

# The Philmont Cub Scout Roundtable Supplements

February 2019



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March Pack Meeting

◆ **Gathering**

Have a stroll around the midway. Give all Scouters an opportunity to get information and sign up for events and trainings.

**Midway Award of the Month- Denner and Assistant Denner Cords**

The Denner and Assistant Denner positions give many benefits to the Scout and the den. This position prepares the Scouts to become Patrol Leaders in Boy Scouts. Denners learn about leadership and responsibility first-hand. Each Scout has a fair chance to lead and they are recognized by being allowed to wear the Denner's cord. Certain ranks require that every boy serve as Denner. Also, the Denner leads the flag and opening ceremony as required for various ranks

The Denner and Assistant Denner are appointed (usually Wolf and Bear) or elected (usually Webelos) by the members of the Cub Scout or Webelos Cub Scout Dens; the Cub Scout Leaders' Book suggests that the two positions be rotated each month between all of the members of the Den so that all Den members have experience serving as Denner and as Assistant Denner. The Assistant Denner assists the Denner at [den meetings](#) and fills in for the Denner when the Denner is not available

Denners and Assistant Denners assist the Den Chief and Den Leader and Assistant Den Leader with the management of the Den during weekly Den meetings and Den activities on their own or as part of the Pack.

Denners wear two strands of yellow cord; Assistant Denners wear one strand of yellow cord.

The Denner and Assistant Denner cords are worn so that the cords surround the left shoulder and the tab is centered where the epaulet would be on the scout shirts. The cords may be worn on either the khaki-tan shirt or the traditional blue shirt; if worn with the tan shirt, the tab should be worn UNDER the epaulet and NOT

on top.

The Denner and Assistant Denner cords are removed at the conclusion of the period of service. Denner cord No. 368; Assistant Denner Cord No. 385. ([scoutinsignia.com](#); [meritbadge.org](#))

**KISMIF** Keep it simple, make it fun. This is the phrase for Scout leaders to remember when planning activities for Scouts. Too much to do? Too little time? KISMIF.



## ◆ Opening Ceremony

### The Six Ships of Scouting

**Arrangement:** Six Cub Scouts hold large cardboard cutouts of ships, on which have been printed the following words: Scholar-ship, Fellow-ship, Friend-ship, Sportsman-ship, Workman-ship, Statesman-ship.

**Cubmaster:** Tonight, Den \_\_\_\_\_ would like to tell you about the Six Ships of Scouting. These are ships which were launched in America strong and mighty...ships that will last forever.

**1st Cub:** SCHOLAR-SHIP. This ship is very important on the Sea of Education. On her deck stands such officers as Ambition, Determination, Intelligence and Application. Her flag bears symbols of the letter "A" and the plus sign.

**2nd Cub:** FELLOW-SHIP. This ship stands for good spirit, fine cooperation and never-failing unity. Its flag floats high- the flag of Scouting.

**3rd Cub:** FRIEND-SHIP. This is the most wonderful ship of all. It is true blue and its flag is golden, since friendship itself is golden.

**4th Cub:** SPORTSMAN-SHIP. This is the ship that is fair and square. It never veers from its course. Its flag is never at half-mast.

**5th Cub:** WORKMAN-SHIP. This ship is every line, every part, every mast, representing the best that a person can give. Its flag bears a laurel wreath.

**6th Cub:** STATESMAN-SHIP. This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. Its flag is white for purity.

**Cubmaster:** And there you have six strong and sturdy ships to brave the sea. Three cheers for the Scouting ships!

(Great Salt Lake Council Pow Wow Book, 1982 p. GA 39)

The flag ceremony is led by preassigned Scouters.  
They will present the colors and lead the pack in the Pledge of Allegiance.  
Preassigned Scouters perform the opening skit.

## ◆ Opening Prayer

### ◆ Welcome and Introductions

The Roundtable Commissioner or Assistant Roundtable Commissioner - New Member Coordinator welcomes new Scouters, visitors, and special guests by introducing them to the district. If you aren't sure what a New Member Coordinator is, check out :  
<http://scoutingwire.org/marketing-and-membership-hub/new-unit-development/commissioners/>  
and see the New Member Coordinator section in the November 2018 Cub Scout Roundtable Supplement.

◆ **Big Rock Topic**

See the Boy Scout Roundtable Commissioner Planning Guide for a list of Big Rock Topics that both the Cub Scout and Boy Scout Roundtable Commissioners choose to do jointly to help serve the units in your district.

◆ **Applauses and Cheers!**

**Okay**

Divide into two groups. One group yells, "O!" the other "Kay!" Do this three times.

**Banana**

Pretend to peel a banana, eat banana, throw peel over shoulder, rub tummy and say "HMMM! GOOD!"

**Banana Cheer**

BANANAS OF THE WORLD UNITE	(place hands together above head),
PEEL TO THE LEFT	(lower left hand to your side)
PEEL TO THE RIGHT	(lower right hand to your side)
PEEL DOWN THE CENTER	(place both hands above head again and lower simultaneously)
AND UMPH TAKE A BITE!	(Snap arms together in a giant bite)
GO BANANAS! GO, GO BANANAS!	(while dancing around)

**Neckerchief or Bandana Cheer**

Throw a bandana or neckerchief or handkerchief in the air with instructions for the audience to clap and cheer until it hits the floor. Vary the length of the noise, with a long throw, a short throw, or no throw at all.

**Bugs Bunny**

Act as if chewing on a carrot and say "What's up, Doc?"

**Bueno (boo-ay-no)**

Bueno means "good" in Spanish! Repeat several times! (Learn to cheer in other languages!) (retiredscouter.com)

**Run-Ons**

**Rabbit**

Come out wearing a hat. Take it off, show it to the audience. Set it down on the table, say the magic words, reach in and pull out a rabbit tail (1 cotton ball) Say, "Darn that rabbit, he got away again."

**Rabbit with a lot of fleas**

CUB 1: What do you call a rabbit with a lot of fleas?

CUB 2: Beats me.

CUB 1: Bugs Bunny.

### Rock Music

Cub 1: Hey, Sam, why are you banging those rocks together?

Cub 2. Because I'm playing rock music!

### Rocket lost its job

Cub 1. How did the rocket lose its job?

Cub 2. It got fired.

(retiredscouter.com)

### SONGS:

#### That's Why We're in Cub Scouting

Tune: Deep in the Heart of Texas

The fun things in life,  
Our family's delight;  
(clap hands 4 times rapidly)  
That's why we're in Cub Scouting.

We do our best,  
To pass each test;  
(clap hands 4 times)  
That's why we're in Cub Scouting.

Just me and my Scout,  
Have fun, give a shout;  
(clap hands 4 times)



That's why we're in Cub Scouting.

We think our pack's great;  
We keep it first rate;  
(clap hands 4 times)

That's why we're in Cub Scouting!

Great Salt Lake Council *Pow Wow Book* 1982 p. GC-39)

#### C-U-B S-C-O-U-T Song

Tune: Mickey Mouse Song

What's the name of the group  
That's made for you and me?  
C-U-B (Do Your Best) S-C-O-U-T  
Hey there , Hi there, Ho there  
You're as welcome as can be!  
C-U-B (Do Your Best) S-C-O-U-T  
Cub Scout! (Do Your Best!)  
Cub Scout! (Do Your Best!)  
We're the ones who have more  
FUN, FUN, FUN  
Come along and sing a song  
And join in Fun and Glee.  
C-U-B (Do Your Best) S-C-O-U-T!

◆ Cub Scout Interest Topic

• **Cub Scout Redirection (A Scout is Courteous)**

“A pat on the back is a stronger stimulus than a prick with a pin. Expect a great deal of your Scouts and you will generally get it.” Lord Robert Baden Powell

**Codes of Conduct** Have your Cub Scout den develop their own code of conduct. They will respond to it when they create it themselves. Base the code on the Scout Law. By creating their code in a friendly manner at the beginning, the Scouts are usually willing to follow it. Have clear expectations. Cubs are more successful when they have about 4-5 rules, not 10. They can add more if needed. Once it has been developed, stick to it. Do not use idle threats. If you tell the Cubs you will contact their parent/s, then contact their parent/s.

Code of Conduct Examples:

No put downs, name calling, or crude language.

No physical aggression.

You are a guest in the house/building. Please act like one. Be on your best behavior.

Be on time.

Wear your uniform.

Bring your book.

One person speaks at a time and everyone listens.

No running inside.

Share. Take turns.

Leave the family cat, dog, pet, etc. alone. (This is if you are meeting in a home.)

**Redirection** This is an opportunity to help the Scouts learn. Prevention is easier than an issue. Treat the Scouts impartially and model the example you want. Ask your Den Chief to help model the behavior you want. Get parents involved. Have an assistant leader, or several assistant leaders. Give the Scouts opportunities to make choices.

Use a den doodle where the Scouts earn beads (or what you are using on your den doodle) at each meeting. Make sure one of the beads is for good behavior.

Practice using the Cub Scout handshake to remind them they are part of a group.

Use the Scout sign as a signal for quiet. They should stop what they are doing and raise their own arm in the sign.

Ask the Scout, “Are you being kind? Friendly? Courteous?”

Use the EDGE method to model good behavior Explain, Demonstrate, Guide and Enable.

Use a talking stick or talking feather to help them take turns. Only the Scout holding the talking stick may talk, while the other Scouts (and leaders!) listen quietly.

(Talking stick example in *Wolf Handbook*, Howling at the Moon p. 55)

Change the activity the Scouts are doing to something else.

Play the Minute Game. Have the Scouts try to guess how long a minute is. When the Scouts are all sitting, ask the Scouts to stand up when they think a minute has passed. Begin timing. After about a minute and a quarter, tell the Scouts who was closest. This is a calming game.

Have another adult in your den, assistant leader or parent, help redirect the behavior of the Scout in question.

Contact your Cubmaster and Committee Chair immediately if the Scouts in your den feel uncomfortable or unsafe because of the behavior of one Scout and remove that Scout immediately, then discuss the best course to follow. Remember Youth Protection. What is best for the den?

See the Internet for other suggestions such as the Good Behavior Marble Jar, etc.

**Tips for leaders:** Be early. Be prepared. Over prepare. Put your cell phone and other distractions away. Listen to the Scouts. Plan fun activities with a lot of variety. Smile!

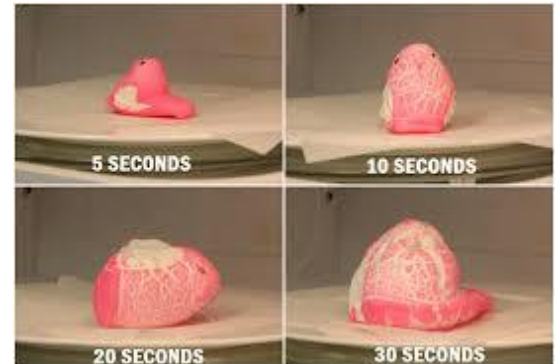
◆ **STEM Minute**

**PEEPS**

**Heating, Expansion and Contraction**

**Materials:** large marshmallows or Peeps, paper plates or napkins or paper towels, microwave. Graham crackers and chocolate bars to make S'mores (optional).

Before the Cubs make these, cook a test marshmallow to see how long it takes in your particular microwave. Time varies between 15 and 30 seconds. Stop the microwave before the Peep burns. Demonstrate for the Scouts.



**Procedure:**

Place a marshmallow or a marshmallow Peep on a paper plate and put it in the microwave. Cook it for 15 + seconds depending on your microwave. Watch the marshmallow expand until it more than triples in size. At some point it will stop expanding and begin to contract. Stop your microwave before the marshmallow burns.

If you are using Peeps, it will expand, then contract until all that is left are the little dark eyes.

You can use this experiment to make S'mores with the Cubs in the microwave. Use a chocolate bar and a graham cracker. Put the marshmallow on one piece of the graham cracker and microwave it until it stops expanding. Remove marshmallow and cracker from microwave. Place the chocolate on the marshmallow and the other graham cracker on top and eat!

**STEM**

Marshmallows are thousands of minuscule air bubbles surrounded by thin walls of gelatin and sugar syrup. When microwaved, the water molecules in the sugar syrup begin to vibrate and heat up. They quickly turn to steam and fill the air pockets in the marshmallow, causing them to expand. This is why you see your Peep or marshmallow grow and stretch!

As the steam escapes your Peep, the dehydrated sugar syrup left behind will heat up very quickly. The inside of your Peep may turn brown because microwave heating heats food from the inside. As the sugar exceeds 300 degrees F, it caramelizes (breaks down), creating brown pigments and a variety of dark flavors and nutty aromas. You're likely also seeing some browning from the Maillard browning reaction, which requires both sugar and protein (the gelatin) to create brown colors and flavors. Be careful, the microwaves marshmallows can be very hot.

**If You Use the 60-minute Roundtable Please Skip to the Commissioner's Minute and Closing Ceremonies**

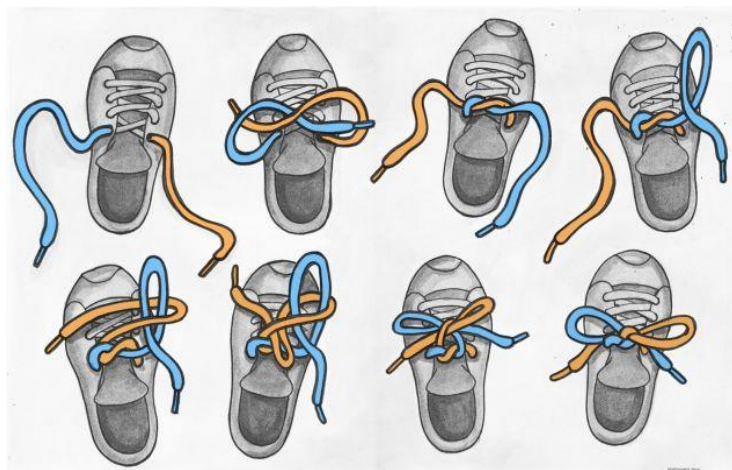
◆ Cub Scout Leader Breakouts

◆ New Leader Breakout

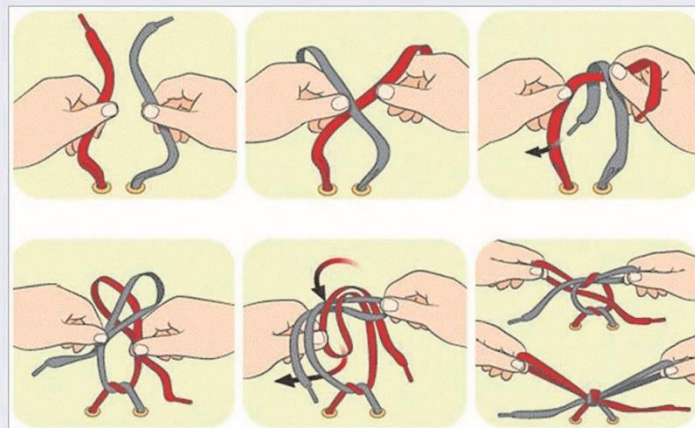
- See the September Philmont Supplement for all of the details. This is the same breakout session for all new leaders attending Roundtable for the first time. If they have attended this breakout, they need to attend the breakout session that fits their position in the pack.

◆ Lion Breakout

- Lion Requirement
  - I'll Do it Myself - Elective Adventure
    - Make Lion Bags
      - Find some blank reusable grocery bags
      - Decorate the bag in a Lion theme
    - Tying Shoelaces
      - Have everyone walk through how to tie a shoe step by step
        - Practice a couple of different shoe knots because some youth can do one vs the other.



**The Bunny Ears Method**





## ◆ Tiger Breakout

- Tiger Requirement
  - Tiger Tales - Elective Adventure
    - Tall Tales are an American fairytale of sorts. There are many out there to choose from to get an idea of what you are looking at. Brainstorm with your breakout session a list of tall tales. (The Disney movie *American Legends* is a good one to have the youth watch for inspiration)
      - Johnny Appleseed
      - Paul Bunyan
      - Casey Jones (either one baseball or train engineer)
      - John Henry
      - Pecos Bill
      -
    - Here is a list of traditional American Folk Songs that you can choose from to sing with your den:
      - This Land is Your Land
      - The Erie Canal
      - Skip to my Lou
      - Buffalo Gals
      - BINGO
      - Down by the Bay
      - Froggy went a Court'n
      - Johnny AppleseedHere is a website with songs and lyrics (<http://www.songsforteaching.com/folk/>)

## ◆ Wolf Breakout

- Wolf Requirement
  - Adventures in Coins - Elective Adventure
    - Show how to identify different parts of a coin. Show how to find the mint mark on a coin. Identify the mint. Identify the mint where the coin was made and the year it was made.



- 3. Demonstrate how to make a coin rubbing.
  - Coin rubbings can be made with with any type of coin: domestic, foreign, play money or plastic coins.



- Use the flat side of a pencil or colored pencil to make a rubbing. You can also use chalk, crayons and drawing pastels. Rubbings can be made on regular computer paper or any lightweight paper.
- Once the rubbing is made, list information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made.
- 4. Discuss games that can be played with the den or family where Scouts can practice adding and subtracting coins.
  - Use the coins from the rubbing activity. See who can find ten foreign coins.
  - See who can find a certain amount of money from the pile of coins, such as 27 cents.
  - Use the coin rubbings to make a matching game. Have each scout make two rubbings of their coins, cut them out and make a den matching game.

**Make a coin rubbing neckerchief slide.**

Materials: Milk jug handle, cut into ¼ inch pieces, real or plastic coins, pencil, paper, E6000 adhesive.

Directions: Cut the milk jug handle into ¼ inch rounds. Using the flat side of a pencil or a crayon make a rubbing of a coin. Glue the rubbing to a piece of cardboard using a glue stick. Glue the milk jug handle to the rubbing to make the slide.



- Cubs Who Care - **Elective Adventure**
- In this adventure Cubs have the opportunity to learn how people with disabilities are able to overcome their challenges and do things others might not believe are possible. Cubs will discover some challenges people with disabilities face and will have a chance to try facing similar challenges.
  - Consider working together with the Webelos den for the Aware and Care Adventure. Using American Sign Language learn a simple sentence or four points of the Scout Law. Wolves could sign part or all of the Scout Law while the Webelos sign the Scout Oath during a Pack Meeting of Campfire Program.



THE



SCOUT



LAW



A



SCOUT



IS



TRUSTWORTHY



LOYAL



HELPFUL



FRIENDLY



COURTEOUS



KIND



OBEDIENT



CHEERFUL



THRIFTY



BRAVE



CLEAN



REVERENT

- Learn about a sport that has been adapted so that people in wheelchairs or with some other physical disability can play, and tell your den about it.
  - Adaptive Sports USA works hard to pursue their vision that “every person, regardless of ability, has an equal opportunity to participate in sports and recreation in their community.” View their website to learn more about adaptive sports. <http://www.disabledsportsusa.org/sports/adaptive-sports/>
  - Adaptive Yoga doesn’t require any special equipment. Demonstrate a simple pose, the Standing Side Stretch (Ardha Chandrasana I) both seated and standing.
- Learn about “invisible” disabilities. Take part in an activity that develops an understanding of invisible disabilities. The following link provides games and activities relating to disabilities. <https://www.dvusd.org/cms/lib/AZ01901092/Centricity/Domain/1318/Disability%20Awareness%20Packet%202.pdf>
- With your den, try doing three of the following things while wearing gloves or mittens: Tying your shoes, using a fork to pick up food, playing a card game, playing checkers or another board game, or blowing bubbles. Discuss the difficulty in performing tasks wearing gloves or mittens. Consider combining this activity with the Webelos den for their Aware and Care adventure.



◆ **Bear Breakout**

- Remind den leaders to work with each new Cub Scout on the Bobcat rank
- Bear Requirement
  - Requirement Modifications
    - The Cub Scout Handbook underwent modifications in 2016. Please make sure that each den leader is aware of this. Hand out a copy of this link or offer a copy of modifications for the den leaders. Never assume that a leader knows of this change.
    - The link is found at: [https://www.scouting.org/filestore/cubscouts/pdf/Bear\\_Addendum.pdf](https://www.scouting.org/filestore/cubscouts/pdf/Bear_Addendum.pdf)
  - Forensics - **Elective Adventure**
    - Review the fact that the Cub is required to meet each requirement for this adventure.
    - Help leaders learn about forensics so that they can help the Cubs understand it. Forensics: From Latin word meaning “to make public.” Forensic scientists collect, preserve, and analyze evidence during an investigation. The leaders may want to encourage the youth to do well in their science and other classes.
    - Review requirement 1: “Talk with your family or den about forensics and how it is used to help solve crimes.” Leaders may





want to contact parents and encourage them to discuss forensics prior to the discussion in the den meeting.

- Review requirement 2: “Take your fingerprints and learn how to analyze them.” Possibly let leaders practice taking their own fingerprints so that they can help the youth for this. Most youth will be familiar with fingerprint scanners on computers and smartphones. Use an ink pad and a magnifying glass. Press the tip on the ink pad. Check to see if the fingerprint has the shape of an arch, a whorl, or a loop. Let the youth compare fingerprints. Help them find the type of fingerprint each has using the following guide:

### What do your fingerprints say about you ?



LOOPS

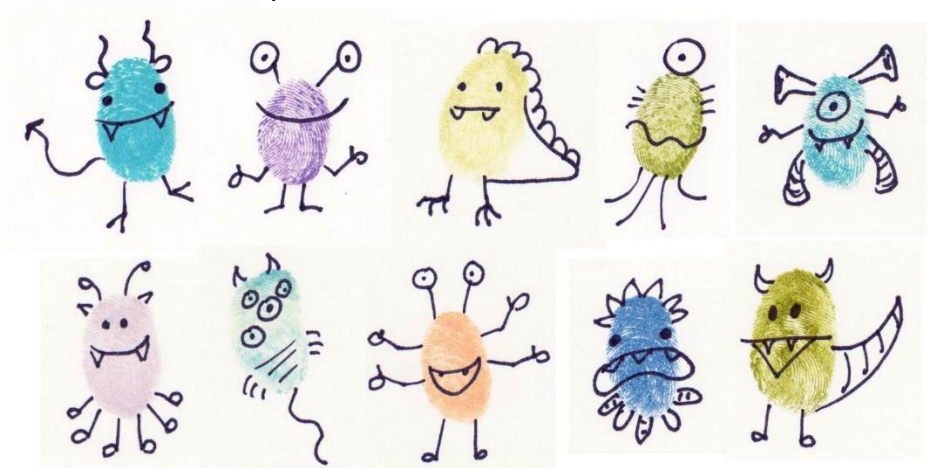


CURVES

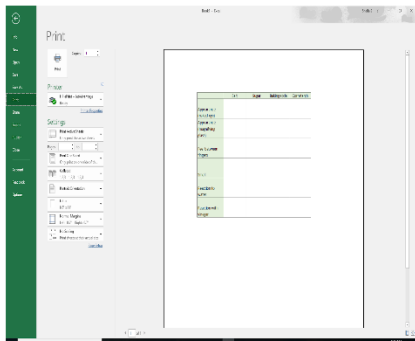


SWIRLS

If time allows, consider a fingerprint art time. The following image has some examples of some fun monsters. Encourage the youth to make their own images. Google “Fingerprint art” for other examples.



- Review requirement 3. “Complete **one** of the following:
  - “A. Learn about chromatography and how it is used in solving crimes. Do an investigation using different types of black, felt-tip markers. Share your results with your den.” “Chromatography” means “color writing.” It is a technique for separating mixtures of chemicals and is usually done with expensive equipment. For example, scientists may learn the type of pen used to write something. Discuss and perhaps discuss the following activity with the leaders: Cut a coffee filter into strips about one-inch wide. Draw a horizontal line across the middle of a strip. Put the strip in a glass of water, with the line above



the water. The filter will absorb water. As the water rises, it will carry components of the ink. When the water reaches the top of the filter strip, remove it and put it on newsprint to dry. Repeat the experiment with different types of markers and pens. Leaders may want to practice the experiment prior to the den meeting.

- “B. Do an analysis of four different substances: salt, sugar, baking soda, and cornstarch.” Scientists sometimes add a chemical to a substance to see how it changes. Examine the substance and make notes about its appearance. See how it feels and smells. Check its reaction to water and vinegar. Use the chart found in the Bear Handbook or create your own.
- Review requirement 4. Complete **one** of the following:
  - “A. Visit the sheriff’s office or police station in your town. Find out how officers collect evidence.” Note that this may be done during the same visit as “Paws for Action” requirement 3A.
  - “B. Learn about the different jobs available in forensic science. Choose two, and find out what is required to work in those jobs. Share what you learn with your den.” Discuss some of the jobs: medical examiner, toxicologist, fingerprint expert, forensic engineer, multimedia scientist,
  - “C. Learn how animals are used to gather important evidence. Talk about your findings with your den.” Discuss how dogs are trained to help gather evidence.

#### ◆ Webelos Breakout

Remind Den Leaders to work with new Cub Scouts on their Bobcat Rank

- Webelos Requirement
  - Requirement Modifications
    - **The Cub Scout Handbook underwent modifications in 2016**, please make sure that each den leader is aware of this and hand out a copy of this link or offer a copy for the den leaders. Never assume that a leader knows of this change.
    - [http://www.scouting.org/filestore/cubscouts/pdf/WEBELOS\\_AOL\\_Addendum.pdf](http://www.scouting.org/filestore/cubscouts/pdf/WEBELOS_AOL_Addendum.pdf)
    - **Moviemaking Adventure - Elective**
    - 1. Write a story outline describing a real or imaginary Scouting adventure. Create a pictured storyboard that shows your story.
    - Ask your Den Chief or scouts in your partner or community troop if any of them have completed the Moviemaking merit badge and ask them to visit your Webelos den and share their experiences.
    - Discuss with the Scouts the parts of a story: a beginning, a middle, and an end. The story will have a setting, characters, and a plot. The plot is what happens in the story. Have the Scouts share examples of stories. Brainstorm their ideas.
    - The storyboard outline can be on paper or on a chalkboard or whiteboard. The chalkboard or whiteboard is usually larger and changes can be written and erased as the Scouts develop their



story. Have the Scouts make and decorate their characters out of popsicle or craft sticks and move them around on the storyboard until the final story is created.

- **KISMIF**- Keep it simple, make it fun!
- 2. Create either an animated or live action movie about yourself. Your movie should depict how you live by the Scout Oath and Scout Law.
- Remind the Scouts as they develop their story that they will show the viewers how they live by the Scout Oath and Scout Law. If the movie is live action, have the Scouts practice the live action and guide them to face their audience (the camera). They will share ideas and changes as they are filmed. Remind them to speak so they can be heard. Sound effects and costumes are fun for them to add to their film.
- 3. Share your movie with your family, den, or pack.



- **Stronger, Faster, Higher - Required Adventure**

- Complete requirements 1-3 and at least one other.
- Download a Stronger, Faster, Higher Fitness Chart from an internet site, such as CubScoutIdeas.com or create your own.
- Have your Scouts record their own results for the activities.
- Scouts who have never jumped rope before will quickly learn from watching the other Scouts and doing it with them. Have your Den Chief help show them how to do each activity.
- #4. Try a new sport that you have never tried before. This is an opportunity to try a sport the Scouts may not have done such as badminton, table tennis, tennis, volleyball, running, croquet, etc. (See also the Sportsman Adventure.)
- #6. With adult guidance, help younger Scouts by leading them in a fitness game or games. Check with your Cubmaster, Wolf or Bear leader to share a game with their Scouts. This is fun and gives the Webelos Scouts an opportunity to be friendly and show leadership to the younger Scouts.



- ◆ **Arrow of Light Breakout**

- Remind Den Leaders to work with new Cub Scouts on their Bobcat Rank
- AOL Requirement
  - Requirement Modifications
    - **The Cub Scout Handbook underwent modifications in 2016**, please make sure that each den leader is aware of this and hand out a copy of this link or offer a copy for the den leaders. Never assume that a leader knows of this change.
    - [http://www.scouting.org/filestore/cubscouts/pdf/WEBELOS\\_AOL\\_Addendum.pdf](http://www.scouting.org/filestore/cubscouts/pdf/WEBELOS_AOL_Addendum.pdf)





- **Outdoorsman - Required Adventure Option A-3C or Option B 2-C**
  - Demonstrate what to do during an earthquake. Have an earthquake drill with the den. To learn about what to do, safety skills, and how to participate in a national drill, see [www.shakeout.org](http://www.shakeout.org). Some states have a set date for a yearly earthquake drill in the schools and community.

**Movie Making Adventure - Elective**  
See the information in the Webelos section above.



◆ **Cubmasters Breakout**

- Genius Kit Ideas from February 2003 Baloo's Bugle
  - I can't imagine that anyone hasn't at least seen a description of the Genius Kit activity, but for those that haven't I am including my description here. And for those that have never done a Genius Kit activity, you are really missing out on one of the most incredible, eye-opening activities you could possibly imagine. We run one of these activities at least every couple years because they are always fun and the results are never the same.
  - **What is a Genius Kit?**  
Well it's a group of 20 or more odds and ends thrown together into a container and given to a boy to turn into something. (Variations include letting the boys pick their own items from a large open container, but again, the items are odds and ends.)
  - **What is the purpose of the Genius Kit activity?**  
The object is to let the kids use their imaginations to come up with some of the most unbelievable creations from the junk they have. You will be amazed at the results!
  - **How do you run a Genius Kit activity?**  
I have seen them run two different ways. First, as said above, is to give the kids a chance to pick their own items from a general junk bin and then let them work on making their creations. The other way is to give each boy an identical Genius Kit and have each one come up with his own creation. We also apply rules depending on how we are running the event. For example, when we've given the boys all the same items, we've said no painting and only the materials supplied and clear glue can be used. This keeps them from adding to their creations beyond the "level playing field."
  - Finally, this activity doesn't lend itself to a large group setting. The hot glue and white glue can end up everywhere and might hurt someone. If you want to incorporate it into the Pack Meeting, have the boys work on them at home and bring them in for display and judging. (This is just my opinion.)
  - **How do you judge the Genius Kits?**  
For either "method," we try to have enough categories that virtually all of the creations get ribbons. It isn't easy for the judges, let me tell you. Your best bet is to make sure you have ribbons or certificates for all participants and then you can come up with some Top Prizes.



- Yes, I Can Ideas Who Invented It?



- Pre-opening or Game (Catalina Council)
 

Give each Scout a sheet of paper list the inventions in one column and the inventors in another column. Have the Scouts figure out who did what.

1. Telephone	Alfred Nobel
2. Phonograph	Alexander Graham Bell
3. Dynamite	Charles Goodyear
4. Power Loom	Galileo Galilei
5. Telegraph	Sir Alexander Fleming
6. Steamboat	Samuel F. B. Morse
7. Reaper	Edmund Cartwright
8. Vulcanized Rubber	Robert Fulton
9. Nylon	Wilbur and Orville Wright
10. Thermometer	Cyrus McCormick
11. Penicillin	Thomas Alva Edison
12. Airplane	The DuPont Company
- Answers: 1. Alexander Graham Bell, 2. Thomas Alva Edison, 3. Alfred Nobel, 4. Edmund Cartwright, 5. Samuel F. B. Morse, 6. Robert Fulton, 7. Cyrus McCormick, 8. Charles

- ◆ Committee Chair Breakout

- Discuss the importance of Advancement. Advancement gives boys a means of measuring their progress. Credit is given to the Cub Scout for each requirement when the adult partner (Tigers), den leader, and/or Webelos adventure pin counselor is satisfied that the boy has done his best. (<https://cubscouts.org/library/recognizing-cub-scouts-for-their-progress/>.) Ensuring that boys are recognized immediately and publicly for their efforts is an important part of the advancement process. **No boy should have to wait for more than two weeks to receive a device and be recognized for his accomplishments.**
- Immediate Recognition in a Den Meeting - Scouts can be given an adventure pin, or adventure loop at the den meeting where the last adventure requirement is completed. A certificate for completion of the adventure can be given at Pack Meeting.
- Advancement at a Pack Meeting - A certificate for the adventure can be given in den meeting, and the adventure loop or pin can be given at Pack Meeting. Make advancement at Pack Meeting fun! Include the theme of the month in the awards and have a cheer for each Scout.
- Other types of Recognition include patches such as those received at camps, Scouting for Food, Scout Sunday, and the Boys' Life "Say Yes to Reading" patch. These patches can be worn on a red vest, available at all Scout Shops. These patches can be given during den meeting or at Pack Meeting. (For more information on Boys' Life "Say Yes to Reading" click on the link: <https://bookzone.boyslife.org/enter-the-boys-life-reading-contest/> ).



◆ Commissioner's Minute:

• The Ant & Positive Attitude (Alice, Golden Empire Council)

You all know that the Cub Scout Motto is "Do Your Best." But if you ever start to feel like you aren't old enough, important enough, or experienced enough to make a difference, even if you do your best, go outside and look for an ant. Here is a tiny creature that can be squashed underfoot, washed away by a little stream of water, or easily buried by a spoonful of dirt. But he never gives up – wash him away with a little water, and he will struggle back to his feet and search for the ant trail. Buried under a shovel of dirt, he will dig his way out and continue on his way. Put a brick or a leaf in his path, blocking the ant trail, and he will find a way around or over the obstacle and continue on his way. So think of the ant if you are tempted to give up or think you can't succeed – just pick yourself up, dig your way out, or find a way around, under or over that obstacle – and keep a Positive Attitude!

◆ Closing

The preassigned Scouters perform the closing ceremony.

◆ Retire the Flags