IN THE BAG?

On eight paper sacks print one letter of BOYS' LIFE. Place one object that begins with the letter on the bag in the bag. String up the bags so that they spell out BOYS' LIFE. Give each boy a card with the letters BOYS' LIFE printed vertically so that he can write down what he thinks is in each bag after feeling the objects through the bag.

BACKYARD GOLF



Materials: Make nine holes from stiff cardboard (see directions below)

Hole 1. Place several cans, weighted with sand, in precarious positions midway between the tee position and the hole.

Hole 2. Arrange two arches of folded cardboard through which the ball must pass.

Hole 3. Make a ramp across a water-filled pan for the ball to travel across. If the ball goes in the water, the golfer must place the ball in front of the ramp and try again. Each stroke counts toward the total score.

Hole 4. With string, suspend a hoop from a low branch of a tree. The hoop should just be touching the ground. As a player tees off, spin the hoop. The ball must go through the hoop.

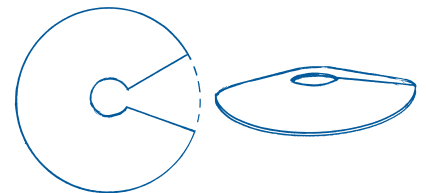
Hole 5. Remove both ends of three large cans. Tie or tape them together. The ball must go through one of the cans.

Hole 6. Lay 1-in. wooden strips across the course at 2- to 3-ft. intervals. The ball must leap all three strips.

Hole 7. Make nine arches from coat hangers. Set up in groups of three. The ball must go through two arches.

Hole 8. To form a right angle turn in the course, nail two lengths of wood together. Place a piece of rubber hose or similar object in front of the hole. Ball must follow the course.

Hole 9. Cut an opening on two sides of large cardboard box. Add a shoebox ramp over which the ball must go.



Pattern for Backyard Golf Holes

CRANBERRY S'MORES

Ingredients (for six): ½ C. marshmallow cream, ½ C. dried cranberries, ¼ C. semisweet chocolate morsels, 12 graham cracker squares (2½ in. each)

Mix marshmallow cream, cranberries, and chocolate morsels. Place half of the graham crackers on a microwave-safe plate. Place a tablespoon of marshmallow mixture on each cracker. Top with remaining crackers. Microwave, uncovered, on high for 30 to 45 seconds, or until marshmallow mixture is soft and warm.