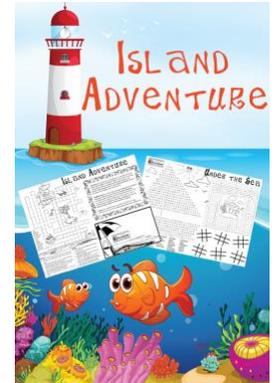


Beach Theme

shac.org/beach-theme



Put on your sunglasses and sunscreen, jump in and make a BIG splash with fun activities that explore water and waves with a pack beach party (no beach required). Dive right in and learn about water, our most precious resource. There is an adventure waiting in one of Earth's final frontiers, the depths of the ocean floors. Creatures never imagined before can be found there. What kinds of animals live there? What does the ocean floor look like? What makes a boat float, learn about different sea vessels, and make boats. Top it off with a raingutter regatta. This is a wonderful opportunity to teach water safety and practice the buddy system.

Beach makes a great theme for pack meetings, banquets or day camp.

- **Pack Meetings:** The pack meeting brings all the dens in the pack together for the purposes of recognizing the achievements of the Cub Scouts, communicating information about upcoming events, and providing a program that enriches the Cub Scouting experience. It helps the Cub Scouts realize their den is part of a larger organization. A good pack meeting should be well planned and well organized. Packs meet several times during the year – there is no required number.
- **Banquets:** Most packs celebrate Scouting Anniversary Week in February with a birthday party called the blue and gold banquet; some packs do end of the year banquets.

Content

(Sources: Baloo's Bugle Jun 2001 [Wet and Wild](#); Apr 2004 [Fin Fun](#); Feb 2007 [Aloha Cub Scouting](#); July 2008 [H2Ohhhh!](#); Jul 2015 [Under the Sea](#); Aug 1999 [Splash, Splash!](#); Apr 2005 [Waterways of the USA](#); August 2010 [Waves of Fun](#); and BSA; Jul 2015 [Under the Sea](#)

- [Program Agenda](#)
- [Beach Meeting Theme](#)
- [Cheers](#)
- [Pack Meeting or Banquet Program](#)
- [Gathering Activities](#)
- [Opening Ceremonies](#)
- [Stunts](#)
- [Songs](#)
- [Skits](#)
- [Audience Participation](#)
- [Games](#)
- [Closing Ceremonies](#)
- [Cubmaster Minute](#)
- [Thoughtful Items](#)
- [Theme Related Stuff](#)
- [Cub Grub](#)
- [Pack/Den Activities](#)
- [Decoration](#)

Blue and Gold Placemats



Free, customizable placemats are available for packs to use at blue and gold banquets and den leaders to help promote day camp. Download at shac.org/beach-theme.

BEACH PROGRAM AGENDA

Welcome

Opening Pre-select a den to lead the opening ceremony and have the den leader practice with the Scouts for several meetings prior. Find additional opening ceremonies [here](#).

Pledge Pre-select a den to lead the pledge and have the den leader practice with the Scouts for several meetings prior. Can be same den that does opening.

Invocation (if food is served).

Dinner (for banquets)

Friends of Scouting (FOS) Presentation (usually at banquets or a big meeting between Jan to May)

Special Program / Guest (for banquet)

Song Pre-select a den to lead a song in the [meeting handout](#). Additional songs can be found [here](#).

Leader Recognition (for banquets and other meetings as appropriate).

Skits (optional). Have a den leader select a [skit](#) and practice for several meetings prior.

Audience Participation (optional). Find additional audience participation skits [here](#).

Advancement Ceremony. Find additional advancement ceremonies [here](#).

Game (optional). Select a [game](#). These can be good only if the pack meeting doesn't run too long.

Cubmater Minute. Find additional Cubmaster Minutes [here](#).

Closing Pre-select a den to lead the closing ceremony and have the den leader practice with the Scouts for several meetings prior. Can be same den that does opening/pledge. Find additional closing ceremonies [here](#).

BEACH THEME MEETING

(for pack meeting or blue and gold banquet)

Welcome

Cubmaster (wearing beach gear): Welcome the Cub Scouts, parents and leaders. Recognize special guests.

Opening Ceremony: Ocean Opening

Have large cards with the letters O C E A N on them for the Cub Scouts to hold and read from.

#1: O is for Old Glory that we wave with pride.

#2: C is for colors we see each night with joy.

#3: E is for evenings that give us pleasant thoughts.

#4: A is for awareness of the beauties of the sea.

#5: N is for Nature that we have learned to care for.

DL: Put it all together, it is OCEAN; it borders our land and gives us much to be thankful for.

Pledge

Invocation

“Help us to become better stewards in our outdoor adventures and to guide and protect us as we do our best to protect the environment. May we always remember that to show true courage is to do what is right regardless of its difficulty or its consequences.”

Dinner (for blue and gold banquet)

Friends of Scouting Presentation (for blue and gold banquet)

Song

Den leads a [song](#). Assistant Cubmaster then conduct a [cheer](#). *Hint: distribute copies of the song, so everyone can join.*

Leader Recognition

We would like to recognize and thank the blue and gold banquet committee members for their effort and hard work.

Special Presentation / Guest (for blue and gold banquet)

Advancement Ceremony: Waves of Fun Advancement Ceremony

Set up: Create a beach scene using waves drawn or cut from paper against a wall (if done inside) or a scene with real sand, a backdrop of waves and various items that could be washed up by the waves. (A child's wading pool could be used to contain your scene). It would be really effective to have the sound of the waves crashing, from a tape or CD playing in the background.

CM: Welcome to the beach. Pack __ Cub Scouts and Webelos Scouts have really been **making waves** and earning advancements this past month. Let's check and see what those waves have washed up on our beach! (Info. about awards can be attached to the item, or could even be hiding under the item if they are safely enclosed in a sealing bag. Here are some suggested items and scripts that could be used)

- ★ **Shovel** – For the Lions who are diggging in and learning new skills
- ★ **Bucket** – Tigers for growing their ability to learn and tackle new skills.
- ★ **Sun Block** – Bears for learning how to safely use new tools.
- ★ **Beach Towel** – Fourth grade Webelos Scouts useful “tool” at the beach (to dry off and cover up), older Scouts are learning how to make their way along the Scouting trail and use the tools they are discovering – new skills and experiences
- ★ **Surf Board or Body Board** – Fifth grade Webelos Scouts are using the experience and tools they have learned about in Scouting to move out into the larger world and “test the waters”
- ★ **Beach Umbrella** - Recognizing the pack leaders, pack committee, or special parents who cover all the “bases” to make sure the program runs smoothly and the Scouts are able to advance

At the end, with all the items removed, the Cubmaster can point out that Scouts always leave everything better than it was when they came.

Skit

Den conducts a [skit](#). Assistant Cubmaster then conducts a [cheer](#). Hint: have the den practice multiple times before the banquet. Teach the Cub Scouts to talk slow, look up at the audience and how to talk into the microphone or talk loud project their voice to the back of the room.

Cubmater Minute

A friend of mine was walking on a beach one day when he saw a native bend down and throw a starfish back into the ocean. He asked the native why he was doing it. “You see, it's low tide right now and all of these starfish have been washed up onto the shore. If I don't throw them back into the sea, they'll die up here from lack of oxygen.” “I understand,” my friend replied, “but there must be thousands of starfish on this beach. You can't possibly get to all of them. There are simply too many. And don't you realize this is probably happening on hundreds of beaches all up and down this coast? Can't you see that you can't possibly make a difference?” The local native smiled, bent down and picked up yet another starfish, and as he threw it back into the sea, he replied, “Made a difference to that one!”

Closing Ceremony

1: Well, we sure had fun getting you wet.

2: We had the best time ever yet.

3: Thanks for helping in our little party,

4: And joining us as

5: The water fun was, oh, so grand,

6: But now we change from sea to land

7: Join us again next month

Podium Script: Invocation

Would the audience please rise (*pause*).

“Help us to become better stewards in our outdoor adventures and to guide and protect us as we do our best to protect the environment. May we always remember that to show true courage is to do what is right regardless of its difficulty or its consequences.”

Opening Ceremony: Print for back of posters

Have large cards with the letters O C E A N on them for the Cub Scouts to hold and read from.

- #1: O is for Old Glory that we wave with pride.
- #2: C is for colors we see each night with joy.
- #3: E is for evenings that give us pleasant thoughts.
- #4: A is for awareness of the beauties of the sea.
- #5: N is for Nature that we have learned to care for.
- DL: Put it all together, it is OCEAN; it borders our land and gives us much to be thankful for.

Podium Script: Advancement Ceremony

Waves of Fun Advancement Ceremony

Set up: Create a beach scene using waves drawn or cut from paper against a wall (if done inside) or a scene with real sand, a backdrop of waves and various items that could be washed up by the waves. (A child's wading pool could be used to contain your scene). It would be really effective to have the sound of the waves crashing, from a tape or CD playing in the background.

CM: Welcome to the beach. Cub Scouts and Webelos Scouts have really been making waves and earning advancements this past month. Let's check and see what those waves have washed up on our beach!

- ★ **Shovel** – For the Lions who are digging in and learning new skills
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At the end, with all the items removed, the Cubmaster can point out that Scouts always leave everything better than it was when they came.

Podium Script: Cubmaster Minute

A friend of mine was walking on a beach one day when he saw a native bend down and throw a starfish back into the ocean. He asked the native why he was doing it. “You see, it’s low tide right now and all of these starfish have been washed up onto the shore. If I don’t throw them back into the sea, they’ll die up here from lack of oxygen.” “I understand,” my friend replied, “but there must be thousands of starfish on this beach. You can’t possibly get to all of them. There are simply too many. And don’t you realize this is probably happening on hundreds of beaches all up and down this coast? Can’t you see that you can’t possibly make a difference?” “The local native smiled, bent down and picked up yet another starfish, and as he threw it back into the sea, he replied, “Made a difference to that one!””

Closing Ceremony: Print on index cards

1: Well, we sure had fun getting you wet.

2: We had the best time ever yet.

3: Thanks for helping in our little party,

4: And joining us as

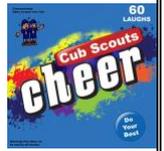
5: The water fun was, oh, so grand,

6: But now we change from sea to land

7: Join us again next month

CHEERS

Cheers add fun to meetings and campfire programs. Use cheers during Cub Scout den meetings, pack meetings, or campfires. The cheer graphic can be printed and attached to a blue bag or a box wrapped in blue construction paper. Stuff the cheer box with themed cheers written on strips of paper before each meeting. Someone (e.g., assistant Cubmaster) should be assigned to jump up and enthusiastically lead cheers throughout the meeting (e.g., after a skit or advancement ceremony). Download the graphic at www.shac.org/Data/Sites/1/media/resources/leader-guides/Cheer-Box-1200x1170.jpg.



Applause stunts are a great way to recognize a person or den in a pack meeting for some accomplishment they have performed. Be sure before you start that everyone knows and understands the applause stunt and how to do it. Applause stunts serve more than one purpose -- they not only provide recognition but also help liven up a meeting. Applause stunts need to be fun. Strive for quality of performance in your stunts. Another important side effect of Applause stunts is they provide "wiggle time" for all the Scouts and siblings during the ceremonies so they sit still during the serious moments. It is a lot easier and a lot less stressful to lead a cheer and have fun than to be constantly reminding the Scouts to sit quietly.

Print: Cheers and Applause's *(cut into strips and put in Cheer box)*

Backyard Pool Cheer: Don't stand up for this cheer. Lean back in your floating pool chair, take sip of your tall cool drink and say "Ahh, this is the life."

Beach Cheer: Divide the audience into three groups. When you point to group one, they yell "Sand!" When you point to group two, they yell, "Surf!" When you point to group three, they yell, "Sun!"

Big Rain Applause: Start tapping one finger from each hand. Build quickly one finger at a time until you are clapping both hands. Then reverse and have storm fade away.

Caught Fish: Hold out left hand, palm up, and make flopping, gasping motions with the right hand on the palm of the left hand.

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

Clam Clap: Ask everyone to roll up their sleeves in preparation for this strenuous applause. Double up your fists with your left arm in front of your face and right arm over-head. Then silently open and close your right fist.

Deep Sea Diver Applause: “ Blubb, Blubb, Blubb”.

Diver’s Cheer: Same idea as **Surfboarders Cheer**, but jump off and say “Kersplash.” “Perfect!”

Dog-paddle: Paw air with hands, kick feet, “bark, bark, bark!”

Fish: Say “how, how, how, flop, flop, flop” while making flip flop motion with hands.

Fish Yell: Open and close mouth several times without making any sounds.

Fish: Pucker up lips like you are going to kiss and make kissing sound.

Fisherman: Pretend to reel out some line, let it drift, yank your pretend pole back and start to reel in the fish. Struggle with it for a short time and say:
"I'VE GOT IT!!! I'VE GOT IT!!!"

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

Hot Feet Cheer: Pretend to take off your flip flops, jog in place "across the sand" while saying, "Hot, hot, hot!"

Hula Cheer: Hula to one side, then the other, using hips and arms.

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

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

Life Guard: Pinch nose with one hand,
other arm is straight up, “I’m coming!”

Little Swimmer’s: Raise hands up but not arms,
“splash, splash, splash!” **Big swimmer’s** Swing arms all around, “splash, splash, splash!”

Rainstorm Applause: Start by gently patting knees alternately to simulate light rain falling. Increase the noise by switching to hand clapping as the storm reaches its height. With a hand signal, have everyone shout “Boom!” to represent thunder. Gradually decrease the hand clapping and then pat the knees as the storm subsides.

Motor Boat: Pull on starter cord a few times while fluttering tongue on roof of mouth. Then start the sound of a motor boat.

Motorboat Applause: Flutter tongue on roof of mouth.

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

Popeye Cheer: *Divide audience into two parts -*

1st group: Where's my spinach! Where's my spinach!

2nd group: Toot, toot! You're Popeye the sailor man! Here's your spinach!

1st group: Well, blow me down, I love my spinach

2nd group: Toot, toot! You're Popeye the sailor man!

Seal Applause: Extend your arm straight out in front of you and clap with stiff arms while saying, “Arf, arf, arf, arf”

Shark: One elbow up like a fin, “dum, dum, ta, dum!”

Steamboat Cheer: Get group repeating "Chug-a- chug-chug, Then reach up with your right hand and pull down.

Audience responds with "Toot, "Toot".

Surfer Cheer: Pretend to stand on a surf board with your arms to the side to keep balance. Say, "Hang 10."

Surfboarders Cheer: Pretend to be riding a surfboard, run it onto the beach, jump off, spread arms wide, say “Success!”

Swimmer's Belly: Put both hands out in front of you and slap your hands together once. Look both ways and say,
"Where's the water, where's the water."

Swimming: Pretend to swim using the breaststroke, clap hands together as you put your arms forward.

Undersea Applause: Hold your nose, bend your knees, and then pretend to sink underwater, saying "Glub, glub, glub,"

Water Balloon Relay Applause: Divide the audience in half. The first half acts out the water balloon applause above. Following "Splat" the other half of the audience yells "I'm ALL WET!"

Water Balloon Applause: Leader tells everyone to pick up their water balloon, balance it as it wobbles in their hands, then rear back and throw. Wait a second then everyone yells "SPLAT!"

Wave: Rise and raise arms above head then sit back down, as done at sports events.

The Wave: Start with one side and let the wave go around the room twice.

Waves of Sound Applause: Add on sound to the Wave – Leader indicates the soft start, building to a loud noise, then decreasing back down as the "wave" travels across the room.

PACK MEETING HANDOUT

Edit the text boxes on the next two pages. An editable, word version of this document is available at www.shac.org/beach-theme

- Page 1: insert pack number and month/year
- Page 2: list detailed announcements, edit upcoming events for next three to six months, customize electronic communications.



Print one copy per person (of next two pages), one-sided to two-sided

Announcements: During meetings, keep announcement very short. Having detailed announcements printed in the handout saves times during meetings and avoids the dreaded long announcements that run on and on (that nobody can hear, nobody pays attention too and Scouts dislike). Encourage the parents to put the handout on their refrigerator. Parents will get used to getting a handout at each pack meeting.

In addition to upcoming pack events, Add district and council events. Visit www.shac.org/toolkit for upcoming council events. Visit your district website for upcoming district events.

Songs: have more songs than you think you need. You don't have to sing them all, but having a back-up in case of a lull in the program is always helpful.

Pack <#>



<month year>

Scout Wetspers

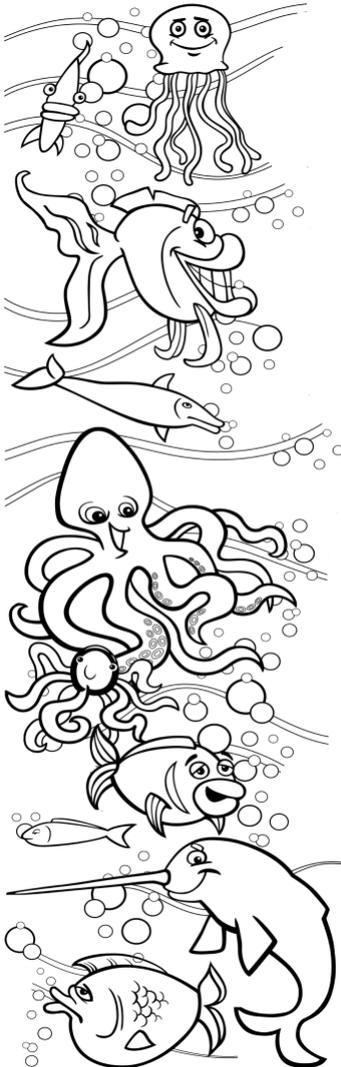
Tune: Oh, Tannenbaum

Softly fall the rains today
As our campsite floats away
Silently, each Scout should ask
"Did I bring my SCUBA mask?
Have I tied my tent flaps down?
Learned to swim so I won't drown?
Have I done, and will I try
Everything to keep me dry?"



Scout Oath

On my honor
I will do my best
to do my duty
to God and my country
and to obey the
Scout Law;
to help other people
at all times; to keep
myself physically strong,
mentally awake
and morally straight.



Cub Sailors

Tune: My Bonnie Lies Over the Sea

The Cub Scouts sailed out on the ocean
One weekend with all of the pack
They didn't remember the compass
Oh, please bring that Cub Scout pack back.

Chorus:

Bring back, bring back
Bring back those Cub Scouts to me
Bring back, bring back
Bring back those Cub Scouts to me.

They sailed till they reached Honolulu
They landed with nobody hurt
They went to a Hawaiian luau
Dressed up in blue and gold grass skirts.

Chorus

They headed back home one gray morning
Got caught in a bad hurricane
They last report we heard of them
They were sighted off the coast of Spain.

Chorus

Scout Law

A Scout is:
Trustworthy
Loyal
Helpful
Friendly
Courteous
Kind
Obedient
Cheerful
Thrifty
Brave
Clean
Reverent

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.

Announcements

<insert announcements>

Upcoming Events

<Month Year>

<day> <event>
<day> <Den meeting>
<day> <Pack meeting>
<day> <District event>
<day> <Council event>

<Month Year>

<day> <event>
<day> <Den meeting>
<day> <Pack meeting>
<day> <District event>
<day> <Council event>

<Month Year>

<day> <event>
<day> <Den meeting>
<day> <Pack meeting>
<day> <District event>
<day> <Council event>

<Month Year>

<day> <event>
<day> <Den meeting>
<day> <Pack meeting>
<day> <District event>
<day> <Council event>

Pack Committee

<insert pack committee and contact info>

Pack <#>

facebook.com/<insert URL>
<pack website>

<insert> District

<district website>
facebook.com/<insert URL>

BANQUET PROGRAM

A more formal handout for banquets.

An editable, word version of this document is available at www.shac.org/beach-theme.



Print one copy per person, front to back.

Banquets: Most packs celebrate Scouting Anniversary Week in February with a birthday party called the blue and gold banquet; some packs do end of the year banquets. It brings families together for fun and cheer. The purpose of a banquet is to celebrate the Scouting, thank leaders and volunteers, and inspire the leaders, Scouts, and parents.

The banquet can be like a regular pack meeting with songs, skits, stunts, and awards, or it can be something different and a little more special. The pack committee may decide to bring in an entertainer such as a mad scientist or magician and have a video or slide show of what the pack did over the past year.

A good banquet needs lots of careful planning at least two months in advance to be successful. The pack committee should recruit a banquet chair, who in turn may select others to carry out the responsibilities of the program, such as making physical arrangements, promotions, inviting special guests, decorations, choosing a theme, ordering food, etc. Try to involve as many people as possible, but avoid giving den leaders too many additional responsibilities because it may distract them from their duties to their dens.

A detailed plan for banquets, including a planning calendar, sample agenda, and suggested program activities, is available in the *Cub Scout Leader How-To Book, No. 621165*.

Banquet Planning: www.skscouts.org/wp-content/uploads/2013/06/Blue-Gold-Planning-Guide.pdf

Banquet Planning: www.ocbsa.org/wp-content/uploads/2011/06/Blue-Golf-Banquet-for-Website.pdf

BANQUET PROGRAM

Print the program front to back.

An editable, word version of this document is available at www.day-camp.shac.org/beach-theme

Upcoming Events

March xx, 2018	Pack Meeting
April xx, 2018	Pack Meeting
April 14, 2018	Scout Fair (shac.org/scout-fair)
May xx, 2018	Pack Meeting
June xx-xx, 2018	Day Camp (www.shac.org/day-camp)
July xx, 2018	Pack summer time activity #2
July 2018	Resident Camp (www.shac.org/resident-camp)
August xx, 2018	Pack summer time activity #3

Communication Tools

Pack website
Pack Facebook page

District website
District Facebook page

www.shac.org
www.facebook.com/shac.bsa



Pack 123
Blue and Gold
Banquet

February 1, 2020

Gathering

Welcome

Name
Cubmaster

Opening

Webelos Scouts
Den 6

Flag Ceremony

Webelos Scouts
Den 4

Invocation

Name
Title

Dinner

FOS Presentation

Name
Title

Advancement Ceremony

Name
Cubmaster

Song

Wolves
Den 1

Leader Recognition

Name
Committee Chair

Skit

Tigers
Den 3

Cubmaster Minute

Name
Cubmaster

Closing

Bears
Den 5



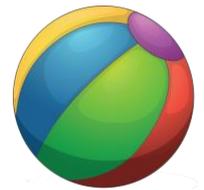
Cub Sailors

Tune: My Bonnie Lies Over the Sea

The Cub Scouts sailed out on the ocean
One weekend with all of the pack
They didn't remember the compass
Oh, please bring that Cub Scout pack back.

Chorus:

Bring back, bring back
Bring back those Cub Scouts back home to me
Bring back, bring back
Bring those Cub Scouts to me.



They sailed till they reached Honolulu
They landed with nobody hurt
They went to a Hawaiian luau
Dressed up in blue and gold grass skirts.

Chorus

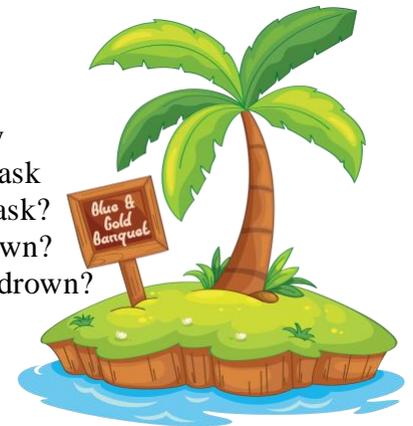
They headed back home one gray morning
Got caught in a bad hurricane
They last report we heard of them
They were sighted off the coast of Spain.

Chorus

Scout Wetspers

Tune: Oh, Tannenbaum

Softly fall the rains today
As our campsite floats away
Silently, each Scout should ask
"Did I bring my SCUBA mask?
Have I tied my tent flaps down?
Learned to swim so I won't drown?
Have I done, and will I try
Everything to keep me dry?"



GATHERING ACTIVITIES

Bait Casting

Use a fishing pole with reel and a 2-inch piece of dowel or broom stick at the end of the line as a lure. Mark four or five targets, each about three feet in diameter and about 10 feet apart. Give each player two casts per target. Score one point for each hit.

Displays

- Set up experiments that the Cub Scouts have done during the month – each Cub Scout or den can describe and demonstrate an experiment as families come by - see some ideas under Theme Related; other ideas in Web Sites
- Have pictures of “Making Waves” Service Projects to share with everyone – see if a representative from an organization you teamed with can come make a presentation.

Fishing in the Tropics

- Place a dishpan with many plastic or rubber items in the bottom, on the floor in the middle of the room.
- Provide a fishing pole consisting of a stick about two feet long, on one end of which is fastened a string with a hook. Velcro works great. Be sure you put Velcro on the items in the sea.
- As they arrive, give each Cub Scout three minutes to snag as many “fish” as they can, and award a small prize when finished.

Fishy Applause

Have each person reach into a large tub covered with Blue saran wrap (slit cut in middle for hand to go in) and catch one fish. Write names of several different fish on the back of the fish cutouts “ bass, swordfish, tuna, catfish, trout, flounder, squid, rockfish, salmon. Tell everyone to find other "fish" of the same kind. Have each "school" create an applause about their fish, to be performed at appropriate times during the pack meeting.

Float the Needle

Have bowl of water and a needle and challenge Cub Scouts to try to make the needle float. *After they have tried and failed, place a small piece of tissue on water and the needle on top of that. As the tissue gets wet, it will sink to the bottom. The surface tension of the water will allow the needle to remain afloat.*

Guess the Fish Eggs

As they enter, have participants guess the number of "fish eggs" (small jelly beans) in a jar. The winner is awarded the jar during the closing ceremony.



Have an H₂O Olympics

Use teams made up of dens or families. Have the following “events” set up around the room, and have a “judge” keep track of each team’s scores:

- ✓ **Pole Vaulting** – Over the Top – Fill a clear plastic cup with water to the brim. Add pennies one at a time till the water spills over the top.
- ✓ **Balance Beam** – Using an eyedropper, add drops of water to a penny’s surface. Continue till the water spills over or the drop collapses.
- ✓ **Sculling Contest: Bubble Power** – Cut out two boat shapes from a piece of cardboard (see pattern); Cut a small notch in the center rear of each boat and place a soap chip there. Boat shape can be altered by the team with scissors. Put boats in a tray filled with water and on signal, each team lets their boat go to see which one goes fastest.
- ✓ **Backstroke Competition** – See which team can suspend the most paper clips on the surface of the water. (Hint: Lay the paper clip on the tines of a fork and lower clip into the water) Use a magnifying glass to get a better idea of what’s happening on the surface of the water.

These would also make great den games!

The Hidden Fleet

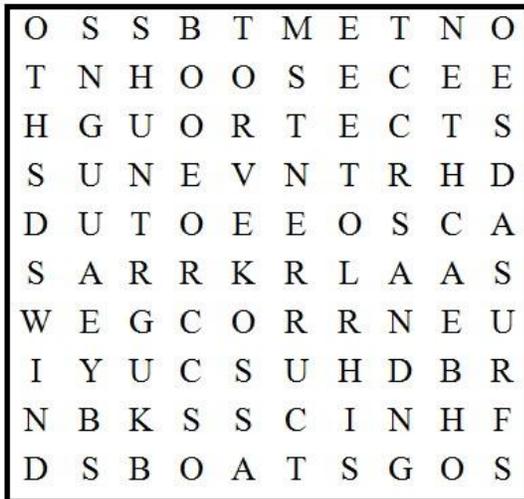
Go Forward, Backward or Diagonally to find the names of the fourteen different kinds of ships below:

P	K	T	H	R	O	N	T	K	E	T	C	H	F	R	O
F	R	Z	I	Z	M	S	B	H	H	R	W	N	L	W	L
H	Q	S	C	H	O	O	N	E	R	Q	K	A	S	K	E
J	K	L	S	Y	U	B	K	O	N	Z	X	S	B	R	S
B	G	A	X	W	C	R	B	N	U	Y	V	O	E	Q	A
P	S	C	N	V	J	I	Y	A	C	H	T	P	T	N	M
T	E	L	Z	A	K	G	U	C	U	H	P	J	T	V	P
J	F	I	O	T	F	A	Y	G	T	U	G	I	E	L	A
U	D	P	X	O	H	N	M	B	T	E	A	G	V	F	N
N	Y	P	G	C	P	T	V	E	E	N	L	F	R	Q	T
K	R	E	H	K	S	I	D	U	R	E	L	P	O	R	C
W	Q	R	C	B	O	N	N	L	T	O	E	A	C	N	T
I	L	B	H	P	C	E	I	Z	D	J	O	K	X	Y	W
R	S	Z	M	A	K	R	A	B	J	V	N	W	Q	G	L

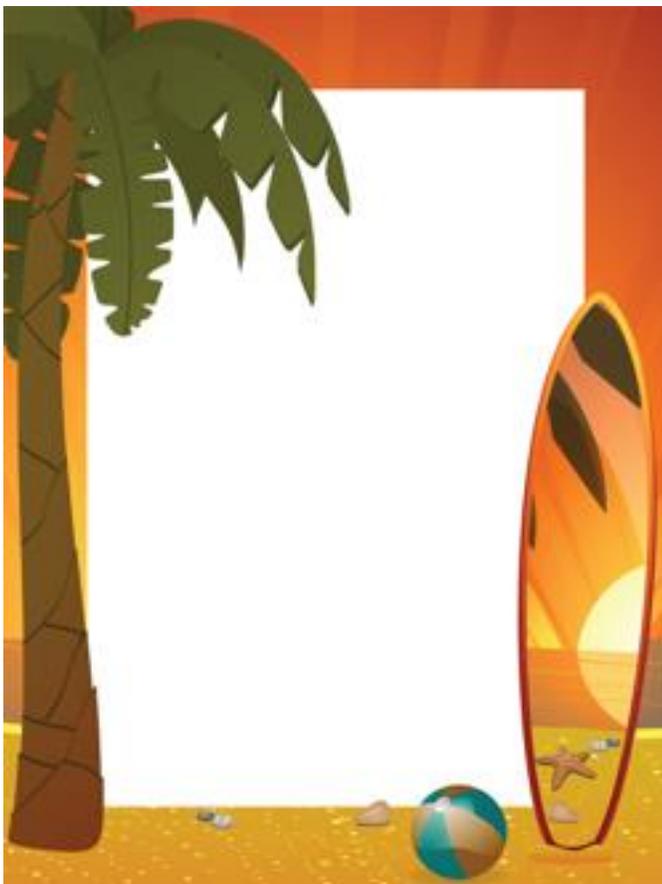
- | | | |
|----------|---------|------------|
| YACHT | SLOOP | CUTTER |
| KETCH | GALLEON | BARK |
| SCHOONER | CLIPPER | JUNK |
| TUG | CANOE | BRIGANTINE |
| CORVETTE | SAMPAN. | |

Making Waves Word Search

This puzzle is filled with words that describe waves, something you find near waves, or something that creates or reacts with waves. Words can be found in any direction.



- | | | |
|--------|----------|--------|
| CREST | BEACH | TIDES |
| TROUGH | BUCKET | SHOVEL |
| SAND | CURRENTS | ENERGY |
| WATER | WIND | BOATS |
| ROCKS | SURF | MOON |
| | SUN | |



Ocean Objects Word Search

Find these things that can be found in or on the ocean. Look up, down, across, backwards and diagonally:

- | | | |
|---------|---------|------------|
| BOAT | OCTOPUS | BREEZE |
| PELICAN | CORAL | SALT |
| CRAB | SAND | EEL |
| SEA | FISH | SHARK |
| FLOTSAM | SHIP | FOG |
| STORMS | GULL | SUB |
| ICEBERG | WAVES | LIGHTHOUSE |
| | WHALES | |

The remaining 13 letters, in order, spell the name of a beautiful sea.

L	M	F	N	A	C	I	L	E	P
A	I	O	F	I	S	H	E	S	I
R	C	G	E	D	E	M	E	I	H
O	E	T	H	T	L	A	S	E	S
C	B	O	A	T	A	S	R	U	B
S	E	V	A	W	H	T	P	D	R
H	R	R	A	N	W	O	S	N	E
A	G	U	L	L	T	L	U	A	E
R	B	A	R	C	E	F	B	S	Z
K	S	T	O	R	M	S	A	N	E

School of Fish

Pin pictures of fish on people as they arrive. Have cutouts of swordfish, tuna, trout, catfish, etc. On a signal, they are to see which "school of fish" can assemble first.

Set Up All Kinds of Water Fun Games

If your pack or den is meeting at a park or swim center, plan for all kinds of water fun. Check the Games section of Baloo or the Program Helps ideas. Or just set out all buckets, sponges, hula hoops, containers, spoons, cups and bowls and have a contest to see who invents the best game!

Sponge Ball Tag

Choose 2-4 player to be it, and give them sponge balls. They throw the balls at the other players, trying to tag them. If a player is hit, they are now it.

Sponge Ball Catch

Equipment: sponge balls, plastic bowls
 Directions: Divide the Cub Scouts in pairs. One Cub Scout has a sponge ball; the other Cub Scout holds a plastic bowl on their head. The Cub Scout with the sponge tosses it into the bowl. After a few minutes, the Cub Scouts switch roles. After a certain time, the team with the most successful catches wins.

Squirt Ball

Using a squirt gun, try to squirt a ping pong ball off the top of a water bottle. Cub Scout with fewest squirts wins.

Water Showdown

As the folks arrive, pair them off for the great showdown. Take them outside where you have enough water pistols handy to run water pistol duels. Each person gets up to five squirts at the "bad guy."

Water Word Search

A Q U A R I U M G N I L E K R O N S O
 L O O P G N I H C T A W E L A H W P A
 R I V E R E A S A I L B O A T F A R E
 E C I S T A R F I S H A R K T R A I N
 A M A R C O P O L O W Y T E F A S N E
 B S A N D C F T I C A D U C E R T K S
 S A L M O N D A F E V F N A G E A L N
 W A D E L E J O E A E I A S H T O E E
 F K L G P M N B G N I H S I F A L R F
 O I P N H Q O W U R F S T T L W F S E
 U V S I I W B O A T I N G A O R A H D
 X A B H N D E R R C N G U S A E Y S M
 M E T S Y S Y D D U B R L U T D T I I
 F L I I R P R J A W S U O R I N E F W
 A N D F O B U H N U F N U F N U F D S
 P O E L A B L C C D E I F I G G A L E
 A B A L O N E H I A J O K N L M S O F
 G N I L I A S P O L E N N G O P R G A
 S T W A T E R P O L O B Q H S A L P S

- | | | |
|--------------|-------------------|----------------|
| ABALONE | LIFEGUARD | SPRINKLERS |
| AQUARIUM | MARCO POLO | SALMON |
| BEACH | OBEY RULES | SAND |
| BOATING | OCEAN | SHARK |
| BUDDY SYSTEM | PFD | SNORKELING |
| CANOE | POLE | SPLASH |
| DOLPHIN | POOL | STAR FISH |
| FIN | RAFT | SURFING |
| FISH | RAIN | WHALE WATCHING |
| FISHING | RIVER | TUNA |
| FLOATING | ROW BOAT | UNDER WATER |
| FUN FUN FUN | CASITAS | WADE |
| GOLDFISH | SAFETY | WATER POLO |
| GRUNION | SAFETY AFLOAT | WAVE |
| JAWS | SAIL BOAT | TIDE |
| LAKE | SAFE SWIM DEFENSE | SAILING |

Underwater Words

How many words can you make from the letters in the word UNDERWATER? Who can make most words? How about the longest? (At least 80 are possible! Probably even more.)

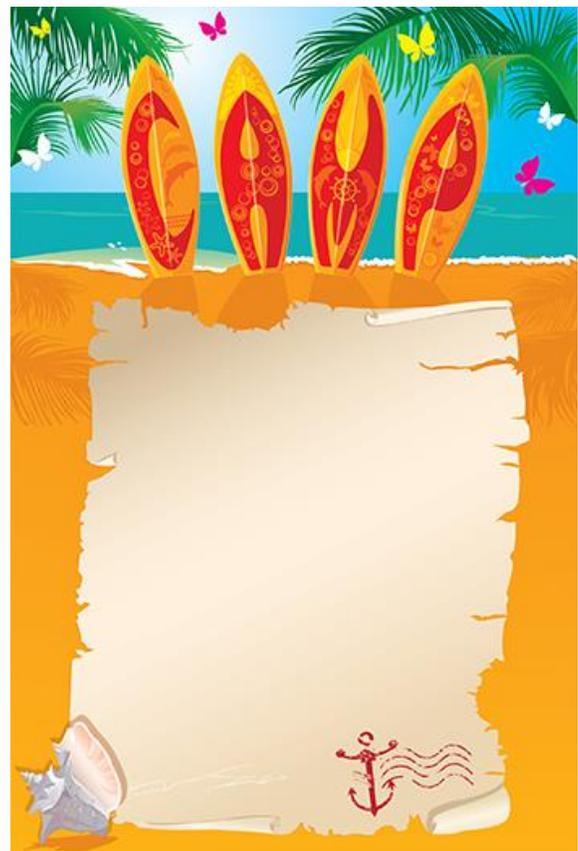
OPENING CEREMONIES

Cub Scout Fish Opening

Arrangement: 8 Cub Scouts holding cardboard pieces, which make a fish when put together. Each part is lettered, so that all together they spell CUB SCOUT, C being the head of the fish and T the tail. Each Cub Scout's lines are written on the back of their card.

(Cub Scouts enter one at a time and repeat their lines in order.)

- #1: C is the part we build on. It stands for COURTESY in Cub Scouting and all through life.
- #2: U is next. This part stands for UNITY, because united we are strong.
- #3: B is the next added. That stands for BRAVERY in all our thoughts and all our deeds.
- #4: S is next and that stands for SAFETY. We learn it and use it.
- #5: C adds some more and it stands for CHURCH--the one of your choice.
- #6: O is building it stronger, and it stands for OUTDOOR life, which is full of fun and adventure.
- #7: U is near the finish and it stands for UNDERSTANDING, something that all our families have.
- #8: T is the tail that guides us. It stands for TRUTH in all things.
- All:** Will everyone rise and please join us in the Pledge of Allegiance?



Erupting Volcano Opening

Props: Modeling clay OR paper-mache volcano.
 Prepare volcano beforehand so that it will erupt when you are ready for it. Base is a sheet of plywood about 2 feet square. Using modeling clay of various colors, build a small "mountain" in the center; make it about 8 inches in diameter and 4 or 5 inches high. Make a crate on top with a hole large enough to insert a small metal can. In the can put a few crystals of ammonium dichromate (available at drug stores and hobby shops.) Mix in a few match heads with the chemical and drop in a burning match. When the dichromate burns, it forms a dark green ash which tumbles over the cone in the same way as lava flows in a real volcano.

Note: MUST be performed outdoors in fire-safe area (see below) or use baking soda and vinegar volcano. See Pack and Den Activities for instructions on a model volcano using baking soda and vinegar.

Cubmaster: You see before you a volcano. Volcanoes are among the oldest and most powerful forces known to man. This one is small, but even the world's largest volcanoes began as small hills or mounds of earth, and grew larger over long periods of time until they erupted!

In the beginning, volcanoes helped to shape and form the surface of the earth, and were a force for good. There are probably many mountains in the world today that conceal volcanoes beneath their surfaces. Someday they will surprise the nearby inhabitants, like Mount St. Helens did in the State of Washington, and explode with forces greater than the strongest hurricanes and earthquakes.

As Cub Scouts, you started small like this volcano, and are growing into mature adults. Beneath your surfaces lie many powerful forces. The purpose of the Cub Scout Program is to shape you and help you learn how to understand and control those powers within you so that you will be a force for good in the world as the early volcanoes were, instead of for destruction as the volcanoes of today. Many of you will become leaders of your fellow men, successful businessmen, and men with great influence in the world.

Remember the volcano, and the skills and the teachings of this great Scouting program you are learning. Be a mountain of strength, instead of a volcano of destruction." (Ignite the volcano---watch until the reaction ceases.)



Ocean

Have large cards with the letters O C E A N on them for the Cubs to hold and read from.

- #1: O is for Old Glory that we wave with pride.
 - #2: C is for colors we see each night with joy.
 - #3: E is for evenings that give us pleasant thoughts.
 - #4: A is for awareness of the beauties of the sea.
 - #5: N is for Neptune, the mythical God of the sea, who rules his kingdom with love.
- CM:** Put it all together, it is OCEAN; it borders our land and gives us much to be thankful for.

Octopus Cubs Opening

This works as an opening or a closing or even a simple skit. As they speak, each Cub Scout stands and wiggles their octopus puppet. (Make the puppet out of gray or black poster board with eyes and mouth cut out of white construction paper and glued to face. Place tentacles made of braided yarn on the bottom of the octopus and glue or tape a strip of poster board on back with enough room for the Cub Scout to place their hand and hold up the octopus.)

- #1: In tying knots, I am a champ, With the bowline or clove hitch. But when my eight arms get in the way, I can't tell which is which.
 - #2: Being an octopus, I like to hike over underwater hills. But, when I "left" and "right" with two lefts; Six others give me spills.
 - #3: I'm patriotic and salute the flag of America, that I'll fight for. But since we must salute with our right hand, I can't tell which are my "right" four.
 - #4: Now, in rowing a boat, I'm a speedy one, With eight arms to move me fast. For, no matter how hard the others use their oars, They'll row into shore - tired, and last.
 - #5: I have two arms to gather firewood, two arms to start the fire's flame. Have two arms to cook my tasty meal, With two arms left to shoot fresh game.
 - #6: I can pass all swimming tests, The dog-paddle, breast stroke, or crawl. 'Cause when we octopuses get in the water. We really have ourselves a ball!
- All** We may be Cub Octopuses now, But soon, it will surely be neat. 'Cause we'll be special Tenderfoot Scouts, As we octopuses have eight tender feet.

If using this for an opening, add in flag salute and prayer and the Scout Law or Oath or an appropriate song.

Raingutter Regatta Opening

Set Up - Have the boatswain (a good whistler) give a long, drawn-out note, dropping to a lower tone near the end, to welcome the Skipper (Cubmaster) aboard. Cubmaster then calls for each ship's crew section (Den) to give its Den yell. The entire crew (Pack) then stands, pledges allegiance to the flag and sings "Row, Row, Row Your Boat" as a round.

Safe Swim Opening

Arrangement: Make card for each letter. Write the line for each Cub Scout on the back. The Cub Scouts can carry water activity toys such as inner tubes, balls or snorkeling equipment.

- #1: S is for Scouts, we have fun.
 - #2: A is for Activities, out in the sun.
 - #3: F is for Friends, your buddies in the pool.
 - #4: E is for Excitement, but keep your cool.
 - #5: S is for Safety, that must come first.
 - #6: W is for Water, not only for thirst.
 - #7: I is for Instructions we follow with care.
 - #8: M is for Merriment we all love to share.
- All:** Putting them all together and we have SAFE SWIM. Let's be safe and we will all win.

Seaside Opening

Personnel: 5 Cub Scouts

Equipment: A beach bucket and shovel with empty squirt guns for each Cub Scout and DL

Setting: The Cub Scouts come in and line up carrying their buckets and shovels. The squirt guns are inside the buckets out of view of the audience. It would also add to the effect if the Cubs rolled up their pants legs (or wear shorts) and have bare feet. They could also pantomime actions.

- # 1: Here at the beach there is so much to see! Look at the ocean there is a sailboat!
- # 2: Yeah! They're great. But the waves are really fun. I love to run into the water and let the waves push over me.
- # 3: Do you know what I like? I think the sea gulls are cool! They attack when you sit down to have lunch.
- # 4: Yeah! But have you ever been able to find a starfish at the edge of the water? That's really cool!
- # 5: Do you know what else is fun! Hunting for clams. They bury themselves in the sand and when you get close to getting them— they squirt!! (Cubs reach in their buckets and use their squirt guns to 'squirt' the audience.)

Ship Shape Opening Ceremony

Using a slide whistle, penny whistle, or just someone that can whistle loudly, Boatswain whistles to call everyone to attention. (attention whistle: starting note, up 3 notes, then back down to the first note)

Boatswain: All hands on deck! All hands on deck!
(Cub Scouts assemble in front of the Boatswain)

Boatswain: Prepare to post the colors! (Color guard goes to the back of room where the flag is. The rest of the cubs assemble an honor guard, in either 1 long line, or 2 parallel lines.)

Boatswain: Reads flag ceremony as usual.
(Color guard walks past the honor guard while walking the flag up to the front of the room.)

Boatswain (after the flag ceremony and the audience is seated)
All hands, return to posts! (Cubs go back to their seats.)

Listen to a Boatswain's whistle:

🔊 www.audiosparx.com/sa/archive/Man-Made/Whistle-sounds/Boatswain-whistle/60500

🔊 www.npc.navy.mil/NR/rdonlyres/7372EC50-1DF8-4323-93A0-C62F5247C7F3/0/BMCAIHands.mp3

Other military calls/music:

🔊 www.npc.navy.mil/CommandSupport/NavyMusic/AUDIO.htm

The Six "Ships" of Scouting

Arrangement: 6 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 on the front and their parts on the back in LARGE print.

CM: Tonight, Den __ would like to tell you about the Six Ships of Scouting. These are ships that were launched to sail the Waterways of the USA – strong and mighty... ships that will last forever.

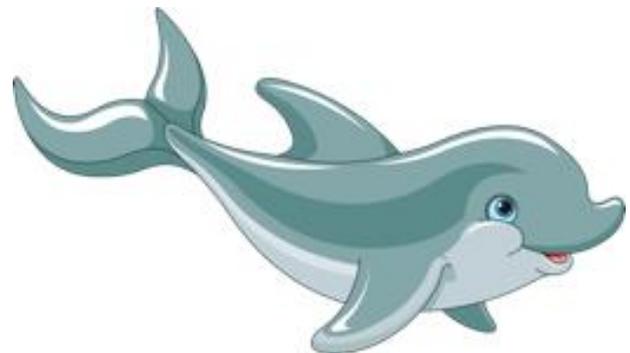
- # 1: **SCHOLAR-SHIP.** This ship is very important on the Sea of Education. On her deck stand such officers as Ambition, Determination, Intelligence and Application. Her flag bears symbols of the letter "A" and the plus sign.
- # 2: **FELLOW-SHIP.** This ship stands for good spirit, fine cooperation and never-failing unity. Its flag floats high - the flag of Scouting.
- # 3: **FRIEND-SHIP.** This is the most handsome ship of all. It is true blue and its flag is golden - since friendship itself is golden.
- # 4: **SPORTSMAN-SHIP.** This is the ship that's fair and square. It never veers from its course. Its flag is never at half-mast.
- # 5: **WORKMAN-SHIP.** This ship's every line, every part, every mast, represents the best that a person can give. Its flag wears a laurel wreath.
- # 6: **STATESMAN-SHIP.** This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. Its flag is white for purity.

CM: And there you have six strong and sturdy ships to brave the Waterways of the USA. Three cheers for the Scouting ships!

Spirit of Scouting

Setting: Before the opening ceremony, place a candle at one side of the stage or room but in view of everybody. When the time for the opening ceremony, the Cubmaster make the following statement.

CM: (light candle) This candle represents the spirit of Cub Scouting. It is going to burn throughout our meeting, representing the fun and friendship we have enjoyed together here. Let's all stand and give the Pledge of Allegiance to the Flag.



Spyglass Flags Opening

A den of Cub Scouts, dressed in pirate costumes come to the front. There is a container in front with a sign that says “sea water waves” to indicate they are out at sea. One Cub is carrying a spyglass and one Cub is carrying a pirate flag. The pirate flag is held high to show that they are proud of it. The Cub with the spyglass points it toward the audience and looks around. At the rear of the room, a color guard is waiting to present the American and pack flags. The Cub gets a look of surprise on their face as they look through the spyglass and sees the color guard. They excitedly shows some of the other pirates and they take turns passing around the spyglass. In unison they say: Did you see that? They have TWO flags, and they’re REALLY beautiful flags, too! The Cubs all look down at the little pirate flag in disgust. The Cub Scout holding the pirate flag tosses it into the “sea.” All the pirates run off as the Cubmaster comes walking out.
CM: Please stand for the presentation of the colors and join in the Pledge of Allegiance while Den ___ presents the great flag of our country and the pack flag.

Swim Party Opening

This opening is for use if you are having your pack event at a swimming facility. Have all the Cub Scouts stand around the edge of the shallow end of the pool or the side of the beach. On signal, they are to jump or wade into the water and make a circle in the pool.
CM: Now that we are all together, please repeat the following pledge after me:
 "As a Cub Scout:
 I promise to be careful in the water
 I will observe water safety rules at all times,
 When I am with a group around water I will encourage others to do the same.
CA: Please join us in the Pledge of Allegiance.

W-A-T-E-R

Setting: Five Cub Scouts, each holding a poster board with one letter on the front and their line written on the back.
#1: W is for wet and wild.
#2: A is for always around in winter.
#3: T is for there's never enough in summer.
#4: E is for its part in the environment.
#5: R is for the refreshing relief it brings us.
 (If you have more than five Cub Scouts, you might have the rest stand at the end of the line, one could hold up a big glass of water for drinking, one might hold up a water balloon, one might have a spray bottle and mist the audience, all are showing how water refreshes us.)



Water Fun

Personnel: 8 Cub Scouts
Equipment: 1 small wading pool filled with water, plastic letters cut from milk containers to spell out **Water Fun** and 1 small fishing pole with an oversized hook attached.
Setting: Have each Cub Scout come up and hook letter, then proceed to get in order to spell out "**Water Fun.**"
 Cub Scouts say in unison:
 Now that special time of year is here.
 What we want to do is very clear!
 Cub Scout games out in the sun,
 Cub Day Camp should be fun!
 But you could make our day so fine.
 Just give us little water and lots of time!

Water Fun College 101

CM: Enter pack meeting room in a long laboratory coat over slacks that are easy to remove, holding a clipboard, and carrying a briefcase. (Wearing socks and slip on shoes, the Cubmaster has on Beach clothes under the lab coat.)
CM: Welcome to our **Water 101** college pack meeting. I am Professor Cubmaster and I hope that you are all prepared to listen closely and take notes. We are here today to learn about a very important substance, H2O, otherwise known as water. Now the first thing we will study is the molecular structure.
CC: (Runs in to interrupt Cubmaster.) Excuse me, Professor Cubmaster, but tonight's pack meeting is **Water Fun**, not **Water 101**.
CM: Oh, but I'm sure my secretary told me about a **Water 101** lecture I was to give today. Consults pocket calendar.) How embarrassing. That's next week. Luckily, every good Scouter comes prepared for nearly everything. Excuse me a moment. (Cubmaster turns around, opens their briefcase, sheds their lab coat and loose slacks and reveals self dressed in beach going gear. Pulls a beach towel, snorkel and fins from the brief case. Steps into sandals or thongs and—as the piece de resistance – pulls out a water pistol and fires off a few squirts to the audience.) Tonight **Water Fun**, and we are going to have fun! Who's ready to join me in that???

Waves of Fun Opening

Personnel: 7 Cub Scouts
Equipment: 1 small wading pool filled with water, plastic letters cut from milk containers to spell out WAVES OF FUN and 1 small fishing pole with an oversized hook attached.
Setting: Have each Cub Scout come up and hook a letter, then proceed to get in order to spell out "WAVES OF FUN."
 Cub Scouts say in unison:
 Now that special time of year is here.
 What we want to do is very clear!
 Cub Scout games out in the sun,
 Cub Day Camp should be fun!
 But you could make our day so fine.
 Just give us a little water and lots of time!

STUNTS

Allergic

#1: What do you call someone who is allergic to water?
 #2: I give up. What?
 #1: Dirty.

Baby Whale

#1: What do you call a baby whale?
 #2: A little squirt.

Beef

#1: I've eaten beef all my life and now I'm as strong as an ox.
 #2: That's funny. I've eaten fish all my life and I can't swim a stroke.

Bird Imitations

#1: My mother does bird imitations.
 #2: Really? How does she do that?
 #1: She watches me like a hawk.

Cantaloupe

#1: Why did the cantaloupe jump into the water?
 #2: Why?
 #1: It wanted to be a watermelon.

Drinking Water

Doctor: Take the green pill with a glass of water after getting up. Take the blue pill with a glass of water after lunch. Then just before going to bed take the red pill with another glass of water.
 Patient: Exactly what is my problem, doctor?
 Doctor: You're not drinking enough water.

Elephants

1: Why can't you get two elephants into a pool at the same time?
 # 2: They only have one pair of trunks.

Fish

#1: Why do fish have schools?
 #2: So the buoys and gulls can get an education.
 #1: Do they have Scouts too?
 #2: Sure Buoy Scouts and Gull Scouts.

 #1: What do buoy Scouts do?
 #2: Make sure the coast is clear.



Fisherman

#1: What is the first thing the fisherman caught after running to the river?
 #2: His breath!

Fisherman

Child: How many fish have you caught?
 Fisherman: None yet. But I've only been fishing for an hour.
 Child: That's better than the man who was fishing here yesterday.
 Fisherman: How's it better?
 Child: It took him five hours to do what you've done in just one!

“H” TO “O”

Teacher: What is the formula for water?
 Student: H, I, J, K, L, M, N, O
 Teacher: Whoever told you that?
 Student: You did! You said it was H to O

Ox

Scout 1: I've eaten beef all my life and now I'm as strong as an ox.
 Scout 2: That's funny. I've eaten fish all my life and I can't swim a stroke.

Partnership

#1: What ship is always managed by more than one person?
 #2: A partnership

Rivers

#1: Where do rivers keep their money?
 #2: In their banks!

Running River

#1: What is the first thing the fisherman caught after running to the river?
 #2: His breath!

Sea Monsters

#1: Do you know what sea monsters eat?
 #2: Sure. Submarine sandwiches!

School of Fish

#1: Why do fish have schools?
 #2: So the buoys and gulls can get an education.
 #1: Do they have Scouts too?
 #2: Sure Buoy Scouts and Gull Scouts.
 #1: What do buoy Scouts do?
 #2: Make sure the coast is clear.

Sea Monsters

#1: Do you know what sea monsters eat?
 #2: Sure. Submarine sandwiches!

Ship

#1: What ship is always managed by more than one person?
 #2: A partnership

Spring

Leader: Where did you take your bath?
 Scout: In the spring!
 Leader: I didn't ask you when . . . I asked you where!!!

Swimmers

#1: Are there any athletes in your family?
 #2: My brother has been swimming for five years.
 #1: He must be pretty tired.

Swimming

#1: Why do you keep doing the backstroke?
 #2: I just had lunch and I don't want to swim on a full stomach.
 #1: They say that swimming is one of the best exercises for keeping the body slim and trim.
 #2: Yeah. Right!
 #1: Why do you say that?
 #2: Well, did you ever see a whale?

Test Scores

Parent: How are your test scores?
 Child: Underwater.
 Parent: What do you mean, underwater?
 Child: You know, below C level.

Whale

#1: What do you call a baby whale?
 #2: A little squirt.

Water

Doctor: Take the green pill with a glass of water after getting up. Take the blue pill with a glass of water after lunch. Then just before going to bed take the red pill with another glass of water.
 Patient: Exactly what is my problem, doctor?
 Doctor: You're not drinking enough water.



Run On: Water! Water!

- A Cub Scout, crawling across the stage: "Water, water!!!"
- Someone walks by, and the crawling Cub Scout tugs on their pant leg. "Water, Water!"
- Cub Scout walking by: "Sorry." He continues walking.
- Another Cub Scout walks by, the crawling Cub Scout tugs on their pant leg: "Water, Water!"
- Cub Scout walking by: "All I've got is this beef jerky, sorry." They keep walking.
- Another Cub Scout walk by, the crawling Cub Scout tugs on their pant leg: "Water, Water!"
- Cub Scout walking by: "No, I don't have any." They keep walking.
- The crawling Cub Scout sees a cup of water at the other end of the stage. "Water!!!"
- They painfully crawl over there. "Water! Water!"
- When they reach the water, they quickly stands up, dunks their comb in it, and uses it to comb their hair.

Daffy Definitions by a Sailor

- **Current** – Tidal flow that carries a boat away from where you're aiming, OR toward a hazard.
- **Tides** - The rise and fall of ocean waters. There are two tides of interest to mariners: Low tide always comes when you want to enter port and there's only mud or High Tide when you want to leave port and the water pushes you back.
- **Grounding** - The embarrassing situation in which a sailor returns to shore without leaving their boat.

Run On: Rowing

Approximately people sneak up behind the speaker and set chairs down so that "the speaker can't see them." They then begin to go through the motions of casting a line and reeling it in. After a while the audience is watching what the group is doing and then the "speaker" looks over and asks, "What are you doing?" "We're fishing!" is the reply of the fishermen after which they go back to their motions and the speaker resumes talking. After a short time the speaker looks over and says - "But you can't fish here!" "Why not?" asks another fisherman. "Because there's no water here!" (speaker) "Oh, well, they weren't biting anyway!" (fisherman) The fishermen then turn their chairs so that they are lined up in a single line, facing in the same direction. They go through the motions of putting their gear away, and then, acting as if they are rowing a boat, slide their chairs backwards across the stage.



Jokes

What stays in bed most of the day and sometimes goes to the bank? *A stream.*
 Where can you find an ocean without water? *On a map.*
 What do sea monsters have for dinner? *Fish and ships.*
 What do you call a thing that sits on the bottom of the ocean and twitches? *A nervous wreck.*
 When is a ship like snow? *When it's a-drift.*
 What gets wetter the more it dries? *A towel.*
 What kind of lights did Noah's ark have? *Floodlights.*
 Where is the ocean the deepest? *On the bottom.*
 Did you hear about the pelican that switched from sardines to herring? *The smaller fish just didn't fill the bill.*
 What's a shark's favorite food? *A submarine sandwich.*
 What stays in bed most of the day and sometimes goes to the bank? *A stream.*
 Where can you find an ocean without water? *On a map.*
 What do sea monsters have for dinner? *Fish and ships.*
 What do you call a thing that sits on the bottom of the ocean and twitches? *A nervous wreck.*
 When is a ship like snow? *When it's a-drift.*
 What gets wetter the more it dries? *A towel.*
 What kind of lights did Noah's ark have? *Floodlights.*
 Where is the ocean the deepest? *On the bottom.*
 Did you hear about the pelican that switched from sardines to herring? *The smaller fish just didn't fill the bill?*
 Why did the boy/girl throw water out of the window? *He/She wanted to see a waterfall.*
 What does not get any wetter no matter how much it rains? *A lake.*
 Why didn't the man swim on an empty stomach? *Because it is easier to swim in water.*

Riddles

Q: I am found in the sea and on land but I do not walk or swim. I travel by foot but I am toeless. I'm never far from home. What am I?
A: A snail
Q: I run but never walk. I have a mouth but never talk. I have a bed but never lie. What am I?
A: A river
Q: I am a river 1000 times bigger than the Mississippi, but I have no banks. Ships use me to increase their speed. I change the climate in England. What am I?
A: The Gulf Stream Current
Q: I travel the ocean, but don't need a boat. I am often found by the beach. I give milk but don't eat grain. What am I?
A: A coconut
Q: Why do fish live in salt water?
A: Because pepper makes them sneeze!
Q: Which vegetable would you never want in your boat?
A: That's easy – a leek!
Q: What do you call it when two people are threatening each other with oars?
A: Rowed Rage

Riddles

Why didn't the man swim on an empty stomach? *Because it is easier to swim on water*
 Where do ships go when they are ill? *To the "docks"*
 What part of a fish weighs the most? *The scales*
 What fish helps musicians? *A tuna fish*
 What fish would an actor like to be? *Starfish*
 What fish should wear a crown? *Kingfish*
 What fish might say, "Bow wow"? *Dogfish*
 What fish can play in a band? *Drumfish*
 What fish might chase a mouse? *Catfish*
 What fish may be found on a boat? *Sailfish*
 What fish is the best fish of all? *Angelfish*
 What do sharks like to eat with peanut butter sandwiches?
Jellyfish
 What kind of cat lives in the ocean? *An octopus*



SONGS

Blow Your Boat

Tune: Row, Row, Row your Boat

Blow, Blow, Blow your boat,
Fast along the waves.
Do your best, do your best,
We're the Cub Scout braves.
Blow, Blow, Blow your sail,
Passing others by
Do your best, do your best,
Aye-Aye-Aye

Five Little Tuna Fish

Five little tunafish
Swimmin' near the shore,
One got caught
And then there were four.

Chorus:

Tunafish, tunafish,
Happy all day,
Tunafish, tunafish,
Swim, swim away

Four little tunafish
Swimmin' in the sea,
One met a shark
And then there were three.

Chorus:

Three little tunafish
In the ocean blue,
One went for lunch
And then there were two.

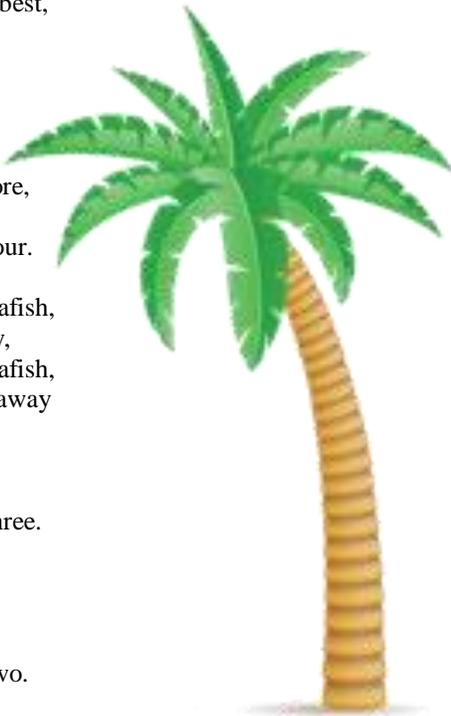
Chorus:

Two little tunafish
Soakin' in the sun,
One got fried
And then there was one.

Chorus:

One little tunafish
Found himself a job,
He got canned
And then there were none.

Chorus:



The Happy Water Gun

Tune: The Happy Wanderer

I love to shoot my water gun
At all the kids I see.
But when I shoot my water gun,
They all shoot back at me.

(Chorus)

Wateree, Waterah, Wateree
Waterah, ha, ha, ha, ha, ha
Wateree, Waterah
They all shoot back at me.

I shoot that water everywhere
I shoot it in the tree.
My neighbor's cats a victim
Of my aqua-tillery

(Chorus)

O, my I keep my water gun
Until the day I die.
And in my coffin one last squirt
Hits someone in the eye.

(Chorus)



He Waded in the Water

Tune: Battle Hymn of the Republic

Chorus:

He waded in the water and he got his feet all wet
He waded in the water and he got his feet all wet
He waded in the water and he got his feet all wet
But he didn't get his (clap, clap) wet (clap) yet.

Glory, glory, hallelujah!
Glory, glory, hallelujah!
Glory, glory, hallelujah!

He didn't get his (clap, clap) wet (clap) yet.

He waded in the water and he got his ankles wet (3x)
But he didn't get his (clap, clap) wet (clap) yet.

Chorus

He waded in the water and he got his knees wet (3x)
But he didn't get his (clap, clap) wet (clap) yet.

Chorus

He waded in the water and he got his thighs wet (3x)
But he didn't get his (clap, clap) wet (clap) yet.

Chorus

He waded in the water and he finally got it wet (3x)
He finally got his bathing suit wet!

Giant Soaker

(Tune: Are You Sleeping)

Giant Soaker, Giant Soaker,
 Super deluxe water gun,
 Saw it at the store,
 As I walked in the door.
 I want one, I want one.
 Giant Soaker, Giant Soaker
 Sure looks fun, that water gun.
 Squirt it at my brother,
 Maybe squirt my mother.
 Watch them run! Watch them run!
 Giant Soaker, Giant Soaker
 Here I come, here I come.
 I'm bringing all my money
 To buy that shiny funny
 Water gun, water gun.
 Giant Soaker, Giant Soaker,
 Now I'm wet, dripping too.
 Aimed it at my brother
 Didn't know my mother
 Bought one too, she soaked me through.



Jaws

Tune: Do Re Mi

JAWS a mouth, a great big mouth
 TEETH the things that make a crunch
 BITE the friendly shark's "Hello"
 US his favorite juicy lunch
 BLOOD that turns the ocean red
 CHOMP oh what a tasty treat
 GULP that means the shark's been fed
 That will bring us back to
 JAWS! JAWS! JAWS! JAWS!



Lobster Mash

Tune – Monster Mash

I was down by the ocean late one night
 When my eyes beheld an unusual sight
 Hoards of lobsters began to rise
 And suddenly to my surprise

(they did the mash) They did the lobster mash
 (they did the mash) It was a seaside smash
 (they did the mash) It caught on in a flash
 (they did the mash) They did the lobster mash

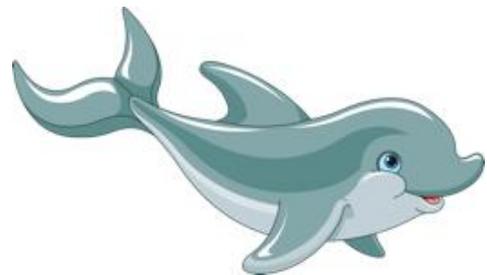
From my front-row seat at sandcastle west
 To the briny deep, beyond the wave crests
 The fish all came from their humble abodes
 To share in the dance and twinkle their toes

(they did the mash) They did the lobster mash
 (they did the mash) It was a seaside smash
 (they did the mash) It caught on in a flash
 (they did the mash) They did the lobster mash

The dolphins were having fun, the party had just begun
 The guests included Marlin and Nemo, his only son.

The scene was rocking, all were digging the sound
 Of the lobster claws clicking as all twirled around.
 The whales and jellyfish were starting to scream
 When a wave crashed loudly, and I awoke from my dream

(of the mash) It was the lobster mash
 (oh yes the mash) It was a seaside smash
 (you know the mash) It was gone in a flash
 (it was the mash) My dream lobster mash.



Paddle Song

Start out softly as if the canoes are at a great distance. Each time, get a little louder as the canoes pass you, then gradually get soft again as the canoes disappear from sight.

Our paddles keen and bright,
Flashing like silver.
Swift as the wild goose flight,
Dip, dip, and swing.
Dip, dip, and swing them back,
Flashing like silver.
Swift as the wild goose flight,
Dip, dip, and swing.



Propel Your Craft

Tune: Row, Row, Row Your Boat

Propel, propel. propel your craft
Smoothly through the liquidy solution,
Ecstatically, ecstatically. ecstatically, ecstatically
Existence is but an illusion,

Raingutter Regatta

Tune: My Bonnie Lies Over The Ocean

We're having a Cub Scout regatta.
We've sanded and painted our boats.
I put on so much decoration,
I sure hope that my boat still floats.

Chorus: Sail on, sail on,
Sail on little sailboat, sail on, sail on.
Sail on, sail on,
Sail on little boat 'til you've won.

My boat sails along the rain gutter.
I blow it with all of my might.
But I can't steer the sail for the rudder,
So it bounces first left and then right.

Chorus
It got to the end of the gutter,
But somebody pulled out the plug.
The water is rapidly draining.
My little boat goes down - glug, glug!

Chorus

Row, Row, Row Your Boat

Row, row, row your boat
Gently down the stream.
Merrily, merrily, merrily, merrily,
Life is but a dream.
Blub blub blub your sub
Gently 'neath the stream
Ha ha fooled you all
I'm a submarine
Propel Propel Propel your craft
Passively down the liquid solution
Ecstatic ecstatic ecstatic ecstatic
Existence is but an optical illusion



Sailing, Sailing

Sailing, sailing over the bounding main
Where many a stormy wind shall blow
'Ere Jack comes home again
Sailing, sailing over the bounding main
Where many a stormy wind shall blow
'Ere Jack comes home again



Shipwrecked Cub Scouts

Tune: Gilligan's Island Theme

Our pack set sail on the sea one day,
In search of coins of gold.
A group of hearty Cub Scouts,
And leaders true and bold.
The weather started getting rough,
The tiny ship was tossed.
If not for the courage of our Cubmaster,
The whole pack would be lost.
Our boat touched ground on a rocky isle
And up walked a tall old man.
He tossed a towel to dry us off,
And raised high their right hand.
He said, "You're a sharp pack of Cub Scouts,
Your courage brave and sure,
To sail out on a sea like this
On a Scouting adventure."
He gave directions to get home.
We set sail with good cheer.
We reached home with the setting sun,
And tied up to the pier.
We looked in the bottom of the boat
And saw the old man's towel.
His name was stitched along the hem,
The name was Baden-Powell.

Skin Diver's Song

Diving, diving, into the deep blue sea,
And many a fish we've scared away
On that you will agree.
Diving, diving, into the ocean blue,
With flippers, and mask and oxygen gas
We'll have adventures true!



SuperCalifornianExpertSurferoftheOcean

Tune: Supercalifragilistic

Chorus:

SuperCalifornianExpertSurferOfTheOcean,
 Even though most of them don't use a suntan lotion
 When they hit the waves too hard
 They sure do cause commotion.
 SuperCalifornianExpertSurferOfTheOcean,
 Hum, diddle, diddle, diddle
 Hum, diddle, I (up half-tone)
 Hum, diddle, diddle, diddle
 Hum, diddle, I
 Because I was afraid to surf
 When I was just a lad
 My father took my board away
 And told me I was bad
 But then one day I learned a word
 That every surfer knows
 The biggest word you ever heard
 And this is how it goes: Chorus



Chorus:

Take Me Out to the Ocean

Tune: Take me out to the ballgame

Take me out to the ocean,
 Let me play in the waves,
 I'll follow that wave to the top of the crest,
 Then watch it collapse -I'll jump in with the best!
 Or I'll bob, bob, bob in the ocean,
 The current will move underneath
 And I'll spend the day at the beach -
 In my floating "wreath."



There's A Hole In The Bottom Of The Sea

There's a hole in the bottom of the sea
 There's a hole in the bottom of the sea
 There's a hole, there's a hole
 There's a hole in the bottom of the sea
 There's a log in the hole in the bottom of the sea
 There's a log in the hole in the bottom of the sea
 There's a hole, there's a hole
 There's a hole in the bottom of the sea
 There's a bump on the log in the hole
 In the bottom of the sea
 There's a bump on the log in the hole
 In the bottom of the sea
 There's a hole, there's a hole
 There's a hole in the bottom of the sea

Keep building as long as your imagination let's you. Be sure to repeat all the items each time.

There's a frog on the bump on the log in the hole ...
 There's a fly on the frog on the bump on the log ...
 There's a wing on the fly on the frog on the bump...
 There's a flea on the wing on the fly on the frog ...

After this you could have

A wing on the flea,
 A hair on the wing,

But at Camp No-Be-Bo-Sco in the 60's under the direction of "Golden" Eddie (Stoeffels) we would continue with -

There's a truck on the flea on the wing on the fly ...
 There's a tire on the truck on the flea on the wing ...

And somehow we would wind up with

There's a charge in the proton in the atom ...

I don't remember it all. Sorry. However you do it - Have Fun and make sure your Cubs are having fun, don't drag it out too long.



Three Blind Sharks

Tune: Three Blind Mice

Sing in a round
 Three Blind Sharks
 Three Blind Sharks
 See how they swim
 See how they swim
 They all swam after the
 Chieftains wife
 She hit them in the nose
 with all her might
 Have you ever seen such a sight in your life
 As Three Blind Sharks



This Sand Is Your Sand

Tune: This Land is Your Land

This sand is his sand,
 This sand is our sand,
 On a beach this crowded
 We should bring some canned sand!
 And all around us
 Beach blankets crammed, jammed.
 There's not a sandy spot left free!

We begged our parents
 To take us swimming,
 Packed pails and shovels –
 The car was brimming!
 We piled the food in
 We brought the dog too.
 What fun the beach would be to see!

The heat was driving,
 Was tough surviving,
 Bumper to bumper
 When at last arriving.
 No one went swimming
 Or felt like playing,
 Back home is where we'd rather be!

This sand is my sand,
 This sand is your sand,
 Right in our backyard,
 Aren't sandboxes great?
 No crowd of kids with
 Their pails and shovels.
 This sand is just for you and me!

Water Sports

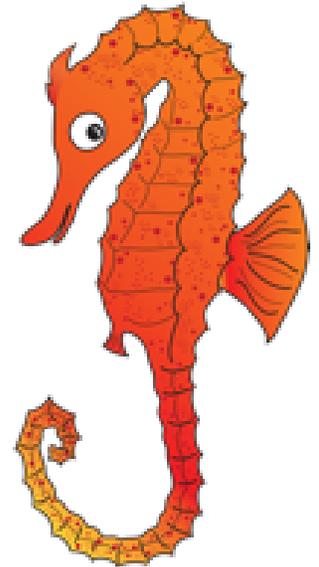
Tune: Yankee Doodle

Water sports are what we like.
 For summer, spring and fall.
 When summer comes you now must know.
 We'll have a great big ball.

Water, Water, Everywhere

Tune: Row, Row, Row Your Boat

Water, water everywhere,
 But not a drop to drink.
 Pull the plug and watch it swirl
 Slowly down the sink.
 Water, water everywhere,
 There are puddles on the floor.
 Watch the crazy Cubmaster
 Go sliding out the door.
 Water, water everywhere,
 Make a regatta boat.
 Put it in the rain gutter
 And watch it float and float.
 Water, water everywhere,
 Rain is falling down.
 Catch some raindrops in your mouth
 And watch your tonsils drown.
 Water, water everywhere,
 And now our song is done.
 Hit us with water balloons,
 Getting wet is really fun!



Waves Course Syllabus Song

Tune: Scotland the Brave

Here's a song all about the science of waves:
www.haverford.edu/physics/songs/wavessong.htm
 You can copy the words and listen to it being sung.

Chorus:

Cub Scouts always having fun,
 Cub Scouts in the water,
 Swimming, diving, fishing, too.
 Safely like we "otter".
 Rivers and lakes, oceans and streams,
 And even swimming pools.
 Back stroke, breaststroke, and butterfly,
 We'll follow safety rules.

Chorus

Yellow Submarine

In the town where I was born
 Lived a man who sailed the sea.
 And he told us of his life
 In the land of submarines.
 So we sailed up to the sun
 Till we found the sea of green.
 And we lived beneath the waves
 In our yellow submarine.



(chorus)

We all live in a yellow submarine,
 Yellow submarine, yellow submarine.
 We all live in a yellow submarine,
 Yellow submarine, yellow submarine.

And our friends are all aboard,
 Many more of them live next door.
 And the band begins to play.
 (repeat chorus)

As we live a life of ease,
 Every one of us has all we need.
 Sky of blue and sea of green,
 In our yellow submarine!



SKITS

Automatic Cub Scout Wash

Set Up: The narrator reads the script while the Cubs (4-6) take the parts of the Cub Scout going through the Cub Scout wash, the water and soap dispensers, as well as the brushes for the Cub Scout wash, and the Cub Scout who is the final product.

Narrator: How great it would be if there were automatic Cub Scout washes just as there are automatic car washes. First, we would take the average Cub Scout in from play. *(A Cub Scout comes on stage as filthy and dirty as they can be),* and put him through car wash. First the Water and Soap Dispensers.

Enlarging Machine

Props: Blanket (held up by two people) small rock, large rock, small spoon, large spoon, stick, other big and small versions of the same object as needed, bucket of water.

Players: Professor, 2 people holding up the sheet, Person hiding behind the sheet.

Set Up: Set up a sheet as a backdrop, and hide a Scout behind it with the large objects, and a bucket of water(or crumpled paper, sponges, or other non-harmful substance). The Professor will be in front of the sheet with the small objects.

The Professor walks out and announces that he has developed a wonderful Enlarging Machine that will make anything - anything - bigger.

As the Scout behind the machine makes 'machine' noises, he explains that simply tossing an object over the sheet operates the machine. The machine will then return the object in a much larger form.

The Professor will demonstrate his fantastic invention, but he needs volunteers to help.

One by one, the volunteers come forward. The Professor hands them an object which they throw over the sheet.

The machine then makes noises, and the larger object is tossed back. Each time, the Professor exclaims about the value and capability of the machine.

At this point the accomplice stands up and claims the machine is a fake and proceeds to pretend to spit over the machine.

He is instantly drenched by a bucket of water.

Good approach. The person who gets wet is obviously part of the skit and no one is embarrassed.



Facts of Water

Personnel: Six Cub Scouts

Equipment: Buckets of water the Scouts can hold while speaking.

- #1: Did you know that watermelon isn't called that for nothing? It's 97% water.
- #2: Did you know that during a lifetime, you will drink about 16,000 gallons of water?
- #3: Did you know if all the valleys and mountains on land and on sea were leveled, water would cover the entire earth two miles deep?
- #4: Did you know that waterpower is no idle phrase? Water flowing at 10 miles an hour can move a rock 10 feet thick.
- #5: Did you know that water helps regulate climate: It absorbs heat in summer and releases it in the winter.
- #6: Did you know that a birch tree releases about 70 gallons of water into the atmosphere each day, almost the amount person uses in their home each day?

The Fisherman

Personnel: 2 Cub Scouts

Setting: A fish market, customer and merchant

Customer: I want you to do me a favor.

Merchant: What is it Mr. Bigwig?

Customer: I just got back from a fishing trip.

Merchant: Did you catch anything?

Customer: No, and that's the catch. My wife said I wouldn't and I'm in the doghouse. I said I would catch 6 fish.

Merchant: Well, how can I help you.

Customer: Let me have six of those medium size trout there.

Merchant: Wrap 'em up?

Customer: No, don't make a liar out of me. Pitch 'em to me one at a time.

Merchant: Well, I don't understand but here goes. (Tosses the fish to the Customer) What was that for?

Customer: Very simple. I caught them, didn't I?

Merchant: (Grinning) You're right Mr. Bigwig. Good Luck. (Customer leaves)

Fishing

Cast: 2 Cub Scouts

Setting: Two Cubs are rowing an imaginary boat

#1: Whew! It sure is a long way out here.

#2: Yep (*Puts hand to eyes*) I can't see the shore anymore. Ready to start fishing?

#1: I think so. Looks like a good spot to me. (*Both ready imaginary rods, reels, hooks, worms, etc. and start fishing. Immediately they both start to catch fish, recast and catch more. Continue for several casts*)

#2: I told you this would be a good spot.

#1: Sure is, the boat's full. Guess we have our limit, better get back.

#2: OK. (*Gets oars ready*)

#1: Did you use a map to get here?

#2: How are we ever gonna find our way back'?

#1: Oh. that's easy. I'll Just mark the spot with a big X right here on the side of the boat!

(*Makes mark, both row away quickly*)

The Fishin' Trip

Personnel: 4 to 8 Cub Scouts.

Equipment: Fishing gear, a small rowboat or cardboard silhouette of a boat, and a sign that says "boat dock".

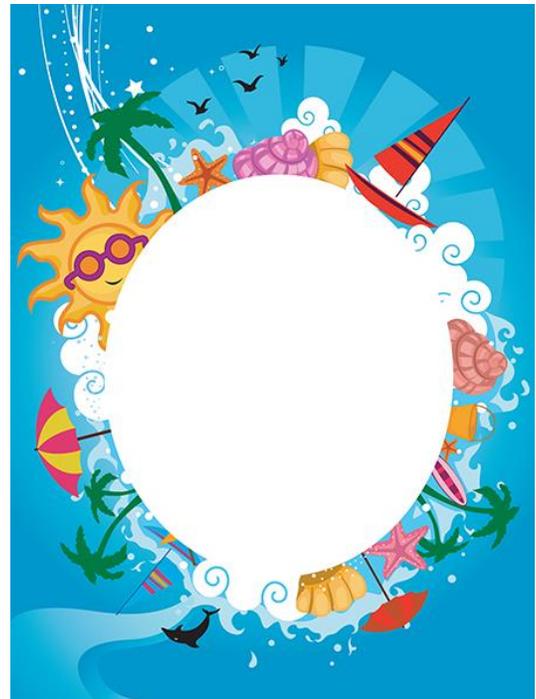
Setting: The scene starts with the boat about 10 feet away from the boat dock. The Cub Scouts and their den chief are on their way to go fishing. The first Cub Scout stops at the dock then walks out across the water and gets in the boat.

1: Hey wait for me! (he walks out to the boat)

Den Chief: Oh well, (steps into the water and pretends to fall in and drags himself back to shore)

2: Hey wait up. Here I come (walks out to the boat) (The den chief tries and fails again. The sequence continues until all the Cub Scouts are in the boat and only the den chief remains on shore.)

3: Should we tell him where the rocks are?



Gone Fishin'

Personnel: Dad, Mom, Jimmy, Johnny and Jerry.
Equipment: A large box containing: fishing gear, tackle box, waders, etc.
Dad: (coming in from work) Oh boy! My new fishing gear is here! Did I get everything I ordered?
Mom: I think so, but you'd better check and make sure.
Dad: Let's see, my new waders, my new casting rod and reel. And my new lures, 500 assorted lures. I now own the most advanced technology for catching fish that money can buy! (Jimmy and Johnny enter)
Jimmy: You got your new fishing gear! When are you going fishing Dad?
Dad: Just as soon as I put on my jeans and my new fishing sweater.
Johnny: Can we go, Dad? Can we?
Dad: Why sure, boys. I can teach you fellahs all about fishing in the great outdoors. By the way, where's your brother?
Mom: I haven't seen him in awhile. (Jerry enters carrying an extremely long string of cardboard fish)
Jerry: Dad! Look what I caught!
Dad: Where did you get those?
Jerry: Fishing.
Dad: With what?
Jerry: With a stick and a bent safety pin for hook.
Dad: A safety pin? (Looks at their pile of equipment.) Get me a stick! I'm going fishing with you!

How Did You Get Here?

The skit is introduced by saying, that "many different kinds of ships were used by the people that helped settle America. Any number of Cub Scouts can be used for this skit either by dividing the lines accordingly or creating new ones.
1: If the Pilgrims came over on the Mayflower how did the #s get here?
2: I don't know? How?
1: On handy crafts. (As they say this, a Scout comes on stage with a sample of the handicraft project and a sign identifying it)
1: If Pilgrims came on the Mayflower and the Cub Scouts came on handy crafts, how did the doctors get here?
2: I don't know. How?
1: On blood vessels. (Cub dressed as a doctor enters)
1: How did the students get here?
2: On scholarships (Cub carrying books)
1: How did all the ordinary people get here?
2: On citizenship. (Cub carrying sign that says, "Don't forget to vote")
2: I know how the barbers got here.
1: How?
2: On clipper ships. (Cub dressed as a barber)
1: How did all the movie stars get here?
2: On a showboat. (Cub wearing fancy clothes and sun glasses)
2: I'll bet you can't guess how all the hot heads got here?
1: That's easy, they all came over on a steam ship.

Man Fishing

A man was fishing and catching fish like crazy. Two men were watching him and wondering what their secret was. They asked him what their secret is and he, just mumbles. They keep watching him reel in the fish and they again ask him what their secret is and he just mumbles. They ask a third time. He spits something into their hand and answers "Keep the worms warm".

New Canoe

Teacher: (Steps up to the chalkboard and writes N-E-W in big letters. What does that spell?
Students: (Several students sit in chairs. All raise their hands.)
Teacher: Okay, Johnny.
Johnny: New
Teacher: Very good. (Next the teacher takes the chalk and puts the letter K in front of the N.) Now what does it spell.
Students: (All raise hands and wave arms trying to get the teacher's attention except Billy).
Teacher: Okay, Billy.
Billy: (Smiles and says) Canoe!

Peanuts

Personnel: Policeman; three Cub Scouts; police chief.
(Policeman hustles scuffed-looking Cub Scouts up to a Cub Scout sitting at table marked **Chief**.)
Chief: Okay, constable. I'll deal with this. (Dismisses officer, turns sternly to Cub Scout 1) Well, now. Why are you here?
1: (embarrassed) I threw peanuts into the lake. (Chief looks puzzled)
Chief: (sternly to Cub Scout 2) And why, then, were you brought in?
2: (defensively) I threw peanuts into the lake. (Chief scowls angrily)
Chief: (bellows at Cub Scout 3) And you! What have you got to say for yourself?
3: I'm Peanuts, sir! (Exit all)



Water Safety Seals

Characters: Ringmaster and six seals

Scene: A cardboard ring, about 2 – 4 feet in diameter, large enough for seals to stand inside. Paint it to resemble a pool. As the curtain opens, all seals are in the pool, flapping their arms.

Ringmaster: Ladies and gentlemen, we are now presenting those barking aquanauts, those super swimmers of the deep, our very own,
“Safety Seals!”

Seals: (*Tune of Clementine*)

In the ocean, in a home pool,
In a lake or in a tub;
Where there’s water there is danger

Even in a shower scrub.
If you plunge down to the bottom,
Of the ocean, cool and green,
You must take some swimming lessons,
For you’re not a submarine!

Seal 1: (*Flapping flippers*) Arf! Arf! Arf! You’ll get a glad hand from us seals if you’ll only swim where there is a lifeguard on duty.

Seal 2: Arf! Arf! Arf! We’ll appaud you if you always swim with a buddy. Never swim alone! (*Claps flippers*)

Seal 3: Arf! Arf! Arf! Encore! Encore! Learn to swim well, then learn some simple reaching rescues. Learn to give rescue breathing. You don’t have to be a Webelos Scouts to be a ready man.

Seal 4: We seals say, by all means enjoy your swim!

Seal 5: But be a smart seal! Stay away and out of the water during thunderstorms!

Seal 6: Avoid heavy meals before going into the water. Save the grub for after your swim!

All: When you’re in trouble, call for help, but only if you really need it. (*Seals flap arms and sing*)

If you plunge down to the bottom
Of the Ocean, cool and green,
You must take some swimming lessons,
For you’re not a submarine!

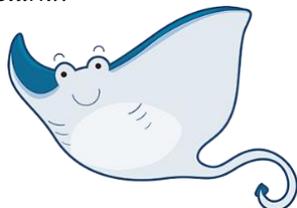
Scene #1 – Water and Soap Dispensers

Squirt water and blow bubbles on the dirty Cub Scout.
Then would come the brushes

Scene #2 – Brushes

Brush Cub Scout front and back, (dirty Cub Scout sneaks off stage and a clean and tidy Cub Scout takes their place).

Narrator: There is only one problem!
(*Clean den chief exits stage, dirty Cub Scout returns*)
In two minutes, he’ll be back at the car wash again!!
Dirty Cub Scout return!!



Water Shortage

The scene opens with an opaque glass on a table.

Guys enter one at a time, (all in pajamas, if you want) as if there is a mirror, and do different things with the water.

- #1: Combs hair dipping comb in and out of cup;
- #2: Cleans ears with Q-tip after dipping it in water glass
- #3: Rinses and spits pretends to spit out toothpaste;
- #4: (*Maybe use a leader for this one*) Comes in to take an Advil or aspirin and drinks the water!

Idea from Young Life

www.thesource4ym.com/skits/skit.asp?ID=61

You could combine the ideas from “Water Water” and “Water Shortage.” Have 4 Cub Scouts crawl across the stage, desperate for water. When they finally reach the glass of water, the first combs their hair, dipping the comb in the water. The second guy cleans their ears, the third brushes their teeth, and the fourth takes an aspirin.

Water Shortage at Scout Camp Skit

Set Up: This is a “picture if you will” skit of a water shortage at camp. The scene opens with a glass of water on a table with a sign that reads, “water out of order, this is the last glass.”

Guys enter one at a time all in jammies as if going to bed. All look straight out into audience as if looking into a mirror and do different things with water.

- #1: Combs hair dipping (*can pretend to dip*) in and out of cup,
- #2: Cleans ears (*fake it have flour on the Q-tip to cloud water*)
- #3: Shaves (*No blades using whipped cream*)
- #4: Comes in to take aspirin and drinks the water!

Waterways

Props: A picture indicating each sentence. Text can be cut and pasted to back of picture.

- #1: (holds up picture of a lake) A waterway is any navigable body of water. These include rivers, lakes, oceans, and canals. In order for a waterway to be navigable, it must meet several criteria:
- #2: (holds up picture of a sailboat with a big keel) The waterway must be deep enough to allow the draft depth of the vessels using it;
- #3: (picture of boat pushing barges on the Mississippi) The waterway must be wide enough to allow passage for the beam width of the vessels using it;
- #4: (picture of Niagara Falls) The waterway must be free of barriers to navigation such as waterfalls and rapids, or have a way around them, such as canal locks;
- #5: (picture of whitewater rapids) The current of the waterway must be mild enough to allow vessels to make headway.
- #6: (picture of a cruise ship) Vessels using waterways vary from small animal-drawn barges to immense ocean tankers and ocean liners, such as cruise ships.
- #7: (picture of barge on canal) At one time, canals were built mostly for small wooden barges drawn by horses or other draft animals. Today, major canals are built to allow passage of large ocean-going vessels. See Ship Canal.

The Weatherman

This is performed on a stage. Hang a large map or a sheet with some outlines drawn on it, across the back of the stage. Since the skit involves water, it is a good idea to use a waterproof ground cloth to protect the stage. Plan the skit, assemble the materials, and assign responsibilities ahead of time. Everybody except the Scapegoat knows what will happen. (**My own opinion varies, let the scapegoat know in advance**) Let the Scouts decide what kind of weather to use, and what props are needed to represent it. The Weatherman stands in front of the map, and presents a parody of the television evening news report. They read from a script in their hand. As they announce each kind of weather, it appears, aimed straight at them from off-stage. They announce that the South will have wind. The backdrop shakes and a large fan blows the papers in their hand. The Weatherman reports that there will be snow in the North. White confetti drops from the sky, or over the map. They report hail in the Midwest, and small white objects pelt him. (Plastic packing makes good hail.) Each time the weather reacts to their report, the Weatherman acts more scared. Finally, they turn the page, stop, and protest that they can't do this anymore. They need a brave person to read the last forecast for them, and asks for a volunteer from the audience. With the help of the audience, the 'volunteer' is selected and pushed forward. The Scapegoat is handed the script, and reads, "And tomorrow this area will have heavy rains." Instantly, they are hit by a bucket of water from offstage.



What Can You See?

(Cub Scouts enter wearing different paraphernalia to with and they climb into a boat.)

- # 1: (*wearing big glasses*)
My big glasses help me to see
The world is a wonderful place to be!
- # 2: (*with binoculars*)
That speck that is so far away
My binoculars make it plain as day.
- # 3: (*Looking over the side of boat with a magnifying glass*)
Do bugs really live in the sea'?
There's a purple bug looking back at me!
- # 4: (*wearing goggles, looks over side of boat*)
There's lots of strange things in the sea
(*lifts goggles off eyes*) Is that a mermaid I see?
- # 5: What is that that I can see?
A submarine coming to rescue me!

Who Am I

Set Up: This is a spin off from Family Feud. The teams play the game for real. Respond to answer for the MC means for him to say something witty about the response. The Master of Ceremonies (MC) enters first

MC: Welcome to our show. Tonight our two teams are back stage, ready and anxious to begin. So lets bring out the first team... The CUBBIES! (Cub Scouts run out and take their place on one side of stage. As they run out the Master of Ceremonies assistant holds up a sign that says "CHEER"; This sign is to be held up each time the audience is to participate with a cheer).

Now, let's bring out the second team... The C. P.'s – The Cubbies Parents. (Cheer)

The captain of each team has a bell, if you know the answer to the question – ring the bell. The Team to get the most correct answers of course is the winner. Now, if you are ready we will begin. (Teams both answer "READY") We have celebrities here to ask the questions. Do not ring your bell until the entire question has been asked. First Celebrity please step forward. By the way, just a little clue, each of the Celebrities has something to do with water.

1st Celebrity: (Wearing a hat to depicting Columbus) I sailed the ocean blue in 1492 . . . Who am I?

MC: (Respond to answer) Now for the second Celebrity.

2nd Celebrity: (Wearing hat to depict John Paul Jones) On many ships I did sail, in battle I must not fail! I fought hard through the night. You can quote my words, "I've just begun to fight."

MC: (Respond to answer) Will the third Celebrity please come out?

3rd Celebrity: (Wearing hat to depict Popeye) I love to sail, it is true. To make me strong I eat my spinach too!... Who am I?

MC: (Respond to answer) As our next celebrity comes out, listen very carefully as they whistle a tune to tell you who they are.

4th Celebrity: (Wearing hat to depict Gilligan from Gilligan's Island) Enters whistling Gilligan's theme song.

MC: (Respond to answer)

MC: Both teams have done your best, however, the winner is (name team). (Cheer) (To the losers) You have tried hard, and you are a winner, too. So, here's a refresher for you, (assistant runs out with a bucket and it looks like they are going to throw water on the losers. (Ham this up) But when they finally go to throw the contents only some confetti (or another gag item) comes out



In Search of Sun Screen

Divide the audience into four groups. Assign a part to each group and have them practice. As narrator, read the story, they respond to the appropriate word.

Timmy: "I love to swim".
 Cub Scouts: "Do your best".
 Swim/Swimming: "Splash, splash, splash".
 Sun Screen: "Aaaaaaaa-Oooooooo".

The day of the summer Pack meeting was hot and dry. That was good because it was to be a SWIMMING party. The CUB SCOUTS and their families were to meet at the Miller's house at noon. TIMMY started getting ready at 9 O'clock in the morning. He loved to SWIM. He had just completed SWIMMING lessons at the local SWIMMING pool and had his card stating that TIMMY had passed Advanced Beginners. He knew all his CUB SCOUT friends would be surprised. It was just last year that TIMMY could not SWIM at all.

TIMMY found his SWIMMING suit and towel and even his thongs without any trouble. But search as he might he could not find his SUN SCREEN. This was terrible. All the CUB SCOUTS had learned the importance of always using SUN SCREEN at one of the Den meetings. TIMMY knew that he must protect his skin from the intense summer sun while he was young so that he would not get skin cancer when he got older. Also, he did not want to get a bad sunburn. One of his friends in CUB SCOUTS had fallen asleep in the sun and couldn't sit down or lay in bed comfortably for a week!

"Where are you, SUN SCREEN?" asked TIMMY as he started looking through the house again. It was almost time for the SWIMMING party. He didn't want to be late. That was when he found it. Way in the back of a bathroom drawer, there was the SUN SCREEN. He grabbed it but to his dismay, the tube felt very light. Oh, no! The SUN SCREEN tube was empty. TIMMY could not squeeze out even one little drop. What could he do? There was no time to go to the store before meeting the CUB SCOUTS for the SWIMMING party. And he knew he should never go SWIMMING without his SUN SCREEN.

Just then, TIMMY's big brother Weston came bursting through the kitchen door. "What's the matter", he asked when he saw TIMMY sitting dejectedly in the living room? I'm all out of SUN SCREEN. I can't go SWIMMING with the CUB SCOUTS, was the reply. "Here, you can use mine", said Weston, tossing his little brother a new tube of SUN SCREEN. TIMMY couldn't believe it. Just that fast was his problem solved. "Thanks, Wes!" TIMMY shouted as he headed out the door to the SWIMMING party with the CUB SCOUTS. And for a whole week he didn't say anything bad about his brother!

Joe Makes a Splash

Divide the group into four smaller groups and assign each group one of the words listed below. Read the story pausing as each of the key words is read. When one of the words is read the group assigned to that word stands and makes the appropriated response.

Joe - "Oh, no!"
 Water - "Splish, splash"
 Afraid - slap hands to side of face and say "Aaaaahhhhhhh"
 Scout - "Do your Best"

JOE had a problem and he didn't know what to do about it. **JOE** had been a Cub **SCOUT** for several years and really enjoyed all the fun activities. But now **JOE** was a Webelos **SCOUT**. Now, this does not really sound like a problem, does it? But , as a Webelos **SCOUT**, **JOE** would soon be working on his Aquanaut Activity Badge. This meant that **JOE** would need to go swimming. And **JOE** was **AFRAID** of **WATER**!

Now, this had not always been the case. When **JOE** was a little boy he was not **AFRAID** of **WATER**. He was about 5 years old when it happened. He had been playing in the backyard, splashing in the **WATER** in his little play pool. **WATER** was fun to play in. But when **JOE** was climbing into the **WATER** one time he slipped and fell. He hit his head on the slide and almost drowned. If his mother had not been close at hand, it could have been much worse. But ever since that time, **JOE** was **AFRAID** of **WATER**.

Now, **JOE** was in **SCOUTS**. How could he tell them that he was **AFRAID** of **WATER**? How would he ever be able to earn his Aquanaut? But **JOE's** **SCOUT** leader was both smart and understanding. He had talked to **JOE's** mother and knew about the **WATER** problem. And he knew what to do. He used the Ethics in Action book and found one of the games that could be adapted to help the other boys understand that **JOE** had good reason to be **AFRAID** of **WATER**. Together, the **SCOUTS** played a game about being **AFRAID**, and then talked about how they felt. **JOE** was able to share his feelings without being made to feel ashamed. The other **SCOUTS** were able to understand how it felt to be **AFRAID** of **WATER**, and they did not tease **JOE**.

When it was time for the Webelos **SCOUTS** to work on their Aquanaut, **JOE's** **SCOUT** Leader gently guided him into the **WATER**. This was not easy for **JOE**, but with time and support he was gradually able to overcome being **AFRAID** of **WATER** and finally even earned his Aquanaut. None of the **SCOUTS** make fun of **JOE**. And when it was time for **JOE** to receive the award, all the **SCOUTS** stood and cheered. They had all learned that it's o.k. to be **AFRAID**. And how people feel is most important of all.



On The Beach

A Madlib Story

Ask the audience to provide the words to fill in the blanks in the story.

Narrator reads the story, filling in the blanks with the words provided by the audience.

If you want to enjoy yourself at the beach, you should bring your ___plural noun___. Before exposing your skin to the sun, you should put suntan oil on your _____body part_____. Rub it on your face; then smear it all over. Be sure that it's rubbed in thoroughly. Then go into the salt water and ___verb___. When you come out of the water, don't dry your ___body part___. Lie down on a(an) ___noun___ and soak up the rays. It's fun if you bring a(an) _____noun_____ to play with at the beach, I like to build ___plural noun___ with sand. You see all sorts of bodies at the beach. Some are ___adjective___ like your own. You can ___verb___ on the beach. Some beaches allow you to sunbathe without your ___plural noun___ . ___exclamation___ ! My friend, ___person in room___ went to a beach without his/her ___noun___ and got so sunburned that he/she had to walk home.

On The Beach

(a MadLibs)

Create a list ahead of time of the types of words needed for the story, and ask the audience to provide the words to fill in the blanks in the story. The narrator reads the story. Filling in the blanks with the words provided by the audience.

- Plural Noun _____
- Body Part _____
- Verb _____
- Body Part _____
- Noun _____
- Noun _____
- Plural Noun _____
- Adjective _____
- Verb _____
- Plural Noun _____
- Exclamation _____
- Person in Room _____
- Noun _____

If you want to enjoy yourself at the beach, you should bring your **_plural noun_**. Before exposing your skin to the sun, you should put suntan oil on your **_body part_** . Rub it on your face; then smear it all over. Be sure that it's rubbed in thoroughly. Then go into the salt water and **_verb_** . When you come out of the water, don't dry your **_body part_** . Lie down on a(an) **_noun_** and soak up the rays. It's fun if you bring a(an) **_noun_** to play with at the beach, I like to build **_plural noun_** with sand. You see all sorts of bodies at the beach. Some are **_adjective_** like your own. You can **_verb_** on the beach. Some beaches allow you to sunbathe without your **_plural noun_** , **_exclamation_** ! My friend, **_person in room_** went to a beach without his/her **_noun_** and got so sunburned that he/she had to walk home.

A Pirate Story

Divide audience into seven parts and assigns word and motions. Practice as you assign the parts.

- Old Sea Pirate Ho! Ho! Ho! And a bottle of Rum
- Long John Silver Aharr me maties
- Bosun snore, snore
- Polly Parrot Polly wants a cracker
- Black Cloud Blow wind Blow
- Croaky Crocodile Tic Toc, Tic Toe (shake head)
- Sea Gulls caw, caw (flapping arms)

Once upon a time there was an **Old Sea Pirate** and his **Bosun** who sailed out on the ocean blue in their sturdy ship the **Black Cloud**.

Far off in the distance he could hear the **Sea Gulls** cry. The **Old Sea Pirate** and his **Bosun** dropped anchor and went fast asleep, first making sure all the hatches were secured on the **Black Cloud**.

Now creeping up the side of the ship came **Long John Silver** and his parrot **Polly** looking for the treasure of the **Old Sea Pirate** and his **Bosun**.

Looking for **Long John Silver** was **Croaky Crocodile** who had swallowed a clock.

Just as **Long John Silver** and **Polly** Parrot discovered the treasure chest, **Croaky Crocodile's** clock woke up the **Old Sea Pirate** and his **Bosun** who thought it was the **Sea Gulls** landing on the deck of the **Black Cloud**.

Well **Long John Silver** grabbed hold of **Polly** Parrot and turned w run, and only in his haste he tripped overboard, much to the glee of **Croaky Crocodile**. The **Old Sea Pirate** and his **Bosun** chased after them, but the **Black Cloud** rolled in the waves. Clearing the deck of **Sea Gulls**. The **Old Sea Pirate** and his **Bosun**.

Now. From a very good source. I am told that the last anyone heard of all these characters was strange sounds in the night as the **Sea Gulls** flew overhead followed by **Long John Silver** and **Polly** Parrot, chased by the **Old Sea Pirate** and his **Bosun**. All frantically swimming away from **Croaky Crocodile** with his ticking clock, while to this day, the **Black Cloud** is anchored far out at sea with its treasure chest still aboard.



Robinson Crusoe’s Diary

This is a nonsense game that never fails to crack them up – the sillier, the better! Names of objects are written on slips of paper and dropped into a container. As “Mr. Crusoe” reads his diary, each “sailor” takes turns drawing from the container to fill in the blanks.

Copy these phrases on slips of paper:

- | | | |
|----------------------|---------------------|-------------------|
| A ship | A dove | A bonfire |
| A big tree | Dandelions | A wild goat |
| 30 cannibals | A loud noise | Some gunpowder |
| My tent | A strong fence | A chest of gold |
| A goatskin | A pile of straw | A piece of canvas |
| My fieldglasses | All my belongings | A table and chair |
| A cup of goat’s milk | The top of the hill | |

“This morning I woke up early and ate my breakfast, which consisted of ____ and _____. Afterward, I took my saw and hammer and built _____. Since I was shipwrecked and alone, I had to go hunting in the woods to see what I might have for lunch. I forgot my gun, so I had to capture _ with my bare hands. I also tried to catch _____ to but could not run fast enough. I went home to my cave, sat down in _____ and ate my lunch. Since my clothes were all lost as sea, I decided to make myself something to wear. I made a pretty neat hat from _____ and a coat out of . I decided to wrap my feet in _____. Suddenly, I heard a _____ and rushed out and climbed into _____. I looked through _ just in case I might see _____. I didn’t but there on the beach I saw _____ dancing in wild glee around _____. Running up the trail toward my hideout was crying out and looking very frightened. I hid the poor thing behind _____. I then found my gun, loaded it with _____ and stood guard over _____. When it seemed safe, I got busy and built ___ all around _____. Then I finally lay down in my comfortable bed, mad of _____, and slept soundly.



Water

Narrator reads story. When audience hears a “water” word, they do a wave, like at sporting events.

One upon a time, there lived a poor merchant from Botany **Bay**. He sailed across the **Seas** to distant lands. He traveled with his dog, Bruno. During **Ocean** voyages, he missed his family. On one of these **Sea** journeys, the poor merchant traveled to the island of Catomania. He heard a loud caterwaul as he entered the **Bay**. The island had a terrible problem. Too many cats! The king begged him to help. The poor merchant let loose his trusty Bruno. Bruno chased the cats on board the ship in the **Bay**. The poor merchant quickly set sail for the high **Seas**, with a shipload of cats. At the next port, the island of Micea, he found another island with a problem. They had never seen a cat before. The island was run over with **Sea** gulls. There was practically not a place to land his ship because the gulls covered the **Water’s** edge. He was able to sell all of the cats to the inhabitants of Micea. The cats who were hungry after the long **Ocean** journey, gobbled up all of the gulls but two who flew to the top mast of the poor merchant’s ship in the **BAY**. The merchant sailed for many days in the **Ocean**. When he reached America, he brought out his caravan of camels. They pulled his ship right to the Rio Grande **River** in Albuquerque. He found the pioneers wrestling with a plague of locusts. The quick-thinking merchant threw a stone at the giant gulls. They swooped down and hungrily devoured the locusts. The pioneers who were still settling in, didn’t have much to trade, so he let his camels have a drink from the **River** and was on his way again. The next stop was an island called **Waterworld**. There was so much **Water**, the islanders had a hard time eating, sleeping, working or playing. The camels smelled the **Water** as soon as they made port and stampeded. Soon, the excess **Water** was gone. The islanders thanked the merchant by presenting him with a cargo hold full of umbrellas. They wouldn’t be needing them anymore. When the merchant arrived home, his family **Rained** tears of joy. The tears poured for days and days. The wise merchant who knew it never **Rains** but it pours, sold the cargo hold of umbrellas to the good citizens, and became the now rich merchant from Botany **Bay**.

GAMES

Air Raid

Description

First begin by marking out a starting line and a finishing line approximately 50 feet apart.

Find 5 or 6 obstacles that are large enough to be hidden behind, for example a table or a wheelbarrow.

Place the obstacles 45ft apart in a zig-zag pattern between the start and finish.

Assign two people to be the “Bombers “ and give them each a bucket full of water and about 10 small sponges. (It works good to cut those big sloppy car sponges into three and use those. It is also possible to use water balloons but I find that they create more garbage and hurt more which is sometimes a consideration).

Place one of the “bombers’ 10 feet past the finish line and one halfway between the lines.

The Play

The object of the game is to get from the start to the finish without getting hit by a wet sponge by going from obstacle to obstacle.

Obviously the job of the “bombers” is to try and hit the runners. The “halfway bomber” is only allowed to try and hit the runner until the runner has passed them and then they must cease fire. For every obstacle that the runner gets to they receive an assigned point value.

Their total points equals their score.

Everyone’s wet, everyone’s happy.

Alka-Seltzer Shoot-Out

Drill a hole in several Alka-Seltzer (or generic) tablets. Tie a string through them, put one on each Cub Scout’s neck and turn the Cub Scouts loose with squirt guns to squirt each other’s tablets. When your tablet is gone, you are “out”. *NOTE: This does not stain or hurt most fabrics, grass, sidewalks, skin, etc, but be careful of eyes and fine fabrics.* Once everyone is wet, the tablets will not last long, so switch to a “squirt tag” game for a few minutes – if someone squirts you, you are “it” until everyone is caught. The last Scout caught starts as “it” for the next round.

Bailing Out the Ship

Divide den into two teams. Each team has a container of water at the starting line, one spoon, and an empty cup. The cup has a line marked about 1” from the bottom. Place it about 20 feet away. Each player takes turns carrying a spoonful of water from the team’s container to its cup. The first team that can fill their cup to the line is the winner.

Bait Casting

Use a fishing pole with reel and a 2-inch piece of dowel or broomstick at the end of the line as a lure. Mark four or five targets, each about three feet in diameter and about 10 feet apart. Give each player two casts per target. Score one point for each hit.

Balloon Bombs

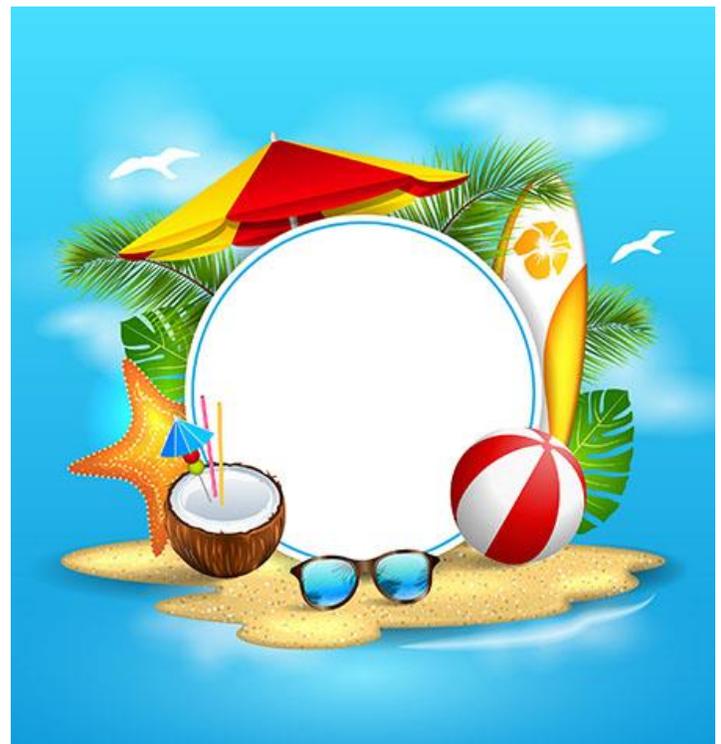
Players stand in a circle, an arm’s length apart. Start passing water balloons quickly around the circle (You may have to toss them). If a balloon breaks, the last person who touched it has to sit down, and play continues over their head. The last person standing wins.

Balloon Toss

Have everyone stand around a sheet and hold onto the edge. A bunch of water balloons in the center of the sheet are repeatedly tossed up and then caught in the sheet. Object is to see how long you can keep them bouncing before they all break or fall on the ground.

Balloon Bust Relay

Divide group into an appropriate number of relay teams. A member of each team runs to a chair, puts a water balloon on it, and sits on the balloon until it breaks. Then they run back to their team and the next one in line goes.



Beachless Beach Party

You may want to combine this with a Raingutter Regatta and/or family picnic.

Preparation:

You should have two or more beaches, depending on the size of your group. For the pack meeting, each den can have a beach—part of the decorations can be done at the den meetings. If this beach party is for the den only, each family can have a beach, or combine families. Name the beaches like Palm Beach, Santa Cruz Beach, Waikiki Beach, etc.

Have each den decorate its beach – they should use their imaginations. They could choose a theme for their beach, such as palm leaves for Palm Beach. Arrange some chairs, umbrellas. If the meeting is held outside, add benches and picnic tables.

At your planning meeting have dens and leaders and whoever wants) pick games to run on the day of the event. Some ideas for games for your Beachless Beach Party are –

Swimming Race: One player from each beach. Each player should have before him a deep pie pan filled to the brim with water, with four or five Lifesavers at the bottom. They must get these candy pieces out with their mouth. Their hands must be behind him.

High Dive: One player from each beach. Each is provided with a pitcher of water. On the floor at their feet is an empty tumbler. The player has to stand and try to fill the tumbler. The player who gets the most water into the tumbler wins. In case of a tie, time is taken into consideration.

A Clam Dig: This is a team game. A box of sand will be necessary. Hide 10 small clam (or other) shells or peanuts in the sand for each team. Give each team a spoon and a bowl. Give a signal to go, first player runs across the room to the sand pile, digs out one clam (or peanut), puts it in their team's bowl, and returns. Next player does the same. Keep going until all ten are found.

Sailboat Race: Stretch as many strings across the room as you have teams. On each string, place a paper cone. Each player is a to blow their boat from one end of the string to the other end. They then push the cone back with their hand to the starting point for the next player. The game proceeds in a relay fashion.

Snorkel Race: You will need a pair of old swimming flippers for each team. If you can't find them, use pairs of large size shoes and limit the race to children. Set a turning point at a short distance for each team. Run the course in a relay fashion.

Backyard Water Frolic: Have a den backyard water day. Include parents and siblings. Make sure children bring swimsuits or changes of clothes, and towels. Set up one area in the backyard for a water war, one for sprinklers and hoses, and one for a water slide. For the water war, you'll need squirt guns, basters, squirt bottles, plastic pails, and sponges. Set up the hose and sprinkler in another area. If possible, poke holes in an old garden hose so there's lots of spray to run through. Make a slippery water slide by cutting several large plastic garbage bags open to form long rectangles and taping them together with waterproof tape. Place the "slide" on the lawn, preferably on a gentle incline. Set a hose at one end to create a rush of water. Let the kids start off with a water war. Divide them into teams. At the signal "Go!" they can squirt the water guns, throw the sponges, or even haul around the pails full of water to get their

opponents soaking wet. Include parents—Children will love soaking adults. (Of course you soak them too.) Caution children to avoid squirting in the face. Let the kids give the water slide a try. To prevent long lines at the slide, divide the kids into teams and have one team play in the sprinkler and the other on the slide. Switch after a time. For a snack, serve watermelon. Can they guess how many seeds are in it? Have a watermelon seed spitting contest—see who can spit the furthest or most accurately. By the end of snack, kids will be sticky—they can run through the sprinkler again.

Beat It Ball

Gather as many soft balls as you can to play this wild game. Divide into 2 teams. Make a line down the middle of a swimming pole with a rope or string of floats. Put half the balls on each side of the line. Choose a timekeeper. On "Go!" players throw as many ball as they can to the other side. After 3 minutes the timekeeper yells "Stop!". Whichever team has the fewest number of balls on their side wins.

Blub, Blub, Blub

Materials: Cub Scouts. Leader

How to play: Cub Scouts sit in a circle or semi-circle. The leader walks in front of the players and suddenly points at one of them and says, "blub. Blub, blub." The person pointed to must say, "blub," before the leader has finished the third "blub." If they fail, a point is counted against him. If the leader points but doesn't say anything, the Cub Scout must not say anything either. If they do say, "blub," a point is counted against him. The Cub Scout with the fewest points against him at the end of the allotted time is the winner.

Maybe you could play this with a Cub Scout doing the pointing, then after a set period of time, the Cub Scout with the fewest points becomes the next pointer.

Boat Race

With a stick for each team, relay teams push an object around two markers and back home. The harder the object is to control, the better. Use spoons, balls, balloons, or lemons or potatoes (they don't roll straight). As a variation, pretend you are the wind and blow the boat around the course.



Candle Race

This is a fun game for swimmers and non-swimmers. Play in chest-deep water. Players line up side-by-side in the water about an arm's length apart, all facing the goal line. Adult leaders (only) will hand each player a small, lit candle. On signal, all swim or walk at once toward the goal, carrying the lighted candle. The object of the game is to complete the race first and keep the candle lit. The player is disqualified if their candle becomes extinguished, except if another player splashes it and extinguishes it, in which case that player is out. Leaders should apply drip guards at the base of each candle to avoid getting wax drippings onto hands or into the water. Afterwards, leaders safely handle and extinguish the candles.

Catch or Splash

Fill a bunch of water balloons and choose someone to be the tosser. The tosser stands about 10 feet in front of the rest of the players. They toss a balloon to the players and shouts out a number between 1 and 5. The player who catches the balloon wins that many points. If a player breaks the balloon, they lose that many points. The first player to 10 wins.

Caught by the Wave

This is a variation on Tag – and one person is “It” The “Wave” is a wet sponge, which must be used to tag the other players. There won't be any doubt about who got “caught by the wave” – they'll have a big, wet spot!

Clap and Splat

Toss a water balloon straight up, and see how many times you can clap before catching it. Take turns. If you drop the balloon and it doesn't break, you get to go again. If the balloon breaks, you're out. The person who can clap the most times and make a successful catch wins.

Colors

Determine the boundaries. Begin at one end, where the player who is “It” stands. The safe zone is at the other end. “It” stands facing away from the water, on the shore. The other players stand in the water or tread water in a line close to “It.” Each of the players in the water thinks of a color and whispers it to a neighbor who is on the honor system and keeps it secret. Don't let “It” hear the color. “It” starts by calling out colors: “Red, blue, turquoise...” Those in the water listen for their colors, and when they hear theirs, they have to swim quickly out to the safe zone. As soon as “It” hears someone move in the water, they turn around, jumps in and tries to catch the fleeing player or players. If a player is caught before reaching the safe zone, that player becomes “It.” Instead of colors, try cars, baseball teams, animals, etc.

Crab Race

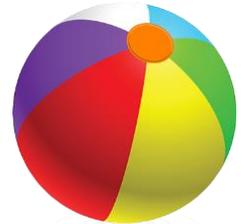
This activity requires a hula-hoop for each group of four Cub Scouts. Have each group of four climb inside a hula-hoop, back to back. The teams must then race to a finish line. The Cub Scouts must keep their hands outside the hula-hoop while they race, holding it up only with their bodies.

Crossing the River

With stones or stakes, mark out a ‘river’ 10 ft. wide. Divide the Den into two teams and have both teams on one side of the river. The Den leader or Den chief puts the ball in play by throwing it high into the air. Whoever catches it before it touches the ground shares its magic properties and is able to walk across the river. From the other side, they throw the ball over to one of their own team while the others try to intercept the ball and gain passage across the river. Anyone stepping into the river in the excitement of the game loses a life. When they have lost three lives, they are considered drowned and is out of the game. The team that gets its members safely across first is the winning team.

Dodge Ball

Play in waist to chest-deep water. Divide players into two teams. One team forms a large circle, and the other team gets inside. The circle players try to hit their opponents with a beach ball or soft foam or rubber ball. Score one point for each hit. The inside players are allowed to swim in any direction or go under water to avoid being hit, but cannot leave the circle. Outside players cannot advance forward to hit a player. At the end of a specified time, teams change places.



Dribble, Dribble, Drench...

This is a variation of Duck, Duck, Goose. “It” goes around the outside of the circle with a plastic cup or pitcher of water. Whenever they say “Dribble,” they just dribble a little water on the head of the other player. But when they say “Drench” – well, you know what happens!

A Drop at a Time

Equipment: Two buckets or tubs and a turkey baster for each team.

Directions: Each team starts with a full bucket of water, and an empty bucket at the finish line. Each person in the team takes a turn sucking water out of the full bucket, racing to the finish line, and transferring as much water as they can out of the turkey baster. The winning team is the one that empties their bucket first. You can also use those “Water bombs” or sponges instead of a baster.

Drowning River

Object: To be the player that stays out of the stream.

Materials: 2 sticks to mark the banks of the stream

How to play: Position the sticks about a foot apart. These become the banks of the “Drowning River.” Players agree beforehand whether or not to allow running jumps. Each player then takes a turn leaping over “the stream.” Eliminate players who do not successfully make the jump and fall into the stream.

After all the players jump, move the sticks farther apart to widen the banks. Again, any players who fail in their jumps are out. Continue to widen the banks after each round of jumps – the winning player stays out of the stream.

Duck, Duck, Squirt

All the players sit in a circle, except for the one who is “it.” They must walk around the circle tapping players and saying “Duck, Duck, Duck...” Instead of saying “Goose,” they squirt a water gun at a sitting player, who then jumps up and begins the chase. The wet player chases the “it” and tries to tag him before they get to the wet player’s place. Alternatively, “it” can drip water from a sponge, and say “Drip, drip, drip.”

Duck Tag

This tag game is fun for even the non-swimmers because it does not require special skills and can help them feel comfortable in the water. Play in water no higher than waist deep and in an area with a level bottom. Play like regular tag, except that a player is safe if they duck completely under water when “it” tries to tag him. A player does not have to stay under water more than two seconds, and then can safely come up without being tagged. “It” must go after someone else when their quarry ducks under water.

Earth, Water, Air and Fire

Equipment: 1 bean bag

Formation: circle

- ✓ The Pack or den sits in a circle with one Cub in the center holding the bean bag. They throw the bag at someone and shouts ‘Earth!’, ‘Water!’, ‘Air!’ or ‘Fire!’.
- ✓ If it is ‘Earth’, the chosen Cub must reply with the name of the animal, before the center Cub counts to ten.
- ✓ If it is ‘Water!’, they must think of a fish,
- ✓ If ‘Air!’ – a bird and
- ✓ If ‘Fire’ – whistle for the Fire Engine.

Note: Once a creature has been named, it may not be called again. If the Cub Scout cannot reply in time, they change places with the thrower.

Eel Race

Choose teams of four. Everyone gets down on hands and knees and the teams line up behind their leader. The second member grasps the leader by their ankles, and the player behind him grabs hold of their ankles, etc. When the starting signal is given the eel’s race across the room, turn around and return to the starting point without breaking the hand and ankle hold.

Feed the Seals

Divide the den into two teams. One group, the seals, gets down on their knees. The keepers stand above them. The keepers hold a leaf or slip (small) of paper cut like a fish, which represents the fish. On signal, the keepers drop their ‘fish’ and the seals try to catch them by slapping them between their palm. Seals are not allowed to grab fish with their fingers. Also, seals may not move their knees, although they can bend their bodies. Seals continue catching fish until the miss one, or the one who catches the most fish wins.

“Fifty Yard” Swim

Each Cub Scout hops on one foot carrying a paper cup of water. First one over the finish line with the most water in their cup wins. Use a distance that fits your den.

Fireman’s Game

String a 1-gallon milk jug between trees. Cub Scouts use garden hoses to try to move jug to opponent’s trees.

Fish Gobbler

This is a fun game for active children. You will need a big area where all the children can spread out. When the caller (known as the Fish Gobbler) shouts, “Ship,” all the children run towards the wall to which they point. On the shout “Shore,” they quickly change directions and run toward the opposite wall. On the signal “Fish Gobbler,” the kids quickly drop to the floor on their stomachs and like arms, legs, or bodies together with one or more friends. The Fish Gobbler moves around the room with arms outstretched like a big bird swimming toward the other players not touching them. The children are all “safe” as long as they are all physically linked together. Once the Fish Gobbler sees that everyone is linked to someone else, the signal “Rescue” is called. At this moment all the children jump to their feet, joining hands, and yell “Yah,” raising their joined hands over their heads. The game ends when the children are ready to move on to another game. Other calls could be added, such as “Sardines” (everyone runs to a central point to make the tightest group possible by either lying on the floor or forming a giant standing hug); “Fishermen All” (everyone sits on someone else’s knee or knees).

This game can be adopted for playing in a swimming pool. Instead of running to the wall, they can swim to the wall, and join hands and legs while trying to float on the water.

Fishing Derby

You will need magnet on a string, metal washers of different sizes and colors for different values. Draw a large circle on the floor. In this circle scatter metal washers. Divide players into equal sized teams—two or more. One player from each team wears a blindfold, is given a magnet on a string and directed by their team. On signal, the blindfolded players are directed into the circle by their team who try to get them to “catch” one of the more highly valued washers. They return to their team with the washer. Another player is blindfolded and takes their turn. This continues until all have had a turn. The winner is the team with the highest point count as determined by the washers they “caught.”



Fishing Game

This is probably too simple to be called a craft, but the game is fun. Make a lot of fish and have your fishing derby.

You will need:

Fishing Pole: Tie yarn or string to a dowel or stick.

Bend a paper clip for a fishing hook.

To make Fish, it's better to use stiff paper. Fold paper in half.

Draw a fish. Cut a hole close to the head end of the fish.

Play game –

Scatter fish on the floor

Go fishing.

Fishing Game

Give each player a soda straw. On the floor place 15 or so paper fish. Fish are caught by suction. See who can catch the most fish.

Play this game in a relay fashion, having a "fish pond" some distance away from the starting line.

Foot Races (kukini)

Ancient Hawaiians used to hold foot races to see which warrior was the fastest. You can hold single person races, three legged races, and backwards running races.

Frogs In The Sea

This is a good game that can be played at a den meeting or in shallow water. Players form a circle around one or more players who sit with their feet crossed. The players in the circle skip (if on land) or walk (if in water) close to the frogs and try to tap them on the head as they repeat the words, "Frog in the sea can't catch me." The frogs try to tag the players without rising or uncrossing their feet. If a player is tagged, they change places with the frog that tagged him.

The Great Foot Freeze

Here's a silly group icebreaker that will cool players off in a hurry.

Materials: Wading Pool, Water, Ice Cubes, Plastic Bowls

How to Play:

- Fill up the pool and dump in several trays, or a bag, of ice cubes.
- Players then sit around the edge of the wading pool with their feet poised over the water.
- At the word "Go," players race to move the cubes out of the water and into their bowls within a designated time period. The catch is, they can only use their feet.
- The winner by a foot, of course, is the person who has the most ice cubes in their bowl when the time is up.
- *Alternatively, players can collect marbles with their feet, instead of ice cubes.*

Gold Rush

Scatter pennies or iron washers painted gold in water between knee and waist depth. On signal, players try to get as many "gold nuggets" as they can within a specified time.

Go Fish

Trace six to ten fish on construction paper and cut out. Attach a paper clip to the top of each fish. Draw eyes, mouth, and fins with a marker. Tie a magnet to a 15-foot length of string. Tie the other end of the string to a stick. Place the fish in a box. (An old fish tank is even more fun.) To make the game harder, put the fish in a metal coffee can (the magnet sticks to the sides and the fish drop off). See how many fish you can catch by having the magnet catch on the fish paper clips. Whoever catches the most fish in a given time limit wins.

Grab the Fish Tail

Cub Scouts and their partners line up in a single file, holding each other around the waist. The first Cub Scout is the fish's head; the last person is the tail. When all are ready the leader says, "Go." The head tries to catch the tail. The tail tries to avoid being caught. The Cub Scouts must keep hold on each other. The longer you can make this fish, the more fun you will have!



Hawaiian Games and Pastimes

Games and pastimes in great variety afforded relief from the oppression of the kapus and from the work necessary for everyday living. Each district had its kahua or field where great sports tournaments (ho’ok ūkū) were held. Here the multitudes watched their champions match their skill and strength in such sports as boxing and wrestling. Quieter pastimes amused the people far into the night. In some districts the sea was ideal for surfing, diving or canoe racing. The slope of some hills provided courses for the chiefs’ holua sleds or the ti-leaf slides of the commoners.



The four month period known as the Makahiki was an annual holiday season dedicated to Lono-i-ka-Makahiki, god of sports. During this season most of the work ceased, wars stopped, the people paid their taxes to their chiefs, then played games and danced.

Early visitors to Hawaii wrote of being spectators at tournaments or demonstrations and praised the players for their vigor, their bravery and good humor. Much that is known about the important sports was recorded during the early years, since most of these games were discontinued within twenty years after the overthrow of the kapus and the acceptance of introduced ways. The decline of the native sports was caused by a number of factors.

- The Hawaiian people were so intensely interested in the new culture of the foreigners that they neglected their games in order to earn money to purchase introduced articles.
- Introduced sports and pastimes were accepted and replaced most of the native games.
- The chiefs no longer maintained their “courts” where young men played games for the entertainment of their elders and as training for Hawaiian warfare.
- The betting that accompanied the old games met with the intense disfavor of the missionaries. The most satisfactory way to discourage gambling was to discourage the games.

Here Come the Waves!

Equipment: Sprinkler and Hose; swim suits for everyone; a hot day

Directions: Hook up your sprinkler, but don’t turn it on. Challenge the Cub Scouts to strike funny poses of what they might be doing at the beach. Explain that they must freeze in place when you yell “Here come the waves!” Then quickly turn on the water – who got “caught by the wave?”

Hidden Object

Maybe after playing this they will be more able to find pollution (litter) and pick it up on hikes and camping trips.

Equipment: 1 thimble, ring or coin

Formation: Scatter

Send Cub Scouts out of the room. Take a thimble, ring or coin and place it where it is perfectly visible but in a spot where it is not likely to be noticed. Let the Cub Scouts come in and look for it. When one of them sees it, they should quietly sit down without indicating to the others where it is. After awhile, if no one else has found it, have him point it out to the group to make sure they really saw it.

Hop Relay

- Each team starts with a full cup of water.
- Each player in turn hops to the end and runs back holding the cup of water.
- The winner is the team with the most water left in the cup.

Hot Coconut

Play as you would “hot potato”, using a whole coconut. Pass the coconut around the circle from person to person quickly, while music is playing. When the music stops, the person holding the coconut sits in the middle or controls the music for one round.

In the Sea

Arrange partners around in a circle. Have the leader, call out “in the sea” when this is done all players are to jump into the circle. When they call “on the beach” all player then jump back out of the circle. Anyone making a mistake is out of the game. The last player is the winner.

Kid Classic: Spray-bottle Capture the Flag

Teams must defend water balloon “flags,” while trying to stomp the opposition’s!!

Materials: Two water filled balloons, One spray bottle per player, 4 players (or more) divided into two teams

How to Play:

- Divide everyone into two teams.
- Each team must defend a flag (a water balloon) while trying to capture (and stomp on) the opposing team’s.
- Instead of tagging opposing players to “freeze” them, you squirt them with a spray bottle.
- To release teammates from a freeze, you have to squirt them again.

Kimo Says Hula Game (Hawaii)

Pick someone to be the move caller- Kimo. This game is played like "Simon Says". When the caller calls out "Kimo says" and a hula move with a description then everyone should do the hula move. If the caller does not say "Kimo says" before the move then anyone who does the move must sit out until the next game. The game continues until only one person remains.

Basic Hula Steps

- **Ami: Right** – rotate hips counterclockwise, one rotation for each count.
- **Ami Left** – rotate hips clockwise. Bent knees make the 'ami easier.
- **Hela:** Point right foot forward, bring back, then point left foot forward, then bring back.
- **Huli:** Rotate around while swaying the hips
- **Kaholo:** A kaholo is more of a sliding step, rather than lifting the foot as you move. It is used to step side-to-side, front to back, and diagonally.
- **Ka'o:** Sway hips by shifting weight to the right side and lift left heel. Then shift weight to the left side and lift right heel.
- **Lele:** Step right, then left, either forward or back.
- **Love Hand Movement:** Hands cross at chest to show embracing love
- **Ocean Hand Movement:** hands gently beat up and down showing the rhythm of the waves.
- **Rainbow Hand Movement:** palms of the hands meet at the left... right hand lifts and shapes an arching rainbow
- **Rising Sun Hand Movement:** start at the knees, both hands part and rise above the head to shape the sun
- **Singing or Story Telling Hand Movement:** hand gracefully gesturing at mouth for song • Swaying Palms Hand Movement: left arm becomes the land, right arm and fingers sway showing a waving palm.
- **Swirling Winds Hand Movement:** left hand forward while right hand circles twice over head
- **Tide roll Hand Movement:** hands continually roll over each other to show the rolling sea



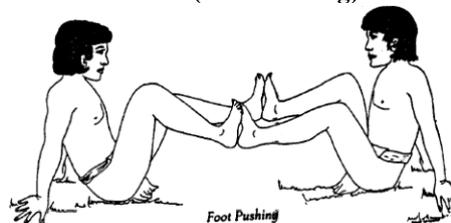
Konane (Hawaiian Checkers)

Materials: Stiff cardboard with 8-by-8-in. grid drawn on it, 32 white game pieces, 32 black game pieces

Directions

- Fill the squares on the board with game pieces, alternating colors.
- Remove one white and one black piece from the center of the board.
- Decide who will play white and who will play black.
- Black goes first, jumping a white piece and removing it from the board.
- Players take turns jumping and removing pieces.
- Each jump must be made over only one stone at a time.
- A player may capture more than one stone at a turn.
- Players may jump forward or backward, left or right, but not diagonally.
- They cannot change direction in any given turn.
- The game is over when neither player can move.
- The winner of the game can be either the player who made the last move or the one who captures the most pieces.

Kula'i Wāwae (Foot Pushing) Hawaii



This old Hawaiian game tests the strength of your leg muscles.

Materials: Pairs of players, A referee for each pair.

How to Play:

- Each player sits facing their partner. They sit far enough apart so that their knees are slightly bent. The toes and balls of their feet should touch each other.
- Their hands should be flat behind them. Their arms should be straight. This will hold their bodies in position.
- The referee calls, "Get ready!"
- The referee calls, "Begin!"
- Each player pushes their feet against the other player's feet. A player can push straight ahead so that the other player is moved backwards. Or they can try to push the other player's feet to the right or left side.

Scoring: A player wins if they move their partner away from them or out of their sitting position.

Leaking Relay

Materials: Bucket of water, Two cups with holes in the bottom and sides (equally), and two containers about half gallon size. Divide into two teams. First player on each team fills their cup with water from the bucket, then places the leaking cup over their head and runs around a previously marked course. When they get back to the beginning they pour into the empty container, whatever water is left in their cup then hands the empty cup to the next player. The team that fills their container first wins.

Lemon Derby

Besides the built-in excitement of this timed event, this quirky race comes with a twist. Each Scout must use a stick to roll a lemon to the finish line. Unlike a ball, which rolls true, this fruit has a tendency to wobble and weave. So the key to winning may be simply staying the course.

Little Squirts

Supplies: a sloped sidewalk or driveway for this game. Draw start and finish lines with sidewalk chalk. On 'Go' each player places an ice club on the start line and squirts the cube with a water squirter to help it cross the finish line.

Lou-Lou (Pulling Hooked Fingers) Hawaii



Hawaiians of long ago played this game to develop strong hand and finger muscles.

Materials: Pairs of players, a referee for each pair.

How to Play:

1. The referee calls, "ho'o-mākaukau." (get ready)
2. Each player steps up to their partner. The right little toe of one player's foot is placed next to their partner's right little toe. During the game the left foot may move, but the right foot must stay in this position.
3. Each player holds out their right hand with the index finger straight out. Their thumb should be flat on the palm. Their other three fingers hold down the thumb.
4. His index finger is then curved around the other player's like a hook.
5. Players could also use other fingers of their right hands. They must be sure that the rest of the fingers are flat against the palm of the hand.
6. The referee calls, "'oia." (begin)
7. Each player pulls their hooked finger back slowly. Players are not allowed to jerk suddenly.
8. The referee should encourage the contestants by calling, "Huki! Huki!" (pull! Pull!) as the players strain for victory.

How to score :

1. The one who can make the other player's finger straighten wins a point.
2. If a player moves their right foot out of position, they lose.
3. This game can also be played so that the winner is the person who first makes ten points.

Make some Waves!

Equipment: Parachute or large sheet; a different colored ball, kick sack or even a rolled up sock for each player.

Directions:

- Hold your parachute or sheet from the edges at waist height. Add all the "balls" in the middle.
- Now make "waves" by shaking the parachute or sheet. Everyone shakes the fabric, trying to make the balls or socks fall off.
- The winner is the one whose ball or sock is left on the sheet.

Marathon Melt

Divide into pairs. Everyone has to keep one hand behind their back. Each pair gets one ice cube. See which pair can find a way to melt the ice cube first!

Musical Beach Towels or Mats

Materials needed:

1. Beach towels or mats for each player minus one (carpet squares could be used instead as the beach towels could be too slippery),
2. Music to play (preferably Hawaiian).
3. Play:

Directions

1. Lay out one less beach towel/mat than you have players/beach walkers.
2. Have the beach walkers walk in a circle around the towels/mats when the music plays.
3. When the music is turned off the beach walkers must stand on a towel/mat.
4. The beach walker who does not make it to a towel/mat is out until the next game.
5. Remove another towel/mat and start the music again.
6. Keep repeating this until there is only one beach walker left.

No'a (Finding a Pebble under a Cloth) Hawaii

Both children and adults played this game in old Hawaii. Good players learn to watch faces and motions very carefully.

What you Need:

1. A no'a or stone, about the size of a quarter.
2. A mile, or stick, to use for pointing. You can tie a piece of 52appa or a piece of ti leaf to the end of a stick. This will make it look like the pointing stick the Hawaiians used.
3. Pieces of 52appa or cloth the size of a large handkerchief. If ten people are going to play, you will need five pieces of cloth. You need the same number of pieces of cloth as there are players on one team.



How to Play:

1. Form two teams. The people on one team sit across from the people on the other team, facing each other, about three feet apart.
2. Put the five pieces of cloth on the floor between the two teams.
3. The person to hide the stone holds it in their hand so that no one can see it. Then they lift the edge of one of the pieces of cloth and puts their hand under it. They do this with each piece of cloth. They drop the stone under one of the pieces of cloth, but they try hard not to let the people on the other team know which cloth has the stone under it.
4. The team that is watching will guess which cloth has the stone under it. When the members of that team have decided

which cloth the stone is under, they point to that cloth with the pointing stick.

- The watching team watches very carefully. That team might look at the face of the person who is hiding the stone, or watch their arm, or watch for other clues that might tell where the stone is. The person who is hiding the stone tries to fool the other team and not let those players know where the stone is.
- Each team takes turns hiding the stone until one team has found it ten times.

How to Score:

- Every time a team guesses where the stone is, that team gets a point. The first team to get ten points wins.
- Another way to win is to get a point every time a team points to a cloth without the stone under it. The first team to get ten points wins the game.

Over the River Game

Materials: A hose with a water source

Directions: One person holds the stream of water very low to the ground and everyone lines up and skips over it. Then the stream gets higher, little by little, as everyone skips over it. When a person touches the stream of water, they are out. Last person wins.

Over and Under Relay

The first person in line passes a water balloon over their head to the second person who passes it through their legs, etc. This pattern keeps repeating until the balloon reaches the last person in line. The last person in line brings the balloon to the front and starts over.

Over and Under the Waves

Divide teams equally and line up in relay formation. The first Cub Scout on each team is given a large ball. On signal, they pass the ball overhead to the second, player who passes it between their legs to the third, who passes it overhead, and so on to the end of the line. The last player runs to the head of the line and passes it as before. The first, team back in its original order wins.

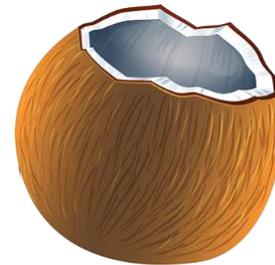
Paddlewheel Push

To play this water game you will need at least one foam or plastic kickboard but more boards will allow more Cub Scouts to play at the same time. Pair off, trying to match basic size and strength of the Cub Scouts. Play in waist-deep water. Opponents grasp opposite ends of a kickboard. On signal, both Cub Scouts start kicking, trying to force the opponent backward. Cub Scouts should not stand and shove the board, but should swim and kick legs to move forward.

Pass the Coconut (could use for Hawaii)

Materials: one coconut, music preferably Hawaiian, Warrior name and symbol of authority for each Cub Scout advancing. (e.g., long feather)

Directions: Players sit in a circle with one player holding the coconut. The music begins and the coconut is passed around the circle until the music is stopped. The player holding the coconut when the music is stopped is out. The music begins again and the play continues until there is only one player left.



Pass the Lifesaver

Form two lines. Give each Cub Scout a soda straw to hold in their mouth. On signal, a Lifesaver is passed from one Cub Scout to the next using the straws. No hands are allowed. Continue this until the last Cub Scout in line has it. Have more Lifesavers ready for the Cub Scouts to enjoy at the end of the game.

PFD Switch

Teams arrange themselves with half their players facing the other half at opposite ends of the pool or swim area. The first racer wears a PFD (Personal Flotation Device). On signal, the Cub Scout and their mate from the other end of the pool race towards each other to meet in the middle where the “dressed” swimmer removes the PFD and their teammate puts it on.

Pin a Coconut on a Palm Tree

Materials: Brown construction paper, green construction paper, brown felt, scissors, tape

Directions

- Draw a palm tree about 4 ft. tall on the brown paper.
- Use green construction paper or poster board to make palm leaves.
- Use brown felt circles for coconuts.
- Blindfold each Cub Scout and see whose coconut makes it to the tree!

Quarter Drop

Have the Scouts from 2 teams. For each team, place a gallon jar 2 to 3 feet in front of the line. Fill each jar with water and place a smaller glass jar in the bottom of the gallon jar. Have each Cub Scout try to toss a quarter or iron washer into the jar and into the smaller jar. The team with the most quarters in the smaller jar wins.

Rainy Relay

Try to pour water from your paper cup to a partner’s. The trick? They both have to hold the cups on their head!

Raft Race

Line up the Dens for a relay race. The first Cub Scout in each line is the “skipper.” They stand with each foot on a large pad of newspapers. The second Cub Scout is the “passenger” and they stand on the same papers with their skipper. On signal, the skipper bends over and grasps the papers with each hand. By shifting their weight and sliding the papers forward, the two Cub Scouts maneuver themselves to the goal line without stepping off of the pads. On reaching it, the passenger runs back to their team with the newspapers and brings the next Cub Scout across the river. The first team to cross the river wins.

Rolling Stones (‘Ulumaika) Hawaii

This ancient Hawaiian game is played similar to horseshoes. Set up a small stick post in the ground. Each person chooses a stone and tosses it at the post. The player whose stone stops closest to the stick wins!

Save Me

This is a practice game for the “throw” rescue method. Divide into 2 teams. Teams select their strongest swimmer, and with leader approval these Cub Scouts represent their teams by competing against each other. In chest-deep water about 25 feet from the edge, weight and sink an over-size tee shirt (one for each team). Give each team a 30-foot rope. On signal, each team’s best swimmer swims to the shirt, retrieves it from the bottom, and puts it on. They then call to teammates, “Save me!” whereupon the other den members cast their coiled rope to him. The swimmer must act like a non-swimmer, and not swim or walk to reach it. The team must keep trying to cast the rope directly within reach of the swimmer. When they grab the rope, the other team members pull them to shore. First team to “save” its “victim” wins.

Save the Soda

Each player gets 3 sponges and an empty 2- liter soda bottle. Set up the bottles on the ground. Each player tries to protect their own bottle while trying to knock down the other players’ bottles with the sponges. The player with the last standing bottle wins!

Scrambled Water

When you unscramble the following words, you will know eight kinds of bodies of water.

KEAL	NECOA	YOUBA
DROJF	FULG	GOANOL
NOPD	VERIR	

Answers: lake, ocean, bayou, fjord, gulf, lagoon, pond, river

Sharks and Whales

Play in waist to chest-deep water. Divide group into two teams, the “sharks” and the “whales.” The teams line up facing each other about 10 feet apart. Behind each other is its home base – the side of the pool or a rope tied to buoys, or other designated area. When the leader calls “sharks” they swim or run after the whales, trying to tag them before they reach their base. If a whale is caught, they must join the sharks for the next round. Leaders should alternate the calls of “sharks” and “whales”.

The team with the most players after a specified time is the winner.

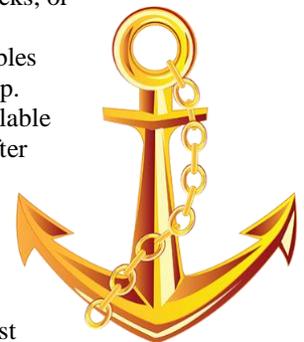
Sink the Boat

Provide a bucket filled with water and float a small pie plate on it. Have Cub Scouts stand back about 5 feet and give them 5 small balls made of aluminum foil. (Foil is easy to retrieve because it floats.) Cub Scouts take turns throwing 5 balls. Give points for each ball that lands in the pie plate and stays there when thrown from the starting line.

Sink the Ship

Have a large bowl full of water set on a table in the room. In the bowl place a small plastic boat. If you don’t have a boat, a Styrofoam bowl or other suitable container can be used. Next to the large bowl have a smaller bowl full of marbles. You could also use small rocks, or other suitable small heavy objects.

The object is to guess how many marbles (rocks, etc.) it will take to sink the ship. Have pieces of paper and pencils available for people to record their guesses. After everyone has had a chance to guess, gather everyone around and put the marbles into the ship one at a time. Keep count and determine how many it took to sink the ship. Determine whose guess was the closest and award an appropriate prize.



Soapy Toes

Fill a kiddie pool with soapy water. Dump in a bunch of marbles. Set up chairs around the pool and dip in your feet. See who can fish out the most marbles with their toes!

Spear Throwing (could use for Hawaii)

See which “warriors” can toss their spear or darts and hit a watermelon target.

Materials: Pool noodles and hula hoops
Directions

- Warriors have contests to see how many spears (pool noodles) each can toss into the pool of fish (hula hoop) accurately.
- Obviously the warrior with the most hits wins.

Sponge Relay Race

Materials: 2 sponges, 2 buckets, 2 bowls and water.

Have Cub Scouts line up in two teams and the Cub Scouts at the front of each row hold a bucket of water with the sponges in it and the Cub Scouts at the end of each row hold a bowl. The first Cub Scout takes a wet sponge out of the bucket and hand it to the next Cub Scout and so on till it reaches the last Cub Scout in their row who squeezes the water out of the sponge and into bowl. They then race it back to the front and puts it back into the bucket starts over again. Play continues until the water is gone or a certain time is up. The team, who has the most water in the bowl at the end, wins the game.

Sponge Ball Wars

Fill two five gallon buckets with water. Place sponges – the number of sponges is up to the pack – in each bucket. Divide the Cub Scouts and adults into two teams. Mark a dividing line between the teams. Put one bucket of sponges on each side of the line about five to six feet back. When you yell “Sponge Wars!” the teams begin throwing the wet sponges across the line onto the other teams territory.

Rules:

- You can only throw one sponge at a time.
- The object is to get as many sponges as possible on the other team’s side.
- You may pick up sponges that have been thrown on your side and throw them back as long as you only throw one at a time.
- At the end of one minute the leader yells peace and all sponge throwing stops.
- The team who has the fewest sponges on their side wins.

Sponge Relay Race

You’ll need 2 sponges, 2 buckets, 2 bowls and water. Have Cub Scouts line up in two teams and the Cub Scouts at the front of each row hold a bucket of water with the sponges in it and the Cub Scouts at the end of each row hold a bowl. The first Cub Scout takes a wet sponge out of the bucket and hand it to the next Cub Scout and so on till it reaches the last Cub Scout in their row who squeezes the water out of the sponge and into bowl. They then race it back to the front and puts it back into the bucket starts over again. Play continues until the water is gone or a certain time is up. The team, who has the most water in the bowl at the end, wins the game.

Sponge Wars

Fill two five gallon buckets with water. Place 30 sponges – the number of sponges is up to the pack – in each bucket. Divide the Cub Scouts and adults into two teams. Mark a dividing line between the teams. Put one bucket of sponges on each side of the line about five to six feet back. When you yell “Sponge Wars!” the teams begin throwing the wet sponges across the line onto the other team’s territory.

Rules:

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- ✓ The team who has the fewest sponges on their side wins.



Squirt

This is an indoor water game. Players sit in a large circle; “it” stands in the middle of the circle with a squirt bottle of water. “It” chooses a category and writes one choice from that category on a piece of paper (not seen by the other players). “It” goes around the circle, pointing the squirt bottle at each player, who in turn makes a guess from the chosen category. The person who guesses the right one gets a squirt in the face and becomes the new “it”.

Sample categories: Kinds of soup, colors, kinds of pie, kinds of cars, sports teams, Cub Scouts’ names, girls’ names, states in the U.S., countries in the world, vegetables, fruits, T.V. shows, sports celebrities, kinds of ice cream, etc.

Squirt Relay

Materials: 2 garden hoses or 2 water guns.

The first player in each line squirts a balloon (or light ball) to a line several feet away and then brings the equipment back to the next player.

Squirt-Tac-Toe

Make a tic-tac-toe board on the sidewalk with sticks or chalk. Each player use a water quarter to make the X’s and O’s. Work quickly, because when an X or O dries up, it doesn’t count! The hotter the day, the quicker you have to be.

Statues on the Wall

This is a fun backyard game. Have the Scouts stand against a brick wall (the side of a house or building). Spray water from a water hose on them and all around them. When they move away from the wall, it will have the outlines of their bodies on it. Stand back and try to guess what the shapes look like. Make up a story to go along with the shapes.

Steal the Turtle

Play in Waist deep water. Divide Cub Scouts into two equal teams that line up facing each other 20 feet apart. Each team member is given a number. A leader tosses a large rubber ball in the middle of the play area and calls out a number. The opposing players with that number race for the ball. The player who gets it and returns to their place without being tagged by the opposing player scores one point. When both Cub Scouts are back at their places, the leader calls out another number. For a real scramble, call all numbers at once.



Submarine Dive

Draw ahead of time a number of 18” circles with sidewalk chalk. These are submarines. There should be one less submarine than the number of the Cub Scouts. The Cubs hop, walk or run around the play area according to the directions given by the leader. When they call “Submarine Dive,” each Cub tries to get into a submarine. The one Cub who is left out stays on a submarine for the next game and so gradually, the submarines become occupied. The winner is the one who gains the last vacant submarine.

Tacky Tourist Relay Race

Materials: Two Grass skirts, 2 pairs of Bermuda shorts, 2 pairs sunglasses, 2 Straw Hats, 2 lei necklaces, 2 Beach bags, 2 Beach chairs

Directions: Divide the group into two teams. Each team lines up in a row. Place chairs a reasonable running distance in front of each team or any distance your space will allow. The objects listed above are placed into the beach bags and located with each team. The first players on each team, put on ALL of the items, run to the chair, return to their team, remove the items, and pass the bag to the next player. The next players continue until the entire team has had a turn.

Throw and Catch

Divide the group into pairs with each set having a water balloon. Start throwing and catching close together. Move a step back each time. The winners are the partners that made it the farthest apart before their balloon broke.

Touch

Divide group into two equal teams and line them up in parallel lines about 6’ apart. The leader calls out the name of an object that is the same distance from both teams—a ball, diving board, edge of the pool, etc. In a relay fashion, all players swim or run to touch the object and return to their places. First team back gets one point.

T-Shirt Relay

Divide the group into two teams. Have a large T-shirt for each team. Each team member must put on the shirt before swimming their lap in a relay race. It doesn’t matter if the shirt is on inside out.

Tug-Of-War

Play in water that is chest deep for Cub Scouts. If playing with adults, divide them equally between the teams. Use a sturdy rope, with a colored ribbon tied to the center of the rope. Anchor a float or other permanent marker to show the center of the play area. Play like standard tug-of-war with the winner being the team that pulls the other team past the center float.

Underwater Words

How many words can you make from the letters in the word UNDERWATER? Who can make most words? How about the longest? (At least 80 are possible! Probably even more.)

Volleyball

Two players stand one each side of a volleyball net, holding a towel between them. Serve a water balloon to the other side by placing it in the towel and launching it over the net. The players on the other side must catch the balloon in their towel and then launch it back. If the balloon breaks on your side, the other team gets a point. If a team launches the ball out-of-bounds, the other team gets a point. Play to 10 points.

Water Balloon Bounce

You will need a tarp, sheet or blanket for each team, or teams can take turns. Players hold the tarp at the edges. 3 water balloons are placed in the center of the tarp. By quickly snapping the edges of the tarp outward the balloons are tossed into the air. A point is scored each time the balloons are successfully tossed and re-caught. Balloons must go up at least 8 feet in order to score a point. The game ends when a balloon breaks or is dropped. The team that makes the greatest number of successful tosses is the winner.

Water Balloon Jai Lai

This is a simple variation using plastic milk cartons.

Just cut the bottom off the carton, turn it upside down, and you have your “catcher.”

Now, to make this a “cool” possibly WET game, blow up a water balloon to use as your ball!

Want even more fun? Fill a lot of water balloons, and have them going all at once! Someone is sure to get wet!



Water Balloon Volley Ball

Play volleyball except use a water balloon for the ball and have the teams use a bath towel to catch and throw the balloon. Have two Cub Scouts to a towel. Play outside!!!



WATER CARNIVAL GAMES

Floating Target – Float a pie plate in a tub of water. Give each player ten beans. In turn, the players try to toss their beans into the plate from a distance of about five feet. Score 10 points for each bean that stays on the plate.

Penny Drop – Pour water about six inches deep in a bucket and drop in a dime. Each player is given six pennies. In turn, players drop their pennies in the water, trying to cover the dime with the penny. The successful player wins the dime.

Water Balloon Race – Give each player a balloon filled with water and a 30-inch-long string. The players tie one end of the string to the neck of their balloon and the other end to one ankle. On a signal, all players move toward the finish line 20 feet away, dragging their balloons behind them. A player whose balloon breaks must step out of the game. The winner is the first person whose intact balloon crosses the finish line.

Sand Castles – Locate a nice sandy area and bring lots of water, molds (cans, buckets, etc) and modeling tools (rakes, spoons, shovels, etc) and spend some time making sand creations. Have each Den or each family create something.

Water Balloon Relay – Form two lines about 8 – 10 feet apart, facing each other. Let's call one line A, B, C, D, ...and the other is 1, 2, 3, 4, ... "A" takes a water balloon and tosses it to "1" who tosses it to "B" who tosses it to "2", then "C" and so on to the last person who tosses it in a basket. The goal is to see how many can be passed unbroken in a set time limit.

Mini-Firefighter's Tug-o-War – Perhaps you've seen those battles where teams of Firefighters try to push a barrel on a cable using the powerful streams from the fire hoses. It's easy to do this on a smaller scale by punching two holes in the middle of two foam plates. Fasten the plates together back to back, then string a thick cord through them and tie it about 5 – 6 feet off the ground, as tight as you can. Mark the center, or two "end zones". Arm the Scouts with squirt guns or bottles (have quick refill barrels ready). Divide into two teams and set the teams to push the plate with water pressure alone. The team who pushes past the centerline or into the other team's end zone is the winner.

Water Balloon Toss – Form two lines standing 4 – 5 feet apart with Scouts facing toward each other. Each pair of Scouts is given a water balloon. Scouts toss the balloon back and forth from one side to the other. Once the balloon has been tossed from one side to the other and back, the Scouts take one step backward. When the balloon is dropped to the ground or bursts, that team is to sit down. The winner is the team left standing the longest.

Biathlon – Instead of skiing and shooting, or biking and swimming, this biathlon involves running and squirting! Using squares of paper towels, draw a number or letter per Scout on each paper towel. (Use water-based markers – it's fun to watch them run!) Stick the paper towels up around the yard or park. Each Scout starts on a signal, running the course and squirting their number only on the towels. Scour by total time, minus a second for each missed towel.

Water Jug Relay

Equipment:

- 2 – 6-oz or 12-oz bottles;
- 2 – 1-gallon plastic jugs;
- 2 – large water buckets filled with water;
- 2 – small funnels;
- 2 – paper, plastic or tin cups.

Directions

- Form two parallel teams.
- In front of each team about 25 or 30 feet away is the full water bucket, funnel and cup.
- First Cub Scout on each team is handed an empty bottle. On the word "go" they run down to the water bucket, puts the funnel in the bottle and proceeds to fill their bottle with cups of water.
- When bottle is filled, Cub Scout runs back and pours water from bottle into plastic jug, gives the empty bottle to next Cub Scout in line.
- This continues in the same manner until one of the teams has filled their jug.

Water Kickball

The rules are the same as regular kickball, but use a small wading pool at each base and a "Slip n' Slide" from third base to home plate.

Baseball Variation: Batter uses a Nerf bat and the pitcher uses sponges dipped in a bucket of water.

Water Slides

Make a simple backyard water slide by laying a sheet of plastic down a gentle slope. Use giant staples made from hangers or stiff wire to fasten the edges, and make sure there is a safe way to stop at the end (bumpers of hay or a big, level grassy area). Run a sprinkler at the top, get it good and wet, and you are ready to slide! For safety sake, only slide lying down feet first.

Variation: Do this on level ground and do running slides, or play tug-o-war!

Water Yo-Yo

Cut a large rubber band in half. Tie one end to a filled water balloon. Hold the other end and yo!



Wet Ball

Using a spray bottle, squirt water at a balloon moving it upwards through the air and into a trash can.

Required Items

- Container with 3 inflated balloons
- 39-gallon trash can
- 1 high power spray bottle filled with water (plus a backup)

Directions

1. Prior to game start, contestant picks up a balloon in one hand and a spray bottle in the other, then stands in designated start zone.
2. Once game begins, contestant may release the balloon into the air and start spraying water at the balloon, propelling it towards the trash can.
3. If the balloon hits the ground, it's out of play. Contestant may pick up this balloon and reuse it, or pick up a new balloon on another attempt from the start zone.
4. If contestant's body or the water bottle touches an airborne balloon after its release, the attempt will not count.
5. Contestant must get one balloon into the trash can from the designated start zone.
6. Contestant may not cross starting line before releasing the balloon or the attempt will not count.
7. Balloon must remain in trash can to score. If a balloon bursts inside the trash can, the balloon will still count as a score.
8. To complete the game, contestant must move one balloon through the air and into the trash can using only the water from the spray bottle within the allotted 60 seconds.
9. Any balloon that breaks the plane of the top of the trash can within the 60-second time limit may count toward completion of game.

Wet Potato

Pass around a bucket of water while music plays. When the music stops, whoever has the bucket dumps it on their head!

Whale on the Beach

Object: To get your whale across the finish line alive.

Materials: Teams of 4 to 8 Cub Scouts, one adult "whale" for each team, a blanket or tarp for each team, a spray bottle for each team, water, markers for start and finish lines

How to play: Explain that in order to keep their whale alive, the Cub Scouts must be gentle and quick. They must place the whale on the blanket or tarp, leaving its hands and ankles over the edge, wetting those areas with the spray bottle to keep the whale moist. When moving the whale they must keep it only 4 to 6 inches off the ground, (in order to reduce injury if dropped). Remind them that the faster they go, the more apt they are to injure the whale.

When the signal is given, the whales should become limp, not helping the Cub Scouts move him. It is up to the individual whale to decide if it survived based upon the Cub Scout's actions.

Who Are You?

Here are some more riddles to add to the game on page 10 Jul 08 of Program Helps:

1. I have dense, oily fur and build a home of sticks with an underwater entrance.
2. I can travel without water 10 times longer than a human can.
3. I have spongy skin and accordion-like stems to hold great volumes of water, and spines to protect it.
4. I have six wax-coated feet and can be found on still water.
5. I wear a matted feather coat to keep out wind and water, and use my wings for flippers.
6. I live in water, and create a limestone house out of materials I filter from the water – when my limestone doors close, I can stay out of water for many hours.
7. My leaves have a wax-like coating to limit water loss, and my buds have a chemical and protective layer to keep them from freezing.
8. I must swim constantly to stay in one place, and I take oxygen from the water with gills.

Answers:

1. Beaver,
2. Camel,
3. Cactus,
4. Pond Skater or Water Strider,
5. Penguin,
6. Barnacles,
7. Pine tree,
8. Trout

Who Wants to Be a Chill-ionaire?

Pick one person to be the host and give him a squirter. Everyone else lines up. The host asks the first person a question. If they get it wrong, they get squirted and go to the back of the line. If they get it right, they get to be the next host. The original host goes to the end of the line.



CLOSING CEREMONIES

Aloha

Cub Scouts hold cards spelling "ALOHA" which is Hawaiian for good-bye. Each Cub Scout reads one of the parts and after the last one is read, all Cub Scouts shout "Aloha."

- #1: A** – We came together and had our fun. It seems as though we'd just begun.
- #2: L** – We sang and danced and played some games. And had some fun with Hawaiian names.
- #3: O** – We ate new foods and learned how Hawaiian children play and shout.
- #4: H** – We dressed in grass skirts we had made. It was so fun we wish we could stay.
- #5: A** – But now the time has come to say, "Aloha until another day!"
- All: "ALOHA!"**

Aloha Closing

Set Up

5 Cub Scouts with the letters A L O H and A on 5 cards. Have Cub Scouts draw appropriate pictures around the letters. Text to be read is printed on the back in LARGE type.

- #1: A** – As we prepare to leave you tonight,
- #2: L** – Let the Scouting Spirit burn within us bright.
- #3: O** – Our pledge is to always do our best.
- #4: H** – Hawaiian dreams will ease our Rest
- #5: A** – Aloha means hello, and also goodbye.



Beach Party

This can be done two ways –

- ✓ First – Cubmaster carries a water squirter and a beach towel. Now they lay them down after wringing out some imaginary drops of water from the towel and proceeds to talk.
- ✓ Second – Have five cub Scouts dressed in beachwear and have each one say a part with appropriate pictures and actions.

Cubmaster – Well we've come to the end of another fun, fishy, delightful pack meeting. In planning a successful activity for Cub Scouts age youth, there are five essential ingredients to include:

- #1:** First is ACTION. Cub Scouts find it impossible to sit and do nothing. Action makes everything much easier. Today we had ACTION!
- #2:** Second is SOMETHING TO WATCH. Watching and helping celebrate another's accomplishments and hard work is one of the best ways to have fun watching
- #3:** Third is having SOMETHING TO TALK ABOUT. It's fun for Scouts to hear adults telling stories and fun for them to do things that are worth talking about later. I think we accomplished that today.
- #4:** Fourth is SOMETHING TO LAUGH AT. We all need to enjoy laughter, and sharing fun experiences is one of the best ways to do that. Did we succeed with laughter?
- #5:** Fifth is SOMETHING TO HELP WITH. Parents, leaders and family members are involved in helping Cub Scouts move along on their trail toward Bobcat, Wolf, Bear, Webelos rank, and Arrow of Light. But just in case you missed out on helping this week, we have one more chance -- after the retiring of the colors, you can all HELP with the cleanup!

Closing Ceremony

- # 1:** Well, we sure had fun getting you wet.
- # 2:** We had the best time ever yet.
- # 3:** Thanks for helping in our little party,
- # 4:** And joining us as
- # 5:** The water fun was, oh, so grand,
- # 6:** But now we change from sea to land
- # 7:** Join us again next month

Conservation

Cubmaster (holding picture of large local waterway (or a small one or a famous one (e.g. Mississippi, Hudson, or Delaware River or one of the Great Lakes)): The Waterways of the USA are great and beautiful. The Waterways and the rest of America is ours to enjoy. Surely we want to preserve it for the thousands of Cub Scouts who will come after us. Let us close our meeting by standing and repeating in unison a pledge that will remind us to conserve our H2Ohhh! And waterways and other wonderful parts of our country for those who follow us. (Repeat the Outdoor Code.)

Making Waves

Set up: Use a blue sheet or large piece of fabric or paper for a “sky” backdrop. Now cut out or paint a large half-circle of orange and place it at the bottom of the sky, to make your setting sun. Make a series of waves – you can cut a row of waves out of cardboard by connecting this kind of shape. Have the Cub Scouts paint each row using a variety of blues, greens and whites. <http://www.tutorialdash.com/imageuploads/7a484769cca674b6c5e6317126739e1.gif>

To make your waves look more authentic, give each Cub Scout a paper plate with several drops of various blue/green/gray/white colors – instead of mixing the paint, just sweep the brush through all the colors and let the colors get mixed only as it happens on the wave. After the paint is dried, use a sponge lightly dipped in white to put the finishing touches on the crest, or whitecap.



Even if you have used the exact same pattern for all your rows of waves, the varied colors and placing each row slightly offset from the one in front and back will make your waves look good. The setting sun can just be going “into the waves.”

CM: During this hundredth anniversary year of Boy Scouts of America, Cubs and Webelos Scouts have really been making waves – getting out in the community and giving service. We’d like to share some experiences.

(Cub Scouts can enter the “scene” from the sides wearing various gear, such as face masks, snorkel gear, a plastic float tube, a body board or surf board, or even a “boat” or kayak carried by several Cub Scouts – as if they were just emerging from the water. Each Cub Scout can talk about some way that Scouts can “make waves” by doing service. Use projects that your unit has done, or share some of the ideas on the Good Turn for America website). www.goodturnforamerica.org/

After several ideas have been shared, all the Cub Scouts line up.

Assistant CM: As you can see, today’s Scouts are following in the tradition of that unknown Scout who so impressed William Boyce – the founding of Boy Scouts of America was a direct result of an English Scout who showed him the way through thick London fog and refused payment. He told Boyce that it was their “Good Turn for the Day!” We hope that each of you will follow that example and always be ready to serve!

All: “Make some waves – Do a Good Turn!”

Net Closing

Form a net by clasping hands in any crisscross design making sure everyone is caught in the net (part of the net). Cub Scouts shake each other’s hand that they are holding and say “Do Your Best.”

Nature and The Good Visitor

CM: Our pack meeting tonight brought us all together to think about the waterways near our town and the outdoor opportunities they provide. We can enjoy the waterways and the great outdoors but we must think of others who will follow us. Wherever you go in the great wide world of nature, try to be a “good” visitor who will leave the plants and the creatures for others to enjoy after you leave.

- #1: The only shots I took were snapshots.
- #2: I tried to walk on pathways to keep off plants.
- #3: When I see animals or birds, I try to remember that I am a guest in their living place and I don't do anything to them but look at them.
- #4: The one big thing I always do when I am ready to go home is to look and see that all fires are out in nature's backyard.

CM: With Cubs Scouts and Webelos Scouts like you to help keep our friends on the ball, I'm sure that the beauties of nature will be around for years to come. Thanks Cubs, Good night.



Pebbles

Personnel: Cubmaster, Cub Scouts (enough to make a circle around the pool)

Equipment: Small wading pool filled with water, 1 Pool candle meant for floating (purchase at a pool supply store)

Setting: Make a circle around the wading pool

CM: Have you ever taken pebbles and thrown them in a quiet stream or lake? If you have, you probably noticed that each wave started by each pebble was influenced by the waves started by other pebbles. Through the ideals of Scouting, the things we do, the friends we make, we can have great influence for good on those with whom we associate.

(Cubmaster carefully lights a candle and gently places it in the pool. They let everyone stand silent for a minute or two then leads them in the Cub Scout benediction)

May the Spirit of Cub Scouting, be with you and me, Until we meet again.

Ship Shape Closing Ceremony

Using a slide whistle, penny whistle, or just someone that can whistle loudly, Boatswain whistles to call everyone to attention. (attention whistle: starting note, up 3 notes, then back down to the first note)

Boatswain: All hands on deck! All hands on deck!

(Cubs assemble in front of the Boatswain)

Boatswain: Prepare to retire the colors!

(Color guard goes to the front of room where the flag is. The rest of the cubs assemble an honor guard, in either 1 long line, or 2 parallel lines.)

Boatswain: Reads flag closing ceremony as usual.

(Color guard walks past the honor guard while walking the flag to the rear of the room.)

Boatswain (after the flag ceremony and the audience is seated) All hands, dismissed (or refreshments)!!

(Cubs and parents leave or line up for refreshments.)

Three Important Things

Personnel: 4 Cubs or all may be read by Leader or Cubmaster

Equipment: Cub Scout badge, Handbook, and Candle

- # 1: To the sailor, three things were essential -compass, sextant, and a flag to tell which way the wind blew.
- # 2: To Cub Scouts, these three things are important - (show items) a badge, a handbook, and a candle.
- # 3: The badge tells who you are and where you are going, the handbook tells how to get where you are going, and the candle is a symbol of the light of Scouting.
- # 4: It is a light that must be kept burning in the heart of every Cub Scout.

Transportation of Smiles

Set Up: 6 Cubs carrying posters of barges each with one of the following letters S-M-I-L-E-S and 2 Cubs carrying cartoon tug boats with smiles on both ends of the line.

- #1: Something that should be transported every day, is a smile from one another as we hurry on our way,
- #2: While carrying SMILES we're transporting a valuable treasure
- #3: For the value of transporting a smile to others we can't even measure.
- #4: That smile we give from the heart can lighten someone's load,
- #5: Making brighter their day as they travels down life's road.
- #6: So, carry a smile with you wherever you go
- #7: And transport to others a friendly glow.
- #8: It only takes a mile with curves at beginning and end to give others smiles and win for us a friend.

Three Important Things

Personnel: 4 Cubs or all may be read by a Leader or Cubmaster

Equipment: Cub Scout badge, Handbook, and Candle

- #1: To the sailor, three things were essential - a compass, a sextant, and a flag to tell which way the wind blew.
- #2: To Cub Scouts, these three things are important - (show items) a badge, a handbook, and a candle.
- #3: The badge tells who you are and where you are going' the handbook tells how to get where you are going, and the candle is a symbol of the light of Scouting.
- #4: It is a light that must be kept burning in the heart of every Scout.

Water Fun Closing

- #1: Well, we sure had fun getting you wet.
- #2: We had the best time ever yet.
- #3: Thanks for helping in our little party,
- #4: And joining us as
- #5: The water fun was, oh, so grand,
- #6: But now we change from sea to land
- #7: Join us again next month



Quotations

Quotations contain the wisdom of the ages, and are a great source of inspiration for Cubmaster's minutes, material for an advancement ceremony or an insightful addition to a pack meeting program cover

- We never know the worth of water till the well is dry.
Thomas Fuller, Gnomologia, 1732
- A lake carries you into recesses of feeling otherwise impenetrable. William Wordsworth
- A lake is the landscape's most beautiful and expressive feature. It is earth's eye; looking into which the beholder measures the depth of his own nature. Henry David Thoreau
- The sea pronounces something, over and over, in a hoarse whisper; I cannot quite make it out. Annie Dillard
- The true peace of God begins at any spot a thousand miles from the nearest land. Joseph Conrad
- Never a ship sails out of the bay
But carries my heart as a stowaway. Roselle Mercier Montgomery, The Stowaway
- I believe that water is the only drink for a wise man.
Henry David Thoreau
- The cure for anything is salt water - sweat, tears, or the sea.
Isak Dinesen
- Filthy water cannot be washed. African Proverb
- Every time we walk along a beach some ancient urge disturbs us so that we find ourselves shedding shoes and garments or scavenging among seaweed and whitened timbers like the homesick refugees of a long war. Loren Eiseley
- For whatever we lose (like a you or a me),
It's always our self we find in the sea.
e.e. cummings
- Most of us, I suppose, are a little nervous of the sea. No matter what its smiles may be, we doubt its friendship. H.M. Tomlinson
- The only cure for seasickness is to sit on the shady side of an old brick church in the country. Author Unknown
- Though inland far we be,
Our souls have sight of that immortal sea
Which brought us hither. William Wordsworth, Intimations of Immortality
- Ocean: A body of water occupying two-thirds of a world made for man - who has no gills. Ambrose Bierce
- The sea has never been friendly to man. At most it has been the accomplice of human restlessness. Joseph Conrad
- Praise the sea; on shore remain. John Florio
- Rivers are roads which move, and which carry us whither we desire to go. Blaise Pascal
- The great sea makes one a great sceptic. Richard Jefferies
- And thou, vast ocean! on whose awful face
Time's iron feet can print no ruin-trace. Robert Montgomery, The Omnipresence of the Deity
- Why do we love the sea? It is because it has some potent power to make us think things we like to think. Robert Henri
- I hate to be near the sea, and to hear it raging and roaring like a wild beast in its den. It puts me in mind of the everlasting efforts of the human mind, struggling to be free and ending just where it began. William Hazlitt

- There is nothing so desperately monotonous as the sea, and I no longer wonder at the cruelty of pirates. James Russell Lowell
- The lakes are something which you are unprepared for; they lie up so high, exposed to the light, and the forest is diminished to a fine fringe on their edges, with here and there a blue mountain, like amethyst jewels set around some jewel of the first water, - so anterior, so superior, to all the changes that are to take place on their shores, even now civil and refined, and fair as they can ever be. Henry David Thoreau



The Bear Lake Monster

The story was written in 1868 by Joseph C. Rich and was sent to the Deseret News Newspaper. It goes as follow:

"The Indians have a tradition concerning a strange, serpent-like creature inhabiting the waters of Bear Lake, which they say carried off some of their braves many moons ago. Since then, they will not sleep close to the lake. Neither will they swim in it, nor let their squaws and papooses bathe in it.

Now, it seems this water devil, as the Indians called it, has again made an appearance. A number of our white settlers declare they have seen it with their own eyes. This Bear Lake Monster, they now call it, is causing a great deal of excitement up here. S. M. Johnson at South Eden was riding along near the Lake the other day when he saw something a number of yards out in the lake which he thought was the body of a man. He waited for the waves to wash it in, but to his surprise, found the water washed over it without causing it to move. Then he saw it had a head and neck like some strange animal. On each side of the head were ears, or bunches the size of a pint cup. He concluded the body must be touching the bottom of the lake. By this time, however, Johnson seems to have been leaving the place so rapidly he failed to observe other details.

The next day three women and a man saw a monstrous animal in the lake near the same place, but this time it was swimming at an incredible speed. According to their statement, it was moving faster than a horse could run.

On Sunday last, N. C. Davis and Allen Davis of St. Charles; Thomas Sleight and James Collings of Paris, with six women were returning from Fish Haven when about midway from the latter place to St. Charles, their attention was suddenly attracted to a peculiar motion of waves on the water about three miles distant. The lake was not rough, only a little disturbed by the wind. Mr. Sleight says he distinctly saw the sides of a very large animal that he would suppose to be not less than 90 feet in length. Mr. Davis doesn't think he was any part of the body, but is positive it must not have been less than forty feet in length, judging by the waves it rolled up on both sides of it as it swam, and the wave it left in the rear. It was going south, and all agreed it swam with a speed almost incredible to their senses. Mr. Davis says he never saw a locomotive travel faster, and thinks it made a mile a minute. In a few minutes after the discovery of the first, a second followed in its wake, but seemed much smaller, appearing to Mr. Sleight about the size of a horse. A larger one followed this, and so on until before disappearing, made a sudden turn to the west a short distance, then back to its former track. At this turn Mr. Sleight says he could distinctly see it was of a brown color. They could judge somewhat of the speed by observing known distances on the opposite side of the lake; and all agree that the velocity with which these monsters propelled themselves, was astounding. They represent the waves rolling up on each side as about three feet high. This is substantially their statement as they told me. Messengers Davis and Sleight are prominent men, well known in the country, and all of them are reliable persons, whose veracity is undoubted. I have no doubt they would be willing to make affidavits to their statements. Was it fish, flesh, or serpent? Amphibious, or just a big fib, or what is it? I give up, but live in hopes of some day seeing it.

The Deseret News ran the story July 31, 1868. Great excitement followed. A news staff member during the next month quizzed many Bear Lake people and found hardly a person who doubted it.

However, the inevitable skeptics did appear on the scene. The Indians had taken a great deal of interest in stories of the monster and claimed that their ancestors told them about a monster. They were telling some pretty good-sized stories about the creatures.

In 1874, a traveler named John Goodman came through the Bear Lake Valley. He described an Indian legend about two lovers whom, upon being pursued by some of their fellow tribesmen, plunged into the lake and were changed by the Great Spirit into two large serpents. However, this is just a legend.

The description of the Monster was the following: A creature with a brown-colored body, somewhat bigger in circumference than a man, anywhere from 40 to 200 feet long. Its head was shaped like a walrus without tusks or like an alligator's, and the eyes were very large and about a foot apart. It had ears like bunches, about the size of a pint cup. It had an unknown number of legs, approximately eighteen inches long, and it was awkward on land, but swam with a serpent-like motion at a speed of at least sixty miles an hour. No one ever described the back part of the animal since the head and forepart was all that was ever seen. The rest was always under water.

Make believe? No one knows for sure. Come on up to Bear Lake and find out for yourself.



CUBMASTER MINUTE

Candle

Throughout our meeting this evening, this candle, which represents the spirit of Cub Scouting, has burned. Look steadily at it for a moment. (Pause) Now close your eyes. The image remains with you. Now open your eyes. We will blow out the light. As the image of the light remained in our memory, so will the spirit of Cub Scouting stay with us. The evening of fun and good Cub Scouting will not soon be forgotten.

Captain of All Scouts

Now may the great Captain of all Scouts
Who created the seas and all things that live therein
And Who gave us dominion over them
Be with us till we meet again.

Hawaiian Themed: Hui Hou

Why do I say A hui hou to the Cub Scouts in the pack?
It's a salutation and a way to say goodbye in a positive way.
A hui hou. Let's all say it together.
(Pause while everyone says it.)
And what does it mean? 'Till we meet again. A hui hou,
Cub Scouts. I like saying good night this way because I look forward to seeing you all next time.

Life is Like a River

As we go through life, let us be ever reminded that life is like a river rushing to the sea, flowing sometimes slow, sometimes fast and yet able to go in different directions. As the water flows, it may stumble but yet continue to flow until it eventually finds its way again. The water may run clear and clean or dark and dirty. And so it is in life, except you are given the choice to choose which direction you will go. Choose wisely.

Make a Few Waves

When fog prevents a small-boat sailor from seeing the buoy marking the course they want, they turn their boat rapidly in small circles, knowing that the waves they make will rock the buoy in the vicinity. Then they stop, listen and repeat the procedure until they hear the buoy clang. By making waves, they find where their course lies. Often the price of finding these guides is a willingness to take a few risks, to "make a few waves." A boat which always stays in the harbor never encounters danger, but it also never gets anywhere. I challenge each of you to make waves and diligently seek your goals in life. Set your sails for new and exciting horizons.

Mutiny

Mutiny is a word we hear connected with pirates on the waterways. It is the act of insurrection or a refusal to obey the authority of the captain of the ship. It is often the cause of a disastrous end to all involved.

As Cub Scouts, our promise to obey the Scout Law and Scout Oath can only lead to a better life as a good citizen of this great country of ours. Let us not be mutineers, but strong supporters of the Boy Scouts of America.

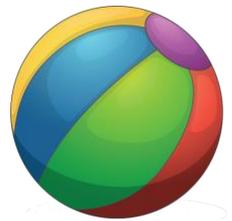
Remember to be Grateful

In this area, everything we do affects the Galveston Bay and its wildlife. We should remember that we have a lot to be grateful for. Not only Texas' natural resources, but also our families, friends, and neighbors. Please remember this as we leave here tonight and we'll all be in a better world.

Three Important Things

To the sailor, three things were essential - a compass, a sextant, and a flag. The compass to tell them where they were heading during the day. The sextant to tell them where they were at night, And the flag to tell them which way the wind is blowing

To Cub Scouts, these three things are important - (show items) a badge, a handbook, and a candle. The badge tells who you are and where you are going' the handbook tells how to get where you are going, and the candle is a symbol of the light of Scouting. It is a light that must be kept burning in the heart of every Scout.



Togetherness Closing Thought

Summer is a good time for the family to do many thing together and enjoy the beauty about them. A family that shares a lot of experiences is one that will always be a "together" family, even in later years when you are miles apart. Think about it! There's no better feeling than that of belonging. I am happy to see so many here tonight taking advantage of this summer pack meeting. Good night and see you next month.

Water

"We've had plenty of fun with water tonight, but as we leave, let's take a moment to remember what a precious resource water is, especially in the heat of the summer. We play in it, we bathe in it, and we drink it. We eat the fish that live in it. We use water to irrigate our crops and our lawns. Without water, our earth would be as lifeless as the moon. Let's all do our best this month to help conserve this great natural resource.

Wave Upon Wave

We all know that it's lots of fun to play in the waves. But we have also learned that there is a lot of energy in every wave – and that energy can be destructive. Cub Scouts are like that too! So, this next month, remember that each of us has a lot of energy. And lots of power is available to us, especially when we band together as families or scouts. Let's commit now to use our energy and power to be constructive – to Make Waves in a positive Way.

Work While You Work

Tonight, we've had a lot of fun at our "H2Ohhhh!" pack meeting. Here's a thought to take home with you.
 Work while you work, play while you play;
 One thing at a time, that is the way.
 All that you do, do with all your might;
 Things done halfway are not done right.
 Now Cub Scouts, go out and do your best!

Traditional Blue & Gold

Equipment: One candle for each den's table
Arrangement: Have the single candle on each den table lit and all houselights out.
CM: Cub Scouting is a part of family life in sixty countries around the world. In all these free countries, on an evening such as this, Cub Scouts are joining in a grand howl and repeating the Cub Scout motto. What is the Cub Scout motto?
Cub Scouts: Do your best!
CM: As we face each other around our Blue and Gold tables, let us look at the candle's flame and silently thank God for the Cub Scout friendships we are privileged to enjoy. Now, join me in rededicating ourselves to our Cub Scout Promise. (All make the Cub Scout sign and repeat the promise.) I would like to thank everyone for their assistance and participation tonight. And now, may the Greater Master of all Scouts be with you until we meet again. (perform the Cub Scout sign of reverence.)



THOUGHTFUL ITEMS

Roundtable Prayer

Thank you for the rocks, the wind, the water, and the woods.
 Help us as we learn to take better care of your gifts. **AMEN**

Water and Scouting

Most of the Scout Camps I attended as a youth, were involved in someway with water, great or small, lakes, rivers, or streams, we spent part of our time near the water.
 My first camp, as a new Scout, was a winter camp; on a small stream know as Mill Creek in Mueller Park Canyon, north of Salt Lake City, Utah. From this small stream, I filled my canteen for drinking water and took the water I used to cook the first meals I had ever cooked over a campfire.
 My first weeklong summer camp was at the Great Salt Lake Council's Bear Lake Aquatics camp near the Utah-Idaho border. We spent a week, swimming, boating, and playing in the crystal blue waters of the Bear Lake, and looking for the Bear Lake Monster. (*See story to follow.*)
 West of the town where I was raised is the Great Salt Lake. In 1971, the Great Salt Lake Council held a Conservation Camporee on Antelope Island in the Great Salt Lake. Antelope Island is now a state park with its own herd of Buffalo. We spent the weekend hauling rocks, Cub Scout to Cub Scout, in a bucket brigade all the way up the mountain to the top of Buffalo Point, building a trail that is still in use today.
 Farmington Bay Bird Refuge is a freshwater bay on the southeast side of the Great Salt Lake. It is home to millions of migrating shorebirds and waterfowl, and in the winter, nesting grounds for migrating bald eagles. In 1970, the father of one of the Scouts in my local troop worked for Utah Fish and Game, now Utah Wildlife Resources, in waterfowl management. He recruited our large troop of Scouts to do a Saturday cleanup of the Farmington Bay Bird Refuge. We worked hard all day long filling a full-sized dump truck with the trash that had floated, blown, or been carried into the bird refuge. As a reward for our hard work, the next winter, we were able to camp in one of the State-owned cabins used by the rangers at Flaming Gorge Reservoir on the Utah-Wyoming border and learn to ice fish. We exchanged a day of hard work cleaning up a bird refuse, for a fun day of fishing on hard water. Not a bad trade.
 Growing up in the second driest state in the nation, I am very aware of water and the issues related to it. In the west, battles have been raged over water for as long as anyone can remember and they rage on now. Las Vegas is trying to take valuable underground water from a valley of farmers and ranchers in Utah and Nevada. Environmentalists are trying to get the government to drain Lake Powell on the Utah-Arizona Border to expose Glen Canyon. A group known as Utah Rivers Council is pushing to protect many rivers of Utah from dams and development. In one of America's driest states, these are fighting words and arousing concerns on both sides. But rather than fighting over water, it would be better to give something back.

July would be a great month to take our Scouts outside and do a water conservation project. Clean up a river bank, or a lake front, and enjoy a cookout next to the water, and maybe even wet a hook. There are many activities we can do with water, but why not give a little back in the process. The times we gave back as youths are some of the times we remember most in our lives. Not only does it help someone else, it makes us all feel better about ourselves and the contributions we are making to our world.



Quotations

Quotations contain the wisdom of the ages, and are a great source of inspiration for Cubmaster’s minutes, material for an advancement ceremony or an insightful addition to a Pack Meeting program cover

- Water and air, the two essential fluids on which all life depends, have become global garbage cans. Jacques Cousteau (1910-1997)
- Water is fundamental for life and health. The human right to water is indispensable for leading a healthy life in human dignity. It is a pre-requisite to the realization of all other human rights.
The United Nations Committee on Economic, Cultural and Social Rights, Environment News Service, 27 Nov 02
- From birth, man carries the weight of gravity on his shoulders. He is bolted to earth. But man has only to sink beneath the surface and he is free. Jacques Cousteau (1910-1997), Time, 28 March 1960
- Clean water is not an expenditure of Federal funds; clean water is an investment in the future of our country.
- Bud Shuster, U.S. Representative, quoted in The Washington Post, 1/9/87 *
- Rivers are roads which move, and which carry us whither we desire to go. Blaise Pascal (1623-1662), “Thoughts on Mind and Style,” Pensées, 1660
- But we have not used our waters well. Our major rivers are defiled by noxious debris. Pollutants from cities and industries kill the fish in our streams. Many waterways are covered with oil slicks and contain growths of algae that destroy productive life and make the water unfit for recreation. "Polluted Water—No Swimming" has become a familiar sign on too many beaches and rivers. A lake that has served many generations of men now can be destroyed by man in less than one generation. Lyndon B. Johnson (1908-1973) 36th U.S. President, Special Message to Congress, "To Renew a Nation" 8 March 1968

- No one has the right to use America's rivers and America's Waterways that belong to all the people as a sewer. The banks of a river may belong to one man or one industry or one State, but the waters which flow between the banks should belong to all the people. Lyndon B. Johnson (1908-1973) 36th U.S. President, signing the 1965 Clean Water Act
- My soul is full of longing
For the secret of the Sea,
And the heart of the great ocean
Sends a thrilling pulse through me.
Henry Wadsworth Longfellow (1807-1882), The Secret of the Sea
- The face of the water, in time, became a wonderful book- a book that was a dead language to the uneducated passenger, but which told its mind to me without reserve, delivering its most cherished secrets as clearly as if it uttered them with a voice. And it was not a book to be read once and thrown aside, for it had a new story to tell every day. Mark Twain a.k.a. Samuel Langhorne Clemens (1835-1910)
- A river seems a magic thing. A magic, moving, living part of the very earth itself. Laura Gilpin, The Rio Grande, 1949
- Let the rain kiss you.
Let the rain beat upon your head with silver liquid drops.
Let the rain sing you a lullaby.
- The rain makes still pools on the sidewalk.
The rain makes running pools in the gutter.
The rain plays a little sleep-song on our roof at night--
And I love the rain.
Langston Hughes (1902-1967), April Rain Song, 1921
- Rain is grace; rain is the sky condescending to the earth; without rain, there would be no life. John Updike, Self-Consciousness: Memoirs, 1989
- The sea-shore is a sort of neutral ground, a most advantageous point from which to contemplate the world....There is naked Nature, inhumanly sincere, wasting no thought on man, nibbling at the cliffy shore where gulls wheel amid the spray. Henry David Thoreau (1817-1862), Cape Cod, 1865
- Roll on, thou deep and dark blue Ocean—roll!
Ten thousand fleets sweep over thee in vain;
Man marks the earth with ruin—his control
Stops with the shore
Lord Byron (1788-1824), "Solitude," Childe Harold's Pilgrimage
- The frog does not drink up the pond in which they live. American Indian proverb quoted in Water Wasteland by David Zwick & Marcy Benstock, 1971



THEME RELATED

Beach Safety

Protect your skin: Sunlight contains two kinds of UV rays -- UVA increases the risk of skin cancer, skin aging, and other skin diseases. UVB causes sunburn and can lead to skin cancer. Limit the amount of direct sunlight you receive between 10:00 a.m. and 4:00 p.m. and wear a sunscreen with a sun protection factor containing a high rating such as 15.

Drink plenty of water regularly and often even if you do not feel thirsty. Your body needs water to keep cool. Avoid drinks with alcohol or caffeine in them. They can make you feel good briefly but make the heat's effects on your body worse. This is especially true with beer, which dehydrates the body.

Watch for signs of heat stroke: Heat stroke is life threatening. The victim's temperature control system, which produces sweating to cool the body, stops working. The body temperature can rise so high that brain damage and death may result if the body is not cooled quickly. Signals include hot, red, and dry skin; changes in consciousness, rapid, weak pulse, and rapid, shallow breathing. Call 9-1-1 or your local EMS number. Move the person to a cooler place. Quickly cool the body by wrapping wet sheets around the body and fan it. If you have ice packs or cold packs, place them on each of the victim's wrists and ankles, in the armpits and on the neck to cool the large blood vessels.

Watch for signals of breathing problems and make sure the airway is clear. Keep the person lying down.

Wear eye protection: Sunglasses are like sunscreen for your eyes and protect against damage that can occur from UV rays. Be sure to wear sunglasses with labels that indicate that they absorb at least 90 percent of UV sunlight.

Wear foot protection: Many times, people's feet can get burned from the sand or cut from glass in the sand.

Fun Facts About Currents, Tides & Waves

- ★ The highest tides in the world are at the Bay of Fundy, which separates New Brunswick from Nova Scotia. At some times of the year the difference between high and low tide is taller than a three-story building.
- ★ The Kuroshio Current, off the shores of Japan, is the largest current. It can travel between 40-121 km/day at 1.6-4.8 kph, and extends some 1,006 m deep.
- ★ The Gulf Stream is a well known current of warm water in the Atlantic Ocean. It moves 100 times as much water each day as all the rivers on earth, and flows 300 times faster than the Amazon River, the world's largest river.
- ★ The density of sea water becomes more dense as it becomes colder, right down to its freezing point of F unlike fresh water which is most dense well above its freezing point of 32 degrees.
- ★ River and stream currents carry about 44% of the toxic contaminants that end up in the ocean.
- ★ More than 90% of the world's trade travels on currents, carried by ships.

- ★ Ocean energy is renewable, and uses tides, waves, winds, currents and thermal heat and temperature differences in the water to generate the energy.
- ★ One of the world's most suitable tidal energy sites is the estuary of the river Rance, in western France, where the difference between high and low tides averages 8.17 metres, peaking at 13.5 metres during the equinoxes.
- ★ Ocean tides would be a clean and inexhaustible energy source, and always constant and predictable.
- ★ Ocean energy has been recognized in the Energy Bill of the United States.
- ★ Ocean energy has the potential to deliver ten million terra-watt hours of electricity per year.
- ★ The ocean can produce two types of energy: thermal energy from the sun's heat, and mechanical energy from the tides and waves.
- ★ The speed of sound in water is 1,435 m/sec - nearly five times faster than the speed of sound in air.
- ★ The world's first commercial wave farm using waves for energy opened in 2008 at the Aguçadora Wave Park in Portugal.
- ★ There are currently two commercial-sized tidal energy sites operating in the world - one located in La Rance, France; the other in Annapolis Royal, Nova Scotia, Canada. There is a third experimental 400 kW tidal energy "barrage" (a kind of dam) operating in Kislaya Guba, Russia
- ★ Energy using the difference in water temperature from solar heating on the surface compared to colder deep water temperatures is also a potential energy source. The Ocean Thermal Energy Conversion (OTEC) system must have a temperature difference of at least 77°F to operate, limiting its use to tropical regions. There is an experimental plant in Kona Hawaii, but technology needs to be developed to make it more efficient.
- ★ Without the Gulf Stream, a warm current of water, England and other places in Europe would be much colder than they are.



Fun Facts About Water

- ★ Water, either liquid or frozen, covers about 75% of the earth’s surface.
- ★ About 30% of the earth’s fresh water is in groundwater and 70% is in ice (including ice caps, glaciers, permanent snow, ground ice, and permafrost)
- ★ They don’t call it watermelon for nothing – its 97% water!
- ★ The human body is 70% water!
- ★ A birch tree can release about 70 gallons of water into the atmosphere each day.
- ★ Water flowing at 10 miles an hour can move rocks 10 feet thick.
- ★ In Northern Chile, years go by without a drop of rain.
- ★ In parts of India, they get more than 400 inches a year of rain.
- ★ If all the land on the earth and under the sea were leveled out, water would cover the entire earth two miles deep!
- ★ Water has polar properties – a positive and a negative, while oil has no polar properties, which is why “Water & Oil don’t mix.”
- ★ One third of the earth’s annual precipitation runs off into the ocean.
- ★ It takes at least 600 gallons of water to make a hamburger – water for the cow to drink, water to grow what they eat, water to process the meat. Add to that the following things you eat with your burger:
 - ✓ Bag of hamburger buns – 150 gallons
 - ✓ Head of lettuce – 6 gallons
 - ✓ Tomatoes – 3 gallons
 - ✓ French Fries – 6 gallons

Here are some more products and the amazing amounts of water it takes to produce a serving:

Almonds:	12 gallons
Orange:	14 gallons
Milk:	65 gallons
Rice :	35 gallons
Watermelon:	100 gallons
1 Egg:	120 gallons
Loaf of bread:	150 gallons
1 Car:	39,000 gallons

Safety in, on and around the Water

Maintain constant supervision. Watch children around any water environment (pool, stream, lake, tub, toilet, and bucket of water), no matter what skills your child has acquired and no matter how shallow the water.

Don't rely on substitutes. The use of flotation devices and inflatable toys cannot replace parental supervision. Such devices could suddenly shift position, lose air, or slip out from underneath, leaving the child in a dangerous situation.

Enroll children in a water safety course or Learn to Swim program. Your decision to provide your child with an early aquatic experience is a gift that will have infinite rewards. These courses encourage safe practices. You can also purchase a *Community Water Safety* manual at your local Red Cross. Parents should take a CPR course. Knowing these skills can be important around the water and you will expand your capabilities in providing care for your child.

Home Pool: Learn to swim. The best thing anyone can do to stay safe in and around the water is to learn to swim--this includes adults and children. The American Red Cross has swimming courses for people of any age and swimming ability.

- Never leave a child unobserved around water. Your eyes must be on the child at all times. Adult supervision is recommended.
- Install a phone by the pool or keep a cordless phone nearby so that you can call 9-1-1 in an emergency.
- Learn Red Cross CPR and insist that babysitters, grandparents, and others who care for your child know CPR.
- Post CPR instructions and 9-1-1 or your local emergency number in the pool area.
- Enclose the pool completely with a self-locking, self-closing fence with vertical bars. Openings in the fence should be no more than four inches wide. If the house is part of the barrier, the doors leading from the house to the pool should remain locked and be protected with an alarm that produces sounds when the door is unexpectedly opened.
- Never leave furniture near the fence that would enable a child to climb over the fence.
- Always keep basic lifesaving equipment by the pool and know how to use it. Pole, rope, and personal flotation devices (PFDs) are recommended.
- Keep toys away from the pool when it is not in use. Toys can attract young children into the pool.
- Pool covers should always be completely removed prior to pool use.
- To learn more about home pool safety, you can purchase the video. It Only Takes a Minute from your local Red Cross chapter.
- If a child is missing, check the pool first. Go to the edge of the pool and scan the entire pool, bottom, and surface, as well as the surrounding pool area.

Lakes and Rivers: Learn to swim. The best thing anyone can do to stay safe in and around the water is to learn to swim--this includes adults and children. The American Red Cross has swimming courses for people of any age and swimming ability. Select a supervised area. A trained lifeguard who can help in an emergency is the best safety factor. Even good swimmers can have an unexpected medical emergency in the water. Never swim alone.

- Select an area that is clean and well maintained. A clean bathhouse, clean restrooms, and a litter-free environment show the management’s concern for your health and safety.
- Select an area that has good water quality and safe natural conditions. Murky water, hidden underwater objects, unexpected drop-offs, and aquatic plant life are hazards. Water pollution can cause health problems for swimmers. Strong tides, big waves, and currents can turn an event that began as fun into a tragedy.
- Make sure the water is deep enough before entering headfirst. Too many swimmers are seriously injured every year by entering headfirst into water that is too shallow. A feet first entry is much safer than diving.

- Be sure rafts and docks are in good condition. A well-run open-water facility maintains its rafts and docks in good condition, with no loose boards or exposed nails. Never swim under a raft or dock. Always look before jumping off a dock or raft to be sure no one is in the way.
- Avoid drainage ditches and arroyos. Drainage ditches and arroyos for water run-off are not good places for swimming or playing in the water. After heavy rains, they can quickly change into raging rivers that can easily take a human life. Even the strongest swimmers are no match for the power of the water. Fast water and debris in the current make ditches and arroyos very dangerous.

Ocean Safety: Learn to swim. The best thing anyone can do to stay safe in and around the water is to learn to swim--this includes adults and children. The American Red Cross has swimming courses for people of any age and swimming ability.

- Stay within the designated swimming area, ideally within the visibility of a lifeguard.
- Never swim alone.
- Check the surf conditions before you enter the water. Check to see if a warning flag is up or check with a lifeguard for water conditions, beach conditions, or any potential hazards.
- Stay away from piers, pilings, and diving platforms when in the water.
- Keep a lookout for aquatic life. Water plants and animals may be dangerous. Avoid patches of plants. Leave animals alone.
- Make sure you always have enough energy to swim back to shore.
- Don't try to swim against a current if caught in one. Swim gradually out of the current, by swimming across it.

Water Parks: Learn to swim. The best thing anyone can do to stay safe in and around the water is to learn to swim--this includes adults and children. The American Red Cross has swimming courses for people of any age and swimming ability.

- Be sure the area is well supervised by lifeguards before you or others in your group enter the water.
- Read all posted signs. Follow the rules and directions given by lifeguards. Ask questions if you are not sure about a correct procedure.
- When you go from one attraction to another, note that the water depth may be different and that the attraction should be used in a different way.
- Before you start down a water slide, get in the correct position -- face up and feet first.
- Some facilities provide life jackets at no charge. If you cannot swim, wear a Coast Guard-approved life jacket. Check others in your group as well.

Saving Water in the House

- ★ Replace older toilets with high efficiency models – Check with local water utility for possible rebates.
- ★ Toilet Devices are a less expensive alternative – They reduce the amount of water needed by filling up space in the tank.
- ★ Showerheads - Install a water efficient showerhead that uses no more than 2.5 gallons of water per minute. (Half what a normal showerhead uses)
- ★ Aerators - Low-flow aerators on your kitchen and bathroom faucets are easy to install and reduce water use and splashing . Your water company may provide them free!
- ★ Clothes washers – Newer models typically use about 30% less water and between 40 to 70% less energy – and rebates may be available!



Saving Water in the Yard

- ★ **Water less frequently but more deeply.** Think of your soil as a reservoir that holds water for your plants.
- ★ **Adjust your water controller** according to the seasons.
- ★ **Reduce runoff** caused by long water application times. Three five-minute applications with an hour in between will allow the soil to absorb more of the applied water than one 15-minute application, and prevent runoff.
- ★ Exchange your irrigation controller for a **Water-Smart Irrigation Controller**. You may be eligible for a rebate from your local water district!
- ★ **Routinely check your irrigation system for leaks**, broken or misdirected heads.
- ★ **Choose drip irrigation.** Drip irrigation systems apply water at gallons per hour instead of minutes!
- ★ **Select plants that are adapted to your climate.** Plants native to your area will need no water once established. Check with a local nursery or master gardener..
- ★ **Group plants according to their** high, medium, or low water needs.
- ★ **Apply mulch to your garden** – use at least 3 inches to maintain moisture, suppress weeds, protect the irrigation system and give a finished look to the garden. Never apply mulch right up against the main stem or trunk of a plant.

Water Sayings:

Here's a list of some water sayings from around the world. See how many you have heard and how many you can explain.

- ★ Even if you sit on the bottom of the sea, you cannot be a fish. (Africa)
- ★ Have an umbrella ready before you get wet.
- ★ A drop in the bucket
- ★ Blood is thicker than water
- ★ Break the ice
- ★ Down the drain
- ★ Finding your sea legs
- ★ Having a ripple effect
- ★ If a crocodile deserts the water, they will find themselves on a spear (Africa)
- ★ It's all water under the bridge
- ★ Like water off a duck's back
- ★ Make a big splash
- ★ Somebody is all wet
- ★ Steamed up..
- ★ Still waters run deep
- ★ The stone in the water knows nothing of the hill which lies parched in the sun (Africa)
- ★ The well's run dry
- ★ Treading water
- ★ Wet behind the ears
- ★ When it rains it pours
- ★ Watered down...

How many more can you think of?

Water Waste Prevention

- ★ **Fix running toilets** - A "running" toilet can waste two gallons of water per minute. A silent leak in a toilet can waste up to 7,000 gallons of water per month. To find silent leaks, put food coloring in the tank. Do not flush. Check the toilet bowl ten minutes later. If you see color in the bowl, the tank has a silent leak. Also, teach every member of your family where to shut off water at the toilet when making repairs or in case of a clog. Let your Scout help fix the leak for credit in advancement or electives. Ask a home store or hardware store for instruction.
- ★ **Fix leaking faucets** - a slow steady drip (100 drops per minute) - wastes 350 gallons per month. A small stream wastes 2,000 to 2,700 gallons of water per month. Replacing worn washers in your faucets will usually stop leaks.
- ★ **Look for hidden leaks.** Turn off all running water in the house.. Don't use any water for 30 minutes, then read the water meter. If it shows water used, you have a hidden leak that needs repair.
- ★ **Save the water when running a faucet to get hot or cold temperature** - put a gallon jug under the faucet. You can then use this water for other things around the house.
- ★ **Insulate hot water pipes and your water heater** where possible to minimize water waste while waiting for hot water.
- ★ **While brushing your teeth, turn off the tap.** Use a cup for water; run the tap only to rinse the toothbrush.
- ★ **When showering and washing hands,** wet your body. Turn off the water, apply soap, and then turn on the water to rinse.
- ★ **When washing dishes by hand,** instead of running water to rinse dishes, fill the kitchen sink and dip dishes in water to rinse. Automatic dishwashers are more efficient than hand washing dishes, but wash only full loads.
- ★ **Fill the sink or a bowl** with water to wash fruits and vegetables.
- ★ **Keep a container of water in the refrigerator** rather than running tap water for a cool drink.
- ★ **Operate the disposal only when necessary.** Consider composting food waste in your garden.



HAWAII

ALOHA! This word has many meanings: love, affection, kindness, hello, and good-bye are just a few. Right now, Hello and welcome to our luau!! Hawaii is a state of many islands where the weather is warm and volcanoes rise above beautiful beaches. How exciting to be exploring our 50th state, its peoples and culture. Now let's capture that "Aloha spirit!!"



Hawaii, Our Fiftieth State

Gathered from around the Internet

Capital: Honolulu
State Abbreviation: HI
State Bird: Nene, an Hawaiian goose
Nickname: Aloha State

Hawaii State Flower

Pua Aloalo

Hibiscus brackenridgei

The hibiscus, all colors and varieties, was the official Territorial Flower, adopted in the early 1920s. At statehood in 1959, the first state legislature adopted many of Hawaii's symbols as part of the Hawaii Revised Statutes (HRS, state laws). It wasn't until 1988, however, that the yellow hibiscus which is native to the islands was selected to represent Hawaii. For this reason, you will see many older photos and postcards with the red hibiscus, or any other color for that matter, as the state flower. These were correct at the time.



Hawaiian Flag:

Hawaii was once an independent kingdom. (1810 - 1893) The flag was designed at the request of King Kamehameha I. It has eight stripes of white, red and blue that represent the eight main islands. The flag of Great Britain is emblazoned in the upper left corner to honor Hawaii's friendship with the British. The combination of the stripes of the United States flag and the Union Jack of Great Britain is said to have pleased the merchant shippers of both nations. Flag adopted for official state use in 1959.



Did You Know this about Hawaii??

✓ The state of Hawaii consists of eight main islands: Niihau, Kauai, Oahu, Maui, Molokai, Lanai, Kahoolawe and the Big Island of Hawaii.

- ✓ Hawaii is the most isolated population center on the face of the earth. Hawaii is 2,390 miles from California; 3,850 miles from Japan; 4,900 miles from China; and 5,280 miles from the Philippines.
- ✓ Hawaii is the only state that grows coffee.
- ✓ More than one-third of the world's commercial supply of pineapples comes from Hawaii.
- ✓ There are only 12 letters in the Hawaiian alphabet.
 - Vowels: A, E, I, O, U
 - Consonants: H, K, L, M, N, P, W
- ✓ From east to west Hawaii is the widest state in the United States.
- ✓ The Hawaiian Islands are the projecting tops of the biggest mountain range in the world.
- ✓ Honolulu's zenith star, (the star that rises directly above it) is Arcturus. The Hawaiians called it Hokule'a. (Hoe koo lay uh.)
- ✓ Under-sea volcanoes that erupted thousands of years ago formed the islands of Hawaii.
- ✓ The Hawaiian Archipelago consists of over 130 scattered points of land stretching some 1,600 miles in length from the Kure Atoll in the north to the Island of Hawaii in the south.
- ✓ The first Asian American in the United States Senate was Hawaii's Hiram Fong. Descended from Chinese immigrants, Fong was elected to the Senate in 1959.
- ✓ Hawaii was the 50th state admitted to the union on August 20th, 1959.
- ✓ Island flowers and colors used to represent each island.
 - Niihau - Pupu Shell - White
 - Kauai - Mokihana (Green Berry) - Purple
 - Oahu - Ilima - Yellow
 - Maui - Lokelani (Pink Cottage Rose) - Pink
 - Molokai - White Kukui Blossom - Green
 - Lanai - Kaunaoa (Yellow & Orange Air Plant) - Orange
 - Kahoolawe - Hinahina (Beach Heliotrope) - Grey
 - Big Island of Hawaii - Lehua Ohia - Red
- ✓ Hawaii has its own time zone (Hawaiian Standard Time.) There is no daylight savings time.) The time runs two hours behind Pacific Standard Time and five hours behind Eastern Standard Time.
- ✓ The wind blows east to west in Hawaii. The highest recorded temperature is 96' F (Honolulu Airport), but temperatures over 92' F generally occur only once or twice a year. The lowest temperature (under 3000 feet altitude) is 56' F. Temperatures under 60' F may occur but rarely more than once a year. Average daytime temp. (July) is 82' F. Average daytime temperature in January is 72' F.
- ✓ There are no racial or ethnic majorities in Hawaii. Everyone is a minority. Caucasians (Haoles) constitute about 34%; Japanese-American about 32%; Filipino-American about 16% and Chinese-American about 5%. It is very difficult to determine racial identification as most of the population has some mixture of ethnicities.
- ✓ The Big Island is Hawaii's largest at 4,038 square miles. It is twice the size of all other Hawaiian Islands combined.
- ✓ Kilauea volcano is the world's most active.

For more Facts and trivia, visit www.50states.com

CUB GRUB

Banana Boats 1

- Bananas
- Marshmallows
- Chocolate bits
- Nuts
- Raisins
- Use one banana per person along with small marshmallows, chocolate bits, nuts and raisins (may substitute other items if you wish).
- Peel back one strip of peeling, but do not remove.
- Scoop out a hole, and fill with whatever desired.
- Bring peeling back up, wrap in foil, and place on hot coals 5 to 10 minutes.

Banana Boats 2

- Bananas
- Marshmallows
- Chocolate Chips
- Slice down each banana from end to end.
- Make a second cut about 1-inch apart.
- Open one end so you lift up and peel.
- Slice the banana in 1/3's, add marshmallows and chocolate chips.
- Lay the peel back and wrap in tin foil.
- Lay slit side up and cook about 10 minutes over coals.
- Eat with spoon.

Beachy Dessert Recipe

- Instant vanilla pudding
- Milk (per instructions on pudding)
- Vanilla wafers (*cookies*)
- Ziploc bag, freezer or storage
- Rolling pin
- Miniature umbrellas (*find at party supply store*)
- Small bounce balls (*to look like a beach ball*)
- Clear plastic drinking cups
- Follow the directions on the package of instant vanilla pudding.
- Divide the pudding between the clear plastic drinking cups (*box directions will give you number of servings*).
- Place cups in refrigerator.
- Place vanilla wafers in Ziploc bag. Break the wafers up a bit.
- Use the rolling pin to roll the wafers into very small pieces.
- Sprinkle the sand across the top of all the cups. You will want about 1/4" of sand on top of the pudding.
- Place back in refrigerator until time to serve.
- At party time, remove cups from refrigerator, add a small bounce ball and an opened miniature umbrella to the cup.



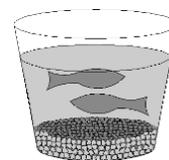
Deviled Egg Boats

- 5 boiled eggs
- 10 toothpicks
- 1-Tbsp. sweet pickle
- 2-Tbsp. chopped olives
- 3 to 4-Tbsp. mayonnaise
- 3 pasteurized cheese slices
- 1 to 2-Tbsp. vinegar to taste
- Carefully cut eggs lengthwise and remove the yolks.
- Put yolks into a small bowl and mash with a fork.
- Add the rest of the ingredients and mix well.
- Spoon back into egg white boats.
- Cut cheese in half diagonally and stick toothpick through the middle of the triangle cheese and poke in the middle of yolks.

Edible Aquarium

Make an edible aquarium in a cup.

- blue Jell-O
- gummy fish
- graham crackers
- clear plastic cups
- Crush graham crackers into crumbs for the aquarium "gravel."
- Put about 1/2 inch of crumbs into the bottom of each clear plastic cup.
- Make blue Jell-O according to the directions on the box.
- Pour into clear plastic cups. Let them cool in the refrigerator until partially set - about an hour.
- When they're partially set, place a few gummy fish in each cup.
- Put them in the refrigerator until they're completely set. Eat and enjoy!



Variations include:

- **Frozen fish-Popsicles** (freeze the Jell-O in Popsicle molds - add the gummy fish when they are partially set - unmold very gently when entirely frozen). These are really messy to eat and are best eaten outside.
- **An entire punch bowl of fish Jell-O** (made like the cup o' fish)!

Edible Raft

- Fig Newton cookies
- pretzel sticks
- Fruit roll-up sheets
- 4 sm. pkgs. Blue Jell-O
- 2 1/2 c. boiling water
- Completely dissolve gelatin in boiling water or juice.
- Pour into 13"x9" pan. Chill until firm or about 3 hours.
- To remove, dip pan in warm water about 15 seconds.
- Cut into 3" squares.
- Lift gelatin blocks from pan and put on plates.
- Top each square of blue gelatin with a Fig Newton raft.
- Cut a square of fruit roll-up and push the pretzel stick through it twice for a mast and sail. Stand a pretzel stick and sail assembly in each Fig Newton.

Making Waves Cupcakes

- 8 vanilla cupcakes baked in blue paper liners
- 6 mini vanilla wafers
- 3 cups of white frosting
- yellow, red and blue food coloring
- 1/4 cup of chocolate frosting
- Dots gumdrops;
- Yellow, green and blue fruit chews
- Jolly Rancher, Starburst, Laffy Taffy;
- Chocolate frosted doughnuts for inner tubes;
- Candied spearmint leaves or gum



Decoration ideas:

- **People** – cut with a serrated knife from the sides of the vanilla wafers for arms, trim down a wafer to make a torso that will fit into the doughnut;
- **Flippers** - microwave fruit chews for 2-3 seconds to soften, then roll out to 1/8 “ and cut into triangles. Use a pastry wheel to make the zigzag ends and score one side with a small knife to make the ridges.
- **Reeds** – Sprinkle work surface with sugar, and roll out spearmint leaves, then cut into zigzag grass shapes using scissors (you could also use green fruit leather)
- **Bikini top** – trim 1/4 inch from the flat end of two gumdrops.
- **Soda bottle** – Cut a colored gum drop in half lengthwise, then cut a notch from each side at the rounded end to form a bottle shape
- **Inner Tubes** - Arrange chocolate doughnuts on top of frosted cupcakes at different angles. Add some more blue frosting to make waves around the inner tubes.
- **Frosting** – Tint 2 Tbls. of the frosting yellow and 2 Tbls. red. Spoon each color into a separate small Ziploc bag and do the same with the chocolate frosting. Spoon the remaining frosting into a bowl, tint with blue food coloring and stir only slightly, so that there are still white streaks in the blue frosting.

Cupcakes

- Spread a dollop of the white-blue frosting on top of each cupcake and spread to cover the top.
- Using the back of a spoon, pull the frosting in an upward motion to make spiky waves.
- Add the green spearmint reeds and use some chocolate-covered nuts as rocks or rock candy as rocks, spacing them randomly on top of the remaining cupcakes. (Leave some of the cupcakes unadorned for the water.)
- Place a torso vanilla wafer, pointed side up, in the center of a doughnut.
- Snip a very small (1/16-inch) corner from the bags with the chocolate, red, and yellow frostings.
- Pipe a dot of chocolate frosting on each side of the torso vanilla wafer near the top.
- Attach the vanilla wafer arms, cut side toward the center, on either side of the torso.
- Place a red gumdrop, flat side down, above the torso to support the head, add a drop of frosting to the gumdrop, and

place a whole vanilla wafer for the head on top of the gumdrop, letting it rest on the torso.

- Repeat with 2 more of the chocolate doughnut cupcakes.
- Using the chocolate, red, and yellow frostings, pipe hair and features on the 3 vanilla wafer faces and torsos.
- For the woman tuber, pipe red frosting lines for the bikini straps and attach the trimmed red gumdrops, cut side down, to the frosting lines..
- Insert flippers at the base of the 3 doughnuts with vanilla wafers and add 2 flippers upright in the center of the remaining cupcake inner tube, using frosting to secure.
- Arrange the cupcakes on a blue platter or on top of some blue cellophane to look like water, if desired.

Making Waves Dirt Cups

- Vanilla or lemon cookies
- Vanilla pudding
- Blue food coloring
- Gummy fish and/or sea creatures

Instead of chocolate cookies, use vanilla or lemon ones, crushed to make “sand.” Instead of chocolate pudding, use vanilla pudding tinted with blue; add gummy fish and sea creatures.

Pepperoni Pizza Boat

- 12 sub sandwich buns
 - 2-cans of pizza sauce
 - 1 to 2 bags of pepperoni
 - 1-lb of grated mozzarella cheese
 - 1 box oven with coals
- Recipe makes 24

- Cut buns in half-length wise.
- Spread a good amount of sauce on each.
- Sprinkle on some cheese.
- Add the pepperoni and place on a baking pan.
- Set into a box oven with approximately 7 - 9 coals.
- Cook until the cheese is melted.



Sand Dollar Cookies

Dough:

- 1/2 cup (1 stick) butter, at room temperature
- 1/2 cup sugar
- 1 large egg
- 1 tsp almond extract
- 1/4 tsp salt
- 1 1/2 cups all-purpose flour

Topping:

- 1 large egg white
 - 1/4 cup sliced almonds
 - Put the butter and sugar in a mixer bowl.
 - have an adult use an electric mixer and beat them on medium speed until the sugar and butter blend together into a soft ball.
 - Break the egg into the batter.
 - Add the almond extract and salt. Mix until blended.
 - With the mixer on medium speed, add the flour a little at a time. When all the flour has been blended, the dough should look crumbly.
 - Turn the dough out onto a clean surface. Knead the dough until it is smooth and shiny, 3 to 5 minutes. (*Kids like kneading the dough.*)
 - Shape the dough into a thick log and wrap it in a piece of plastic wrap. Refrigerate for 1 hour.
 - After the dough is chilled, place an oven rack in the center of the oven. Preheat the oven to 350.
 - Unwrap the dough on a cutting board.
 - Using a knife, carefully cut the log into 1/2-inch-thick slices.
 - Put the slices about 1 inch apart on the cookie sheet.
 - Put the egg white into a bowl. Beat the egg white with the electric mixer until it's very foamy and white. Use your finger to rub egg white over the top of each cookie. (Wash your hands before and afterward.)
 - Sprinkle the tops with the almonds.
 - Bake until the cookies are golden, about 10 minutes.
 - Cool on a cooling rack.
- Makes 36 cookies.

Sand Pudding

- Vanilla pudding
- Vanilla wafers
- Plastic baggies
- Gummy fish or worms or beachy things

Make vanilla pudding. Have the Scouts crush up vanilla wafers in a plastic bag and then put on the pudding. Add a gummy fish or worm or any beachy thing.



Seedless Watermelon Ice Cream Cake

- 1/2 to 1 Gallon Lime Sherbet
- 1/2 to 1 Gallon Raspberry or Strawberry Sherbet
- 1 Metal Bowl (amount of Sherbet depends on what size bowl you use)

Freezer

- Take the lime sherbet and soften just enough to work with and spread it around the edges of the metal bowl until sides are completely covered about 1/2" thick.
- Freeze for about 45 minutes or until firm.
- When frozen take the pink sherbet and soften just enough to be able to fill in the rest of the bowl.
- Freeze for 45 minutes or until firm.
- When frozen or when you're ready to serve remove cake by filling sink with just enough hot water so that when you set the bowl in the water it will not go over the sides of the bowl.
- Let sit for about 1 minute and then tip bowl onto a plate. Slice like a watermelon.

Splish Spash Slushies

- 2 - 12 oz cans of frozen juice concentrate, thawed, any flavor
 - 1 - 32 oz bottle clear soda (7-Up, ginger ale, Mountain Dew)
 - Small paper cups or zip-top freezer bags (sandwich size).
 - Mix together the thawed juice concentrate with the soda.
 - Ladle 1/2 cup of the mixture into each paper cup or zip-top bag.
 - Place in the freezer for at least 30 minutes.
- Makes approximately a dozen treats.

Tuna Boats

- Rolls
- Tuna salad (made to Cub Scouts' taste)
- Cheese slices
- Toothpicks or uncooked spaghetti noodles for masts
- Hollow out top of roll.
- Fill with tuna salad.
- Cut cheese into triangles for sails; put on toothpicks or spaghetti noodles and insert into rolls.

Waves of Fun Parfait

- vanilla yogurt
- Fruit and granola
- Blue food coloring
- blueberries

Just layer vanilla yogurt with fruits and granola. If you want to really have waves, use a drop of blue food coloring in the yogurt, and use blueberries to add even more blue. But feel free to add any fruit that the Cub Scouts like. And to make it more fun, use a clear cup and make sure each layer has a wave to it.



Pack/Den Activities

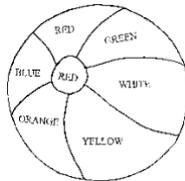
Balloon Powered Boat

Materials: 1/2 gallon milk carton (1/2 for each boat); drinking straw that bends; heavy-duty tape; long balloon; scissors; nail.

1. Cut one side from the carton to make the boat.
2. Trim the straw so the part that bends is exactly in the middle. The straight parts should be about 2 inches each.
3. Tape one end of the straw inside the balloon. Secure the tape tightly but don't collapse the straw.
4. Using the nail, poke a hole in the bottom of the carton (the stern of the boat).
5. Insert the balloon straw "ari jet" through the hole in the stern. Pull the straw through and bend it at a ninety-degree angle.
6. Blow up the balloon. Then hold the end of the straw with a finger. Launch the balloon boat in the water.

Beach Ball Neckerchief Slide

Materials: One half-ball-shaped wood piece 1 1/2" diameter* (available at a craft store); acrylic paint or permanent markers; 1/2" section of 1/2" PVC pipe; thick craft glue or low temp glue gun.



*If you cannot find half-ball shapes, cut a wooden ball in half. Be careful, it is small and craft wood shapes are usually hardwood. **Adult should do this.**

- Paint the wood piece like a beach ball.
- Let it dry.
- Glue the PVC pipe section onto the flat side of the 'beach ball'.



Bubble Fun

Blow a soap bubble and watch it float in the air. Blow gently to keep it aloft without popping it. Have a contest to see who can keep a bubble in the air longest, or how far you can blow your bubble before it bursts.

Bubble Solution: 1 cup Joy or Dawn, 3-4 Tablespoons glycerin (optional, available at drugstore), 10 cups clean cold water (up to 50% more on dry days)

- ✓ In a clean pail, mix the ingredients well.
- ✓ Do not stir too much, you don't want froth on the top.
- ✓ Leave it overnight if you have time.
- ✓ You don't have to have glycerin but it makes the bubbles last longer and you get larger without breaking.

Giant Bubble Wand

- ✓ Thread the string through both of the straws and knot the ends.
- ✓ Lay the straws and string down in the BUBBLE SOLUTION.
- ✓ Gently lift up the straws, one in each hand.
- ✓ Spread the straws apart as you lift, and a giant bubble will form.
- ✓ Wave your arms across in the air, and it will be set free, to float up, up, and away!

Assorted Wands

- ✓ Twist thin wire into fun shapes.
- ✓ Use beads for handles for smaller wands.

Buoy Key Ring

You will need a large enough piece of cork and twist ties. It floats, so it's a good gift for anglers and boaters.

1. Drill a hole through the middle of a cork.
2. Insert a large plastic coated twist tie through the hole in the cork.
3. Thread the key onto one end and securely twist the ties together.
4. Test for buoyancy in a sink filled with water. If it sinks, try a larger cork or add another one.

Conserve Our Oceans

Oceans cover about 70% of the Earth's surface and they contain about 97% of the world's water.

In addition oceans are important because:

- ✓ Oceans are fun places for recreation.
- ✓ Oceans provide a means of transportation for ships.
- ✓ Oceans contain valuable minerals and other resources.
- ✓ Oceans are home to thousands of animals.
- ✓ Oceans provide food in the form of fish and other products.
- ✓ Oceans provide fresh water through the water cycle.



Gone Fishing

Materials: 2 sheets of craft foam, pen, cardboard, scissors, metal paperclips, ruler or stick about 12" long, string or plastic lanyard (Rex lace), magnet, rectangular or horseshoe shaped (need to be able to tie string to it)

- Draw up a simple fish outline on a piece of cardboard. Then cut it out.
- Trace around the fish on the craft foam.
- Cut the fish out.
- Draw faces on the fish.
- Open a paper clip end slightly. Poke it through the fish's mouth. Pull the fish all the way around the paperclip until it "drops" into the open area. Close the paperclip.
- Repeat for the rest of the fish.
- Tie a string on one end of the ruler or stick. (Note: Works great with a ruler that has a hole in the end!)
- On the other end of the string, tie the magnet on.
- Now go fishing!

Fish Tank Neckerchief Slide

Materials: Empty Tic Tac container, construction paper, glue, scissors, colored fish tank beads or plastic gravel or craft melting beads, PVC pipe ring.

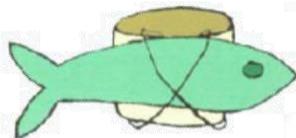


- Carefully remove lid from Tic Tac container.
- Inside glue blue construction paper to the back.
- Spread glue on the bottom of the container and put in the colored fish tank beads or plastic gravel or craft melting beads as a colorful base.
- Use construction paper to make small fish and underwater plants.
- Glue the plants and some of the fish to the inside of the box. Put them on both the front and back of the box to give the tank a dimensional look.
- Glue PVC pipe ring to the back.

Fish Tie Slide

Materials: PVC pipe, plastic fishing lure, fishing line

- Tie plastic fishing lure to the ring as if it is "caught" in fishing line.
- The fish still wiggles as you move while wearing it.



Footprints in the Sand

Capture that barefoot-on-the-beach feeling -- and a record of your feet -- with this simple plaster-casting project.

Materials: Plaster of Paris, small bucket, freshwater, 4-inch lengths of string (optional)

Directions: Choose a site to cast your molds -- the moist, hard-packed sand near the water's edge works best. Firmly press both feet into the sand. The prints should be about 1/2 inch to 2 inches deep. (If your child can't press down that hard, they can use their finger to dig down into the print, following its shape.)



Mix up the plaster, according to the directions on the package, so that it has a thick, creamy consistency. Pour the wet plaster gently into the footprints.

To make hangers, tie a knot about a half-inch in from each end of the pieces of string. As the plaster begins to harden, push the knotted ends into the plaster and let dry.

After 20 to 25 minutes, gently dig the footprints out of the molds and brush away any excess sand. Set sole-side up in the sun for about an hour to let harden.

Guessing Contest

How many fish eggs are in the jar? Use marbles for the eggs. The winner gets the jar of marbles.

Hula

What goes perfect with music but dancing? Here's a link to buy a how to hula video. What a great pack activity.

<http://www.hawaiianmusicstore.com/videos/v68.html>

Or you can read some history and use these easy instructions:

Hula Dance

Hula is the soul of Hawaii expressed in motion. No one knows its exact origins but Hawaiians agree that the first hula was performed by a god or goddess which makes the dance a sacred ritual.

Some believe the hula was originally only danced by men, but legend and historical sources tells us both men and women danced. Hawaiian hula is unique and totally different from other Polynesian dances. Although it began as a form of worship during religious ceremonies, it gradually evolved into a form of entertainment.

Learn How To Hula Dance

Hula is the traditional dance of the Hawaiian Islands. It was once both a religious exercise in honor of the goddess Laka and also their form of entertainment. In traditional hula, poems and stories were interpreted by highly stylized movements of the dancers arms and hands. Although the angelic dances of old Hawaii have almost disintegrated and bear little resemblance to the modern forms of hula, the modern hula also tells a story. The out spread arms of the dancer represents the swaying of the palm trees gently blown by the wind. To be able to convey the story to the audience the dancer has to coordinate the facial expression and the eye with the graceful movements of the fingers, arms,

wrists, hips, knees and feet. A step-by-step method is outlined below to an easy way of learning the hula dance.

STEP 1 – Fingers, Wrists, Hands and Arms

The right arm and hand is first extended to the right of the body leveled to shoulder height. Elbow slightly bent, palms down, fingers lightly touching each other. The left hand is placed on the hip with fingers pointing downward. Remember that there are 4 counts in this Hula dance. Practice all steps and movement to the rhythm of Hawaiian Hula music to obtain the correct tempo. When dancing, the feet must be bare, do not wear sandals or shoes...

On Count 1, dip right hand fingers downwards with wrist slightly raised then bring fingers up as wrist being lowered (like ocean waves.)

On Count 2, repeat movement of fingers and wrist but this time move the forearms and hand halfway to chest.

On Count 3, again repeat fingers and wrist movement with forearm and hand further move to the center of the chest without touching the body.

On Count 4, drop right hand and place on the hip with fingers pointing downward.

Repeat the process with you left hand, arm, fingers and wrist, dropping the left hand to the hip at the count of four. Practice the movement until it becomes easy and natural for you.

STEP 2 – Feet and Knees Stand in the natural position, completely relaxed, feet about four inches apart. Bend knees slightly, raising heels an inch or two off the floor with weight of the body on balls of the feet. Never dance flat footed.

On Count 1, take one step to the right approximately eight to nine inches with the right foot, then

On Count 2 bring left foot to the side of the right without dragging the foot.

On Count 3 again move the right foot eight to nine inches to the right, bringing the left foot to the side of the right

On Count 4. Do this on reverse by taking one step to the left

On Count 1 place the right foot to the side of the left

On Count 2. Take one more step to the left

On Count 3 and **on Count 4** bring right foot to the side of the left.

Now, you are back to your original position. It is important to practice these steps until it comes to you naturally without much concentration.

STEP 3 – Hips To obtain the rhythm of the hips, sway them gently.

Count 1 to the right,

Count 2 to the left,

Count 3 to the right,

Count 4 to the left.

The swaying must be done gently and never in jerky manner and must follow the rhythm of the music. The correct movement of the hips will give charm and grace to the dancer. In order to acquire the skill of the true Hula Dancer one must practice these instructions diligently.

STEP 4 – Bringing it all together. Combine these steps as a continuous movement. Remember to practice with the Hawaiian music like Tiny Bubbles or Pearly Shell, available at most record outlets. When dancing, smile and be happy! To give expression

one must follow the motion with the eyes. Remember to keep the shoulders as still possible as the motion of the shoulders distract from the movement of the hands, hips and feet.

Huck Finn’s Log Raft

Materials: 11 twigs of equal thickness, liquid white glue, 1 sheet of white paper, colored crayons or markers, wax paper.



- Cut twigs a little longer than logs shown in illustration,
- Place six twigs on sheet of wax paper.
- Glue the twigs together with glue to form raft.
- Cut two twigs to fit the width of the six glued twigs.
- Glue these two twigs near the ends of the raft.
- Let the raft dry overnight. When dry turn upside down.
- Cut a twig to form the mast and glue it standing up to the center of the raft.
- Cut a twig to form the last two twigs to fit the width of the raft.
- Glue the remaining two twigs to both sides of the mast.
- Dry overnight.
- Cut the sail from white paper, decorate. Push sail through standing twig.
- Have a den race with the boats in your raingutter regatta track.

Jet Boat

Kids will love being the captain of this balloon-powered jet boat - perfect for racing in pools, ponds and bathtubs.

Materials: Plastic pipe elbow, 1/2 inch in diameter, and its accompanying plastic nut (ask at your local hardware store); Two 5 1/2 x 8-inch Styrofoam food trays; Balloon; Rubber band



Directions: Thread the nut on the plastic pipe elbow. Then cut a hole in the bottom of one of the trays and push through the elbow's non-threaded end.

Stretch the balloon over the threaded end. Next, secure the elbow underneath the tray with the rubber band, wrapping it around several times.

Cut a rudder from the other tray, and insert it through a slit cut in the stern of the boat.

Tips: To operate the vessel, inflate the balloon by blowing into the elbow. Block the end of the pipe with your finger as you set the boat in the water, then release it and watch the boat zip away.

Lau (leaf) Printing

Materials: leaves and flowers, tempera paint for paper, acrylic paint for cloth, drawing paper or cloth (t-shirts!)

- Coat the leaves and flowers with paint, using a paintbrush.
- Press the leaves and flowers lightly on the paper or cloth, paint side down.
- Let it dry.



Layered Sand Jar

Materials: A variety of colored sands (see the craft above); nicely shaped clear jar (not too big) with a lid; Funnel.

- Spoon a layer of colored sand into the jar. Or pour the sand through a funnel into the jar. Gently tap the jar to make the sand level if you want flat layers.
- Continue adding layers of different-colored sands until you reach the top.
- Screw the lid on tightly.

Lei Necklaces

Materials: Various colors of Crepe paper.

- Cut your flower shapes.
- Roll each flower around a pencil then take it off this will help give it a 3 dimensional look.
- Using 3 strands of Embroidery floss and Embroidery needle. Tie your first knot at least 4 inches from the end.
- Then string a flower putting the needle through the center, place a knot before and after each flower.
- Try to space evenly.
- Continue to string flowers until lei is long enough to easily go over head and hang to lower chest.
- The lei can be as full as you like.
- Add green leaves if you like but pierce them at one end not at the middle.

• This is good for older Scouts

Read on for other directions that may suit your Scouts ages.

Or:

- If unable to find crepe paper you can use tissue paper but the body (shape) will be as good.
- You may want to make the fan fold flowers (directions above) and then string them.
- If you leave the pipe cleaners a little longer you can connect the pipe cleaners together to make your lei.

Or for younger Scouts:

Materials: yarn, drinking straws and colored paper.

- Before the party, cut 1" pieces from drinking straws and flowers from colored paper.
- Make a hole in the center of each flower using a hole punch.
- The children will bead their lei's alternating straws and flowers until it is the desired length.
- Put tape on the end of the yarn so that the flowers and straws don't fall off during beading



Paper Lei Making

Materials: string 36"-40" in length, paper, scissors, hole punch (if none just use scissors)
 Fillers: colored straws cut up into 2 inch lengths; and colored dry macaroni, beads, or curled colored pipe cleaners

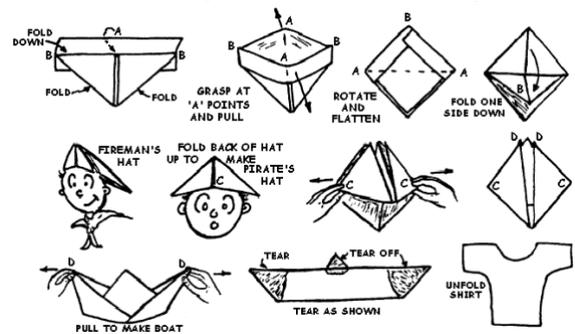


- Create a basic "Daisy" style flower design. Either trace your master flower or copy the flower design onto colored paper. If your lei makers will have limited time cut out the flowers and make a hole in the center of each flower.
- Assembly - thread one flower, one "filler" of your choice, one flower, etc. onto the string. Leave about 2 inches on each end to tie the lei.

Life Preserver Slide

On a piece of Styrofoam about 1/2" thick, draw a 3" circle and cut out. From the center of the circle, remove a 2" circle. Loosely wrap cord around edge of Styrofoam and bind in place, as shown, with red "Mystic" tape. Print "Cub Scout" on one side and "Pack No. ---" on the other. Insert and glue ends of a piece of white chenille into back for ring.

Make a Paper Boat (and tell a story!)



Folding Instructions: Take a full sheet of newspaper, folded on the center crease with the folded edge away from you. Take the two upper corners and fold them so that they meet at exact center. Fold the remaining flaps up, one on each side. Fold and tuck in the remaining points. Continue refolding following the illustrations outlined below to make two hats, then the boat. After completing the boat, you can tell a funny story as you tear the boat apart (as shown in the last two steps).

"It was a dark and stormy night, and a ship was being tossed around off shore. The ship hit a rock, and the bow was ripped off (tear off one end of the boat as shown). Then it was whipped around, and the stern was demolished (tear off the other end of the boat). To make things worse, a bolt of lightning came and knocked off the mast (tear the top point off the boat). The boat then sank, and all that was ever found (here's where you unfold the remains of the paper boat) was the Captain's shirt."

Practice the story and tearing off the pieces several times by yourself before you try to tell it in front of an audience!

No Care Aquarium

Materials: Two 9" paper plates; Small amount of sand or aquarium gravel; Two shades of green construction paper; 8" square of clear sandwich wrap; Glue; Scissors.

1. Cut center out of one plate and glue clear sandwich wrap on inside.
2. Cut a circle of green construction paper and glue it inside the other plate.
3. Spread a light coat of glue over a 1" strip at the bottom of the green circle. Sprinkle sand over the glue. Let dry and shake off excess sand. Optionally, you may want to use aquarium gravel (you will need more glue for gravel).
4. Draw several fish or cut out some pictures of fish from a magazine. Glue them above the sand on the green circle. Use lighter shade of green for seaweed. A few wavy lines made with a dark green marker will make the water look as though it's moving.
5. Staple the plates together or sew them together with colored yarn.
6. Now you can see the aquarium picture through the clear sandwich wrap.

Variation: In place of clear wrap, use clear blue cello wrap (used to wrap fruit baskets and the like, available at a craft store). You will not have to use the construction paper circle.

Oceans at Risk

For thousands of years, the oceans have served as a renewable resource. Today, the viability of our oceans are threatened due to human- caused pollution. For years, oceans have been used as giant trash cans. Waste that was disposed of in the ocean was broken down by bacteria in the water and then fish and aquatic plant life were able to use it as food.

Today, however, we are dumping more trash into the ocean than it can absorb and too much of it is non-biodegradable, (meaning bacteria can't break it down). More harmful chemicals are being dumped into our oceans as well.

Ocean Currents

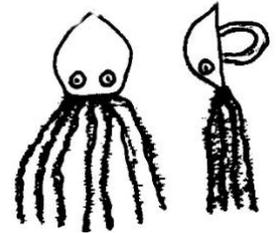
- Ocean water is always on the move. It moves east to west, north to south, south to north and top to bottom.
- Tidal currents are caused by the daily rise and fall of the tides, winds and shifting warm and cold water.
- Currents in the ocean are like rivers. Water in an ocean current constantly flows in the same direction.

Ocean Current Bottle Activity

- Give each Scout a plastic liter bottle (or smaller) with a tight fitting lid.
- Have them fill the bottle 3/4 full with water.
- Add drops of blue food coloring and one inch of cooking oil to the water.
- Add a tiny plastic or foil cut out of a fish in the water (optional).
- Hot glue the lid on for them.
- Tilt the bottle to and fro.
- What happens? Does it simulate an ocean current?

Octopus Tie Slide

Materials: English walnut shell carefully halved; small wiggle eyes; black chenille stems, black tamper evident ring from a soda bottle; hot glue; craft glue; black acrylic paint.



1. Paint the exterior of half a walnut shell black. Let dry.
2. Consider the pointed end of the shell as the top and use craft glue to attach the eyes approximately a fourth of the way up from the bottom. Let dry.
3. Cut 4 chenille stems in half. Bend each piece in half. Hang them on the soda ring. Put some hot glue into the shell. And carefully press the eight legs and ring into the glue, extending them from the rounded end.
4. When the glue is dry, fill the rest of the shell with hot glue.

Plastic grass Skirt

Use a plastic 54" x 108" green Table cloths cut to length. You should probably cut the cloths in half (27") or thirds (18") especially for younger Scouts. You could get 3 or more out of each tablecloth. Some stores run specials on table cloths for \$.69 each. (*Or try a Dollar Store*) Keep your eyes open. Cut strips 1/2" wide leaving a 3" at the top for a waist band. Wrap around your Cub Scouts and tape in place. You can wrap more than one time around if you wish.

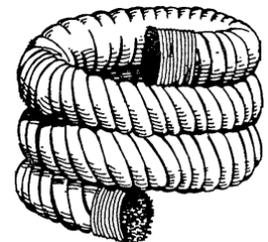
Or

You could make the same thing using newspaper but it would not be green. Don't cut the skirts too long otherwise yours Scouts could trip on them. Great for that Hawaiian skit.

Rope Neckerchief Slide

Materials: a piece of rope about 8-inches long and a whipping cord. Whip both ends of the rope (Bear Achievement 22).

Lay a bead of low temp glue along the rope and coil the rope in a circle. It may be easier if you wrap the rope around a 1/2" dowel, being careful not to glue the rope to the dowel.



Sand and Seashell Candle

Materials: Wax block or household paraffin (approx. ¼ lb. for each candle), candle wick, seashells, sand, empty can (coffee can works well), pot (large enough for the empty can)

1. Break up the wax and put pieces in the empty can.
2. Fill a small pot one third full of water; put the can in the pot and the pot on the stove over low heat. Heat until the wax just melts.
3. Moisten the sand and then dig out the candle shape. (You are making the candle upside down.)
4. Press seashells on the wall with the sides you want to see on the finished product against the wall.
5. When the mold is finished, embed one end of the wick in the sand, making sure enough wick is in the sand.
6. Adult partners carefully pour the wax into the mold. Make sure the wick is straight.
7. Let the wax cool completely and then carefully remove the candle.
8. Brush off as much sand as possible. A very thin coating of sand should remain on the candle surface.



Sand Candles

Materials: Sand; Flowerpot or similar sized container; Wax block or household paraffin (approximately ¼ lb. for each candle); Candle wicks (craft store) or waxed string; Empty can with the label removed; Small pebble; Crayons (optional).



Close adult supervision is required throughout this activity!

1. Melt Wax: Break up the wax and put pieces in the empty can. Fill a small pot 1/3 full of water, put the can in the pot and the pot on the stove over low heat. If you want colored candles, put a piece of crayon in the melting wax. While the wax melts, prepare the candle mold.
2. Make Mold: Fill the flowerpot with MOIST sand. Dig out the candle shape-- use your hand or press an object into the sand like a small rubber ball or a small can. Important: You are making the candle upside down. To make the candles like strange sea creatures, make large or small holes in the sand jutting out from the basic candle shape (use your finger or a pencil).
3. Place Wick: When the mold is finished, tie a pebble to the end of a strand of the wick and embed the pebble in the sand at the bottom of the mold as shown. Wind the other end of the wick around the pencil and balance on top of the flowerpot. Make sure the wick is straight.
4. Pour Wax: Pour the liquid wax into the mold carefully. In a few minutes the wax will sink a bit--pour in more wax to make it level (this will be the bottom of the candle). Let the wax cool completely.
5. Final Steps: To unmold, turn the flowerpot upside down. The sand will come out in a hunk in your hand. Carefully remove the candle. Brush off as much sand as possible. Let dry and brush off again. A very thin coating of sand should remain on the candle surface.

Variations: Instead of poking small holes, keep the moist sand walls smooth and embed pretty pebbles and sea shells (shell's outside to the sand). Or how about making candles right-side up? You need to keep the bottom of your sandy pit flat but you don't have to embed the wick in the sand.



Sand Dough

Materials: 1-cup sand, 1/2-cup cornstarch, 1 tsp. cream of tartar 3/4-cup hot water, Mix sand, cornstarch and cream of tartar in an old saucepan. Add hot water.

Cook over medium heat, stirring constantly until mixture is very thick and can't be stirred further. Cool slightly and mold into various shapes use plastic molds or let Scouts create their own designs. Allow to dry. Paint if desired. (Store leftovers in airtight container.) What a fun way to make permanent sand castles for your sand table (with those sandcastle/beach plastic pail sets). Add some plastic people figures and instant kingdom! Use shells at the balancing scale. The Scouts compare the weights of various shells, predict which ones are the heaviest and lightest, and try to find combinations of shells that, when placed on the scale together, will balance.

Place the paint at one end of bulletin board paper; then place a dishpan of water and an old towel at the other end of paper.

Have each Scout take turns stepping in paint and walking across paper. Have them rinse feet and dry them. Label each Scout's footprints with he's name. Paint glue on the areas of the paper surrounding the footprints; then sprinkle sand over the glue.

You can also make a bulletin using this paper.

5 dish pans 1 - with sand in it (beach) 1 - with dry navy beans in it (pebbles) 1 - with cooked green spaghetti (sea weed) 1 - with shaving cream with a little blue food coloring (sea foam) 1 - with salt water (ocean)

The Scouts take off their shoes and socks and waited patiently to walk on the beach. Explained that when you go to the beach you first walk on the beach then through pebbles and crushed shells then some sea weed as the wave splash they create sea foam and then you finally reach the ocean. Placed everything in a line on long white paper. You will have to add a little water to spaghetti to keep it moist. Used towels at the end to step on and wipe feet off.

Sand Painting

Do this outside where you don't mind the sand. Designs should be simple. Younger Cub Scouts may want to outline their designs with sand rather than filling it. How about writing their names with sand?

You will need: Sand; Several plastic containers with lids; Food Coloring; Newspaper; Heavy tag board or cardboard; Pencil; Glue.

1. Put sand in the plastic containers and add a few drops of food coloring--a different color for each container.
2. Cover and shake the containers or stir until the sand is completely colored.
3. Spread the colored sand out on newspaper for a few minutes and let it dry while you color more. (Try combining primary colors.)
4. Using the pencil, draw a design on the tag board or cardboard.
5. Spread glue on the outline of the design.
6. Cover the outline with one color of sand. Shake the excess sand back into its container.
7. Spread glue onto another area of the design, and then fill it in with another color of sand. Repeat until the entire design is complete.

8. Allow to dry (about an hour). Attach a small piece of string like a loop on the back and hang on the wall.

Sand Paperweight

Mix some small shells and colored aquarium gravel into some sand. Pour this mix into a clean baby food jar. Spray paint the lid and screw it on tight. Set jar upside down on the lid for a paperweight.

Shell Crafts

Ideas for things you can make using shells you can purchase at the craft store or bring back from the beach.

Fish: Use a pair of flat shells. Glue cotton to the rim of one shell and then glue the rims together. Insert the tail and fins (small shells) between rims before the glue dries. Glue on other small shells for eyes and scales. Paint.

Flowers and Small Animals: Use shells and pipe cleaners. Glue pairs of shells together, rim to rim, for bodies, heads, buds and flower centers. Insert pipe cleaners between shells for necks, legs, and stems. When needed, smaller shells can be glued on for legs, wings, tails, fins, eyes, petals, and leaves. Assemble pieces. Glue in place, and paint with enamel.

Planter: Use a very large, spiral-type shell. Fill the cavity of the shell with dirt, for a real plant, or florist's clay for an artificial one. To decorate the planter, make a path, small animals, and flowers with small shells. You may paint the planter and decorations.

Baby Carriage: Use a pair of shells of similar size and shape. Glue pieces of pipe cleaners to the back edge for a hinge. Add bead legs, paint and decorate with small shells. Glue on a pipe cleaner handle.

Flower Candleholders: Use a jar lid, thick plaster of paris, and shells. Pour thick plaster into lid and insert ends of shells, in petal-like fashion, leaving enough space in the center for a candle. Glue a narrow strip of felt around the base and add felt leaves, radiating from the base. To hold the candle in the center, drip wax and place candle in the melted wax.

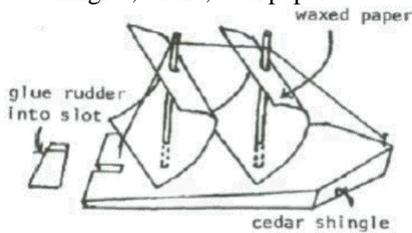
Trinket Holder: Use a spiral-type shell with an opening to hold small trinkets, gold gift card, and stovepipe wire. Remove the string from inside gold gift cord and insert stovepipe wire. For legs, bend wire cord as shown, shape to fit under shell. Glue, paint, and decorate with pearl beads.

Small Basket: (For Blue and Gold favors) – Use a flat shell and sired cord. Bend the wired cord for a handle and glue to each side of the shell.

Display: To display your creations at the pack meeting, use bits of clay or pipe cleaners to attach the shell figures to a net. Add glitter and small shells or pebbles for more decorations. Set display on a "beach" of course sandpaper or covered cardboard.

Shingle Sailboat

Materials: wood shingles, sticks, wax paper



- ✓ Cut hulls from wood shingles.
- ✓ Use sticks for mast and waxed paper for sails.

Sun Prints

Materials: Objects that would make an interesting print, dark colored construction paper. Have the Scouts place the objects on their construction paper. Take their creations out into the direct sunlight and leave them outside all day. At the end of the day, go outside and check to see what happened to the construction paper! You can make neat critters by gluing eyeballs on seashells.

Suncatchers

Materials: Find as many patterns as you can from cookie cutters to children's flat toys, coloring books, anything you can trace a pattern from. They can be dinosaurs, reptiles, amphibians, birds, etc.

Also, stapler, translucent plastic lid (like those on margarine tubs), scissors, colored tissue paper, newspaper, spray shellac, leather punch, suction cup window hook.

Instructions:

1. Cut the edge of the lid off leaving a flat plastic disk for the base.
2. Attach the chosen pattern to the lid by stapling all around the edge.
3. Cut out the pattern.
4. Tear the tissue paper into 3/4 " x 1" strips.
5. Put the lid on several layers of newspaper and spray with shellac.
6. Immediately lay pieces of tissue on the pattern, overlapping the strips and the edge of the pattern.
7. Spray another layer of shellac over the top of the tissue.
8. Set aside to dry.
9. When completely dry, trim the excess tissue from around the edge. And punch a hole in the top of the sun catcher. Now you are ready to hang it on the window using the suction cup window hook, plastic side to the window.



Tackle for the Job

What about bait? To catch fish, anglers (fishermen) use some sort of food, or bait, to tempt fish to bite on the hook. Bait can be real food, either alive or dead. It can also be an imitation, which is used to trick the fish. Artificial flies and lures are in this category. So is a piece of aluminum foil attached to the line.

Knots - Fishing line is quite smooth and you will need to learn how to tie special knots that do not slip when tying a hook onto the line. Always make the line wet before tightening the knot. Test the knot by pulling from both sides before you start fishing. Have a fisherman teach you knots that can be used to tie your hook onto you line and then practice them. Or find pictures that show the knots and practice them.

Tissue Flowers

Materials needed for one flower: 4 sheets of 6"x6" tissue paper (multi-color), 1 pipe cleaner

- Stack 4 pieces of tissue paper together.
- "Fan fold" the tissue paper using 1" folds.
- Fold back and forth until you have about a 1" X 6" piece.
- Cut both ends of your tissue strip to round the corners.
- Squeeze the tissue paper in the middle and
- Twist the pipe cleaner tightly to secure.
- Make a fan on both sides of the pipe cleaner.
- Gently pull up each of the four layers of tissue to make the flower petals.

Toilet Paper Tiki's

Materials: toilet paper roll, brown paint or paper for base color, assorted colors acrylic paint

- Use paper mache for 3D facial features - lips, eyes and nose,
- Glue to tiki if necessary,
- Let dry and then paint as desired

or

- Use crayola model magic for the 3D facial features
- Glue to roll let dry,
- Then use the acrylic colored paints to paint the features

or

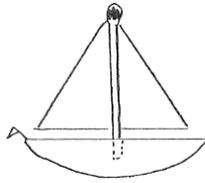
- Use squeeze acrylic paint for 3D facial features this will give them interesting textures but it will take some time to dry between applications otherwise there could be a big mess.

Wave Maker

Fill a clean, empty, clear plastic soda bottle half full of water. Add some blue and/or green food coloring, twist on the lid and shake it to mix the coloring well. Now add vegetable oil nearly to the top (leave about 1" air space). Swirl the bottle while it is standing up or lay it on its side to watch the waves. Try creating large bubbles by turning the bottle over and over a few times. Really shake it up to create millions of tiny bubbles.

Yacht Tie Slide

- ✓ The hull is whittled from white pine or balsa. The mast is a burned match. The boom is a toothpick. The sail is a triangle of white or red fabric.
- ✓ Whittle and sand hull, It is flat on back and curved on front,
- ✓ Drill 3 holes, one in top for match mast, 2 in back for plastic or metal ring cut in half.
- ✓ Glue mast in place. Glue boom to lower edge of sail.
- ✓ Glue sail and boom mast and let glue dry,
- ✓ Glue ring in place, While it is drying, make small flag for stern from construction paper triangle (tiny) glued to straight pin,



Wave, Current, or Tide?

All three “drive” the oceans to move. All three have motion and energy potential, but each one is different – here’s the scoop on what is what!

Waves

Waves are actually energy – the water is only moving in a small circle as the energy, or WAVE passes. Every wave can be measured from its crest, or high point to its low point or trough. Waves are affected by wind speed, location and duration. The largest waves are found in the open ocean. As they get closer to shore, most big waves have broken down in size and speed. And every wave does “fall over” when it gets too big – when the height of the wave is one/seventh the length of the wave. Then you’ll see “white caps,” a mix of foamy bubbles of air and water.

As the crest of the wave falls over, it creates an “air pocket” – really good surfers can crouch inside this “pocket” as they ride large waves to shore. But large waves can also be very dangerous – they can hurl a 135 pound boulder more than 100 feet in the air! And the waves from a winter storm can damage buildings to a great height along the shore.

Here are two fun ways to demonstrate a wave:

Experiment #1 – Bouncing Rubber Ducky

Materials: A bathtub or large tub half full of water; Something that can float on top the water - a bottle of shampoo or a rubber ducky!

Directions: After you fill the tub with water deep enough for the item to float and not touch the bottom, use your hand to make some waves. Put your hand in the water and swish it from one end to the other – you’ll see a wave in front of your hand. When the wave hits the end of the tub, it will seem to bounce back, moving back to where it started.

Make another wave, but this time, watch the rubber ducky (or whatever) instead of paying attention to the water. What happens? Does the rubber ducky move with the wave? Nope! It just stays in the area and bobs up and down.

So...It’s not water moving from one end of the tub to the other, just the energy you made when you pushed your hand through the water. Most of the water is just moving up and down like the rubber ducky! When you pushed on the water with your hand, a little bit of water moved because of the energy of that push – but the water only moved a short distance, then the energy pushed on the water in front of the first water, that water pushed water in front of it, and so on. Each bit of water only moved a little, but the ENERGY of your push was transferred from one end of the tub and back again.

Practical application: Remember this the next time you are body surfing if you live near an ocean, or when you are competing to see whose model boat can reach a finish line first! Or even better, as you bob up and down in your water ring at the beach!



Experiment #2 – End to End

Materials: One long rope, any kind

Directions: Lay your rope out on the ground, and it’s best not to have kinks in it. Now, pick up one end of the rope and give it a good snap. You’ll see a ripple, or set of “waves” all along the length of the rope. The energy of your snapping the rope moves to the other end of the rope and forms the ripples, or waves!

Currents

A current is the motion of water. And currents are what move boats along rivers and oceans to bring products and people from place to place. The speed and direction of a current can be measured. Watch rainwater flowing down the street, or water in a stream – you are watching a current!

But we usually think of ocean currents, and they are affected by tides, winds, temperature, how dense the water is, and also by the shape of the bottom of the ocean – like underwater mountains or gullies.

Wind only affects currents on the surface of the ocean, when warm air from the tropics moves toward the cold air of the poles. In the Northern Hemisphere, winds move clockwise, and in the Southern Hemisphere, they move counter-clockwise.

Warm water currents move along the surface from the equator towards the poles, and cold water at the poles sinks and moves toward the equator. Mixing of the two temperatures causes currents, and it also helps replenish oxygen in the water. The Gulf Stream is a huge current of warm water that flows through the Gulf of Mexico and affects the water and air temperature throughout Europe.

Both water temperature and water density create currents. Water with more salt is denser, and mixes slowly with water that has no salt or less salt. You can see this at the mouth of rivers, especially large rivers like the Amazon, where fresh water flows in from the river and mixes with the saltier ocean water. These currents are slower, because the mixing takes longer.

Tides

Tides are the rise and fall of water level due to the pull of gravity from the moon and by the earth spinning. The amount of water doesn't increase or decrease – the level just changes. As the earth turns, the moon pulls at the water directly beneath, causing the water to rise. On the opposite side of the earth, the water also rises, because the spinning of the earth causes the water to “bulge” out and get deeper.

About six hours later, the earth has turned 90 degrees as it spins, so that the pull of the moon is reduced – the ocean level falls to its lowest point, and the water is at “low tide.”

Tides are also affected by geography – where the tide is forced through a narrow mass of land, tides can be very high or low. Also, tides near the equator rise and fall less, because the water is spread out over a huge area. But closer to the poles, the water is more confined, so high tide is a bigger contrast with low tide. The largest tides in the world are at the Bay of Fundy in Nova Scotia. If you want to demonstrate how tides work, try these two experiments:

Experiment #1 – Tides

Materials: Plastic bowl larger than your ball, water, plastic ball to represent the earth

Directions: Put the bowl on a flat surface and fill it half-way with water. Put the bowl in the water so it floats.

Now push the ball down with both hands – what happens to the water? It rises just like the tide does – this is the “high tide” that happens twice every 24 hours.

Let the ball rise again by taking your hands off the ball – what happens to the water now? This is just like “low tide” – the tide rises and falls, just like the level of your water – but there isn't more water, just a change in level.

Your “tide” in the bucket was caused by the push of your hands on the ball – in real life, tides rise and fall because of the pull of gravity from the moon and by the earth spinning.

Is it a hot day? Feel like taking a chance on getting wet? Here's a fun experiment to show the Tidal Bulge of the earth.

Experiment #2 – The Tidal Bulge

Materials: Small round water balloons for each person, water, string

Directions: Fill the balloons with water. Tie the balloon shut tightly with a string. Make sure your string is securely attached. Now comes the fun! Swing the balloon around over your head – the shape of the balloon will change and become longer.

This is exactly what happens when the earth is rotating around the sun. The water is distorted by the gravity of the sun and/or moon and will bulge outward.

And if your balloon has a weak spot, or you didn't tie the string securely, you will get WET!

Experiment #3 - The Tidal Bulge (This is a more scientific version, and more complicated – but you won't get wet!)

Materials: Plastic ball and bowl as above; strong glue; three pieces of string – one 8 inches long and two 16 inches long; hand drill

Directions: Glue the 8in length of the string to the ball – make sure it's completely set and dry.

Ask an adult to drill two holes in the rim of the bowl, one on either side. Thread a long string through each hole and knot around the rim.

Fill the bowl half full of water and float the ball in the middle. Have a friend pull on the string attached to the ball – this represents the pull of the moon on the earth. The water will be higher on one side.

Now have one person hold the ball in place, while each of you pull on the two longer strings. The ball will begin to change shape, showing how the tidal bulge shows on each side of the earth.

To see how the Tidal Bulge moves around the earth, have your friend slowly turn the ball.



DECORATIONS

Visit our Pinterest page for more ideas:

www.pinterest.com/samhoustonbsa/beach-themed-day-camp/

Social Media Poster

Make a beach-themed social media poster for your banquet. Here is an idea from a raingutter regatta.

Post a sign asking parents to tag @shac.bsa or @Sam Houston Area Council (www.facebook.com/shac.bsa), your district Facebook page (see shac.org/districts), and your unit page.



All items (photo frame, backdrop, cardboard letters) were purchased from Arnie's Warehouse in Houston, except for the letter stickers.

Hawaiian Decorations

Ideas for your Blue and Gold Banquet

- ✓ Decorate the refreshment table to look like a beach. Roll blue butcher paper across it, and then pour a small bag of sand on the table to resemble the beach, with half the blue paper showing.
- ✓ Lay fishnet down and make the food items look like the "catch of the day."
- ✓ Float fresh loose orchids with a floating candle in bowls of water.
- ✓ Have glass bowls with goldfish in them.
- ✓ Present fresh Hawaiian pineapples.
- ✓ Place palm branches in the middle of the tables and add seashells for decorations.
- ✓ Decorate the edge of the tables with raffia hula skirts.
- ✓ Act



EVENT NAMING STATIONS

	So call it...
Theme	Under the Sea (might be copyrighted) Island Adventure King Neptune's World Titan's Treasures
Games / Obstacle Course	Sunken Treasure Challenge Pirate's Cove Shark's Larks Dophin's Delight
Crafts	Octopus Odyssey Dophin's Dance Gilligan's Gadgets
Sports	Riptide Relay Jellyfish Jam Seahunt Sea Quest
Food	Crustacean Café Dolphin Diner Meptune's Table Moby Dick's Grill Chum Buket
Them Activity	Sufin' Safari Man-o-war Tug-o-war Waves of Fun
Special Guest	Sea Monkeys King Neptune's Court Star Fish Stars Cap'n Jack's Friends
First Aid Station	Sea Rescue Undertow Medical
Trading Post	Sand & Surf Whale of a Sale Jonah's Place Treasure Chest