



# MARCH 2010

## Take Flight

Webelos Activity Badges: **Athlete/Engineer**



Air has the power to push and pull objects so that they can fly. This month learn all about air and why it is needed to fly. Learn about gravity. Make your own flying machines and learn about the Wright brothers. Figure out which types of paper airplanes fly farther, higher, faster, and longer, and why. Hold a pack-wide paper plane derby fun night! How many things can you name that can fly? Study birds and their flyways. Why do some birds fly in a V formation? Hold a den or pack kite derby this month. Take a field trip to the airport or a science museum. Earn the Science belt loop and pin.



### Pack Planning

The pack activity this month will feature a kite or space derby, as your pack prefers. Secure an outdoor location if the pack will hold a kite derby. You will need a committee to promote, set up, and conduct the derby. Appoint the following committees:

**Decorations Committee.** Decorate the meeting area with flight-related materials such as paper airplanes, balloons, kites, and travel posters.

**Program Committee.** Supply name tags, materials, and activities for the gathering period.

**Kite Derby Committee.** Organize all details for a fun-filled derby experience for boys and families.

**Awards Committee.** Arrange for a meaningful presentation of awards to Cub Scouts.

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

**Personal Achievement.** Cub Scouts will gain satisfaction from building and flying a kite, plane, or other flying object on their own or at the pack kite derby.

**Fun and Adventure.** Flying a kite is just the beginning. Cub Scouts can experience the dream of adventure and exploring the skies.

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

**Courage.** Cub Scouts show their courage as they accept the challenge to learn new things—and have fun along the way.

**Health and Fitness.** The outdoor activities of early spring lend themselves to promoting health and fitness.



### Membership Moment

Encourage the boys in the pack to invite a friend to “fly” with them to den and pack meetings. Many things will be happening this month that may intrigue a new boy and his family. In this centennial year of Scouting, every boy should be invited to join the adventure.



### Pack Meeting

#### BEFORE THE MEETING

The kite derby committee arrives early to set up. Have tables for each Cub Scout den's projects and for Webelos den projects.

#### GATHERING

As families arrive, direct the Cub Scouts to their den's table to leave their projects. Send boys to the area where the supplies are to create and play with Air-Launched Gliders (page 33).

#### MAIN PART OF THE MEETING

##### Opening

Have an assigned den conduct the Take Flight opening ceremony (page 33). Or select a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

##### Prayer

A preselected Cub Scout gives the Flight Dreams prayer (page 33).

##### Icebreaker



Enlarge a simple drawing of an airplane. Give audience members paper and pencil. Ask them to place the paper on top of their heads. Hold up the picture of the airplane and ask the audience to do their best to draw it.

##### Welcome and Introductions

The Cubmaster can be dressed in aviator gear or a flight suit. Welcome those in attendance, especially new families. Introduce other guests or ask them to introduce themselves. Be sure no one is overlooked.

##### Song

The song leader leads “Fly Through the Sky” (page 34).

##### Den Demonstrations

Every den participates in some part of the pack meeting program, with every boy having the chance to be involved. Dens can perform skits, lead the group in songs, do run-ons, conduct opening or closing ceremonies, or tell theme-related stories. Be well organized and fast moving. Recognize dens for their accomplishments with cheers and applause.

##### Kite Derby

The derby committee chair explains how the derby will be conducted. See the *Cub Scout Leader How-To Book* for kite contest suggestions.

##### Recognition

Award recognitions to the derby winners and participants. Use the Kites advancement ceremony (page 34) or choose a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

##### Announcements

Briefly share plans for any pack, district, or council Cub Scouting events. Use a monthly newsletter to eliminate lengthy details at the pack meeting. This is a good time to verify plans for attending day camp and resident camp. Share plans for the next pack meeting so that families can plan ahead.

### Cubmaster's Minute

Use the Children Are Like Kites Cubmaster's Minute (page 34).

### Closing

Use the Landing Zone closing (page 34) or choose a different closing from *Cub Scout Ceremonies for Dens and Packs*.



## Cubmaster Corner

### Pizzazz

Are there lulls in your pack meeting? Are there moments when the next den to present isn't quite ready? This is the place for pizzazz! A surefire way to add pizzazz is with a run-on. It's a moment to liven up the pack meeting and to have the audience get involved either by participating or enjoying the fun.

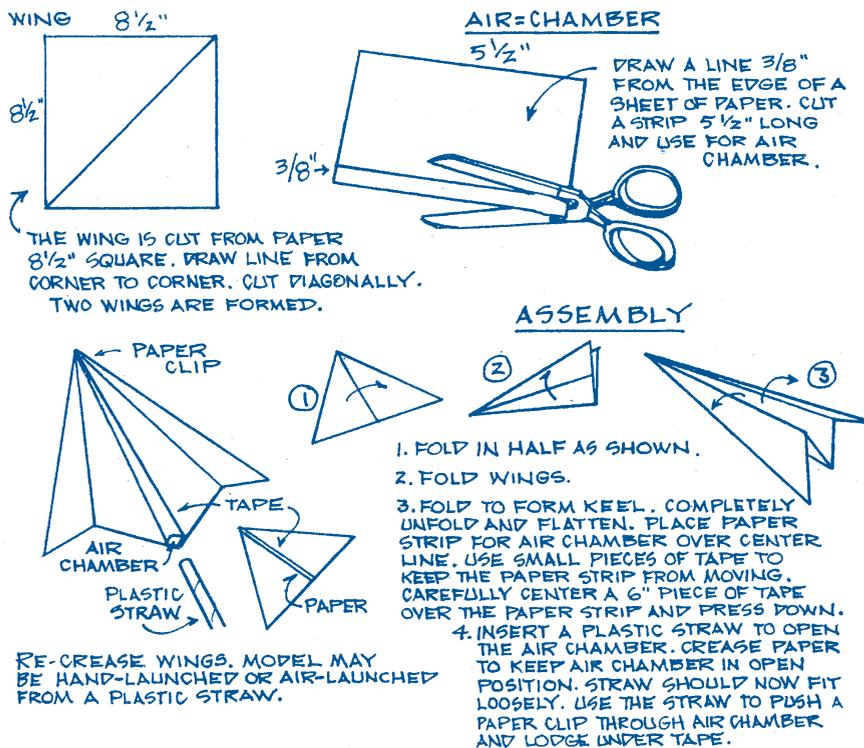
Where can you find a run-on? It might be a joke from *Boys' Life* magazine. Or check out resources from the monthly roundtable. The key to success is to run forward and deliver the material quickly, loudly, and clearly so that the whole audience can hear. Next, the players quickly exit so the pack meeting can refocus on the next den's contributions.

## Ceremonies, Games, Songs, Stunts

### GATHERING ACTIVITY: AIR-LAUNCHED GLIDERS

Give a piece of paper to each person and have them fold a paper airplane. In the game area of the room, place several large plastic hoops or pieces of poster board with holes cut in them.

Participants line up 10 to 15 feet away from a target and try to fly their plane through the hoop or the hole



### OPENING CEREMONY: TAKE FLIGHT

*Equipment:* Posters with pictures of the different types of flying objects referenced in this ceremony  
CUB SCOUT 1 (*holds picture of birds in flight*): When people saw the birds in flight, they wanted to be able to soar like the winged creatures in our world.

CUB SCOUT 2 (*holds picture of the Wright brothers' airplane*): In 1903 the Wright brothers first ventured into the skies, just a few feet off the ground.

CUB SCOUT 3 (*holds picture of a zeppelin*): New types of aircraft were flown.

CUB SCOUT 4 (*holds picture of a jet airplane*): In modern times it's not unusual for people to take long flights in a jet plane.

CUB SCOUT 5 (*holds picture of space shuttle*): In the future, we can only guess where we will fly.

ALL (*in unison*): Right now we're going to fly back to our seats to begin the meeting! (*All boys spread their arms out and make humming noises as they become "pretend" airplanes and go join the dens in the audience.*)

### PRAYER: FLIGHT DREAMS

Dear God, thank you for the skies above and for those who had the courage before us to achieve their dream to fly. Thank you for our families who support our dreams. Amen.

## CHEER: BLAST OFF

Everyone squats down in front of his or her chair and counts down: “10, 9, 8, 7, 6, 5, 4, 3, 2, 1—Blast off!” At blast-off, everyone jumps as high as he or she can, roaring like a missile.

## SONGS

### Fly Through the Sky

*Tune:* “Row, Row, Row Your Boat”

Fly, fly, fly your craft,  
Spaceship, kite, or plane.  
Lots of fun for all Cub Scouts;  
Let’s hope it doesn’t rain.

Up, up, up it goes,  
Right into the sky.  
Loop-de-loops and curlicues,  
So fast it’ll pass us by.

### If You’re Happy and You Know It (Flight Version)

If you’re happy and you know it,  
Flap your wings (*flap arms*).  
If you’re happy and you know it,  
Flap your wings (*flap arms*).  
If you’re happy and you know it,  
And you really want to show it,  
If you’re happy and you know it,  
Flap your wings (*flap arms*).

*2nd verse:* ... Soar up high (*arms out, say “Zoom!”*)

*3rd verse:* ... Spin your blades (*arms out as helicopter rotors; spin*)

*4th verse:* ... Do all three (*flap, “Zoom,” spin*)

## KITE DERBY

A pack kite derby can be a great activity to involve all boys and family members. The *Cub Scout Leader How-To Book* gives details of preparation and execution for a fun pack derby. Pay special attention to the kite-flying safety rules and be sure all boys and parents understand them before the derby begins. Note the kite contest descriptions:

**100-Yard Dash.** Kites are flown to the end of a 100-yard cord.

**Altitude Race.** Boys have five minutes to fly kites their highest.

**Messenger Race.** A paper message travels up the string to the kite.

## GAME: TAKE FLIGHT TRANSFORMATIONS

Divide the boys into teams. The object of the game is for the Cub Scouts to form as quickly as possible into a human representation of the flying objects the leader names.

*To play:* Call out the name of a flying object; boys arrange themselves into that shape. For example, if you say “helicopter,” the boys must decide how to form rotor blades, landing skids, and a cockpit. Try the following objects: kite, bird, Wright brothers’ biplane, rocket, space shuttle, jet, zeppelin, balloon.

## ADVANCEMENT CEREMONY: KITES

*Preparation:* Ahead of time, make a large diamond-shaped kite out of paper and wooden sticks. Draw or paste pictures of the Cub Scout ranks onto the kite. Attach a wide ribbon for the kite’s tail. Make the tail long enough to attach the boys’ badges to the ribbon. Suspend the kite from the ceiling (or a tree branch, if outdoors) with the ribbon hanging down. Attach the badges with pins, starting with the Tiger Cub badge at the bottom of the ribbon and working up to the Webelos badge and Arrow of Light Award at the top.

*Presentation:* As you call the boys (and parents) forward to receive their badges, remove each badge from the ribbon. You could also snip off a piece of the ribbon as a memento.

## CUBMASTER’S MINUTE: CHILDREN ARE LIKE KITES

Children are like kites. You spend years trying to get them off the ground. You run with them until you are both breathless. They crash ... they hit the roof ... you patch, comfort, and assure them that someday they will fly. Finally, they are airborne. They need more string, and you keep letting it out. They tug, and with each twist of the twine, you feel the sadness that goes with the joy. The kite becomes more distant, and you know it won’t be long before that beautiful creature will snap the line that binds you together and will soar as high-flying things are meant to soar ... free and alone. Only then do you know that you have done your job.

## CLOSING THOUGHT: TAKE FLIGHT

It wasn’t long ago that you might have heard one man say to another: “The sky is the limit.” He meant that a man could make anything of himself that he wanted, at least on earth.

Well, the sky is no longer the limit! There’s almost no limit to what you can aspire to do, either on earth or in space. Our astronauts have proven that.

What does that mean to Cub Scouting? Col. Buzz Aldrin, veteran astronaut of the Gemini and Apollo flights and the second man to walk on the moon, told a group of Eagle Scouts that man’s exploration of space is as old as man himself. He has explored, conquered, and studied the secrets of the jungles, mountains, caves, and oceans.

Col. Aldrin, who was a member of Scout Troop 12 in New Jersey, has urged young people to obtain a well-rounded background in many fields of knowledge, to select one field and strive to achieve excellence in it. “Set your goals high and settle for nothing less than accomplishment,” Aldrin said. Good advice for all Cub Scouts and families.

## CLOSING CEREMONY: LANDING ZONE

*This ceremony could be done in reverse for the takeoff of the pack meeting, too.*

Boys form two lines across the front of the meeting space. Start with Webelos Scouts at one end (where the Cubmaster will begin) and Tiger Cubs at the other end. Spread out evenly, forming two rows of boys facing each other with an open space between, just wide enough for the Cubmaster to run through.

The Cubmaster steps forward and announces that it’s time to take this pack meeting in for a landing. Ask the boys if they’ve had fun tonight. (*Yes!*) Ask the boys if they are working hard on advancement with their families. (*Yes!*) Ask if they’re ready to close out this meeting. (*Yes!*)

The Cubmaster announces that they are revving up the engine, lowering the flaps, and coming in for a landing.

The Cubmaster runs from one end of the open space and high-fives boys on both sides of the “runway” that they have made. As the Cubmaster approaches the end of the lines of boys, they high-five lower and lower to the ground until the high-fiving is done at ground level. Everyone cheers.

## JOKES

What goes “MOOZ?” *A spaceship flying backward*

What do you call a space alien who rides first-class on an airplane? *A passenger!*

Where do astronauts leave their spaceships? *At parking meteors*

## March Pack Program Page: Take Flight

### ACADEMICS AND SPORTS PROGRAM

#### Cub Scout Academics

**Astronomy.** Cub Scouts look to the skies this month as they think of taking flight. Astronomy studies will help them learn what they may see out there. Learn about binoculars and telescopes and earn the Astronomy belt loop and pin.

Cub Scout Sports

**Bowling.** This month is a great time to go bowling, a sport that takes skill and determination. Encourage boys to try their hand at it and earn the Bowling belt loop and pin.

#### DID YOU KNOW?

##### National Den Award



The National Den Award recognizes dens that conduct a quality, year-round program. Several requirements must be met, emphasizing such areas as service projects, Cub Scout Academics and Sports, field trips, attendance at den meetings and pack meetings, and Cub Scout camping. The award may be earned once in a 12-month period (charter year or calendar year, as determined by the pack committee). A den earns the award as a team, not as individual den members. The recognition is a ribbon for the den flag or den doodle. See the *Cub Scout Leader Book* for more information.

#### GOOD TURN FOR AMERICA

The Scouting for Food National Good Turn is conducted this month in many councils. Check with your local council to see when the event takes place and what help is needed.

The Cub Scouts might also want to collect and recycle toys and clothes for those who are less fortunate. Remember to report hours spent at [www.goodturnforamerica.org](http://www.goodturnforamerica.org).

#### BSA RESOURCES HIGHLIGHT

**Den Chief Handbook (No. 33211).** The den chief is a valuable leader in the Cub Scout program. He is the activities assistant. The *Den Chief Handbook* is a resource the den chief can use to better understand how he can be of assistance. The handbook is filled with tricks and puzzles, songs, games, skits, and ceremonies. The handbook also lists and explains the requirements to earn the Den Chief Service Award.

#### PACK LEADERS' PLANNING MEETING

Pack leaders meet a week or two before the pack meeting to finalize details of this month's meeting and plan for the April meeting.

- Review what each den plans to contribute to the pack program. Be sure there are no duplications. Arrange them so that active presentations may be scattered through the meeting.
- Discuss the pack's plans for April. Focus on the pack's conservation Good Turn: a recycling event, perhaps, or an outdoor activity such as tree planting or litter cleanup. Cub Scouts will want to work toward the World Conservation Award, which is awarded only once to a Cub Scout. The handbook for each Cub Scout rank lists the requirements.
- Conduct Unit Leadership Enhancement No. 10, Pack Committee, or one that best meets your pack's current needs. The *Cub Scout Leader Book* has outlines and suggestions for different topics. Choose a topic for next month.

#### LOOKING AHEAD

Start implementing plans for upcoming Cub Scout day camp and Cub Scout resident camp. Now is the time for final preparations for the spring pack overnighter, directed by an adult who has completed BALOO training.

Discuss special arrangements for the pack's end-of-year transition ceremony. Make plans for spring recruiting of new Tiger Cub dens. Your local council will have recruiting materials and helpful information.

#### PACK TRAINER HIGHLIGHTS

With the transition of second-year Webelos Scouts into a Boy Scout troop, the pack committee may be somewhat depleted. Recruiting and training replacement leaders will be important. Be sure to check on the currently available Cub Scout Leader Position-Specific Training opportunities and share with new volunteers.

Continue supporting your leaders and encouraging them to attend your district roundtable to receive valuable program information as well as information about events in your district and council.



### TIGER CUB DEN MEETINGS

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

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.</p>				
<b>BEFORE THE MEETING STARTS</b>	Have U.S. flag ready for opening. Have supplies for Bird Treat Tower Feeders.	Have supplies for Tiger Planes, Edible Planes, and Airplane Slingshot.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
<p>Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.</p>				
<b>GATHERING</b>	Begin Bird Treat Tower Feeders <b>(Elective 32)</b> .	Make Tiger Planes.	<p>Take a Go See It to an airplane museum or airport <b>(Elective 41)</b></p> <p>OR</p> <p>Take a Go See It to a nature museum or bird sanctuary to see bird exhibits <b>(Elective 42)</b>.</p> <p>At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.</p>	<p>Participate in the monthly pack meeting by sharing bird feeders and information about the den's Go See It.</p> <p>Tiger Cubs and adult partners sign the thank-you note.</p>
<b>OPENING</b>	Recite the Pledge of Allegiance. Jump into the air and say the Cub Scout motto before landing.	Form a semicircle around the U.S. flag, with adult partners standing behind. Recite Pledge of Allegiance.		
<b>SHARE</b>	Tiger Cubs and adult partners discuss what birds can be seen in March. Den leader leads discussion on why we feed birds.	Tiger Cubs and adult partners share flight books or Wright brothers' books that they read together at home <b>(Elective 14)</b> .		
<b>DISCOVER</b>	Go outside if possible and Play Birds in the Trees and Birds in Flight. <i>(If they're outside, Tiger Cubs complete Elective 35.)</i> Finish Bird Treat Tower Feeders.	Make Airplane Slingshot. Make Edible Airplanes <b>(Elective 25)</b> .		
<b>SEARCH</b>	Discuss the Go See It to an air museum or airport, OR to a nature center for bird viewing. Also discuss plans to read at home with adult partner a book about the Wright brothers or flight <b>(Elective 14)</b> .	Discuss the code of conduct that boys will need to follow during the museum visit next week. Share all information on location, time, driving directions, etc.		
<b>CLOSING</b>	Recite the Cub Scout Promise.	Sing "If You're a Tiger and You Know It" <b>(Elective 6)</b> <i>(Tiger Cub Handbook)</i> .		
<p>This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.</p>				
<b>AFTER THE MEETING</b>	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out Den Advancement Report for the pack leaders' meeting.	Den leader mails thank-you note.
<p>ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE TIGER CUB'S HANDBOOK.</p>				

## Advancement possibilities highlighted this month: *Electives 6, 14, 25, 32, 35, 41, 42*

Up, up, and away! Whether it's following the flight of birds or the flight of airplanes, the Tiger Cubs and their adult partners are watching the skies for the inspiration for fun den meetings this month. They will provide food for the birds in the neighborhood. They'll explore the possibility of flight as they create paper airplanes and learn how to send them soaring toward a target. And how will they follow up? By creating an airplane they can eat!

### BIRD TREAT TOWER FEEDER

*(Elective 32)*

**Materials:** Two mesh bags (from fruit or onions); plastic lid; string; scissors; bird treats such as sunflower seeds, corn, shelled peanuts, or suet mixed with birdseed

Place one mesh bag inside the other to reduce the size of the holes. Place sunflower seeds in the bag about a third of the way up and tie string to section that off like a sausage link. Put corn in the middle section and use string to tie off the middle. Add peanuts or suet mixed with birdseed to finish the tower. If using a suet mix, roll suet into a tube before inserting into the mesh bag. Tie the bag closed.

Punch a hole in a plastic lid and pull the end of the bag through it. The lid will protect food from the weather. Make a hanger from string, attach to the mesh bag, and hang in a suitable place.



*Remember: Be sure to find out about allergies before preparing this feeder.*

### GAMES

#### Birds in the Trees

*(Elective 35, if played outdoors)*

Form small circles of three or four Tiger Cubs and adult partners. They hold hands to form "trees with hollow trunks." A Tiger Cub or adult partner acts as a bird, who stands in each tree. Have one more bird than trees. When the treeless bird gives a signal—"Tweet, tweet"—all the birds must change trees. The bird left out becomes "It" for the next game. After a couple of turns, change trees and birds so all boys have a chance to be birds.

#### Game: Birds in Flight

*(Elective 35, if played outdoors)*

**Materials:** Feather, stiff cardboard or file folders for each boy

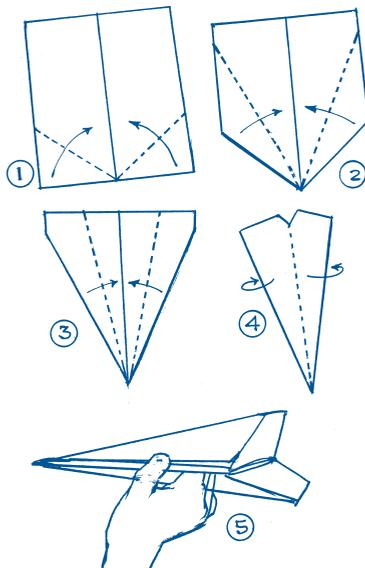
This is a cooperation game. The object is to keep a feather ("bird") in the air. To start the game, an adult partner drops a feather from a height. The Tiger Cub fans a stiff piece of cardboard to create wind so the "bird" can stay aloft. Start with one feather. Add more feathers as the boys become better at the game. How many birds can they keep in the air at the same time?

**Variation:** Help a flock of birds migrate from one side of the room to the other.

### TIGER PLANES

**Materials:** Paper, markers

Use the Japanese art of origami—paper folding—to make this paper plane.



1. Fold an 8½-by-11-inch sheet of paper in half lengthwise to make a center fold. Open the sheet and fold the corners at one end to the center.
2. Fold the outer edges to the center again.
3. Fold the outer edges to the center line again.
4. Fold the airplane in half lengthwise, backward.
5. Hold the plane as shown and sail it.

### EDIBLE AIRPLANES

*(Elective 25)*

**Ingredients:** Cream cheese, salsa or dry ranch dressing mix, celery sticks, carrots sliced long and flat, cucumber slices, raisins or pretzel sticks; toothpicks

Mix cream cheese and ranch dressing or salsa. Spread the cream cheese mixture inside a celery stick. The celery is the body of the plane. Use toothpicks to stick carrot "wings" into the sides of the celery body. Cut cucumber slices into quarters; stick a quarter into the cream cheese at the back of the plane to make the rear rudder. Use raisins or broken pretzel sticks as people; arrange them in the cream cheese.

### AIRPLANE SLINGSHOT

**Materials:** Craft foam, wooden clothespin—the kind with prongs (no springs), extra-long rubber bands, low-temperature glue gun, markers

To make the wings, cut a long, narrow oval, about 1 inch by 7 inches, from craft foam. Adult partners help boys glue the clothespin body to the middle of the wings, so that the wings are on top of one side of the prongs. Tiger Cubs can decorate the plane with markers. To fly, stretch a long rubber band between two chairs or two short poles. Insert the rubber band between the prongs of the clothespin, pull the rubber band back, and send the plane flying.



*Present boys with yellow Tiger Track beads if they have completed 10 electives after earning Tiger Cub rank.*



### WOLF CUB DEN MEETINGS

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

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
<b>BEFORE THE MEETING STARTS</b>	Have a large beach ball for game. Have materials for paper-bag kites. Have U.S. flag.	Have paper for planes. Have a flying disk for play and a copy of Cub Scout Academics and <i>Sports Program Guide</i> .	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials to make Skydivers, biplanes, and gliders.
Den leader collects dues.				
<b>GATHERING</b>	Play Air Ball.	Collect permission slips. Make paper airplanes and play Airplane Toss.	Collect permission slips.	Boys sign thank-you note or card. Make Skydivers.
<b>OPENING</b>	Form a circle around the flag, give the Cub Scout sign, and recite the Pledge of Allegiance.	Gather the "flock" and call roll. Boys answer by giving the name of something that flies.		Denner leads the den in reciting the Cub Scout Promise.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
<b>BUSINESS ITEMS</b>	Discuss this month's theme with the Cub Scouts and get their input on what they would like to share at the pack meeting.	Practice the pack meeting activity. Explain that it is important to face the audience and to speak or sing clearly.	Visit your local airport, Air Force base, Air National Guard unit, or other aviation-related site  OR  Invite a guest to speak on airplane flight or a related topic.  At the end of the trip, lead a reflecting discussion with boys about their outing.	Check the preparation of the den's presentation for the pack meeting. Be sure all boys have a part and are familiar with the procedures.
<b>ACTIVITY</b>	Review the rules for flying a kite safely (Elective 5a). Make a simple paper-bag kite ( <i>Elective 5b</i> ).	Outdoors, explain the rules of ultimate and practice some game skills.		Make Candy Biplanes. Make and fly Gliders.
<b>CLOSING</b>	Stand in a circle facing the flag and repeat the Law of the Pack.  Send home permission slips for outing on THIRD WEEK.	Cub Scouts form a circle. The den chief gives the boy on his left the Cub Scout handshake. He does the same, passing the handshake around the circle until it reaches the start. As each receives the handshake, he says, "I will do my best."		Boys form a single line outdoors. Starting at one end of the line, each boy in turn tosses up his Skydiver and shouts, "Do Your Best."
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
<b>AFTER THE MEETING</b>	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

## Advancement possibilities highlighted this month: *Electives 5a, 5b*

Wolf Cub Scouts look to the skies this month to see what flies. Exploring what flies and how it flies will take the boys out into great open spaces. Who knows? There may be a future airline pilot in your den, and this could be his first taste of how those airplanes go up and stay up! By the second week, boys will have enough exposure to answer roll call by naming some flying creatures and objects. A trip to an airport, an airplane hangar, or, if possible, a military base with aircraft will make a lasting impression on these Cub Scouts. Weather has an effect on flight; it's a good time for boys to learn more and earn the Weather belt loop and pin.

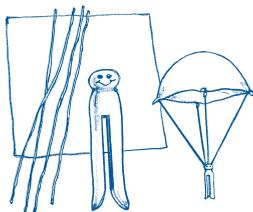
**Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:**

- **Achievement 5e**, Tools for Fixing and Building: Building a birdhouse for the backyard will bring hours of enjoyment as Cub Scouts watch the house being used.
- **Elective 2b**, Be an Actor: Making scenery for a skit that the den produces for the pack meeting will be fun.
- **Elective 12a**, Be an Artist: After learning about airplanes and helicopters, Cub Scouts can start drawing them.

### SKYDIVER

**Materials:** Handkerchief, bandanna, or 18-inch square of fabric; four 12-inch pieces of string; one roundhead clothespin; felt-tip markers

Decorate cloth with markers. Tie a piece of string to each corner of the cloth. Use markers to draw a face on the clothespin. Tie the loose ends of the strings around the clothespin neck. Fold cloth and toss into air.



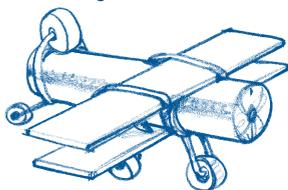
### GAME: AIR BALL

**Equipment:** One large beach ball

Players either form a circle or place themselves equal distance from each other around the room. The object of the game is to keep the ball in the air without letting it hit the ground. Challenge the group to set a goal and try to beat its personal best or "world" record.

### CANDY BIPLANE

**Materials:** Two sticks of gum; hard candy of various sizes, wheel-shaped with center holes; rubber bands; string or twist ties

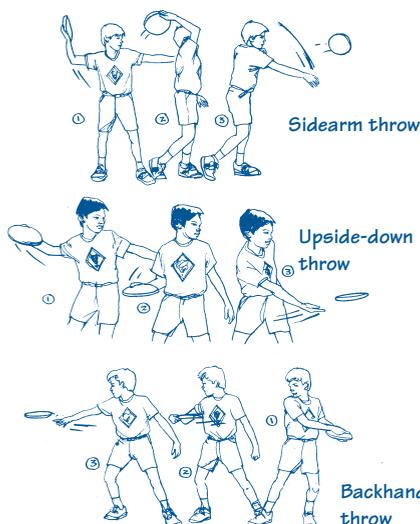


Assemble candies to look like a biplane as shown. Secure individual candy pieces with string or twist ties. Small rubber bands hold sticks of gum (the wings) to the body of the airplane.

### ULTIMATE PLAYING SKILLS

**Equipment:** Flying disks, targets (baskets or buckets)

#### Ultimate Passing Techniques



Practice some of the throwing techniques illustrated. Then set up baskets or buckets and have boys try to land the disks in them for target practice. For rules and information on the sport, see the Cub Scout Academics and Sports Program Guide.

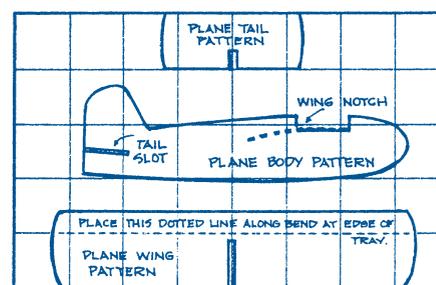
### AIRPLANE TOSS

**Materials:** Sheets of paper

Each Cub Scout folds his own paper airplane from a sheet of paper. Let the boys have a few minutes to fly their planes to get used to them. Then have contests, such as longest flight, most accurate flight to airport (box), flight through hoops the greatest distance, staying airborne the longest, etc.

### GLIDER

Enlarge the pattern using a photocopier. Trace onto rigid foam bakery tray and cut out. Assemble as shown; put paper clip on nose for weight.



FLY THE PLANE BY THROWING GENTLY.



ASSEMBLE PARTS AND FASTEN PAPER CLIP (OR BOBBY PINS) TO NOSE. THE CURVE IN THE WING CREATES AN "AIR FOIL" TO HELP THIS TOY PLANE FLY IN THE SAME MANNER AS REAL PLANES.



IT IS IMPORTANT TO ADJUST THE ANGLE OF THE WING JUST RIGHT TO MAKE THE PLANE FLY STRAIGHT. TRY TILTING IT A LITTLE AND WATCH THE PLANE LOOP-THE-LOOP OR NOSE-DIVE!



### BEAR CUB DEN MEETINGS

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

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
<b>BEFORE THE MEETING STARTS</b>	Have U.S. flag. Have materials to build Foul Weather Bird Feeder.	Have library books on the construction of paper airplanes.  Have materials for Hand-Propelled Helicopters.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination.  Have materials for rain gauge (Bear Handbook, <b>Elective 2c</b> ).
Den leader collects dues.				
<b>GATHERING</b>	Den chief works with boys to learn the Four Forces of Flight for the game. Have boys draw airplanes ( <b>Elective 6e</b> ).	Collect permission slips.  With adult supervision, cut out propellers from aluminum cans.	Collect permission slips.  Denner conducts an informal uniform inspection.	Boys sign thank-you note or card.
<b>OPENING</b>	Denner leads a flag ceremony with the Pledge of Allegiance.	Denner leads the Law of the Pack.		Den forms a semicircle around the U.S. flag. Sing "The Star-Spangled Banner."
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
<b>BUSINESS ITEMS</b>	Discuss this month's theme with the Cub Scouts and get their input on what they want to share at the pack meeting.	Practice the den's pack meeting contribution.	Visit your local airport or airstrip. Review the types of aircraft the boys see.  At the end of the trip, lead a reflecting discussion with boys about their outing.	Practice a skit or demonstration for the pack meeting.  Explain to boys that weather conditions affect flight.
<b>ACTIVITY</b>	Play the Four Forces of Flight game.  Start the Foul Weather Bird Feeder.	Make Hand-Propelled Helicopters. Boys use the helicopters to compete for distance, accuracy to a target, height, etc.		Make a rain gauge ( <b>Elective 2c</b> ) or other weather-related project.  Finish the bird feeder started three weeks ago.
<b>CLOSING</b>	Sing "Taps" (Cub Scout Songbook).  Send home permission slips for outing on THIRD WEEK.	Den joins in a circle around the den flag and gives the den yell.		Den joins in reciting the Cub Scout Promise.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
<b>AFTER THE MEETING</b>	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

## Advancement possibilities highlighted this month: *Electives 2b, 2c, 6e*

In the air—it's a bird, it's a plane, maybe it's a helicopter or any number of high-flying objects that the Bear Cub Scouts will learn about this month as they explore the Take Flight theme. The *Bear Handbook* provides activities for boys to investigate the wonder of flight in *Elective 6, Aircraft*. The boys will find many different types of flying objects to investigate during a visit to an airport or airstrip.

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

- **Achievement 20**, Sawdust and Nails: Boys may use and identify tools as they build models or bird feeders.
- **Elective 2**, Weather: Air flight and rocket launches depend on accurate weather information.
- **Elective 6**, Aircraft: Cub Scouts will find building model airplanes a fun learning activity.

## GAME: FOUR FORCES OF FLIGHT

### (Elective 6e)

Boys line up facing the den leader. The leader shouts out one of the four forces of flight; Cub Scouts respond by running forward for *thrust*, running backward for *drag*, falling to the ground for *gravity*, and jumping for *lift*.

**Thrust.** The engine turns the propeller, which pulls the aircraft forward.

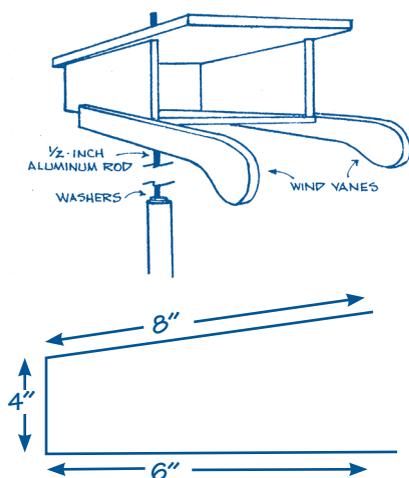
**Drag.** Air slows the aircraft's forward movement.

**Gravity.** Weight holds the aircraft down.

**Lift.** Air flowing over the wings and the angle of the wing into the wind moves the aircraft upward.

## FOUL WEATHER BIRD FEEDER

**Materials:** Aluminum rod; washers; pieces of wood cut as follows: bottom (6 by 6 inches), back (4 by 6 inches), top (6 by 8 inches), sides (6 inches long, 4 inches high at back, 5 inches high at front); two wind vanes, as shown



Make a bird feeder with a cover, as shown in the drawing. Attach the wind vanes to the sides.

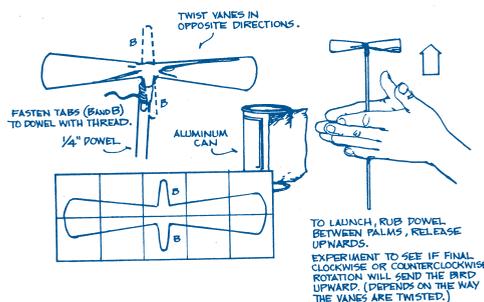
Set a wooden post into the ground. Get a short piece of 1/2-inch aluminum rod at a hardware store. Drill a hole in the post and insert the rod.

Place two or three washers over the rod. Cut holes in the bottom and top of the feeder and put the feeder on the rod.

This feeder turns so that its back is always to the wind. Snow won't blow in, and seed won't blow out.

## HAND-PROPELLED HELICOPTER

**Materials:** Aluminum can, 1/4-inch dowel, heavy thread



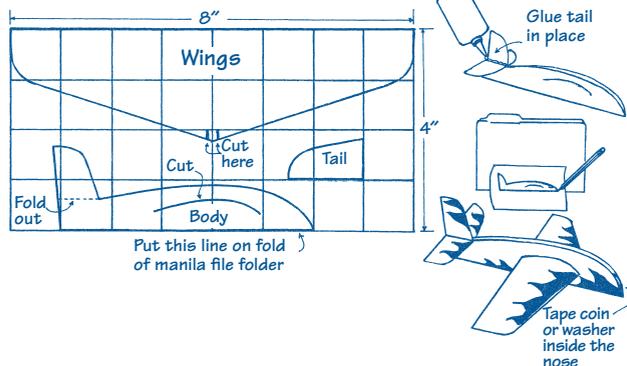
With adult supervision, cut out propeller from aluminum can. Twist propeller vanes in opposite directions. Using heavy thread, fasten tabs *B* and *B* to 1/4-inch dowel. To launch, rub dowel between palms; release upward.

## MANILA FOLDER GLIDER

**Materials:** Paper or thin cardboard for patterns, manila file folder, pencil, shears or utility knife, glue, tape, coin or small washer, acrylic paints or marking pens

Enlarge patterns by the grid method so that the wing is about 8 inches, the fuselage 5 inches. Trace patterns onto manila file folder; put fuselage on the fold so it will be doubled.

Cut out with shears or utility knife. Put tail piece all the way down between rear wings and tape or glue in place. Fold out rear wings. Slip big wing into fuselage. Cut and slide forward until wing cuts fit into fuselage. Glue or tape coin or small washer inside nose. Decorate with acrylic paint or marking pens. If glider sinks, try a smaller coin or washer in the nose and bend up rear wings slightly.



## WEATHER STATION

### (Electives 2b, 2c)

**Build a Weather Vane.** Record wind direction every day at the same hour for two weeks. Keep a record of the weather for each day.

**Make a Rain Gauge.** Follow the directions in the *Bear Handbook*.

## AMAZING FLYING MACHINE

**Materials:** Five wide craft sticks or tongue depressors

Weave together five sticks as shown, in the order of the numbers on the sticks in the illustration. Begin by holding sticks 1, 2, and 3 in place by pinching together at the bottom tip; add the middle stick; finish with the top stick. Fly the creation like a flying disk.

The craft "explodes" on contact with the ground or other surfaces. Reassemble and have more fun!

