

Campfire Planning – Roundtable Presentation

1	Title Page
2	<p>A campfire is a great opportunity to put a cap on a great day of Cub Scout outdoor activities! A little careful planning and you can put together a great program.</p> <p>But first, let's establish that for this presentation, a "Campfire" does not have to include a fire and it doesn't even have to be dark! It's just a gathering of Cubs, their leaders, family members, or whoever your group might be, gathered for some fun and fellowship.</p>
3	<p>Cover the bullet points, make the point several times that a campfire should be about the Scouts – there is no reason an experienced Cub or Webelos Scout could not be the Master of Ceremonies for this event, with a little preparation and coaching. We want every scout to participate to his ability. Proper planning will help you fit the parts of the program to the scout and his ability level.</p>
4	<p>Fun – singing songs, performing skits, hearing stories – all great fun! Action – Action songs – hand clapping, exciting stories and group participation stunts all bring the action in to your program! Entertainment – let's have a great show! Training – as leaders, we can include training features – such as "How to Behave at a Campfire", without making it seem like school, and by making it part of the fun! Adventure – nothing like an exciting group participation stunt, or a great story to get everyone on the edge of their seats! Fellowship – Gathering everyone together in a shared experience contributes to the success of your pack – and it's a lot of fun as well! Inspiration – be sure to have a good "Cubmaster's Minute" to wrap it all up before you send them on their way!</p>
5	<p>Songs – all kinds of songs! Stunts – audience participation, hand clapping, flashlight stunt Stories – don't skip this part – it gets easier everytime you do it! Showmanship – an exciting fire lighting to get things started and everyone in the mood – plus "Follow the Flames"! Follow the Flames – campfires for Cubs should be about 45 – 60 minutes long, usually won't have to add any more wood.... When the flames are high, the fire is bright – do you high energy, action parts loud, noisy, songs with actions – great Then as the fire burns down, the mood should come down – quieter songs, more reflective, maybe a story to quiet the group down... When you're down to the coals, it's time for a quiet story, a final slow song, and a Cubmaster Minute PLANNING is the Key!</p>
6	<p>Make copies of this form and pass out to all – (2 sided) To use – just fill in all your pieces and parts, then turn it over and put them in the right order, according to the "Follow The Flames" concept!</p>

7	Everything must be screened in advance – we live up to the standards of the B.S.A!
8	Read thru the above, try not to give (bad) examples of what you mean – it should be pretty clear what is meant by each statement. An additional “standard” – Would you do this skit if your saintly grandmother was sitting in the front row?
9	<i>Tell them</i> – let them know, in advance if possible, what is expected at the campfire <i>Use the Opening</i> – set the mood for a great campfire with a well-planned opening ceremony <i>Use the Sign</i> – if things get out of hand, bring the group back with the Cub Scout sign – make sure your Master of Ceremonies is aware of this as well! Just put up the sign, and wait – it’ll happen! <i>Well-Planned, well-paced</i> – if you prepare properly, with approved skits already selected for them to choose from, and everyone knows their place in the program using the <i>Campfire Program Planner</i> , there won’t be any time for shenanigans, it’ll all flow together! <i>Stop if not approved</i> – if a group starts in with something that is not on your approved plan, just stand up, use the sign to restore order, thank them, and move on to the next group/event. <i>Keep Control</i> – the best campfires run smoothly along from one thing to the next, with minimal interruptions, and everyone has a great time!
10	The following slides point out the major campfire-related tie-ins in the Cub Scout Adventure program.
11	Tiger - <i>Tigers in the Wild</i> – Required adventure
12	Wolf – <i>Call of the Wild & Howling at the Moon</i> – both required adventures.
13	Bear – <i>Bear Necessities</i> – required, <i>Roaring Laughter</i> – elective
14	Arrow of Light – <i>Camper</i> – required adventure
15	Try It – it’s not that hard!