



2024 NATIONAL CAMPING SCHOOL RESOURCE GUIDE

OUTDOOR ADVENTURE



**INCLUDES 2024
CUB SCOUT
ADVENTURE PROGRAM
UPDATE HELPS**

NATIONAL DAY CAMP THEME RESOURCE GUIDE MISSION STATEMENT



"The National Day Camp Theme Resource Guide is published annually to provide inspiration through ideas, projects, games, techniques, and other National Day Camp theme-related materials to enable leaders to produce a quality and fun program for all Cub Scouts at Cub Scout Day Camps."

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WELCOME - SETTING THE STAGE FOR FUN!

The material in this resource book is designed to serve your District and Council leaders in providing fun and exciting Cub Scout Day Camp events!

OUTDOOR ADVENTURE is the theme for 2024. Being outdoors is the majority of what Scouting is all about! This year you can take Scouts on outdoor adventures with your day camp theme, encouraging them to explore and use their imagination. Make it fun and memorable for the Cub Scouts, staff, leaders, and volunteers who attend.

Set the tone for FUN from the very start. This begins with YOU! Be excited about the program you are creating. Show enthusiasm in your promotional materials. Your attitude is contagious. Your excitement and sense of fun will make great things happen at your camp that will create lasting memories for those who attend and visit.

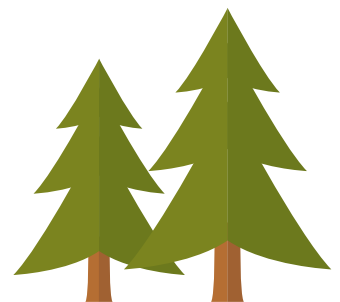
Keep that positive energy going when you communicate with your staff, leaders, and parents. Use the outdoor adventure theme creatively in your emails and your staff manuals. Let them know that you are excited to be able to bring this amazing program to the Cub Scouts.

When Scouts and families arrive for the first time, make sure your camp reflects the fun that will happen. Have lots of theme-filled PIZZAZZ that immediately brings them into the adventure. This book is full of ideas to help bring that pizzazz and excitement to your camp.

As we enjoy our outdoor adventures, we should remember to ONLY take pictures and to ONLY leave footprints. This year's theme lends itself to naturally reinforcing the Leave No Trace principles to our scouts.

Many resources were used to compile the information you will find in this book. THANK YOU to the leaders who sent in ideas and suggestions and THANK YOU to those who contributed to the resources used. We appreciate your help and all that you do for our Scouts and Cub Scout Day Camp!

All materials in this book reflect the high standards of the BSA. Use or modify these materials at your local Cub Scout camping activities to help your camp become an Outdoor Adventure!



BUILDING YOUR PROGRAM

The primary objective of Day Camp is FUN! When designing your program, use your creativity in new ways to bring fun to your camp. Use variety in what you do and how you do it. Shake up your program occasionally. It is good to have traditions such as a tug-o-war, egg drop, or the same camp song from year to year. It's also good to blend some traditional favorites with new ideas. Variety keeps the program interesting for your Scouts and adults. It will also inspire them to return to camp each year.

Look for opportunities to introduce things the Scouts might not otherwise experience. Do you have access to a climbing wall? Can you bring in an expert for a lunch program that will enhance your Day Camp? Is there an individual or group that can help your Scouts learn a new skill? Is there an expert that is willing to teach a station?

Another thing to consider is advancement; this is one of the things parents and leaders are often looking for with Day Camp. With the theme in mind, look through the Cub Scout Handbooks and Den Leader Guides. Look for those **ELECTIVE** adventures that naturally fit into your theme and your location, and then build around those. These lesson plans and activities are designed with camp in mind. Advancement is **NOT** the primary objective of Day Camp. Use advancement opportunities as a program supplement as it naturally fits into the theme and location. (See NCAP Standard PD-102A.)

Other awards that fit in seamlessly to Cub Scout Day Camp are Shooting Sports recognition, Outdoor Activity Award, and the Summertime Pack Award. Requirements change continuously so make sure you are using the latest guidelines.

The Outdoor Adventure theme lends itself to taking several different options within its broad theme. For example: A nature focus, wild animals focus, outdoor skills focus, survival focus, ocean theme focus, island theme focus, insects of the great outdoors, even focusing on air, land or sea as each could stand alone and be incorporated under the outdoor adventure theme.

Another option would be to showcase a different type of outdoor adventure each day, i.e.,

- Day 1 = Waterfall Day (Water Exploration/Fun)
- Day 2 = Falcon Flight Day (Bird Study/Observation)
- Day 3 = By the Sea Day (Fishing/Knots/Beach Discoveries)
- Day 4 = Dragonfly Day (Insects/Amphibians)
- Day 5 = Desert Island Day (Survival Tools)

CAMPWIDE ACTIVITIES

Camp-wide activities can be a fun way to carry the theme from day to day.

For example, if you are focusing on the theme “Outdoor Adventure” and having the scouts become outdoor adventure explorers throughout the week, the scouts look for clues each day, learning new exploring skills to arrive at the “treasure” on the last day of camp. Structure the program so that each day will be successful on their journey to the treasure. Give daily updates on the den's progress, building excitement each day.

The day camp schedule could include something like the suggestions below:

- Day 1 Become an Explorer Day – Map Making/Reading, Equipment needed to become an Explorer.
- Day 2 Weather Watching Day – Air, Clouds, Stars. STE(A)M Experiments. Being prepared for the weather during one the day or for the whole week.
- Day 3 Water Navigation Day – Exploring with Water/Building and Navigating a water vessel out of recycled materials. Creating individual vessels or building as a den or in teams.
- Day 4 Plant, Animal, Birds Survival Day – Land Navigation/Nature Trail Walk/First Aid/Geodes/Bird Callers
- Day 5 Searching for the treasure day - Obstacle course incorporating all they have learned the last few days leading up to the finale’ – the TREASURE. This could be a good family time activity as they work together on the last leg of the journey to find the treasure. The treasure could be an evening meal (pizza party for example) or a camp closing finale’ for all to enjoy.



A FEW REMINDERS

Avoid using materials or names that are copyrighted or trademarked such as Jurassic Park or Sea World. You can use the concepts as a template to design Scout-friendly activities and give it your own unique camp's name.

Any program activities or camp content that you want to use as part of your camp program need to be evaluated and approved for age appropriateness and verification that they meet the Guide to Safe Scouting policies and procedures cited and Age Appropriate Guidelines prior to conducting such activities.

Additionally, you should be aware of state or local government regulations that supersede Boy Scouts of America practices, policies, and guidelines.

The Guide to Safe Scouting and Age-Appropriate Guidelines can be found here:
<https://www.scouting.org/health-and-safety/guidelines-policies/>

D.E.I. (DIVERSITY, EQUITY, INCUSION)

If you have not yet taken the DEI training at https://training.scouting.org/courses/SCO_1800, you may want to familiarize yourself with the principles of D.E.I. shown in this training.

Adapt your activities as needed to meet the needs and ability ranges of all your attendees. Use the least amount of change necessary to make the activity successful for everyone. Parents, the scouts themselves and pack leaders can help determine adaptations. Include them in the planning sessions. Making changes for adaptability and inclusion in your Cub Scout activities requires being prepared ahead of time, not at the last minute. All or your staff members should be involved in planning and support the changes.

Check out Scouting's Inclusion Toolbox at:
<https://www.scouting.org/resources/disabilities-awareness/inclusion-toolbox/>

DUTY TO GOD

The Boy Scouts of America has a tradition of prayer and reverence. The founder of Scouting, Robert Baden-Powell wrote: "There is no religious 'side' of the movement. The whole of it is based on religion, that is, on the realization and service of God."

Duty to God at Camp

There is an opportunity for the Cub Scouts to earn a camp-specific Duty to God patch while attending camp. Here is how one camp did it – Cub Scouts attend Duty to God sessions for four days, and then attend an Interfaith Service on Friday, put on by the Webelos. Cub Scouts are presented with a segment of their camp's Duty to God puzzle patch, and after attending Day Camp for four years; they will have assembled the complete puzzle.

If your day camp wants to provide an opportunity for a Duty to God award, we suggest that you visit the P.R.A.Y. website for information on the Duty to God puzzle patches as well as the Duty to God Summer Camp Program.

<https://www.praypub.org/Data/Sites/1/media/resource-library/promotional-resources/summer-camp-dtg-program.pdf>

NOTE: The Duty to God Religious Program is an entirely different award program that has faith-based requirements. This Duty to God at Camp, award opportunity is also different from the rank required for faith adventures by each rank.

Interfaith Service

The Scout Law teaches, "A Scout is reverent. A Scout is reverent toward God. He is faithful in his/her religious duties. A scout respects the beliefs of others."

It is important that Scouts be taught to recognize the beliefs of other Scouts and to respect those beliefs. Scout outings and activities that could bring scouts together of all different faiths where an interfaith worship service would be appropriate. When planning an interfaith service, it is recommended that scripture, prayers, hymns, and all other parts of the worship be considerate of everyone present—respectful of all religions.

For more information on Interfaith Services go to scouting.org and search for interfaith services.

WORLD FRIENDSHIP FUND

During an interfaith service, there is an opportunity to introduce and take up a collection for Scouting's World Friendship Fund.

The World Friendship Fund is administered by Boy Scouts of America to help struggling Scouting associations in other lands. Adding this element to your camp can help Scouts and leaders learn more about world-wide Scouting and what they can do to strengthen Scouting throughout the world. They will also learn the meaning of the World Crest patch that is on their uniform.

Let camp families and Packs know that you will be collecting money for the World Friendship Fund in your promotional materials if you decide to collect for the fund. When you do face-to-face promotion in Pack Meetings or Roundtables, mention it as well. Get the adults that are bringing these Scouts to camp excited about your camp's efforts toward the World Friendship Fund.

At camp, briefly explain the purpose of the World Friendship Fund. Have someone share how the World Friendship Fund has helped Scouts in another country. Explain to the Scouts that your camp will be collecting money to donate to the World Friendship Fund.

There are several ways to collect money for the fund. Here a couple of examples:

- A specific item in the trading post could be designated as a World Friendship Fund item. Let the Scouts know that all proceeds from the purchase of that item will be donated to the World Friendship Fund. Make sure you put the World Crest on the bin that holds this item so the Scouts know exactly which item is helping to raise money.
- You could have a coin collecting competition between the dens. The den with the most coins donated by the end of the week gets special recognition on the last day of camp. Have a donation jar at the trading post throughout the week, then pass that jar around during the last day's closing ceremonies.

Be sure to share the grand total of the collection with the Scouts and their families.

To find out more about the World Friendship Fund and how to donate go to:

<https://filestore.scouting.org/filestore/pdf/wff.pdf>



PRAYERS

The following are prayers that are appropriate for a day camp setting:

Prayers in Song

WE THANK YOU!

Tune: Kum-Ba-Yah

At our table Lord, we praise you,
For good food oh Lord, we thank you,
For our brotherhood, hear us pray
Oh Lord, we thank you.

THANK YOU!

Tune: Kum-Ba-Yah

For the food we eat, we thank you,
For the friends we meet, kind and true,
For the fun we share, all day through,
Oh Lord, we thank you!

BLESS ALL OF US TODAY

Tune: Auld Lang Syne

Please make us ever thankful Lord, Be present while we pray,
For food to eat and friends to meet, Bless all of us today.

GOD IS GREAT

Tune: London Bridge

God is great and God is good God is good, God is good.
Let us thank him for this food, Alleluia.

EDELWEISS GRACE

Bless our friends, bless our food
Come O Lord and be with us.
May our hearts glow with peace
May your love surround us.
Friendship and love, may it bloom and grow
Bloom and grow forever.
Bless our friends, bless our food,
Come O Lord and be with us.

PRAYERS

The following are prayers that are appropriate for a day camp setting:

Spoken Prayers

PRAYER OF THANKSGIVING

We thank you today for the adventure of Scouting,
For the unselfishness of parents,
For the patience of those who teach us,
And for the encouragement of friends.
May the blessings of Almighty God rest upon us,
And upon all our works,
May He give us Light to guide us,
Courage to support us, and Love to unite us, now and evermore. Amen.

WE GIVE THANKS

We give thanks for being here together in the name of Scouting.
We ask to have clean hands, clean words, and clean thoughts.
We ask that we learn to work hard and play fairly.
We ask to see the needs of others so we may help.
We ask for strength to do a Good Turn each day and to live up to our promises. Amen

PHILMONT GRACE

For food, for raiment, For life, for opportunity,
For friendship and fellowship, We thank thee, Oh Lord.

THE SUMMIT GRACE

For this time and this place, For Your goodness and grace,
For each friend we embrace, We thank Thee, Oh Lord. Amen

Sample Interfaith Prayers and Benedictions

- For health, strength, and daily food, we give you thanks, o Lord.
- For this and all your mercies, Lord, make us truly grateful.
- For food, health, and friendship, we give you thanks, o Lord.·Come, o Lord, be our guest and bless what you have bestowed on us.
- Gracious giver of all good, we thank you for food and rest. Grant all we say or do pleases you.
- Lord, bless our Scouting leaders who spend so much of their time and energy to help us grow up well.
- Guide them in their work, give them patience and wisdom, and reward them in this life and the next. Amen.
- As our campfire fades, we thank you for the joys and blessings of this day. We lift our minds and hearts to you in gratitude for life, happiness, and the Scouting movement. Amen.

GATHERING ACTIVITIES

It is important to have gathering activities and fillers to keep Scouts engaged and out of mischief during downtime or quiet time. This section includes lots of quick games and fillers to help camp run smoothly. Set your Den Walker/Leader or Den Chief up for success by providing appropriate time-fillers when there is downtime.

Gathering Activities:

Be sure to have something for your campers to do when they arrive at camp and after they check-in with their Den Walker. Gathering Activities should be simple and not require a lot of leader time.



Here are some ideas:

Range Targets: Have your campers color or add interactive pieces to a target for their range time.

Thank You Cards: Have the Cubs make Thank You cards for camp volunteers.



Lunch Bag Puppets: Have lunch bags, construction paper, markers, scissors, glue out and ask them to make an Outdoor Adventure related puppet. Let them create, just put items out for them to use.

Magic Color Outdoor Scene: Have paper, crayons, black crayons (lots of black crayons), and toothpicks out. Have the Cubs cover their paper with rainbow colors, then cover that with black! Give them a toothpick and ask them to draw their favorite outdoor activity.



Leaf Rubbing: Have many different kind of leaves out with paper and crayons. Have the campers put the leaves under the paper and have them rub crayons to show the leaf relief.



DOWNTIME FILLERS

- Decorate your den flag and name tag
- Skit practice; work on voice projection
- Stay hydrated and take a potty break
- Tell jokes-Have the Cubs have a joke off
 - Awesome Camping Jokes for Kids (Funny and Printable!) (<https://confidencemeetsparenting.com>)
- Sing Fun Songs
 - 12 Camp Songs for Kids to Sing Around the Campfire (thedyrt.com)
- Give them riddles to figure out
 - Camping Riddles | Riddles For Kids (riddles-for-kids.org)
- Play Mad-Libs
 - Kids Online Madlibs (glowwordbooks.com)
- Play Uno or another simple card game (have it in the 'Be Prepared' bag)
- Play games that require no equipment:
 - Simon Says
 - Mother May I
 - Red Light, Green Light
 - What Time is it Mr. Wolf - What-time-is-it-Mr-Wolf.pdf (ncse.ie) (rules)



DOWNTIME GAMES

Scout Law Toss:

Put one point of the Scout Law on a 3x5 index card or square piece of paper/card stock. On the reverse side, put the number of the point of the law as it falls in the sequence. Turn each of the 12 Scout Law cards over on a grid so that the number side is up. Place the cards in proper order – 1 through 12. Have each Cub Scout toss a beanbag or alternative onto one of the squares. The Cub Scout who throws the bag must now say the point of the law on which their beanbag landed. If they do not know it, the next in line may answer. Continue until the grid is completed. [Have an alternate game for Tigers and Wolves.]

Bean Game:

(have small snack bags with beans and instructions in them) Object: Balance beans on the back of your hand Material needed: 20 dried beans Number of players: 2 or more 40 Instructions: Pick up one bean in the left hand. Transfer the bean to the right hand. Place the bean on the back of your left hand. While still balancing the bean, pick up another bean in the left hand, transfer to the right hand, and place it on the left hand. Continue until the beans are gone or one falls off. If a bean falls off, you must start over. Winner: The person who balanced the most beans on the back of the left hand. Repeat until a bean falls off.

Human Knot:

A Group of Cub Scouts make a circle and extend both hands into the center of the circle. The Cub Scouts then grasp the hands of two other people, but not the hands of an adjacent person. Without letting go of their hands, the Cub Scouts try to untangle themselves. Grips may change and palms may pivot on one another, but contact must be maintained.

Trading Cards:

Make up theme-related trading cards with a picture on one side and fun facts on the other, or use the Scout Law - a set of twelve cards with each one having a point of the Scout Law on one side and what it means on the other. Give each Cub Scout a set of cards that are all the same. If you are doing the Scout Oath, give a Scout 12 cards of the word TRUSTWORTHY. The Cub Scouts will then have to go to other Cub Scouts and “trade” his/her card with them after introducing him/herself. The goal is to collect a full set of cards. This is a great way for the Cub Scouts to get to know each other and get excited about camp with a theme-related activity. Below are trading cards that are for the Off to the Races theme. They fit on an 8 ½ X 11 landscape. You can put 8 on a sheet. Print pictures on the front and fun facts on the back. Print the cards on cardstock to make them a little sturdier.

LUNCHTIME PROGRAMS

A lunch program is one way to keep Scouts engaged and learning while eating lunch. This is a great time to have outside experts or educators come to camp. Keeping in mind the attention span of your youngest campers, ask them for a 10-minute presentation.

Possible outside experts/educators:

- Nature Show: Kids love animals and learning about the animals in the area will help them learn.
- Recycling Truck: Let's take care of the outdoors and learn more about recycling.
- STEM Show: Experiments that use outdoor elements.
- A Firefighter with truck/ Smokey the Bear: Importance of treating fire properly.
- Gardening Club/Nursery/Botanist: Talk about planting a garden or taking care of plants. (Maybe add the activity of an egg carton herb garden to your schedule.)
- Fisherman: Talk about fishing, fishing rods, catching fish.
- Rope Magician: Magic tricks with ropes and knots.
- Bird Watching Experts: Teach about birds in the area and their sounds.
- Boats: Have someone with a boat or local government agencies that use boats come to talk to the Cubs about boat and water safety while showing off their boat.

A lunch program can also be a 5–7-minute friendly competition between the Directors and the Den Chiefs building something, tying knots, or any other Scout skill. Get someone who is a great emcee to provide the running commentary. The Scouts can cheer for their favorite team and determine the winner. Scouts LOVE seeing adults be silly!

Some silly contests could be:

- Putting up tents the fastest
- Knot tying
- Fire building (Survivor Style) – outdoors of course
- BEST S'more! Have leaders make S'more with different types of candy and have some kids be the test tasters.
- Joke Off: Have leaders tell theme-related 'Outdoor Adventure Jokes' back and forth. Jokes keep being told until one leader laughs at the other leader's joke.
- Song Off: Have leaders lead silly songs with the Cubs back and forth



LUNCH

PROGRAM STATION SAMPLE PLAN

A written plan gives the reason and expected outcomes behind an activity or game. It gives station leaders direction that can help them become “experts” in what they are teaching. If an emergency arises a substitute can step in and carry on effectively. Having a written plan also ensures that standards are met and that you have a quality program.

Having program station plans done 4 – 6 weeks before camp gives you a chance to test everything and adjust if needed.

You can determine: Do the directions work? Are they in the correct order? Can a Scout do this project with minimal assistance? Is the project too easy? How long does the project really take? Do you need to add more to the station? Do you have a complete list of supplies and tools needed for completion?

On the next page we have provided a sample lesson plan for a Nature Program Station:



NATURE STATION SAMPLE PLAN

Activity

- Exploring How Plants and Trees Breathe
- Create an environment where we can actually SEE photosynthesis taking place (the oxygen/carbon dioxide process of plants!)
- Topic: Photosynthesis - the oxygen/carbon dioxide process of plants.

Learning: Explaining Photosynthesis

- Ask the scouts what would happen if they held their breath, went underwater in the pool, and then let their breath out — they would see bubbles coming up in the water.
- That's what they are seeing here — the leaf is still using the sunlight as part of the photosynthesis process (where leaves convert sunlight to energy).
- As a leaf creates that energy, it needs to get rid of the items it no longer needs so it will expel both the extra oxygen during photosynthesis along with water (the release of water from a plant is called transpiration).
- The process of photosynthesis is what allows us to see the bubbles — as the leaf releases its' extra oxygen while submerged, the oxygen can be seen as bubbles in the water. And since oxygen is lighter than water, the bubbles will eventually rise to the surface
- So, there you have it — you can tell the kids they are 'seeing the invisible' because when leaves are on the tree, you aren't able to really see the process of photosynthesis in the works.
- Even though we chose to use a tree leaf in this plan, you can also conduct this experiment using a leaf from a plant — the important step is including an ACTIVE leaf (meaning one that you remove from the tree or plant).

Materials Needed

- Large Clear Bowl
- Water

Live Leaf Questions

Why does a plant need oxygen?

Does a tree or plant breathe the same as we (humans) do?

- A plant, tree, or leaf doesn't have any lungs or respiratory system. But it is a living organism just like we are! It takes in air through their stomata.
- A human takes in air with oxygen and as they exhale, they release carbon dioxide.
- Plants take in carbon dioxide from the air and then release oxygen as photosynthesis and respiration occur.



Activity Instructions

Step 1: Fill a large clear bowl with lukewarm water. You can use a glass or plastic bowl. A large-sized beaker would also work — in fact, you can extend the experiment by measuring the amount of water you use to cover the leaf to see if that has any impact on the results!

Step 2: Head outside and find a large leaf. You'll want to remove a leaf from a tree or plant and not just pick one up off the ground as we want an 'active' leaf for the project. You've probably told kids not to pull the leaves off trees (which is a good rule to follow) but for this experiment, carefully remove a leaf.

Step 3: Place the leaf in the bowl of water and put a small rock on top of it so it is FULLY submerged under the water. You should do this right away. Don't let the leaf sit around too long before submerging it in water. Then place the bowl in a sunny spot – outside in direct sunlight is best.

Step 4: Wait. Did I mention that now we need to wait a few hours? I know waiting is one of the hardest things for kids to do. So maybe set the experiment up early in the day before the afternoon nature program time.

Step 5: Take a peek a few hours later. What you should be seeing are small bubbles that form around the leaf and the edges of the bowl. These are easy to see with the naked eye but having a large magnifying glass on hand can help make the bubbles easier to see.

SPECIAL GUESTS

Special guests are great to have at camp because they have a passion for what they are teaching and can enhance the program with their knowledge and enthusiasm. Invite them to teach a station or present a lunch program.

Make sure the Cub Scouts thank all special guests. Do this with a theme-related cheer or have them sign a large thank you card that is presented to the special guest at the closing ceremony.

Here are some ideas regarding special guests for the Outdoor Adventure Theme:

Arborist, Beekeeper, Conservationist, Environmental Scientist or Engineer, Farmer, Forester, Geologist, Marine Ecologist, Meteorologists, National Parks Ranger, Outdoor Education Instructor, Outdoor Equipment Company-Store Representative, Wild Animal Sanctuary Representative, Wildland Firefighter or a Zookeeper.

Students or Instructors from local or nearby colleges and universities who are studying or teaching subjects with an outdoor emphasis can be a good resource for a special guest's visit.



2024—25 Cub Scout Program Updates—Quick Look for Day Camp Directors



- Official Launch - June 1, 2024
- “Fun—Simple—Easy”
- 4 Areas of Improvement
- Bobcat, Adventures, Webelos, Awards
- Similar Adventures across all ranks
- Camps should not use the “Required” Adventures but rather the “Electives”, including Bobcat Adventure (Table 1 & 2)
- Webelos is now the 4th Grade Program, Arrow of Light will be the preparation for Scouts, BSA. No overlap, each will be a separate rank, separate handbooks.
- Previous Award topics are now built into adventures across ranks. (Table 3)
- Range and Target Sports (RATS) are still “Council & District Activities only”
- Popular activities are also included in the Elective Adventures (Table 4)
- STEM Adventures have a similar alignment
- Whittling Chip is discontinued, replaced by 3 adventures - must be earned for the current year (Table 5) and a new Safety slogan— STOP/AWAY/SHARP/STORE

TABLE 1

2024-2025 Cub Scout Badges of Rank Requirements

Each rank starts with the Bobcat required Adventure each year. After earning Bobcat, each rank is earned by completing the other five required Adventures and two elective Adventures, in any order, for a total of eight Adventures.

LION Rank Kindergarten	TIGER Rank 1 st Grade or 6 years old	WOLF Rank 2 nd Grade or 7 years old	BEAR Rank 3 rd Grade or 8 years old	WEBELOS Rank 4 th Grade or 9 years old	ARROW OF LIGHT 5 th Grade or 10 years old
6 Required Adventures	6 Required Adventures	6 Required Adventures	6 Required Adventures	6 Required Adventures	6 Required Adventures
BOBCAT Character/Leadership	BOBCAT Character/Leadership	BOBCAT Character/Leadership	BOBCAT Character/Leadership	BOBCAT Character/Leadership	BOBCAT Character/Leadership
MOUNTAIN LION Outdoors	TIGERS IN THE WILD Outdoors	PAWS ON THE PATH Outdoors	BEAR HABITAT Outdoors	WEBELOS WALKABOUT Outdoors	OUTDOOR ADVENTURER Outdoors
FUN ON THE RUN Personal Fitness	TIGER BITES Personal Fitness	RUNNING WITH THE PACK Personal Fitness	BEAR STRONG Personal Fitness	STRONGER, FASTER, HIGHER Personal Fitness	PERSONAL FITNESS Personal Fitness
KING OF THE JUNGLE Citizenship	TEAM TIGER Citizenship	COUNCIL FIRE Citizenship	PAWS FOR ACTION Citizenship	MY COMMUNITY Citizenship	CITIZENSHIP Citizenship
LION ROAR Personal Safety	TIGER ROAR Personal Safety	SAFETY IN NUMBERS Personal Safety	STANDING TALL Personal Safety	MY SAFETY Safety/First Aid	FIRST AID Safety/First Aid
LION'S PRIDE Family/Reverence	TIGER CIRCLES Family/Reverence	FOOTSTEPS Family/Reverence	FELLOWSHIP Family/Reverence	MY FAMILY Family/Reverence	DUTY TO GOD Family/Reverence
2 Elective Adventures	2 Elective Adventures	2 Elective Adventures	2 Elective Adventures	2 Elective Adventures	2 Elective Adventures

TABLE 2

CUB SCOUT ELECTIVE ADVENTURES

 Kindergarten 16 Electives	 1 st Grade 20 Electives	 2 nd Grade 20 Electives	 3 rd Grade 20 Electives	 4 th Grade 20 Electives	 5 th Grade 16 Electives
Build It Up, Knock It Down	Curiosity, etc.	Adventures in Coins	A Bear Goes Fishing	Aquanaut	Engineer
Gizmos and Gadgets	Floats and Boats	Air of the Wolf	Baloo the Builder	Art Explosion	Into the Wild
I'll Do It Myself	Good Knights	Code of the Wolf	Critter Care	Aware and Care	Into the Woods
On Your Mark	Rolling Tigers	Cubs Who Care	Forensics	Build It	Cycling
Pick My Path	Safe and Smart	Digging in the Past	Marble Madness	Earth Rocks!	Estimations
Ready, Set, Grow	Sky Is the Limit	Finding Your Way	Roaring Laughter	Catch the Big One	Fishing
Count On Me	Stories in Shapes	Germes Alive!	Salmon Run	Let's Camp	High Tech Outdoors
Everyday Tech	Tiger Tag	Paws of Skill	Super Science	Math on the Trail	Knife Safety
Go Fish	Tiger-iffic!	Spirit of the Water	Bears Afloat	Modular Design	Paddle Craft
Let's Camp	Designed by Tiger	A Wolf Goes Fishing	Bears on Bikes	Paddle Onward	Race Time
On a Roll	Fish On	Computing Wolves	Balancing Bears	Pedal Away	Summertime Fun
Race Time	Let's Camp	Let's Camp	Let's Camp	Race Time	Swimming
Time to Swim	Race Time	Paws for Water	Race Time	Chef's Knife	World Conservation
World Conservation	Summertime Fun	Pedal with the Pack	Summertime Fun	Summertime Fun	Archery
Archery	Tech All Around	Race Time	Top Chef Tech	Tech on the Trail	BB Guns
Slingshot	Tigers in the Water	Summertime Fun	Whittling	World Conservation	Slingshot
	World Conservation	World Conservation	World Conservation	Yoyo	
	Archery	Archery	Archery	Archery	
	BB Guns	BB Guns	BB Guns	BB Guns	
	Slingshot	Slingshot	Slingshot	Slingshot	

TABLE 3

New Elective Adventures Based on Previous Award Topics

	 Kindergarten	 1 st Grade	 2 nd Grade	 3 rd Grade	 4 th Grade	 5 th Grade
Topic	Lion Adventure	Tiger Adventure	Wolf Adventure	Bear Adventure	Webelos Adventure	Arrow of Light Adventure
Cub Scout Outdoor Activity Award	Lion Let's Camp	Tiger Let's Camp	Wolf Let's Camp	Bear Let's Camp	Webelos Let's Camp	Outdoor Adventurer (Required Adventure)
World Conservation Award	Lion World Conservation	Tiger World Conservation	Wolf World Conservation	Bear World Conservation	Webelos World Conservation	Arrow of Light World Conservation
National Summertime Pack Award	N/A	Tiger Summertime Fun	Wolf Summertime Fun	Bear Summertime Fun	Webelos Summertime Fun	Arrow of Light Summertime Fun
Target and Range Sports Awards	Lion Sling Shot Lion Archery	Tiger Sling Shot Tiger Archery Tiger BB	Wolf Sling Shot Wolf Archery Wolf BB	Bear Sling Shot Bear Archery Bear BB	Webelos Sling Shot Webelos Archery Webelos BB	Arrow of Light Sling Shot Arrow of Light Archery Arrow of Light BB

TABLE 4

New Adventures Easy to Deliver as a Pack or Multi-Rank Dens

	 Kindergarten	 1 st Grade	 2 nd Grade	 3 rd Grade	 4 th Grade	 5 th Grade
Activity	Lion Adventure	Tiger Adventure	Wolf Adventure	Bear Adventure	Webelos Adventure	Arrow of Light Adventure
Pinewood Derby / Rain gutter Regatta	Lion Race Time	Tiger Race Time	Wolf Race Time	Bear Race Time	Webelos Race Time	Arrow of Light Race Time
Fishing	Go Fish	Fish On	A Wolf Goes Fishing	<i>A Bear Goes Fishing</i>	Catch the Big One	Fishing
Cycling	On a Roll	<i>Rolling Tigers</i>	Pedal with the Pack	Bears on Bikes	Pedal Away	Cycling
Swimming	Time to Swim	Tigers in the Water	<i>Paws for Water</i>	<i>Salmon Run</i>	<i>Aquanaut</i>	Swimming

BOLD indicates new adventure
Italics indicate existing adventure

TABLE 5

KNIFE SAFETY ADVENTURES

MUST EARN THE KNIFE SAFETY ADVENTURE EACH YEAR TO USE A KNIFE



3rd Grade - Bear



4th Grade - Webelos



5th Grade – Arrow of Light



WHITTLING

KNIFE SAFETY
 USE OF POCKETKNIFE



CHEF'S KNIFE

KNIFE SAFETY
 USE OF KITCHEN KNIVES



KNIFE SAFETY

KNIFE SAFETY
 USE OF POCKETKNIVES
 USE OF KITCHEN KNIVES

NEW CUB ADVENTURES BY THEME



Please do not offer the **REQUIRED** adventures in your Day Camp setting.
Use the **ELECTIVE Adventures** instead.

Additional Adventures exist that may be adaptable to a day camp setting depending your resources.
Review all the requirements.

These adventures are almost all doable in a day camp setting.
Some may require more than 1-day to complete.

These requirements and Adventure names are as released in October, 2023.
Some names and requirements may change as items are finalized. Be sure to check these lists against the final versions.

Range and Target Sports (RATS) -
BB, Archery, Slingshot may only be earned in a Council or District event.
Units are not authorized to conduct these activities on their own.



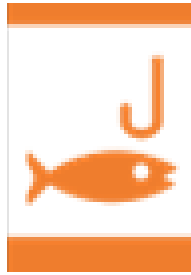
Swimming

Rank	Lion	Tiger	Wolf	Bear	Webelos	AOL
Adventure Name	Time to Swim	Tigers In the Water	Paws for Water	Salmon Run	Aquanaut	Swimming
1	Learn about the swimming safety rules that you need to follow.	Learn about the swimming safety rules that you need to follow.	Learn about the swimming safety rules that you need to follow.	With your den or an adult, identify the attributes of qualified adult supervision at a swimming activity.	State the safety precautions you need to take before doing any swimming activity.	Review Safe Swim Defense.
2	Demonstrate how to enter the swimming area properly.	Demonstrate how to enter the swimming area properly.	Demonstrate how to enter the swimming area properly.	Learn the three swimming ability groups for the Boy Scouts of America and water depths appropriate for each.	Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land.	Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land.
3	With your Lion adult partner as your buddy, be active in water depths matching your ability for 20 minutes	With your Tiger adult partner as your buddy, be active in water depths matching your ability for 20 minutes	With your Tiger adult partner as your buddy, be active in water depths matching your ability for 30 minutes	Go swimming with your den, pack, or family for 30 minutes using the buddy system.	Learn how to prevent and treat hypothermia.	Attempt the BSA swimmer test.
4	Place your face in the water and blow bubbles.	Place your face in the water and blow bubbles.	Attempt at least one swimming stroke: front crawl, restful backstroke, or breaststroke.	Demonstrate the use the buddy system, buddy checks, and ability groups with your den or an adult.	Attempt to tread water.	Have 30 minutes, or more, of free swim time where you practice the Buddy System and stay within your ability group. The qualified adult supervision should conduct at least three buddy checks per half hour swimming.
5	Demonstrate how to exit the swimming area properly.	Demonstrate a flutter kick	Jump feet first into water that is chest high or deeper.	Attempt the BSA beginner swim test	Attempt the BSA swimmer test.	
6		Demonstrate how to exit the swimming area properly.	Demonstrate how to exit the swimming area properly.	Demonstrate both a reach rescue and a throw rescue.	Have 30 minutes, or more, of free swim time where you practice the Buddy System and stay within your ability group. The qualified adult supervision should conduct at least three buddy checks per half hour swimming.	



Champions of Nature

Rank	Lion	Tiger	Wolf	Bear	Webelos	AOL
Adventure Name	Champions for Nature Elective Adventure					
1	Discover the difference between natural resources and man-made items.	Discover the difference between renewable natural resources and nonrenewable natural resources.	Discover the difference between renewable natural resources and nonrenewable natural resources.	Discover natural resources.	Discover the four components that make up a habitat: food, water, shelter, space.	Identify foods grown or processed in your state.
2	Discover the difference between organic, paper, plastic, metal and glass waste.	Learn about the three "R"s: Reduce, Reuse, Recycle.	Learn about the three "R"s: Reduce, Reuse, Recycle.	Discover what happens to the wastewater in your community.	Pick an animal that is currently threatened or endangered to complete requirements 3, 4, and 5.	Determine the benefits of purchasing food that is locally grown or processed.
3	Discover recycling.	Discover what happens to the recyclables in your community.	Discover what happens to the recyclables in your community.	Investigate soil.	Identify the characteristics that classify an animal as a threatened or endangered species.	Explore the concept of a food oasis.
4	Participate in a conservation project.	Participate in a conservation project.	Participate in a conservation project.	Investigate air pollution.	Explore what caused this animal to be threatened or endangered.	Learn how individuals can reduce food waste.
5				Participate in a conservation project.	Research what is currently being done to protect the animal.	Participate in a conservation service project.
6					Participate in a conservation service project.	



Fishing

Rank	Lion	Tiger	Wolf	Bear	Webelos	AOL
Adventure Name	Go Fish	Fish On	A Wolf Goes Fishing	A Bear Goes Fishing	Catch the Big One	Fishing
1	With your Lion adult partner, learn the rules of fishing safely.	With your den or Tiger adult partner, identify the body of water where you will go fishing.	Identify the type of water you will be fishing in and what type of fish live in the water.	Learn about three types of fish in your area.	Make a plan to go fishing. Determine where you will go and what type of fish you plan to catch. All of the following requirements are to be completed based on your choice.	Make a plan to go fishing. Determine where you will go and what type of fish you plan to catch. All of the following requirements are to be completed based on your choice.
2	Draw a picture of the type of fish you think lives in the water where you are going fishing.	With your Tiger adult partner, learn the rules of fishing safely.	Learn about the different types of bait used to attract fish.	Learn about your local fishing regulations with your den leader or an adult.	Use the BSA SAFE Checklist to plan what you need for your fishing experience.	Use the BSA SAFE Checklist to plan what you need for your fishing experience.
3	Go fishing with your Lion adult partner.	Draw a picture of the type of fish you think lives in the water where you are going fishing.	Demonstrate a proper cast for the pole or rod you are using.	List three of the regulations you learned about, and one reason each regulation exists.	Describe the environment where the fish might be found.	Describe the environment where the fish might be found.
4		Go fishing with your Tiger adult partner.	Learn the rules of fishing safely.	Become familiar with the safe use of the fishing equipment you will be using on your outing.	Make a list of the equipment and materials you will need to fish.	Make a list of the equipment and materials you will need to fish.
5			With your den, pack, or family, go fishing.	Learn the proper way to attach the hook, lure, or fly to the line.	Determine the best type of knot to tie your hook to your line and tie it.	Determine the best type of knot to tie your hook to your line and tie it.
6				Go on a fishing adventure, and for 30 minutes or more, put into practice the things you learned about fish and fishing equipment.	Choose the appropriate type of fishing rod and tackle you will be using. Have an adult review your gear.	On your own, choose the appropriate type of fishing rod and tackle you will be using. Have an adult review your gear.
7					Using what you have learned about fish and fishing equipment, spend at least one hour fishing following local guidelines and regulations.	Using what you have learned about fish and fishing equipment, spend at least one hour fishing following local guidelines and regulations.



Camp Fun

Rank	Lion	Tiger	Wolf	Bear	Webelos	AOL
Adventure Name	On Your Mark	Tiger Tag	Air of the Wolf	Baloo the Builder	Yo-Yo	Into the Woods
1	Play a game with your den.	Play an active game with your den. Share with your Tiger Adult Partner or your den why you like this game	Make a paper airplane and fly in 5 times. Record the distance and time.	Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools.	Learn the safety rules of using a yo-yo and always follow them.	Visit an area with trees and plants and conduct a tree inventory. Select one tree and complete the remaining requirements based on that tree.
2	Participate in an obstacle course relay.	Play a relay game with your den. Share with your Tiger Adult Partner or your den why you like this game. game.	Make a paper airplane of a different design and fly it 5 times. Record the distance and time.	Practice using four of the tools you learned about in requirement 1.	Using a real yo-yo string, a regular string, or a piece of yarn, show how to find the proper yo-yo string length for you.	Determine if your tree is deciduous or evergreen.
3	Build a box derby and participate in a race.	Discuss what it means to be a good sport in a game with your Tiger adult partner or other Tigers.	Compare and contrast the 2 paper airplane by distance and flight times.	Choose a project to build.	Explain why it is important to have the correct string length and to be in the right location before throwing a yo-yo.	Identify a tree and determine if the tree is native or was introduced to your area.
4		Attend a sporting event.	Build a flying object that is not an paper airplane.	Determine the tools and materials needed to build your project in requirement 3.	Demonstrate how to properly string a yo-yo and how to create a slip knot.	Find out how your tree deals with wildfire.
5				Build your project.	In an area where there are no hazards or other people, conduct the pendulum experiment with a yo-yo. Explain what happens to the yo-yo when the string is longer.	Learn how wildlife uses your tree.
6					Show that you can properly wind a yo-yo.	
7					Attempt each of the following: gravity pull, sleeper, breakaway.	



Sling Shot

Rank	Lion	Tiger	Wolf	Bear	Webelos	AOL
Adventure Name	Slingshot Lion	Slingshot Tiger	Slingshot Wolf	Slingshot Bear	Slingshot Webelos	Slingshot AOL
1	With your Lion adult partner, identify and wear the appropriate safety gear.	With your Tiger adult partner, identify and wear the appropriate safety gear.	Identify and wear the appropriate safety gear.	Identify and wear the appropriate safety gear.	Identify and wear the appropriate safety gear.	Identify and wear the appropriate safety gear.
2	With your Lion adult partner, recite the safety rules for using a slingshot.	With your Tiger adult partner, recite the safety rules for using a slingshot.	Recite the safety rules for using a slingshot.	Recite the safety rules for using a slingshot.	Recite the safety rules for using a slingshot.	Recite the safety rules for using a slingshot.
3	With your Lion adult partner, demonstrate proper range commands.	With your Tiger adult partner, demonstrate proper range commands.	Demonstrate proper range commands.	Demonstrate proper range commands and explain them to an adult or another scout.	Demonstrate proper range commands and explain them to an adult or another scout.	Demonstrate proper range commands and explain them to an adult or another scout.
4	With your Lion adult partner explore the parts of a slingshot and their usage.	With your Tiger adult partner explore the parts of a slingshot and their usage.	Explore the parts of a slingshot and their usage.	Explore the parts of a slingshot and their usage.	Explore the parts of a slingshot and their usage.	Explore the parts of a slingshot and their usage.
5	With your Lion adult partner, discover the types of ammunition that may be used and types that may not be used.	With your Tiger adult partner, discover the types of ammunition that may be used and types that may not be used.	Discover the types of ammunition that may be used and types that may not be used.	Discover the types of ammunition that may be used and types that may not be used.	Discover the types of ammunition that may be used and types that may not be used.	Discover the types of ammunition that may be used and types that may not be used.
6	Shoot 2 shots at a target for 2 rounds doing your best to improve. Shot at least 4 shots.	Shoot 3 shots at a target for 3 rounds doing your best to improve your score. Shoot at least 9 shots.	Shoot 5 shots at a target at a target for 2 rounds doing your best to improve your score. Shoot at least 10 shots.	Shoot 5 shots at a target for 3 rounds doing your best to improve your score. Shoot at least 15 shots.	Shoot 5 shots at a target for 3 rounds doing your best to improve your score. Shoot at least 15 shots.	Shoot 5 shots at a target. Repeat three times and do your best to improve your score. Shoot at least 20 shots.
7	Discuss how put away and properly store your slingshot and shooting equipment after use.	Discuss how put away and properly store your slingshot and shooting equipment after use.	Discuss how put away and properly store your slingshot and shooting equipment after use.	Discuss how put away and properly store your slingshot and shooting equipment after use.	Discuss how put away and properly store your slingshot and shooting equipment after use.	Discuss how put away and properly store your slingshot and shooting equipment after use.



BB Gun

Rank	Lion	Tiger	Wolf	Bear	Webelos	AOL
Adventure Name		BB Gun Tiger	BB Gun Wolf	BB Gun Bear	BB Gun Webelos	BB Gun AOL
1	BB Gun usage is not approved for Lion-age Scouts	With your Tiger adult partner, explain what you should do if you find a gun. Recite the 4 safety reminders.	Explain what you should do if you find a gun. Recite the 4 safety reminders.	Explain what you should do if you find a gun. Recite the 4 safety reminders.	Explain what you should do if you find a gun. Recite the 4 safety reminders.	Explain what you should do if you find a gun. Recite the 4 safety reminders.
2		With your Tiger adult partner, identify and wear the appropriate safety gear.	Identify and wear the appropriate safety gear.	Identify and wear the appropriate safety gear.	Identify and wear the appropriate safety gear.	Identify and wear the appropriate safety gear.
3		With your Tiger adult partner, demonstrate proper range commands.	Demonstrate proper range commands.	Demonstrate proper range commands.	Demonstrate proper range commands and explain them to an adult or another scout.	Demonstrate proper range commands and explain them to an adult or another scout.
4		With your Tiger adult partner, show how to use the safety mechanism.	Show how to use the safety mechanism.	Show how to use the safety mechanism.	Show how to use the safety mechanism.	Show how to use the safety mechanism.
5		With your Tiger adult partner, demonstrate how to properly load, fire, and secure your BB gun.	Demonstrate how to properly load, fire, and secure your BB gun.	Demonstrate how to properly load, fire, and secure your BB gun.	Demonstrate how to properly load, fire, and secure your BB gun.	Demonstrate how to properly load, fire, and secure your BB gun.
6		With your Tiger adult partner, demonstrate one of the positions for shooting a BB gun.	Demonstrate one of the positions for shooting a BB gun.	Demonstrate one of the positions for shooting a BB gun.	Demonstrate the prone, bench and sitting positions for shooting a BB gun.	Demonstrate the prone, bench and sitting positions for shooting a BB gun.
7		Fire 5 BBs at the target . With the help of your Tiger adult partner, score your target for 2 rounds Doing your best to improve your score. Fire at least 10 BBs.	Fire 5 BBs at the target and score your target for 3 rounds doing your best to improve your score. Fire at least 15 BBs.	Fire 5 BBs at the target and score your target for 3 rounds doing your best to improve your score. Fire at least 15 BBs.	Fire 5 BBs at the target and score your target for 4 rounds doing your bets to improve your score. Fire at least 20 BBs.	Fire 5 BBs at the target and score your target for 4 rounds doing your bets to improve your score. Fire at least 20 BBs.
8		Discuss how to put away and properly store your BB gun and shooting equipment after use.	Discuss how to put away and properly store your BB gun and shooting equipment after use.	Discuss how to put away and properly store your BB gun and shooting equipment after use.	Discuss how to put away and properly store your BB gun and shooting equipment after use.	Discuss how to put away and properly store your BB gun and shooting equipment after use.



Archery

Rank	Lion	Tiger	Wolf	Bear	Webelos	AOL
Adventure Name	Archery Lion	Archery Tiger	Archery Wolf	Archery Bear	Archery Webelos	Archery AOL
1	With your Lion adult partner, identify and wear the appropriate safety gear.	With your Tiger adult partner, identify and wear the appropriate safety gear.	Identify and wear the appropriate safety gear.	Identify and wear the appropriate safety gear.	Identify and wear the appropriate safety gear.	Identify and wear the appropriate safety gear.
2	With your Lion adult partner, recite the archery range safety rules and whistle commands.	With your Tiger adult partner, recite the archery range safety rules and whistle commands.	Demonstrate the archery range safety rules and whistle commands.	Demonstrate the archery range safety rules and whistle commands.	Demonstrate the archery range safety rules and whistle commands.	Demonstrate the archery range safety rules and whistle commands.
3	With your Lion adult partner, demonstrate proper range commands.	With your Tiger adult partner, demonstrate proper range commands.	Demonstrate proper range commands	Demonstrate proper range commands	Demonstrate proper range commands	Demonstrate proper range commands
4	With your Lion adult partner, identify the main parts of your shooting equipment and how to properly use them.	With your Tiger adult partner, identify the main parts of your shooting equipment and how to properly use them.	Identify the main parts of your shooting equipment and how to properly use them.	Identify the main parts of your shooting equipment and how to properly use them.	Identify the main parts of your shooting equipment and how to properly use them.	Identify the main parts of your shooting equipment and how to properly use them.
5	With your Lion adult partner, demonstrate proper stance and shooting techniques.	With your Tiger adult partner, demonstrate proper stance and shooting techniques.	Demonstrate proper stance and shooting techniques.	Demonstrate proper stance and shooting techniques.	Demonstrate proper stance and shooting techniques.	Demonstrate proper stance and shooting techniques.
6	Shoot 2 arrows at your target for 2 rounds doing your best to improve your score. Shoot at least 4 arrows.	Shoot 3 arrows at your target for 2 rounds doing your best to improve your score. Shoot at least 6 arrows.	Shoot 5 arrows at your target for 2 rounds doing your best to improve your score. Shoot at least 10 arrows	Shoot 5 arrows at your target for 3 rounds doing your best to improve your score. Shoot at least 15 arrows	Shoot 5 arrows at your target for 4 rounds doing your best to improve your score. Shoot at least 20 arrows	Shoot 5 arrows at your target for 5 rounds doing your best to improve your score. Shoot at least 25 arrows
7	Demonstrate how to safely retrieve your target arrows.	Demonstrate how to safely retrieve your target arrows.	Demonstrate how to safely retrieve your arrows.	Demonstrate how to safely retrieve your arrows.	Demonstrate how to safely retrieve your arrows.	Demonstrate how to safely retrieve your arrows.
8	Discuss how to put away and properly store your archery shooting equipment after use.	Discuss how to put away and properly store your archery shooting equipment after use.	Discuss how to put away and properly store your archery shooting equipment after use.	Discuss how to put away and properly store your archery shooting equipment after use.	Discuss how to put away and properly store your archery shooting equipment after use.	Discuss how to put away and properly store your archery shooting equipment after use.

CAMP PIZZAZZ

Pizzazz elements are all those extra things that bring the theme to life. They are the things that make your camp standout. This is where creativity and memories meet. Here are a few places to look to add pizzazz to your camp:

- <https://www.partycity.com>
- <https://www.funexpress.com/catalogsearch/result/?q=racing>
- <https://www.dollartree.com/searchresults?Ntt=racing>
- <https://blog.partydelights.co.uk/>
- <https://www.bunnyslippers.com/>
- <https://www.epicsports.com/>
- <https://www.namebadgeproductions.com/>
- <https://www.etsy.com/>
- <https://www.partyglowz.com/>
- Ultimate Camp Resource
- Pinterest
- The Dollar Tree
- Amazon
- Etsy
- Walmart
- Target



100 fun-filled Pizzazz things to do before becoming an adult!

(This is a fun list to get your creativity flowing as you help create memories and Outdoor Adventures for your campers!)

- Mark your trail with cairns.
- Jump off a diving board.
- See what's hiding under a rock.
- Tightrope walk on a log.
- Blow dandelions into the wind.
- Imitate a bird's call.
- Dance in the rain.
- Dig up worms.
- Make a flower necklace
- Climb a tree.
- Sleep under the stars,
- Fly a kite.
- Explore a state park.
- Roast marshmallows.
- Find the Big Dipper.
- Jump into a pile of leaves.
- Build a snowman.
- Splash in puddles.
- Go fishing and eat what you catch.
- Hike a 14er.
- Read a book under a tree.
- Start a water balloonfight.
- Grow something from a seed.
- Catch snowflakes on your tongue.
- Run through a sprinkler.
- Try to catch your shadow.
- Make a musical instrument with stuff from nature.
- Learn how to do a cartwheel.
- Make a crayon leaf rubbing.
- Bury a time capsule.
- Whittle a stick.
- Collect six different kinds of rocks.
- Tell ghost stories around the campfire.
- Pick up pennies from the deep end of the pool.
- Hear your own echo.
- Find shapes in the clouds.
- Play capture the flag.
- Make mud pies.
- Go cardboard box sledding.
- Hear an elk bugle in the wild.
- Pop a wheelie.
- Race toy boats down a stream.
- Find a secret hiding place.
- Go bird watching.
- Brew sun tea.
- Play Double Dutch jump rope.
- Collect bugs.
- Go ice skating on a pond.
- See who can jump the farthest.
- Play freeze tag in the moonlight.
- Walk on stilts.
- Paddle a canoe.
- Have a wheelbarrow race.
- Walk on your hands.
- Get your own pumpkin from a pumpkin patch.
- Run a mile.
- Make a bow and arrow with branches and string.
- Visit a glacier.
- Make a pinecone bird feeder.
- Go rock climbing.
- Find a columbine in the wild.
- Make a tiny boat using a leaf.
- Pitch a tent.
- Identify animals by their tracks.
- Make snow ice cream.
- Play in a treehouse
- Watch the sunrise.
- Eat something you grew.
- Build a bike jump.
- Set up a lemonade stand.
- Press flowers in a book.
- Watch a caterpillar turn into a butterfly.
- Go horseback riding.
- Stay out for a lunar eclipse.
- Make a snow angel.
- Make a walkie-talkie out of tin cans and string.
- Find your way home using only a compass and map.
- Spin in circles and try to walk a straight line.
- Soak in a natural hot spring.
- Go on a hayride.
- Chase a Butterfly.
- Eat an apple straight from a tree.
- Skip Rocks
- Spot a shooting star.
- Find a four-leaf clover.
- Dig to China.
- Catch a crawdad.
- Swing on a rope.
- Create a sidewalk mural.
- Wade in a stream.
- Build a snow cave
- Roll down a hill
- Cook over a campfire.
- Play hopscotch.
- Go on a picnic.
- Find a walking stick.
- Tube down a creek.
- Build a fort.
- Pick wild raspberries.
- Make a fairy garden.



DEN YELLS

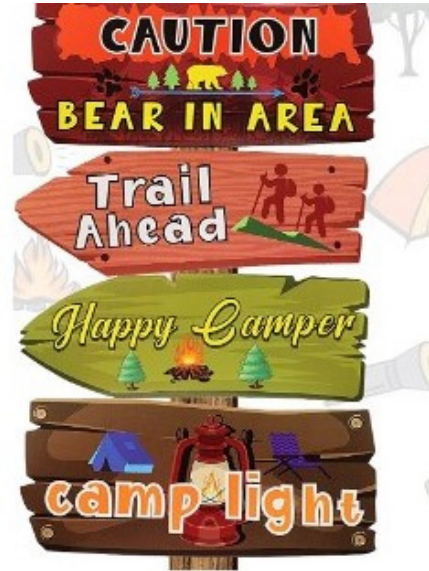


Yells are aimed at letting off steam. They also help develop and maintain den spirit. In making up a den yell, remember to make it simple and rhythmic. Yells should end in a word or phrase that the scouts can shout. Remind your campers that all Den yells must be positive and reflect the values of Scouting - no put-downs or trash talk allowed. All Den yells must be approved by the Camp Director BEFORE being presented to the rest of the Camp.]

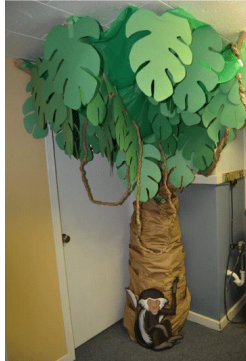
- Look out, Camp! Here we come! Den _____ is on the run!
Clap your hands, Stomp your feet, Den _____ can't be beat!
- We are the (Insert den rank example Tigers), we couldn't be prouder!
If you can't hear us now, We'll yell a little louder!
(repeat twice, louder each time)
- 1,2,3,4
Which Den do you cheer for?
Which Den can you hear more?
Tigers! Tigers! Tigers! Tigers! (Other ranks can be used)
- Leader: Everywhere we go (Cubs repeat each line)
People want to know
Who we are,
Where we come from
So, we tell them
WE ARE DEN 2! (Or WE ARE THE BEARS! Or WE ARE CUB SCOUTS!)
Mighty, mighty Den 2! (or whatever you said in the line above)
and if they can't hear us
We'll shout a little LOUDER!
- Some short and sweet examples:
Den 1 - is Lots of Fun!
Den 2 - nice to meet you!
Den 3 - If you're lost, then follow me!
Den 4 - Looking for more!
Den 5 - is alive!
Den 6 - in the mix!
Den 7 - the great Den 7!
Den 8 - is really great!

CAMP DECORATIONS

You want the theme to be easily recognized from the moment Scouts and families enter camp. One of the easiest ways to do this is through the decorations you use at promotional events, meetings, and camp. Here are some ideas from Pinterest that you may want to incorporate:

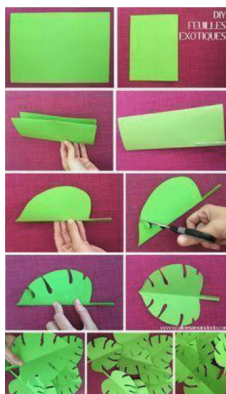


Source: Dawn Mathis

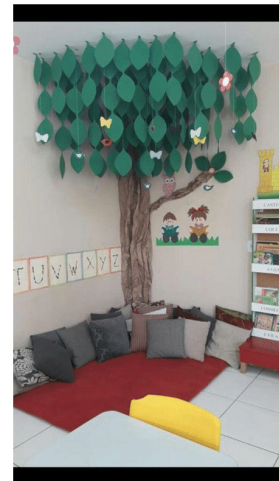


Trunk made with painter's paper over tomato cages. Top made with green tablecloth and construction paper leaves on pipe insulation (could use pool noodles). Vines made by twisting painter's paper.

Source: Martha Stewart Living



Source: Serap Durdegi



Source: Tara Ford

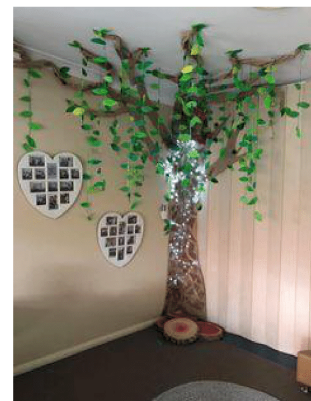


PHOTO BOOTH

A photo booth is a fun activity to do during family time at camp. Provide costumes, backdrops, and other props. This creates a fun souvenir to capture camp memories.

Here are some fun and easy photo booth ideas:

Camping Scene

Set up a little camping scene and have Cubs and Dens take their picture.

Photo Props

- Make or purchase easy Outdoor Adventure props. Have Cubs stand in front of a Starry backdrop and hold up props. Remember that it is a FUN idea to let the kids do silly photos too!
- Bring in a small boat like a row boat, a canoe, or a kayak, and have the Cubs sit in it and look like they are paddling. Add life jackets for effect.
- Have different kinds of basic picture frames for the Cubs to put their faces in. Take their pictures in front of a tree or some outdoor scene.



CAMP NAME TAGS



Name tags make a fun souvenir from your amazing camp. Have everyone leave their name tags at camp at the end of each day. This helps to quickly see who is missing at the beginning of camp. They are also very helpful for station leaders, staff, and volunteers to learn campers' names. Then on the last day, send them home with the scouts.

Wooden Circles can be found easily on Amazon. Scouts can write their names and decorate with items you provide. This can also be used to “add a bead” onto if you use a bead system for your program stations

Again, check Amazon for wooden pieces that you could hot glue a pin back to. Some of the pin backs come with adhesive backing that can be used instead of glue.



CAMP PROGRAM AREA THEMED NAMES

Another easy way to show off your theme and add pizzazz is to use fun names throughout your camp. Make sure the name ties with the theme. If you decide not to name things something creative, you can have a fun theme-based object on the sign. Make sure signs and directions are easy to follow.

STATION NAMES – OUTDOOR ADVENTURE

LOCATION	SO, CALL IT. . . .	
PARKING LOT	Railway Roundhouse Rendezvous Mine Shaft Entrance Train Station	
GATHERING AREA	Ranger Station Observation Deck Lookout Summit Wheelhouse Trailhead	
PROGRAM STATIONS	Eagles Aerie Grizzly Meadow Moose on the Loose Famous Explorers – Lewis & Clark, Columbus, Magellan, Cook, Balboa, Ponce de Leon, Marco Polo, Leif Erikson	Bat Cave Bobcat Caverns Explorers' Cove
FIRING RANGES	Rangemasters Winchester Way Shooting Gallery Flintlocks & Muskets Cannons & Caissons	Artillery Practice Ordnance Bay Loose Cannons
OBSTACLE COURSE	Iditarod Rough Riders Shake & Rattle Run Sir Edmund Hillary's Steeplechase Tarzan's Challenge Magellan's Menace	
TRADING POST	Yosemite Sam's Mercantile Explorers' Exchange The Emporium Marco Polo's Marketplace Balboa's Barter Center Swap Shop	

CAMP PROGRAM AREA THEMED NAMES

LOCATION	SO CALL IT.
FIRST AID STATION	Blister Busters Hikers' Haven Cuts & Scrapes Court Scab Lab Sick Bay Way
FOOD COURT	Chuckwagon Gator's Galley Cast Iron Kitchen Stew Pot Backpack Snacks
WATERFRONT	Boat Launch Otters Waters Kayak Cruisers Oars Overboard Boat Moat Roaring Rapids Fish Finders Sinkers and Bobbers
ADULT VOLUNTEERS	Trail Boss Wagon master Trail Team Deck Hands
SCOUTS	Explorers Spelunkers Hikers Adventurers Nomads



CEREMONIES

OPENING CEREMONY

Assemble all outside, and face the moon.

Narrator: The theme of our camp is “The Great Outdoors.” Outer space is about as far outdoors as you can get! On July 20, 1969, Apollo 11 Commander Neil Armstrong – Eagle Scout & Astronaut – took the first steps on the surface of the moon. This accomplishment was one of the greatest events in history up to that date. Armstrong’s first words from the surface of the moon are familiar to many. He said, “One small step for man, one giant leap for mankind.” Commander Armstrong named the lunar landing module “The Eagle” as a tribute to the Boy Scouts of America. Because Commander Armstrong planted a United States flag on the moon’s surface, it is appropriate to salute that flag. Even though we can’t see it by gazing at the sky, it is in honor of that important occasion. Please join me in the Pledge of Allegiance. (This ceremony can also be divided into individual sentences and read by Scouts.)

OPENING CEREMONY

Prior to ceremony: cut up pieces of red, white, and blue paper into strips. Have a bucket ready, and place a U.S. flag at the bottom of the bucket so that it is invisible to the audience. As each color is read, have a Scout drop the corresponding color of paper into the bucket. Once colors are called to be presented, pull the flag from the bottom of the bucket.

Narrator or Scout #1: Colors are found everywhere in the outdoors. Colors are just nice to look at. Colors have meaning. Let’s find out about the meaning of these colors.

#2: Red is the color of cardinals, roses, and sunrises. Red stands for courage and hardiness. (pour red paper into bucket.)

#3: We find white in clouds, cockatiels, whitecaps on the ocean, and snow. White stands for purity and innocence. (Pour white paper into bucket.)

#4: Blue is found in the sky, robins’ eggs, bluebonnets, and blue jays. Blue stands for loyalty and justice.

#5: These colors are found in the sky, on land, and in the sea. Blended together, they represent the United States of America. Please stand for the presentation of the colors. Color Guard, present colors. (Have the color guard pull the flag from the bucket and present it to the audience, and continue with the flag ceremony.)

CLOSING CEREMONY

Print the following points on individual cards with posters of mountains or national parks on them. Use posters or pictures large enough for the entire audience to see.

Narrator: As we close our camp for the evening, we reflect on the many things we have learned throughout the day. As a salute to our theme, “The Great Outdoors”, our closing is focused on Advice from a Mountain.

Scout #1: Reach for new heights.

Scout #2: Rise above it all.

Scout #3: There is beauty as far as the eye can see.

Scout #4: Be uplifting.

Scout #5: Patience, patience, patience!

Scout #6: Get to the point.

Scout #7: Enjoy the view.

Please form a living circle and join me in singing Scout Vespers. As you are dismissed, please leave our circle in quiet reflection.



CEREMONIES

THE HELPFUL TREE MINUTE

Did you ever stop to think about how helpful a tree is? It provides a nesting place for birds, shade from the sun, and protection from the rain. A tree discards its dead branches providing wood for fires and cooking. Trees add beauty to the countryside and help keep our air clean.

We must admit that a tree gives a lot more than it receives.

And what about us? When we do our best, when we are helpful to others, and when we put other people first, we are practicing what we have learned from the tree. This is one lesson I know you will remember - to give to others more than we receive...just like the tree.

STARFISH MINUTE

A young girl was walking along a beach upon which thousands of starfish had been washed up during a terrible storm. When she came to each starfish, she would pick it up, and throw it back into the ocean. People watched her with amusement.

She had been doing this for some time when a man approached her and said, "Little girl, why are you doing this? Look at this beach! You can't save all these starfish. You can't begin to make a difference!"

The girl was saddened. But after a few moments, she bent down, picked up another starfish, and hurled it as far as she could into the ocean. Then she looked up at the man and replied, "Well, I made a difference for that one!"

The old man looked at the girl inquisitively and thought about what she had done and said. Inspired, he joined the little girl in throwing starfish back into the sea. Soon others joined, and all the starfish were saved.

THE CONSERVATION PLEDGE

(Scouts can repeat this after the Cubmaster says each line)

I give my pledge as an American to save and faithfully protect
the natural resources of my country, its soil, its forests, waters, and wildlife.

THE OUTDOOR CODE

As an American, I will do my best to
Be clean in my outdoor manners,
Be careful with fire,
Be considerate in the outdoors, and
Be conservation-minded.

WATER OPENING

Arrangement: Make cards for each letter. Write the line for each scout on the back. The scouts can carry water activity toys such as inner tubes, balls, or snorkeling equipment.

Cub Scout #1 - W - We love to get wet and play in the water.

Cub Scout #2 - A - Animals, people, and plants all need water to survive.

Cub Scout #3 - T - Take time to use water wisely.

Cub Scout #4 - E - Everyone is responsible for keeping our water clean.

Cub Scout #5 - R - Rivers, streams, lakes, and oceans are some of our national treasures.

Please rise and join us in honoring our country by saluting the flag and saying the Pledge of Allegiance.

CEREMONIES

SEA ADVENTURES OPENING OR CLOSING CEREMONY

- S - is for SCOUTING, a well-rounded activity.
- E - is for EACH Cub Scout doing his best all the time.
- A - is for AWARENESS of our duty to God and Country.
- A - is for ALL people working together.
- D - is for DEPENDABLE, which we always are.
- V - is for VIGOROUS, what we are at work or play.
- E - is for the EXCITEMENT of our activities.
- N - is for our NATION, of which we are all proud.
- T - is for THOUGHTFUL, which a Cub Scout strives to be.
- U - is for UNITED, as we all work and play.
- R - is for RECOGNITION, for jobs well done.
- E - is for the ENTHUSIASM we have for our daily good turns.
- S - is for SERVICE to our community.

S'MORE SUMMER OPENING CEREMONY

Place cards that spell SUMMER on one side of a picnic basket. Cut the cards in the shape of different summertime items (float ring, sunscreen, beach towel, flip flops for example), in the shape of smores, or shapes that represent items that could be found in a picnic basket (hamburgers, hot dogs, watermelon, etc.).

As each scout reads his line, he takes a step forward.

Cub Scout #1: S is for summer that we're glad is here.

Cub Scout #2: U is for us. Youth who need Scouting all year.

Cub Scout #3: M is for many outings that Cub Scouting brings us.

Cub Scout #4: M is for more fun, cause that's our thing.

Cub Scout #5: E is for every parent who does his or her share.

Cub Scout #6: R is for a roaring summer day camp because you have planned because
you care!

All Cub Scouts: Now we just want S'more of that great summer fun!

All Cub Scouts: Please rise and join us in the Pledge of Allegiance

GIVE THANKS CLOSING

At the end of each day, give thanks for the bounties of the Earth.

Thank the Creator for the warmth of the sun on a cold winter day,

The cooling breeze and rain of summer,

For water plentiful in mountain streams

Filled with beaver and trout.

For forests filled with deer, elk, and bear,

And for friends to share an evening meal.

As the fire turns to ash, give thanks for the adventure of another day.

CEREMONIES

CUB SCOUT CAMPFIRE CEREMONY

Equipment: Real or artificial campfire, seven candles.

Personnel: Narrator and seven Cub Scouts (each with his part written on a slip of paper).

Narrator: Welcome to our Cub Scout campfire. Akela is among us. Let us draw from this campfire with all its vibrancy and warmth, the spirit that we feel in Cub Scouting.

Cub Scout #1: In its light we see new chances to be helpful and to do our best.

Cub Scout #2: From its warmth we strengthen the bonds of fellowship and learn how to get along with others.

Cub Scout #3: From the stones that ring the fire and keep its power in check, we learn how we can curb our tempers and become good citizens.

Cub Scout #4: From the smoke that rises out of the fire, we learn to lift our eyes upward and worship God.

Cub Scout #5: The spark that started this fire reminds us that little Good Turns can lead to greater deeds.

Cub Scout #6: Just as the fire needs wood to burn brightly, so do we need the care and love of our families to help us burn brightly like the gold and stay true like our blue.

Cub Scout #7: In its leaping flames, we see the fun of Cub Scouting and look forward to more Cub Scouting adventures!

IN THE HIGH COUNTRY

(Can be done as a Camp Directors Minute or assign parts to eight scouts to read)

Why are there mountains for you and me?

Placed here and there across our country?

For hiking - Leaders climb and youth just run

The scent of pine, wildlife, cool weather, and fun

Await all who will do their best

Views forever from North and South and East and West.

Mountains make outings special, too.

God made high places on earth for me and you.



CEREMONIES



I WENT HIKING CEREMONY

Cub # 1 I went hiking, I took a walking stick.

Cub # 2 I went hiking, I took a camera.

Cub # 3 I went hiking, I took some water.

Cub # 4 I went hiking, I took a snack.

Cub # 5 I went hiking and enjoyed the journey.

Cub # 6 I went hiking, not a piece did I take.

Cub # 7 I went hiking, not a piece did I leave.

THE OUTDOOR CODE OPENING CEREMONY

Narrator: As an American, I will do my best to:

Cub #1: (carries a large trash bag and trash) Be Clean In My Outdoor Manners. I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.

Cub #2: (carries a Fire bucket and shovel) Be Careful With Fire. I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

Cub #3: (carries a camera to "shoot" wildlife) Be Considerate In The Outdoors. I will treat public and private property with respect. I will remember that use of the outdoors is a privilege.

Cub #4: (carries a small tree) Be Conservation Minded. I will learn how to practice good conservation of soil, water, forest, minerals, grasslands, and wildlife; and I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities.

Narrator: Let us keep this pledge in mind as we enjoy our day out of doors. Please stand for the presentation of the colors.

CHEERS

Bow & Arrow Cheer – Pretend you have a bow and quiver of arrows. Take an arrow from the quiver, place it in the bow, pretend to draw back the bowstring, aim, and let the bowstring go. Watch as the arrow flies through the air, and then yell, “A bull’s-eye!”

Compass Cheer – Take your compass out of your pocket. Hold it in front of you to get your bearings. With your other hand, point to the person/group you are recognizing and shout, “Way to go!”

Coyote Cheer – Cup your hands around your mouth and say “Yip, yip, yippee!”

Grand Salute Cheer – Stamp your feet four counts, slap your knees four counts, clap your hands four counts, and then stand and give a salute.

Thumbs Up Cheer – Hold your hand in front of you. Make a fist, hold your thumb up, and say “Great job!”

A Round of Applause – Sweep your arms in a circular motion, as you clap.

Another Round of Applause – Turn in a circle as you clap your hands.

Fizz Boom Cheer - Leader runs around stage. Audience yells “Fizz”, holding it out until the leader jumps, then they shout “Boom!” Repeat several times.



CHEERS

Hike the Mountain Applause: March in place. Begin with head erect, shoulders back and a steady step. As the mountain becomes steeper, slow down the march and bend forward as if straining to continue the hike. At the top, collapse back in your seat, wipe your brow with sleeve, and sigh, "We made it."

Giant Beehive Cheer: Tell the group to buzz like a bee. When your hand is raised, the volume should increase. When you lower your hand the volume should decrease. Practice this at various levels.

Water Sprinkler Yell: Make the sound of the water sprinkler, "Chee, Chee, Chee, Swisssssssssh!"

Clean Air Applause: Take in as much air as you can through your nose, hold it, then exhale and say, "Ahhhhhhh!!"

Ocean Applause -Best done with a large group; have first row sway from side to side; second row swaying in opposite direction; third row same as first, etc. Then have them add sound effect: SWOOSH, SWOOSH, SWOOSH!!

Rainstorm Applause - Start by gently patting knees alternately to simulate rain falling. Increase the noise by switching to hand clapping as the storm reaches its height. With a hand signal, have everyone shout "'BOOM"' to represent thunder. Gradually decrease the hand clapping and then pat the knees as the storm subsides.

Surfboard Cheer - Pretend to be riding a surfboard, run it onto the beach, jump off, spread arms wide, and say, "TA - DAH!!"



AUDIENCE PARTICIPATION

LET'S GO FOR A HIKE

Want to go on a hike with me? Okay! Just say as I say and do as I do!

I think I'll go for a hike.

Let's pack. (Act as if putting things into a backpack and then put the pack on your back)

Out the door! (Open the door, step outside, and close it behind you)

Down the street! (Slap hands on thighs to make "stepping" noise—slow pace)

Awfully big town! (Look around while "walking")

Out in the country at last! (Pick up the pace a little, but not running)

Here's a river. (Keep walking)

And there's a bridge. (Hold onto the handrail as you cross the bridge)

Here's a field.

Let's cut across it. ("Swish" your hands together with forward/backward motions)

Oats? No, tall grass! (Resume walking)

Hey, there's a stream. (Look up and down the stream)

Shucks, no bridge. We'll have to jump. (Slap hands quickly on thighs as running motion then throw hands in the air as if jumping. Land with a slap on the thighs)

Back on the trail. (Walking again)

Hey! Where are we?

Lost! (Slow walk, stop, slow walk, stop)

There's a tree! (Run to a tree and make hand-of-hand climbing motions)

Don't know where we are, but I see a cave on the hill. (Hand above eyes as if straining to see far away then point to the cave)

Let's go in. (Slow groping motions with hands as if you can't see very well)

This side's cold. (Feel "wall" on left)

This side's wet! (Feel the wall on the right)

Hey look, there's a light! (Squint and point with one finger)

And another light! (Point with two fingers)

Hey, they're not lights! They're eyes. BEAR'S eyes! (Raise hands in shock)

It's a BEAR! Let's get out of here!

(Using "running" slaps, run, climb up/down a tree, run, jump a stream, swish through tall grass, go across hand bridge, run, open/shut door, remove pack)

Home! Safe at last! (Hand to forehead in relief)



AUDIENCE PARTICIPATION

FORTUNATELY, UNFORTUNATELY

An audience participation story

Cast: Narrator, Hero, Alligators, Lions

Props: Letter, can of nails/screws to simulate explosion, backpack for parachute, pitchfork (or dinner fork), gallon jug with “Toxic” printed on the side, reward

Divide the audience into three groups and practice their responses.

Fortunately – Wipe brow, say in relief, “Whew!”

Unfortunately – Put both hands on either side of the face (Home Alone look), with mouth open in surprise, “Oh!”

Hero – Hold up hands, flex muscles

As each line is read, have the hero & others mentioned act out the appropriate response.

The narrator reads the text, putting emphasis on each “Fortunately” and “Unfortunately”:

Our HERO got a letter. The letter invited him to come to camp to receive an award.

FORTUNATELY, there was a plane leaving the next day. So our HERO got on a plane and headed for camp.

UNFORTUNATELY, the plane exploded.

FORTUNATELY, our HERO parachuted to safety.

FORTUNATELY, there was a haystack on the ground.

UNFORTUNATELY, there was a pitchfork in the haystack.

FORTUNATELY, our HERO missed the pitchfork.

UNFORTUNATELY, he also missed the haystack.

FORTUNATELY, he landed in a nearby lake.

UNFORTUNATELY, the lake was filled with alligators.

FORTUNATELY, our HERO was a good swimmer and made it to land safely.

UNFORTUNATELY, there were lions on the land.

FORTUNATELY, our HERO was a swift runner and was able to outrun the lions by running into a dark cave.

UNFORTUNATELY, the cave was filled with toxic fumes.

FORTUNATELY, our HERO was able to hold his breath for a really long time while he crawled through the cave to the other side.

FORTUNATELY, on the other side of the cave, we were all waiting at camp to welcome our HERO and give him his just reward!



COSTUMING

Even though Day Camp itself is lots of fun, adding costume elements can enhance the experience for everyone from your Scouts to your staff.

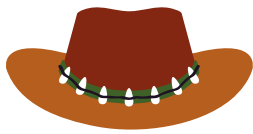
Hats - There are all sorts of outdoor hats - encourage the Scouts to bring their own or provide them with one should your budget allow. Having your Staff wear special hats helps make them more identifiable.



Pith Helmet



Fedora (Just like Indiana Jones)



Outback Hat



Hiking Sun Hat



Straw Hat



Scout Hat

Bandanas - Consider providing each den with a different colored/styled bandana to make them unique. Bandanas can also be a fun way to provide additional activities for the Scouts during breaks or program time. Check out the following link for a fun bandana printed with a nature scavenger hunt: <https://www.fundanabandanas.com/listing/244508256/nature-scamenger-hunt-game-backyard>

Outdoor Clothing -

- Have your staff dress in fishing shirts or wear fishing vests instead of t-shirts.
- Have a “fun sock” fashion show at your closing program one day. Encourage everyone to wear fun socks that fit the theme and then have them “walk the hiking trail brown carpet” to show them off.
- Have a different outdoor theme each day. Fishing, safari, hiking, etc., and have the Scouts and your staff supplement their camp t-shirts with appropriate clothing additions.

CRAFTS

Sun Upcycled Crayons

You Will Need:

- Plastic cups
- Plastic cling film
- Crayon Pieces
- Aluminum foil



How To:

1. Cut off the top of the plastic cup and put pieces of crayons in it.
2. Place the cups on the aluminum foil and cover with a plastic cling film.
3. Place the crayons in the sunniest area of the camp and leave it for the day.
4. Kids will see that the crayons have melted

Rank Keychains

Supplies needed:

9mm Pony Beads

6mm Alpha Beads

Silky Cord

23 mm Lanyard Hooks



Lighter: Note: Lighters should only be used by adults or older children with adult supervision.

Instructions:

- To start cut a length of silky cord approximately 11 inches long. Fuse the ends to keep them from fraying by using a lighter to quickly melt the ends.
- Thread cord through lanyard hook
- Start threading both ends of the cord through your pony beads. Chose colors to match the Cub Scout badges the scouts receive as they advance.
- Add alpha beads to spell out the rank – Bobcat, Tiger, Wolf, Bear, or Webelos.
- Thread beads onto cording.
- Add more pony beads in the same colors as you started with. Tie a knot at the end of the beads to keep them secure.
- Trim any excess cord and fuse the ends with the lighter so the cord does not fray (again, this step should be done by an adult).

CRAFTS

3D Explore Sign

Supplies

- 3 paint stir sticks
- Hot glue gun
- 3 mini craft sticks
- White craft glue
- Americana 3D Writer or Puffy Paint Acrylic paint: yellow, red, blue, green
- Black fine point marker
- Scrap strip of denim or fabric

Instructions

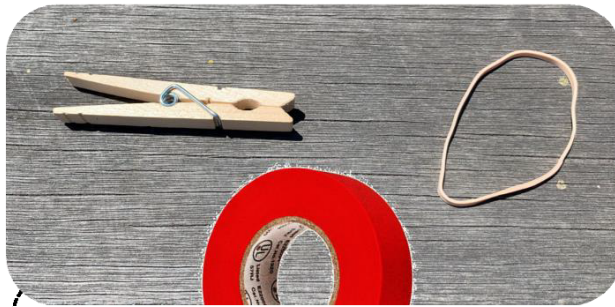
- Hot glue the paint sticks together to create the base for your sign.
- Use white glue to attach 3 mini craft sticks to the back of your 'sign' to add some reinforcement.
- Use a pen or pencil to write "explore" across the front of the sign. Trace the word with 3D paint. Allow to dry for several hours.
- Paint the sign and the letters with yellow paint. Repeat for another coat if needed.
- Use your child's fingerprints to create bugs in red, green, and blue. Add legs and antennae with a black marker.

Expert Tips & FAQs

Instead of puffy paint, you can write the letters with hot glue. 3D or puffy paint will give you more control when you write.



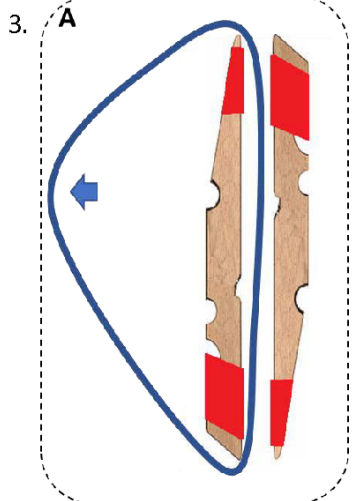
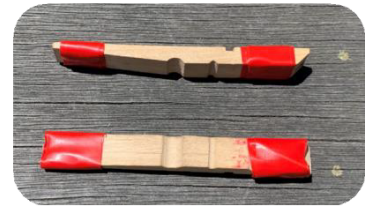
CRAFTS



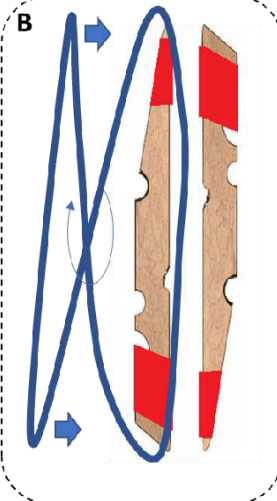
MAKE A QUAIL CALL

with only tape, a rubber band, and a clothespin

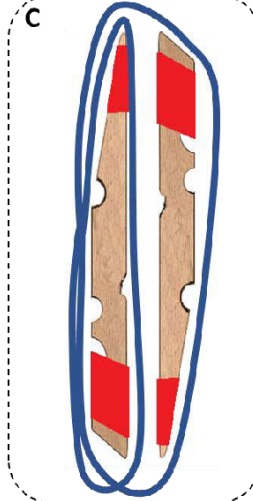
1. Separate clothespin. Discard spring hinge.
2. Wrap both ends of clothespin pieces with several layers of tape (wrap 4 layers if using electrical tape). Use more or less depending on thickness of tape you are using



A. Arrange clothespin pieces so that flat ends are together, flipped so that notches aren't aligned. Place rubber band around one piece so that it lays flat on the inner edge



B. Twist rubber band and loop back on itself so that it wraps around the outer edge



C. The rubber band both passes through the center and also hold the pieces together

=



The finished

» *Rubber band too short? Skip steps B and C. Instead, tape top and bottom of clothespins (over existing tape) to hold pieces together*

Now gently blow through the gap between the clothes pins.

The buzzing is similar to how a quail sounds.

These have even been used to call quails right to you!

CRAFTS

Bracelets from Recycled T-Shirts

Use bangle bracelets and strips of t-shirt material to make this beautiful wearable craft!

Supplies

T-shirts

Bangle bracelets

White craft glue

Scissors

Hot glue gun



Instructions

1. First, you'll want to cut your t-shirt material into strips. My strips were about 16 inches long and approximately 1 inch wide. The material will stretch as well, making them considerably longer.
2. To create a simple single-colored bangle, first, stretch the material out, and tie the t-shirt strip in a loose knot around the bracelet.
3. Wrap the material tightly around the bangle. If you run out of material before you get to the end, simply hot glue another strip to the end of your current strip and continue.
4. When you reach the end, untie the first knot and tie the two loose ends together. Tie them tight and position the knot on the inside of the bangle, cut the ends, and secure them with some white craft glue.
5. To make braided bracelets, gather SIX strips of material, 2 of each color you wish to use. It's best to choose contrasting colors.
6. Use a hot glue gun to attach two matching strips, end to end to make one long strip. Repeat for the others. Stretch out the material, taking care not to pull them apart where they are glued. Tie the three strips together in a loop knot, leaving a couple of inches above the knot.
7. Braid the strips together. When you get to the end, wrap it in a rubber band or tie it with some scrap fabric (only temporary). Wrap the braid tightly around the bangle. When you reach the end, loosen the knots on both ends and tie them together. Secure the knot with white craft glue. Trim the fringed ends to a length that you like.

CRAFTS

DIY Garden Stepping Stones

Garden stones are a great way to use pretty tiles and embellishments you may have around the house and create a unique piece of outdoor artwork at the same time!

Supplies

- Quick Set Mortar
- Mold for Stone Shape (old pie tin, round plastic container, plastic flowerpot saucers, strong but flexible)
- Embellishments for stone design: shells tile pieces, sea glass, beads, small stones, glitter, buttons
- Outdoor Mod Podge Sealer Optional
- Craft Tools
- Pencils
- Scrap paper
- Bucket or plastic bowl for mixing mortar
- Plastic spoon
- Covered work surface
- Fine Grit Sandpaper



Instructions

- Trace your mold shape on scrap paper using a pencil.
 - Figure out your design by laying out your embellishments on the scrap paper
 - Once you have finalized your design, mix up the mortar following the manufacturer's directions. Tap the side of the mold to get any air bubbles out. Let the mortar "set" in the mold long enough so you can gently push your embellishments into the material. I'd mix up enough material, so you have about a 1- 1 1/2" thick stone.
 - Add your embellishments to the mortar by taking them off the scrap paper, following the design you made, and gently pressing the pieces into the "material". Some mortars set more quickly than others so be sure to check all your mixing directions, so you know that ahead of time.
- Note: You can also "draw" designs into the mortar as it sets - use your pencil! Test first in a corner and leave at least a 1" border around the edges. Drawing too close to the edge can cause cracking.
- Once all your embellishments are placed, let the entire piece dry thoroughly in a warm dry place. 24 hours is a safe bet although some may be dry before then.
 - Once dry, carefully pop the stones out of the molds and if needed, use a little sandpaper (do this outside) to take any rough edges off.
 - This step is optional as the concrete will hold up fine outside. But if you like you can coat your stones with a layer of Outdoor formula Mod Podge

Expert Tips & FAQs

- DO NOT wash any mortar down your sink! Scrape unused mortar into a plastic bag and throw it away. Use a hose or a bucket of water outside to wash hands and tools.
- If you are working with young kids, you should pre-mix the mortar. Follow the manufacturer's mixing directions.
- Use embellishments you have on hand and look in your recycle bin for plastic containers you can use as molds.
- If anyone has sensitive skin, Have them wear plastic gloves as the mortar may dry skin. Use your imagination! An old plastic ice cube tray would make 12 perfect stepping stones (Pour these to 1/2" thick due to their size)!
- Save molds to use again to make more stones! Do not use molds again for making/storing food.

CRAFTS

Recycled Plastic Water Bottle Sun Catcher

Materials

- 5-10 plastic water bottles
- Permanent Markers
- String/Fishing line
- Clothespins(optional)
- Scissors



Instructions

- Take off the labels on your water bottles. We saved the labels for another project we will be doing soon.
- Use permanent markers to color whatever patterns you'd like on the water bottles. There is no need to color the base.
- Remove the base of each water bottle.
- Cut your water bottles at a diagonal all the way to the rounded top. Do not go past the point where the bottle begins to narrow.
- Use thread or fishing line and tie a knot. Screw the caps over the knot, so the thread is tightly secured. Use a clothespin to hang your suncatchers from the overhang in your backyard.



From Pinterest - Craft Invader



From Pinterest - Made with Happy

CRAFTS

Build a Kite Craft

The best part of this craft is you likely have all the supplies on hand. If you don't have wooden dowels, you can always make do with wooden skewers. If you use wooden skewers, just cut off the pointy ends. Now, let's go make a kite!

Craft Supplies

- 8 1/2" X 11" color paper
- 8" and 12" wooden dowels or bamboo sticks
- long length of string or piece of twine
- paper streamers
- tape

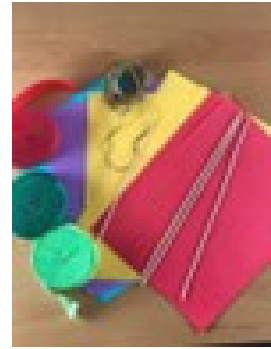
Instructions

1. Start by folding the top corners of the paper, like a basic paper airplane design. You will want to form right angles as they fold down and meet in the middle.
2. My longer stick was 12" and shorter sticks were 8". To make the shorter dowel, I just cut down on of the longer skewers.
3. Place the 12" dowel down the middle of the piece of paper and tape it in place.
4. Place the 8" dowel perpendicular across the top of the 12" dowel. It should sit just below the paper you folded down before. Tape it down as well. This creates the kite frame.
5. Add wood dowels to create the kite frames.
6. Now wrap the piece of string where the wooden dowels meet and tie your kite string on. Carefully tie the paper streamer to the end of the 12" wood dowel to create the kite tail. The streamer paper is a bit fragile, so I also added a piece of tape over the knot.
7. Then fold (and tape) the bottom corners of the paper inward to finish the diamond kite design.
8. Tie on a paper streamer to create a kite tail at the bottom of your kite.
9. Be sure to watch the video at the top of the post if you need help with any of the steps. I know some people are visual learners. You'll see it's a simple craft to create. Keep in mind this is a fun decorative craft and not likely sturdy enough for kite flying in strong winds.
10. Follow the steps to create an easy diamond shape kite craft using paper craft using party streamers, string, dowels, and paper.

You could even recycle an old paper you have lying around and make a newspaper kite. The party streamer gives it a fun pop of color. Remember you can also decorate the kites with markers and stickers after you're done making them!

Video Instructions can be found here:

<https://desertchica.com/mary-poppins-craft-paper-kite/>



CRAFTS

Nature Suncatcher Craft

Craft Supplies

- Colored popsicle sticks
- Scissors
- Hot glue gun and glue sticks
- Press'N Seal (contact paper also works)
- Twine rope
- Leaves, twigs, flower petals, etc...

Instructions

STEP 1: Make your popsicle stick frame.

The first thing you need to do to make your suncatcher craft is create the frames from popsicle sticks. You'll need two frames as you'll need to glue them together to keep the nature and Press N Seal in place.

For each frame take 4 popsicle sticks and glue them with a hot glue gun to make a square-shaped frame.

STEP 2: Measure and cut Press'N Seal. Next, cut a long piece of Press'N Seal. Lay one frame on top to measure, then fold the Press'N Seal over creating a closed square, and cut it to size. Next, open the Press'N Seal back up, and lay it flat.

STEP 3: Time for a nature hunt!

Invite the scouts to go on a nature hunt and let them collect their favorite flower petals, leaves, small flowers, etc. The more colorful the better!

STEP 4: Put together your design and press.

Go back to your craft station and help your kids to press each of nature's findings onto one side of the Press'N Seal. Next, fold the other side of the Press N Seal over making sure the flower petals and other nature findings are enclosed within the Press'N Seal sheet.

STEP 5: Add the twine rope. Now you need to take the twine rope and cut a long piece of it, this piece has to be long enough to hang your frame!

STEP 6: Put the frames together.

Then, take your hot glue and attach the rope to one of the frames. Put a bit of hot glue on each corner of the frame that has the twine hanger and carefully lay your nature sheet on top and secure it with hot glue.

STEP 7: Final step! As a final step, add glue in each corner of the other frame and lay it flat on top of your nature findings sheet... And that's it! Your nature suncatcher craft is complete.

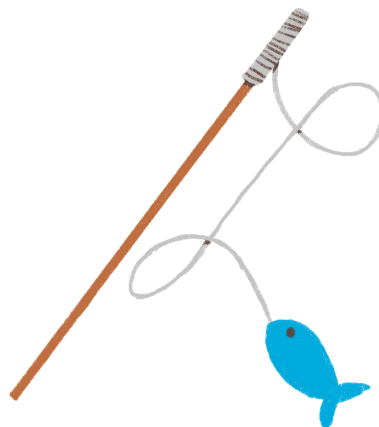


DERBIES AND RACES

Derbies are fun OUTSIDE camp-wide activities. The craft station area can be used during camp to build the derby project. Practice derbies can be run in the game station area.

Types of Derbies:

1. Pinewood Derby
2. Raingutter Regatta
3. Space Derby
4. Push Car Derby
5. Paper airplanes
6. Rockets (film canisters, soda bottles, stomp)
7. Fishing Derby
8. Kite Flying Derby
9. Frisbee Derby



Rules and Instructions:

Consider using ideas from the following resources to build the project and run the derby.

20 tips for planning and hosting the best Pinewood Derby:

<https://scoutingmagazine.org/2015/12/20-tips-planning-hosting-best-pinewood-derby/>

Tips for preparing your Cub Scout for a Raingutter Regatta

<https://blog.scoutingmagazine.org/2022/09/06/tips-for-preparing-your-cub-scout-for-a-raingutter-regatta/>

Cubanapolis Ideas:

<https://www.pinterest.com/20babygirl05/cubanapolis/>

Rockets:

<https://www.grc.nasa.gov/www/k-12/rocket/rktbot.html>

AquaPod Water Bottle Rocket Launcher Kit:

<https://www.amazon.com/Aquapod-Bottle-Launcher-Launch-Bottles/dp/B003Y5DOJC>

Stomp Rocket (Air Rocket); Water Rockets: <https://sciencetoymaker.org/>

<https://www.instructables.com/Make-a-Stable-2-Liter-Bottle-Rocket/>

Kite Derby Guidelines; includes film canisters:

<http://usscouts.org/bbugle/bb0308/bbpackden.html>

How to Make a Kite: <https://littlebinsforlittlehands.com/how-to-make-a-kite/>

How to Make a Kite: <https://buggyandbuddy.com/make-kite/>

Consider unique problems associated with races:

- Excessive competitiveness
- Judging criteria
- How to make every boy a “winner”
- Hurt feelings/sensitivity issues
- Discuss race methods such as double eliminations, races by ranks, etc.

DERBIES AND RACES

Outdoor Fishing RELAY RACES

Reeling Relay:

Dens and families are arranged in relay fashion. The first player on each team has a fishing pole and reel. On signal, he places the fishing pole and reel on the ground in front of him, takes the plug and runs to a line 25 feet away, unwinding the line as he goes. He then runs back, sits on the ground, and reels in the line. The next member follows and so on, until all have played. First team through wins.

Fishing Relay:

The "fishpond" is a large cardboard box turned upside down, with slots cut in the bottom. In each slot, insert a "fish" cut from cardboard. On each fish mark the length and weight for it. For each team, you need a cane pole with a 3-foot string and a bent paper clip for the hook. Team members line up relay fashion, with the first member holding the pole. On signal he runs to the fishpond and catches a fish. A judge records the length and weight. The team with the greatest weight total of fish wins.

Rowing Relay - Go fishing in the lake:

Players on each team sit or kneel in a large cardboard box and propel themselves to the goal line and back by using two short broomsticks with rubber tips.



GAMES, ACTIVITIES AND OBSTACLE COURSES

THE TEAM GAMES

- Choose many kinds of events. It's important to offer events that are challenging, but not too difficult.
- Run all contests simultaneously and encourage those who are waiting their turn to cheer on their teammates.
- Organize an event for each six cub scouts (eight events for eight sixes) and allow nine minutes for the activity with a minute at each end to for movement between events and any necessary explanation. Signal rotation times with a horn or whistle.

50-METER DASH

Materials: two leaders, lime to mark starting and finishing line, stopwatch, measuring tape, whistle, paper and pencil, clipboard, string.

- Mark off a start and finish line encompassing 50 meters on a flat surface.
- Set up a string at the finish line.
- Position one leader at the start line, and the other (with stopwatch, whistle, etc.) at the finish line.
- On signal, one Cub Scout at a time races from start to finish.
- The leader records the time and signals the next racer.
- The Cub Scouts continue to cycle through the racing until the time is up.
- The leader adds up the two best times and records the score.

FOOTBALL THROW

Materials: two leaders, paper and pencil, football, hoop, rope.

- Hang the hoop from a tree limb and pace off a suitable distance for the throwing line - put it just far enough away that successful throws are a challenge but not impossible.
- In turn, Cub Scouts toss the football through the hoop.
- Give each participant three tries and continue until the time is up.
- Record the total number of "baskets".

RUNNING BROAD JUMP

Materials: two leaders, paper and pencil, measuring tape, start line, jump line, rake, sandy beach, or soft ground.

- Have a leader demonstrate before each team starts.
- One at a time, Cub Scouts race from the start line and jump from the jump line.
- A leader measures and records each distance.
- Continue to cycle through the team until the time is up.
- Record the total of the two best jumps.

SOCCER COURSE

Materials: two leaders, paper and pencil, stopwatch, and course markers (buckets, cans, boxes, etc.).

- The leader demonstrates the course layout before the contest begins.
- One at a time, the Cub Scouts kick a soccer ball along the course as quickly as possible.
- Continue cycling through the team until the time is up.
- Record the total of the two best times.

LONG DISTANCE RELAY

Materials: three leaders, paper and pencil, baton (sawed off hockey stick or piece of dowelling), stopwatch.

- Set up a course with individual Cub Scouts posted at various relay points.
- On signal, the Cub Scout at the start line races to the next boy who takes the baton and races to the next, etc.
- Run a second cycle if time allows.
- Record the best overall time.

GAMES, ACTIVITIES AND OBSTACLE COURSES

SHOT PUT

Materials: two leaders, a shot (or another suitable object), tape measure.

- Have a leader demonstrate position and method for throwing.
- Cub Scouts in turn throw the shot.
- Leader measures the distance of each toss.
- Continue to cycle through the team until time is up.
- Record the total of the two best distances.

OBSTACLE COURSE:

- Use the structures and equipment available to you to lay out an imaginative course.
- Keep safety and the Cub Scouts capabilities in mind.
- Two leaders can run the course and record the number of youth who make it through before time is up.

Possible feats to perform:

- Climb 6 feet up a tree and touch a marker.
- Shoot a basket (or 2 or 3) with a basketball from five feet away.
- Ring a bell seven feet off the ground.
- Crawl through large cardboard carton tunnels.
- Using a plastic water tumbler or sponge, transfer a bucket of water completely into another bucket.
- Vault a three-foot-high hurdle.
- Walk a 12-foot long 2x4 while balancing a hard-boiled egg (or ping-pong ball) on a spoon held in your mouth!

BALL-IN-THE-BUCKET

Materials: two leaders, three tennis balls, one bucket.

- Measure and mark off a suitable throwing distance.
- Place a bucket at one end and Cub Scouts at the other.
- In turn, cubs use an underhand toss to try to put three balls into the bucket.
- Continue to cycle through the team until time is up.
- Record the total number of balls that land and stay in the bucket.

AFTER THE GAMES

- To determine an overall winner, award the following points:
- Five points for first place in each event
- Four points for second
- Three points for third
- Two points for fourth
- One point for all other teams
- At the closing ceremony, announce the final point totals and make presentations - gold, silver and bronze medallions to all Cub Scouts in the top three teams respectively.



GAMES, ACTIVITIES AND OBSTACLE COURSES

Obstacle Courses at Day Camp

Designing, building and running an obstacle course is a fun way to incorporate STEM related activities into friendly competition, individual achievement, team-building opportunities, and creative adventure.

Program Planning:

Set up a “Survivor-type” competition where dens run the obstacle course in a Camp-Wide event at the end of day camp or during their den station time on the last day of camp. Specific skills can be practiced during the week during station rotations.

A “Survivor” obstacle course would require all the members of one team to complete the first station activity before moving on to the next station. Activities should include at least one relay that involves all team members and a puzzle to be completed by one or more members at the end of the course to determine the “winner.”

Alternative: Provide obstacle course equipment for the Scouts to build their own course. Provide practice opportunities during the week for Scouts to learn about station options and skills they can learn.

Theme Enrichment:

- Outdoor related names can be attached to each skill section.
- Dens can choose “Survivor-type” names, usually best made up by each den to describe team members.

Planning the Obstacle Course:

What are the steps and/or questions to create an engaging, age-appropriate obstacle course?

What are the objectives of the course you want to build? Select specific possibilities from the main categories listed on the Obstacle Course spreadsheet: **Note: team building, relays, and STEM** activities are highlighted throughout these categories.

- a. Strength and Balance
- b. Memory and Problem Solving
- c. Sensory Processing
- d. Motor Skills
- e. Coordination

2. How many station activities do you need for your obstacle course?

- a. How much time is available for each individual or team to run the course?
 - i. How many people or teams will run the course?
 - ii. How many times will each individual or team run the course?
 - iii. How much time will each obstacle course activity take?

GAMES, ACTIVITIES AND OBSTACLE COURSES

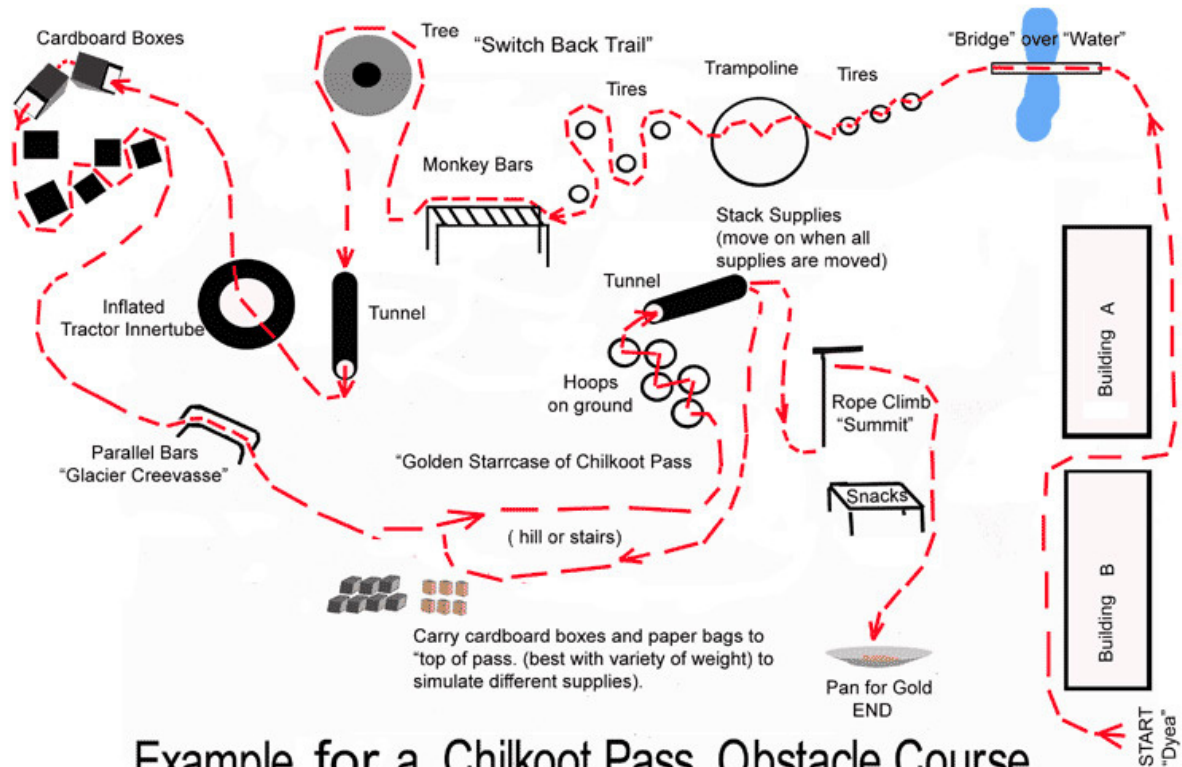
3. Where are you going to build your course?
 - a. How much space is available for stations and activities?
 - b. Where is the starting line compared to the ending line?
4. What station activities fit the objectives listed for your obstacle course?
 - a. Do you have a balance of challenging stations with easier activities?
 - b. What specific instructions are needed for participants to safely and correctly complete each station?
 - c. How will these instructions be provided?
 - d. Do any of the stations create a backup of runners? If yes, what can you do to keep participants moving?
5. What materials do you need to build each station?
 - a. What do you already have on hand?
 - b. What needed items can be “substituted” with something you already have?
 - c. Possible materials to run the course:
 - i. Pillows & couch cushions
 - ii. Cardboard boxes
 - iii. Rolled towels, blankets, pool noodles
 - iv. Packing peanuts, rice, dried beans for sensory environment
 - v. Construction paper
 - vi. Small balls
 - vii. Hula hoops, inflatable rings
 - viii. Step stools
 - ix. Jump ropes, chalk, tape
6. Have you conducted a practice run?
 - a. Identify potential risks. Eliminate the hazards!
 - b. What simple adjustments can be made to adapt the course for different age groups or varying abilities?
 - c. How many individuals or teams can be on the course at any given time?
 - d. What will participants DO while waiting to run the obstacle course?
 - e. How many people do you need to run the course?
 - i. Time keepers?
 - ii. Potential hazard spotters
 - iii. Adaptation “specialists”
7. Run the course!
 - a. How will you keep track of runners?
 - b. Will you time each run?
 - c. How will you “celebrate” at the end of the activity?



Survivor Bootcamp Challenge Workout: 10 team challenge options
<https://www.bootcampideas.com/survivor-bootcamp-challenge-workout/>

IDEAS FOR OBSTACLE COURSES

Gross Motor Skills	Gross Motor Skills	Fine Motor Skills	Cognitive Skills	Sensory Processing Skills	Relay = R
Strength & Balance	Coordination	Motor Skills	Memory & Problem Solving	Sensory Processing	STEM = STEM
General Description of Activities in each Category					Team Building = TB
Balance:	Jumping jacks	holding a pencil, grip small objects	Sequencing information - order of events	pulling up a climbing wall	
Walking on uneven surfaces	Dancing in patterns		Following verbal or written directions	up and down; side to side; rotary	
Balancing along a beam	Hopscotch type jumping		Completing and moving from one to next activity	Spinning	
Sitting on unstable surfaces	Running through hula hoops or around cones		Matching, ordering, cognitive questions (riddles, math, etc.)	Jumping	
Standing or hopping on one foot	Throwing/aiming/catching tasks			Finding items hidden in rice	
Walking with eyes closed or blindfolded	Walking like different animals			Diving into pillows or cushions	
Strengthening:					
Pushing or pulling heavy items					
Playing with weighted toys					
Carrying heavy items					
Completing pushups or sit ups					
Walking like different animals					



IDEAS FOR OBSTACLE COURSES

Gross Motor Skills	Gross Motor Skills	Fine Motor Skills	Cognitive Skills	Sensory Processing Skills	Team Building
Strength & Balance	Coordination	Motor Skills	Memory & Problem Solving	Sensory Processing	Cooperation
Specific Activities in each Category					
<p>Pool Noodle Activities</p> <p>3. Noodle Balance</p> <p>4. Balloon Tennis</p> <p>5. Noodle Balance</p> <p>7. Balance Beam</p> <p>8. Ring Toss</p> <p>9. Football Goal</p> <p>10. Noodle Hockey</p>	<p>Hula Hoop Lasso Challenge: Each team needs to lasso 2-3 balls before moving on to the next challenge. Materials Needed:</p> <p>Hula Hoops</p> <p>Round balls of all sizes</p> <p>String</p> <p>Scissors</p> <p>Direction to Setup and Play:</p> <p>Tie some string to the end of a hula hoop and leave enough extra string so they can throw the hula hoop like a lasso. Gather a bunch of balls like basketballs, footballs or anything that can roll and spread them out over a large surface. Finally use the hula hoop lassos to try and catch the balls and bring them in.</p>	<p>Focus Ring (TB) A team must focus their attention to transport a ball from point A to point B and then set the ball on top of the pedestal.</p>	<p>Large Tangrams</p>		<p>Human Hamster Wheel: KINDEN</p> <p>Teamwork Games Group Learning Activity</p> <p>Fun Playing Run Mat for Kids and Adults</p> <p>Field Day Game</p>
<p>Balancing Ball;</p> <p>Teamwork;</p> <p>age adjustment by changing distance between players, size of ball, height of boards from the ground</p>	<p>Pool Noodle Targets</p>	<p>Human Copy Machine (TB)</p>	<p>Color Sudoku puzzles</p>		<p>PVC Pipe marble run: TB</p>
		<p>Speed Stacking (Relay)</p>	<p>Survivor Video: Wooden stacked puzzle: first knock down puzzle; then rebuild</p>		

TIPS FOR OBSTACLE COURSES

How will these instructions be provided?

Do any of the stations create a backup of runners? If yes, what can you do to keep participants moving?

What materials do you need to build each station?

What do you already have on hand?

What needed items can be “substituted” with something you already have?

Possible materials to run the course:

- Pillows & couch cushions
- Cardboard boxes
- Rolled towels, blankets, pool noodles
- Packing peanuts, rice, and dried beans for the sensory environment
- Construction paper
- Small balls
- Hula hoops, inflatable rings
- Step stools
- Jump ropes, chalk, tape

Have you conducted a practice run?

Identify potential risks. Eliminate the hazards!

Recruit potential hazard spotters.

What simple adjustments can be made to adapt the course for different age groups or varying abilities?

How many individuals or teams can be on the course at any given time?

What will participants DO while waiting to run the obstacle course?

How many people do you need to run the course?

Timekeepers?

Adaptation “specialists”.

Run the course!

How will you keep track of runners?

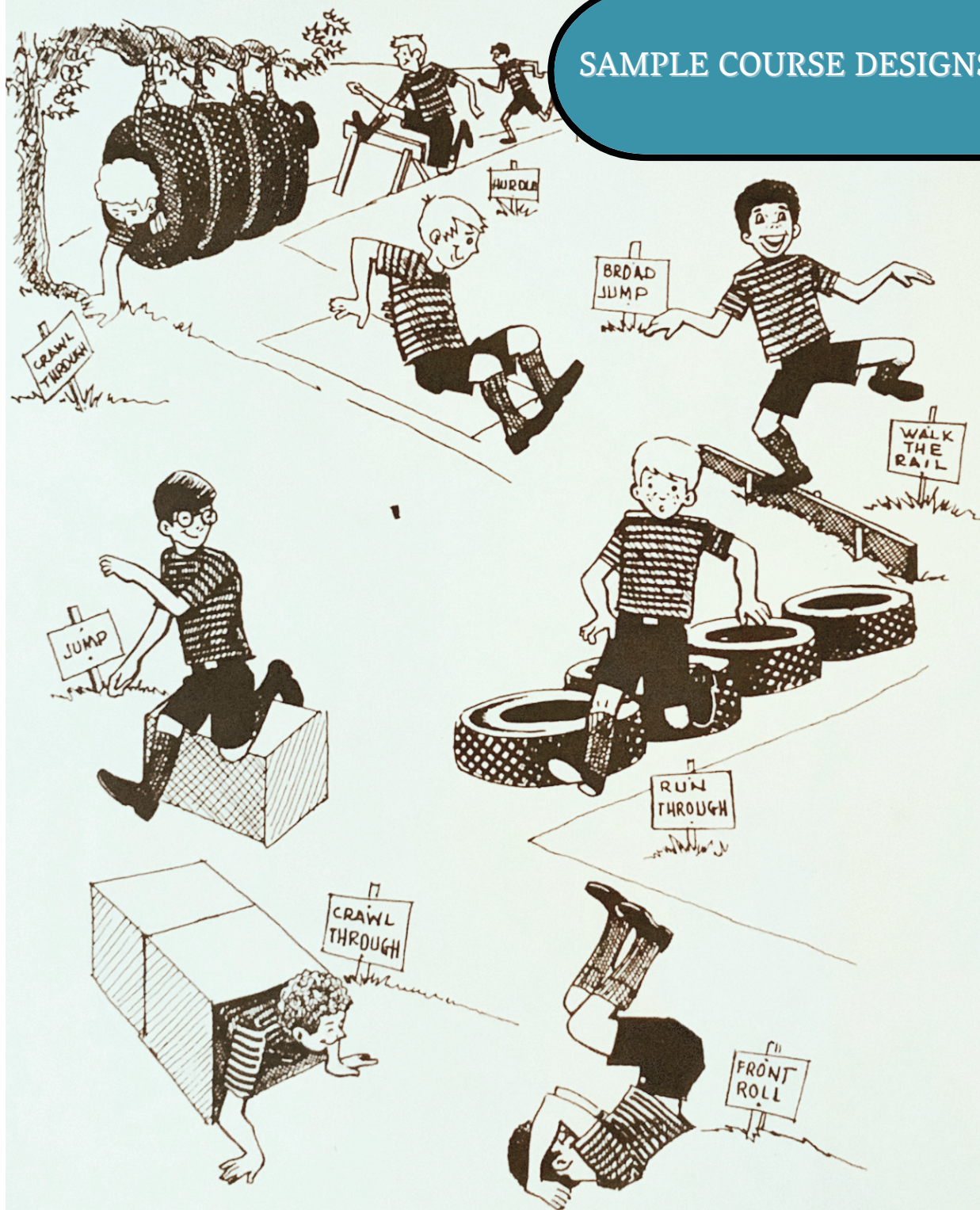
Will you time each run?

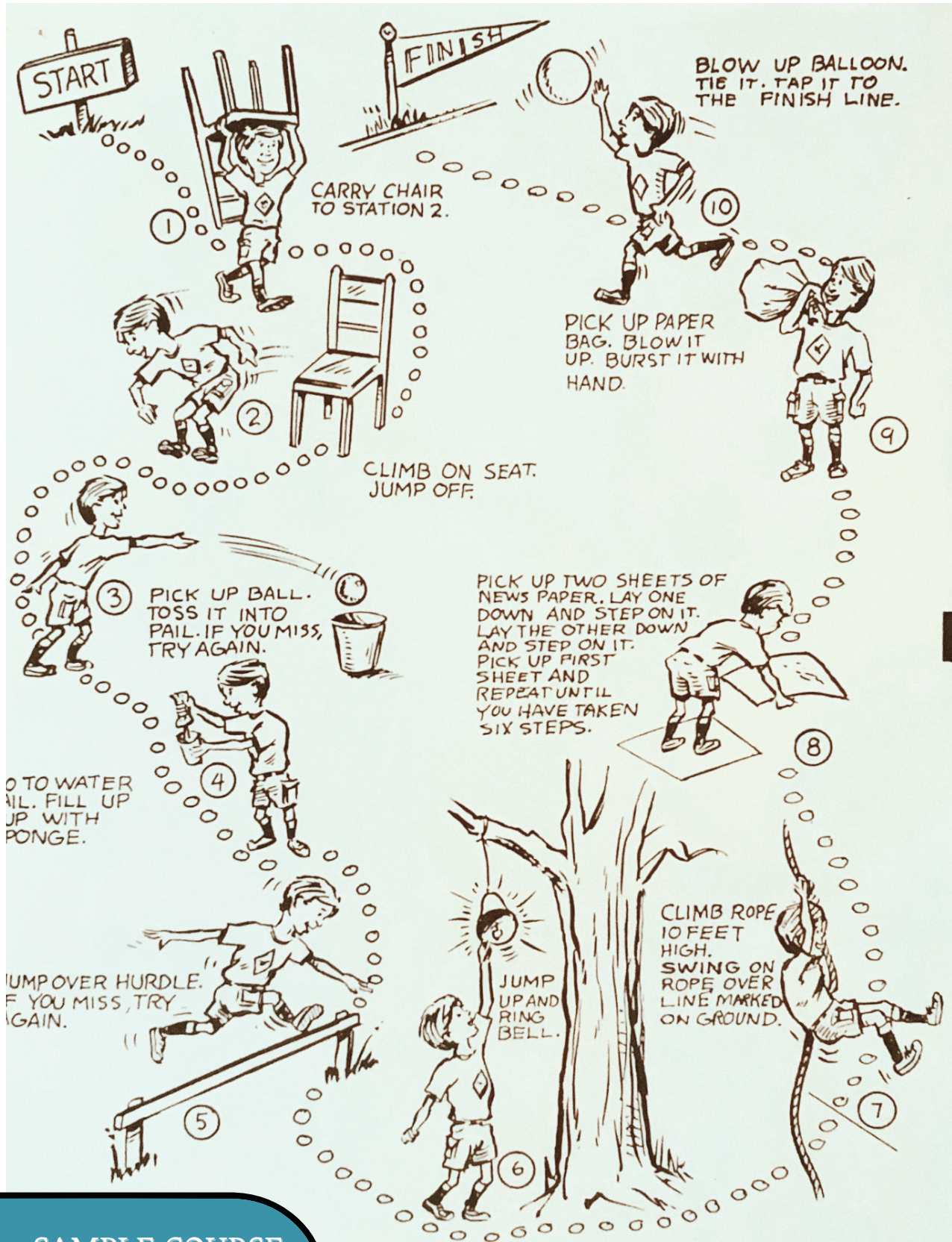
How will you “celebrate” at the end of the activity?



CUB SCOUT DAY CAMP OBSTACLE COURSE

SAMPLE COURSE DESIGNS





SAMPLE COURSE
DESIGNS

OBSTACLE COURSE

Special Pack Activities 9-25

OTHER OUTDOOR ADVENTURE FUN CAMP GAMES

NATURE “KIM’S GAME”

This is a memory game. Previous to the game, place several outdoor items (depending on the age group) on a table and cover them with a sheet. When the game starts, explain to the scouts that they will have so many minutes (and you can determine the time) to look at the table of items. After that time period, you will cover the items and they will need to quickly write down as many things that they can remember.

IN THE POND

Equipment: Chalk

Draw a large circle in the center of the playing area. The Cubs all stand around the circle just outside the chalk line. The leader stands in the center, and gives the following commands:

‘In the Pond!’ – all the Cubs jump into the circle,

‘On the Bank!’ – all the Cubs jump out.

If an order is given for the Cubs to jump in the Pond, and they are already there, it should be ignored. Incorrect orders such as ‘On the Pond!’ and ‘In the Bank!’ should also be ignored. The game can be played with player eliminations or can be reset each time there is an error made. The game is to be FUN and inclusive.

THE FROG HOP

Draw a finish line about 25’ from the start and line the players up about 3’ apart. At “Go” they race by jumping first to the right, then to the left, then straight ahead. This procedure is followed until someone crosses the finish line

FISH AND NET GAME

Have three to five players join hands to catch “fish” by surrounding individual players.

Those who are caught become a part of the “net.” The last five fish caught make up the net for the new game.

EAGLE, FISH, MOSQUITO

This game is based on Rock, Paper, Scissors. Eagles eat fish, fish eat mosquitos, but mosquitos carry diseases that can harm the eagles. Two teams secretly decide which animal they will be. They meet together at a central line and together chant, “Eagle, Fish, Mosquito.” Directly following they must show the action of that animal. If their team won the round they chase the other team and if they tag any of the other teams' members before they reach their side, they join the taggers team.

OTHER OUTDOOR ADVENTURE FUN CAMP GAMES

LILY PAD TOSS

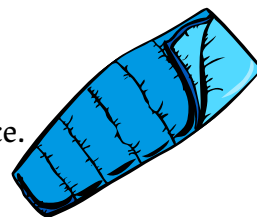
Fill a plastic wading pool with water. Float plastic coffee can lids on the water to pretend they are like lily pads. Give each player 10 pennies (you may substitute checkers or buttons). Have them stand back a few feet and throw the pennies at the lids. The object of the game is to see how many pennies you can get on the lids without sinking the lids. (If this is too difficult for some of the scouts, use small plastic bowls).

THE BIG WIND BLOWS

The group forms a large circle sitting at an arm's length apart. One person is chosen to be the "wind" and stands in the center of the circle. The game begins when the person in the middle acts like the wind (by turning in a circle and waving their arms) and says "The Big Wind Blows". At this point they must specifically state what the wind blows, a statement which must be true about themselves. ie "The Big Wind Blows everyone who has blue eyes." All of the scouts who have blue eyes including the wind must stand up and run through the circle to a position that is now empty on the other side. Upon reaching this spot, they sit down. One person will be left over, they are now the wind and the game continues. There is no winner or loser, just a lot of fun.

SLEEPING BAG RACE

Use sleeping bags to work like potato sacks and set up a sleeping bag/sack race.



NOODLE EXCHANGE

This activity combines teamwork, listening, reaction time, balance, anticipation, and movement! The activity is played much like the staves games if you have ever played that game. The difference is that instead of staves, pool noodles are used.

Equipment Needed:

Pool Noodles (One for each player) & A Caller

How to Play

Scouts stand in a large circle facing inward. Each Scout holds their pool noodle upright before them. When the caller says, "Right" all Scouts move to the right and try to catch the pool noodle left behind by the scout on their right before it falls. If the caller says "Left" all Scouts move to their left and try to catch the pool noodle left behind by the scout on their left before it falls. If the Scout fails to catch the next pool noodle, they then drop out of the game and the gap in the circle remains. The play continues until there are two players left. When one drops the noodle, the other player is declared the winner.

Variations:

When a player drops a noodle, they sit out and watch the game play. On the next round of play, if a player drops their noodle, they can then trade places with one of the players that has been watching, letting the players who may have dropped a noodle back into the game. There would not be a "winner" in this variation, just lots of FUN continuing until time is called.

OTHER OUTDOOR ADVENTURE FUN CAMP GAMES

ALL ABOUT BALANCE - POOL NOODLE GAMES

BALANCE BEAM - Players must walk the length of their pool noodle without falling off. When everyone has the hang of balancing one foot in front of the other, have players balance walking backward and with their feet moving side to side!

HEAD BALANCE - Players hold their pool noodle with one hand 1/3 of the way up and the other hand flat on the bottom of the noodle. Balance the noodle on the palm of your hand, then toss and switch to balance on the other hand.

1/2 NOODLE BALANCE- Balance 1/2 a pool noodle on your palm and then toss it and catch it on the other end.

360 TOSS - After the players master that move place a piece of tape or a sticker on one end of the noodle and try to toss the noodle 360 degrees and catch it! The tape or sticker will let you know if it has rotated 360 degrees.

HEAD BALANCE - Players try to balance the pool noodle lengthwise on their heads. Make it more fun by making it into a relay race where it has to stay on their head the whole time! They can also try to balance the end on their head!
See who can balance it lengthwise on the edge of their hand, feet, toes, back, etc. Can they balance it on their back while crawling? On their head while dancing? On the top of their feet while walking in a relay race?

CHOPSTICKS

Materials: Balloons, laundry baskets

Players hold 2 pool noodles and try to pick up balloons and place them in a container.

Blow up lots of balloons and have players try to pick them up using only their pool noodles and then place them in their containers. When all the balloons are picked up, count each player's balloons to determine the winner.

CIRCLE TOSS

Have players form a large circle with about 4 feet in between players. Each player, on "go", tosses their pool noodle to the player on their right. After tossing they immediately have to catch the pool noodle that is being thrown to them from the other side. After several practice rounds make the game harder by increasing the size of the circle and the distance between the players. Players can be eliminated if they drop a pool noodle, or just play for fun!

OTHER OUTDOOR ADVENTURE FUN CAMP GAMES

CRAZY TEAM TAG

Materials: 2 colors of Pool Noodles - one color for each team, large outdoor space
Divide into teams. On "go" teams try to tag each other by hitting the other team's players below the waist with their pool noodle. If a player is tagged then they must sit down right where they are tagged. They can be untagged if a team member tags them with their noodle. Play continues until one team has tagged all the other team's players. Fast and crazy fun!

HOOP RUN

Tape pool noodles together end to end to make a circle. Use another long pool noodle to roll the circle. This takes some practice but is lots of fun! Set up a relay style race or just let the kids free play and see how far they can get their circle to roll!

END-TO-END RELAY

Materials: Large container of water, empty gallon milk jugs

The object of this fun game is to move water from the large water container to a milk jug using only the middle channel of the pool noodles. Players must fill up the center of a pool noodle with water and then work together to place their noodles end to end to move water across the playing field into their team's container. The first team to fill their jug to the top wins!



OTHER OUTDOOR ADVENTURE WATER CAMP GAMES

OVERHEAD SPLASH RELAY

Materials: Large plastic cups, tubs of water, 2 identical plastic tall containers (containers with a small opening at the top are best for this game)

Place a large plastic tub filled with water at one end of the playing field. Divide players into two teams and have them line up one after the other facing the direction of the large tub. At the end of each line of players place a tall plastic container. The object of the game is to be the first team to fill their tall plastic container to the top with water.

On "go" the first player runs to the tub of water and fills their cup with water. Then they run back to their line and face away from the players in their line. They take the cup of water with both hands and raise it over their head and tip the cup. The player behind them tries to catch as much water as they can from the first player and then dumps the water in their cup over their head to the player behind them and so on. The last player in line puts the water in the tall container.

Play continues until the tall container has been filled to the top.

This game is fun and challenging because the player dumping the water over their head can't see where it's going. Great to play on a hot day because everyone gets wet!

SPONGE RELAY RACE

Materials: Large tub of water, 2 large sponges, 2 identical plastic containers with a small opening at the top.

Teams race to be the first to fill their container with water.

Teams line up and the first person in line takes the sponge and dips it in the large tub of water. They then run across the playing field to their container and squeeze the water into it. They then run back to their team and hand off the sponge to the next person in line. Play continues until a team's container is full and overflowing.



HIKING AND NATURE ACTIVITIES

CUB SCOUT OUTDOOR ESSENTIALS

The following items should be available for each Cub Scout on an outdoor trip. Consider a small fanny pack, or similar bag to organize the items and make them easy to carry without interfering with normal activities.

- First Aid Kit
- Water bottle
- Flashlight
- Trail Food
- Sunscreen
- Whistle



TRAIL TIPS FOR CUB LEADERS

Hiking with Cub Scouts can be a lot of fun! With a few rules, and some great tips your trip will be a wonderful experience for all concerned –

- The “Buddy System” applies to hikes as well as anything else we do. Be sure to have a “Buddy check” once in a while to reinforce that point.
- Designate a “lead” hiker and a “trail” or “sweep” hiker. No one passes the lead or falls behind the sweep. These hikers should be able to contact each other, either with radios or by passing a message up the trail. No one in your group should get separated from the group at any time!
- Teach the cubs some trail courtesy – let the person behind them know about branches, roots, rocks, or anything else that could be an unseen hazard.
- Your lead hiker should set a pace that all can keep up with. One way to do this is to have the slowest of your group lead the way.
- When it’s time for a break, make sure everyone gets a rest, not just the front of the line.
- Cubs will forget to look up at the scenery, so make it a point to stop the group and point out natural features, animal signs, interesting plants, etc.....
- Make sure everyone keeps a good spacing from the hiker in front of them. There should be enough room to fall over without hitting anyone in front or back for all hikers. Help them overcome the natural inclination to pack together on the trail.
- Throw a couple of Ziploc bags with 1 cup of plaster of paris inside. If you find some interesting tracks along the way, you can mix a little of your drinking water in and capture the track. Great Fun!

And finally – have a great time in the outdoors – there’s nothing else like it!

NATURE ACTIVITIES

CAMP

SENSES SCAVENGER HUNT

SEE IT

- Bird in a Tree
- Fish in the Water
- Spider Web
- Animal Footprints

TOUCH IT

- Muddy Rock
- Crunchy Leaf
- Moss on Tree/Rock
- Something Sticky

HEAR IT

- Stick Breaking
- Bee Buzzing
- Grasshopper/Cricket
- Splashing Water

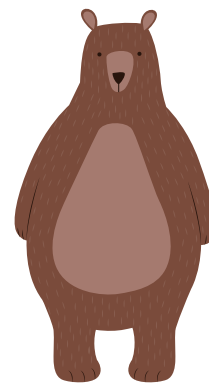
SMELL IT

- Muddy Rock
- Blooming Flower
- Campfire Smoke
- Pine/Ceder/Local Tree



FOR MORE FUN SCAVENGER HUNTS GO TO THECRAZYOUTDOORMAMA.COM

NATURE ACTIVITIES



How Many Bears Can Live in this Forest?

Objective: Scouts become “bears” to look for “food” in a “habitat”.

Materials: 5 colors of construction paper (2 to 3 sheets each); envelopes (1 per Scout); 1 blindfold

Procedures:

1. Cut the paper into 2”x 2” or 2”x 3” pieces. For a group of 30, make 30 cards of each color, as follows:

- Orange – nuts (acorns, pecans, walnuts, hickory nuts); mark 5 pieces N-20 and 25 pieces N-10.
- Blue – berries (blackberries, elderberries, raspberries); mark 5 pieces B-20 and 25 pieces B-10.
- Yellow – insects (grub worms, larvae, ants, termites); mark 5 pieces I-12 and 25 pieces I-6.
- Red – meat (mice, rodents, peccaries, beaver, muskrats, young deer); mark 5 pieces M-8 and 25 pieces M-4.
- Green – plants (leaves, grasses, herbs); mark 5 pieces P-20 and 25 pieces P-10.

The following estimates of total pounds of food for 1 bear in 10 days are used.

Nuts – 20 lbs. = 25%

Berries – 20 lbs. = 25%

Insects – 12 lbs. = 15%

Meat – 8 lbs. = 10%

Plants – 20 lbs. = 25%

Total – 80 lbs. = 100% in 10 days

2. In a fairly large area, scatter the pieces of paper.
3. Have each Scout write their name on their envelope. This will represent the Scout’s “den site” and should be left on the ground.
4. Have the Scouts line up on the starting line. Give them the following instructions.
“You are now all black bears. All bears are not alike, just as you and I are not exactly alike. Among you is a young male bear who has not yet found his own territory. Last week he met up with a larger male bear in the big bear’s territory, and before he could get away, he was hurt. He has a broken leg. (Assign 1 Scout as the disabled bear. He must hunt by hopping on one leg.) Another bear is a young female who investigated a porcupine too closely and was blinded by the quills. (Assign 1 Scout as the blind bear. She must hunt blindfolded.) The 3rd special bear is a mother bear with 2 fairly small cubs. She must gather twice as much food as the other bears.(Assign 1 Scout as the mother bear.)
5. Do not tell the Scouts what the colors, initials, and numbers on the paper mean. Tell them only that the pieces of paper represent various kinds of bear food. (Bears like a variety of food.)
6. Scouts must walk into the “forest”. Bears do not run down their food; they gather it. When Scouts find a colored square, they should pick it up (1 at a time) and return it to their “den” before picking up another colored square.
7. After all of the colored squares have been found, explain to the Scouts what the color and numbers represent. The Scouts should add up the total number of pounds of food they have gathered, whether it is nuts, berries, meats, insects, or plants. Write the total weight on the envelope.
8. Tell the Scouts a bear would need 80 pounds to survive. Then ask how many of them “survived”? Was there enough food for all the bears? If not, how many bears could live off the land? What would happen to the other bears? How many pounds did the blind bear and the bear with the broken leg get? Would they have survived? Was the mother bear able to get twice as much food for her and per 2 cubs? Will she feed her cubs first or herself? What would happen if she fed her cubs first?
9. Wrap up: Any piece of land can only support so many plants and /or animals. That is the land’s “carrying capacity”.

NATURE ACTIVITIES

LEAF HUNT RELAY

Materials: Collect 12 to 15 different leaves. Mount on poster board and cover with contact paper. On the back side of the poster, write the name of the tree the leaf comes from. Make 4 copies of each leaf for the activity.

Divide the group into 2 to 4 teams. In a large area, scatter the copies of the leaves. Line up the teams at the start line. The leader holds up the 1st card and gives the name of the tree. The leader then tells them to “go find it”. At this signal, the 1st Scout on each team walks to the scattered copies of the leaves and looks for the leaf the leader held up. Once found, they take it to the leader. If they have the correct leaf, they receive a point. Once all teams have selected a leaf, they return them to the pile, and the next player from each team goes to find the leaf. The game continues until all of the leaves on the cards have been shown and searched for. The team with the most correct answers wins.

BIRD N' WORMS

Materials: Colored spiral noodles (to represent the worms).

In an area, of about 20' x 20' scatter out the worms (spiral noodles). The area can be grassy, sandy, or any type of surface. Divide the group into smaller groups and give each group a bird name, such as robin, thrush, meadowlark, bluebird, or crow.

Then, one at a time, call out the names of these birds. As each bird group is called, the Scouts representing that bird can “fly” out over the area where the “worms” were scattered and pick up the 1st worm they see. Repeat, until each bird group has found a worm. Once each group has found their first worm, repeat the process. But this time around, they must get a different color worm. They have 10 seconds to find their 2nd worm. Those that are successful continue on to the next round, while those that have not found a different colored worm, are out. Depending on how many different color noodles there are, do one round for each of the colors.

Wrap-up: At the completion, ask the Scouts which color worms were the hardest to find. And what color worms were the easiest to find. Then ask, if you were a bird, what color would you want the worms to be? Followed by, if they were a worm, what color would they want to be?

NATURE ACTIVITIES

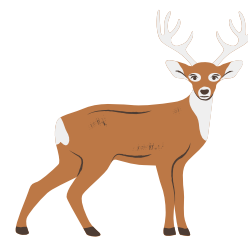
Oh, Deer!

In an area, about 20' x 20', divide the group into 2 groups, and have them stand opposite each other, at each end of the playing area.

Explain to the group that they are going to learn how the land supports the deer. Deer need 3 things to survive, food, water, and shelter.

The game starts with the two groups having their backs on each other.

Each Cub Scout is a deer, and needs to determine what he needs; food, water, or shelter. Each player will make the sign for what they determine they need. If it is food, they place their hands on the stomach; if it is water, they place their hands over their mouth; and if it is shelter, they put their hands over their head in a triangle shape (think roof of a building). The deer can't change their sign, once they see the other side.



The leader will then say "group 1, go". Both teams will turn around to face each other. The deers in group 1 look for someone in group 2 that has the same sign as they have and go to them and bring them back to their side. If a deer can't find what they need, then they are out of the game.

Repeat the process with group 2. Continue until there is no one left on one side.

Wrap-up: This game shows how the deer population grows or diminishes, as their water, food, and shelter changes around them.

Habitat Lap Sit

Have the Cub Scouts divide into 4 groups. Each group should stand together.

Assign each group a concept as follows: ones – food, twos – water, three = shelter, and four = space.

Now it's time to form a circle. This is done by building the circle in chairs of food, water, shelter, and space. A Cub Scout from each group walks towards the center. The four Cub Scouts stand next to each other, facing toward what will be the center of the circle. Four more Cub Scouts, one from each group, join the circle. Keep adding to the circle in sets of four until all the Cub Scouts are in the circle.

All Cub Scouts should now be standing shoulder to shoulder, facing the center of the circle. Have the Cub Scouts turn to their right, at the same time taking one step toward the center of the circle. They should be standing close together, with each Cub Scout looking at the back of the head of the Cub Scout in front of them.

Don't panic, this will work! Ask everyone to listen carefully. Everyone should place their hands on the waist of the person in front of them. At the count of three, you want the Cub Scouts to sit down on the knees of the person behind them, keeping their own knees together to support the person in front of them. You then say "food, water, shelter, and space – in the proper arrangement are what is needed to have a suitable habitat. The Cub Scouts at this point may either fall or sit down.

Wrap-up: Ask the Cub Scouts what would happen if those who were food or water or shelter or space had been removed from the circle.

NATURE ACTIVITIES



Play Nature Bingo 1 of 2 ways.

Option 1: Have pictures of the item and show them to the Cub Scouts, randomly, (as you would call out numbers in regular Bingo.

Option 2: Hiking Bingo...Cub Scouts look for the objects on their cards as they go on a hike.

Go to handmadecharlotte.com to download 6 free bingo cards.



1. Ask the scouts to draw their own maze. Basic is better.
2. Collect a heap of sticks and branches from around your house. You could even use grass clippings or leaves!
3. Ask your scouts to make the maze out of sticks, using the map they made and the materials you all collected.
4. Nominate a leader to help direct where to put the sticks and materials. It's fine to swap the leader over throughout the activity so that everybody gets a turn.
5. Trial and error. If they make the outside of the square too small, they may have to change their plan, and let them know that's totally okay. Builders have to change their plans all the time too!
6. Once it's complete, they'll really enjoy running through the stick maze together.

(Remember to leave the sticks where they were found - in nature!)

NATURE ACTIVITIES

Feed the Frogs



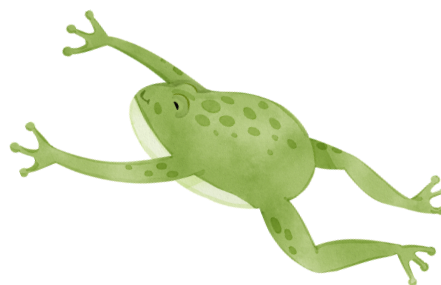
Materials:

Frog tongue (1 per Cub Scout)

Bugs (About 30 bugs per group of 8)

- Frog tongues are made from blowouts. The tongues all have Velcro, stuck to the tips inside the roll. When the player blows, the tongue unfurls exposing the Velcro. Always attach the hook half of the Velcro to the end of the blowout and the loop half to the bugs.
- Bugs are made using bug stickers or clipart, mounted on construction paper. The Velcro is attached to the construction paper. Bugs are spread out, Velcro side up, on a flat surface.
- A timer is set for 1 minute.

On “go” players try to nab as many bugs as they can with their frog tongues.



Ribbit!

Plastic sand bucket, rulers, frogs (knee-high socks, with the foot portion stuffed with batting.)

Set up 2 lines about 5 feet apart. Have teams line up behind the 1st line. The 1st person in line takes the sand bucket and goes to the other line, facing his team.

- The 1st person, on the team side, places the “frog” on the end of the ruler and then launches the “frog”. As the Cub Scout is launching the “frog”, they must say “ribbit”.
- The Cub Scout with the bucket then tries to catch the “frog” in the bucket. The Cub Scout must keep 1 foot behind the line but may move one leg, or they can bend forward. They may only attempt to catch the “frog” if the Cub Scout launching the “frog” says “ribbit”. If the Cub Scout fails to say “ribbit” or says it after the “frog” has been launched, then the catcher may not attempt to catch the “frog”.
- If the Cub Scout catches the frog, then he goes to the end of the line, and the Cub Scout who had launched the “frog”, now becomes the catcher.
- If the frog is not caught or the Cub Scout fails to say “ribbit”, then they try again until they are successful.

NATURE ACTIVITIES

Catch a Bug Game

(Good for Tigers on a rainy day at camp)



How to Play:

The idea behind this game is really simple... put the little bugs in your jar. How you do that will depend on what version of the game you want to play.

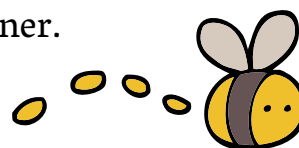
Simple Color Sorting Bugs.

Without using the dice, just arrange the playing boards and bugs on the table and encourage your child to sort the bugs into the jar with the matching colored lid. This is an easy, non-competitive game for a small child who is learning colors.



Simple Catch a Colored Bug Game.

Give each player a playing board and place the bugs in the middle of the table. The more players you have the more bugs you'll need. Using the color dice each player takes turns to roll the dice and then put that color bug in their jar. This can be played as a non-competitive game which is great for kids who are just learning how to take turns and follow rules. If you want to have a winner then give each child a matching set of colored bugs – say 3 of each color. If you roll a color and you don't have any bugs of that color left you miss a turn, and the first to get all their bugs in the jar is the winner.



Count and Catch a Bug Game.

Give each player a playing board and place a pile of bugs in the middle. The more players you have the more bugs you will need. Using regular dice, each player takes turns rolling the dice and putting that number of bugs in their jar. The first person to fill their jar with bugs wins. For older children use two dice and add both numbers together. Or make it really tricky by using the color dice too, so players have to put the right number and color of bugs in their jar

SKITS, JOKES, AND RUN-ONS

ACCIDENTS

Each Scout enters and talks to the Doctor wearing a bandage or towel on a different part of the body. Adjust the number of “accidents” to fit the size of the den presenting, so that all Scouts have a part. Post a cardboard sign announcing that this scene is taking place in the ER.

Cast: Doctor, Nurse, Wounded Scouts

Doc: Nurse, please bring in my next patient.

Scout #1 with a towel wrapped around their head: My horse threw me!

Doc: Looks like you need to be bandaged up. Wait in that corner with the other accidents and we'll get you fixed up.

Scout #1: But this wasn't an accident.

Doc: Whatever. Just wait over there. Nurse, next patient. What happened to you?

Scout #2 with a towel wrapped around the foot, limping: A cow stepped on my foot!

Doc: Looks like you need an x-ray. Wait in that corner with the other accidents and we'll get to you.

Scout #2: This was NOT an accident.

Doc: Yeah, okay, whatever you say. Nurse, next patient. What happened to you?

Scout #3 with arm or leg wrapped: I got bitten by a rattlesnake.

Doc: You need some anti-venom medication. Wait over there with the other accidents and we'll order your medication.

Scout #3: But this wasn't an accident.

Continue with Scouts as follows: Scout #4 – stung by a scorpion – Scout #5 – Scratched by a cat

Doc – says to all the wounded Scouts: Why are you all insisting that what happened to you wasn't an accident?

Wounded Scouts in unison: BECAUSE THOSE CRITTERS DID IT ON PURPOSE!

LIGHTEN UP!

Narrator

Groups of Scouts w/flashlights (Divide the den into equal groups so that all Scouts can participate.) (first group of scouts approaches the narrator shining the light toward their mouths like they are eating an ice cream cone)

Narrator: whatcha doing, guys?

Scouts: We're having a light snack!

(second group approaches, shining their lights towards their heads, stumbling & acting dizzy)

Narrator: whatcha doing, guys?

Scouts: We're feeling a little light-headed.

(next group enters, shining the light on their feet, skipping and dancing around)

Narrator: Okay, what are YOU doing?

Scouts: We're feeling light on our feet!

Narrator: You've just been ENLIGHTENED by Den ____!



SKITS, JOKES, AND RUN-ONS

CHICKEN FARMER SKIT

Cast: Farmer, Hatchery Owner, Crew (All Scouts besides the Farmer & Hatchery Owner are part of the crew.) Decorate the stage with two signs: FARM and CHICKEN HATCHERY or CHICKS FOR SALE.

The skit starts out, with Crew in a line and the Hatchery Owner on the opposite side of the stage.

The Farmer starts a truck, and the whole Crew "drives" over to the Hatchery. (Have crew bounce around and make "engine" noises.)

Farmer: Good afternoon! I'd like to buy 4 dozen chickens.

Owner: Alright, that'll be \$40. They're \$10/dozen this week. (The two shake hands.)

Farmer: Okay, crew, let's load up these here chickens!"

The Crew gets out and forms a line, and they load up the chickens, handing the box from one to the other. While the chicks are being loaded, the farmer and owner can chat about the weather.

Once all of the boxes are loaded, the farmer gets back in his truck, and he and the crew all drive back to the Farm (across the stage)

.Send a scout across the stage with a sign saying "One week later" and the whole process is repeated several times, with the number of chicks increasing every time.

Farmer: Hello again! I'd like to buy 10 dozen chickens.

Owner: (whistles) Man, you must have a pretty good-sized farm to have room for all these chicks.

Farmer: (shakes his head) Naw, they're not growing and I can't figure out what I'm doing wrong. I'm either planting them too deep, or too far apart.

ACORNI BROTHERS

A group of Scouts come on stage as the announcer states that they are a great group of acrobats. First they announce they can walk a tightrope, which they do because the rope is laying on the ground. Next, they walk on water – the water is poured out on the ground. Then they all bring in a rock and pile them in the center of the stage, thus forming a Hard Rock Band. The group can perform the amazing trick of balancing on each others shoulders – while laying down. The announcer can then have the audience all close their eyes, and make the acrobats disappear, as they run off stage.



SKITS, JOKES, AND RUN-ONS

Martha Stewart's Tips for Campsite Beautification Skit

Cast: Narrator, Martha, and all the Scouts in the presenting den (Decide ahead how many tips you will be presenting and make sure each Scout has a part. More than one Scout can demo tips, such as two Scouts holding the garland, or more than one Scout showing uniform parts.)

Props: (match the props to the tips being presented) Wreath with cotton balls hanging off, a garland of plastic leaves, squirt bottle for “spritzing”, bucket for squirt bottle, uniform shirt, garbage bag, unit number patches, staves, uniform socks, neckerchiefs, mint leaves (or any green leaves), hiking boot, basket, camp t-shirts

Narrator: I recently ran across Martha Stewart's tips for Campsite Beautification. Let's listen in while Martha provides special instruction to the Scouts.

(One at a time, a scout should demonstrate the item as Martha reads the text.)

1. Make a grapevine firestarter wreath. Decorate with fluffs of dryer lint, stubs of candles (choose these according to your campsite color scheme), and strips of birchbark. Hang your wreath from your campsite entrance to add a festive touch to your cooking area.
2. Drape a garland of pressed leaves arranged in alphabetical order around your gateway. Carry this motif into your patrol area by spelling out your names with dried flowers circling your tentpoles. Take care to verify spelling. Deliberate misspelling of names – for example, Rude instead of Rod, or Dennis the Menace – will be met with stern disapproval. (Have Scout demonstrating this do an “aw shucks” movement and hide a sign without showing it.)
3. Keep your uniform looking crisp and fresh. First, spritz yourself with water from your fire bucket just as you douse your fire for the evening. Then spread your shirt under your mattress for that just pressed look each morning. Take care to remove the Scout from the shirt prior to placement under the mattress.
4. Laminate your old uniform numerals and patches to use as coasters on your table. Care must be taken to remove said patches from the shirt prior to the lamination process. We don't want to make that mistake again.
5. A lovely dust ruffle for your bunk can be quickly made by basting together old neckerchiefs. This can also double as a tablecloth in a pinch. Again, remove the neckerchief from the neck of the Scout prior to the basting process.
6. Plant green mint at the entrance to the latrine at camp. It grows easily and the crushed leaves will freshen the atmosphere downwind each time it is trampled by a visitor. Lovely garlands can be made to entwine the TP holder to bring that fresh scent inside. (Scout demonstrating this one should take a big whiff of the leaves and cough and choke.)
7. Some campers will benefit from a sprig of mint placed in their hiking boots each night. You know who you are. (Martha looks over glasses and points around the room.)
8. Collect fresh berries (and nuts) in the season to fill a simple grass basket made from whatever is growing in your campsite. Adorn the basket with edible blossoms such as daylilies and violets. Give each dinner guest a basket to take home for a light snack later that evening. Do avoid using poison ivy and poison sumac, and be aware of nut allergies. (Fill a basket with a uniform sock and various camp gadgets. Have the Scout sniff them and put them back, shaking their head “No, thanks.”)
9. Give your bunk at Cub Scout Resident camp that official BSA look. Use your activity shirts to create quick and easy pillowcases. In cooler weather, use sweatshirts in lieu of T-shirts. Best to remove the Scout from the t-shirt prior to application. (Demo Scout should try to stuff a pillow under the t-shirt while he/she is wearing it)
10. Use laminated maps for placemats while dining. This will also facilitate finding the quickest route to the next training session thus freeing up precious moments for decorating your site. (Have all demo Scouts hold a map and walk through the area, heading in different directions, pointing every which way.)

SKITS, JOKES, AND RUN-ONS

THE MAGIC WORDS

Cast: Den Leader, Scouts

Props: match props to each trick used – boiled eggs, candy, Scout hats, bucket filled with water, beach towel to soak up water

Den Leader is looking at a Book of Magic Words, scratching his head & muttering to himself. Scouts enter.

First trick – three boiled eggs on the table

Scouts: Hey, whatcha doing?

Den Leader: Trying to make these magic words work. If I mutter these words, they're supposed to make the eggs stand up on the end. But so far, nothing!

Scouts: What are the words?

Den Leader: Abra-cadabra

Scouts: Abbra – Cadabra! (Stands boiled eggs upright) See there, it works just fine.

Second trick – candy under the hat

DL: Definitely need some new magic words. [Enter 3 more scouts]

Scouts: Hey, whatcha doing?

DL: Trying to make these magic words do something special. Okay, let's try it. See the candy on the table? Once I utter the magic words, the candy is supposed to disappear and reappear back under the hat. Humm, must have the wrong words, cuz it's not working.

Scouts: What words are you using?

DL: Alla – Kazaam!

Scouts: Here, let us try. Alla Kazaam! [Scouts put the hats on and eat the candy] Yep, works just fine. The candy is back under the hat.

Third trick: walking on water (spread beach towel out ahead of time to catch the water)

DL: That didn't work as I expected. Okay, this one for sure.

Last scouts: Hey, what's happening?

DL: Oh, I'm just trying my luck with some magic words. If I say these words, I'm supposed to be able to walk on water. But I just don't see how it's going to work.

S: Let us try. What are the words you're using?

DL: 23 Skiddoo

S: Here goes nuttin' -- 23 Skiddoo. [pour water out on beach towel and walks on it] Yep, works great!

DL: Okay, audience, now you can help me with this last trick. Everyone close your eyes. Now utter the magic words “ _____ is the Greatest” and you'll make me disappear! See you next time!!!

HAHAHA

SKITS, JOKES, AND RUN-ONS

DOCTOR! DOCTOR!

The secret to success with this series of quickies is to keep them moving along. You can have one doctor and different patients, but it may add greater rush and flurry if a different doctor and patient fly in and out for each joke.

Patient 1: Doctor! Doctor! I feel like a set of drapes.

Doc: Pull yourself together!

Pat 2: Doctor! Doctor! Am I going to die?

Doc: That's the last thing you'll do.

Pat 3: Doctor! Doctor! Everyone keeps ignoring me.

Doc: Next!

Pat 4: Doctor! Doctor! My back feels like a deck of cards!

Doc: I'll deal with you later.

Pat 5: Doctor! Doctor! What's wrong with me?

Doc: Have you had this before?

Pat: Yes.

Doc: Well, you've got it again!

Doc: You'll live to be 80.

Pat 6: I am 80.

Doc: See!

Pat 7: Doctor! Doctor! I've got insomnia.

Doc: Don't lose any sleep over it!

Pat 8: Doctor! Doctor! My friend's doctor told him he had appendicitis and, two weeks later, my friend died of heart failure.

Doc: Don't worry. If I tell you you've got appendicitis, you'll die from appendicitis!



SKITS, JOKES, AND RUN-ONS

WAITER!

Customer 1: Waiter! There's a fly in my soup!

Waiter: Shh! Everyone else will want one!

Customer 2: Waiter! There's a fly in my alphabet soup!

Waiter: Leave him alone. He's learning to read!

Customer 3: What's this fly doing in my soup?

Waiter: Looks like the backstroke, Sir!

Customer 4: There's a fly in my soup!

Waiter: Pass him a life preserver!

Customer 5: I just took a fly out of my soup. What do you think you should do?

Waiter: Give him First Aid!

Last Customer: Waiter, did you know that there's a fly in my ice cream?

Waiter: I didn't know they were into winter sports, too!



GENIE IN THE BOTTLE

A group of castaways are on a deserted island, lamenting their fate. (Have them say things like “I miss my friends. I miss my telephone. I miss TV. I’m even starting to miss school!) One comes running up with a magic bottle. They rub the bottle, and a genie appears, saying he will grant each one a wish. Each person wishes to be somewhere else (a big league game, Comic Con, Disney World, In & Out Burgers) and disappears (ducks behind a towel or sheet). When they get to the last one, he/she looks around, and says, “Gee, I wish I had my friends back.” They all reappear and chase the last castaway off stage.

FINDING YOUR WAY IN THE GREAT OUTDOORS

Cast: Narrator, Scouts, one Scout designated as the Leader

Props: Scouts should be wearing hiking gear – boots, backpacks, binoculars, cameras, canteens, flashlights, etc. All should be carrying a compass & map.

Narrator: Here we see the Fluorescent Flying Squirrel Webelos Den from Pack _____ demonstrating the proper use of orienting a topographical map and using that information to find their way through unknown territory. (the Scouts should be looking at the maps, pointing in every direction, and wandering all over the stage.) I think we may be able to hear the brilliant instructions from the leader as (he or she) skillfully guides the Squirrel Den to their ultimate destination. Let’s listen.

Leader: Okay, gather round, Scouts. Looks like we are hopelessly lost, and we will have to activate our surefire ultra-mega rescue signaling device. Everyone ready? Okay, on three – one, two, three . . .

All yell together: Hey, Mom, Dad!

SKITS, JOKES, AND RUN-ONS

HOW FAR???

Personnel: Any number of scouts

Equipment: Pedometer (can be an oversized prop for effect)

Setting or Opening: Scouts looking worn out after a long hike.

Cub 1 Wow, that was a long hike.

Cub 2 We sure walked a long time!

Cub 3 Did you see all those trees?

Cub 4 The bear sure was neat!!

Continue on until all scouts have added an experience until you get to the last scout.

Cub 5 How far did we walk?

Den Chief: (checks pedometer) It looks like about 2 blocks!

TWO SKUNKS

Personnel – Narrator and two Cubs dressed as Skunks with signs saying IN and OUT

Narrator: Once upon a time, there were two skunks named IN and OUT.

Each takes a bow when his name is spoken

Narrator: When IN was out...

IN: (Walks stage left)

Narrator: OUT was in.

OUT: (Walks stage right)

Narrator: And when OUT was out...

OUT: (Crosses the stage)

Narrator: IN was in.

IN: (Crosses to the other side)

Narrator: One day, Father Skunk, who was with in with OUT, said:

Father: I want you to go out and bring IN in.

OUT: (Goes off stage in search of IN, and quickly the two return)

Father: How did you find IN so quickly?

OUT: It was easy—IN-stinct

WATCH OUT FOR CRITTERS

As the skit opens, a guide leads two pioneers into the mountains. The three walk in place, pretending to climb uphill and down.

Pioneer 1: Are there wild animals here?

Guide: Yep. Bobcats.

Pioneer 2: Is there anything else?

Guide: There's wolves.

Pioneer 1: Is that all?

Guide: There are bears too. (Suddenly, three Cub Scouts appear. Over their heads are brown paper sacks with animal faces drawn on them.)

Cub 1: I'm a Bobcat.

Cub 2: I'm a Wolf.

Cub 3: I'm a Bear. Who are you?

Pioneers: (Together) We're chicken! (and they run away.)

SKITS, JOKES, AND RUN-ONS

SMOKEY'S DEPUTIES

Characters: Narrator, 3 Scouts in Smokey Bear costumes with "Deputy" badges on.

Scene: Outdoor scene with cardboard trees. Posters with the chorus song lyrics as indicated in script.

Narrator: For the first and only time, on our stage we present a trio of performing bears directly from one of our National Parks. (Gesturing with sweep of hand.) Take it away bears!

Bears: (enter singing...Tune: "Polly Wolly Doodle")

Oh, bears like cake, and bees like pie

And a little bit of honey is fine'

But we don't like sparks in our national parks,

And in forests of spruce and pine.

So beware, so beware,

Put your campfires all the way out.

Let the fire burn down, sprinkle water all around

Put them out without a doubt.

Bear 1: Listen friends. Before you strike even ONE match in my forest, check the Forest Ranger or an adult camping guide. There may be a fire ban in place!

Bear 2: Never build a fire without an adult to help you.

Bear 3: That's right! Remember to have a bucket of water handy, right next to the fire.

Bear 1: And when you're through with the fire, don't go away and leave it. No sir. Let the fire burn down. Break up the coals with a stick. Sprinkle water or dirt on the fire until it is cold.

Bear 2: Be sure to check the fire to see that it is cold out before you leave the campsite.

Bear 3: Now everybody, please join us in the chorus of our song:

So beware, so beware

Put your campfires all the way out

Let the fire burn down, sprinkle water all around.

Put them out without a doubt.

JUMP HIGHER THAN A TREE SKIT

Cub #1: I'm a great jumper.

Cub #2: I can jump, too. I bet I can jump higher than that tree.

Cub #1: This I've got to see.

Cub #2: (Makes a small hop.)

Cub #1: That's higher than the tree??

Cub #2: Sure. That tree can't jump at all.

SKITS, JOKES, AND RUN-ONS

DEHYDRATED WATER SKIT

Props: one large can with lid and a stack of computer paper all connected

Cub #1: Hey, look at this. [Holding up the can and the papers]

Cub #2: What do you have?

Cub #3: What is it called?

Cub #1: It's called DEHYDRATED WATER. It's a brand new item.

Cub #4: How does it work?

Cub #2: [Takes the instructions book from #1.] It says here that it can rid the world of drought.

Cub #3: [Looking over the shoulder of Cub #2.] And it is ideal for camping and hiking.

Cub #4: Read the instructions.

Cub #1: This is going to get complicated.

Cub #2: Yes, look at those legal disclaimers.

Cub #3: Let me see. [Takes the papers from #2.] Step One says open the can carefully so as not to spill the contents.

Cub # 4: [Taking the papers from #3.] Step Two says to empty the entire contents into a large pot or bowl. [Cubs #1, 2, and 3 act out the instructions.]

Cub # 4: [Reading the papers.] HOLD IT! Step Three says JUST ADD WATER!

All: [Shake their heads and walk off.]

GOING THE DISTANCE SKIT

Personnel: Any number of Cub Scouts

Opening: All start out walking:

1st Cub Scout: (stops) I'm thirsty. (All get a drink.) (Continue Walking.)

2nd Cub Scout: (stops) I'm hot (All wipe off face.) (Continue Walking.)

3rd Cub Scout: (stops) I'm hungry (All get something to eat) (Continue Walking)

4th Cub Scout: (stops) My shoestring is undone (All tie shoestrings) (Continue Walking)

(Make up as many more things as you need so that every scout in your den has a part)

Last Cub Scout (as scouts approach the end of the stage): This sure has been a long walk how far have we gone?

1st Cub Scout: (Looking back) Across the stage!



SKITS, JOKES, AND RUN-ONS

Outdoor Jokes

Why can't bikes stand up on their own? They're two-tired.

What's another name for a sleeping bag? A nap sack.

Did you hear about the camping competition? It was in tents.

What do you call a bear with no teeth? A gummy bear.

Why don't seagulls fly by the bay? Because then they'd be bagels.

You can't run through a campsite. You can only run because it's past tents.

Do you know why I slept like a log last night? Because I woke up at the campfire.

What did the pine trees wear to the lake? Swimming trunks.

Mountains aren't just funny, they're hill areas.

If you're in the woods, how can you tell if a tree is a dogwood? By its bark.

What did the beaver say to the tree? "It's been nice gnawing you!"

What is a tree's favorite drink? Root beer.

What did the polar bears say when they saw tourists in sleeping bags? "Sandwiches!"

Where does a camper keep his money? In the river bank.

Why does Humpty Dumpty like camping in autumn? Because Humpty Dumpty had a great fall.

How do trees make so many friends? They branch out!

There was a kidnapping in these woods once... It's okay, he woke up the next day!

Knock knock. Who's there? Hoo. Who hoo? Uh oh, watch out for the owl!

Why don't you see bison hiding in trees? Because they are good at it.

Why do birds fly South for the winter? It's too far to walk.

Why do hummingbirds hum? They don't know the words yet.

How can you tell the ocean is friendly? It waves

Why did the sun go to school? To get brighter

How do you cut a wave in half? Use a sea saw

What did the little tree say to the big tree? Leaf me alone

What type of tree fits in your hand? A palm tree

What do you say when the beach asks you to walk on it? Shore

What kind of flower grows on your face? Tulips

What do loggers eat in the forest? Mac and trees

What has no fingers, but many rings? A tree

Why did the gardener plant light bulbs? She wanted to grow a power plant

Where do saplings go to learn? Elementree school

What runs but never goes out of breath? A river

What does the sun drink out of? Sunglasses.

What did the Jedi say to the tree? May the forest be with you

SKITS, JOKES, AND RUN-ONS

RUN-ONS

#1: I bet I can jump higher than a house.

#2: I bet you can't.

#1: Yes I can. Did you ever see a house jump?

#1: I went fishing last week.

#2: What did you catch?

#1: Three bass and one smelt.

#2: It did? Which one?

#1: Nurse, what is the best way to avoid infection caused by biting ticks and spiders?

#2: Don't bite any!

#1: Excuse me, but is that the sun or the moon?

#2: I don't know. I'm new to these parts too.

#1: Do you mind if I ask you a few questions?

#2: No, but you should know I charge \$20 for two questions.

#1: Isn't that a lot of money for two questions?

#2: Yes it is...now what's your 2nd question?

#1: Nurse, there's an invisible Cub Scout waiting for you at the 1st aid station.

#2: Tell him I can't see him!

#1: I heard you had an accident on your hike today.

#2: No, but I did get bitten by a rattlesnake.

#1: You don't call that an accident?

#2: Heck no! He did it on purpose!

#1: My brother and I know everything in the world!

#2: Okay, smarty, what's the capitol of Idaho?

#1: That's one of the questions my brother knows,

#1. (Enters slapping neck and arms as if being bitten by mosquitoes.) Do you know that there's not a single mosquito left in this camp!

#2: You've got to be kidding!

#1: No, it's true. All of them are happily married, have lots of kids, and are making me miserable!

HA HA
HA!

SKITS, JOKES, AND RUN-ONS

RUN-ONS

What kind of shoes are made out of banana skins? - Slippers

Why should watermelon be a good name for a newspaper? - Because we're sure it is red on the inside.

Why is it that when you are looking for something you always find it in the last place you look?
- Because you always stop looking when you find it.

I am something that can run but can't walk. What am I? - Water

What people cool the stars? - Movie fans

How far can a dog run into the woods? - Halfway, because after that he's running out.

Why did the tree get lost in the woods? Answer: It took the wrong root.

“H” TO “O”

Teacher: What is the formula for water?

Student: H, I, J, K, L, M, N, O

Teacher: Whoever told you that?

Student: You did! You said it was H to O



FULL STOMACH

Cub Scout #1: Why do you keep doing the backstroke?

Cub Scout #2: I just had lunch and I don't want to swim on a full stomach.

PEANUT BUTTER

Cub Scout #1: What kind of fish goes with peanut butter? Cub Scout #2: Jellyfish

Why didn't the man swim on an empty stomach? Because it is easier to swim in water

Where do ships go when they are ill? To the “docks”

What part of a fish weighs the most? The scales

What fish helps musicians? A tuna fish

Cub #1: Why do bees hum? Cub #2: Because they don't know the words.

Cub #1: What kind of gum do bees chew? Cub #2: Bumble gum.

Cub #1: What do you get if you cross an insect and a rabbit? Cub #2: Bugs Bunny.

Cub 1: Did you know buffaloes are originally from Italy? Cub 2: You mean like in the song " Oh where is the home for the buffaloes - Rome!

Cub 1: What do you get when you cross peanut butter with a buffalo? Cub 2: You either get peanut butter that roams the range or a buffalo that sticks to the roof of your mouth.

Cub 1: How can you tell when there are two buffaloes in your refrigerator? Cub 2: You can't shut the door

SONGS

THE AUSTRIAN SONG

Once an Austrian went yodeling on a mountaintop high.
When along came an avalanche,
Interrupting his cry.

Chorus:

Olahe...

Olee-aka-kela, Olee-ak-coo-coo.

Olee-aka-kela, Olee-ak-coo-coo.

Olee-aka-kela, Olee-ak-coo-coo.

Olee-aka-kela, O.



After each of the coo-coos, in the chorus, you will be adding sounds and motions.

1. Avalanche – swish sound & bring hands down from shoulder height, in a downward motion.
2. Grizzle Bear – grr sound & hands up, palms facing out.
3. St. Bernard – dog pant & drop hands to look like paws.
4. Dairy Cow – swish, swish & hands are “milking the cow”.
5. Maiden Fair – 2 kiss sounds
6. Girl Scout – “cookies sir” and had held as if you were holding a tray.
7. Cub Scout – stomps foot and yells “I don’t want to do it”.
8. Den Leader – Points and says “do it anyway”.

TAKE ME OUT TO THE FOREST

(Tune: Take Me Out to the Ball Game)

Take me out to the forest.

Let me hike in the wild.

Show me a skunk and a few bear tracks.

I won't care if I never come back.

But it's look, look, at your compass.

If it rains, then it pours.

And it's ouch, slap, sting, and your bit

In the great outdoors!

BUGGY

There was a Cub who had a bug and BUGGY was its name, oh.

B-U-G-G-Y, B-U-G-G-Y, B-U-G-G-Y,

And BUGGY was its name, oh!

For each verse after the first, omit saying one letter more, so that the second verse is:

There was a Cub who had a bug and BUGGY was its name, oh.

(Sh)-U-G-G-Y, (Sh)-U-G-G-Y, (Sh)-U-G-G-Y,

And BUGGY was its name, oh!

And so on...

SONGS

OUTDOOR ADVENTURE SONG

(Tune: This Old Man)

Birds and plants, rocks and trees
These are things that I can see
With my backpack, canteen
We are on the run,
Outdoor adventure is so much fun.

Streams and Clouds, fish, and bees
These are things that I can see
With my backpack, canteen
We are on the run,
Outdoor adventure is so much fun.

Repeat Loudly: Outdoor adventure is so much fun!

SINGING IN THE RAIN

We're singing in the rain, just singing in the rain,
What a glorious feeling, we're happy again.

Thumbs up! (Audience repeats)

A-root-ta-ta, root-ta-ta, root-ta-ta-TA

Add each of the following in turn:

Thumbs Up, Arms Out, Elbows In, Knees Together,

Toes Together, End Out, Chest Out, Head Back, Tongue Out



IF IT'S RAINING

(Tune: If you're Happy)

If it's raining and you know it clap your hands (Clap, Clap)

If it's raining and you know it clap your hands (Clap, Clap)

If it's raining and you know it then your clothes will surely show it

If it's raining and you know it clap your hands (Clap, Clap)

If the mud is only knee deep, stamp your feet (Stamp, Stamp)

If the mud is only knee deep, stamp your feet (Stamp, Stamp)

If the mud is only knee deep, and you wish that it were hip deep

If the mud is only knee deep, stamp your feet (Stamp, Stamp)

If the wind is really blowing, shake your head (Shake, Shake)

If the wind is really blowing, shake your head (Shake, Shake)

If the wind is really blowing, and your head is getting dizzy

If the wind is really blowing, shake your head (Shake, Shake)

If it's raining, muddy and windy, do all three (Clap, Clap, Stamp Stamp, Shake, Shake)

If it's raining, muddy and windy, do all three (Clap, Clap, Stamp Stamp, Shake, Shake)

If its raining, muddy and windy, and it getting pretty stormy

If it's raining, muddy and windy, do all three (Clap, Clap, Stamp Stamp, Shake, Shake)

SONGS

TO THE WOODS

Hi ho, hi ho, it's to the woods we go.
To catch some snail on backwoods trails.
Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's in the woods we go.
To gaze at stars, won't hear no cars.
Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's through the woods we go.
To search the skies for butterflies.
Hi ho, hi ho, hi ho.

Hi ho, hi ho, out of the woods we go.
We'll pitch our tent, and hope the poles aren't bent.

STEM/STEAM

STEM Website Links

Dirt Battery Experiment: <https://teachbesideme.com/dirt-battery-experiment/>
<https://www.pinterest.com/shareitscience/outdoor-stem-ideas/>

Build a Shelter from the Sun: <https://buggyandbuddy.com/sun-shelter/>

Popping Bags: <https://littlebinsforlittlehands.com/bursting-bags-outdoor-science-experiment-popping-burping-fun/>

3-D Bubble Shapes: <https://littlebinsforlittlehands.com/bubble-shapes/>

Geometric Bubbles: <https://littlebinsforlittlehands.com/bubble-shapes/>



THEMED EXTRAS

“Remember the lesson we learn from the tree - To give to others more than we receive.” – Lord Robert Baden-Powell

“A weed is no more than a flower in disguise.” – James Russell Lowell

“If you think in terms of a year, plant a seed; if in terms of ten years, plant trees; if in terms of 100 years, teach the people.” – Confucius

“When the well is dry, we know the worth of water.” – Benjamin Franklin

CAN YOU HEAR THE HEARTBEAT?

If you listen carefully with a stethoscope, you can hear the “heartbeat” of a tree. Find a thin-barked tree more than 6 inches in diameter and place your stethoscope against its trunk. Be very quiet. Move the stethoscope around until you can hear the crackling, gurgling sound of sap flowing up to the branches.

DID YOU KNOW?

If a tree’s leaves look like needles it’s a conifer. Most conifers are evergreen since they do not lose all their leaves at once. Pines, firs, cedars, and spruces are conifers.

If a tree’s leaves are flat and broad they are broadleaf or deciduous. Broadleaf trees shed their leaves annually. They may bear flowers, fruit, or nuts. Oaks, maples, birches, and sycamores are broadleaf trees.

There are more than 12,000 different varieties of ants in the world.



The leaves of a Venus flytrap can close over an insect in less than half a second.

The largest seed in the world is the coconut. Lemons have more sugar in them, and melons or peaches do.

The roundworm lives for only 12 days; the lake sturgeon (a fish) can live more than 150 years.

Crickets have hearing organs in their knees. An ant can lift 50 times its own weight with its mouth.

The common snail has close to 10,000 teeth--all on its tongue.

A frog must close its eyes in order to swallow.

The praying mantis is the only insect that can turn its head without moving any part of its body.

Scientists have determined that the common housefly hums in the musical key of F.

To make one pound of honey, bees must collect nectar from approximately 2 million flowers.

Fish have no eyelids. They can't blink, wink, or close their eyes to sleep.

A hummingbird may get nectar from 2000 flowers in one day.

The smallest tree in the world is the dwarf willow. In some places, it grows only two inches (5 cm) tall.

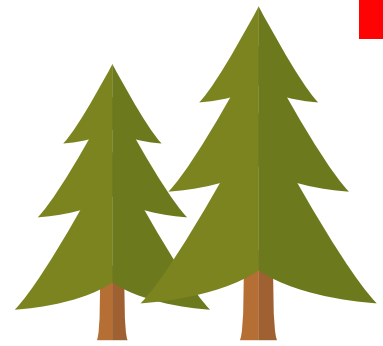


Each big eye on a dragonfly is made up of many little eyes--up to 28,000 of them! Dragonflies can spy moving objects up to 40 feet (12 m) away.

Some bats can eat 500 mosquitoes every hour. An elephant may use a leafy branch or plant stalk as a fly swatter.

The world's smallest mammal is probably the bumblebee bat of Thailand. The little creature is about the size of a large bumblebee, and it weighs less than a penny.

DAY CAMP COOKING



The information within this section is designed to expand the idea of having a fun cooking station as part of your day camp!

The program provided at a scout cooking station needs to follow the age-appropriate guidelines and the health and safety rules outlined in the Guide to Safe Scouting.

The Scout Cooking Activities, Games, and Recipes provided in this section can be adjusted to be age appropriate for each rank.

Webelos and Arrow of Light Scouts are learning more about fire lay, fire safety, and outdoor cooking safety, and modeling the Scouts' BSA patrol method in preparation to move into the Scouts, BSA program. Part of the content provided in this section is specifically for Webelos to Arrow of Light Scouts as is defined as such.

Review the following when planning any type of outdoor cooking:

- Check for burn bans prior to grilling/cooking outdoors. If you are wondering how to find out if there is a burn ban in effect, call the non-emergency phone number for your local fire department or wildlife authority. Listen to any recorded messages, or ask the person who picks up, “Is there a burn ban in my area?”
- Another way to view current burning restrictions is to check the authority’s website. On the website, you will be able to view the details on any local burn ban that is in effect. Read through the regulations carefully to make sure you are following them to the letter. You should also be able to view general information on how to get a burning permit.

SCOUT COOKING ACTIVITIES

TRAIL MIX HIKE

Supplies Needed

- Trail Mix ingredients
- Large plastic containers with lids
- Mini Scoops
- Sandwich-sized Ziploc bags

Set-up

- Place each trail mix ingredient in a separate container and seal the lid Place one container at varying intervals along the hiking trail. Can be tied to trees.
- Activity Instructions
- Before you start your hike, give each participant a small Ziploc bag.
- As the Scouts hike the trail, stop at each “trail mix station” and let them place a scoop of the ingredient into their Ziploc bag.
- At the completion of the hike, the Scouts will have a complete bag of trail mix that they can snack on for the rest of the day.



DAY CAMP COOKING ACTIVITIES

SHAKE IT PUDDING

Supplies: Ingredients for the specific pudding recipe, spoons, music playlist, and a speaker.

Set-up

- Prepare supplies
- Assemble music playlist (songs that are conducive to “shaking, bouncing, and jiggling”
- if they pick up the bowl 1st, they have to hold it the entire time they are putting on everything else.

Instructions

- Have the Scouts assemble their Pudding/Ice Cream bags
- Turn on the music and have the Scouts shake, bounce, and jiggle their bags as they dance to make their dessert.
- Stop the music every few minutes to have the Scouts check to see if their dessert is thick enough to eat. Enjoy your treats!

CUB SCOUTS SMELL

Supplies: Various items with strong smells such as spices, cooking ingredients, stinky socks, etc. that will not go bad. Small containers that are not see thru. Blindfolds.

Set-up

- Place various items into the containers
- Number the containers and create a master list so you know what is in each container
- Set containers on a table or other flat surface
- Activity Instructions
- Blindfold a Scout and stand them next to the table with the containers
- Have an adult open each container and move it under the nose of the Scout
- Ask the Scout if he can identify each smell

COOKIE CUTTER SCAVENGER HUNT

Supplies: Various Cookie Cutters in different shapes (look at second-hand and dollar stores for cheap cookie cutters). Play food or cooking equipment can be substituted for Cookie Cutters.

Scavenger Hunt list

Set-up: Prepare your Scavenger Hunt list of cookie cutters. The list can either be actual items such as “fish” or a clue such as “this shape swims in the ocean”

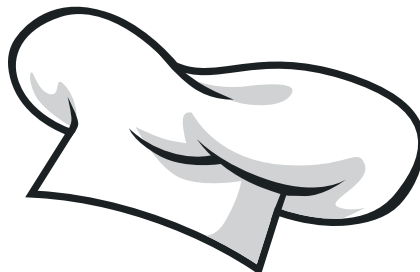
Hide cookie cutters in a specific area – do not make the area too big or too small. You want it to be challenging but not overly difficult. You can vary the area or difficulty depending on the age of the Scouts in each rotation

Activity Instructions: Give Scouts a list of cookie cutters that need to be found.

Have them work individually or as a group to find cookie cutters

Variations – Who can find the most cookie cutters? Who can find a special (larger, special colored, etc.) cookie cutter?

Option: Have bags of animal-shaped cookies/crackers for the Scouts to have after the Scavenger Hunt



DAY CAMP COOKING ACTIVITIES

SCOUT COOKING GAMES

CHEF'S RELAY RACE

Supplies

- 2 Each:
- Chef's hat
- Apron
- A pair of oven mitts
- Wooden spoon
- Metal mixing bowl

Set-up

Place two starting lines about 8 feet apart

Set supplies in two identical piles behind one of the starting lines

Activity Instructions

- Divide Scouts into two teams
- Divide each team into two groups
- Place one group for each team behind each starting line
- When the signal is given to start, the first person in line by the supplies will pick up the supplies and put on the chef's hat, apron, and mitts then pick up the wooden spoon and bowl and run to the other line. They will then take everything off and the Scout 1st in line behind the starting line will put everything on, pick up the bowl and spoon and then run to the other line. Repeat until there are no more Scouts.

Variations: Require that if they pick something up, they have to put it on and can't remove it to put something else on – such as if they pick up the mitts first, they have to put everything else on while wearing them or



DAY CAMP COOKING

WEBELOS AND ARROW OF LIGHT

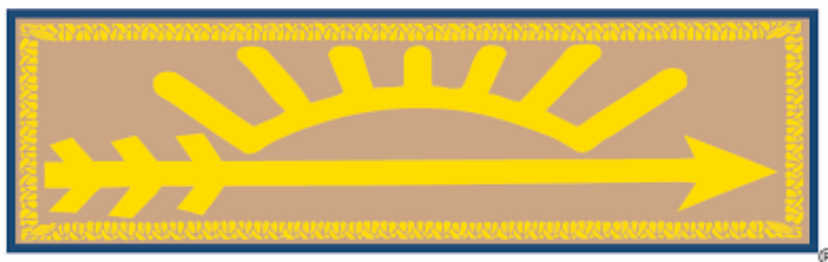
Webelos and Arrow of Light Outdoor Cooking

While outdoor cooking is among one of the skills learned by our scouts, it also poses fire dangers. Review the following when doing an outdoor cooking activity:

- Check for burn bans prior to grilling/cooking outdoors
- During periods of high fire danger, consider alternatives to outdoor cooking.
- Charcoal barbecue grills should only be used outdoors..

Webelos and Arrow of Light Day Camp Program Activity Ideas:

- Have Webelos and Arrow of Light scouts practice building a fire for cooking.
- Have Webelos and Arrow of Light scouts learn campfire safety
- Have Webelos and Arrow of Light learn different types of ovens used in outdoor cooking.
- Have Webelos and Arrow of Light scouts practice cooking safely.
- Have Webelos and Arrow of Light scouts learn and practice cooking first aid.
- Have Webelos and Arrow of Light scouts cook lunch.



DAY CAMP COOKING

WEBELOS AND ARROW OF LIGHT

HELPFUL TIPS WHEN TEACHING WEBELOS AND ARROW OF LIGHT SCOUTS ABOUT OUTDOOR COOKING

The Cook's Job

1. Keep themselves clean.
2. Keep the kitchen area clean.
3. Ensuring that you have the right ingredients and the right equipment for whatever you are preparing.
4. Only the head cook seasons the food.
5. Read instructions and follow those instructions.
6. The head cook is in charge.
7. Make sure that unused or leftover food is stored properly after the meal is finished.
8. Cooks can help with cleanup jobs.
9. Leave a clean camp.

Wildlife Safety

To ensure that you minimize interaction with local wildlife:

1. Store food properly
 - a. If in bear country, store food in a bear bag or bear container that might be provided by the location you are at. If not available, lace food in coolers inside your vehicle or your camp trailer.
 - b. Never leave food out while you are not in camp or overnight
2. Dispose of food scraps properly in the trash. Trash needs to be stored in your vehicle or camp trailer at night and while you are not in camp.
3. Never bury food scraps. Animals have a very good sense of smell and will often dig up the food trash.
4. Remember, you are in their home so treat it and the animals with the respect they deserve.

Effects of Altitude on Cooking

- At higher altitudes, water boils faster than at lower altitudes, and at lower boiling points (at sea level water boils at 212 degrees F, but at 5000 feet it will boil at only 202 degrees F)
- If food is being cooked in some liquid, a higher altitude will require additional cooking time to obtain the necessary heat.
 - Vegetables can require 5-25% more time the higher you go
 - Meat cooked by simmering, for every 5000 additional feet, allow for 25% more cooking time.
- Baking times and methods change because of altitude as well.

DAY CAMP COOKING

WEBELOS AND ARROW OF LIGHT

Building a Fire Activity: Webelos/AOL

- Have the scouts practice building a fire.
- Have scouts cook lunch over the campfire.



The Teepee

Pros: Teepee fires burn very hot and are great when it's especially cold out. They're also effective if your wood happens to be wet or recently cut and is still a bit green inside. If a large bonfire is your eventual goal, a teepee works well.

Cons: Because they burn so hot, teepee fires tend to burn through fuel logs quickly.

Tinder & kindling: In the fire pit, place your tinder nest in the center, and arrange the kindling pieces around it in the shape of a teepee. Leave an opening at one side of the kindling teepee so that you're able to light the tinder.

Fuel logs: Place fuel logs atop the kindling in a teepee formation. As the outside logs burn, they'll eventually fall into the center of the pile, thus feeding the fire by providing more fuel. (Written by)



The Log Cabin

Pros: The log cabin configuration is especially fun if you enjoyed Lincoln Logs as a kid. The square shape acts like a chimney, allowing heat and flames to escape through the top in a somewhat uniform fashion; as such, it's more conducive to cooking food than a teepee formation.

Cons: Doesn't burn as hot as the teepee, so it won't keep you as warm.

Tinder & kindling: Arrange your tinder and kindling just like you did for the teepee configuration.

Fuel logs: Make walls with your fuel logs by stacking them in an alternating square-ish cabin formation around the kindling teepee.

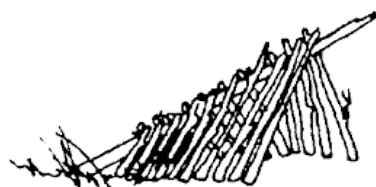
The Lean-To

Pros: Useful when it's particularly windy out.

Cons: Doesn't look as cool; kind of one-dimensional.

Tinder & kindling: Place a single log (or even a rock) in the fire pit. Lean kindling against the log, and position the tinder beneath the kindling. The single log acts as a windbreak and will help you ignite the tinder.

Fuel logs: Once the tinder and kindling are aflame, stack fuel logs on top of them against the starter log. (Written by Mike McQuaide <https://www.cabinlife.com/articles/fail-proof-fire-building-tips-techniques>)



HOW TO BUILD A CAMPFIRE FOR COOKING

The object is to have all the wood turn into coals at the same time. This gives an even fire with no flames reaching up to burn your food or blacken your cookware. It also yields the longest cooking time from the coals.



Prepare the Site

- Select a fire site at least 8' from bushes or any combustibles. Be sure no tree branches overhang the site.
- Make a U-shaped perimeter using large rocks or green logs. If using logs, they'll need to be wet down from time to time. If breezy, have the back of the firepit face the wind.
- Put a large flat rock at the rear of the firepit to act as a chimney. The "chimney rock" will help direct the smoke up and away.



Lay the Kindling

- Fill the fire area with crumpled paper or tinder.
- Lay kindling over the paper in layers, alternating directions with each layer. Use thin splits of wood or small dead branches. Do not put kindling down "teepee style". The whole fire area should be covered with the kindling stack.
- Set a bucket of water near the fire area. Light the paper to start your fire.



Build the Fire, Grade the Coals

- When the kindling is ablaze, add firewood. The wood should be all the same size, as much as possible. Use hardwood or hardwood branches if available. Distribute wood evenly over the fire bed.
- As soon as the last flames die down leaving mostly white coals, use a stick to push the coals into a higher level at the back end and a lower level at the front. This will give you the equivalent of 'Hi', 'Med', and 'Low' cook settings. Or, level the preference.



To cook, set the grill on rocks or wetted green logs. Put food directly on the grill or in cookware and prepare your meal. If cooking directly on the grill, a small spray bottle or squirt gun is handy for shooting down any rogue flames, usually caused by food drippings.

As the fire diminishes, bank the coals to get the most heat from them.

After cooking, add wood to your evening campfire. Before retiring, extinguish thoroughly and soak with water. Turn rocks in on the fire bed. It will be easy to reassemble the next day if required.

CAMPFIRE SAFETY



1. **NEVER LEAVE A CAMPFIRE UNATTENDED**
2. **NEVER LEAVE A CAMPFIRE UNATTENDED**
3. Know the area fire rules & restrictions before you go. Double-check that there is not a fire ban or water shortage in the area you are headed. If there is a fire ban, **DO NOT** build a fire.
4. Be aware of the weather conditions before you build your fire – if the wind is high, **DO NOT** build a fire. Wind will cause a fire to spread rapidly creating a dangerous situation for you and for others.
5. 1st choice – use an existing campfire ring to build your fire in.
6. 2nd choice – if no existing campfire ring is available, use a portable fire pit/ring making sure to place flat rocks or bricks underneath to protect the ground
7. 3rd choice – if building a campfire where it is not possible to use an existing ring or portable fire pit, pick an area with:
 - Very little or no vegetation
 - No overhanging vegetation – have at least 10 feet clear circle around your campfire
 - Do not build less than 15 feet from a water source.
 - Do not build less than 20 feet from your tents. Tents catch on fire very easily.
 - Create a fire ring out of rocks to contain your fire.
 - When finished camping, restore the area as close to the original as possible.
8. Do not build your fire bigger than is necessary for warmth or cooking
9. Use local, dead, dry wood. Do not bring your own with you as it may bring insects or diseases that may damage the local forests.
 - If your fire is generating a lot of smoke, your wood is too wet.
 - If your fire is generating a lot of sparks, your wood contains a lot of sap.
 - Consider placing harder wood on the fire that will burn slower and cause fewer sparks.
10. Remember to start small. You can always add more, but it is very difficult to make a large fire smaller without putting it out.
11. Throw your match in the fire after using it or douse it with water before disposing of it. A recently lit match can still generate enough heat to light a piece of paper or fire.
12. Designate a fire watcher – only this person is allowed to add or adjust firewood in the fire.
13. Don't throw trash or other objects in the fire. Some items may not burn completely, and you will need to retrieve them from the cold embers and place them in the trash. Other items may be dangerous if placed in a fire and may explode.
14. **ALWAYS HAVE A FIVE-GALLON BUCKET OF WATER NEAR THE FIRE** in case of an emergency.
15. Set up your cooking structure before you start the fire, so you are not trying to move things around while the fire is burning.
16. Flames = fast heat, boiling water, etc.
17. Coals = slow even cooking of food.
18. If a Scout is not actively cooking, they should be at least 5 feet away from the fire.
19. **ABSOLUTELY NO HORSEPLAY OR RUNNING AROUND THE FIRE!**
20. When finished with the fire, make sure to put it out completely by spreading out the coals and pouring water over them. Fire is out when no heat is generated and is cool to the touch. Stir the coals to ensure that no hot spots are missed. Add more water as necessary.

CAMPFIRE SAFETY WORKSHEET

Campfire Safety



OR



OR



OR



OR



OUTDOOR COOKING OPTIONS

FOIL COOKING



Take a sheet of heavy aluminum foil (12 inches minimum) and spray with cooking oil



Place food in center of packet



Bring foil together in center of packet and fold over approximately 1/2 inch of foil



Make another 1/2 inch fold to ensure the packet is closed and won't leak.



Make 1/2 inch fold on both ends of the packet



Make a second 1/2 inch fold on both ends of the packet to ensure packet is closed and won't leak



To open after packet is finished cooking hold packet in a your hand covered with a glove or cooking mitt. Use a sharp knife to make an "X" shaped cut in the side of packet without the fold. Open slits and eat up or transfer to a plate.

OUTDOOR COOKING OPTIONS

Box Oven

The Box Oven The cardboard boxes typically used to hold 10 reams of 8½×11 or 8½×14 paper will make very nice box ovens. Line the inside of the box and lid with aluminum foil. Use a sponge to dab some glue around the inside and the cover to hold the foil in place. Make two holes in the cover to let the combustion gases out, and make a few holes around the sides near the bottom to let oxygen in. Make a tray to hold the charcoal using one or two metal pie plates. You can either make feet for a single pie plate using nuts and bolts, or bolt two pie plates together bottom to bottom. Cut two coat hangers to make a rack to hold up the cooking pan. Poke the straight pieces of coat hanger through one side and into the other. Two pieces will usually do fine. Put several lit briquettes on the pie pan, put your cooking pan on the rack, and place the cover on top. The first time you use this box oven, check it a few times to make sure that enough oxygen is getting in and that enough gases are escaping to keep the charcoal burning.

Fun things to make at Day Camp are:

Cookies - (using pre done cookie dough makes it easier), Smores, Hot Dogs.



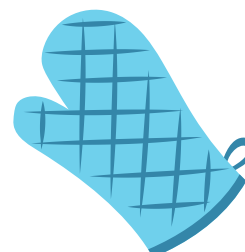
OUTDOOR COOKING OPTIONS

Charcoal Grill

When scouts are using an outdoor grill, they must be closely supervised by adults.

Tips for grilling safely:

- Grill in well-ventilated areas. Carbon monoxide related fatalities can be prevented by never grilling inside a home, tent, vehicle, or camper.
- Wear proper clothing.
 - Don't wear loose clothing.
 - Roll up your sleeves.
 - Pull your hair back.
 - Tie and secure apron strings.
- Keep a fire extinguisher within close reach. Have a fire extinguisher close by and know how to use it.
- Use combustibles cautiously. Prevent fires by keeping combustibles at a safe distance from the grill.
 - Keep lighter fluids capped and a safe distance away from the grill.
 - Never add lighter fluid to hot coals.
 - Never use gasoline or kerosene as a starter fluid.
- Create a safe zone around the grill. Young children account for many visits to the emergency room resulting from grill contact burns.
 - Keep children, pets and play areas away from grills.
 - Mark a 3-Foot "No Kids Zone" around your grill.
- Grill at least 10 feet away from buildings.
- Never leave a grill unattended.
- Avoid grilling while intoxicated. It's tempting to partake for some but consuming alcohol while grilling can be dangerous and is a risk for accidents.



Solar Oven

Solar Cooking Solar cooking is gaining in popularity due to the excitement around STEM programs. There are two different ways to cook in a solar cooker. The first way is to refocus the oven to follow along with the sun's rays every 25 to 30 minutes. This allows for food to be prepared the same way it would with a classic stove or oven. The solar oven can also be used as a slow cooker similar to a Crock-Pot. It is possible to prepare food, put it in the solar oven, point the oven where the sun will be, leave, and come back to a savory, slow-cooked dinner.

OUTDOOR COOKING OPTIONS

Dutch Oven

Selecting a Dutch Oven

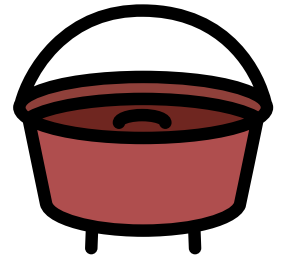
A Dutch oven is made from cast iron with heavy walls and comes in a range of sizes.

There are two primary types:

- One for camp – has three short legs and a flattened lid with a flange around the perimeter for holding coals
- One of the kitchen ovens – has a flat bottom and a domed, flangeless lid that doesn't really hold briquettes.

Dutch ovens come in a variety of sizes

- 6 inch – food for 2-4 people
- 12 inch – food for 8-12 people
- 14 inch/10 quart – generally used for roasting larger cuts of meat, tall baked goods or for serving more than a dozen people.
- 16 inch – food for 16-20 people
- Up to 45-quart ovens with 22-inch lids.



If a recipe calls for a “deep” Dutch oven, it wants an internal depth of at least 5 inches.

Dutch Oven Safety

- Wearing protective gear such as oven mitts and long sleeves can help protect your skin from accidental contact with hot surfaces such as the oven itself, the lid, and the handle of the Dutch oven.
- Use a trivet or heat-resistant surface when serving hot food to prevent burns from steam or spills.

Remember to keep a safe distance when opening the Dutch oven lid to allow steam to escape.

- Use a long-handled spoon or ladle when serving hot soups or stews to avoid splashes.
- Make sure you have a designated cooking area that is clear of flammable materials and follow all fire safety guidelines when building and tending to your fire.

Camp Stove

Camp Stove Safety

1. Never use a stove in a tent
2. Ensure your stove is in good working condition
3. Set your stove up on a flat surface
4. Make sure your stove is properly attached to its fuel source
5. Never leave a stove unattended
6. Be cautious when lighting your stove
7. Avoid using the stove on flammable surfaces
8. Use only purpose-built windscreens
9. Keep fuel bottles and canisters away from open flame
10. Take care when packing fuel canisters in backpacks
11. Wait for your stove to cool down before packing it away
12. Follow manufacturer's instructions



COOKING SAFETY



Cleanliness

- Personal cleanliness while cooking
- Always wash your hands before handling any food, even to get items out of the cooler or storage tub.
- Wash your hands again after you sneeze, cough, or wipe your nose on them. No one wants that in their food.
- If you have to sneeze or cough, do it away from the food.
- Wash your hands when you are finished handling meat or eggs. Uncooked, these items can cause foodborne illnesses if not handled properly.
- General cleanliness while cooking
- Always clean your prep area before you start cooking. Remember, you are outside where the wind blows, critters inspect your area when you are not there and your friends may have used the table to play cards, carve sticks or clean out their backpacks.
- Wash your vegetables and fruits before cutting or adding them to the dish.
- When cutting up food remember the following order:
 - Fruit and Veg #1
 - Meat #2
- Always clean the cutting board with soap and water after using it to cut up meat.
- If metal cans have been sitting out, wipe off the top of the can before opening to prevent dust and dirt from getting into your meal.
- If you wash your prep dishes while your food is cooking, you will have fewer dishes to wash after the meal (this is especially helpful if it is the evening meal, and it will be dark after you eat).
- Cleaning up after cooking
- Wipe out/scrape dishes, pots, and pans as much as possible before you place them in the wash water. Otherwise, you will be replacing your wash water fairly often and this can be tough if your water is limited.
- The temperature of your wash water is less important than your rinse water. You can wash dishes in cold water; however, it does make it difficult to remove grease from dishes.
- Use biodegradable dish soap that is specifically designed to not harm the environment. Such soap can be found at outdoor equipment stores, organic stores, and even your local grocery or box store.



Cleanliness (Continued)

- Rinse water should be between 130-160 degrees which is fairly hot and most of us can't take that temperature with our bare hands. Use rubber gloves if possible. If not, consider placing dishes upright on a dish drainer and pouring the hot water over the tops of the dishes, and then grabbing the edge and dipping to remove any excess soap.
- Have a third pan or tub with lukewarm water and a few drops of bleach or a sanitizing tablet. Dip your dishes through this pan before you set them to dry. This will ensure that any bacteria missing in the wash process is dealt with.
- Let dishes air dry on a plastic sheet or in a dish drainer.
- To dispose of dishwater, first strain the water through paper towels or in a food strainer to remove small bits of food. Place these in the trash. Carry wash and rinse water away from camp and at least 200 feet away from any water source. Give it a good fling to disperse the water over the greatest area.
- If staying for an extended period of time, dig a sump hole away from camp and at least 200 feet away from the water source. Make the hole 1 foot across by 2 feet deep. Place a piece of screen over the hole to catch food particles. Place particles in the trash. Pour water into the hole each time you clean up. When breaking camp, refill the hole with the dirt you removed and replace the ground cover.
- Pack out your trash. Do not bury trash or food particles – animals will almost always find them. Human food is not healthy for wild animals. Also, if the animals begin to associate an area with easy to obtain food, they will return and potentially create a problem between campers and the animals.
- If possible, remove as much packaging from your food as possible before going camping and especially backpacking. This will limit the amount of trash you will need to carry out at the end of your trip. And in the case of backpacking, will lessen the weight of your pack.
- Proper clothing Be sure not to wear loose clothing while preparing food and while around a campfire.
- Loose sleeves can easily dip into food contaminating it or dip into the fire and catch fire, causing injury to the person.
- Jackets should be zipped before approaching the fire to make adjustments.
- Be aware that some clothing is more flammable than others while some will melt when exposed to heat.

COOKING FIRST AID



Basic Cooking First Aid

Cuts:

- Stop bleeding by applying pressure with a clean absorbent cloth
- If bleeding soaks through, apply a second cloth on top of the original one to preserve clotting.
- If bleeding continues, raise the cut above the victim's heart.
- Once bleeding has stopped, clean cut
- Apply antibiotic ointment
- Apply band-aid or other dressing
- If bleeding does not stop within a few minutes, you will need to seek further help from trained medical personnel. Keep applying pressure until medical help is obtained.

Prevent cuts by:

- Keeping knives sharp
- Store knives separately from other utensils preferably with knife covers (You can make an easy knife cover by folding a piece of cardboard over the knife and taping the long ends. It will easily slide on and off.)
- Never try to catch a falling knife
- Use the proper utensil for the task (Don't use a knife to open a can)
- Always cut items on a proper cutting surface and not in your hand
- Learn how to properly use a knife by earning your Whittling Chip

Burns/Scalds: (Superficial – minor burn)

- These burns affect only the top layer of the skin
- Move the victim to safety away from the source of the burn
- Cool the burn – run under cold water or apply a cold compress
- Let the wound dry and then apply a loosely fitting, sterile gauze pad and bandage.
- If the burn covers more than 20% of the body, immediately seek medical help.
- Partial thickness and Full thickness burns – The day camp staff medical should be consulted for burns of partial or full thickness

Choking

- Learn the signs of choking
- Hands crossed over on neck is the universal sign of choking
- Use 5 quick blows to the back or the Heimlich maneuver to help someone who is choking to remove the obstacle from their airpipe.

Leave No Trace & Cooking

1. Plan ahead and prepare
2. Repackage food to minimize waste
3. Good campsites are found, not made. Altering a site is not necessary.
4. Pack it in, pack it out. Inspect your campsite and rest area for trash or spilled food. Pack out all trash, leftover food, and litter.
5. To wash yourself or your dishes, carry water 200 feet away from streams or lakes and use small amounts of biodegradable soap. Scatter strained dishwater.
6. Campfires can cause lasting impacts on the backcountry. Use a lightweight stove for cooking and enjoy a candle lantern for light.
7. Where fires are permitted, use established fire rings, fire pans, or mound fires.
8. Keep fires small. Use only sticks from the ground that can be broken by hand.
9. Burn all wood and coals to ash, put out campfires completely, then scatter cool ashes.
10. Never feed animals. Feeding wildlife damages their health alters natural behaviors, and exposes them to predators and other dangers.
11. Protect wildlife and your food by storing rations and trash securely.
12. Don't harvest wild foods, such as berries, if these are not plentiful in the area you're visiting. Such foods are likely to be more important to the local ecosystem and animals, especially when scarce.

BIODEGRADABILITY

Paper Towels:	2-4 weeks
Plastic bag:	10-20 years
Orange or banana peel:	2-5 weeks
Tin Can:	50 years
Apple core:	2 months
Aluminum can:	80-200 years
Cardboard box:	2 months
Soft plastic water bottle:	450 years
Wool sock:	1-5 years
Fishing line:	600 years
Wax-coated paper milk carton:	3 months



Ingredients:

- 1 lb. dry-roasted peanuts
- 1 (15-ounce) container raisins
- 1 (19-ounce) bag milk chocolate M&Ms

Instructions:

1. Combine ingredients in a large bowl. Divide equally into ziplock bags for individual servings.
2. Options to add to taste: Dates, dried pineapple, dried pears, dried apricots, crumbled granola bars, coconut flakes, sunflower seeds, pine nuts, cashews, walnuts, pecans, soy nuts.
3. Nowadays, you must be aware of allergies. Make sure that if you include items such as peanuts, nuts, soy nuts or other known allergens, you keep them separate and allow the kids to add them to their own bag so as not to contaminate the entire batch.

gorp alternatives



Surfer's Gorp

- 6 ounces dried mango, torn into bite-size pieces
- 8 ounces chopped dates
- 6 ounces dried pineapple pieces
- 1 cup sweetened shredded coconut
- 2 cups roasted and salted macadamia nuts

S'Mores Gorp

- 1 (10-ounce) bag mini marshmallows
- 2 (19-ounce) bags M&Ms
- 1 (1-pound) package Golden Grahams cereal
- 1 (1-pound) container honey-roasted peanuts

S'Mores Gorp

- 2 cups gumdrops candy
- 2 cups regular M&Ms
- ½ cup pepitas, roasted & salted
- ½ cup dry-roasted & salted peanuts
- 2 (7-ounce) packages Sun Maid dried mixed fruit
- ½ cup roasted & salted sunflower seed kernels
- 4 cups Honey Nut Cheerios cereal
- ½ cup raisins

shake it pudding



Ingredients:

- 1 (3.4-ounce) package Jell-O instant pudding mix (your favorite flavor)
- 6 tablespoons Nestle Nido whole milk powder
- Optional toppings: sprinkles, mini chocolate chips, freeze-dried bananas, or crushed cookies
- 2 cups cold water, added on the trail

Instructions:

1. Preparation at home: In a quart-size heavy duty ziplock bag, combine pudding mix and milk powder. Carry optional toppings separately
2. Preparation on the trail: Pour 2 cups cold water into pudding bag. Seal tightly and knead to break up the clumps. Shake pudding bag for about 5 minutes or until the pudding congeals. Serve with optional toppings.



campfire banana boats

Ingredients

- 1 banana
- 3 tablespoons chocolate chips
- 3 tablespoons mini marshmallows
- Heavy-duty aluminum foil

Instructions

- Skin the banana upright like a canoe. Peel one strip of skin from the top of the "boat" without removing the peel completely.
- Scoop out about a third of the banana along its length. Go ahead and eat that part!
- Pour chocolate chips and marshmallows into the scooped-out hollow of the banana.
- Replace peel and wrap banana in heavy-duty aluminum foil.
- Toss on hot coals for 5-10 minutes, just long enough to allow the chocolate and marshmallows to melt.
- Remove from fire. Carefully unwrap foil. Pull off the top strip of banana peel and serve.
- Variations: butterscotch chips, peanut butter, Natella, peanut butter chips, white chocolate chips, dried cranberries.

hot dogs in foil



Ingredients:

- Hotdog
- Slice of Cheese
- Bun
- Condiments
- Foil

Instructions:

1. Cut a hot dog in half, the long way. Put some cheese in the slit, and close the hot dog by wrapping a slice of bacon around it.
2. Wrap the hot dog in foil using the drugstore wrap.
3. Cook on hot coals for 8 minutes, turning after 4 minutes.



camping ice cream

Ingredients

- 1 banana
- 3 tablespoons chocolate chips
- 3 tablespoons mini marshmallows
- Heavy-duty aluminum foil

Instructions

- Skin the banana upright like a canoe. Peel one strip of skin from the top of the "boat" without removing the peel completely.
- Scoop out about a third of the banana along its length. Go ahead and eat that part!
- Pour chocolate chips and marshmallows into the scooped-out hollow of the banana.
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- Variations: butterscotch chips, peanut butter, Natella, peanut butter chips, white chocolate chips, dried cranberries.



cannon balls

Ingredients:

- 1 lb. lean ground beef
- 1 egg
- ¼ cup cracker crumbs
- ¼ cup tomato sauce
- 1/8 tsp. pepper
- ½ tsp. salt
- ½ tsp. dry mustard
- 6 large onions, peeled

Instructions:

1. Cut six 12" x 14" rectangles of heavy-duty foil; set aside. In a medium mixing bowl, mix the ground beef, egg, cracker crumbs, tomato sauce, pepper, salt and dry mustard. Set aside.
2. Cut onions in half horizontally and remove centers, leaving ¼" shell.
3. Chop onion centers, and stir 2 tbs. into the meat mixture.
4. Spoon meat mixture into the 6 onion halves, rounding on top. Place remaining onion halves on top of the filled onion halves. Place 1 filled onion on each piece of foil. Wrap with drugstore wrap. Cook on coals for 25 minutes, turning once during cooking.



fruit kabobs

Ingredients

fruit (such as sliced bananas, pineapple chunks, apple slices, cherries), large marshmallows

Instructions

- Skewer chunks of fruits and alternate with the marshmallows. If you use banana or apple slices, immerse them in the pineapple juice to keep them from turning brown.
- Toast over the fire until the marshmallows are golden brown.

TIPS AND HINTS



Here are some tips and hints that didn't quite fit in anywhere, but that will help your camp be successful and fun:

Be Extra Prepared

Do your best to communicate everything that families need to be sure to have a camp. This could include lunch, refillable water bottle, hat, etc. Then make sure you have extra of whatever is on your list at camp. There will be Scouts and families that forget in the rush out the door. So have extra food, refillable water bottles, hats, etc. We also recommend having an extra pair of pants for the Scout that is too excited with what they are doing to make it to the bathroom on time. Also, have extra feminine hygiene in your medical supplies for those surprises that may happen.

Birthday Recognition

One fun thing that can be added to Opening Ceremonies is birthday recognition. Look through your registration before camp begins and identify adults and Scouts who have birthdays during or within a couple of days of camp. Below are some ideas for celebrating birthdays during your camp:

- Have something special to give them at camp. This can be a decorated lanyard, a button, a gift card for the trading post, etc. During Opening Ceremonies, ask them to come forward and sing a camp version of Happy Birthday. Present the adult or Scout with their birthday "gift."
- Work with the scout's family in advance providing them with a list of items available in the trading post that the scout could bring money to purchase on their special day.
- Celebrate Everyone's Birthday! Divide up the months of the year per the days you are having camp. At the camp's opening each day, have the scouts with birthdays for the months called, step forward and be recognized by singing happy birthday to them. Happy Birthday Dear Scouts...Happy Birthday to You!

Example:

Monday	June, July & August Birthdays
Tuesday	September, October November Birthdays
Wednesday	December, January, and February Birthdays
Thursday	March, April, May Birthdays

HELPFUL URLS

USEFUL LINKS for “Outdoor Adventures” theme

Leave No Trace for Every Kid



Great Collection of Leave No Trace Resources geared for kids. Youth Program Resources, Youth Educator Library, Things To DO, Things to Know and a host of other related resources to help bring your program to life!

Generation Wild



<https://www.generationwild.com/>

A fun list of backyard hacks that will work at your camp as well. Another great library of resources. Based in Colorado but will work almost anywhere! Don't miss the “20 ideas for 20 minutes outside – great, doable stuff!”

Generation Wild – “the list”

<https://www.generationwild.com/the-list>

“100 things to do before you're 12” list. How many of these fun items can you pack into your Day Camp? Go For It!

Nature Bridge



Check out the Activities section for activities like a Sensory Scavenger Hunt, Tiny Homes, Shadow Mapping, Nature Objects Memory game, To Each It's Own, Sound Mapping and Pitfall Traps. Some tried and true ideas with a little different twist!

Serious Fun.org



Camp @ Home guide is a downloadable resource full of camp-related resources: Arts and crafts, scavenger hunt, STEM and other great activities. A great selection of fun things to do that can easily be adapted to a Day Camp setting!



HELPFUL URLS

Super Healthy kids



<https://www.superhealthykids.com/outdoor-activities-for-kids/>

List of 75 outdoor activities for kids, download the printable for a complete list. Another great list of activities that can be used in your great Day Camp! How many can you use in your camp?

Tinkergarten



<https://tinkergarten.com/activities/ages/6-to-8-years-old>

A tremendous variety of play-based learning activities. Kids love to have fun while they're learning something new ... and so do adults! This site is sortable by age, time, season, type, setting, thinking skills, social and emotional skills, body skills and school skills. Something for everyone!

Sign Up Genius



<https://www.signupgenius.com/home/outdoor-activities-for-kids.cfm>

60 Summer Outdoor Activities for Kids including: Active Games, Art Projects, Back to Nature, Community Fun, Crafts, Mind Challenges, and Water Fun. You'll want to add a couple of extra days to your camp just to squeeze a couple more of these activities into your program!

HGTV.com



<https://www.hgtv.com/lifestyle/family/kids-and-babies/outdoor-activities-for-kids-pictures>

30 Outdoor Activities for Kids – this site is geared towards family activities, but all their ideas could be used in Day Camp. Cool activities such as a Pool Noodle Obstacle Course, Sun Prints, Kiddie Car Wash, Bubble Station, Giant Bubbles and Jumbo Tic Tac Toe can be easily added to your obstacle course. The article also has a variety of other fun activities – check it out!!

KNOW YOUR SCOUTS

When you are checking in Scouts, pay attention to the Scouts that may need a little extra attention. This may be a Scout with an invisible disability such as ADHD, autism, or sensory issues. This may be the timid Scout that is nervous about attending. This may be a Scout with a physical or developmental disability. Keep these Scouts on your radar throughout camp.

Support den leaders and station leaders as needed to help everyone have a good experience.

As you walk around, interact with as many Scouts as you can. This can be as simple as a 'high five' or sitting with them at lunch. The Scout will feel like someone sees them. The parents/guardians will know you truly care for the Scout. You have the potential to be that leader who deeply impacts this Scout's life. That's when you know all the hard work was worth it.

PRE-CHECK IN DAY

If possible, have a pre-check in day where Scouts, families, and volunteers can bring medical forms, YPT certificates, pick up camp T-shirts, and get den and volunteer assignments. If your pre-check in location provides an opportunity to hold swim checks during precheck, this can help save time on the first day of your camp opening.. Having a pre-check in day eases some of the chaos of that first day of camp. It's much easier to check in 40 people the first day of camp than 150.

CAMP DIRECTORS' NOTEBOOK

A 5 x 7 hard-top notebook fits perfectly in Scout pants pockets and can be invaluable.

When the director is organized, the camp runs smoothly. You won't be as frazzled and most importantly, you'll be able to HAVE FUN!

In this notebook, keep all your emergency numbers, the address of your camp, daily schedules, a map of your camp, and to-do lists. Write down any Scouts that are absent from opening ceremonies so follow-up calls can be made. Write down the names of your dens. As you walk around, make notes of things that are going well and ideas for improvement for next year.

PROMOTION TIPS

Get a Membership Total Report list from Staff Advisor with contact information for Cubmasters and Committee Chairs. Split the list between everyone on your committee to set up a time when someone from your committee can come to a Pack meeting and promote Day Camp. Blue and Gold Pack Meetings are ideal for personal visits because more families will be attending.

Face-to-face (Pack meeting) promotion should be no more than 5 minutes. Come in costume, have LOADS of excitement and energy, have a fun and quick activity or game for the Scouts to do, and share a few of the fun things that will be happening at camp. This will get them excited to come to camp. Briefly explain what Day Camp is, and what the theme is, and give dates, times, locations, and price. Let parents know about volunteering and adult to Scout ratios.

Bring a registration packet to give to the Cubmaster or Committee Chair. They may be able to pass it off to a parent who is willing to coordinate registration, carpooling, and other things for the Pack.

The registration packet should include:

- A letter to the Pack Coordinator outlining the adult to Scout ratio for camp, important dates such as when pricing changes (if it does), volunteer orientation and training, pre-check day, and a registration link.
- A link to Youth Protection Training with a note that all volunteers need YPT training.
- Contact information for the Camp Director, Program Director, and Staff Advisor.
- Sample of the information needed to register for camp. Some Packs choose to have one person register everyone, instead of having each parent/guardian register their Scout. Having a sample of what that registration will look like helps make this process easier on them.
- Flyers for Scouts to give to friends as an invitation to Day Camp
- Flyers to give to Troops they may be affiliated with to get Den Chiefs
- A roster for them to fill out will help them know who is coming and that their Pack is providing enough adult volunteers.



REGISTRATION

Have the grade and rank on the form. Parents don't usually know the rank. It would look something like this: Tiger/1st Grade, Wolf/2nd Grade, etc.

Attach a PDF copy of the Parent Guide to your online registration. This a good way to begin early communication.

On your volunteer registration, have a drop-down menu of possible volunteer assignments that match your day camp program; ask them to select their top 3 choices. This will make giving people assignments a little easier.

SCOUT MANAGEMENT

When Scouts are “acting up” at a station, it is usually because they are not engaged.

A simple way to handle this is to give them something to do. Ask them to help pass out materials or help with a demonstration. Giving them something to do re-engages them.

If the den seems to be having trouble focusing, stop and do something physical. Don't worry about not finishing everything in the lesson. If they can't focus on what's being taught, they won't be learning. Don't single anyone out; everyone does physical activity together. Do 10 jumping jacks; jog to a point and come back; sing a song like “Head, Shoulders, Knees, and Toes” or “The Grand Ol' Duke of York.” Once you have sung them fast, have the group sing them as slowly as they can. This will help them focus again.

There is often a time in the day when Scouts and adults are overstimulated, hot, tired, and ready to check out of the activities. When you see this happen with your adults, offer to step in for them for a few minutes so they can take a break, get a drink, and walk away. When you see this happen with your Scouts, encourage them to get a drink, allow them to step a few feet away from the group, and talk about whatever is on their minds. Be patient & let them decompress. The rest of the day will go more smoothly if you are flexible.

You may have noticed getting a drink was mentioned for both adults and Scouts. Water is the key to everything! Water helps regulate everything in our bodies: our moods, our digestive system, our nervous system, etc. One of the best ways to reset is to hydrate. An easy way to encourage someone to drink is to let them know you're thirsty and then ask them to drink water with you to the count of 10.

You may wish to share these tips with your den and station leaders in their orientation meeting. You may also want to put these tips in the program station plans and den leader binders.

TAKING CARE OF VOLUNTEERS & STAFF



If you take care of your volunteers and staff, they will take care of you!

They will let others know of this amazing camp their Scout attended and will recruit more people to come next year. They will be ready to return the next year. Some may even join your committee. Build relationships of trust with volunteers by doing what you say you are going to do. Do your best to remember names, especially if they are returning volunteers.

People feel important when they are remembered and greeted with enthusiasm. Take the time to listen to feedback and do what you can to incorporate it, as long as it's reasonable. Walk around camp and check in with them. See if they need help or if they are having fun. This touch will go far in building trust.

Be prepared. Have lesson plans and all materials prepared ahead. Having everything prepared beforehand is a lot of work for you and your committee. The benefit of having everything prepped is you know the program is ready to execute. You know that standards have been met. Your volunteers will be grateful they don't have to invent things to keep the Scouts busy or finish prepping samples before the first session begins. They will be more relaxed and confident because you sent them their plans, and you're prepared.

Here are some suggestions to help you take care of your staff:

- **Know their Names:** Learn your volunteer's name as soon as you can. Calling people by their name helps them realize that you are glad they are there with you.
- **Name Tags:** Be sure to give everyone a theme-related name tag- one that has first names LARGE enough for you to read.
- **Chocolate Walk:** Take pieces of chocolate around to your volunteers a little bit before camp is over and say thank you. Just a few small pieces of chocolate will lift their morale and they will notice that you have taken the time to find them and thank them.
- **Gatorade:** A small bottle of ice cold Gatorade on a hot day goes a long way!
- **Ice Pops:** Everyone loves an ice pop. A little bit of a sugar boost and a few minutes of cooling.
- **'Cool' off Chair:** Just one or two chairs for volunteers in your office or the health officer's office. Let them sit, enjoy some cooler temperatures, have a snack, and talk to an adult will make a big difference. (Don't let the 'cool' off chair be used too much by the same volunteers.)
- **"Be Prepared" Drawstring Bag:** Have a bag of essentials for your volunteers that you give them at orientation. Include the training booklet with rules and important numbers, items to help with the theme and camp preparedness (cool glasses, visor, water bottle), a small and fun resource book with silly songs, funny jokes, and easy games for your volunteers to help entertain your campers. This bag will also help them to carry their items from station to station.

TAKING CARE OF VOLUNTEERS & STAFF



SAY THANK YOU: In the rush and chaos, sometimes we forget the “little things.” Make a volunteer thank you that is presented at camp. When you thank them, let them know you are genuinely grateful for having them as an integral part of camp. This also gives you a chance to touch base with all your volunteers.

Certificate and ‘Trophy’: Be sure at the end of the week that you take time to acknowledge your volunteers in front of camp. A simple certificate with a thank you helps them know you appreciate them. Add a themed pin or some camping item as a ‘trophy’.
Sample certificate provided later in the resource book.

Campers Picture: Take a picture of the entire camp and individual dens on Day 1 or 2. Make copies for your volunteers.

Poster: Have the campers make posters for their Den Leaders and other volunteers.

Thank You Card: Write a simple thank you card to your volunteers thanking them for sharing their time and talents with the Cubs.

Cheers and Yells: Make up a ‘Thank you’ cheer or yell and have the campers do say it for leaders whenever you want to recognize a volunteer.

Song: Have the Cubs sing a thank you song to your leaders.

Video: Shoot a video of a bunch of your Cubs saying thank you and why they like camp. Then add your thank you to the end of it. Send the video link to all of your volunteers.

Happy Camper Award: Make an award to give out at openings and closings. Choose a couple of leaders a day who are Happy Campers! (Give them a shout out, a certificate, a cheer, something to say Thank You!)

Family: It is also important that you thank the parents and families during ‘Family Day’. Please thank them for sending their Cub Scout to camp and trusting you and your team with their child. Invite them to join you next year in the Day Camp FUN!

*Take a picture of each camper as they arrive at camp on Day 1 in your photo booth. Have the Cub decorate a frame for their family and add their picture to it for the last day.

*If you have made a video of day camp fun, you can share it at family day or just share the link to it for them to enjoy. If you are sharing a video with families, be sure that each Cub is shown in the video.

VOLUNTEER ORIENTATION

Have theme-based decorations and costuming at the volunteer orientation meeting. This will build excitement and give them a taste of what is to come.

Have all the assignments for camp ready. As volunteers sign in, you can tell them their assignment. It is easier to address problems at orientation than at camp, i.e. they are assigned to be a station leader but are only willing to be a den leader.

Have a fun theme-based gathering activity for the volunteer to do. This builds excitement for camp and gives them something to take home.

Have samples of the camp program station plans and den leader guides available for volunteers to look at. This gives them an opportunity to become familiar with everything before camp. They can ask questions in a less frazzled environment. Let them know you will have the program station plans printed and ready at camp. Email a PDF of the program station plans and/or den leader guides after the meeting



VOLUNTEER THANK YOU IDEAS

DAY CAMP CARE PACKAGE



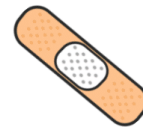
A PAPER CLIP- to help keep things together



A RUBBER BAND- as a reminder to be flexible



AN ERASER- to erase any misunderstandings that may arise during camp



A BAND-AID- to help fix owies and hurt feelings

A TOOTHPICK- as a reminder to not be too picky



A PIECE OF GUM- to give you 'stick-to-it-ness'

A PACKET OF SEEDS- as a reminder that we all still have some growing to do



A PENNY- as a reminder to share the wealth of FUN



A PIECE OF STRING- as a reminder to have FUN and encourage your Cubs to have FUN too

A KISS- to remind you that you are appreciated and loved



Thank you for giving of your time and talents to our CAMP and CUBS!



Assemble all these little things into a goodie bag with the care package note. Hand out at your staff meeting or on the first day of camp.

VOLUNTEER THANK YOU IDEAS



"Volunteers do not necessarily have the time: They just have the HEART."

- Elizabeth Andrew

Attach to any little toy heart.

Attach to an individual size hand sanitizer. You know they will need it!



HANDS Down! You are an amazing volunteer!

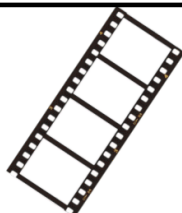
Film the kids saying Thank you! And your leadership team too.



Then send it out to your volunteers!!!!

Attach to a box of Junior Mints or any type of mints.

**THANK YOU FOR YOUR
ACHIEVE -MINT
COMMIT-MINT
ENCOURAGE -MINT
INVEST -MINT
INVOLVE, MINT**



Take a picture of the den or the entire pack, print it, write Thank You on it, then have the Cubs sign it.

Everyone loves a happy picture!



**WE NEED S'MORE
VOLUNTEERS
YOU!!!**



Make a baggie that includes graham crackers, chocolate bar, and marshmallows—then attach the thank you note.




Ways to use Cub Scouts hand prints:



Make a Thank You Tree: Have hands on construction paper and have the Cubs write or draw what they like about their leaders. Make a Tree on the wall where everyone can see it.

Make shirts, hats, aprons, cards for the volunteers with the Cubs' handprints.

VOLUNTEER THANK YOU IDEAS



You make us POP with gratitude!
Thank you for volunteering!

Attach this message to a bag of popcorn or to a package of microwave popcorn for when they get home.

Attach to a bag of chips to help cheer your leaders during the day!

Chip Chip Hooray!!!
We appreciate you
and ALL you do!




We are SODA-lighted
To have you on the TEAM!
Thank you for helping!!!!



YOU are
Awesome & Wonderful!

Attach a COLD drink on a hot day for your team!

Candy Bar ideas: In the office having a tray full of snack sized chocolate will go a long way to help reduce stress and let your volunteers know you appreciate them and their service.



Milky Ways: You are Out of This World!
Mounds: We appreciate you Mounds and Mounds! Thank you!
Almond Joy: For ALL the Joy give, we thank you!
100 Grand: We think you are worth MORE than 100 GRAND!
Reece's Pieces: We would have fallen to Pieces without your help! Thank you!
Extra Gum: Thank you for going the EXTRA mile and helping our Cubs!
Life Savors: You are a Life Savor! Thank you for ALL your help!
Swedish Fish: You are O-"FISH"-ally the BEST volunteer!

VOLUNTEER THANK YOU IDEAS



**Your time and heart and service has
made this camp
S'MORE FUN!
Thank you for you help!**

Attach the tag to a S'more kit. Optional: put it into a Scouting mug or cup .



**Thank you for 'carving' out
time to teach and have fun
at Cub Day Camp!
We appreciate your
functionality!**

Attach to an inexpensive pocket knife.

The Smallest Act of Kindness

**Is worth more than the
grandest intentions.**

-Oscar Wilde

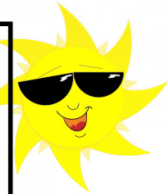
**Thank you for
'sewing the seeds' of GREATNESS
with our kids!**



Attach tag to a packet of seeds.

You are a 'RAY of SUNSHINE'!

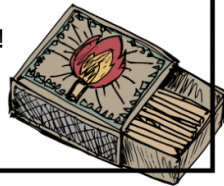
**Thank you for sharing your
COOL-ness with us at
Cub Scout Camp!**



Attach to an inexpensive pair of sunglasses

Your service is "MATCHLESS"!

**Thank you for 'igniting' our camp with that
Cub Scout Spirit!**



Attach to a Box of Matches.



**We're NUTS a
bout YOU!
Thank you for
serving!!!!**

Attach to a bag or trail mix or a granola bar to give your volunteers some energy and motivation.




SOME PEOPLE LIGHTEN UP THE WORLD!


**You are one of those people! Thank you for being a
light for our Cub Scouts!**

Attach to a small
flashlight.


SOME PEOPLE LIGHT UP THE WORLD!
You are one of those people! Thank you
for being a
light for our Cub Scouts!




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We're NUTS
about YOU!
Thank you for
serving!!!!



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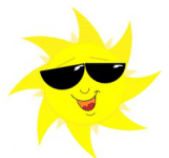
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and have fun at Cub Day Camp!

We appreciate your
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THANK YOU



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Do you have questions, comments, or concerns about this resource book? Please email dcathemebook@gmail.com.

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Please distribute the flyer on the next page to anyone who might be interested in helping to produce the 2025 Resource Book! If interested, send us an email to the address above. Join the Fun!!

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2025 DAY CAMP THEME: INVENTION CONVENTION

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