



2027 NATIONAL CAMPING SCHOOL DAY CAMP RESOURCE GUIDE

under the waves



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!

Welcome to the 2027 Under the Waves Resource Guide!

Get ready to dive into an ocean of adventure, discovery, and imagination! This resource guide is designed specifically for District and Council leaders, providing the tools and inspiration needed to create an unforgettable Cub Scout Day Camp experience. In 2027, we're heading beneath the surface and exploring the exciting world of Under the Waves!

This year's theme invites Scouts to journey into the wonders of the ocean—from colorful coral reefs and playful sea creatures to mysterious shipwrecks and the deepest parts of the sea. Whether they're becoming ocean explorers, marine biologists, sailors, or underwater adventurers, Scouts will experience a world filled with excitement, learning, creativity, and fun.

It starts with YOU.

Your enthusiasm sets the course for the adventure ahead. From the first camp promotion to the final campfire, your energy and passion bring the theme to life. Use this guide to inspire your staff, volunteers, and leaders as you create an immersive experience for every Scout. Excitement is contagious—share it in your emails, flyers, meetings, and conversations, and watch it spread throughout your camp community.

Set Sail for an Unforgettable Adventure

When Scouts and families arrive at camp, welcome them into a vibrant underwater world. Transform your camp into a place where ocean adventures await around every corner. This guide is packed with ideas to help you create that experience—from decorations and ceremonies to crafts, games, songs, skits, and activities that make the Under the Waves theme come alive.

A Heartfelt THANK YOU to Our Contributors!

This guide is the result of the creativity, dedication, and collaboration of Scouting leaders from across the country. Every idea, activity, and resource shared helps strengthen the Cub Scout program and creates lasting memories for thousands of Scouts. Thank you for your passion, commitment, and willingness to share your talents with others.

The materials in this guide reflect the values and standards of Scouting America while providing flexibility for you to adapt them to your local camp's needs. Together, let's make 2027 Under the Waves a year filled with adventure, wonder, friendship, and memories that will last a lifetime.

So grab your compass, gather your crew, and prepare to explore the depths of imagination and fun.

Turn the page and let the underwater adventure begin!

A FEW REMINDERS



Designing a Safe and Unique Under the Waves Experience

When creating your Under the Waves-themed camp, avoid using copyrighted or trademarked names, characters, or properties such as Finding Nemo, SpongeBob SquarePants, Moana, The Little Mermaid, SeaWorld, or other protected brands. Instead, use these concepts as inspiration to create original, Scout-friendly activities and give them unique names that reflect your camp's creativity and local flair. Always ensure activities are safe, engaging, and age-appropriate.

All program activities and camp content must be reviewed and approved for age appropriateness and compliance with the Guide to Safe Scouting, Age-Appropriate Guidelines, and all applicable Scouting America policies and procedures. This review process helps ensure that every activity provides a safe, positive, and memorable experience for Scouts, leaders, staff, and volunteers.

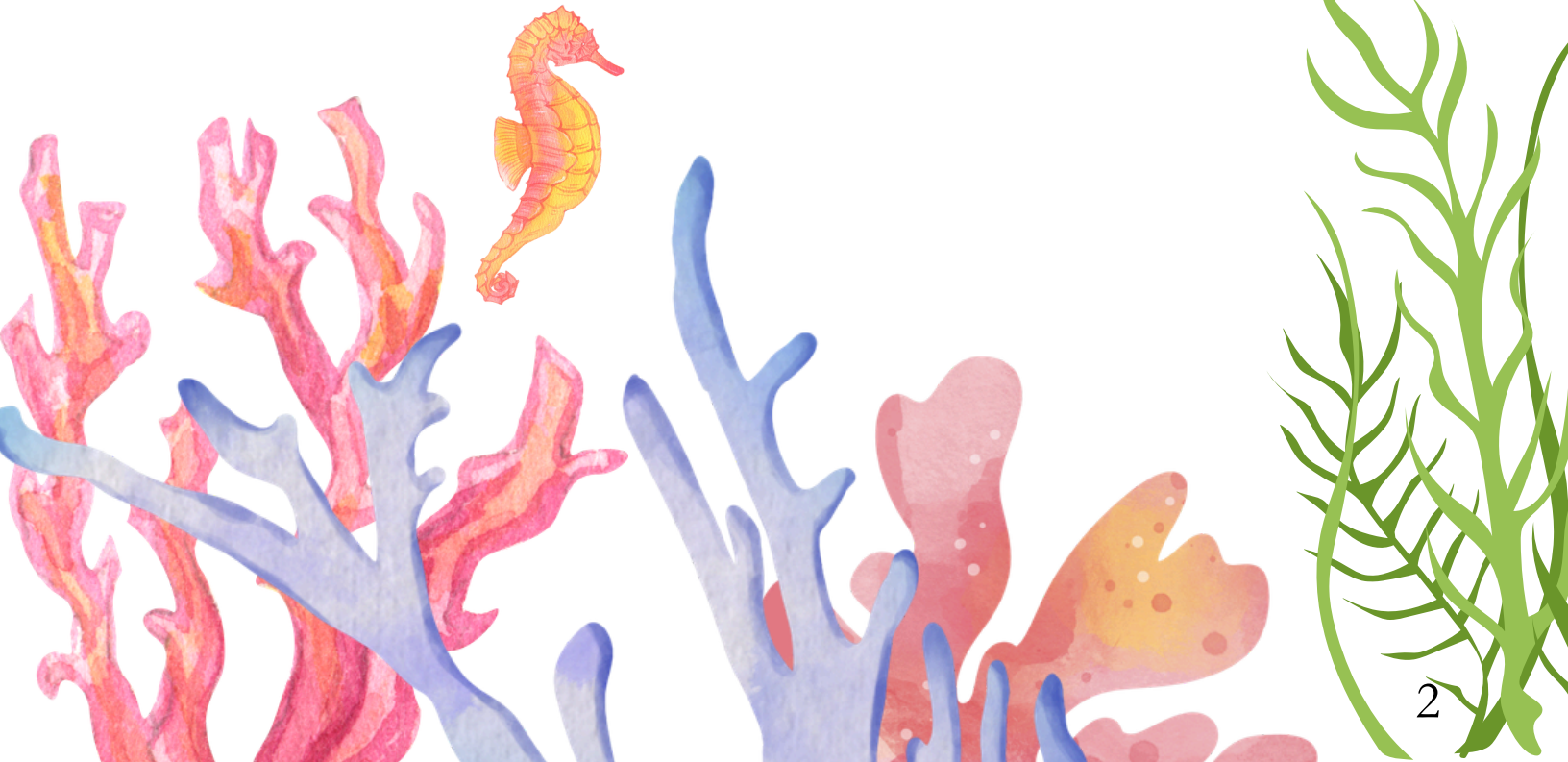
Be mindful of state and local regulations that may supplement Scouting America policies. Water-related activities, boating, swimming, fishing, and waterfront programs often have additional requirements that should be carefully reviewed and incorporated into your camp planning process.

By staying informed and following all applicable guidelines, you can create an exciting underwater adventure that sparks imagination, encourages exploration, and delivers a safe and successful camp experience for everyone involved.

For additional resources, including the Guide to Safe Scouting and Age-Appropriate Guidelines, visit:

<https://www.scouting.org/health-and-safety/guidelines-policies/>

Together, we can create an Under the Waves experience that is safe, creative, and full of ocean-sized fun!



REGISTRATION TIPS

Registration Tips for a Smooth Sailing Camp Experience

A well-designed registration process helps ensure your camp starts off on the right course. Consider including the following items on your Scout and volunteer registration forms:

Scout Registration

Include both the Cub Scout rank and grade level on the registration form. Many parents know their child's grade but may not know their Cub Scout rank. For example:

- Tot Lot/Siblings
- Lion / Kindergarten
- Tiger / 1st Grade
- Wolf / 2nd Grade
- Bear / 3rd Grade
- Webelos / 4th Grade
- Arrow of Light / 5th Grade

If camp takes place during the summer, clearly indicate whether Scouts should register based on the grade and rank they completed or the grade and rank they will be entering after a specified date.

If camp t-shirts are being provided, include a section for Scouts and volunteers to select their shirt size.

Collect emergency contact information, including at least one alternate contact person who can be reached during camp hours.

Include a section for parents to identify any special needs, accommodations, or considerations that may help staff provide a successful camp experience.

Include a section for allergies, dietary restrictions, medications, and other health-related information that may affect participation.

Attach or link the Parent Guide as part of the registration process. This provides families with important information early and establishes communication before camp begins.

Clearly list camp dates, daily start and end times, check-in and check-out procedures, and camp location information.

Volunteer Registration

Provide a list or drop-down menu of volunteer positions that align with your camp program, such as:

- | | |
|-----------------|------------------------|
| Aquatics | STEM |
| Crafts | Registration |
| Games | Health Officer Support |
| Nature | Den Walker |
| Shooting Sports | Administration |

Ask volunteers to select their top three preferred assignments. This helps camp leadership place volunteers in roles where they can be most successful and engaged.

Collect any relevant certifications, training records, or special skills that may be helpful during camp operations.

Taking time to build a thorough registration process will help your camp leadership team stay organized, communicate effectively, and create a safe and enjoyable Under the Waves adventure for every Scout and volunteer.

PROMOTION

Pack Promotion & Recruitment Tips

One of the best ways to increase Day Camp attendance is through personal connections and enthusiastic promotion.

Start early and make a splash!

Schedule Pack Visits

Work with your Staff Advisor to obtain a current membership report that includes contact information for Cubmasters and Pack Committee Chairs. Divide the list among your Day Camp leadership team and contact Packs to schedule a brief Day Camp presentation during a Pack meeting.

Blue and Gold Banquets, crossover ceremonies, and spring Pack meetings are excellent opportunities to promote camp because many Scouts and families are already gathered together.

Make a Splash!

Your presentation should be fun, energetic, and memorable. Consider:

- Wearing themed costumes or camp shirts
- Playing ocean-themed music as families arrive
- Bringing props, decorations, or camp displays
- Conducting a quick game, challenge, or audience participation activity
- Showing camp patches, shirts, and photos from previous camps
- Handing out flyers and registration information
- Keep Presentations Short and Exciting
- Pack meeting presentations should be no longer than five minutes.

Remember—you are selling excitement, adventure, and fun!

Focus on:

- What Cub Scout Day Camp is
- The Under the Waves theme and adventures Scouts will experience
- Camp dates, times, and location
- Registration fees and deadlines
- Volunteer opportunities
- Adult-to-Scout supervision requirements

Leave families excited and wanting to learn more.



PROMOTION

Provide a Registration Packet

Leave a registration packet with the Cubmaster, Committee Chair, or designated Pack Coordinator. Many Packs choose to have a volunteer coordinate camp attendance, registrations, and transportation for their Scouts.

Suggested Registration Packet Contents

Pack Coordinator Letter

Camp overview

Registration deadlines

Early-bird pricing dates (if applicable)

Volunteer orientation and training dates

Pre-camp check-in or packet pickup information

Camp registration website or QR code

Volunteer Information

Adult-to-Scout supervision requirements

Volunteer opportunities

Youth Protection Training requirements

Link to Youth Protection Training

Camp Contact Information

Camp Director

Program Director

Staff Advisor

Registration contact

Registration Information Sample

Example of the information needed to register a Scout

Helpful for Packs that submit registrations as a group

Scout Promotional Flyers

Flyers for Scouts to share with friends and classmates

Social media graphics or QR codes for easy registration

Den Chief Recruitment Flyer

Information for Scouts BSA Troops interested in providing Den Chiefs or youth staff

Pack Attendance Roster

A simple tracking sheet for Packs to monitor Scout registrations, volunteer commitments, and transportation plans

Strong Pack relationships, enthusiastic presentations, and clear communication will help ensure that every Cub Scout knows about the exciting adventures waiting for them Under the Waves!



VOLUNTEER ORIENTATION

Volunteer Orientation: Preparing Your Crew for Adventure

Volunteer orientation is one of the most important steps in creating a successful Cub Scout Day Camp. A well-planned orientation helps volunteers feel prepared, confident, and excited about the adventure ahead.

Create an Immersive Experience

Begin building excitement from the moment volunteers arrive. Decorate the meeting space with an Under the Waves theme using ocean decorations, sea creatures, nautical props, music, and camp displays. Encourage camp leadership to wear themed attire, camp shirts, or costumes that showcase the spirit of the upcoming camp.

The goal is simple: give volunteers a preview of the fun and excitement Scouts will experience at camp.

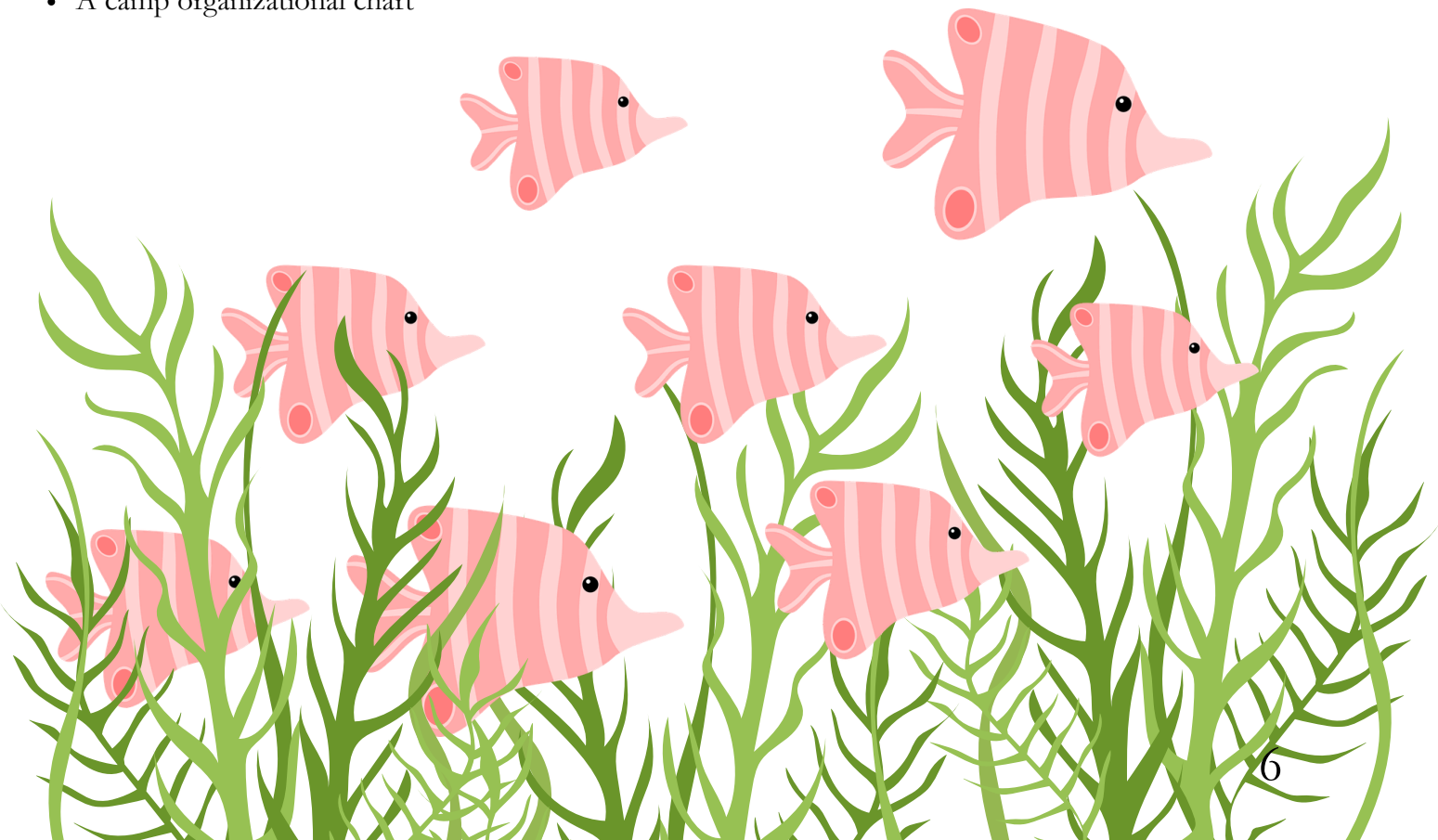
Assign Volunteers Before Camp

Whenever possible, have volunteer assignments finalized before orientation.

As volunteers check in, provide them with:

- Their camp assignment
- A brief description of their responsibilities
- The name of their supervisor or area lead
- A camp organizational chart

*We ♥ our
Volunteers*



VOLUNTEER ORIENTATION

Addressing assignment questions and concerns during orientation is much easier than making changes during camp. For example, a volunteer assigned as a station leader may prefer serving as a den walker, or someone with aquatics experience may be better utilized at the waterfront.

Start with a Fun Gathering Activity

Set the tone with a simple ocean-themed gathering activity as volunteers arrive. Consider:

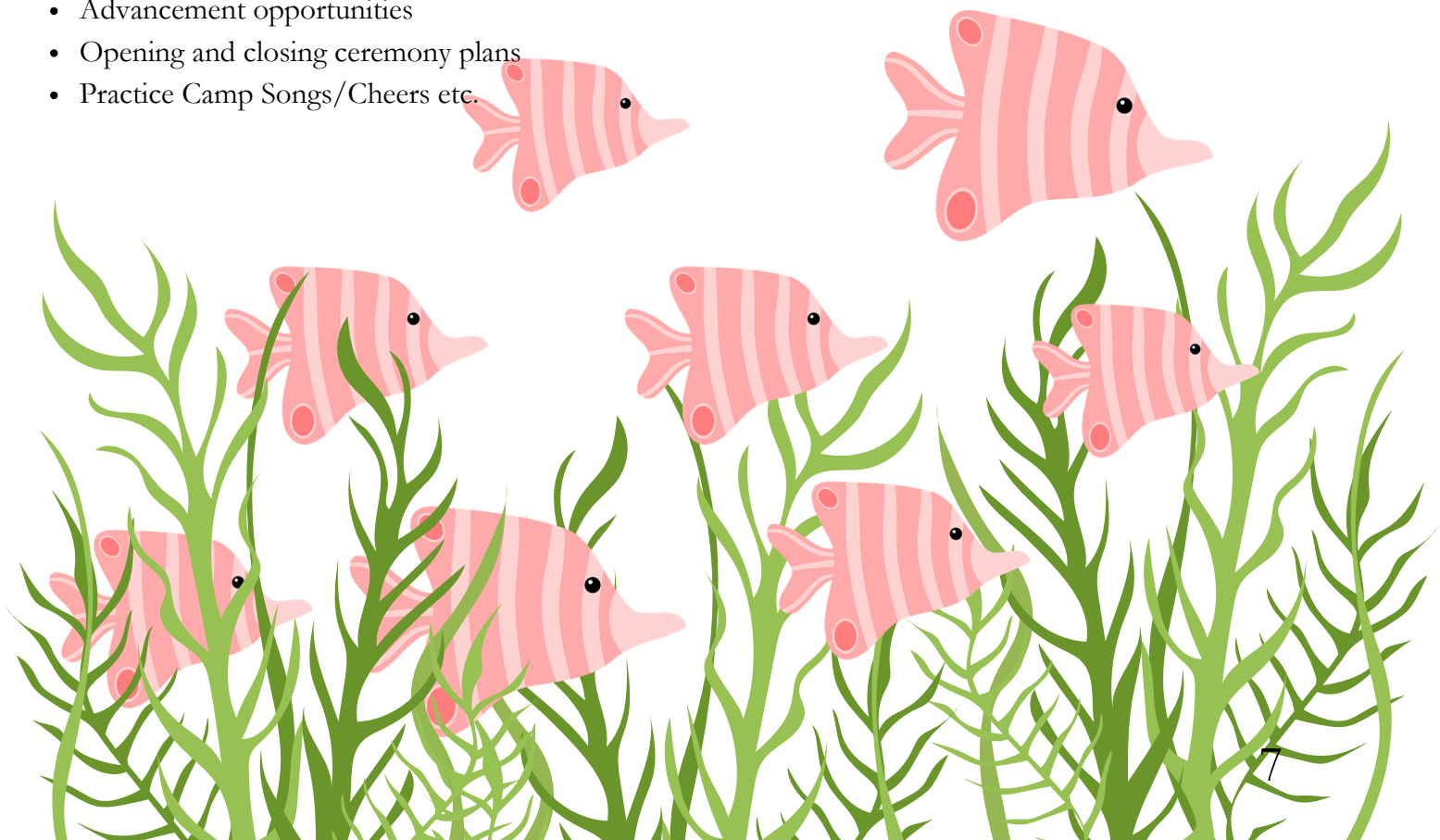
- A nautical trivia challenge
- Ocean creature matching game
- Camp scavenger hunt
- "Find Your School of Fish" team-building activity
- Quick STEM or craft activity that mirrors a camp station

These activities help volunteers meet one another, build excitement, and experience the type of programming Scouts will enjoy during camp.

Showcase the Program

Provide volunteers with an overview of the entire camp experience. Have examples of:

- Program station plans
- Daily schedules
- Den leader guides
- Camp maps
- Advancement opportunities
- Opening and closing ceremony plans
- Practice Camp Songs/Cheers etc.



VOLUNTEER ORIENTATION

Allow time for volunteers to review materials, ask questions, and become familiar with camp operations in a relaxed environment before camp begins.

Review Safety and Expectations

Orientation should also include:

- Safe Guarding Youth reminders
- Guide to Safe Scouting considerations
- Emergency procedures
- Check-in and check-out processes
- Incident reporting procedures
- Camp communication methods
- Volunteer expectations and standards of conduct

A well-informed volunteer is a confident volunteer.

Send Resources After Orientation

Following the meeting, email volunteers electronic copies of important materials, including:

- Program station plans
- Den leader guides
- Camp schedule
- Camp map
- Emergency procedures
- Contact information for camp leadership

Providing resources in advance allows volunteers to review information at their own pace and arrive at camp ready to deliver an outstanding experience.

Remember: Volunteers who leave orientation excited, informed, and prepared are far more likely to have a positive experience—and that enthusiasm will be passed directly to the Scouts they serve.

PRE-CHECK IN DAY



Pre-Camp Check-In Day: Start Your Adventure Early

If possible, schedule a Pre-Camp Check-In Day before camp begins. This event provides families, Scouts, and volunteers with an opportunity to complete many of the administrative tasks ahead of time, making the first day of camp smoother and more enjoyable for everyone.

During Pre-Camp Check-In, participants can:

- Turn in medical forms and other required paperwork
- Verify registration information
- Submit Youth Protection Training certificates (for volunteers)
- Pick up camp T-shirts, patches, and camp materials
- Receive den assignments and volunteer assignments
- Review camp schedules and maps
- Ask questions about camp operations and procedures

Meet Your Crew

Pre-check-in is also a great opportunity for Scouts and families to meet the camp leadership team and, most importantly, their Den Leader (Den Walker). Meeting familiar faces before camp begins helps reduce anxiety and builds excitement for the adventure ahead.

Share Important Camp Information

Use this time to review:

- Daily check-in and check-out procedures
- Transportation and carpool plans
- Drop-off and pick-up locations
- Parking instructions
- Emergency contact procedures
- Camp expectations and behavior guidelines

Many camps also distribute vehicle tags, windshield signs, or carpool numbers during this event to help streamline traffic flow during camp.

Address Health and Safety Needs

PRE-CHECK IN DAY



Pre-Camp Check-In allows families to discuss any medical concerns directly with the Health Officer, including:

- Allergies
- Dietary restrictions
- Medication needs
- Physical accommodations
- Other special considerations

These conversations are often easier and more effective before the excitement and activity of camp begins.

Consider Early Swim Checks

If your facility and aquatics staff permit, conducting swim classification tests during Pre-Camp Check-In can save valuable program time on the first day of camp and help get Scouts into activities more quickly.

Reduce First-Day Chaos

One of the greatest benefits of a Pre-Camp Check-In Day is reducing the volume of paperwork and questions on opening day. It's much easier to welcome 40 families who still need assistance than 150 families all arriving at once.

Most importantly, Pre-Camp Check-In helps Scouts and families feel prepared, comfortable, and excited as they get ready to dive into their Under the Waves adventure.



CAMP DIRECTORS' NOTEBOOK

One of the most valuable tools a Camp Director can carry is a small hard-cover notebook. A 5 x 7 notebook fits easily into a pocket, backpack, or camp binder and becomes your command center throughout the week.

The more organized you are, the smoother camp will run. Good notes help you stay focused, solve problems quickly, and spend less time searching for information. Most importantly, being prepared allows you to enjoy the camp experience alongside your Scouts, volunteers, and staff.

Consider keeping the following information in your notebook:

- Emergency contact numbers
- Camp address and directions
- Daily schedules
- Camp maps
- Staff and volunteer contact information
- Den assignments
- Program area locations
- To-do lists and daily priorities
- Incident follow-up notes



During opening assembly each day, make note of absent Scouts so follow-up calls or messages can be made if needed. Keep a list of den names, den leaders, and key volunteers for quick reference throughout camp.

As you travel around camp, use your notebook to record:

- Program successes
- Ideas for future themes and activities
- Supplies that need replenishing
- Facility concerns
- Volunteer recognition opportunities
- Improvements to consider for next year

The best camp directors are constantly observing, learning, and improving. Your notebook becomes a record of lessons learned and a valuable planning resource when it is time to begin preparing next year's Mission Space adventure.

A few quick notes each day can save hours of work when camp is over and planning for the next adventure begins.

Be Extra



Be Extra Prepared: Expect the Unexpected

One of the best ways to ensure a successful Cub Scout Day Camp is to prepare not only for what you expect—but also for what you don't.

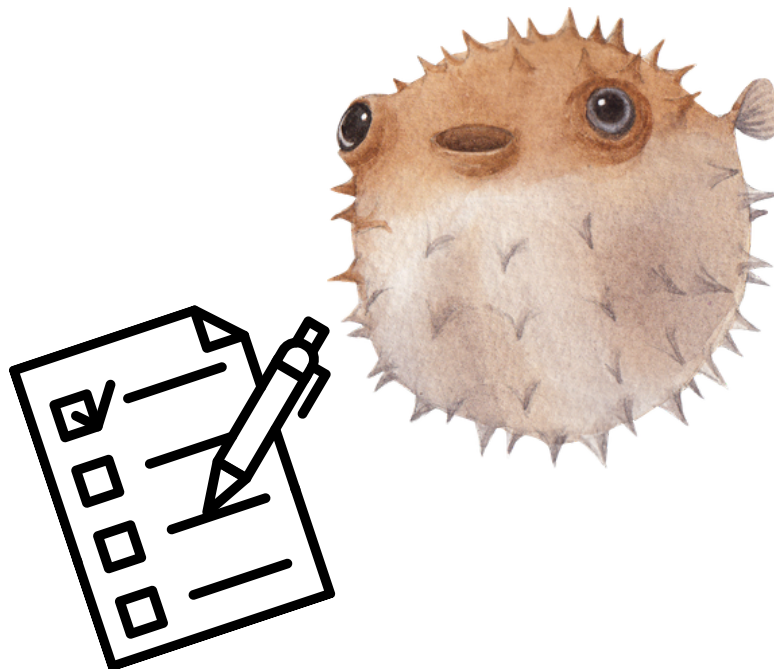
Communicate clearly with families about what Scouts should bring to camp each day, such as:

- Lunch
- Refillable water bottle
- Hat or sun protection
- Closed-toe shoes
- Sunscreen
- Swimsuit and towel (if applicable)
- Rain gear (if needed)

Then assume that some Scouts will forget these items.

Keep a supply of commonly forgotten essentials on hand. Having extras available can save a Scout's day and prevent unnecessary disruptions. Consider stocking:

- Refillable water bottles
- Hats or visors
- Sunscreen
- Healthy snacks
- Ponchos
- Towels
- Extra camp shirts



Be Extra



You may also want to keep a few emergency clothing items available, such as:

- Youth-sized shorts and pants
- T-shirts
- Socks

Young Scouts get excited, distracted, and occasionally have accidents. A spare set of clothing can quickly turn a difficult situation into a minor inconvenience.

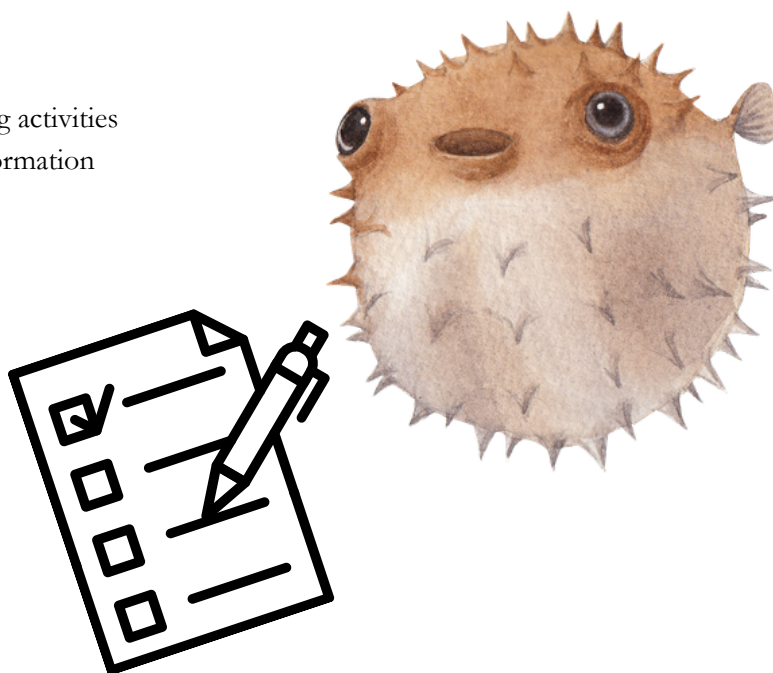
Your Health Officer should also have access to appropriate hygiene and personal care supplies, including feminine hygiene products and other basic comfort items. Being prepared for these situations helps ensure every Scout and volunteer feels supported and cared for throughout camp.

Create a "Be Prepared" Volunteer Bag

Consider providing each volunteer with a "Be Prepared" drawstring bag during orientation.

This bag serves as both a welcome gift and a practical camp resource. Possible contents include:

- Volunteer handbook
- Camp schedule
- Emergency contact information
- Camp map
- Theme-related items (visor, sunglasses, stickers, etc.)
- Refillable water bottle
- Small notebook and pen
- Camp songs and cheers
- Simple games and gathering activities
- Quick-reference safety information



Be Extra

PREPARED

These bags help volunteers stay organized while moving between program areas and provide useful resources throughout the week.

Have a Weather Plan

Every camp should identify an inclement weather location before camp begins.

Ask yourself:

Where will campers go during severe weather?

Does the location have adequate capacity?

Who has keys or access credentials?

Is there a backup location if needed?

How will staff communicate changes?

Make sure all camp leadership and volunteers know the plan before the first Scout arrives.

Always Have a Plan B

Even the best-planned activities occasionally need adjustment. Weather, equipment failures, attendance changes, or timing issues can require quick alternatives.

Keep a "Plan B" activity kit in an easily accessible location containing items such as:

Parachutes

Playground balls

Frisbees

Sidewalk chalk

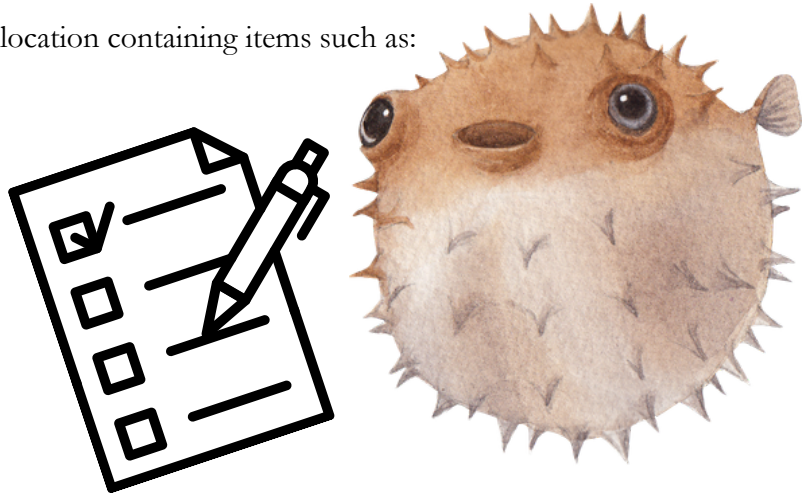
Card games

Simple STEM challenges

Craft supplies

Team-building games

Ocean-themed trivia or scavenger hunts



A well-stocked backup activity kit can turn an unexpected challenge into a memorable part of the camp experience.

Remember, Cub Scouts may never know when something went wrong—but they will remember how much fun they had. The more prepared you are, the easier it is to keep the adventure moving forward and ensure every Scout has an amazing Under the Waves experience.

KNOW YOUR SCOUTS

Know Your Scouts: Every Scout Matters

One of the most important responsibilities of a Cub Scout Day Camp leader is taking the time to truly know and understand the Scouts in your care.

From the moment Scouts arrive at camp, pay attention to those who may need a little extra support. This could include:

- Scouts who are attending camp for the first time
- Scouts who are shy or nervous
- Scouts with physical, developmental, or cognitive disabilities
- Scouts with sensory sensitivities
- Scouts who struggle with attention, transitions, or social interactions
- Scouts who simply need a little extra encouragement

Every Scout is different, and every Scout deserves the opportunity to succeed and feel included.

Support Your Leaders

Den Leaders, Den Walkers, and Station Leaders work hard to create a positive experience for their Scouts. As camp leadership, be visible and available throughout the day.

Check in regularly with volunteers and offer assistance when needed. Sometimes a leader simply needs an extra set of hands, a quick break, or someone to help problem-solve a challenging situation.

Make Personal Connections

One of the easiest ways to make camp memorable is by intentionally connecting with Scouts.

A simple:

- High five
- Fist bump
- Friendly greeting
- Conversation during lunch
- Compliment on a craft or achievement can make a huge difference.



KNOW YOUR SCOUTS

When a Scout feels noticed, they feel valued. When families see camp leaders taking time to interact with their child, they know their Scout is in a caring and supportive environment.

You may never know the impact a small act of kindness has on a young person. For some Scouts, you may become a positive role model they remember for years to come.

Engagement Solves Many Problems

When Scouts become disruptive, distracted, or restless, the cause is often simple—they are no longer engaged. Before correcting behavior, ask yourself:

"How can I involve this Scout?"

Consider giving the Scout a responsibility such as:

Passing out supplies

Helping with a demonstration

Leading a cheer

Carrying materials

Assisting with cleanup

Being a line leader

When Scouts feel involved and important, behavior challenges often disappear.

When Energy Levels Change, Change the Activity

Even the best-planned program can lose its audience if Scouts have been sitting too long.

If a den is struggling to focus, stop and get everyone moving. A short physical activity can help reset attention and improve participation.

Try:

Jumping jacks

Stretching

A quick relay race

Ocean animal movement challenges

Camp songs and action songs

Call-and-response cheers

Deep-sea explorer exercises

Avoid singling out individual Scouts. Instead, involve the entire group so everyone benefits from the energy break.

Remember: If Scouts cannot focus, they are not learning. Sometimes five minutes of movement is more valuable than pushing through an activity.

KNOW YOUR SCOUTS

Recognize Overstimulation

There are moments during every camp day when Scouts—and adults—become tired, hot, overwhelmed, or overstimulated.

When this happens:

Be patient

Stay calm

Offer choices when appropriate

Allow a brief break

Provide a quiet moment away from the activity

Listen before redirecting

Sometimes a Scout simply needs a few minutes to decompress before they are ready to rejoin the group. The same is true for volunteers. If you notice a leader becoming frustrated or exhausted, offer to step in for a few minutes while they grab water, cool off, or take a short break.

A little flexibility can prevent much larger problems later in the day.

Hydration is Your Secret Weapon

One of the simplest ways to improve focus, mood, and energy is also one of the most overlooked: water. Encourage Scouts and adults to drink water frequently throughout the day, especially during hot weather. Many issues that appear to be behavior problems, fatigue, or frustration can be improved with hydration and a short break

A fun trick is to make hydration a group activity:

"I'm thirsty. Let's all take ten big sips of water together!"

Scouts are much more likely to drink when everyone participates.

Share These Strategies with Your Team

These techniques are valuable for every volunteer at camp. Consider reviewing them during volunteer orientation and including them in:

Den Leader Guides

Den Walker Guides

Station Leader Plans

Volunteer Handbooks

When leaders understand how to support Scouts, manage energy levels, and create positive connections, camp becomes more enjoyable for everyone.

At the end of the day, successful camps are not built around activities—they are built around relationships. Know your Scouts, care for your Scouts, and create an environment where every Scout feels welcomed, supported, and excited to return tomorrow.

SERVING SCOUTS WITH DIFFERENT NEEDS

Every Scout deserves the opportunity to participate, succeed, and have fun at Day Camp. When planning activities, make simple adaptations as needed to accommodate the abilities and needs of all participants.

Work with parents, caregivers, unit leaders, and Scouts before camp begins to understand what accommodations may help create a successful experience. Planning ahead allows your staff to make thoughtful adjustments and helps avoid last-minute challenges.

Remember: inclusion benefits everyone. Small changes can make a big difference in helping every Scout feel welcomed, valued, and part of the adventure.

For additional resources and ideas, visit:

Serving Scouts with Disabilities

<https://www.scouting.org/resources/disabilities-awareness/>

Scouting's Inclusion Toolbox

<https://www.scouting.org/resources/disabilities-awareness/inclusion-toolbox/>

By creating an inclusive environment, you help ensure that every Scout can fully explore the excitement of the Under the Waves adventure.

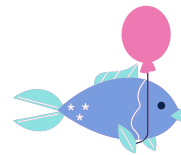


For further resources and information please email SpecialNeedsChair@scouting.org

By planning ahead and working together, you'll create an environment where all Scouts can thrive and enjoy the adventure.



HAPPY BIRTHDAY



For an Under the Waves Cub Scout Day Camp, birthday celebrations should be quick, memorable, and easy to do during opening assembly or lunch. Here are some fun ideas:

Octopus High Fives

For youth birthdays, assign eight Scouts to form an "octopus" and give the birthday Scout eight high-fives (one for each tentacle).

For adults, have the entire den become the octopus.

Ocean Wave Tunnel

Scouts form two lines facing each other with hands raised to create an underwater tunnel.

The birthday Scout walks through while everyone makes ocean sounds:

"Whooooosh... splash... blub... whoooooosh..."

At the end everyone yells:

"Dive into a great birthday!"

Under the Waves Birthday Crown

Keep a simple birthday box with small toys.

Whale of a Birthday Song

To the tune of "Happy Birthday":

Have a whale of a birthday,

Have a whale of a day,

May your ocean adventures

Bring you laughter all the way!

Then everyone makes whale sounds.

Captain's Birthday Coin

Give birthday Scouts and adults a small plastic gold coin, seashell, or pirate doubloon.

Have the Camp Director announce:

"Today Captain (Name) has discovered another year of adventure! Three cheers and a wave!"

Everyone cheers and waves like ocean waves.

Quickest & Cutest Option

At opening assembly:

Leader: "Who has a birthday today?"

Birthday Scout stands.

Everyone cheers:

It takes less than 30 seconds and fits perfectly into a Day Camp schedule.

TAKING CARE OF VOLUNTEERS & STAFF



If you take care of your volunteers and staff, they will take care of your camp. Volunteers who feel appreciated are more likely to return next year, recommend camp to others, and become future camp leaders. Build trust by being organized, following through on commitments, listening to feedback, and taking time to get to know the people serving alongside you.

A few simple actions can make a big difference:

- Learn and use volunteers' names.
- Provide large, easy-to-read name tags.
- Check in regularly to see if anyone needs help or a break.
- Have program plans, schedules, and supplies prepared before camp begins.
- Keep water, sports drinks, snacks, and ice pops available on hot days.
- Create a small "cool down" area where volunteers can rest, hydrate, and recharge.
- Provide a "Be Prepared" volunteer bag with important camp information and useful supplies.

Most importantly, say thank you—often and sincerely.

Recognize volunteers throughout the week with:

- Daily shout-outs during assemblies
- Camp cheers or thank-you yells
- Small treats or tokens of appreciation
- Certificates or themed awards at the end of camp
- Handwritten thank-you notes
- Photos, videos, or camper-created cards

Don't forget to thank families as well. Family Day is a great opportunity to recognize parents and guardians for trusting your team and supporting their Scout's adventure.

A camp where volunteers feel valued is a camp where everyone—from staff to Scouts—has a better experience. A little appreciation goes a long way beneath the waves.



Volunteer Thank Yous

Small surprises throughout the week can make volunteers feel appreciated and keep morale high.

Pair a simple treat, drink, or gift with a fun ocean-themed message.

Candy & Snack Ideas

Swedish Fish "We're hooked on having volunteers like you!"

Goldfish Crackers "You're the Goldfish that keeps our school swimming together!"

Gummy Sharks "Thanks for helping us tackle camp one bite at a time!"

Airheads "Thanks for keeping your head above water all week!"

Lifesavers "You're a lifesaver for our camp crew!"

Sea Salt Caramels "Thanks for bringing a wave of sweetness to camp!"

Chocolate Coins "Thanks for helping us discover a treasure-filled week!"

Trail Mix "Thanks for helping our Scouts navigate every adventure!"

Drink Ideas

Bottled Water "Thanks for helping our camp stay afloat!"

Sports Drink "You help keep our camp currents moving!"

Soda "You make waves wherever you go!"

Iced Coffee "Thanks for helping us dive into another great day!"

Ocean Blue Sports Drink "Hope this helps recharge your batteries beneath the waves!"

Cool-Off Treats

Ice Pops "Thanks for staying cool under pressure!"

Ice Cream Sandwich "You're o-fish-ally awesome!"

Snow Cone "Thanks for helping create oceans of fun!"

Small Gift Ideas

Seashell "You helped make a lasting impression on our shore."

Mini Treasure Chest "Thanks for being one of our camp treasures!"

Compass "Thanks for helping guide our Scouts through adventure!"

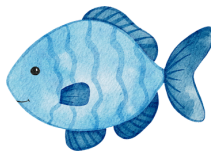
Beach Towel "Thanks for always being there when we needed you!"

Sunglasses "You make camp shine brighter!"

Ocean-Themed Pen "Thanks for helping us chart a course for success!"

Candy or Gum Coin "You've earned your share of the treasure!"

Volunteer Thank Yous



Quick Appreciation Cheers

"Whale Done!" Everyone makes whale sounds and cheers.

"Three Waves for You!" Raise hands and make wave motions while shouting:

"Wave! Wave! Wave!"

"O-FISH-ALLY AWESOME!"

Leader: "What are they?"

Camp: "O-FISH-ALLY AWESOME!"

"Shark-tastic!"

Camp makes shark fins and chants:

"Chomp! Chomp! Chomp! Shark-tastic Job!"

End-of-Week Volunteer Gift Tag Messages

"Thanks for helping our Scouts dive into adventure!"

"You helped make a splash at camp!"

"Our camp wouldn't stay afloat without you."

"You are one of the treasures of our camp."

"Thanks for helping create oceans of memories."

"You made waves that will last a lifetime."

"Every great voyage needs a great crew—thank you for being part of ours!"

Sometimes a \$1 treat and a heartfelt thank-you can mean more than an expensive gift. The key is letting volunteers know they were seen, appreciated, and valued throughout the week.



KEEPING YOUR CAMP SAFE

by Reinforcing Scouting America's Safety Moments

One of the Scouting America's National Camp Standards is:

Standard HS-552 – Safety Moment

The camp includes a safety moment as part of its daily program to help foster safety awareness and a culture of safety.

Standard HS-552 is a recommended practice standard that can be easily implemented into your day camp plan!

Safety Moments are exactly what the name implies: opportunities to prepare for an activity, review safety measures and report incidents correctly.

Remember, that the **Guide to Safe Scouting (GTSS)** is a cornerstone resource for everyone in Scouting, this guide offers information on the latest policies and procedures, serving as your go-to manual to help you plan and provide a safe Scouting program. From camping protocols to aquatic activities, its detailed sections empower leaders to make informed decisions that benefit all participants' welfare.

The opening of camp when everyone is together each day is a great time to do your required safety moments.

Scouting Safely Resources: Utilize the new library of ready-to-use safety moments at <https://www.scouting.org/outdoor-programs/camping/cub-day-camp/> covering topics like: Water Safety, First Aid, Buddy Systems, Knives and MORE!



On-the-Spot Safety Moments: Scouts and Scouters can create ad-hoc safety moments tailored to specific situations or activities. These “just in time” reminders can precede an activity, providing concise information or notifying participants of safety essentials like fire extinguisher locations and exits.

Localized Safety Moments: Develop safety moments at the local level for units, districts, councils, or camps. These can align with local procedures or conditions, offering reminders during pre-activity assessments. Camp leaders may plan a series of Safety Moments for each day, reinforcing important safety topics during camper orientation.

External Resources Caution: While other organizations and companies may share safety moments online, exercise caution. Ensure that these align with Scouting values and adhere to Scouting America safety guidelines.

What Defines a Good Safety Moment?

- **Conciseness:** Limited to about one page and readable in 2 minutes or less.
- **Focus:** Addresses a single topic or a specific aspect of a larger subject.
- **Audience Relevance:** Tailored to the educational level of the audience.
- **Delivery:** Crafted for Scouts to present to fellow Scouts, with some topics suitable for adult-to-adult communication.
- **Structure:** Includes an opening statement, core information, a brief wrap-up, and at least one follow-up resource.
- **Non-Specificity:** Avoids references to or about specific individuals.
- **Compliance:** Conforms to Scouting America policies, practices, guidelines, and standards; excludes activities prohibited by Scouting America.

Take note of this special safety moment effecting many of our Day Campers - Elopement Safety Moment:

Wandering/elopement refers to an individual with cognitive challenges or special needs who wanders, runs away from or otherwise leaves the safety of a responsible person’s care or safe area, which may result in potential harm or injury.



If you have a safety moment idea for the Scouting Safely website, share your draft at: Health.Safety@Scouting.org

Together, let’s grow a strong Culture of Safety in Scouting!

Trading Post

For a Cub Scout Day Camp Trading Post, the sweet spot is \$.25–\$5.00 items that feel like treasure but don't break the camp budget. For an Under the Waves theme, here are some of the best inexpensive sellers:

25¢–50¢ Items

Swedish Fish candy
Goldfish crackers
Shark gummies
Ocean-themed stickers
Temporary tattoos (sharks, fish, mermaids)
Glow sticks
Seashells
Plastic gold coins
Ocean erasers
Bubbles
Fish-shaped pencils
Ocean bookmarks
Paracord bracelet kits
Mini bubbles

\$1 Items

Ocean slap bracelets
Shark tooth necklaces
Compass keychains
Ocean-themed pens
Mini notebooks
Fish-shaped squirt toys
Rubber ducks dressed as pirates
Foam sea creature gliders
Ocean-themed playing cards
Sea animal figurines
Magnifying glasses for "explorers"

\$2–\$3 Items

Drawstring backpacks
Water bottles
Sunglasses
Bucket hats
Shark grabber toys
Small plush sea creatures
Treasure chests filled with candy
Ocean-themed craft kits
LED flashing rings
Telescopes
Frisbees with camp logo
Sand art necklaces

Big Sellers Every Year

If you're only buying a few things, these almost always sell:
Shark tooth necklaces,, Temporary tattoos, Stickers,
Sunglasses, Slap bracelets, Drawstring bags, Swedish Fish,
Water bottle, Small plush sea creatures
Prize Bin / Treasure Chest

Camp-Specific Items

These make great keepsakes:
"Official Under the Waves Explorer" stickers
2027 Under the Waves pencils
2027 Under the Waves patches (extra copies)

Budget Purchase Recommendation

If you have \$300–\$500 to stock a trading post, I'd focus on:

25% candy/snacks

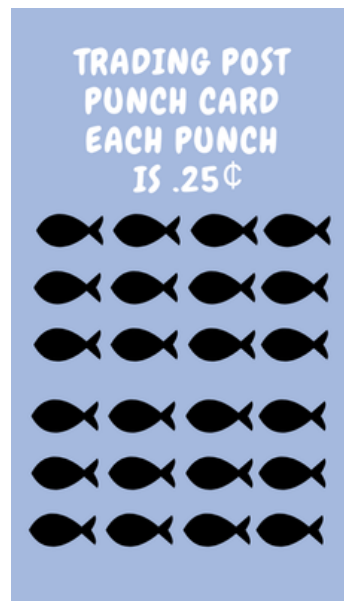
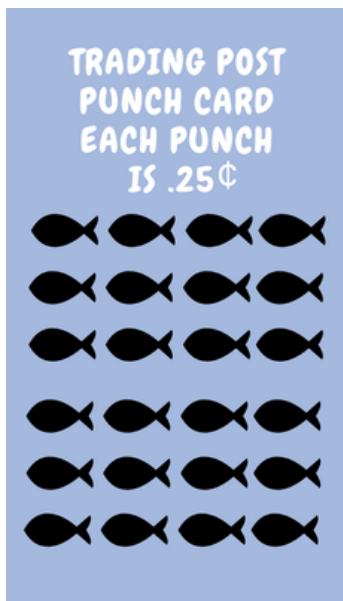
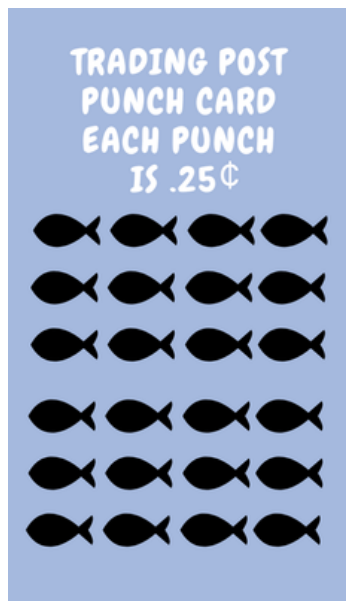
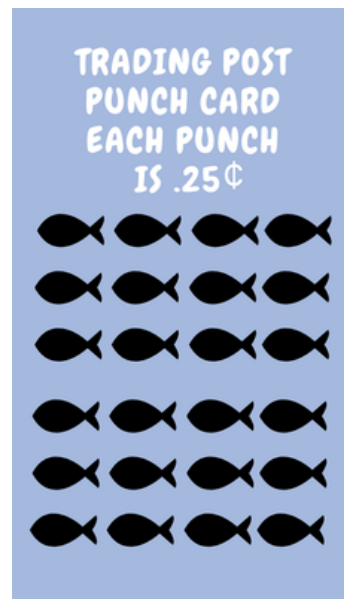
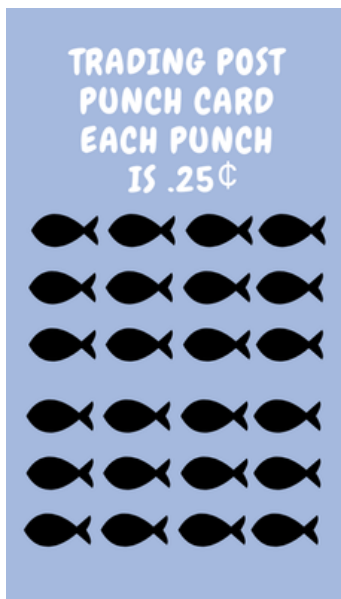
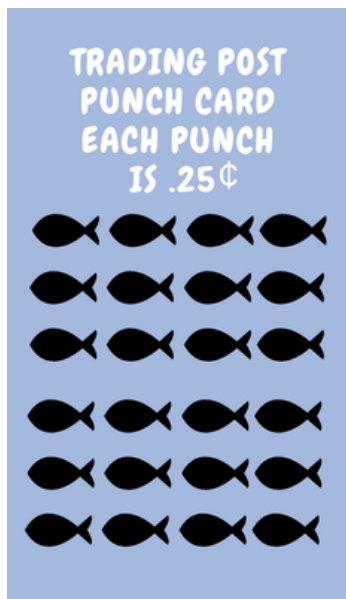
25% stickers/tattoos/small toys

25% sunglasses/water bottles/drawstring bags

25% camp-branded items

That mix usually gives the best combination of sales, profit, and Scout excitement

Instead of having Scouts carrying cash around. Sell punch cards to the parents before camp starts and attach them to the Scouts' name tags for them to go shopping.





Cub Scout Day Camp Planning Facebook Group

<https://www.facebook.com/groups/656715424722383>

Aaron on Scouting Blog Cub Scout Day Camp and Twilight Camp: 14 perfect planning tips

<https://blog.scoutingmagazine.org/2017/04/11/cub-scout-day-camp-twilight-camp-14-perfect-planning-tips/>



Age Appropriate Guidelines



Guide to Safe Scouting



BUILDING YOUR PROGRAM

Program Planning: Make a Splash!

The primary objective of Cub Scout Day Camp is simple: FUN!

When designing your Under the Waves program, use your imagination to immerse Scouts in a world of ocean adventures, exploration, discovery, and excitement. Mix favorite camp traditions with fresh new activities to keep Scouts, volunteers, and families excited year after year.

A successful camp balances familiar favorites with new experiences. Keep the activities that everyone loves, but don't be afraid to add new adventures that make this year's camp unique.

Create Unforgettable Experiences

Look for opportunities to bring the ocean to life in ways Scouts may not experience elsewhere.

Could you invite:

- A marine biologist or aquarium educator?
- A scuba diver or rescue diver?
- A fisherman, sailor, or Coast Guard member?
- A local conservation group?
- An expert on sharks, sea turtles, or ocean wildlife?

Special guests and hands-on experiences often become the memories Scouts talk about long after camp is over.

Incorporate Elective Advancement Naturally

While fun should always come first, advancement can easily be incorporated into many camp activities. Review Cub Scout adventures that align with your camp theme and location, then build opportunities into your program where they fit naturally.

Advancement should support the adventure—not drive it. (See NCAP Standard PD-102A for guidance.)

Explore the Ocean One Day at a Time

The Under the Waves theme offers endless opportunities for creative programming. Consider organizing your week around daily adventures:

Day One: Welcome Aboard!

Introduce Scouts to life on the water through boating, navigation, knot tying, ocean games, and sailor-themed activities.

Day Two: Coral Reef Explorers

Discover colorful marine life through nature activities, crafts, STEM experiments, and reef-inspired adventures.

Day Three: Deep Sea Discovery

Explore the mysteries of the ocean depths with submarines, bioluminescent creatures, treasure hunts, and underwater exploration challenges.

Day Four: Ocean Treasure

Set sail on a treasure-seeking adventure featuring maps, compass skills, games, scavenger hunts, and teamwork challenges.

Day Five: Ocean Heroes

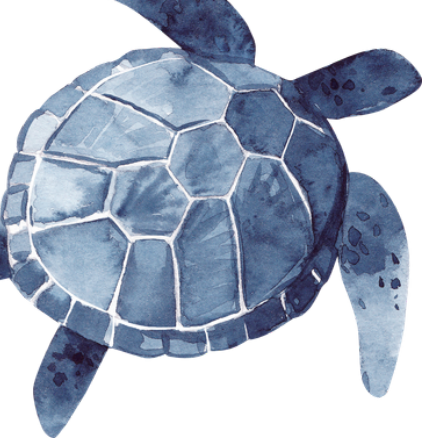
Learn about conservation, water safety, marine rescue, and protecting the oceans while celebrating everything Scouts have accomplished during the week.

Celebrate the Adventure

End the week with a family celebration where Scouts can showcase crafts, projects, skits, songs, and stories from their underwater adventures. Invite families to tour displays, meet camp staff, and celebrate the memories created throughout the week.

The goal isn't simply to complete activities—it's to create experiences that inspire curiosity, build friendships, and leave Scouts excited to return next year.

Under the Waves—an ocean of adventure awaits!



Station Name Ideas

For an Under the Waves Cub Scout Day Camp, you can rename traditional stations to make the entire camp feel immersive. Here are some ideas:

Traditional Station Under the Waves Name

Crafts - Coral Creations Cove

Nature - Tidepool Discovery Dock

STEM - Ocean Explorer Lab

Aquatics - Splash Lagoon

Games - Seashell Shores Playground

RATA (Shooting Sports) Harpoon Point (or "Captain's Target Range" for younger audiences)

BB Guns - Barracuda Bay Range

Archery - Archerfish Alley

Slingshots - Crab Claw Catapults

Scout Skills - Captain's Academy

Fishing - Angler's Wharf

Conservation - Ocean Guardians Outpost

First Aid - Lifeguard Station

Music - Sea Shanty Soundstage

Skits - Mermaid Theater

Registration - Harbormaster's Office

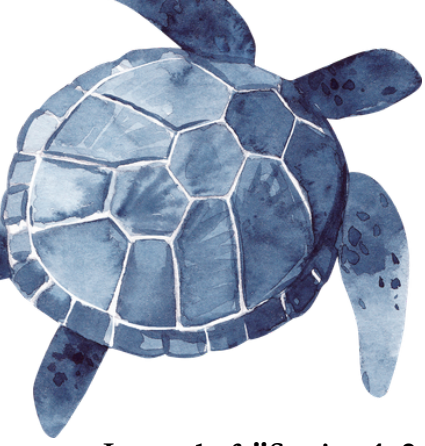
Trading Post - Treasure Chest Trading Co.

Dining Hall - Captain's Galley

Camp Office - The Bridge

Health Lodge - The Sick Bay





Station Name Ideas

Instead of "Station 1, 2, 3, etc."

Coral Reef
Sea Turtle Bay
Shark Channel
Dolphin Point
Octopus Garden
Mermaid Lagoon
Treasure Island
Whale Watch
Deep Sea Trench

Entire Camp Rotation Example

Captain's Academy (Scout Skills)
Coral Creations Cove (Crafts)
Ocean Explorer Lab (STEM)
Tidepool Discovery Dock (Nature)
Splash Lagoon (Aquatics)
Barracuda Bay Range (BBs)
Archerfish Alley (Archery)
Treasure Chest Trading Co. (Trading Post)

Fun Station Names by Theme

Ocean Explorer Themed

Nautilus Research Lab
Deep Sea Base Alpha
Ocean Discovery Center
Marine Science Station

Underwater Expedition Hub

Sea Creature Themed

Octopus Garden
Jellyfish Junction
Sea Turtle Sanctuary
Seahorse Harbor
Stingray Station

This creates a fully immersive "ocean expedition" feel where Scouts are traveling from one underwater destination to another throughout the day.

Full-Day Camp: Multi-den camp with full programming

Daily Flow

8:00–8:30 – Check-In: “Arrive at the Shore”

Ocean coloring sheets, bubble stations, sea creature trivia

8:30–9:00 – Opening Ceremony: “Dive Briefing”

Flags + storyline kickoff (mission: explore the ocean zones)

Rotations (Ocean Zones)

9:00–9:45 – Rotation 1: Coral Reef Creations (Crafts)

Fish, jellyfish, or reef models

9:50–10:35 – Rotation 2: Shark Swim (Games/Relay)

Tag games, obstacle swim (on land), teamwork relays

10:40–11:25 – Rotation 3: Ocean Explorers (STEM/Nature)

Learn about marine animals, simple experiments

11:25–12:00 – Lunch: “Seaside Break”

12:00–12:20 – Quiet Time: “Drift with the Current”

Story, ocean sounds, short skits

12:25–1:10 – Rotation 4: Deep Sea Challenge (Scout Skills)

Knots = “fishing lines,” shelters = “island survival”

1:15–2:00 – Rotation 5: Splash Zone (Water Play)

Buckets, sponges, water relays

2:00–2:20 – Whole Camp Game: “Treasure of the Sea”

Large group scavenger hunt

2:20–2:30 – Closing: “Surface & Celebrate”

Recognize dens, recap adventure



High-Engagement Theme Day: “Journey to the Deep Sea”

Best for: One special themed day

A lost treasure is hidden in the deep sea—each station helps scouts “dive deeper” to find it.

8:00–8:30 – Check-In: “Dockside Prep” (passport handouts)

8:30–9:00 – Opening: “Mission Brief – Find the Treasure”

Adventure Stations

9:00–9:40 – Kelp Forest Crawl (Obstacle Course)

9:45–10:25 – Marine Lab (STEM Experiments)

10:30–11:10 – Build-a-Submarine (Crafts)

11:10–11:40 – Lunch: “Crew Break”

11:40–12:00 – Skits: “Sea Creature Encounters”

12:00–12:40 – Survival at Sea (Scout Skills)

12:45–1:25 – Treasure Hunt (Clue-Based Search)

1:25–2:00 – Final Challenge: “Unlock the Treasure Chest”

All dens work together

2:00–2:30 – Closing Ceremony: Awards + Treasure Reveal

Theme Execution Tips (what makes this actually work)

Rename everything to fit theme

Use simple props: blue tarps, pool noodles, bubbles

Give each den a “color fish group” identity

Build a story that progresses through the day

Keep water activities controlled + scheduled (not constant chaos)

Half-Day Camp: Lions, Tigers, or shorter attention spans

8:30–9:00 – Check-In: “Tide Pool Play”

Simple games, bubbles

9:00–9:15 – Opening: “Meet the Sea Creatures”

9:15–9:45 – Rotation 1: Craft-a-Fish

9:50–10:20 – Rotation 2: Ocean Games

10:20–10:35 – Snack: “Shark Bites”

10:35–11:05 – Rotation 3: Story/Nature

Interactive storytelling

11:05–11:25 – Water Fun: “Splash Time”

11:25–11:30 – Closing: “Goodbye from the Ocean”



Faith & REVERENCE

The Scout Law reminds us, "A Scout is reverent. A Scout is reverent toward God. They are faithful in their religious duties and respect the beliefs of others."

In Scouting, we often bring together individuals from diverse backgrounds and faiths. An interfaith service is a wonderful opportunity to teach Scouts the importance of understanding and respecting different beliefs. These services, held during Scout outings or activities, foster unity and shared reflection.

When planning an interfaith service, it's important to choose scripture, prayers, hymns, and other elements that are inclusive and respectful of all participants. Such thoughtful planning ensures everyone feels welcome and valued, regardless of their faith tradition.

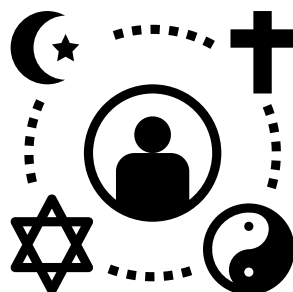
An Example: The Golden Rule Across Religions

The Golden Rule is a universal principle embraced by many faiths. Here are examples from some of the world's major religions:

- Christianity: "All things whatsoever ye would that men should do to you, do ye so to them; for this is the law and the prophets." — Matthew 7:12
- Confucianism: "Do not do to others what you would not like yourself. Then there will be no resentment against you, either in the family or in the state." — Analects 12:2
- Buddhism: "Hurt not others in ways that you yourself would find hurtful." — Udana-Varga 5
- Hinduism: "This is the sum of duty; do naught unto others what you would not have them do unto you." — Mahabharata 5,1517
- Islam: "No one of you is a believer until he desires for his brother that which he desires for himself." — Riyad as-Salihin 236
- Judaism: "What is hateful to you, do not do to your fellowman. This is the entire Law; all the rest is commentary." — Hillel, Talmud, Shabbat
- Taoism: "Regard your neighbor's gain as your gain, and your neighbor's loss as your own loss." — Tai Shang Kan Yin P'ien
- Zoroastrianism: "That nature alone is good which refrains from doing to another whatsoever is not good for itself." — Dadisten-I-dinik, 94,5

This shared value unites us all and serves as a reminder to treat each other with kindness and respect. Let us take a moment of silence for personal prayer, meditation, or simply to reflect on how we can better embody this principle in our daily lives.

For additional guidance on planning Interfaith Services, visit dutytogodbsa.org.



Faith & REVERENCE

Under the Waves Camp Prayers

Ocean Explorer's Prayer

Dear God,

Thank You for the oceans, lakes, rivers, and streams. Thank You for the fish, turtles, dolphins, and all the creatures that live beneath the waves.

Help us to be kind, helpful, and brave as we explore and learn together. Guide us to care for Your world and to leave every place better than we found it.

Amen.

Sailor's Grace (Meal Prayer)

For food to nourish us,

For friends beside us,

For adventures before us,

And for the beauty of the sea,

We thank You, God.

Amen.

Coral Reef Prayer

Dear God,

Just as many different creatures work together to create a reef, help us work together as a camp family.

Teach us to be patient, respectful, and welcoming to everyone we meet.

Help us make today a great adventure.

Amen.

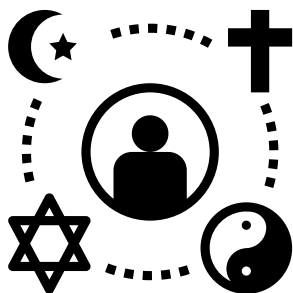
Ocean Conservation Prayer

Dear God,

Thank You for the wonders beneath the waves.

Help us to be good stewards of the oceans, beaches, rivers, and lakes. Teach us to protect wildlife, reduce waste, and care for the natural world You have entrusted to us.

Amen.



Faith & REVERENCE

Captain's Prayer

Dear God,

Guide our ship through today's adventures.

Help us to learn new things, make new friends, and always do our best. Give us the courage to try new challenges and the wisdom to help others along the way.

Amen.

Deep Sea Discovery Prayer

Dear God,

Thank You for the mysteries of Your creation and for the opportunity to explore, learn, and discover.

May our curiosity lead us to knowledge, our knowledge lead us to understanding, and our understanding lead us to service.

Amen.

Family Day Prayer

Dear God,

Thank You for our families who support us, encourage us, and share in our adventures.

Bless the time we spend together today and help us carry the lessons of Scouting home with us.

Amen.

Closing Campfire Prayer

Dear God,

As our campfire grows dim and our adventures come to an end, we thank You for the friendships we have made, the skills we have learned, and the memories we have shared.

Keep us safe until we meet again, and help us continue to live by the Scout Oath and Scout Law wherever our journey takes us.

Amen.

Cub Scout Day Camp Grace

Dear God,

Thank You for the sun above us,

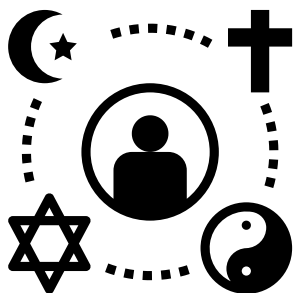
The water around us,

The friends beside us,

And the adventure before us.

Help us to have fun, learn new things, and be kind to one another.

Amen.



WORLD FRIENDSHIP FUND



The World Friendship Fund: Promoting Global Scouting Unity

During an interfaith service at camp, you have a unique opportunity to introduce Scouts and families to the World Friendship Fund and even take up a collection to support this meaningful cause.

Administered by Scouting America, the World Friendship Fund provides critical aid to struggling Scouting associations in other countries. Incorporating this effort into your camp activities not only raises funds but also teaches Scouts and leaders about the global impact of Scouting. It's a chance for them to connect the World Crest patch on their uniform to the larger Scouting movement around the world.

Getting the Word Out

If you decide to include a World Friendship Fund collection at your camp, let families and Packs know in advance. Mention it in promotional materials, Pack Meetings, and Roundtables. Generate excitement among the adults accompanying Scouts to camp—help them understand the difference their contributions can make.

At Camp

Take time to explain the purpose of the World Friendship Fund. Share an inspiring story about how the fund has supported Scouting in another country. Help Scouts see that their contributions are part of a bigger mission to strengthen Scouting worldwide.

Fun Ways to Collect Donations

Here are a couple of creative ideas to make fundraising fun and engaging for Scouts:

1. **Trading Post Fundraiser:** Designate a specific item in the trading post as a World Friendship Fund item. Let Scouts know that all proceeds from purchasing that item will go directly to the fund. Use the World Crest emblem to mark the item clearly, so Scouts can easily identify it.
2. **Den Coin Competition:** Set up a friendly coin collection contest between dens. The den that raises the most money by the end of the week earns special recognition at the closing ceremony. Place a donation jar in the trading post throughout the week, and bring it to the final day's ceremony to encourage last-minute contributions.

Celebrate the Effort

After the collection, be sure to announce the grand total to Scouts and their families. Let them know how their generosity will help fellow Scouts in need around the globe.

For more information about the World Friendship Fund and how to donate, visit:

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

By participating in the World Friendship Fund, your camp can inspire Scouts to embrace the spirit of global friendship and make a real difference in the world.

GATHERING ACTIVITIES

Gathering Activities: Making a Splash Before Camp Begins

The time between arrival and opening assembly is often one of the most overlooked opportunities at camp. Instead of having Scouts stand around waiting, use gathering activities to immediately immerse them in the Under the Waves theme, burn off some energy, make new friends, and start the day with excitement.

Gathering activities should be simple, require minimal supervision, and allow Scouts to join at any time as they arrive.

Why Gathering Activities Matter

- Keeps Scouts engaged while check-in is taking place

- Reduces behavior issues caused by boredom

- Helps nervous Scouts feel comfortable

- Encourages interaction between Scouts from different Packs

- Creates excitement and anticipation for the day ahead

- Allows camp staff to welcome Scouts individually

- Remember: Camp starts the moment the first Scout arrives.

Under the Waves Gathering Activity Ideas

Fish Finder

Give Scouts a card with the name or picture of a sea creature. Their mission is to find other Scouts with matching creatures and form a "school of fish."

Shark Tag

Designate a few volunteers as sharks. Scouts move around the gathering area trying to avoid being tagged. When tagged, they become a sea creature until rescued by another Scout.

Seashell Hunt

Hide plastic seashells around the gathering area. Some shells may contain special messages, fun facts, jokes, or small prizes.

Ocean Trivia Station

Set up a table with simple ocean-themed trivia questions. Scouts earn a sticker or stamp for answering questions.

Octopus Toss

Toss beanbags or stuffed sea creatures into buckets labeled with different point values or sea creature names.

Sea Turtle Relay

Scouts balance a beanbag "sea turtle egg" on a spoon while walking a short course.

Photo Booth

Create a themed photo area with hats, sailor caps, treasure chests, sea creature props, and camp signage.

GATHERING ACTIVITIES

Whale of a Coloring Station

Provide ocean-themed coloring sheets, camp mascots, or a giant collaborative ocean mural that Scouts can help color throughout the week.

Crab Walk Races

Mark a short course and let Scouts challenge one another to crab walk races.

Sea Shanty Sing-Along

Play ocean-themed music and teach simple camp songs, cheers, and yells while Scouts arrive.

Guess the Creature

Place pictures of sea creatures around the area and challenge Scouts to identify as many as possible.

Ocean Explorer Passport

Give each Scout a passport on the first day. During gathering time they can visit different stations and collect stamps throughout the week.

Gathering Activity Supplies Bin

Consider creating a dedicated "Gathering Activity Tote" that includes:

Sidewalk chalk

Bubbles

Beach balls

Bean bags

Coloring sheets

Crayons

Stickers

Ocean trivia cards

Plastic sea creatures

Small prizes

Parachute

Having a ready-to-go tote makes it easy to set up gathering activities each morning.

Staff Tip

Assign one or two enthusiastic volunteers as "Harbor Hosts." Their job is to greet Scouts, direct them to gathering activities, introduce them to new friends, and help everyone feel welcome.

A Scout who arrives excited and engaged is much more likely to have a successful day at camp.

By transforming check-in time into part of the adventure, you'll ensure that the Under the Waves excitement begins the moment Scouts step ashore.



LUNCH Programs



Lunch Program Ideas: Bringing the Camp Together

Lunch is more than just a meal—it's an opportunity to bring the entire camp together, slow down, cool off, and create memorable experiences. The best lunch programs are entertaining, educational, interactive, and age-appropriate. Keep presentations to 15–30 minutes and remember that Scouts have already been active all morning.

When inviting guests, be sure to explain the age range of your audience and the amount of time available. Encourage presenters to include hands-on demonstrations, audience participation, and plenty of visuals.

Guest Speaker Ideas

Marine Biologist or Aquarium Educator

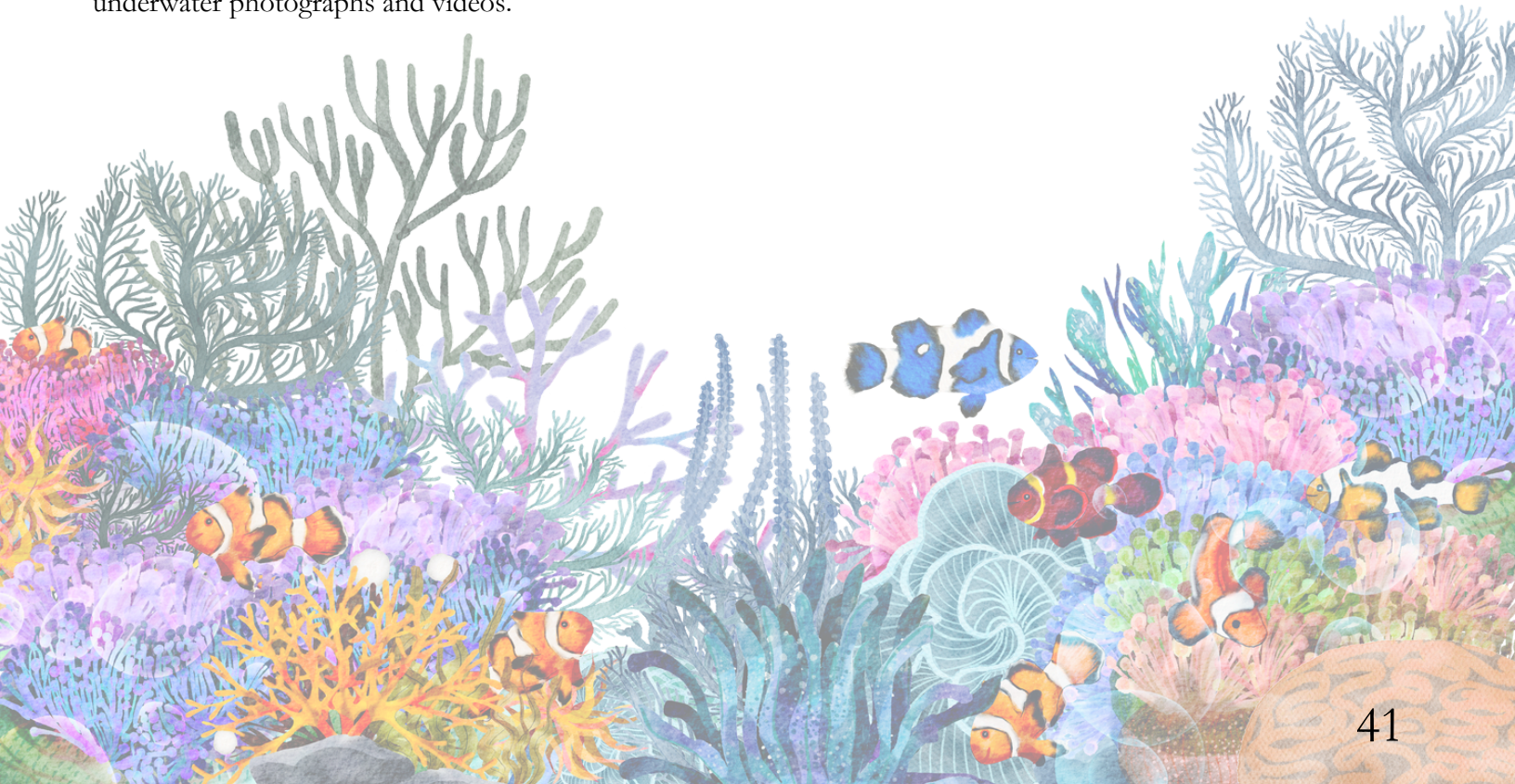
Invite a local marine biologist, aquarium educator, or wildlife expert to introduce Scouts to ocean creatures, conservation, and life beneath the waves.

Sea Turtle or Wildlife Rescue Organization

Many wildlife rehabilitation groups enjoy sharing their work and may bring educational materials, animal artifacts, or stories about helping marine animals.

Scuba Divers

Local dive shops, dive clubs, or rescue divers can bring scuba gear, explain how diving works, and share underwater photographs and videos.



LUNCH Programs



Coast Guard, Harbor Patrol, or Water Rescue Team

These organizations can teach water safety, boating safety, and rescue techniques while showing off equipment and vehicles.

Professional Fisherman or Fishing Guide

A local angler can teach basic fishing skills, fish identification, conservation, and share stories from the water.

Ocean Conservation Group

Invite an environmental organization to discuss protecting waterways, reducing litter, and becoming Ocean Guardians.

Whale and Dolphin Expert

Many universities, museums, and conservation organizations have educators who can share fascinating facts about marine mammals.

Search and Rescue Demonstration

Local fire departments, rescue squads, or emergency management teams may be willing to discuss water rescues and emergency preparedness.

Camp-Provided Lunch Programs

Not every lunch program needs an outside guest.

Sea Creature Show-and-Tell

Each den presents one interesting fact about a different ocean animal.

Camp-Wide Trivia Challenge

Play Under the Waves trivia between dens and award points toward a camp competition.

Birthday Celebrations

Recognize campers, volunteers, and staff celebrating birthdays during the week.

Staff Skits

Have staff perform short ocean-themed skits, pirate adventures, or silly sea creature stories.

Shark Tank

Allow Scouts to share inventions, crafts, or STEM projects created during camp.

Ocean Explorer Spotlight

Feature one Scout, volunteer, or den each day for outstanding behavior, helpfulness, or Scout spirit.

Sea Shanty Sing-Along

Teach camp songs, cheers, and yells while everyone enjoys lunch.

Creature Feature

Show photos and fun facts about a featured ocean animal each day.

LUNCH Programs



Special Lunch Day Ideas

Beach Party Day

Play beach music and have limbo, hula hoop contests, and beach-ball games.

Ocean Hero Day

Recognize volunteers, den leaders, and Scouts who have demonstrated outstanding Scout spirit.

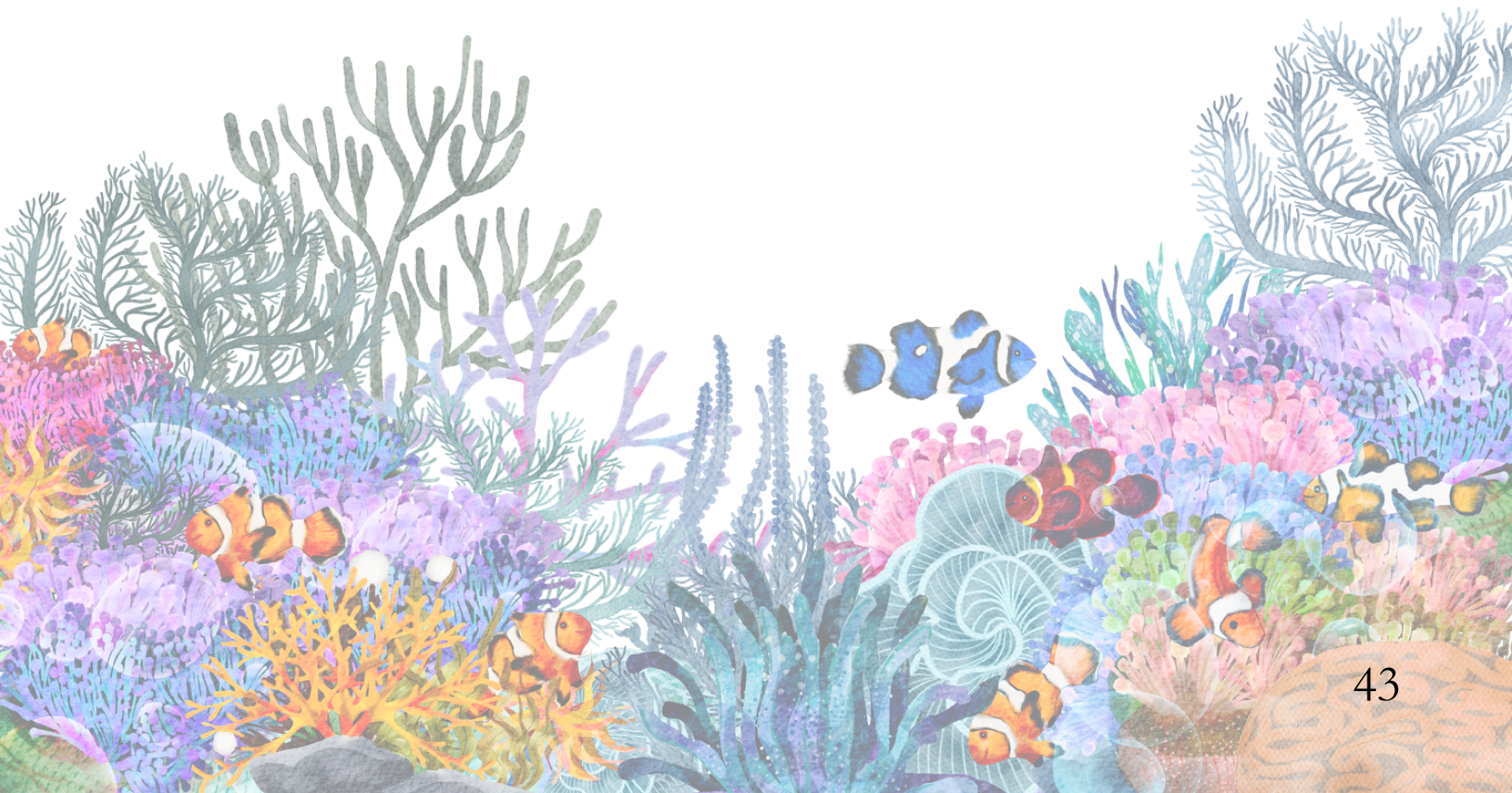
Family Day Lunch Program

Invite families to attend lunch, view displays, and celebrate the week's adventures.

A Final Tip

Scouts are usually hot, hungry, and ready for a break during lunch. Keep programs interactive, energetic, and brief. A great lunch program should entertain without feeling like another station rotation.

When done well, lunch becomes one of the highlights of the day—a time when the entire camp community gathers together to laugh, learn, and celebrate their Under the Waves adventure.



ADVENTURE

BELTLOOPS AT CAMP



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

One of the strengths of Cub Scout Day Camp is the ability to combine adventure, learning, and fun in a way that naturally supports advancement. While advancement should never be the primary focus of camp, many Cub Scout Adventures can easily be incorporated into an Under the Waves program.

As you plan your activities, review the current Cub Scout Adventure requirements and look for opportunities where Scouts can complete portions of adventures while participating in exciting camp experiences. Be sure to carefully review all requirements to ensure activities meet advancement standards.

Remember: the goal is not to create an advancement factory. The goal is to create an amazing camp experience where advancement happens naturally through exploration, discovery, and fun.



Range and Target Activities -

**BB, Archery, Slingshot may only be earned in a Council or District event.
Units are not authorized to conduct these activities on their own.**



Link to the Cub Scout Adventures!

<https://www.scouting.org/programs/cub-scouts/adventures/>

Remember to only work on Elective Adventures
during Day Camp please.



SCAN ME



Cub Scout Elective Adventures That Fit an Under the Waves Day Camp

The following elective Adventures align especially well with an Under the Waves theme. Always verify current requirements before awarding advancement credit.



**Fishing - Swimming - Champions for Nature - Summertime Fun - Paddle Craft
Race Time - High Tech Outdoors - Let's Camp
Archery* Slingshot* BB***

***Subject to council approval, NCAP standards, and trained supervision.**

Lion Adventures

Fishing
Fish identification
Pretend fishing games
Fishing safety
Swimming
Water safety
Comfort in the water
Basic swimming skills
Champions for Nature
Protecting animals
Water conservation
Ocean clean-up activities
Race Time
Raingutter Regatta
Floating boat races



Bear Adventures

Fishing
Bait, tackle, and fish identification
Swimming
Swim skills and water safety
Champions for Nature
Wildlife conservation
Environmental stewardship
Race Time
Engineering floating vessels

Tiger Adventures

Fishing
Casting games
Fish habitats
Fishing ethics
Swimming
Water confidence
Safe swimming practices
Champions for Nature
Marine life protection
Recycling activities
Race Time
Boat-building challenges



Webelos Adventures

Fishing
Advanced fishing skills
Aquatic ecosystems
Swimming
Swimming proficiency
Rescue awareness
Champions for Nature
Conservation projects
Paddle Craft
Canoeing
Kayaking
Boating safety
High Tech Outdoors
GPS navigation
Ocean exploration technology
Underwater robotics
Summertime Fun (All Ranks)

Wolf Adventures

Fishing
Fishing equipment
Fish identification
Conservation
Swimming
Water safety and swimming skills
Champions for Nature
Water pollution awareness
Ocean ecosystems
Race Time
Design and race boats



Arrow of Light Adventures

Fishing
Advanced fishing knowledge
Swimming
Water safety leadership
Champions for Nature
Conservation leadership
Paddle Craft
Canoe and kayak skills
High Tech Outdoors
Navigation
Marine technology
Exploration and mapping



By far the easiest Adventures to incorporate into an Under the Waves Day Camp are Fishing, Swimming, Champions for Nature, Race Time, Paddle Craft, and Summertime Fun, because they naturally fit the ocean, boating, marine life, and conservation themes.



Range & Target **Activities** **Elective** **Adventures**



<https://www.scouting.org/outdoor-programs/shooting-sports/cub-scout-shooting-sports/>

https://www.scouting.org/wp-content/uploads/2024/05/2024_Cub-Scout_Archery-Adventure-Lesson-Plan_051624.pdf



Archery



Requirements for ALL ranks

- 1) Identify and wear appropriate safety gear. (Lions and Tigers: with the help of their adult partner.)
- 2) Demonstrate the archery range safety rules and whistle commands. (Lions and Tigers will recite rules and commands with the help of their adult partner)
- 3) Demonstrate proper range commands. (Lions and Tigers: with the help of their adult partner. Additionally, Webelos and Arrow of Light will “Demonstrate proper range commands and explain them to an adult or to another Scout”)
- 4) Identify the main parts of your shooting equipment and how to properly use them. (Lions and Tigers with the help of their adult partner)
- 5) Demonstrate proper stance and shooting techniques. (Lions and Tigers: with the help of their adult partner)
- 6) **Shooting Requirements:**
 - Lion** Shoot 2 arrows at target. Repeat and try to improve your score. A minimum of 4 arrows are shot.
 - Tiger** Shoot 3 arrows at target. Repeat and try to improve your score. A minimum of 6 arrows are shot.
 - Wolf** Shoot 5 arrows at target. Repeat and try to improve your score. A minimum of 10 arrows are shot.
 - Bear** Shoot 5 arrows at a target. Repeat twice and do your best to improve your score each time. Shoot at least 15 arrows.
 - Webelos** Shoot 5 arrows at target. Repeat three times and try to improve your score. A minimum of 20 arrows are shot.
 - AOL** Shoot 5 arrows at target. Repeat 4 times and try to improve your score. A minimum of 25 arrows are shot.
- Rangemaster Note: The arrows do not have to be shot in one session but may be spread across multiple sessions.
- 7) Demonstrate how to safely retrieve your arrows.
- 8) Discuss how to put away and properly store your archery shooting equipment after use.



Range & Target **Activities** **Elective** **Adventures**



<https://www.scouting.org/outdoor-programs/shooting-sports/cub-scout-shooting-sports/>

https://www.scouting.org/wp-content/uploads/2024/05/2024_Cub-Scout_BB-Adventure-Lesson-Plan_051724.pdf



BBs



Requirements for ALL ranks (Lions are NOT permitted to participate in BBs)

- 1) Explain what you should do if you find a gun. Recite the 4 safety reminders (Tigers with the help of their adult partner).
- 2) Identify and wear the appropriate safety gear (Tigers with the help of their adult partner).
- 3) Demonstrate proper range commands (Tigers with the help of their adult partner, additionally Bear, Webelos and Arrow of Light Scouts are to demonstrate proper range commands and explain them to an adult or another scout).
- 4) Show how to use the safety mechanism. (Tigers with the help of their adult partner)
- 5) Demonstrate how to properly load, fire, and secure your BB gun (Tigers with the help of their adult partner).
- 6) Demonstrate one of the positions for shooting a BB gun (Tigers with the help of their adult partner, additionally Webelos and Arrow of Light are to demonstrate prone, bench and sitting positions for shooting a BB gun). Note: this is a demonstration requirement and not mandatory as a shooting requirement.

7) Shooting Requirements:

Tiger Fire 5 BBs at the target. With the help of your Tiger adult partner, score your target. Repeat and do your best to improve your score. Fire at least 10 BBs.

Wolf Fire 5 BBs at the target and score your target. Repeat twice and do your best to improve your score. Fire at least 15 BBs.

Bear Fire 5 BBs at the target and score your target. Repeat twice and do your best to improve your score. Fire at least 15 BBs.

Webelos Shoot 5 shots at a target. Repeat three times and do your best to improve your score each time. Shoot at least 20 BBs

AOL Shoot 5 shots at a target. Repeat three times and do your best to improve your score each time. Shoot at least 20 BBs.

- 8) Discuss how to put away and properly store your BB gun and shooting equipment after use.



Range & Target **Activities** **Elective** **Adventures**



<https://www.scouting.org/outdoor-programs/shooting-sports/cub-scout-shooting-sports/>

https://www.scouting.org/wp-content/uploads/2024/05/2024_Cub-Scout_Slingshot-Adventure-Lesson-Plan_051624.pdf



Slingshot



Requirements for ALL ranks

- 1) Identify and wear appropriate safety gear. (Lions and Tigers: with the help of their adult partner.)
- 2) Recite the safety rules for using a slingshot. (Lions and Tigers: with the help of their adult partner)
- 3) Demonstrate proper range commands. (Lions and Tigers: with the help of their adult partner. Additionally, Webelos and Arrow of Light will “Demonstrate proper range commands and explain them to an adult or to another Scout”)
- 4) Explore the parts of a slingshot and their proper usage. (Lions and Tigers: with the help of their adult partner)
- 5) Discover the types of ammunition that may be used and types that may not be used. (Lions and Tigers: with the help of their adult partner)
- 6) Bear, Webelos, Arrow of Light - Discover the types of targets that may be used and types that may not be used. (Note: not required for Lion, Tiger, or Wolf but the information may be presented)

7) Shooting Requirements:

Lion Shoot 2 shots at a target. Repeat and do your best to improve your score. Shoot at least 4 shots.

Tiger Shoot 3 shots at a target. Repeat and do your best to improve your score. Shoot at least 6 shots.

Wolf Shoot 5 shots at a target. Repeat and do your best to improve your score. Shoot at least 10 shots.

Bear Shoot 5 shots at a target. Repeat twice and do your best to improve your score each time. Shoot at least 15 shots.

Webelos Shoot 5 shots at a target. Repeat twice and do your best to improve your score each time. Shoot at least 15 shots.

AOL Shoot 5 shots at a target. Repeat three times and do your best to improve your score each time. Shoot at least 20 shots.

- 8) Discuss how to put away and properly store your slingshot and shooting equipment after use. (For Lion, Tiger, and Wolf, this is the 7th requirement; however, throughout this plan this requirement will be called Requirement 8.)

Range & Target Activities

Elective Adventures

Help out your
Range Masters with

RATA
"To Do" and "To Learn"
Posters you can print!

BB RATA TO DO



- 1 Show how to use the safety mechanism. **ALL RANKS**
- 2 Demonstrate how to properly load, fire, and secure your BB gun. **ALL RANKS**
- 3 Demonstrate one of the positions for shooting a BB gun. **Webelos & AOL are to demonstrate prone, bench and sitting positions**
- 4 Fire 5 shots at a target.
- 5 Repeat X times and do your best to improve your score each time.
**Tigers/Wolves/Bears 2X
Webelos & AOL 3XL**



BB RATA TO DO

ARCHERY RATA TO DO



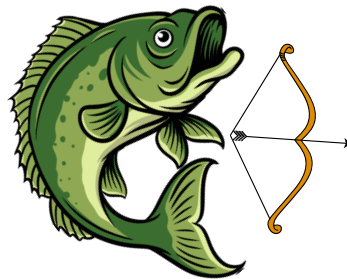
- 1 Identify the main parts of your shooting equipment and how to properly use them
- 2 Demonstrate proper stance and shooting techniques. In addition **Webelos and AOL will explain them.**
- 3 Fire X number of arrows at your target.
Lions 2, Tigers 3, Wolves/Bears/Webelos/AOL 5
- 4 Repeat X times.
**Lions 1X, Tigers 1X, Wolves 2X, Bears 2X,
Webelos 3X, AOL 4X**
- 5 Demonstrate how to safely retrieve your target arrows.

ARCHERY RATA TO DO

Archery Whistle Commands



- 2 whistle blasts: Move up to the shooting line.
- 1 whistle blast: Fire the proper number of arrows
- 3 whistle blasts: Cease firing. Move to the target. Retrieve and score arrows.
- 5+ or more whistle blasts: Cease firing. Stay where you are. There is an **EMERGENCY**. Officials will tell the archery what action to take either verbally or by whistle code.



SLINGSHOT RATA TO LEARN



- 1 Identify and wear appropriate safety gear.
- 2 Recite the safety rules for using a slingshot.
- 3 Demonstrate proper range commands. **ALL RANKS Bears, Webelos & AOL are to demonstrate proper range commands and explain them to an adult or another scout.**
- 4 Discover the types of ammunition that may or may not be used.
- 5 Discuss how to put away and properly store your shooting equipment after use.

SLINGSHOT RATA TO LEARN

Range Target Activities



The 4 Safety Reminders

STOP!



LEAVE THE AREA!



DON'T TOUCH!



TELL AN ADULT!



What should you do if you find a gun?

BB RATA TO LEARN



- 1 Explain what you should do if you find a gun. Recite the 4 safety reminders.
- 2 Identify and wear the appropriate safety gear.
- 3 Demonstrate proper range commands. **ALL RANKS Bears, Webelos & AOL are to demonstrate proper range commands and explain them to an adult or another scout.**
- 4 Discuss how to put away and properly store your shooting equipment after use.

BB RATA TO LEARN

The 4 Safety Reminders

STOP!



**LEAVE
THE AREA!**



**DON'T
TOUCH!**



**TELL AN
ADULT!**



What should you do if you find a gun?



Range Commands

- 1** This range may be opened only by a qualified range master.
- 2** All commands issued by the range master must be obeyed immediately.
- 3** Stay behind the firing line. Do not straddle the firing line.
- 4** Do not pick up a gun, bow, arrow or slingshot unless told by a range master.
- 5** Absolutely no running on the range
- 6** No horseplay or unnecessary talking on the range.
- 7** If in doubt about the rules, ask your leader or range master for advise or help.

BB RATA **TO LEARN**



1

Explain what you should do if you find a gun.
Recite the 4 safety reminders .

2

Identify and wear the appropriate safety gear.

3

Demonstrate proper range commands.
ALL RANKS Bears, Webelos & AOL are to demonstrate proper range commands and explain them to an adult or another scout.

4

Discuss how to put away and properly store your shooting equipment after use.

BB RATA **TO LEARN**

BB RATA TO DO



- 1 Show how to use the safety mechanism. **ALL RANKS**
- 2 Demonstrate how to properly load, fire, and secure your BB gun. **ALL RANKS**
- 3 Demonstrate one of the positions for shooting a BB gun. **Webelos & AOL are to demonstrate prone, bench and sitting positions**
- 4 Fire **5** shots at a target.
- 5 **Repeat X times** and do your best to improve your score each time.
Tigers/Wolves/Bears 2X
Webelos & AO 3XL



BB RATA TO DO

ARCHERY RATA **TO LEARN**



1

Identify and wear appropriate safety gear.

2

Demonstrate the archery range safety rules and whistle commands

3

Demonstrate proper range command. **ALL RANKS Bears, Webelos & AOL are to demonstrate proper range commands and explain them to an adult or another scout.**

4

Discuss how to put away and properly store your shooting equipment after use.

ARCHERY RATA **TO LEARN**

ARCHERY RATA **TO DO**



- 1** Identify the main parts of your shooting equipment and how to properly use them
- 2** Demonstrate proper stance and shooting techniques
In addition **Webelos** and **AOL** will explain them.
- 3** Fire X number of arrows at your target.
Lions 2, Tigers 3, Wolves/Bears/Webelos/AOL 5
- 4** Repeat X times.
Lions 1X, Tigers 1X, Wolves 2X, Bears 2X, Webelos 3X, AOL 4X
- 5** Demonstrate how to safely retrieve your target arrows.

ARCHERY RATA **TO DO**

Archery Whistle Commands



2

whistle blasts: Move up to the shooting line.

1

whistle blast: Fire the proper number of arrows

3

whistle blasts: Cease firing. Move to the target. Retrieve and score arrows.

5+

or more whistle blasts: Cease firing. Stay where you are. There is an EMERGENCY. Officials will tell the archery what action to take either verbally or by whistle code.

SLINGSHOT RATA **TO LEARN**



1

Identify and wear appropriate safety gear.

2

Recite the safety rules for using a slingshot.

3

Demonstrate proper range commands. **ALL RANKS Bears, Webelos & AOL are to demonstrate proper range commands and explain them to an adult or another scout.**

4

Discover the types of ammunition that may or may not be used.

5

Discuss how to put away and properly store your shooting equipment after use.

SLINGSHOT RATA **TO LEARN**

SLING SHOT RATA **TO DO**



1

Explore the parts of a slingshot and their proper use.
ALL RANKS

2

Shoot **X** shots at a target.
Lion 2, Tigers 3, Wolves/Bears/Webelos/AOL 5

3

Repeat X times and do your best to improve your score each time.
Lions/Tigers/Wolves 1X, Bears/Webelos 2X, AO 3XL

SLING SHOT RATA **TO DO**

CRAFTS



CRAFTS

DIY Blue Crayon Suncatchers: Brighten Your Windows with a Splash of Color!

Looking to add a little sparkle and serenity to your windows? These beautiful blue suncatchers are the perfect hands-on craft for kids and adults alike. Made from simple materials you probably already have at home, this project transforms ordinary crayons into luminous, light-catching art. They're especially magical when the sun hits just right—radiating soothing shades of blue throughout your room.

Whether you're decorating for spring, rainy days, or simply want to bring a pop of color indoors, these melted crayon suncatchers will make your windows shine!

Supplies You'll Need

Blue crayons (a variety of light and dark shades works best)

Crayon or pencil sharpener

Waxed paper (2 sheets per suncatcher)

Iron (for adult use only)

Scissors

Hole punch

Embroidery floss, string, or thread (for hanging)

Optional Extras:

Use cookie cutters as templates for fun shapes like fish.



Step-by-Step Instructions

1. Prep the Crayons

Peel the labels off your blue crayons. Use a sharpener to create a mix of fine and chunky shavings. Use different blue tones for a richer stained-glass effect.

2. Arrange the Shavings

Lay one sheet of waxed paper flat. Evenly sprinkle the crayon shavings on top, keeping them thinly spread and leaving a border around the edges.

3. Make the Crayon “Sandwich”

Place the second piece of waxed paper over the top, pressing gently so the edges align.



CRAFTS

4. Melt the Crayons (ADULT STEP)

With the iron on its lowest setting (no steam!), gently press over the waxed paper. The heat will melt the shavings quickly. Glide the iron evenly and watch the magic happen! Stop once the colors have fused into a smooth, swirly sheet.

5. Cool and Cut

Let your masterpiece cool for a few minutes. Then, use a pencil to sketch raindrop shapes—or any design you love—right onto the waxed paper. Cut them out carefully.

6. Finish & Hang

Punch a hole near the top of each suncatcher. Thread with string or embroidery floss, and hang in a sunny window, across a branch, or from a mobile. Watch them glow!

Pro Tips

Thin is better. Too much wax won't let enough light through.

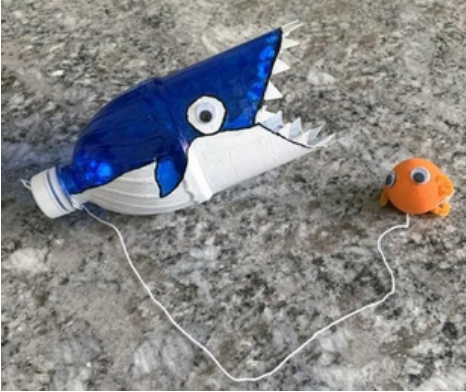
Go multicolor! Try a rainbow version for even more fun.

Layer colors. Light blue over dark gives depth and a stained-glass vibe.

Use parchment paper on top of the wax paper while ironing to prevent residue on your iron.



CRAFTS



CRAFTS



**EGG CARTON
TURTLES**

ReCycled Craft does not get any cuter!



JELLYFISH IN A BOTTLE



KidsArtsnCraft.com



ARTS &
CHACKERS

Ocean Friends Craft Sticks



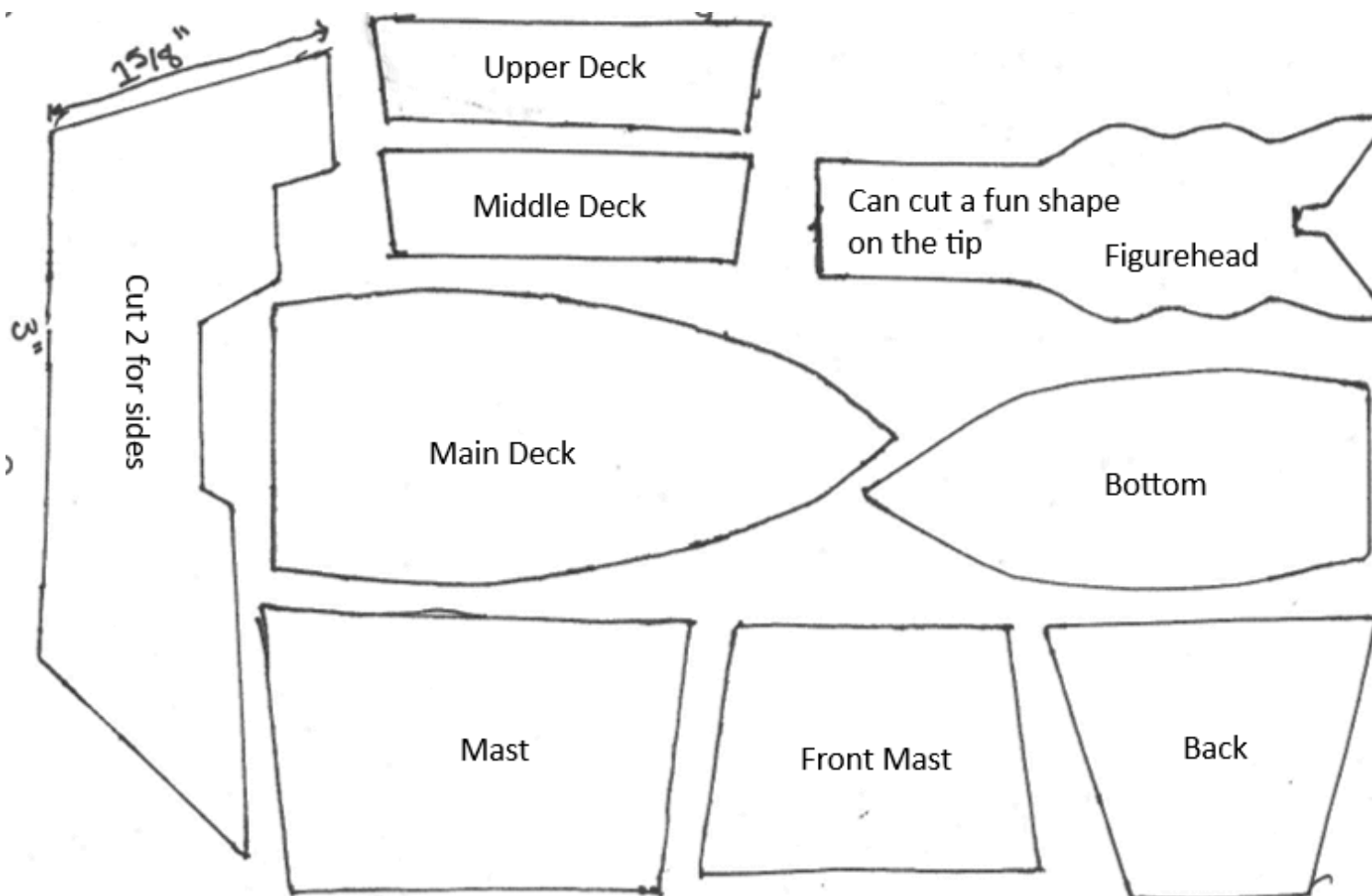
Thekeeperofthecheerios.com

CRAFTS

Ship in a Bottle

Ship Assembly

1. Gather all the foam pieces
2. Glue the figurehead and sides together
3. Glue the bottom onto the sides
4. Glue the back on
5. Glue the main deck on
6. Glue the middle and Upper decks on
7. Cut a skewer and use the pointy end to poke holes through the main deck
8. Poke holes in the sails and add them on
9. Cut and draw in waves on the long edge of a 6"X4 1/4" piece of blue paper
10. Write your name and date on the bottom of your ocean
11. Glue water, and ship onto the jar
12. Glue popsicle sticks onto the bottom of the jar so it stays upright





Derbies & Races!



Derbies are fun 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

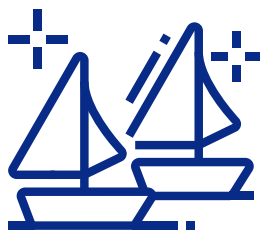
Rules and Instructions:

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:



Tips for preparing your Cub Scout for a Raingutter Regatta



Derbies & Races!

Under the Waves DERBIES

How to Build and Race a Fast Raingutter Regatta Boat

<https://scoutlife.org/hobbies-projects/projects/3921/make-the-ultimate-raingutter-regatta-racer/>

WHAT ARE THE RAINGUTTER REGATTA RULES?

Most races follow these common rules:

Boats must be between 6 ½ and 7 inches long.

Boat must be 3 ¼ inches wide (the width of the plastic hull).

Mast must be between 6 and 7 inches from deck to top.

Boats are only powered by a racer blowing air — no touching allowed!

The first boat to reach the end of the track wins.

Cub Scout packs often have their own rules for their race, so be sure to check for any additional requirements before you build your boat.

WHAT YOU'LL NEED TO BUILD YOUR BOAT

The Raingutter Regatta Trimaran Boat Kit (scoutshop.org) contains everything you need to build a boat. Many packs require racers to use this kit, which includes:

Trimaran hull - 2 Outriggers - Mast - Sail - 4 Wood screws - Sanding stick - Number stickers

NOTE: This article contains additional information, including:

Tips For Building a Fast Raingutter Regatta Boat

Using Your Breath to Propel Your Boat

Additional Tips: <https://www.scoutshop.org/blog/5-simple-tips-to-help-cub-scouts-get-ready-for-the-raingutter-regatta-.html>



GAMES & ACTIVITIES

27 Fun Under the Sea Games and Activities

By Tony | Updated April 11, 2024 | Reviewed by: Catherine Stanley

<https://kidactivities.net/ocean-theme-activities-page-1/>

These simple ocean-themed games are sure to lead to hours of laughter and fun. What kid doesn't enjoy the beach? If you cannot take a trip to the beach, bring the beach to the kids. These under the sea theme ideas will make them feel like they are enjoying a summer day at the ocean.

'Clamming' for marbles

Materials:

Wading pool

Marbles

Optional sand

Instructions

Fill a wading pool with water and the dump marbles into it.

The sand can also be added.

The object is for team members to wade in a small pool and try to recover marbles (clams) with their toes and place them in their bucket.

Rather than winners with each group, see which group can recover the most marbles.

An alternative would be to float Frisbees on the water surface and have the kids place the marbles in the Frisbees.

Jump the waves!

Materials:

Two long ropes (The waves)

Instructions

Divide the children into two teams, one at each end of the play area.

On your signal, the two teams run and try to jump the ropes.

Keep on widening the ropes each time.

If the students fall into the ocean, they must dry their feet back on the beach (lie on their back and shake their legs)

They then get up and continue the jumps!

27. Beach basketball

A great classroom, party, or afterschool program idea.

Place a basketball hoop in a small child's swimming pool.

GAMES & ACTIVITIES

Sharks and minnows

This tag game can be played in an open field or a gym.

One child starts out as the shark and all others are minnows. (If the group is large start out with two sharks)

Minnows stand in a straight line at one side of the field/gym facing the shark that is in the center of the play area.

The shark shouts, “Minnows swim to me.”

All the minnows run to the other side of the field. If they reach the other side they are safe.

If they are tagged they also become a “shark” or “seaweed”. The game continues with the leader shark saying, “Minnows swim to me” and the minnows try to get to the other side.

There are two versions to the game at this point.

#1. Method: Once tagged the minnows (who are now sharks) also help run and tag the remaining players. The lead shark is always the caller.

The last ‘safe minnow’ becomes the new leader shark.

#2. Method: Once tagged the minnows sit down and become seaweed. The seaweed reaches out as the minnow run/swim by and if tagged also sit and become seaweed.

The last untagged minnow is the new shark.

‘Ocean’ sand-play items for outdoors

Take out the: bowls, buckets/pails, cars & trucks, colander, cookie cutters, funnels, ladles, magnifying glass, measuring cups, molds of different shapes, muffin tins, plastic sea animals, dishes, people, rolling pin, scale, scoops, shovels, sieve, sifters, spoons, strainer.

Stormy waters game

(Good for younger Scouts)

Get enough cushions (or pillows or squares of paper) so there is one per person. Play some background music.

Tell the children that they are in the ocean and to start “swimming” around to the music. When you stop the music shout out “There’s a storm coming – dash to an island!” Everyone must jump onto a cushion so no part of their body is touching the ocean (the floor).

Start the music again and the game resumes with a new variation.

Variation: Ask children to be fish swimming in the sea. When you stop the music tell them there is a big shark coming to eat them.

You can try other ideas such as: Crocodiles, Pirates or Jellyfish coming to get them.

The children would then be:

Dolphins, Boats, Crabs, Mermaids, mermen, etc. They could also be surfing!



GAMES & ACTIVITIES

'Beach time' relay race

Materials:

Beach bag filled with game item

A lawn chair for each group.

Instructions

Each team will "go to the beach" in relay fashion carrying the lawn chair and the beach bag.

Each person.

1. Must set up the chair
2. Open the umbrella
3. Layout the towel
4. Put on the sunglasses
5. Sit
6. Open the magazine
7. Repack before returning for the next person to go.

This relay race is fun to watch.

The ocean is calm

(A listening game-appropriate for younger Scouts)

Children sit scattered about the play area on geometric shapes.

Without telling the others, each child is assigned a creature that lives in the ocean on the back of their mat.

One player is chosen as the fisherman.

The teacher/caregiver calls out, "The ocean is calm".

Moving about the play space, the fisherman calls out names of various fish or sea creatures such as:

Shark, eels, starfish, stingray, clams, squid, etc.

When a player hears the name of the creature they have been given they get up and walk behind the fisherman.

When most of the players have been called out, the facilitator calls out, "The ocean is stormy".

At this, all the children already caught must find new seats.

The child without a seat becomes the next fisherman.

GAMES & ACTIVITIES

Water Games by Play Party Plan

Water Racing Games

These are water games where either teams are racing to do something whether it be fill a bucket with water or grab a diving ring with their toes!

Cup to Cup

Supplies: Two buckets and plastic cups

Prep:

Put one full bucket of water in the grass and have one player sit right behind the bucket.

Have the rest of the team sit in a straight line right behind the first player.

Have the last person in the line turn and face the other way so the last two players are back to back instead of one after another.

Put another either smaller bucket or a bucket with a marked halfway line in front of the last player.

Play:

Give the first player an empty cup. They must dip the cup in the full bucket of water and pass it backwards over their head to the next kid.

The second kid must then pass it over to the third and so on until the final kid on the team dumps the water in the cup into the empty bucket.

Then pass the empty cup of water back up to the front.

Win:

The first team to fill their bucket wins.

Sponge Toss

Supplies: Two plastic buckets, large sponges

Prep:

Place a bucket full of water on one side of the yard and place an empty bucket on the other.

Have teams line up their players anywhere between the two buckets but once they're lined up – they are frozen in place and cannot change their placement.

One player on each team should be next to the full bucket and one next to the empty bucket.

Play:

The first player must dunk the sponge in the full bucket of water trying to soak up as much water as possible.

The player must toss the sponge to their next teammate who tosses it to the next and so on until it reaches the final player by the empty bucket.

That player wrings out the sponge and passes the empty sponge back down the line.

Win:

First team to fill up their bucket to the marked line wins.

Games & Activities

Sponge Run

Supplies: Two plastic buckets, large sponges

Prep:

Place a bucket full of water (or a kiddie pool) on one side of the yard and place an empty bucket on the other.

Give a sponge to each player and have them stand by the full bucket or water (or kiddie pool).

Play:

Players must dunk the sponge in the water trying to soak up as much water as possible.

They then have to put the sponge on their head and hold it there while they run to the empty bucket, hoping to keep as much water as possible in the sponge.

Wring out the sponge into the empty bucket and run back, continuing until someone reaches the mark on the empty bucket.

Win:

First person to fill up their bucket to the marked line wins.

Water Bottle Toss

Supplies: Kiddie pool (or hose) and empty plastic bucket

Prep:

Fill up a plastic kiddie pool and place an empty water bottle (or numerous) in the pool.

Place an empty bucket on the other side of the yard.

Play:

This game is played just like the sponge toss above except you will be using open water bottles. A player must fill a water bottle with water either from a kiddie pool or a hose and toss across a line of their teammates to fill up an empty bucket. Make sure that team members are standing far enough apart in this one that they'll likely have to throw the water bottle a little harder so it spins and gets them wet.

Win:

First team to fill their bucket wins.

Kiddie Pool Toe Diving

Supplies: Kiddie Pool, diving rings (or other pool toys)

Prep:

Setup a full kiddie pool with all sorts of fun little toys, rings, etc.

Play:

When you say go, players must try to fish out as many items from the kiddie pool as they can with their toes only.

Win:

The winner is whoever can get something out first or whoever gets out the most things.
their team wins.

GAMES & ACTIVITIES

Bucket Toss

Supplies: Kiddie pool filled with water, buckets for each teammate on a team, plus one for the end of the line.

Prep:

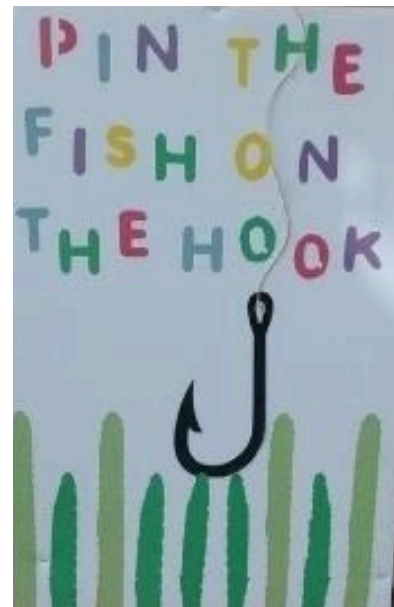
Have one person from each team stand in the kiddie pool or alongside it. Have the rest of their team stand in a straight line from the kiddie pool. Make sure they're spread out enough that they'll have to toss water from bucket to bucket, not just dump it into the next person's.

Place a bucket right behind the last person in each line.

Play:

When you say go, the first player has to fill up their bucket in the kiddie pool, then toss the water from the bucket to the next person who has to try and catch it in their bucket. Continue passing the water (not the buckets, just the water) down the line until the final person catches what water they can and pours it into the final bucket.

Keep going until one team has filled their bucket and that team wins.



GAMES & ACTIVITIES

Water Balloon Target Practice

Overview: How accurate is your aim? Find out with water balloon target practice!

How To Play:

First, choose something to be your target. For example, you can use masking tape or chalk to draw a target on the driveway, a tree trunk, etc. Or, you can set up a soda can or bottle on a ledge.

Next, have each player try to throw the balloon as close to the target as they can. You can earn a point for each time you hit the target, or compete to see who can get closer to the target in each round.

Water Balloon YoYo

Overview: Water Balloon Yo-Yo is a unique water game that takes a certain amount of fine motor skills and dexterity.

All you need are water balloons and rubber bands.

How To Play:

First, cut a rubber band in half. This will be your yo-yo “string”.

Then, tie it to the end of your water balloon. Now you’ve got a water balloon yo-yo

Whoever can yo-yo the longest without breaking their balloon wins! (You can also just have fun playing with your water balloon yo-yos without making it a competition.)

Water Balloon Roll

Overview: This game is similar to bowling and easy to play. You need water balloons and some space.

How To Play: Have the first person roll their water balloon as far as they can. Then it’s the next player’s turn to give it a try. Whoever rolls their water balloon the farthest wins.

Variations: Try to set up some objects to knock down for a bowling game. You can use empty bottles, wooden blocks, or anything that will stand on its own and potentially be knocked down by a rolling water balloon.

Water Balloon Toss Game

Overview: For a class water balloon challenge, look no further than the tried-and-true Water Balloon Toss Game. All you need for this game are water balloons and the ability to throw and catch.

How To Play:

First, stand across from your partner and try to toss and catch the water balloon.

Then, take a step back between each turn, and see how far you can make it!

For each successful catch, you get a point as a team.

If you break it, grab a new balloon and start over!

You can play with two people for a personal challenge, or you can play against other teams of two. Whichever team can throw it the farthest, wins.

GAMES & ACTIVITIES

Water Balloon Spoon Race

Overview: The Water Balloon Spoon Race is great for developing hand-eye coordination, and it's a good challenge for YOUTH of all ages. It works as part of an obstacle course. The game name lends itself to an adventure storyline!

How To Play:

First, create a course. You can keep it simple by making it simply “across the yard and back”, or you can make it more complicated using ropes, buckets, cones, etc.

Next, have one player try to complete the course while simply holding a water balloon and not breaking it. Then, kick it up a notch by having each player run the course holding a water balloon on a wooden spoon. It's tougher than it looks!

Try timing contestants to see who can get through it fastest!

Variations:

You can decrease or increase the level of difficulty by making the course more simple or complicated. You can also vary the size of the spoon.

Fishy in the Middle

Number of Players: at least 3 players

Equipment: A ball you can easily throw and catch

How to Play: If you've ever played “Monkey in the Middle,” this is the same game, but played in the water. This game CAN be played in the deeper end of the pool, but only for stronger swimmers who can tread water for a long period of time. When played in the shallow end where players can stand, everyone can be included. Two players stand on opposite sides of each other. The “FISHY” stands in the middle. The two players on the outside throw the ball back and forth and try to keep it away from the “FISHY” in the middle. When “FISHY” does finally catch the ball, the player who was responsible for them being able to get it becomes the next “FISHY.”

Note: Let each “FISHY” decide which fish they want to be!

Kickboard Relay

Objective: To strengthen leg muscles, practice kicking techniques, and enhance teamwork and coordination

Equipment: Kickboards

How to: Youth are divided into two teams and half of each team is positioned at opposite ends of the swimming area.

On the coach's signal, the first player from each team kicks across the pool and hands the kickboard to their partner, who then kicks back to the next team member, and so on. The team that finishes the relay first wins.

GAMES & ACTIVITIES

Underwater Scavenger Hunt

An underwater scavenger hunt is a fantastic way to add an element of adventure to pool time. Toss a variety of waterproof toys and objects into the pool and challenge youth to find and collect them. (Good objects for this game include coins, toys, colorful stones, and plastic jewelry.) To increase the difficulty, assign different point values to items and see who can collect the most points within a set time. This activity encourages diving and enhances underwater swimming capabilities.

Variation: Assign each Cub Scout or team a particular color of items to collect.

Hula Hoop Relay Race

Divide players into teams and place a hula hoop for each team at one end of the pool. On the signal, the first player of each team swims to the hula hoop, swims through it, and swims back to tag the next teammate. The relay continues until all players have completed their turn. The team that finishes the relay first wins.

Hula Hoop Obstacle Course

Create an obstacle course in the pool using hula hoops. Set up hoops in various positions and heights for players to swim through, jump through, or navigate around. Time each participant as they complete the obstacle course. The player with the fastest time wins the challenge.

Floating Obstacle Course

A floating obstacle course is a series of inflatable structures that are set up on the water's surface. Participants navigate through the course, challenging their balance, coordination, and agility.

GAMES & ACTIVITIES

Mr. Fox

This pool game takes after the classic land game called “Mr. Fox.” To play, one youth will play the role of Mr. Fox. Mr.

Fox stands at one end of the pool, while the other Cub Scouts stand at the opposite side. The group of Cub Scouts yells, “What time is it, Mr. Fox? Mr. Fox will pick a time, and the other Cub Scouts must move forward a corresponding number of steps. For example, one o’clock means one step. At any time during the game, Mr. Fox can yell, “Lunchtime!” The other Cub Scouts must try to get back to the opposite end of the pool where they started while Mr. Fox gets the chance to tag someone. The Cub Scout tagged becomes the new Mr. Fox.

Pool Tag

A game of tag in the pool simply combines swimming and tag. Choose one person to be the “It” who will try to tag the other players. The “It” person begins by swimming or moving around the pool to tag the other players. The other players must swim and move around the pool to avoid being tagged by the “It” person.

They can use various swimming techniques, dive underwater, or take advantage of obstacles in the pool to evade being tagged. To tag another player, the “It” person must physically touch them. A simple touch on the shoulder or any part of the body counts as a successful tag. When a player is tagged, they become the new “It” and must try to tag the remaining players.

Pool Noodle Races

Each player straddles a pool noodle and uses it as a makeshift racehorse. The players race from one side of the pool to the other by kicking their legs in the water while on the pool noodles. The first player to reach the finish line wins.

Sources:

<https://www.mkewithkids.com/post/pool-activities-for-kids/>

<https://intotheswim.com/beat-the-summer-heat-fun-pool-activities-for-kids-who-love-to-swim/>

<https://www.classcardapp.com/blog/15-fun-swimming-pool-games-to-enhance-your-swim-lessons>

<https://www.mkewithkids.com/post/water-balloons-games/>



Marshmallow Zipline Challenge: A STEM challenge with a camping theme!

Problem: How can your team transport 10 large marshmallows in the fastest time using a zipline?

Materials Needed: (per team)

small plastic bathroom cup (1 per team)

large marshmallows (10 large marshmallows per team)

string or yarn (for the zipline and cup attachment)

straw (one per team)

timer

tape and scissors



In this STEM challenge each team works together to transport 10 large marshmallows in the fastest time using a zipline over six feet.

Tips for the instructor – give the youth time to figure things out, trial and error style:

Students need to build a zipline that transports over six feet. It should slope downward a little bit, so the cup travels to the other end.

It helps to punch two holes into the sides at the top of the cup. Youth can create a loop that hangs the cup on the zipline. Thread a piece of straw through the string of the zipline so it slides easier on the zipline.



STEAM & Nature

Ocean Learning Activities found in this website:



Learn about sea turtles and marine ecosystems

Make an ocean in a bottle

Take a virtual aquarium field trip

Learn how ocean currents work

Assemble ocean zone bottles

Watch an ocean documentary

Assign an ocean-themed writing prompt

Turn paint sample strips into ocean layers

See ocean waves in action

Host a marine animal fair

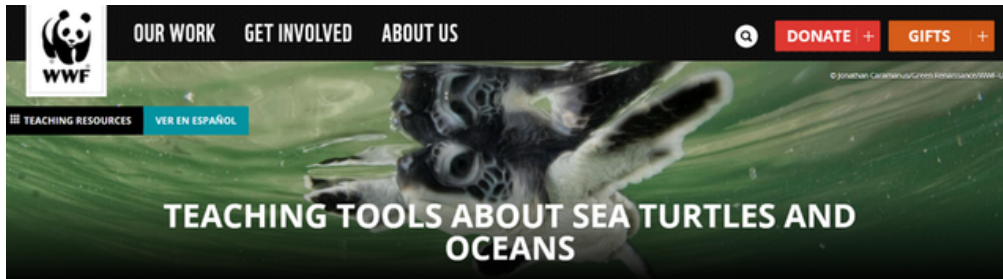
Draw a life-size whale

Explore saltwater density

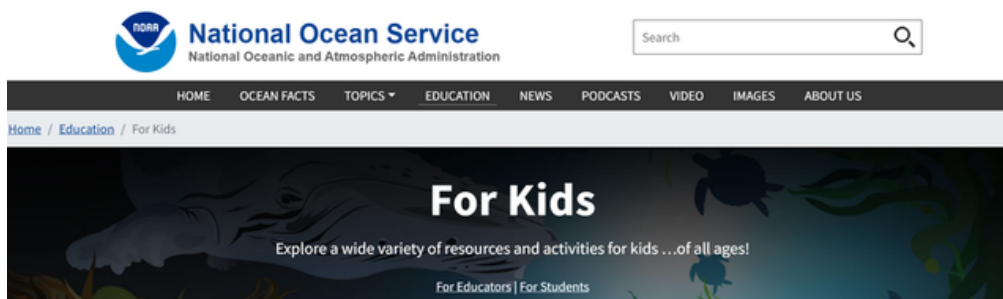
<https://www.weareteachers.com/ocean-activities/#activities>



STEEM & Nature



Use this toolkit to explore, analyze, and discuss the importance of oceans and sea turtles, and what we can do to protect them. These resources are geared towards students in grades 3-5 and can be used in any learning environment.





ONLY YOU CAN HELP SAVE SAM!

There are several versions of this activity. See “Save Fred.” Adapt the challenges to your Scouts and the time available!!

Sam is stuck on a boat. How he got there is not important, but the boat is capsized and Sam can’t swim. He’s not too bright, so Sam never wears his life preserver. After all, the brains of worms are small. Fortunately, his life preserver was in the boat. Unfortunately, it is now under the boat and Sam does not know how to reach it without falling off and drowning. Fortunately, you and your partner have come to rescue Sam. Unfortunately, you cannot touch Sam, the boat, or the life preserver with your bare hands. To save Sam you must retrieve the life jacket from under the boat and put it around Sam. Fortunately, both you and your partner have been given a paper clip as a tool to use in the rescue process. Don’t let Sam meet an untimely end.

Problem:

How can you and your partner save Sam (by retrieving his life jacket and placing it around his middle) using only 1 paper clip each? You may not touch Sam, the boat, or the life preserver directly with your hands.

Materials and Setup:

- Gummy Worm
- Gummy “Life Saver” Preserver
- 1 Plastic Cup
- 1 Paper Clip Each



Procedures:

Work with your partner and "Save Sam".

Follow the rules.

Sam, the boat, and the life preserver can be touched only with the paper clips. NO HANDS.

Develop a data section that includes:

Diagrams of how you saved Sam

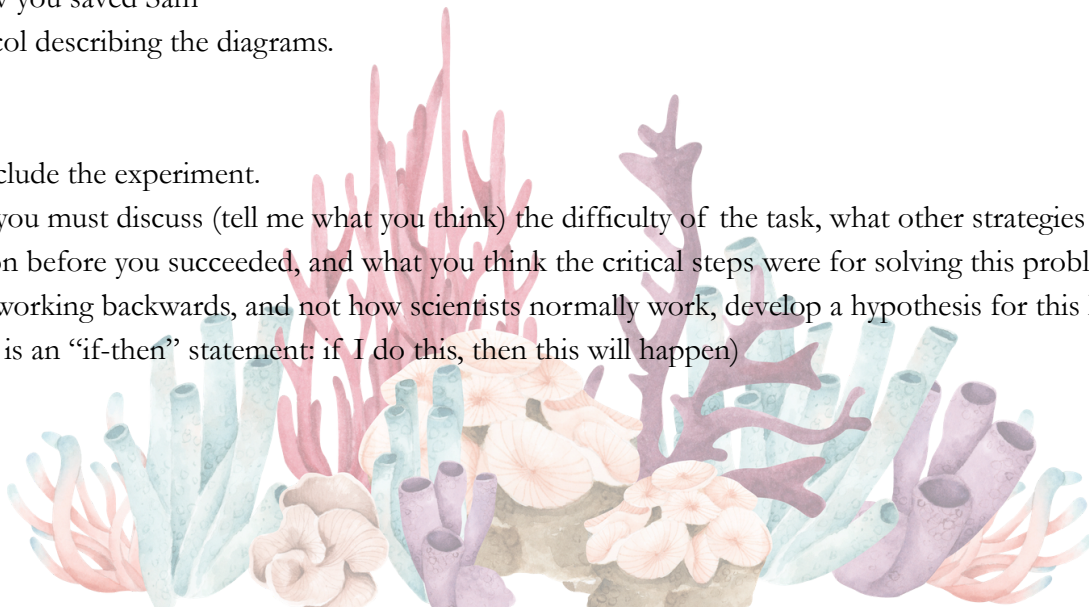
A detailed protocol describing the diagrams.

Write-up:

Analyze and conclude the experiment.

This means that you must discuss (tell me what you think) the difficulty of the task, what other strategies you and your partner worked on before you succeeded, and what you think the critical steps were for solving this problem.

Although this is working backwards, and not how scientists normally work, develop a hypothesis for this lab. (Remember that a hypothesis is an “if-then” statement: if I do this, then this will happen)



SAVE SAM LAB

Experimental Question:

Discussion Ideas (Research): Each person must present two ideas for saving Sam.

Hypothesis: (If . . . Then . . .)

Materials: Gummy Worm, Gummy “Life Saver” Preserver, 1 Plastic Cup, 1 Paper Clip Each

Procedure: Write detailed instructions and illustrations for saving Sam below. You do not have to use 6 steps. If you have more than 6 steps just add the additional steps on the last page of your lab.

	Written Directions	Illustration
Step 1		
Step 2		
Step 3		
Step 4		
Step 5		
Step 6		

Observations: Explain what happened when you attempted to save Sam using the procedures above.

Analysis:

Explain 2 problems you encountered in this lab.

Explain 2 ideas or techniques that you think worked well for this lab.

Conclusion:

Explain which methods you think are best for saving Sam and why.

Describe the effectiveness of your procedure for saving Sam.



AMAZING OCEAN SCIENCE EXPERIMENTS

Frugal Fun for Boys and Girls

<https://frugalfun4boys.com/amazing-ocean-science-experiments/>

Here's a collection of amazing ocean science experiments! These are fun, hands-on learning activities about different aspects of marine science.

In these ocean science experiments, youth will explore:

Ocean currents

Water pressure

The motion of waves

How baleen whales eat

How arctic animals stay warm in icy oceans

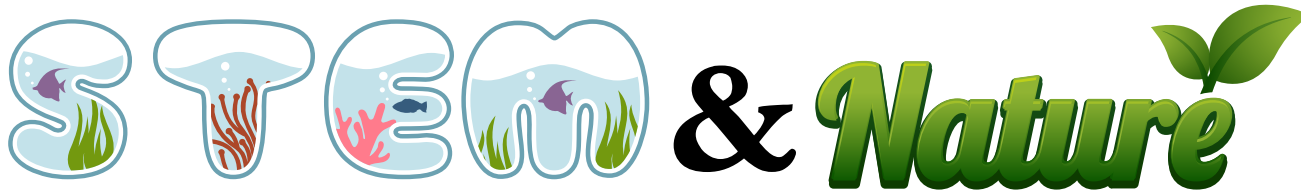


<https://www.sciencebuddies.org/blog/ocean-science-projects>

Several Ocean Science Projects and resources are at this Science Buddies website including:

- Make a Water Cycle Model (outlined below)
- What To Do About CO₂?
- How Salty is the Sea?
- Oceanic Circulation: What Keeps the Ocean in Motion?
- Modeling Water Bodies





CHEMICAL OCEANOGRAPHY

Model the Water Cycle

<https://www.sciencebuddies.org/stem-activities/water-cycle-in-bag?from=Blog>

Materials

Re-sealable snack-size plastic bags (2)

Permanent marker

Water

Liquid measuring cup

Tablespoon

Strong tape, like duct tape

Blue food coloring

Area that gets lots of sun and another that gets very little sun during the day

Optional: Sand or dirt

Optional: Larger pieces of rock that will fit in the bag, at least 2



Follow the instructions on the Science Buddies website to set up water cycle plastic bags.

Discussions and Observations:

Lead discussions with the Scouts as they observe their plastic bags during the day.

If your bag represents Earth with its vast oceans and stretches of land, what could the water represent, and what could the sand represent inside your model?

If your bag represents Earth with its vast oceans and stretches of land, what could the rock represent in your model?

What do you notice happening over time in both plastic bags? What happens to the water? How does the water move inside your bags? How do your results differ between the bag in the shade and the bag in the sun? Can you explain your observations?

What processes did you observe in your model that were similar to rain? Where did that water come from?

What water cycle processes can you observe inside the bags? How does what you observe mimic the water cycle we see on Earth?





What Happened?

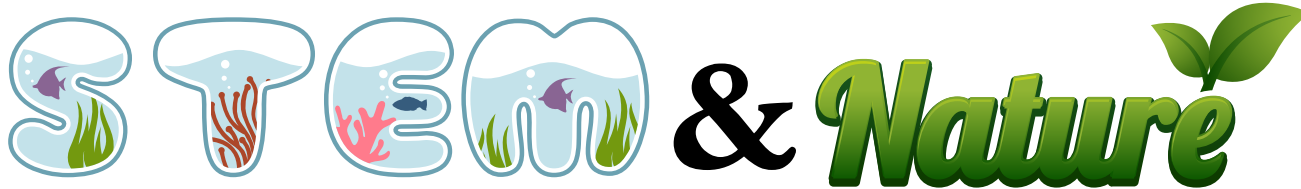
For this activity, you basically built a little water cycle model inside a plastic bag. The water that you added to the bag represented the water bodies we have on our planet, such as the ocean, lakes, or rivers. The sand represented the soil or land around these water bodies, and the rock represented a mountain. In the bag that you taped to the sunny window, you should have observed that over time, tiny water droplets formed on the sides inside the plastic bag. If you waited long enough, these droplets should have become bigger and bigger until they ran down the sides to the bottom of the plastic bag. What you saw happening inside the bag was a combination of evaporation, condensation, and precipitation, which are all processes that happen in the water cycle.

As the sun heats up the water inside the bag, the water evaporates, which means it turns into water vapor. You probably were not able to see the water vapor because it is a colorless gas and difficult to see. However, as the water vapor rose into the air above the water and cooled down again, it condensed back into liquid water. The water droplets that you observed are the result of this condensation. As more and more water evaporated and condensed onto the plastic bag, the water droplets inside the bag should have become bigger and bigger until they got heavy enough to flow down the sides of the bag due to gravity. This process is called precipitation and we can observe it every day that raindrops fall from the sky.

If you added the sand and the rock to the bag, you should have also been able to observe runoff and infiltration, which are two more processes within the water cycle. You probably noticed that the water droplets that fell onto the sand got soaked up by the sand, similar to rain falling onto soil and getting soaked up by it. This process is called infiltration. Rain drops that fell onto the rock were not soaked up but flowed down the rock until they reached the ground or the water inside the bag. Water that does not soak into the ground and instead flows over the land is called surface runoff. It keeps flowing until it runs into a water body or eventually gets absorbed by the soil.

While you should have been able to observe all of these processes in the bag on the sunny window, you probably noticed that these processes did not occur in the bag in the shade. For the water cycle to happen, there needs to be a heat source, such as the Sun, that causes the water to evaporate. Without the heat from the Sun, the water cycle would come to a stop.





EXPLORE GLOW-IN-THE-DARK WATER!

<https://www.sciencebuddies.org/stem-activities/tonic-water-glow>

Materials

Tonic water

Clear, plastic, disposable cup

Medicine dropper

Optional: Measuring cup

Bleach

Ultraviolet "black light"



Follow the instructions on the Science Buddies website. Engage Scouts in a discussion of what's happening with the following questions:

What happens to the tonic water in the cup when the black light shines on it?

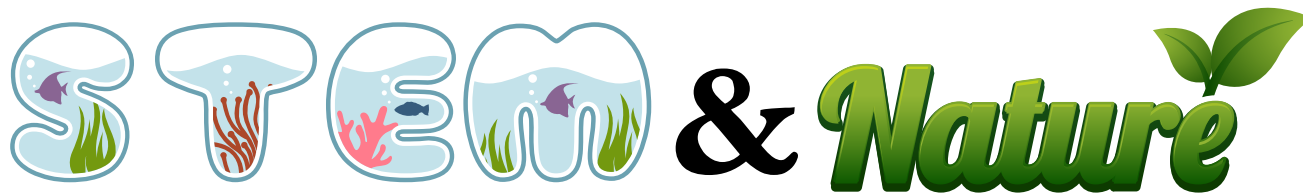
What happens when the bleach is added to the tonic water? What happens after the bleach is mixed in with the tonic water?

Do they look very different? Overall, how did adding bleach to the tonic water change its glow under the black light?

What Happened?

You should have clearly seen that the tonic water glowed a brilliant, bright blue color when you put it under the ultraviolet black light (before adding bleach). This is because the tonic water contains a chemical called quinine, which can absorb the ultraviolet light from the black light and then release (or emit) blue light. After adding and mixing in a few drops of bleach with the tonic water, however, it should have stopped glowing. What is going on? Bleach is an oxidizing agent. As an oxidizing agent, bleach can disrupt and break certain chemical bonds. These chemical bonds in the quinine are the ones that absorb the ultraviolet light. This means that by adding bleach to the tonic water, the quinine becomes unable to absorb ultraviolet light anymore, and so it can no longer emit blue light.





Further Exploration

If you dilute tonic water with regular water, you can make the tonic water glow less brightly. How much tonic water is needed (if you dilute it with normal water) for it to still visibly glow under an ultraviolet black light?

Bleach is a type of chemical called an oxidizing agent. Some other common, household oxidizing agents include hydrogen peroxide and Oxiclean (which contains sodium percarbonate). When other oxidizing agents are added to tonic water, do they have the same effect on its glow under an ultraviolet black light that bleach does?

You could try preparing JELL-O with tonic water instead of regular water. Does the JELL-O made with tonic water glow under an ultraviolet black light? (Tip: Try preparing the JELL-O with water that is hot but not quite boiling.)

Ocean Application: Present age-appropriate information during presentations to spark interest!

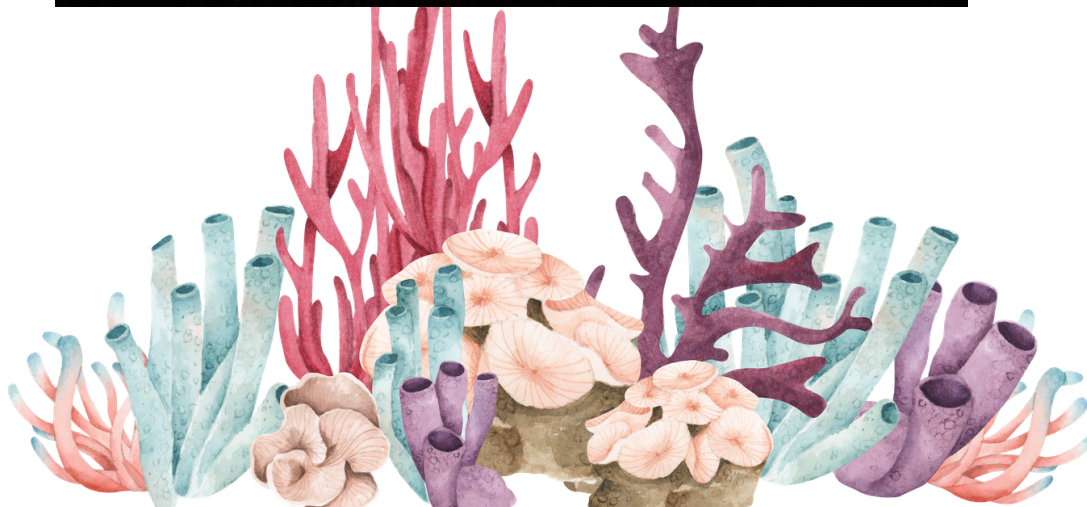
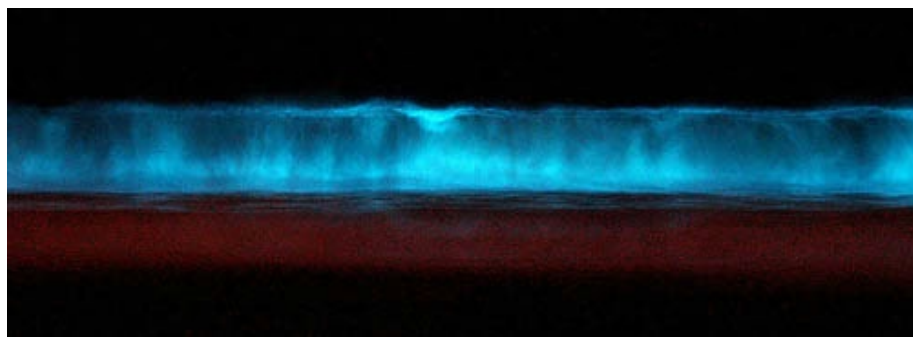
https://www.sciencebuddies.org/science-fair-projects/project-ideas/OceanSci_p018/ocean-sciences/dinoflagellate-bioluminescence-circadian-rhythm

Ocean Bioluminescence: Investigate When and How Dinoflagellates Glow

Imagine the ocean water turning bright red or seeing ocean waves glowing a beautiful blue color. Sounds impossible—but it is not! Red tides and glowing waves are caused by microscopic organisms living in the ocean called dinoflagellates. Some dinoflagellates have the ability to produce light through a process called bioluminescence. When and how do these organisms glow? How does changing the dinoflagellate's exposure to light and dark affects its bioluminescence?

Bioluminescent dinoflagellates (a form of algae) caused the blue glow in this wave near Carlsbad, California. Image credit: Mike, via Wikimedia Commons.

This red tide, caused by dinoflagellates, was photographed in Isahaya Bay, Japan. Image credit: Marufish, via Wikimedia Commons.



STEAM & Nature

UNDERWATER TELEPHONE

<https://www.fizzicseducation.com.au/150-science-experiments/light-sound-experiments/underwater-telephone/>

You will need:

Two plastic funnels

Rubber tubing to fit the funnels

One balloon

A friend in a pool

Adult supervision

Follow the construction directions on the website.



WHY DOES THIS HAPPEN?

Sound is produced by vibrations. The stretched balloon picks up vibrations travelling through the water. As the balloon starts to vibrate it amplifies the sound so you can hear. Whales can send and receive messages through water many kilometers away due to the sound being able to travel faster through water than it does in air. Why is this so? Liquid molecules are packed more tightly than the gas molecule. This means that the vibrations travel faster through liquids than they do through the air (and with less energy loss).

VARIABLES TO TEST

More on variables here

Is there a limit to the length of hose?

What happens if you change the funnel size?

Can the underwater telephone work without the balloon?





SINK THE FOIL BOAT

<https://www.fizzicseducation.com.au/150-science-experiments/force-movement-experiments/sink-the-foil-boat/>

You will need:

Aluminum foil

A tub of water

Marbles, metal nuts or anything else you want to use as weights

Optional: A scale to measure the weight added to the foil boat

A mess bucket and cleaning materials



Follow the construction directions on the website.

WHAT IS HAPPENING?

Things float in water due to displacement and the resultant forces that act back on the object. Displacement is simply an object pushing a liquid or gas out of the way. When you place an object into water, it displaces the water out of the way. That same water pushes back at the object.

If the weight of the water that was displaced is more than the weight of the object, the object will float. This floating is due to the force of that water pushing upwards being greater than the force of the object pushing downwards.

If the weight of the water displaced is less than the object's weight, the object will sink. This floating is due to the force of that water pushing upwards being lesser than the force of the object pushing downwards.

This is about Archimedes principle which states:

“Any object, wholly or partially immersed in a fluid, is buoyed up by a force equal to the weight of the fluid displaced by the object.”

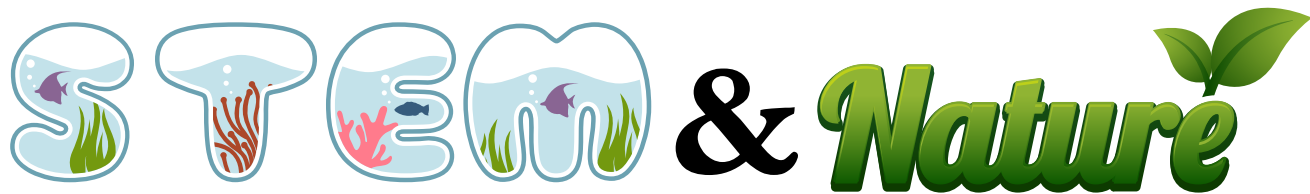
VARIABLES TO TEST:

Can you reduce the amount of foil and still hold the same number of marbles?

What happens if you use a liquid other than water?

Does it matter where you place the weights within the boat?





BUILD A BOAT

<https://www.noaa.gov/office-education/outreach-communication/hands-on-science-activities/build-a-boat>



This activity is similar to “SINK THE BOAT.” The YouTube video provides strategy explanations. It works well to let Cub Scouts experiment and figure out the strategies that works best.

<https://youtu.be/IkG-ddiv9RI>

WATER SCIENCE ACTIVITIES:

<https://www.fizzicseducation.com.au/category/150-science-experiments/water-science-activities/?srsltid=AfmBOoqS47fuVvrsiCBxeDJ2xdUBUhGyFR5ttMHYHLEOLnkLmhxC0SuN>



This FIZZICS EDUCATION site has several water experiments that could work with a STEM or NATURE section of DAY CAMP. The next three activities are from this website. Each activity includes a science explanation, WHAT’S GOING ON?, and additional testing ideas to engage the SCOUTS in conducting their own experiments.





WHIRLPOOL IN A BOTTLE

<https://www.spiralwishingwells.com/guide/whirlpool-in-a-bottle.html>

How to build your own whirlpool in a bottle!

This device is also available in some toy stores known as a tornado tube, but we think it is more fun to make it with common materials on hand.

Materials Needed:

2 empty clear 2-liter pop bottles and lids.

Adhesive suitable for gluing plastic

Black electrician's tape (other types can also work)

1/4" or 3/8" electric or battery drill

3/4" drill bit \



Follow the construction directions on the website.

Describe how the water flows from the top bottle to the bottom bottle when you turn the connected bottles upside down.

Why does it flow this way?

Now swirl the bottles and observe the water flowing.

Why does it flow this way?

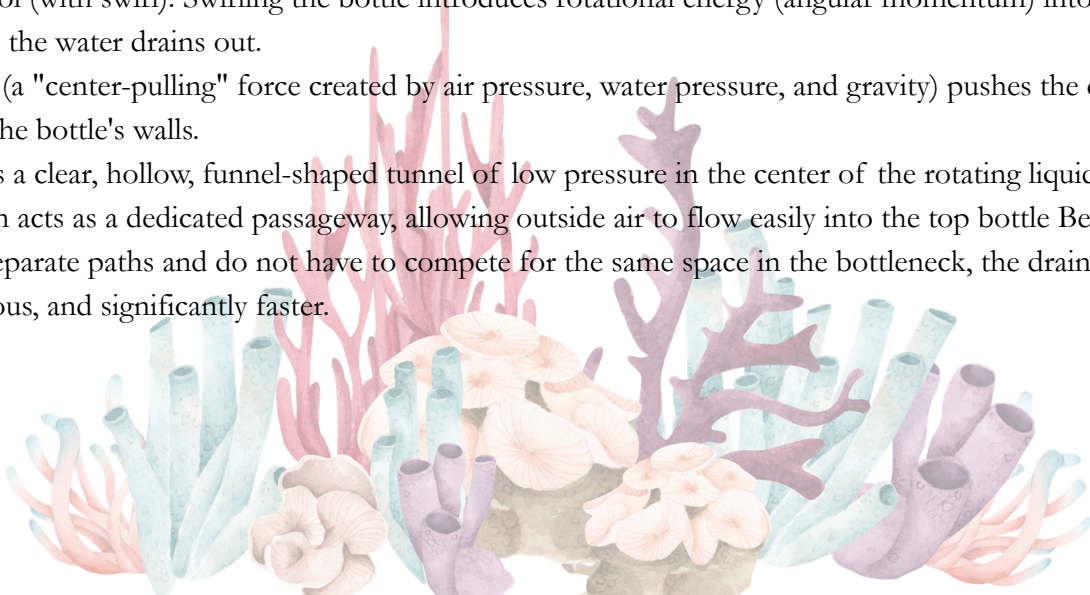
The Science Explained

Without the whirlpool (no swirl): When you turn a full bottle upside down, the water rushes to cover the small opening. As some water flows out, the air pressure inside the bottle drops, creating a partial vacuum. The higher atmospheric pressure outside pushes back, momentarily stopping the water flow until an air bubble can force its way up through the water ("glug-glug" sound). This stop-and-start process is inefficient and slow.

With the whirlpool (with swirl): Swirling the bottle introduces rotational energy (angular momentum) into the water. simultaneously as the water drains out.

Centripetal force (a "center-pulling" force created by air pressure, water pressure, and gravity) pushes the denser water outward against the bottle's walls.

This action leaves a clear, hollow, funnel-shaped tunnel of low pressure in the center of the rotating liquid. This central air column acts as a dedicated passageway, allowing outside air to flow easily into the top bottle. Because the air and water have separate paths and do not have to compete for the same space in the bottleneck, the drainage is smooth, continuous, and significantly faster.





MAGIC BAG SCIENCE EXPERIMENT

Materials: water, pencils and a quality zip-lock bag

Fill a zip-lock bag three-quarters with water.

Using sharp pencils, quickly push the pencils straight through the bag and out the other side.

Discussion Point #1:

Why doesn't the water leak out of the zip-lock bag when the pencils poke a hole in the bag?



The science behind it:

Polymer Chains: Plastic bags are made of polyethylene, a material of long, intertwined molecular chains. **Flexibility:** These chains are very flexible and ductile (can deform without breaking).

Sealing Action: When a sharp point pierces the bag, it pushes these chains aside, not breaking them. The chains then spring back and mold themselves tightly around the object, creating a temporary, water-tight seal.

Surface Tension: Water molecules also have strong attraction to each other (surface tension), helping to hold droplets together and resist seeping through tiny gaps, though the polymer seal is the primary reason.

Why it leaks when you pull it out: When the pencil is removed, the polymer chains don't snap back perfectly to seal the hole, allowing the water to escape.

Discussion Point #2:

In what ways can the science principles (of polymer flexibility and self-sealing) in the “pencil in a bag” science demonstration be used to solve “real-world” problems?

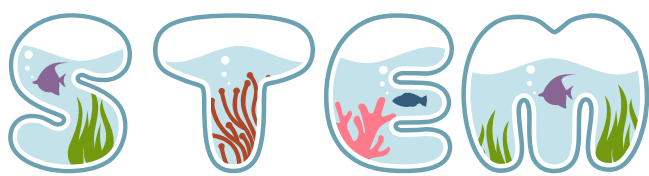
Practical Applications

Medical Equipment: Self-sealing rubber or polymer ports on IV bags and multi-dose medication vials allow needles to pierce the container repeatedly without the liquid leaking out afterward.

Food Packaging: Manufacturers use LDPE because it is durable, lightweight, and provides a flexible moisture barrier that maintains a seal even if the packaging is slightly deformed during transport.

Space Suits: Engineers design layers of space suits with flexible materials that can mitigate the impact of micro-meteoroids by maintaining internal pressure through material compression.





OIL SPILL

This eye-opening oil spill activity will sure to be a hit with your kids!

INSTRUCTIONS:

STEP 1: Fill the tin pan/ tray half full of water.

STEP 2: Pour oil into the water.

STEP 3: Try different ways to clean up the oil.
Can you use the cotton balls? The paper towels?
How about the spoon or medicine dropper to scoop out the oil?

STEP 4: Lastly, try using the Dawn Dish Soap.

SUPPLIES

2 Tin Pans
Water
Vegetable Oil
Dawn Dish Soap
Medicine Dropper
Spoon
Paper Towels
Cotton Balls

WHAT IS AN OIL SPILL?

An oil spill is a form of pollution generally found in a marine ecosystem. However, oil spills can happen on land too. An oil spill occurs when oil leaks or spills into the water. Oil spills can also happen in rivers or lakes!

What causes an oil spill?

Oil spills are often caused by accidents, but they can also be caused by human error or carelessness. These accidents involve tankers, barges, oil drill rigs, and other places or methods of transportation that store or hold large amounts of oil.

Why are oil spills harmful?

Oil spills are harmful to marine birds and mammals as well as fish and shellfish. Oil coats the feathers and fur of marine life which leave them susceptible to hypothermia (being too cold) because their fur or feathers cannot protect them from the weather.

Oil Spill!

Supplies Needed

4 Groups	6 Groups	8 Groups
4 Tin Pans	4 Tin Pans	4 Tin Pans
4 Gallons of water	5 gallons of water, refill at lunch	5 gallons of water, refill at lunch
Bottle of Vegetable Oil	Bottle of Vegetable Oil	Bottle of Vegetable Oil
Dawn Dish Soap	Dawn Dish Soap	Dawn Dish Soap
6-10 Medicine Droppers	6-10 Medicine Droppers	6-10 Medicine Droppers
6-10 Spoons	6-10 Spoons	6-10 Spoons
4 Baggies of napkins/paper towels	6 Baggies of napkins/paper towels	8 Baggies of napkins/paper towels
4 Baggies of 20ish cotton balls	6 Baggies of 20ish cotton balls	8 Baggies of 20ish cotton balls





What Are The Layers of the Ocean?

The ocean is a type of marine biome, and the layers or levels of the ocean represent how much sunlight each layer receives. The amount of light dictates what lives in what layer!

The 5 ocean layers are:

- Trench Layer
- Abyss Layer
- Midnight Layer
- Twilight Layer
- Sunlight Layer.

The top three layers—sunlight, twilight, and midnight—make up the **pelagic zone**.

The abyss and trench layers are found in the **benthic zone**. Very few creatures are found in the bottom zones!

Layers Of The Ocean In A Jar

You Will Need:

- A large glass jar 30 oz or bigger (mason jars work well)
- Vegetable Oil
- Dawn dish soap
- Light corn syrup
- Water
- Rubbing Alcohol
- Black, blue, and dark blue food coloring
- 5 paper cups
- 5 plastic spoons



How To Make The Layers Of The Ocean

You are going to be making several layers of the ocean floor in this ocean layers experiment.

1. Trench layer:

Measure 3/4 cup of corn syrup, mix with black food coloring and pour into the bottom of your mason jar.

2. Abyss layer:

Measure 3/4 cup of dish soap and slowly pour into the bottom of your mason jar on top of the corn syrup.

3. Midnight layer:

Measure 3/4 cup of water, mix with dark blue food coloring and carefully pour into the bottom of your mason jar on top of the dish soap.

4. Twilight layer:

Measure 3/4 cup of oil and pour into the bottom of your mason jar on top of the water.

5. Sunlight layer:

Measure 3/4 cup of rubbing alcohol, mix with light blue food coloring and pour into your mason jar on top of the oil layer.

Liquid Density Tower Explanation

Next, let's explore how a liquid density tower involves matter (the stuff that makes up substances), and specifically liquid matter (matter also includes solids and gasses).

Matter has different densities meaning some are heavier and some are lighter. It's hard to imagine that different liquids have different weights for the same amount of volume, but they do!

Like solids, liquids are made up of different numbers of atoms and molecules. In some liquids, these atoms and molecules are packed together more tightly, resulting in a denser liquid like corn syrup!

When you add the liquids to a jar they don't mix because they don't have the same density. Denser liquids will be to the bottom of the jar, less dense liquids to the top. This separation forms the layers of color in the jar!



More Info About The Ocean Zones

Epipelagic Zone (Sunlight Zone)

The first layer is the shallowest zone and is home to almost 90% of all ocean life known as the epipelagic zone. It extends from the surface to 200 meters (656 feet). It is the only zone fully lit by the sun. Plants and animals thrive here.

Mesopelagic Zone (Twilight Zone)

Below the epipelagic zone is the mesopelagic zone, extending from 200 meters (656 feet) to 1,000 meters (3,281 feet). Very little sunlight reaches this zone. No plants grow here. Some sea creatures living in this dark zone have special organs that glow in the dark.

Bathypelagic Zone (Midnight Zone)

The next layer is called the bathypelagic zone. It is sometimes referred to as the midnight zone or the dark zone. This zone extends from 1,000 meters (3,281 feet) down to 4,000 meters (13,124 feet). Here the only visible light is that produced by the creatures themselves. The water pressure at this depth is immense, reaching 5,850 pounds per square inch.

Despite the pressure, a surprisingly number of creatures can be found here. Sperm whales can dive down to this level in search of food. Most of the animals that live at these depths are black or red in color due to the lack of light.

Abyssopelagic Zone (The Abyss)

The fourth layer is the abyssopelagic zone, also known as the abyssal zone or simply the abyss. It extends from 4,000 meters (13,124 feet) to 6,000 meters (19,686 feet). The water temperature is near freezing, and the sunlight doesn't penetrate to these depths, so the waters here are extremely dark. The animals that live here often use bioluminescence to communicate.

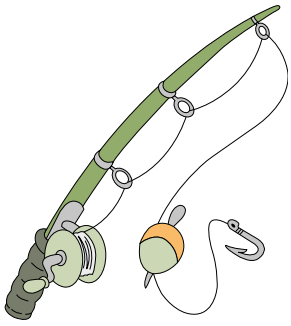
Hadalpelagic Zone (Trenches)

Beyond the abyssopelagic zone lies the forbidding hadalpelagic zone also known as the hadal zone. This layer extends from 6,000 meters (19,686 feet) to the bottom of the deepest parts of the ocean. These areas are mostly found in deep water trenches and canyons.

The deepest ocean trenches are considered the least explored and most extreme marine ecosystems. They are characterized by a complete lack of sunlight, low temperatures, nutrient scarcity, and extreme pressure. Despite the pressure and temperature, life can still be found here. Invertebrates such as starfish and tube worms can thrive at these depths.

The Mariana Trench in the Pacific Ocean off the coast of Japan is the deepest oceanic trench on Earth and has been made a US National Monument. Studies have even concluded that microbial life can be found in the trench depths.





FISHING

Fishing Safety for All Ranks

Before fishing, make sure Scouts:

- Wear a hat and eye protection

- Use barbless hooks

- Stay with an adult partner or leader

- Fish only in safe areas like ponds or lakes

- Keep fishing poles pointed up when walking

- Wet hands before touching fish

- Pick up trash while fishing

- Adults should:

 - Bait hooks

 - Remove fish from hooks

 - Help Scouts safely hold fish

- Always check the fishing area for:

 - Steep banks

 - Slippery rocks

 - Unsafe water access

Have a backup activity ready if fish are not biting, like:

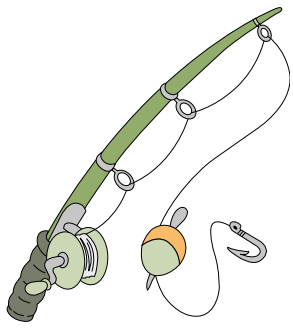
- Backyard Bass

- Casting games

- Fish coloring sheets

For more comprehensive information go to
the 2026 Dinos Theme Resource Book pages 100- 116 with information from the
Scouting America National Fishing Leadership Team





FISHING

Lion – Go Fish

- Learn simple fishing safety rules
- Draw a fish that may live where you are fishing
- Go fishing with an adult partner
- Pick up trash while fishing
- Keep activities short, simple, and fun.

Tiger – Fish On

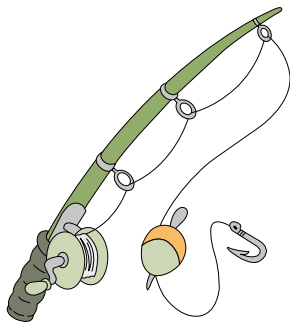
- Learn fishing safety
- Practice casting with a cane pole or casting game
- Identify where you will fish
- Draw or color local fish
- Go fishing with an adult partner
- Help clean up trash near the water
- Teach Scouts to yell “Fish On!” when catching a fish.

Wolf – A Wolf Goes Fishing

- Learn about local fish species
- Learn about bait used for fishing
- Practice casting
- Learn fishing safety rules
- Go fishing with your den or family
- Learn why fishing regulations and licenses matter
- Pick up trash while fishing
- Use live bait like worms or crickets when possible to help Scouts catch fish quickly
- .

Bear – A Bear Goes Fishing

- Learn about fish in your area
- Learn local fishing regulations
- Learn safe use of fishing equipment
- Learn how to tie hooks or lures onto a line
- Practice casting and fishing skills
- Go fishing for at least 30 minutes
- Help clean up the fishing area
- Encourage Scouts to identify fish they catch or see.



FISHING

Webelos – Catch the Big One

Plan a fishing trip

Learn where fish live

Learn what equipment is needed

Practice tying fishing knots

Choose the correct fishing rod and tackle

Fish for at least one hour

Follow local fishing rules and safety guidelines

Pick up trash while fishing

Scouts should begin taking more responsibility for planning and preparing gear.

Arrow of Light – Fishing Adventure

Plan a fishing outing

Learn about fish habitats

Learn fishing safety and regulations

Make a fishing equipment checklist

Practice tying knots

Select proper rods and tackle

Fish for at least one hour

Help keep the fishing area clean

Encourage AOL Scouts to lead younger Scouts and model good fishing behavior.

Simple Camp Program Ideas

Fish identification station

Casting practice game

Fish coloring activity

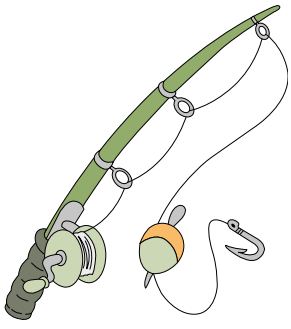
Trash cleanup contest

Knot tying station

“Big Catch” photo area

Learn about local fish and habitats

Goal: Keep fishing fun, safe, and hands-on for every Cub Scout rank.



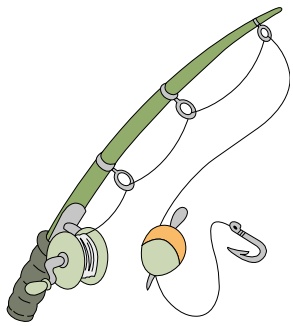
FISHING

A fun and easy idea to teach Scouts how to hook a worm is to use a Gummy Worm and a paperclip!



It's easier for the Cub Scouts to learn the fishing knots if you use a piece of wood drilled with a small hole and an eye hook that they use some paracord to learn the knots vs. a small hook and fishing line.



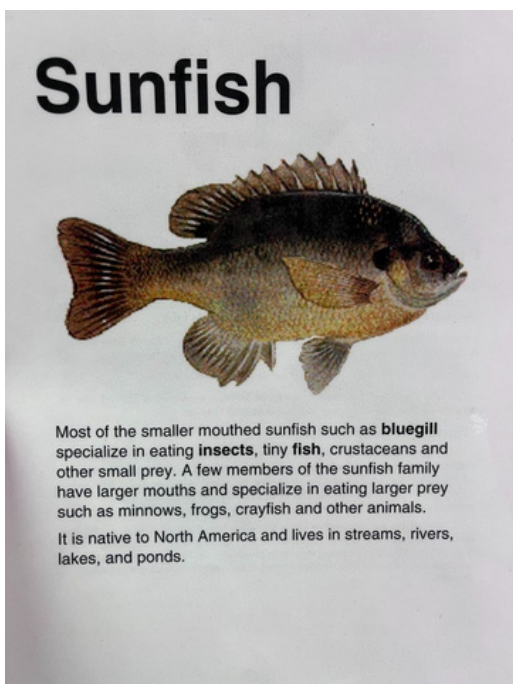
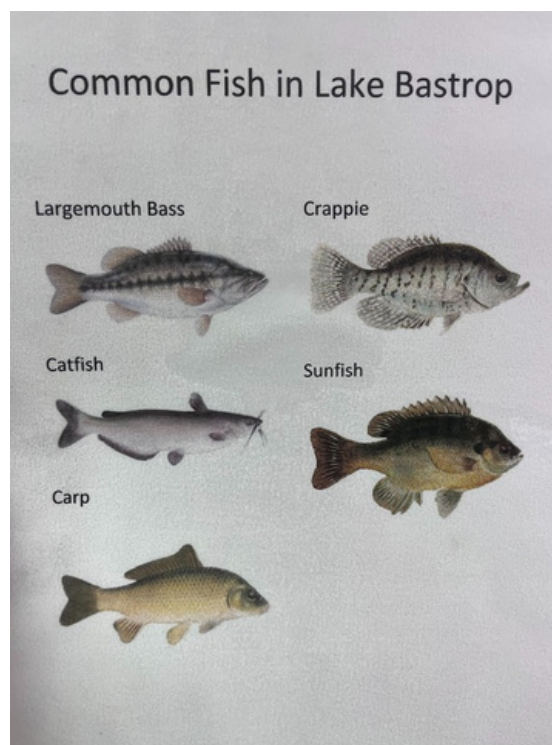


FISHING

Here is an idea for a game to
learn your local fish:

Make, then laminate pages on cardstock of your
local fish, Trace the fish and make silhouette
cards which you laminate for the Scouts to
match.

Once they make a match read off pages with
information on each fish.



CAMP pizzazz

Pizzazz is all the extra fun that brings your Cub Scout camp theme to life! These are the decorations, costumes, sound effects, signs, props, games, and little surprises that make camp exciting and memorable for Scouts and families.

Pizzazz is what turns a normal activity into an adventure.

Think about:

- Theme decorations
- Photo spots
- Fun costumes or hats for staff
- Music and sound effects
- Glow items
- Themed table decorations
- Giant inflatables or props
- Flags and banners
- Creative gathering activities
- Fun signs around camp
- Camp-wide games and challenges



You do not need a huge budget to create a fun atmosphere. Some of the best pizzazz comes from creativity, homemade decorations, and enthusiastic staff.

Great Places to Find Camp Pizzazz Ideas & Supplies

- Party City
- Dollar Tree
- Etsy
- Ultimate Camp Resource
- Name Badge Productions
- Party Glowz

Simple Pizzazz Ideas

- Give each den a themed flag or mascot
- Create a themed entrance to camp
- Use themed background music during check-in and lunch
- Add silly camp announcements or jokes
- Decorate station signs to match the theme
- Have staff wear matching themed accessories
- Create a photo booth area for families
- Use glow sticks or LED lights for evening activities
- Hide themed items around camp for scavenger hunts

Remember: Cub Scouts may not remember every activity, but they **WILL** remember how camp made them feel. Pizzazz helps create excitement, imagination, and lifelong memories.

COSTUMES

Costumes Help Bring Camp to Life

Simple costumes can make a huge difference at Cub Scout camp. Even small themed items like matching shirts, pirate hats, lab coats, safari vests, leis, astronaut helmets, or sea creature accessories help Scouts feel like they are part of the adventure.

Costumes help:

- Build excitement and energy
- Make stations feel immersive
- Encourage imagination and role play
- Help Scouts remember activities
- Create fun photo opportunities
- Make staff more approachable and engaging

Costumes do not need to be expensive or complicated. Simple themed accessories, matching colors, face paint, or homemade props can instantly transform a station and help set the mood for the entire camp experience.

When staff members fully embrace the theme, Cub Scouts will too!



CAMP DECORATIONS

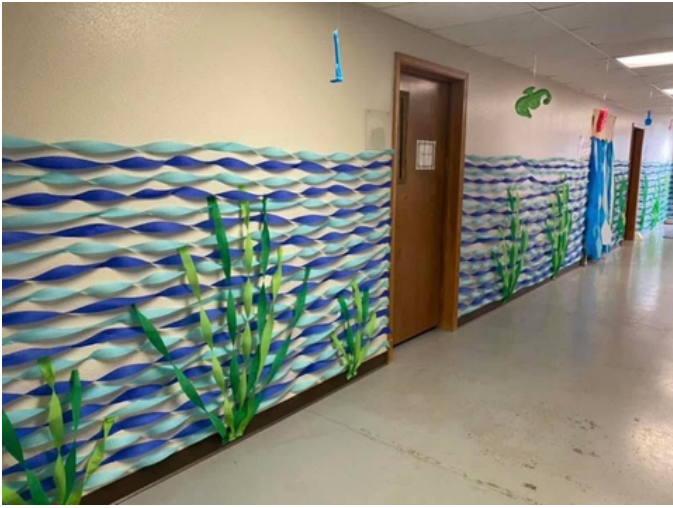
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pool noodle
CORAL REEF



CAMP DECORATIONS



FOOD FUN

Slushie in a Baggie

What You Need

Small Bag: 1 Quart-sized freezer bag (for the drink)

Large Bag: 1 Gallon-sized freezer bag (for the ice)

Ingredients: 1 cup of juice, soda, or sweetened drink

Freezing Agent: 4 cups of ice and 1/2 cup to 1 cup of salt (rock salt or table salt)



Instructions

Prep the Drink: Pour your chosen beverage into the small bag and seal it tightly, pressing out as much air as possible.

Prep the Ice Bath: Fill the large bag with ice and add the salt.

Combine: Place the sealed small bag into the large bag and seal the large bag securely.

Shake: Shake the bags vigorously for 3–5 minutes. The salt lowers the freezing point of the ice, creating a super-chilled, salty slush that freezes the drink.

Serve: Remove the small bag, rinse it quickly with water (to avoid salty slush), and pour into a glass.

Tips

Prevent Cold Hands: The bags get very cold; wear gloves or use a kitchen towel while shaking.

Best Liquids: Fruit juices, soda, and Gatorade work best. Use full-sugar drinks for the best texture.

Consistency: If it's not slushy enough, shake for an additional minute or two.

STEM NOTE: Adding TONIC WATER will make a drink GLOW BRIGHT BLUE under ultraviolet (UV) or "black" light.



FOOD FUN



CAMPFIRE BANANA BOATS

Gather your bananas. You can make just one or as many as your fire (or BBQ) will fit.

Slice the bananas about a ¼ inch deep down the middle. Use your fingers to pull the peel back slightly so there's some space between the peel and the banana.

Stuff the boats with your choice of toppings. I love a mix of milk and dark chocolate chips and mini marshmallows.

Wrap. Place each banana on a square (approximately 12 inches) of aluminum foil topped with a slightly smaller square of parchment paper. Wrap the bananas up from the bottom to the top, crimping the top so there's a little space between the banana and the foil.

Cook. Place the bananas directly on warm coals that no longer have an active flame. Cook for about 5 minutes, then remove with tongs, and enjoy. The bananas can be eaten directly out of the peel or scooped out into a bowl.

Note: If your fire still has a lot of active flames, place the banana boats on a grill on top of the fire instead of directly on the coals.

Banana Boats Toppings

Golden Graham or Cinnamon Toast Crunch cereal- These are great cooked with the banana or sprinkled on top after it's done. I don't recommend adding graham crackers to the bananas as they get too soggy, but they're great for dipping after!

Any kind of chip- milk, white, semi-sweet, butterscotch, caramel, peanut butter.

Nuts- toasted pecans, walnuts, pistachios, or almond slices.

Chopped up candy bars

Reese's pieces or mini-Reese's cups

Peanut butter, Nutella, Biscoff - Spread any of these down the center of your banana before adding the other toppings.

Strawberries, blueberries, or maraschino cherries-I love this in combination with the chocolate. It's like a banana split!

Cinnamon and brown sugar- You can also ditch the chocolate and just sprinkle your banana with a little brown sugar and cinnamon before grilling.



FOOD FUN



Under The Sea Cookies



What you'll Need to make No bake Ocean themed cookies

- Your favorite shortbread cookies
- Blue buttercream icing
 - Brown sugar
- Round silver sprinkles
 - Green sprinkles
 - White sprinkles
- Fish-shaped crackers
 - Offset spatula
 - Toothpick

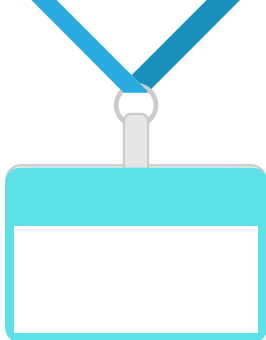
With an offset spatula, spread blue buttercream on the flat, backside of one shortbread cookie.

Cover it with icing evenly and entirely.

Cover 1/3 of the cookie with brown sugar and gently press down.

FOOD FUN





NAME TAGS

Name Tags: Essential and FIN-tastic!

Name tags are an important part of camp under the sea! They help leaders learn names, keep Scouts swimming with the right den, and become a fun keepsake from an unforgettable Under the Waves adventure. Station leaders, volunteers, staff, and especially camp directors will appreciate easy-to-read name tags throughout the week.

Tips:

- Name tags should only include first names for Cubs and whatever adults would like to be called by the Scouts.
- Make the “Name” large enough to spot quickly — like a bright fish in the ocean!
- For safety, do not include any personal identifying information besides first name and rank.
- Use different sea creatures, ocean colors, or underwater themes for each den or rank. Sharks, turtles, jellyfish, dolphins, and octopuses make great identifiers!
- Leave name tags at camp at the end of each day. This helps leaders quickly spot who has not arrived when the next day begins.
- On the final day of camp, send them home as a special souvenir from their underwater adventure.
-

Different Types of Tags:

- Wooden or Foam Sea Shapes — Find shells, fish, starfish, turtles, or circles online or at craft stores. Scouts can decorate them with ocean-themed supplies. These also work great for adding beads if your camp uses a bead program. Add a pin back, adhesive backing, or attach them to a lanyard.
- Paper Name Tags in Holders or Lanyards — Easy, affordable, and perfect for adding colorful underwater graphics, den symbols, or wave patterns. Lanyards also help Cubs keep track of their “deep sea diver pass” all week long!

Don’t have a laminator? Use self laminating sheets!

Ceremonies

OUTDOOR CODE “SEA CREATURES” CEREMONY

One den presents the colors and leads the camp in the Pledge of Allegiance. After the Pledge of Allegiance, a den does the following skit. Have the Outdoor Code on a flipchart where everyone can see it.

Cub Scout 1 is dressed as a fisherman with a life jacket, hat, and a stick with a string and a hook made from a pipe cleaner.

Cub Scout 2 has green crepe paper streamers taped to him/her.

Cub Scout 3 makes himself/herself look like a starfish by standing in a jumping jack position (They can wear a large yellow T-shirt if desired).

Cub Scout 4 is dressed in a red T-shirt and holds large claws made of poster board.

Cub Scout 5 has white crepe paper streamers taped to him/her.

Cub Scout 6 has scales cut out of aluminum foil taped to him/her.

Cub Scout 7 has a gray cardboard fin taped to his/her back and wears a big smile.

CUB SCOUT 1: I'm here to discover sea life under the waves? What will I find in the ocean? I'll cast out my fishing line to see. (Cub Scout 1 casts the line, which is caught by Cub Scout 2.)

CUB SCOUT 2: I am just some seaweed, as you can plainly see. There is no reason to be afraid of me. (Cub Scout 2 stands next to Cub Scout 1.)

CUB SCOUT 1: What will I find in the ocean? I'll cast out my fishing line to see. (Cub Scout 1 casts the line, which is caught by Cub Scout 3.)

CUB SCOUT 3: (Hops out with legs apart and arms outstretched.): I am a starfish who lives in the ocean. Toss me back if you find me on shore! (Cub Scout 3 stands next to Cub Scout 2.)

CUB SCOUT 1: What will I find in the ocean? I'll cast out my fishing line to see. (Cub Scout 1 casts the line, which is caught by Cub Scout 4.)

CUB SCOUT 4: I am a lobster and I live in the sea. Some of your friends like to call me “yummy.” (Cub Scout 4 stands next to Cub Scout 3.)

CUB SCOUT 1: What will I find in the ocean? I'll cast out my fishing line to see. (Cub Scout 1 casts the line, which is caught by Cub Scout 5.)

CUB SCOUT 5: I am a jellyfish and I live in the sea. My tentacles can sting, but they are there to protect me. (Cub Scout 5 stands next to Cub Scout 4.)

CUB SCOUT 1: What will I find in the ocean? I'll cast out my fishing line to see. (Cub Scout 1 casts the line, which is caught by Cub Scout 6.)

CUB SCOUT 6: I am a fish and I live in the sea. When the sun hits my scales, I look all shiny. (Cub Scout 6 stands next to Cub Scout 5.)

CUB SCOUT 1: What will I find in the ocean? I'll cast out my fishing line to see. (Cub Scout 1 casts the line, which is caught by Cub Scout 7.)

CUB SCOUT 7: I am a shark and I live in the sea. Sometimes divers come and swim with me. (Cub Scout 7 stands next to Cub Scout 6.)

CUB SCOUT 1: (Turn to Cub Scouts 2-7 and say) Sea creatures return to the sea, for I am a Cub Scout and the Outdoor Code is a guide for me. (Turn to the audience and say) Please recite the Outdoor Code with me.

OUTDOOR CODE

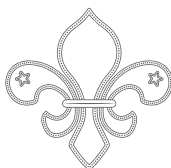
As an American, I will do my best to

Be clean in my outdoor manners,

Be careful with fire,

Be considerate in the outdoors,

Be conservation-minded.



Ceremonies

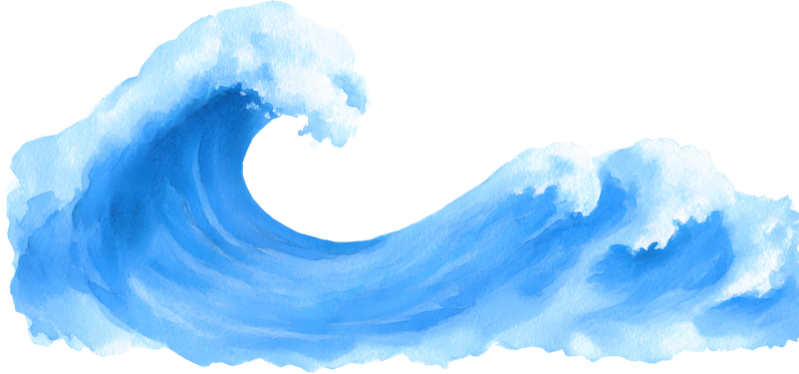
SEA

Three Cub Scouts hold up cards spelling out SEA as they say:

S stands for SEARCH. We search the ocean to learn and understand what is true!

E stands for EVERYONE. Everyone has a part in keeping our ocean clean and the fish and plants that live there safe.

A is for ATTITUDE. An attitude of helping others, being friendly, courteous and kind, will help guide us to do our best!



I AM YOUR FLAG

CUB SCOUT 1: I am the symbol of freedom

CUB SCOUT 2: I am faith.

CUB SCOUT 3: I am hope.

CUB SCOUT 4: I am love.

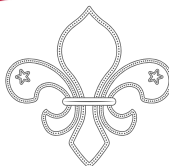
CUB SCOUT 5: I am tolerance.

CUB SCOUT 6: I am justice.

CUB SCOUT 7: I am hope for peace on earth.

CUB SCOUT 8: I am a sign for the future.

CUB SCOUT 9: I am the flag of the United States.



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.

Shark Den

Leader: Sharks!

Scouts: Chomp! Chomp! Chomp!

All: Fast and fierce—we can't be stopped!

Dolphin Den

Leader: Dolphins!

Scouts: Click! Click! Splash!

All: We're having fun in a flash!

Octopus Den

Leader: How many arms?

Scouts: One, two, three, four, five, six, seven, eight!

All: Octopus Scouts are really great!

Sea Turtle Den

Leader: Slow and steady?

Scouts: That's our way!

All: Sea Turtles win the day!

Jellyfish Den

Leader: Jellyfish!

Scouts: Wiggle! Wiggle! Glow!

All: Watch us go, go, go!

Whale Den

Leader: Whales!

Scouts: SPLASH!

All: Biggest Scouts beneath the sea,
nobody's louder than we be!

Crab Den

Leader: Side to side!

Scouts: Click-clack! Click-clack!

All: Crab Scouts are on the attack!

Stingray Den

Leader: Stingrays!

Scouts: Glide! Glide! Glide!

All: Through the ocean we ride!

General Camp Yell

Leader: Under the waves!

Scouts: Deep blue sea!

Leader: Who are we?

Scouts: Cub Scouts! Cub Scouts! YEAH, that's me!

Call-and-Response Camp Yell

Leader: What lives under the sea?

Scouts: Cub Scouts like me!

Leader: What do we do?

Scouts: Learn and have fun, too!

All: UNDER THE WAVES!

Silly Scout Favorite

Leader: Fishy, fishy in the sea!

Scouts: Fishy, fishy can't catch me!

All: Cub Scouts rule the deep blue sea!

Camp-Wide Closing Yell

Leader: Under the waves!

Scouts: We explored!

Leader: Under the waves!

Scouts: We soared!

Leader: Under the waves!

Scouts: We made new friends!

All: Cub Scout adventure never ends!

Cheers & Applauses

Under the Waves Applause and Cheers

Big Wave: Best done in a big group. Have the odd numbered rows lean to the right first and the even numbered rows lean to the left first and say swoosh as the move back and forth.

Clam: Fold hands together, interlocking fingers. Make noise by pressing palms together.

Crab Cheer: Have the group stand: Have them pretend to be on a boat, by swaying back and forth, and from side to side, have them grab hold of a rope as if they are hauling in their trap, have them grab the trap box and say, "This is the biggest king crab I have ever seen!"

Deep Sea Diver: "Blub, blub, blub"

Fish Cheer: Suck in your cheeks, form an "O" with your mouth, move it as if you were a fish, without making a sound!

Fish 2: "Fins Up! Fins Down! Swim Around!"

Fish 3: Start with den milling around. Call "School up!" and then the den assembles.

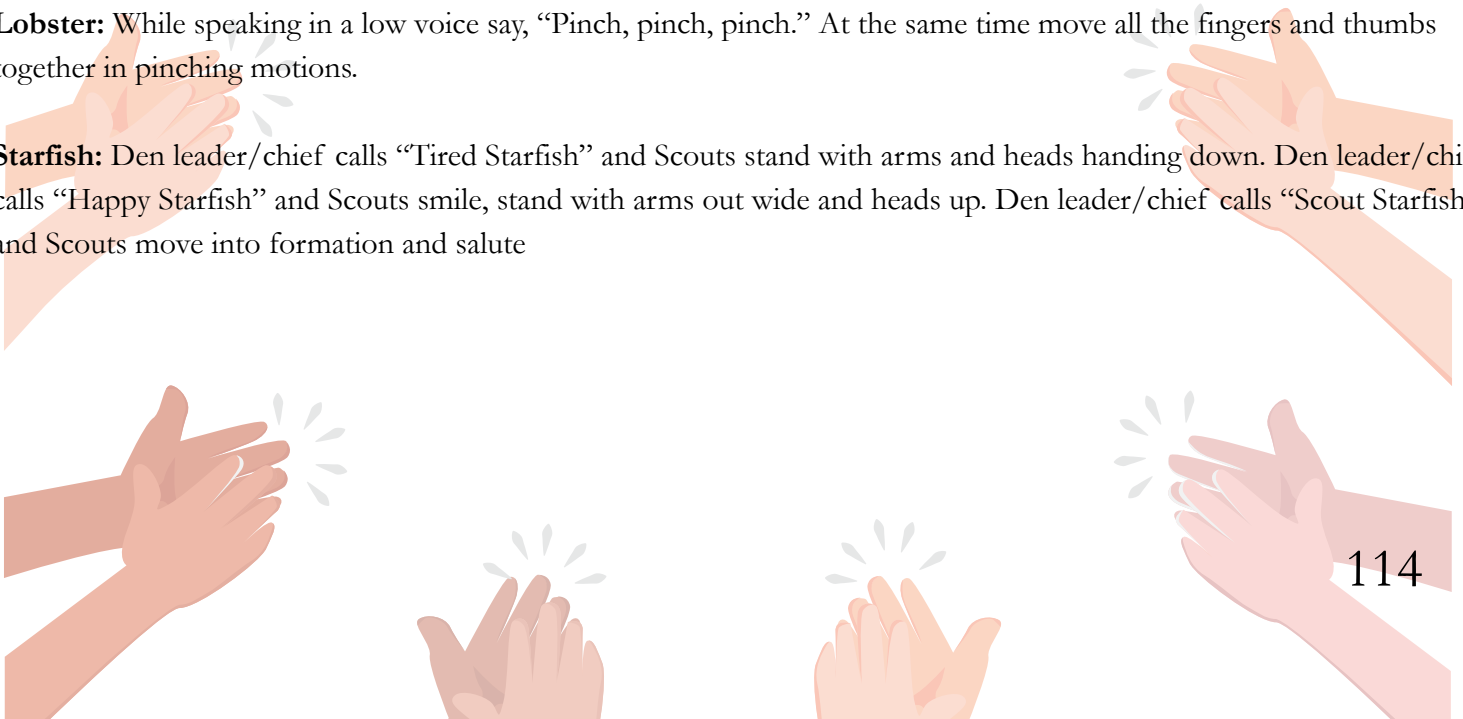
Guppy Cheer: Suck in both sides of your mouth and make a kissing noise three times.

Jaws (Shark) Cheer: Chomp, Chomp, Chomp.

Jaws Cheer 2: Hold arms to cover face (Hands holding elbows) yell "AAAAAH, HELP!"

Lobster: While speaking in a low voice say, "Pinch, pinch, pinch." At the same time move all the fingers and thumbs together in pinching motions.

Starfish: Den leader/chief calls "Tired Starfish" and Scouts stand with arms and heads hanging down. Den leader/chief calls "Happy Starfish" and Scouts smile, stand with arms out wide and heads up. Den leader/chief calls "Scout Starfish" and Scouts move into formation and salute



Jokes and Riddles

Why did the fish join Cub Scouts?
Because he wanted to be part of the school.

What do sea monsters eat for lunch at camp?
Fish and ships.

Why don't oysters share their treasure?
Because they're a little shellfish.

What did the shark say after earning a badge?
"That was fintastic!"

Why was the octopus so good at knot tying?
Because it had plenty of hands to help.

What kind of music do whales listen to?
Orca-straw music.

Why did the crab never share his snacks?
He was a little crabby.

What's a Cub Scout's favorite fish?
A scout-fin tuna.

Why did the submarine blush?
Because it saw the ocean's bottom.

What do you call a fish who practices first aid?
A sturgeon general.

Why are dolphins great camp buddies?
They always click with everyone.

What did the sea turtle say at the campfire?
"This is totally turtle-y awesome."

Why did the sailor bring peanut butter underwater?
To go with the jellyfish.

What badge do mermaids earn first?
Swimming, of course.

What do you call an underwater parade of Cub Scouts?
A current event.

A few quick crowd-response style ones for camp:
Leader: "What lives in the ocean and can do math?"
Scouts: "An octo-plus!"

Leader: "What's a shark's favorite sandwich?"
Scouts: "Peanut butter and jellyfish!"



Jokes and Riddles

Top 10 Best Sea Jokes

What did one ocean say to the other ocean? Nothing — they just waved.
Why don't sharks like fast food? Because they can't catch it.
Where do whales keep their money? In an octo-purse.
Why are fish so smart? Because they've been schooled.
Why did the shark spit out the clownfish? Because he tasted funny.
How do you cut the sea in half? With a sea-saw.
What do you call a fashionable jellyfish? A jelly-belle.
Why is the sea salty? Because the land never waves back.
What do you call a crab in isolation? A hermit crab.
Why do shrimp never share? Because they're shellfish.

Fish & Ocean Animal Jokes

Why did the fish go to school? To improve his tanking skills.
How do fish end arguments? They clam up.
What do you call a fish with no eyes? Fsh.
Where do fish sleep? On the seabed.
Why did the fish blush? Because it saw the ocean's bottom.
What do fish use to communicate? They drop each other a line.
Why did the fish go to Hollywood? He wanted to be a starfish.

Shark Jokes

What's a shark's favorite sandwich? Peanut butter and jellyfish.
What do sharks order at McDonald's? A quarter flounder with cheese.
What TV show do sharks love? Sea-S-I.
Why did the shark throw his clock out the window? He wanted to see time fly.
Who delivers presents to sharks at Christmas? Santa Jaws.
Why didn't the shark want to fight the octopus? He knew he was well-armed.



https://confessionsofparenting.com/sea-jokes/?utm_source=Pinterest&utm_medium=organic

Jokes and Riddles

Jellyfish Jokes

What do you call a jellyfish with a crown? The king of the sea.
Why didn't the jellyfish fight back? Because he was spineless.
What's a jellyfish's favorite music? Electric eel.
What game do jellyfish love? Squishy-ball.
What do jellyfish bring to picnics? Tentacle salad.
What do you call a jellyfish who travels a lot? A globe-trotter.

Crab & Lobster Jokes

Why did the crab never share? He was a little crabby.
What do you call a crab that throws things? A lobster.
Where do crabs catch the train? King's Crust-ation.
Why did the crab go to the gym? He pulled a mussel.
What kind of helmet does a hermit crab wear? A shell-met.

Ocean & Sea Puns

Why was the sea sad? Because it was blue.
Why do seagulls fly over the sea? Because if they flew over the bay, they'd be bagels.
Last night I dreamed I was swimming in soda... it was just a Fanta-sea.
Why did the fish cross the sea? To get to the other tide.
How do you organize an undersea party? You plan-a-tee.

Whale Jokes

What do you call a whale from Notre Dame? A hunchback whale.
What do you do with a blue whale? Cheer it up.
If whales lived on land, where would they live? Finland.
What's a whale's favorite game show? Whale of Fortune.
What kind of candy do whales like? Blubber gum.





3 Blind Jellyfish



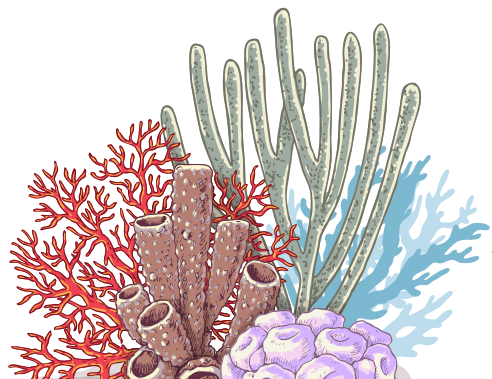
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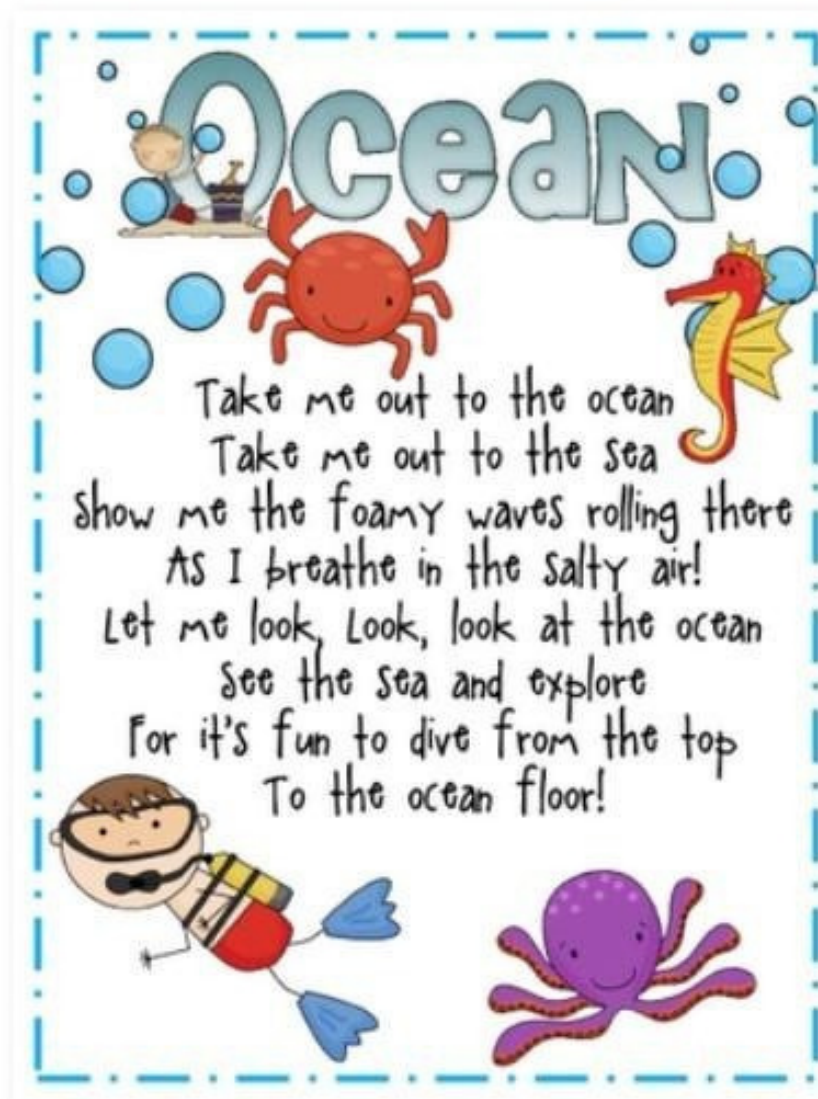


The Jellyfish

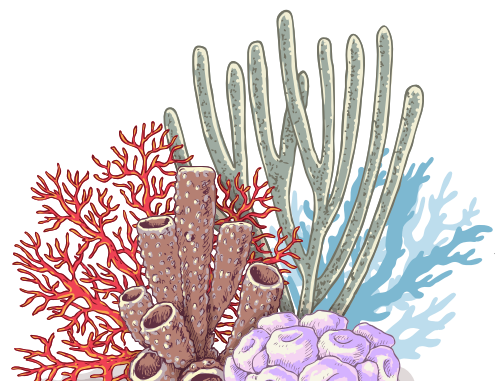


<https://www.youtube.com/watch?v=bU4zZC1ZIF0>





Source: <https://mrswilliamsonskinders.blogspot.com/search/label/ocean>





The Hole in the Bottom of the Sea

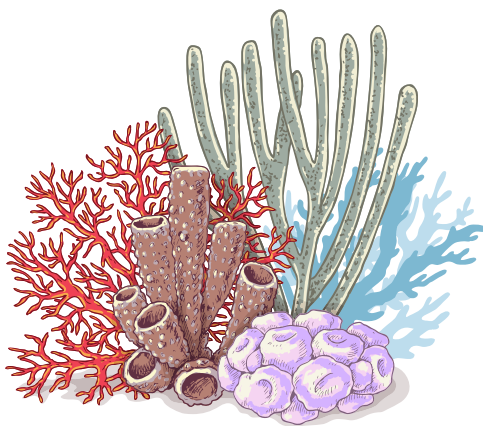


<https://www.youtube.com/watch?v=kVHk29uTsEo>

Ocean Songs | Kids Songs About Sea Animals & Water | Super Simple Songs



<https://www.youtube.com/watch?v=5aTjvHnqSFA>





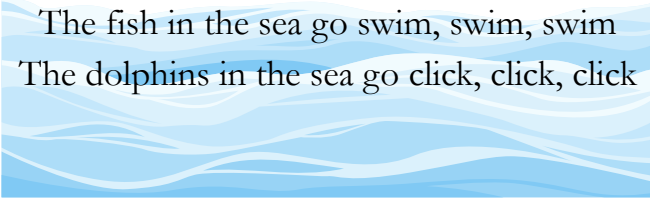
The Waves on the Sea

(Sung to "The Wheels on the Bus")

The waves on the sea go swish, swish, swish

The fish in the sea go swim, swim, swim

The dolphins in the sea go click, click, click



The Ocean Song

(To "If You're Happy and You Know It")

If you're swimming in the ocean, flap your fins

If you're swimming with the dolphins, make a click

If you're hiding like an octopus, wave your arms



Swim, Swim, Swim the Sea

(To the tune of "Row, Row, Row Your Boat")

Swim, swim, swim the sea,

Looking for adventure.

Dolphins, sharks, and turtles too,

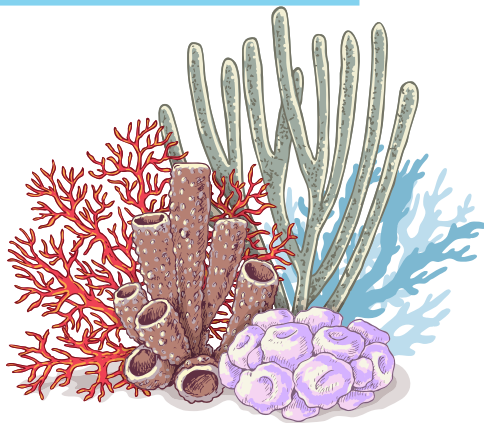
Underwater wonder!

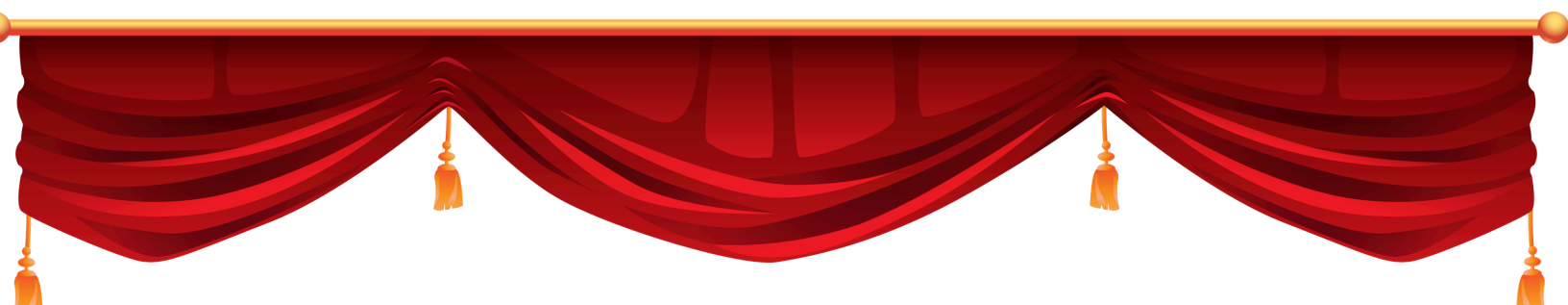
Swim, swim, swim the sea,

Cub Scouts lead the way.

Learning, laughing, making friends,

Every single day!





SKITS

Tips for Skits A few simple rules to remember when using Cub Scout skits are: 1. Keep it simple! 2. Keep it short—usually no more than two to three minutes. 3. Avoid long dialogue and memorized lines. 4. Use simple costumes and props. 5. Every scout in the den should participate. 6. Be sure the audience can hear. It cannot be too loud! 7. Use skits that are of a positive nature and that reflect the values and purposes of Cub Scouting. 8. Practice, practice, practice! The skits below can be used as the scouts plan for their closing program at the end of camp. Using Skits on a Stick, let the scouts come up with their own skit to share. Remember: Always preview all skits before the scouts perform them.

SHIP AHOY

Characters: Narrator plus two Cub Scouts Setting: The narrator stands in the middle with the two Cub Scouts facing each other at opposite sides of the room

NARRATOR: Through the pitch-black night, the captain sees a light straight ahead on a collision course with his ship. He sends a signal

CUB SCOUT 1: Change your course 10 degrees east!

NARRATOR: The light signals back

CUB SCOUT 2: Change yours, 10 degrees west

NARRATOR: Angry, the captain sends

CUB SCOUT 1: I'm a navy captain! Change your course, sir!

NARRATOR: Comes the reply

CUB SCOUT 2: I'm a seaman, second-class. Change your course sir!

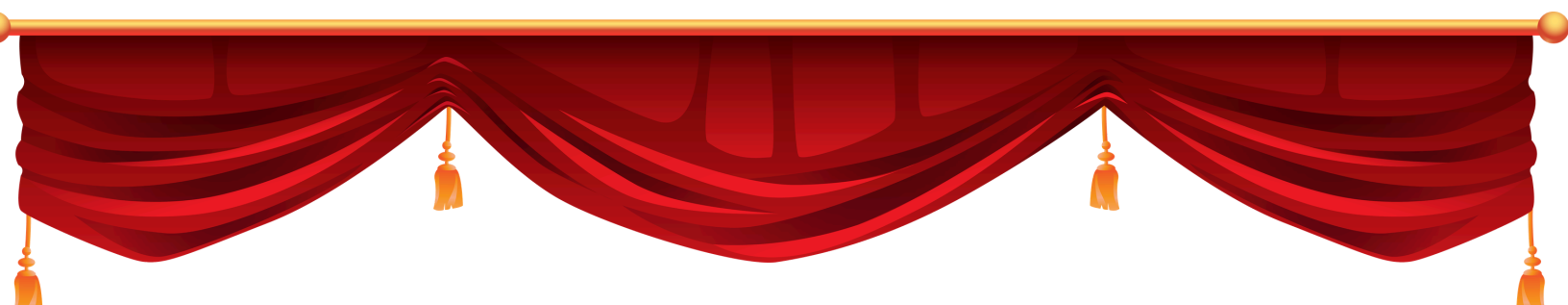
NARRATOR: Now the captain is furious and he signals

CUB SCOUT 1: I'm a battleship! I'm not changing course!

NARRATOR: To which there's one last reply

CUB SCOUT 2: I'm a lighthouse. Your call.





SKITS

PENQUINS SKIT

Cast: Bus driver, penguins (scouts dressed in black trash bags) and a police officer. Driver with a busload of penguins chugs across the stage. Police officer stops the driver.

Police: "Where are you taking these penguins?"

Driver: "I'm taking them to the beach."

Police: "Penguins don't need to go to the beach. Why don't you take them to the zoo where they belong?"

Driver: "Good Idea!"

The driver changes direction and goes off stage with the penguins. Shortly the driver returns back on stage with the penguins – all carrying towels and lotion and wearing sunglasses and beach hats. The police officer stops him again.

Police: "I thought I told you to take these penguins to the zoo!"

Driver: "I did! They had a great time so now I am taking them to the beach!"

SHIP AHOY Characters: Narrator plus two Cub Scouts Setting: The narrator stands in the middle with the two Cub Scouts facing each other at opposite sides of the room.

NO FISHING SKIT

A scout is sitting on the bank with a fishing pole in hand. There is a NO FISHING sign nearby. The game warden appears.

Fisherman: "Are you the game warden?"

Game Warden: "Yep!"

Fisherman: "Just teaching him how to swim." (pointing to the worm on the pole)





SKITS

SKITS ON A STICK

You will need four different color popsicle sticks or a way to designate each category - one color for CHARACTER, one color for SETTING, one color for PROBLEM and one color for the SCOUT LAW.

Using the example below, write on each of the popsicle sticks. Using different colors will allow you to put the sticks in one container. If they are not color coded, you will need to put them in different containers. Have one scout in the den pick a red, yellow, blue and green popsicle stick. Using the information on the popsicle sticks, the scouts will create a skit. Don't forget the theme - add information that is related to the theme – character can be a fish in the sea; setting can be the sea, in a submarine, in a ship; problem can be a sinking ship, dirty ocean, lost diver, etc. Let the scouts have some fun and show off their creativity!

CHARACTER - RED

Actor
Anteater
Army Sergeant
Astronaut
Bank President
Barber
Batman
Bear
Boxer
Brain Surgeon
Bus Driver
Car Salesman
Cheerleader
Circus Ringmaster
Cook
Doctor
Drama Teacher
Fireman
Football Player
Forrest Ranger

SETTING - YELLOW

At a Baseball Game
At a Football Game
At a Gas Station
At an Amusement Park
At McDonalds
At School
At the Beach
At the Circus
At the Empire State Building
At the Ice Skating Rink
At the Police Station
In a Castle
In a Cave
In a Classroom
In a Closet
In a Jungle
In a Pig Pen
In a Spaceship
In a Teepee
In a Tree

PROBLEM - BLUE

Arrow
Baseball
Bat
Bewitched
Bubble Gum
Bug
Candy
Corn
Crowded
Fat
Fortune
Gold
Heavy
In a Stew
In the Dark
Locked In
Luck
Magic
Money
Mud





SKITS

ICE FISHING

Two scouts come in and act like they are cutting the ice to fish. They stand or sit fishing for a minute. Then from somewhere offstage they hear a voice, "There are no fish there." After hearing this they are amazed and wonder where the voice came from, but decide to move. Then the two make another hole and start fishing again. Again they hear the voice "There are no fish there." Again they are puzzled! This continues once more and once more they move. After making their hole and start fishing this time they hear, "This is the ice rink manager, there are no fish here!"

More Great Skits

<https://docs.google.com/document/d/1ZbllFooNiETCsqqNtpqu30kC7OpGJtE1/edit>



These skits and other GREAT IDEAS can be found in the “Beneath the Sea”
2019 National Camping School Resource Book

<https://www.scouting.org/wp-content/uploads/2018/12/2019-Resource-Booklet-Beneath-the-Sea-1.pdf>



Patch Design Ideas



2019 BENEATH THE SEA

NCS Resource Book



<https://www.scouting.org/wp-content/uploads/2018/12/2019-Resource-Booklet-Beneath-the-Sea-1.pdf>

Refer to the following pages for additional ideas:

Camp Station Location Names 5, 6, 7 Includes theme-name suggestions for program station areas

Prayers 14, 15 Philmont Grace; Sea Base (Florida Sea Base) Grace; Summit Grace

Cheers/Applause 27 Surfboarders, Diver's, The Wave Cheer

Jokes 28, 29

Audience Participation 50 Left/Right Stories: I Went to the Sea to See What I Could See; If I Could Live in the Sea

Theme Related Decoration Ideas 71-75

2024 Outdoor Adventure Resource Book



https://filestore.scouting.org/filestore/pdf/2024_NCS_Day_Camp_Resource_Guide.pdf?_gl=1*mxl02g*_ga*MTEwMzI1MjMyOC4xNzcxMzAzMDI4*_ga_20G0JHESG4*czE3NzEzMTAwODUKbzIkZzEkdDE3NzEzMTAyNTEkajYwJGwwJGgw*_gcl_au*ODkyMDE4MTM5LjE3NzEzMDMwMjg.&_ga=2.257027523.978232951.1771303028-1103252328.1771303028

Day Camp Cooking 95-110 How to; Safety; Options
Derbies and Races 55 List of Derbies; links to How To

THANK YOU



First, to the Day Camp Directors, Program Directors, and Staff Advisors –
A HUGE thank you for your dedication, hard work, enthusiasm, and countless hours to make Cub Scout Day Camp happen! The work that you do is important to the success of each Scout's Day Camp experiences.

And, A BIG SHOUT OUT to the 2026 Resource Guide Theme Team volunteers who wrote this guide:

Shea Goltzman, Nancy Farrell,
and Linda Vaughn

With additional ideas from Sall with Pio Pico Day Camp and Kim Stout

Do you have questions, comments, or concerns about this resource book?

Please email dcathemebook@gmail.com.



CALLING ALL CUB SCOUT LEADERS, VOLUNTEERS & SPACE ENTHUSIASTS!

**The 2028 National Cub Scout Theme Resource Book is now in development,
and we need YOUR ideas!**

The 2028 theme is:

MISSION SPACE

Do you have a great craft, game, STEM activity, skit, song, ceremony, advancement connection, camp activity, or pack meeting idea that fits the Mission Space theme?

**Submit your ideas to:
dcthemebook@gmail.com**

**Ideas selected for inclusion in the 2028 Mission Space Theme Resource Book
will earn a special thank you!**

**Contributors whose submissions are accepted and used in the book will receive an exclusive, limited-edition
Mission Space Contributor Patch.**



**This patch will only be available to those who help create the resource book.
Whether you have one activity or twenty, we'd love to hear from you. Help us create a resource that will
inspire thousands of Cub Scouts across the country as they blast off on a Mission Space adventure!**

**Submit your ideas today and become part of the team that helps launch the 2028 National Camp School Cub
Scout Day Camp Theme Book!**

Submission deadline: December 31, 2026