

January is a good time for indoor fun. Make and solve puzzles. Stump your friends with riddles. Build a maze; do crossword puzzles and word searches. Have a pack games night in which families join in for relays, board games, and other cooperative games. Play Cub Scout “Jeopardy”; how much do you know about Cub Scouting? Rediscover some of the games that your parents and grandparents could have played, and work on the Heritages belt loop and pin. Discuss why playing by the rules is important. The pinewood derby is a good opportunity to learn about rules and good sportsmanship. It’s a great month to work on the Chess belt loop and pin.

PACK PLANNING

Start the year out right with a super pack meeting, full of fun and action. Everyone will enjoy playing the games at the pack games night, and the highlight of the pinewood derby makes the excitement mount! Derby time is the time to recruit plenty of volunteers. Finish with funnel cakes in mazelike shapes.

Appoint the following committees to help with the evening:

Decorations Committee. Decorate the meeting place with balloons and streamers.

Derby Committee. Many details need to be confirmed and plenty of volunteers recruited to help.

Games Committee. Determine games to be played.

Refreshments Committee. Make funnel cakes or provide other refreshments.

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

- **Preparation for Boy Scouting.** Cub Scouts will understand how making their way through the Cub Scout maze will help them become Boy Scouts.
- **Sportsmanship.** Boys learn that playing fairly and being a good sport is more important than winning.

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

- **Honesty.** Cub Scouts will discover that it is important to be honest when playing games with others.
- **Resourcefulness.** Many games can be created using common items that can be found in almost everyone’s home.

MEMBERSHIP MOMENT

Derby time brings back fond memories for all former Cub Scouts. It’s a tradition everywhere! Have some extra premade cars on hand and have boys bring a friend. Run a special category for prospective Cub Scouts, complete with awards.

Pack Meeting

BEFORE THE MEETING

All committees arrive early to set up their section of the meeting area. The decorations committee posts parking signs and welcome signs. Set up tables for name tags and each den’s exhibit. Set up games area and equipment needed. The refreshments committee sets up a table to serve refreshments at the end of the meeting.

GATHERING

Greeters welcome families as they arrive. Have each person write their name on a name tag. Use pins to attach name tags to clothing. Direct Cub Scouts to the area designated for displaying den projects. Give instructions for the Beanbag Squares gathering activity (2 JAN). Invite guests to go to any of the playing fields.

MAIN PART OF THE MEETING

Opening

The Cubmaster conducts the Ladder of Good Citizenship opening ceremony (2 JAN). A different ceremony may be selected from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout comes forward and gives the Amazing Friends prayer (2 JAN).

Welcome and Introductions

The Cubmaster, wearing a visor, bright tie, and bright shirt, says, “Step right up! We’re here for a fun evening of games and fellowship, so step right up!”

Song

The song leader leads the pack in “Boom Chicka Boom” (*Cub Scout Songbook*).

Den Demonstrations

Invite dens to share some of the games they have made and things they have learned during den meetings this month.

Games

Give instructions for playing the games. Remind boys that these games are for the enjoyment of playing and that good sportsmanship is most important.

Recognition

Present awards using the Cub Scout Puzzle advancement ceremony (2 JAN).

Announcements

Announce the pack’s plans for a service project. Play patriotic music as the committee chair announces the date, location, and theme for next month’s pack meeting: American ABCs. Share the plans for the blue and gold banquet.

Cubmaster's Minute

The Cubmaster shares Slow but Steady (3 JAN).

Closing

Conduct the Scouting Is closing ceremony (3 JAN). Or select a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

REFRESHMENTS

Invite families to the refreshments area. The refreshments committee serves Funnel Cakes (4 JAN).

Cubmaster Corner

STOP HAVING PACK MEETINGS?

Stop having pack meetings? Who likes to go to a meeting? Meetings are boring and dull. Meetings are things people try to avoid.

But ... people love a performance! Call your pack meeting the monthly pack performance.

People who plan meetings are called middle management. People who plan performances are called directors.

People who go to meetings wish they didn't have to be there. People who go to performances are called an audience, and they even pay money to go!

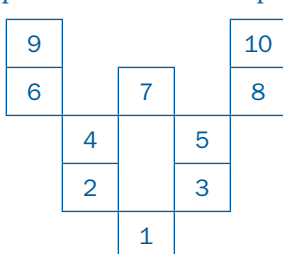
So put on a performance that your audience will remember and look forward to more!

Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: BEANBAG SQUARES

Materials: Masking tape, beanbags

Prepare a few different playing fields. Use masking tape to make 10 1-foot squares in each field. Samples:



Try to land beanbags in squares 1 through 10, in order. Give these points: square 1=1 point, square 2=2 points, square 3=3 points, etc.

Give the first player a beanbag. He is to toss the bag into square 1. If the beanbag lands squarely inside, the second player tosses his beanbag into square 2. If player 2 misses, player 3 tries to toss his beanbag into square 2, and so on.

OPENING CEREMONY: LADDER OF GOOD CITIZENSHIP

Equipment: Ladder, on each rung cards with key words facing toward the audience; pointer; U.S. flag

Personnel: Leader, seven Cub Scouts

As each boy reads his part, have him point to the key word on the ladder with the pointer.

LEADER: We think of Cub Scouting as a ladder of good citizenship. Let us show you what we mean.

CUB SCOUT 1: *FRIENDSHIP*. We make lots of friends in our school, den and pack, church, and neighborhood.

CUB SCOUT 2: *TEAMWORK*. We learn how important it is to work with others as members of a team.

CUB SCOUT 3: *LEADERSHIP*. We help with den and pack activities.

CUB SCOUT 4: *HONESTY*. We learn to tell the truth and to understand what honesty means.

CUB SCOUT 5: *GOODWILL*. We like to help our school, church, neighbors, and those less fortunate than we are. Goodwill projects make us feel good.

CUB SCOUT 6: *RESPONSIBILITY*. We learn to be responsible for certain jobs, our own belongings, things about our home, and for the property of others.

CUB SCOUT 7: *LOYALTY*. We learn to be true to our parents, our friends, and our den and pack. We also learn to honor our country and its flag.

LEADER: Audience, please rise and repeat the Pledge of Allegiance.

OPENING CEREMONY: GREETINGS

The den chief asks the audience to respond by doing what the boys say. The boys hold up cards with letters that spell *G-R-E-E-T-I-N-G-S*. Each boy shows his card as he speaks his line:

G Glad to see you here tonight.

R Reach out your hand to a friend on the left or the right.

E Everyone smile and shake his or her hand.

E Everyone smile and nod at another friend.

T Together now, stand up on your feet.

I I'd like for you all to take your seat.

N Now that we're all friends, we'll start the show.

G Goodwill is a feeling we all like to know.

S So now we say "Greetings" to everyone. We're tried to spread goodwill, and that we've done. Cubmaster (*name*), our program's begun (*motion to Cubmaster to come onstage*).

PRAYER: AMAZING FRIENDS

Thank you for bringing us together as friends for fun and fellowship. Thank you for our families that we love. Families and friends are amazing.

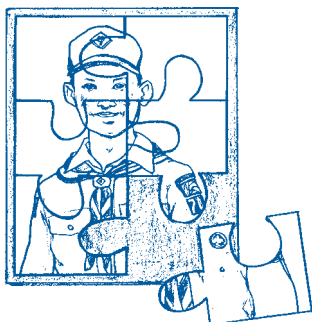
ADVANCEMENT CEREMONY: CUB SCOUT PUZZLE

Equipment: Large Cub Scout poster (Mount poster on foam board. Cut into six pieces. Using a felt board as a background for the puzzle, hold pieces in place with sticky-loop tape.)

CUBMASTER: Growing up in the world of today is not an easy job. It can be extremely difficult to try to put all the pieces in the right places. (*Call up boys and parents for each rank.*)

Bobcat. Congratulations on receiving your Bobcat badge. It is the first

piece of our puzzle. Please put the first piece in place.



Tiger Cub. You have had many fun times working with your partner to earn the Tiger Cub badge. Congratulations! Please put the next piece in place.

Wolf. These boys have worked hard and achieved the rank of Wolf. You have shown that you can accomplish great things when you put your mind to it. Please put the next piece in place.

Bear. These boys have earned the rank of Bear. They had to complete 12 requirements. Congratulations on your accomplishments. You may put in the next piece of the puzzle.

Webelos. The next piece is for the Webelos badge. Soon you will be Boy Scouts. Congratulations! Put the next puzzle piece in place.

Arrow of Light. You have earned the Arrow of Light Award. Will you please put in the final piece of the puzzle? It reveals to us that many experiences make up a complete Cub Scout. As parents and leaders we should help make all the pieces come together to complete the puzzle and give our Cub Scouts the right values for their lives.

BALLOON ADVANCEMENT CEREMONY

Personnel: Cubmaster wearing a visor, bright tie, and bright shirt

Materials: Stapler, small cards, balloons, marker

Preparation: Staple awards to cards. Put each card inside a balloon. Inflate and tie balloons. Use marker to write boys' initials on balloons.

The Cubmaster calls up each boy and his parents and announces his awards. Give him his balloon and let him pop it. Have the parent present each award to him.

GAMES

Skateboard Maze

Equipment: Skateboard for each team, two-by-fours, rope, etc.

Preparation: Set up a maze using two-by-fours to lay out a course.

Divide boys into teams of two. One boy sits on a skateboard. The second boy guides the skateboard through the maze to get to the finish line.

Giant Slalom Course

Equipment: Six to eight plastic cones or empty milk jugs

Set up cones in a line spaced so there is room to run, hop, skip, and jump around each one. Mark start and finish lines. Decide what kind of slalom will be run: running, skipping, hopping, or jumping. Boys start at one end and weave their way back and forth through the cones until they reach the finish line.

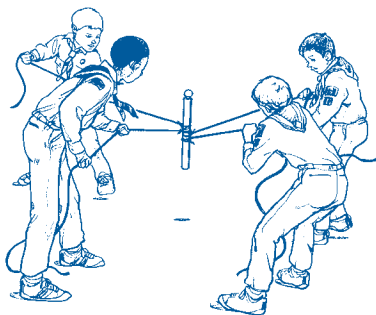
More ideas:

- Rollerblade, skateboard, or jump rope through the course.
- Kick a soccer ball through the course.

Golf Ball Balance

Equipment: Two 20-foot ropes, one 1½-by-15-inch wooden stick, one golf ball

Carve an indentation in one end of the stick so the golf ball sits firmly on the end. Tie the ropes at the center of the stick with clove hitches and extend them in four directions.



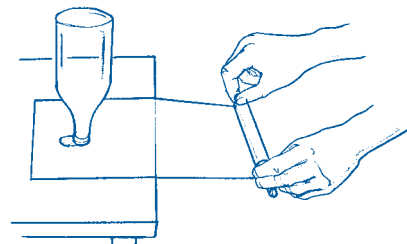
Divide the group into teams of four. One in each team is designated as the leader and gives all directions. All others must remain silent and follow the leader's directions. The object is to move the stick from point A to point B without allowing the ball to fall off. Players must remain at least 6 feet from the stick in all directions.

CUBMASTER'S MINUTE: SLOW BUT STEADY

Materials: 3-by-10-inch strip of paper,

pencil, bottle with a small mouth and neck

Place the bottle upside down on the paper near the edge of a table. Place the pencil on the loose end of the paper and carefully roll it around the pencil. Keep rolling very slowly until the rolled paper touches the mouth of the bottle and continue rolling slowly and steadily. The paper gradually creeps out from under the bottle.



CUBMASTER: Some things may seem impossible to do. You can accomplish anything if you are willing to go about it slowly and steadily.

CLOSING CEREMONY: SCOUTING IS

Each boy steps forward and says a line:

CUB SCOUT 1: Scouting is a sea of blue and gold or olive and tan uniforms.

CUB SCOUT 2: Scouting is earning badges.

CUB SCOUT 3: Scouting is making new friends.

CUB SCOUT 4: Scouting is a new neckerchief slide that you have made.

CUB SCOUT 5: Scouting is camping with your family.

CUB SCOUT 6: Scouting is a hike in the woods or around the block.

CUB SCOUT 7: Scouting is learning a new game.

CUB SCOUT 8: Scouting is leaders willing to give time, money, and their hearts.

CUB SCOUT 9: Scouting is all of this and more. Let's hope Scouting lasts for many years to come.

PUZZLING CHEER

Holding a box with a puzzle inside, show the audience the top and the insides. Explain that when the lid is raised, the audience should cheer—as if they are the little puzzle pieces inside, cheering. They fall silent when the lid is closed. Challenge the audience by raising the lid a small amount or opening it wide for different lengths of time.

REFRESHMENTS: FUNNEL CAKES

Ingredients:

- 1 egg
- 1¼ cups flour
- 2 tablespoons sugar
- 1 teaspoon baking powder
- ¼ teaspoon salt
- ⅔ cup milk
- ¼ cup powdered sugar
- 2 cups oil for frying

In large bowl, beat egg on low speed with electric mixer. Add dry ingredients except for powdered sugar. Mix in well with a wooden spoon. Add milk to mixture, gradually beating with electric mixer on low speed until smooth and creamy.

In medium-sized frying pan, heat oil. Pour batter through funnel into the oil. Swirl batter with a wooden spoon in a circular motion. The more batter poured

into funnel, the bigger the cake. Cook for about 2 minutes. Turn cake over with a spatula and cook the other side for 2 minutes.

Set each funnel cake on a paper towel to absorb any extra oil. Put funnel cake onto a plate and sprinkle with powdered sugar.

January Pack Program Page: A-MAZE-ing Games

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Heritages. This is a perfect time to find out the types of games your parents and grandparents played when they were your age. This will be a great start to earning the Heritages belt loop and pin.

Chess. Do you have relatives who played chess when they were younger? Try playing and discover strategies for outthinking the other player while earning the Chess belt loop and pin.

Cub Scout Sports

Snow Ski and Board Sports. Boys love the snow and will enjoy learning tricks for using the equipment and for getting around while safely participating in the sports.

FAMILY ACTIVITY

Many suggestions for evenings of playing games as a family can be found in *Cub Scouting's BSA Family Activity Book*.

DID YOU KNOW?

Service Stars

Service stars are worn with a colored background to indicate the number of years of service in Scouting. Tiger Cubs, Cub Scouts, and Webelos Scouts wear star(s) with a gold background, centered ⅜-inch above the left shirt pocket.

GOOD TURN FOR AMERICA

Cub Scouts are having fun playing games this month. But what about those children who are in the hospital? Cub Scouts and their families could brighten someone's day by making games to share with children at a hospital.



BSA RESOURCES HIGHLIGHT

Cub Scout Grand Prix Pinewood Derby (No. 33721). One of the traditions of Cub Scouting is participating in the pinewood derby. Tips on how to run a pinewood derby race as well as the raingutter regatta and the space derby can be found in the *Cub Scout Grand Prix Pinewood Derby* pamphlet.



PACK LEADERS' PLANNING MEETING

The pack leaders meet one or two weeks before this month's pack meeting to finalize details and continue planning for the blue and gold banquet.

January's pack meeting is all about games. Be sure that presentations by dens are not duplicated. Plan for the pinewood derby, including track setup, weigh-in assistants, volunteers to run the event, and awards.

Review the pack's plans for celebrating Scouting Anniversary month. The blue and gold banquet theme is "American ABCs." Pack leaders need to be sure invitations are sent to special guests. Review the menu and dens' contributions. Review the *Cub Scout Leader How-To Book* for complete planning details to help with the perfect blue and gold banquet.

The pack trainer conducts the Unit Leadership Enhancement that focuses on advancement. Different selections may be made based on your pack's

current needs. Select a topic for next month's discussion.

Many badges and awards will be presented at the February pack meeting. Outlines are found in the *Cub Scout Leader Book*, chapter 28.

LOOKING AHEAD

What special events are happening in the district? Plan now to participate as a pack.

Next month is the blue and gold banquet. Make sure that those boys who are graduating to Boy Scouting will be given a memorable ceremony. Make sure the troop youth membership will be present to welcome the boys into the Scout troop.

PACK TRAINER HIGHLIGHTS

- Review upcoming training opportunities for leaders. Every leader needs to plan to attend Cub Scout Leader Basic Training. This is a requirement for the Centennial Quality Unit Award.
- Make arrangements to carpool to the next Cub Scouting roundtable.
- As leaders of fifth-grade Webelos dens transfer to a Boy Scout troop, there may be opportunities in the pack leadership. Recruit replacements.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Go sledding in the snow, but not on city streets.

Wolf Cub Scouts. While on a walk, look for signs of shelters being used by animals in the winter.

Bear Cub Scouts. Build a snowman. Add color with spray bottles filled with colored water.

Webelos Scouts. Make a target. See who can hit the bull's-eye with a snowball.

A-MAZE-ing Games: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.
Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.				
BEFORE THE MEETING STARTS	Have supplies for Strap and Button Puzzles, cardboard for Snow Shoes (6 JAN), and U.S. flag.	Have marbles and supplies for the magic trick from <i>Elective 19</i> .	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.
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.				
GATHERING	Make Strap and Button Puzzles (<i>Cub Scout Leader How-To Book</i>).	Learn a magic trick (<i>Elective 19</i>).		
OPENING	Form a semicircle around the flag and say the Pledge of Allegiance.	Form a line and repeat the Cub Scout Promise in unison.		
SHARE	Play Tell It Like It Isn't (<i>Achievement 4D</i>). Share information about the pack meeting.	Boys share the games that they like to play.	Take a Go See It to watch a sport (<i>Achievement 3G</i>).	Participate in the monthly pack meeting by sharing a program from the Go See It done last week.
DISCOVER	Make Snow Shoes (6 JAN). Go outside and use them, if weather permits. Play Building Blocks (6 JAN). Each Tiger Cub team could create their version of a snowman.	Play a game of marbles (<i>Elective 3</i>). Learn the rules of the sport you'll see next week.	At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing. A Tiger Cub immediate recognition bead may be presented for participation and completion of <i>Achievement 3G</i> .	Boys can share the most exciting event of the outing. Tiger Cubs and adult partners sign the thank-you note.
SEARCH	Have the Tiger Cubs learn the secret of the Strap and Button Puzzle. Decide on a sport for the Go See It in two weeks.	Finalize arrangements for the Go See It.		
CLOSING	Give the den yell. Say the Law of the Pack.	Retire the flag. Sing "Taps" (<i>Cub Scout Songbook</i>).		
This week'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.				
AFTER THE MEETING	Den leader files local tour permit with local council service center for the Go See It outing.	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 thank-you note.
ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETING IN THE TIGER CUB'S HANDBOOK.				

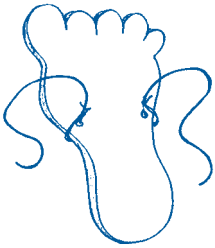
Tiger Cub Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 3G, 4D; Electives 3, 19.

Many indoor sports are played at this time of year. Tiger Cubs will choose a sport to learn about, and then the whole den will see a live game. The game might be played by a local professional team or by your junior or senior high school team. Learn new tricks like the Magic Jumping Paper Clips (*Elective 19*). It's no puzzle that Tiger Cub-age boys need to learn good personal skills. To that end, it is a good month to learn skills such as *Elective 47*, Healthy Teeth and Gums, or *Elective 3f*, to plan and execute a fire drill with the family at home.

SNOW SHOES

Materials: Cardboard, scissors, string
Make "big foot" cutouts of cardboard. Punch one hole on each side of cutout. Attach string through holes and tie to the bottoms of each boy's shoes. Go outside and make footprints in the snow. In warmer climates, this can be fun in the sand!



GAMES

Snow Mazes

Track a large circle in the snow; then make more tracks to divide the circle into quarters or sixths. Play tag. Require that everyone must stay on the tracked areas and not go into the untracked snow.

Tangrams

The tangram is an ancient Chinese puzzle consisting of five triangles, a square, and a rhomboid. A pattern of the shapes can be reproduced from the

Cub Scout Leader How-To Book. Have a set prepared for each Tiger Cub team.

The tangram shapes can be arranged into designated shapes. Show Tiger Cubs pictures of completed puzzles, then let each boy work with his adult partner to try to recreate the pattern.

Game Night

Tiger Cubs can have fun playing traditional games with their den members.

MARBLE GAMES

Guess the Marbles. Boys take a handful of marbles and hold them in their hands. Each boy asks the boy next to him to guess whether he has an odd number of marbles or an even number of marbles. If the boy guesses correctly, he takes a marble.

Shoot the Bull's-eye. Shoot the marbles to a bull's-eye target. Count the number of points earned based on where the marbles land.

Closest Wins. Shoot the marbles to a stable object such as an aluminum can. The marble that is closest to the can scores the highest number of points. Points can be scored for second nearest,

third nearest, etc. No points are scored if the marble actually touches the can.

BUILDING BLOCKS

Materials: Assortment of plastic interlocking building blocks

Tiger Cubs and adult partners can let their creativity flow as they create structures with the blocks. They can work toward a design on a certain topic (such as each team building a spaceship), or just let everyone have fun creating structures of their choice.

SCOOP IT UP

Materials: Plastic laundry scoop, 8- to 12-inch pieces of yarn or string, large wooden bead, awl

Have adult partners use the awl to poke a hole through the upper part of the scoop on the side opposite the handle. Tie one end of the yarn through this hole and the other end to the bead. Hold the handle of the scoop and swing the bead, trying to get it to land inside the cup.

CROSSWORD PUZZLE

Start an easy crossword puzzle. Have the Tiger Cub and his adult partner work to create additional clues and solutions to create a complete crossword puzzle. When done, share with another Tiger Cub and his adult partner.

Answers:

- Across:**
1. winning
4. puzzle

- Down:**
2. game
3. rules
5. laugh

Across:

- When you do well and will be "first," you can say you are _____.
- Something you can't figure out is called a _____.

Down:

- We have fun when we play a _____.
- Most games have ways to play. We call them the _____.
- Some people giggle, some people smile, some people roar, we all like to _____.

1						2
		3				
	4				5	

A-MAZE-ing Games: Wolf Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review 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	Have materials for A-Maze-ing Neckerchief Slide (8 JAN).	Every boy needs beans and empty cans for Eagle Golf.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials for invisible ink writing. Have cardstock for Tangrams. Prepare the To Be Honest opening (8 JAN).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Boys draw a maze to be used for creating a neckerchief slide.	Collect permission slips. Where weather permits, play a snow game from the <i>Cub Scout Leader How-To Book</i> .	Collect permission slips.	Boys sign thank-you note or card. Conduct the invisible ink activity (<i>Elective 1b</i>).
OPENING	Boys line up in a straight line and the denner leads a flag ceremony (<i>Achievement 2b</i>).	Sing "When the Cub Scouts Go Marching In" (<i>Cub Scout Songbook</i>).		Use the To Be Honest opening ceremony (8 JAN).
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Introduce the current theme by asking boys what kinds of games they like to play.	Suggest the chess activities found in the <i>Cub Scout Academics and Sports Program Guide</i> .	Possible destinations for the field trip include a maze or shrubbery maze in your area, a magic show, or a science museum.	Plan how the den will share at the pack meeting. Show the Eagle Golf game.
ACTIVITY	Finish the A-Maze-ing Neckerchief Slide (8 JAN). Play a game of Amazing Simon Says (8 JAN).	Practice the Eagle Golf game; each boy takes equipment home to play with the family (<i>Achievement 10b</i>).		Make the Tangram pieces found in the <i>Cub Scout Leader How-To Book</i> . Allow boys time to try replicating the various designs.
CLOSING	Retire the flag. <i>Cub Scout Ceremonies for Dens and Packs</i> has an assortment of ceremonies to open and close den meetings. Send home permission slips for outing on THIRD WEEK.	Do the grand howl to honor the service of the assistant den leader this month. Remind boys to do the game at home for <i>Achievement 10b</i> .		At the end of the trip, lead a reflecting discussion with boys about their outing.
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 outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 2b, 10b; Elective 1b.

Wow! A month of making and playing games at the beginning of another Cub Scout year. Playing games and solving puzzles and tricks is one part of the fun that boys will find all year long. This is a good opportunity for the boys to learn and show off a trick to the whole pack. Tangram puzzles have been around since the 1800s and are a fun exercise for the boys. Create the tangram, challenge the boys to create different shapes, and then take it home to share the fun with the family.

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

- *Achievement 10g*, Family Fun: Families will enjoy a family board-game night.
- *Elective 22a*, Say It Right: Boys can solve the amazing mystery of unfamiliar speech by starting to learn a new language and saying "hello."

A-MAZE-ING NECKERCHIEF SLIDE

Materials: Bugle beads, piece of wood, beads, glue, ½-inch diameter PVC pipe

Using a piece of paper the same size as the neckerchief slide, have boys draw a maze with the solution. Boys use this copy to draw the pattern onto a 2-by-2-inch piece of wood or tagboard. Glue on bugle beads to mark the outline of the maze, leaving enough room between beads for a small round bead. Attach a 1-inch length of PVC pipe to the back of the wood piece for the neckerchief.

It might be helpful to have samples of mazes for boys to use as a starting idea.

BOARD GAME

(Achievement 10g)

Materials: Cardboard, markers, stickers, dice, buttons for markers to move around the board

Preparation: Ask boys to bring a package of their favorite stickers. You supply the board. You can make a die displaying only the numbers 1, 2, and 3 by using white label stickers to cover unwanted spots on a regular die.

Boys can make their game reflect a hobby or interest such as football or dinosaurs. Sample tasks to do:

- Go forward 3 squares.
- Stop. Hide from the Tyrannosaurus Rex.
- Run around the Triceratops; go 4 squares ahead.

To make board: Create a path on the cardboard. Mark off squares along the pathway; make some squares larger to allow for special instructions (such as "Stop here," "Back up 1 space," etc.).

Variation: Add cards to be pulled at designated squares with questions to answer or special instructions (such as "Throw the die and move forward two times the spaces that come up").

DEN LEADER'S MINUTE: PLAYING FAIR

When you play games, there will always be a winner, but we're all winners if we play fair and learn to have fun. Playing fair and following the rules means that everyone gets to enjoy the games together on the same playing field.

OPENING CEREMONY: TO BE HONEST

Each boy gets a card that has a response on it. He reads the response as he is called upon:

To be honest is ... telling the truth.

To be honest is ... if you find something that belongs to someone you know, you return it.

To be honest is ... to admit when you're wrong, instead of blaming someone else.

To be honest is ... if you find something and you don't know who it belongs to, you take it to an adult.

Be sure to encourage families to do *Achievement 10g* by playing additional board games as a family and to do *Achievement 10a* by completing the Character Connection.

CORRAL THE HORSES PUZZLE

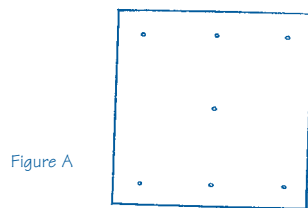


Figure A

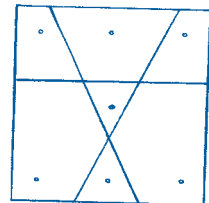


Figure B

Boys mark "horses" (dots) on a sheet of paper as shown (figure A). Now ask, "Can you put each horse in a separate corral by drawing three straight lines?" The solution is shown in figure B.

GAME: AMAZING SIMON SAYS

Play Simon Says, only say "Amazing Simon says" before giving the directions. "It" stands at one end of the room; the rest of the den stands at the other. "It" says to the group: "Amazing Simon says take three steps forward." Boys respond with "May I?" "It" answers "yes." Boys step forward. Continue in the same manner. One time, though, "It" does not say "Amazing Simon says" before the task. The boys may ask "May I?" If they do the task, "It" responds that he did not say "Amazing Simon" and the boys who did the activity must return to the start line. When a player reaches "It," he becomes "It" and the game starts over.

A-MAZE-ing Games: Bear Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review 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	Reproduce Amazing Word Search (10 JAN). Have pencils, poster board, pictures, glue, scissors.	Have materials to build a maze (cardboard boxes or tape). Have small ball for Hot Stuff game.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Den chief helps boys complete the Amazing Word Search (10 JAN).	Collect permission slips. Start building the maze with boxes (10 JAN).	Collect permission slips.	Boys sign thank-you note or card. Play games suggested by Cub Scouts (<i>Achievement 15c</i>).
OPENING	Use the Cub Scout Motto opening (<i>Cub Scout Ceremonies for Dens and Packs</i>).	Denner calls roll with Cub Scouts responding with the name of their favorite game.		Denner leads the Cub Scout Promise.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Introduce the A-MAZE-ing Games theme and suggest games to present for the pack meeting. Have Cub Scouts ask their parents or grandparents about games they played.	Cub Scouts share the topic of the games their parents or grandparents played. Boys are to have a game to play on WEEK FOUR.	Take a field trip to a museum. Focus on exhibits that display games. The trip can include a scavenger hunt to find specific exhibits or objects, using riddles as clues.	Remind boys that, at the pack meeting, they will be sharing the maze they created two weeks ago.
ACTIVITY	Make Cub Scout Jigsaw Puzzles (10 JAN). Conduct a Character Connection discussion about Honesty (10 JAN).	Play Hot Stuff (<i>Cub Scout Leader How-To Book, Achievement 15b</i>). Make Marble Maze (10 JAN).	Other field trip options include a state park visitors center or genealogy library. At the end of the trip, lead a reflecting discussion with boys about their outing.	Play board games.
CLOSING	Lead the Law of the Pack. Remind boys to prepare a game to lead and bring board games for WEEK FOUR, and to play the puzzle game at home with their families (<i>Achievement 10b</i>). Send home permission slips for outing on THIRD WEEK.	Use the "We Meet as Cub Scouts" closing, <i>Cub Scout Ceremonies for Dens and Packs</i> . Remind boys to bring board games in two weeks.		Lead a Den Leader's Minute on showing sportsmanlike behavior and how it makes us feel.
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 outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 10b, 15b, 15c.

For Bear Cub Scouts this month are puzzles, mazes, and fun galore! Boys will have a great time as they make games to play. Beneath it all, Cub Scouts have the chance to explore how they play by stressing the importance of honesty in all things. Boys will have an important part of the meetings this month as they bring in their favorite games to share with other den members.

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

- *Achievement 8d*, The Past Is Exciting and Important: Trace your family back through your grandparents or great-grandparents. This goes hand in hand with the information for the Heritages belt loop and pin.
- *Achievement 10b*, Family Fun: Have a family fun night at home. Play a favorite game with your family.
- *Achievement 17b*, Information Please: Play a game of charades with your family, at your den meeting, or at the pack meeting.

CUB SCOUT JIGSAW PUZZLES

Materials: Poster board or lightweight cardboard, Cub Scout pictures (these can be photos, pictures from *Boys' Life* magazine, or Scouting pictures from the Internet), glue, scissors

Each boy selects a picture (or uses one he brought with him) and glues it to poster board or cardboard. When the glue is dry, have him cut the board into the shape of jigsaw puzzle pieces. (*Tip:* Turn the picture over and draw the desired design of the pieces on the back, then cut out.) Boys can then trade with each other and put the puzzles together. To make it more challenging, take one piece from each puzzle and place it with another puzzle's pieces. As the boys put the puzzles together, they will have to search for the missing piece.

CHARACTER CONNECTION: HONESTY

Discuss the importance of being honest with our friends and family and while playing games. Have boys think about and discuss how it feels when someone has been dishonest with them. Talk about good sportsmanship when playing games. You can also discuss the importance of being honest when writing and reporting facts.



CUB SCOUT GAME SHOW

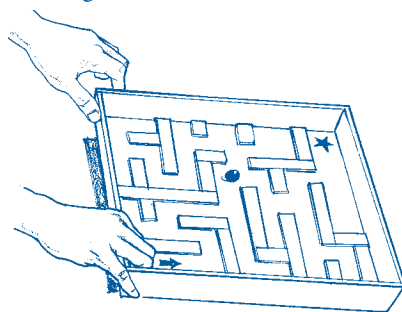
Materials: Poster or foam board for game board; index cards for answers and column headings

As a den, agree on the category names, or just use the category "General Cub Scouting." On index cards, print answers on one side; print point

values on the other side. Hook-and-loop squares or circles can be used to attach the cards to the board. Questions can be found in all the Cub Scouting handbooks or literature. Be sure to keep the questions age- and rank-appropriate. The den chief can act as the host, reading the questions and facilitating the game. Divide into teams or have multiple rounds so everyone gets to play. This can also be a great pack meeting game, or invite another den to participate with you.

MARBLE MAZE

Materials: Cardboard box such as a pizza box, small precut pieces of cardboard, glue, marble



Create a maze for marbles. By gluing pieces of cardboard to the bottom of a box, create a path with obstacles. Have a start and stop point on the outside edges. To play, place a marble in the starting spot and tilt the box back and forth to roll the marble to the exit.

A-MAZE YOUR CUB SCOUTS

Build a maze using cardboard boxes or tape on the floor. If the den is large enough, divide into groups, each making its own maze. Then try out each other's maze. Mazes built from boxes can be taken to the pack meeting and displayed.

DEN OR PACK FAMILY GAME NIGHT

Ask each Cub Scout to bring a favorite board or card game. Divide up the participants and have them rotate through the games. The boys will learn new games, and the parents will have an opportunity to meet each other.

We say that games are the sunny side of Cub Scouting. Skills that are learned include:

- Honesty
- Taking turns
- Standing in line
- Cheering each other
- Good sportsmanship

AMAZING WORD SEARCH

Find the following words:

GAMES	SEARCH
PUZZLES	MARKER
MAZE	WIN
BOARD	RULES
PLAY	GO

W	I	N	X	P	L	A	Y
H	S	E	L	U	R	O	R
D	C	F	E	Z	A	M	E
R	P	R	K	Z	U	L	K
A	G	E	A	L	E	E	R
O	G	A	M	E	S	I	A
B	O	D	Y	S	S	N	M