

Science Meeting Ideas

www.shac.org/science-theme

Pack Meetings: The pack meeting brings all of 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 is well planned and well organized. Packs meet several times during the year – there is no required number. www.scouting.org/programs/cub-scouts/pack-meeting-resources



Blue and Gold Banquets: Most packs celebrate Scouting Anniversary Week in February with a birthday party called the blue and gold banquet. It brings families together for an evening of fun and cheer. The purpose of the blue and gold banquet is to celebrate the pack's anniversary, thank pack leaders and other adults who have helped the pack, 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. Your pack may decide to bring in an entertainer such as a mad scientist. Or you could have a video or slide show of what the pack did over the past year. A good banquet needs lots of planning. Careful planning is necessary for the banquet to be successful. Most packs begin planning at least two months in advance. 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, handling invitations, choosing a theme, 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 the blue and gold banquet, including a planning calendar, sample agenda, and suggested program activities, is available in the *Cub Scout Leader How-To Book*.

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-Gold-Banquet-for-Website.pdf

If you find these resources helpful, or have comments or additional resources we can add, please let us know by sending us a message to our Facebook page at www.facebook.com/shac.bsa?

Content

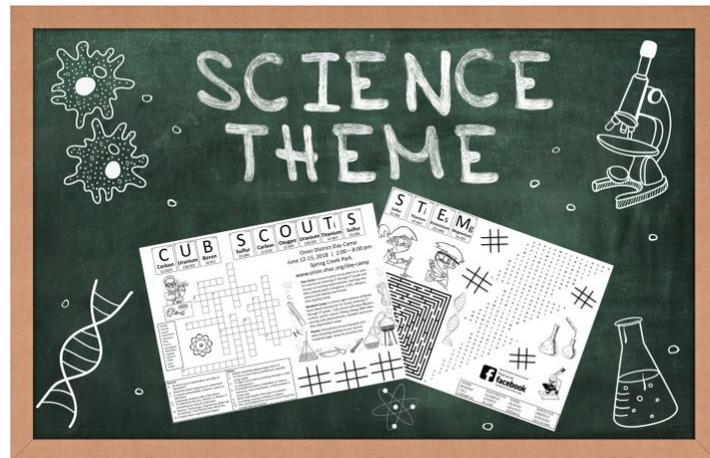
(Sources: *Baloo's Bugle* Invention Convention (March 2005), *Power Up* (Sept 2012, April 2017), *Reinventing the Wheel* (Apr 1997); *BSA Power Up*; *BSA Invention Convention*)

- [Program Details](#)
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Additional ideas:

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Blue and Gold Placemats



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

SHAC Pinterest page: www.pinterest.com/samhoustonbsa/science-theme/

Science Program

Welcome

Cubmaster: Welcome the Cub Scouts, parents and leaders. Recognize special guests.

Opening: Genius Night

Personnel: 7 Cubs - 6 Holding cards with pictures of the inventions.

- #1: G is for Gutenberg invented the moveable type for printing, so that now we can have books, papers and magazines to read.
- #2: E is for Edison gave us many electrical ideas, but perhaps his greatest was the light bulb to help light up our world.
- #3: N is for Newton discovered gravity and worked with electricity.
- #4: I is for Irving was a genius with his pen. He wrote many stories, which young and old have enjoyed for ages.
- #5: U is for Urey made his discoveries in chemistry and nuclear power, which will be used for many generations.
- #6: The "S" stands for "Scouting," which helps every Cub Scout develop genius in his very own way.
- #7: Now let us salute the genius that is in every Cub Scout by standing and saying our pledge to the flag of our country.



Pledge

Invocation (for blue and gold)

Dinner (for blue and gold)

Friends of Scouting (FOS) Presentation (for blue and gold)

Special Program / Guest – Mad Scientist (for blue and gold)

Song

Den leads a song in the [program](#). Additional songs can be found [here](#).

Leader Recognition

Skits and Audience Participation (for pack meetings)

[Skits](#) and [Audience Participation](#) may not be needed if there is a guest speaker.

Advancement Ceremony – Color Changing Ceremony

- Food coloring (orange, yellow, green, blue, red), good quality (e.g., find in baking section of Hobby Lobby or Michaels),
- 5-6 containers of water with just enough water to fill up the glass tube (six if the Bobcat badge is being presented)
- 5-6 clear plastic glass tubes (hint: purchase from Hobby Lobby at 50% off)
- Cub Scout signs on front of each container
- Dry ice (purchased day of event – many grocery stores carry dry ice)
- Cooler for dry ice
- Tongs or gloves – do not touch dry ice
- Hammer to break up dry ice
- Saran wrap
- Tinsel or other decoration to hide bottom of glasses.



Setup:

Before the ceremony, place a few drops of food coloring in each container of water. Practice ahead of time to determine how many drops will be needed based on amount of water used. It will take more yellow drops and less of other colors (too much blue food coloring will look black and not the right amount of red can look pink). Place a small amount of saran wrap on top of food coloring so the food coloring doesn't react with dry ice. Place a chunk of dry ice in glass (about 2" cubed). Be sure the audience does not see the preparation or the bottom of the glasses during the ceremony. Have the glass tubes on the podium or a table. Notify the den leaders to pick up the containers of water sitting on a table to the side before coming to the front.

CUBMASTER (CM): *Call up the den leaders.* The den leader has some water that they will pour into our magical vases. Now you may ask, what makes these vases magical. Well, if and only if all of the Scouts in the den have completed all of the requirements to earn the rank, something magical will happen.

CM: *(call up Lions and their parents).* Den leader (name), have all of these Scouts completed all of the requirements for the Lion badge? *(wait for response).* Ok, let's see *(leader pours water into the glass tube).* Yellow symbolizes the spirit of Scouting which is present in all the Lion Scouts. *(present Lion rank).* *Lead cheer.*



CM: *(call up Tigers and their parents).* Den leader (name), have all of these Scouts completed all of the requirements for the Tiger badge? *(wait for response).* Ok, let's see *(leader pours water into the glass tube).* Orange symbolizes the enthusiasm and creativity the Tigers used while earning the Tiger rank. *(present Tiger rank).* *Lead cheer.*



CM: *(call up Wolves and their parents).* Den leader (name), have all of these Scouts completed all of the requirements for the Wolf badge? *(wait for response).* Ok, let's see *(leader pours water into the glass tube).* Green symbolizes the earth which the Wolves learned about and discovered. *(present Wolf rank).* *Lead cheer.*



CM: *(call up Bears and their parents).* Den leader (name), have all of these Scouts completed all of the requirements for the Bear badge? *(wait for response).* Ok, let's see *(leader pours water into the glass tube).* Blue represents the sky which is limitless, like the many adventures that the Bear Scouts encountered. *(present Bear rank).* *Lead cheer.*



CM: *(call up 4th grade Webelos Scouts and their parents).* Den leader (name), have all of these Scouts completed all of the requirements for the Webelos badge? *(wait for response).* Ok, let's see *(leader pours water into the glass tube).* Red represents courage. The Webelos Scouts have been learning to be brave and to stand up for what is right. *(present Webelos rank).* *Lead cheer.*



Option 2 (if Bobcat and Arrow of Light ranks need to be presented):

CM: *(call up Scouts who have earned the Bobcat badge and their parents).* Parents, have all of these Scouts completed all of the requirements for the Bobcat badge? *(wait for response).* Ok, let's see *(leader or one of the parents pour water into the glass tube).* Purple represents wisdom. These Scouts have learned the meaning of Scout Oath and Law. *(present Bobcat rank).* *Lead cheer.*



CM: *(call up 4th grade Webelos Scouts and their parents).* Den leader (name), have all of these Scouts completed all of the requirements for the Webelos badge? *(wait for response).* Ok, let's see *(leader pours water into the glass tube).* Brown represents reliability. The Webelos Scouts have been learning some of the skills that will be needed to be a reliable Scout in a troop. *(present Webelos rank).* *Lead cheer.*



CM: *(call up 5th grade Webelos Scouts and their parents).* Den leader (name), have all of these Scouts completed all of the requirements for the Arrow of Light badge? *(wait for response).* Ok, let's see *(leader pours water into the glass tube).* Red represents courage. The Webelos Scouts have been learning to be brave and to stand up for what is right. *(present Arrow of Light rank).* *Lead cheer.*



Cubmater Minute

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.
What you are is God's gift to you.
What you make of yourself is your gift to God.
Make it a good gift.

Closing Ceremony

Use the same posters as the opening ceremony.

- #1 Everyone cannot be brilliant, everyone cannot be smart. I may not be a genius, but I can build a neat go-cart.
 - #2 Everyone has a spark of genius in them just waiting to be lit. If they'll jump into things and not just sit.
 - #3 I can't solve a chemical equation or explain Newton's rule, but I can make a peanut butter sandwich that will really make you drool.
 - #4 Although we may not go down in history as the genius of our day. We can help others in this world to travel life's way.
 - #5 By sharing our sparks of genius with others that we know. Thus, helping ideas, along the way to grow and glow.
 - #6 I have lots of ideas without a doubt and I know I am a genius at being a Cub Scout!
 - #7 Remember the spark of an idea we may share with a friend. Can be added to by others and become a genius idea in the end.
- Begin closing flag ceremony.*



Print for Advancement Ceremony Props. The size of graphics may need to be adjusted depending on the size of the glass tubes.









Podium Script: Invocation

Would the audience please rise (*pause*).

Scouts, family members and friends let us take this moment to offer a prayer according to your tradition.

Here in Your presence many friends and families are gathered to celebrate in fellowship the achievements and accomplishments of these young Cub Scouts.

We thank You for this fellowship and for helping these families to give their sons the opportunity to grow and learn to do their best at all they try.

For the blessing of abundant food to nourish us in spirit and in body we give You thanks.

Open the heart of each Scout to realize their duty to You and promise to help others and give their parents joy and patience as they learn and try new things.

We give thanks for our families and our Scouts for their resourceful and creative minds. Help us to encourage their creativity and individuality. Amen

Podium Script: Advancement Ceremony

Call up the den leaders. The den leader has some water that they will pour into our test tube. If and only if all of the Scouts in the den have completed all of the requirements to earn the rank, we will see a chemical reaction.

Call up Lions and their parents.

Den leader (name), have all of these Scouts completed all of the requirements for the Lion badge? *Wait for response.*

Ok, let's see. *Leader pours water into the glass tube.*

Yellow symbolizes the spirit of Scouting which is present in all the Lion Scouts.



Orange symbolizes the enthusiasm and creativity the Tigers used while earning the Tiger rank.



Green symbolizes the earth which the Wolves learned about and discovered.



Blue represents the sky which is limitless, like the many adventures that the Bear Scouts encountered.



Red represents courage. The Webelos Scouts have been learning to be brave and to stand up for what is right.



Podium Script: Cubmaster Minute

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.

What you are is God's gift to you.

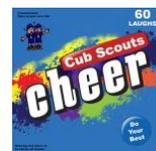
What you make of yourself is your gift to God.

Make it a good gift.

Print: Cheers and Applause's

cut into strips and put in Cheer box

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.

Ben Franklin Cheer Hold both hands out in front of you as if flying a kite. Jerk back suddenly while saying, "Zap, Zap, Zap."(Lightning). That was enlightening!

Electricity Cheer: "It's electric!"

Electric Power Applause: Hold up and shake your finger while saying "ZZZZZZ"

Electricity Applause: Place both index fingers together and say "Zip, zap, zop!"

Extension Cord Yell - Plug it in! Plug it in! Plug it in!
Where is the electric? Where is the electric? Where is the electric?
Use your muscles! Use your muscles! Use your muscles!

Genius Applause: Look surprised and say, "Look what I discovered."

Invention Cheer: I've made it, I've made it. Don't know what it is, but I've made it!

Lightning - Shake your finger like jagged lightning and go "Shh Shah" on each jagged movement. To add thunder - add a "**BOOM**" after every 4 +/- lightning jags or so.

Lightning Bolt Cheer: Divide into two groups. The first group yells, "ZIP!" The other group yells, "ZAP!" Then everyone yells together, "BOOM!" Repeat twice.

Livewire - Pretend to Grab onto a live electrical wire and shake the whole body, while saying "ZZZZZZZZ".

Mad Scientist Applause: Pretend to hold up a test tube in one hand. Pour something into it, then add something else, then yell, "BOOM!"

Mad Scientist Cheer: Hold an imaginary test tube up in one hand and pour into it with the other hand. Shake it then shout "BOOM"! Then say – "That was exciting!"

Oil Well Applause: Stand up, place both hands overhead and hook thumbs together, Wiggle fingers and say "Gush, gush, gush!"

Solar Power Applause: Use your hands and arms to make the circle of the Sun, then say "Solar Power Up!" while pointing to the sky

Solar Power Applause: Pretend to slather on suntan lotion, put on sunglasses and sunbathe. Say "The sun—It's a gas!"

Wind Power Applause: Use one arm and hand to describe a windmill turning, while you say “Whoooo, Whooo, Whooo” (the sound of wind)

Water Power Applause: Use one hand and arm to make “waves” while you shout “Water Power – Power Up!”

#1 - G: Opening:

G is for Gutenberg invented the moveable type for printing, so that now we can have books, papers and magazines to read.

Closing:

Everyone cannot be brilliant, everyone cannot be smart. I may not be a genius, but I can build a neat go-cart.

#2 - E: Opening:

E is for Edison gave us many electrical ideas, but perhaps his greatest was the light bulb to help light up our world.

Closing:

Everyone has a spark of genius in them just waiting to be lit. If they'll jump into things and not just sit.

#3 - N: Opening:

N is for Newton discovered gravity and worked with electricity.

Closing:

I can't solve a chemical equation or explain Newton's rule, but I can make a peanut butter sandwich that will really make you drool.

#4 - I: Opening:

I is for Irving was a genius with his pen. He wrote many stories, which young and old have enjoyed for ages.

Closing:

Although we may not go down in history as the genius of our day. We can help others in this world to travel life's way.

#5 - U: Opening:

U is for Urey made his discoveries in chemistry and nuclear power, which will be used for many generations.

Closing:

By sharing our sparks of genius with others that we know. Thus, helping ideas, along the way to grow and glow.

#6 - S: Opening:

The “S” stands for “Scouting,” which helps every Cub Scout develop genius in their very own way.

Closing:

I have lots of ideas without a doubt and I know I am a genius at being a Cub Scout!

(print on a note card – add flag ceremony script)

#7 – Opening

Now let us salute the genius that is in every Cub Scout by standing and saying our pledge to the flag of our country.

Closing:

Remember the spark of an idea we may share with a friend. Can be added to by others and become a genius idea in the end.

GATHERING ACTIVITIES

Cardboard Drop

You will need a piece of cardboard about 8" square and a button in front of each standing player. The idea of this game is to drop the cardboard so it falls on the button and covers it. This is tricky because the cardboard will swirl as it falls. A player may pick up is cardboard and try as many times as they like. The cardboard must be held with only one hand.

Computerize

Equipment Pencil and paper

Test your computer jargon and match the word with the correct definition.

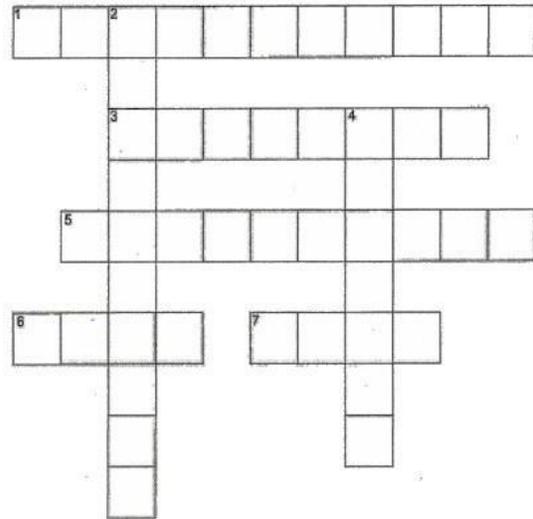
KEYBOARD SOFTWARE MONITOR
FLOPPY DISK DISC DRIVE HARDWARE
RAM BIT

1. It reads and stores information between the disk and the computer
2. It's much like a typewriter and feeds information and commands to the computer
3. What is the screen that displays the computers output?
4. Computer temporary memory that can be changed or edited.
5. It means binary digit and it's the only symbols computers understand.
6. The actual physical, hard, computer components like screen, keyboards, printer, etc.
7. Flexible plastic disk used to write electronic information magnetically.
8. A set of instructions that tell your computer what to do.

Answers

1 - Disk Drive 2 - Keyboard 3 - Monitor
4 - Ram [random access memory] 5 - Bit,
6 - Hardware 7 - Floppy disk 8 - Software

Energy Word Puzzle



Across

- 1 - This is the power for our light bulbs
3 - A form of transportation that burns fuel to move (Hint - It flies)
5 - Propane turns into a liquid after this has been done to it
6 - A black rock full of energy
7 - In the US, ethanol is made from this plant

Down

- 2 - When a drop of water becomes invisible it does this
4 - The color black does this to solar energy

Energy Word Scramble

Unscramble the jumbled letters to make energy-related words.

1	DIWN	
2	NSU	
3	LOI	
4	TERCIELYITC	
5	GEYRNE	
6	LOSRA LAPEN	
7	TNARLAU SGA	
8	OEPWR LTANP	
9	MATHGELROE	
10	CIRTCELEORDYH	
11	SAVERNOTCONI	
12	GEAVTOL	
13	WILKOATT	
14	SLATINNUIO	
15	SMARTTOTH	

Energy Word Scramble Answers: 1 Wind, 2 Sun, 3 Oil, 4 Electricity, 5 Energy, 6 Solar Panel, 7 Natural Gas, 8 Power Plant, 9 Geothermal, 10 Hydroelectric, 11 Conservation, 12 Voltage, 13 Kilowatt, 14 Insulation, 15 Thermostat



Find A Name

Find and circle the last name of these famous inventors –

Sir Isaac <u>Newton</u>	<u>Aristotle</u>
<u>Galileo</u>	<u>Michelangelo</u>
Louis <u>Braille</u>	<u>James Watt</u>
Leonardo <u>DaVinci</u>	<u>Joseph Lister</u>
Robert <u>Fulton</u>	<u>Albert Einstein</u>
Guillermo <u>Marconi</u>	<u>Ernie LeVassor</u>
Eli <u>Whitney</u>	<u>Orville Wright</u>
George <u>Eastman</u>	<u>George Washington Carver</u>
John Logie <u>Baird</u>	<u>Thomas Edison</u>
Alexander <u>Fleming</u>	<u>William Kalf</u>
Werner <u>von Braun</u>	<u>Johannes Gutenberg</u>
Alfred <u>Nobel</u>	<u>Robert Watson Watt</u>
Roger <u>Bacon</u>	<u>Madame Curie</u>

Copy and enlarge this word search before trying to solve it.

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

Pack Gathering Activity

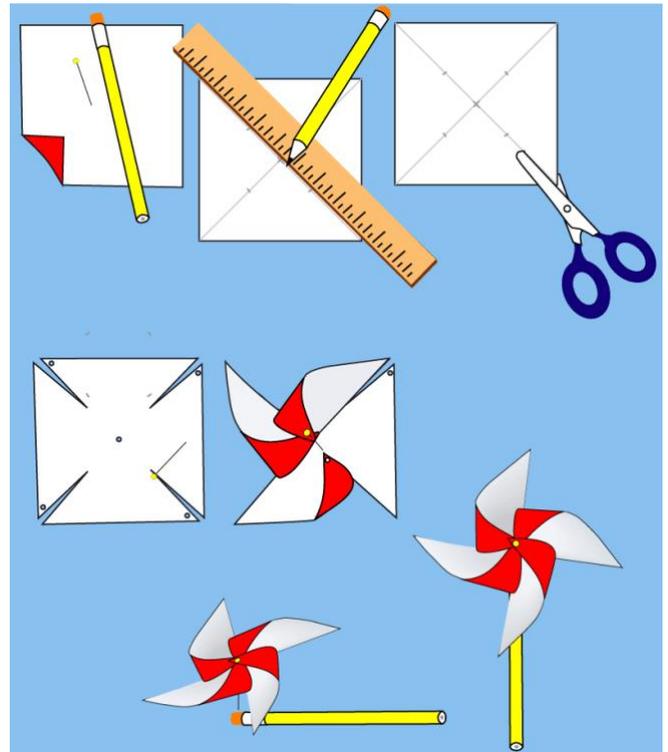
Set up display tables for Cub Scouts' genius kit designs. A committee of parents could be recruited to place colorful stickers on every display. Make sure every Cub Scout is recognized for their efforts by presenting Genius Night Certificates of Merit or other suitable memento.

Pencil Pinwheels

Materials: Paper (copy, origami, or light cardstock) cut into 4"x4" (or larger) squares, scissors, pencils, push pins, stickers, crayons, decorations (optional)

1. Draw diagonals on squares, with a line across each diagonal $\frac{1}{2}$ inch from the center.
2. Write one of the following along each of the four dotted lines. Write it on the side of the dotted line without the big dot. The four words are WATER, SOLAR, WIND, CUB SCOUT.
3. Cut from each corner to the $\frac{1}{2}$ " mark.
4. To form the pinwheel, start with a corner point and gently pull it down to the center point of the pinwheel, be careful not to crease the paper. While holding a finger on the center to keep each piece in place, do the same with alternating corners until all four tips have been pulled to the center of the pinwheel.
5. Insert a push pin at the center. The push pin should hold all four ends together, about $\frac{1}{4}$ " from each tip. Wiggle the push pin around to make the center hole a bit larger.
6. Holding the pencil on a flat surface with one hand, push the push pin into the side of the eraser. Don't push on too tightly, to allow the pinwheel to spin more freely.
7. Finally, try blowing at the edges of the pinwheel to make it spin. Loosen the pin a bit if the blades do not rotate well.

Tip: If your pinwheel doesn't rotate freely, it's probably rubbing against the pencil. You can fix this problem by inserting the pin into the eraser at a slight upward angle, or by slipping a small bead onto the pin before inserting it into the eraser.



Pinwheel

Materials: Construction paper, brad, penny, straw, hole punch, scissors, pencil

Directions:

- Cut paper into a 6" x 6" square.
- Draw diagonal lines from corner to corner.
- Using the penny, trace a circle in the center.
- Cut the diagonal lines to the edge of the circle in the center.
- Close to the outer edge of the paper and just barely to the right of each cut, punch a hole in the pinwheel. Also, punch one hole in the center.
- Punch a hole through the top of the straw using a hole punch.
- Fold each corner, without creasing, to the center and fasten together with the brad.
- Push the brad through the hole in the top of the straw and loosely fasten the brad.
- Hold it in the wind. Your very own pinwheel!

Rocket Pinwheel

Need: wooden pencil with eraser, straight pin, round party balloon, flexible soda straw, scotch tape

1. Stretch and inflate the balloon to stretch it.
2. Slip the end of the balloon over the end of the straw furthest away from the bend.
3. Use a piece of tape to seal it to the balloon to the straw. The balloon should inflate when you blow in the straw.
4. Bend the opposite end of the straw at a right angle.
5. Lay the balloon and straw on an outstretched finger so it balances and mark the balance point.
6. Push the straight pin through the straw at the balance point and into the eraser of the pencil, then into the wood itself.
7. Spin the straw a few times to loosen the hole the pin has made.
8. Blow in the straw to inflate the balloon and then let go of the straw.

Simple Science Experiments

Have your den chief help the Cub Scouts with some of the science experiments.

- **Dancing Raisins:** Pour a can of sprite into a jar and then drop raisins in. The carbonation picks the raisins up and gravity pulls them down.
- **Please Squeeze:** Make sure your hand does not have any rings or hard objects in it. Then hold a raw egg in your hand over the sink. Squeeze as hard as you can. The egg does not break!
- **Balloon Hovercraft:** You will need a large balloon. Cut off top from a plastic soft drink bottle with a 1/8-inch hole in the cap. (Make sure the rim is perfectly flat). Blow up the balloon then pinching the neck to keep the air in, stretch the mouth over the bottle top. Once the balloon is secure, let go of the neck, and watch it go!
- **Floating Metal:** You will need a glass of water, and a paperclip. Fill a glass with water and rest a paperclip on the surface.
- **Breaking the Tension:** You will need 4 toothpicks, shallow dish of water, dish soap, dropper. Fill the dish with water and allow it to settle so that the surface is completely smooth. Carefully float the toothpicks on the surface of the water, arrange into a star shape. Using the dropper add a drop of dish soap to the water in the center of the dish. This breaks the tension and the toothpicks are instantly drawn outward by the stronger surface tension around the edge of the dish.

- **Snake Charming:** You will need tissue paper, silk handkerchief, plastic pen, metal plate or tray. Cut a spiral from a circle of tissue paper, lay the tissue paper spiral on the metal plate, and use the charged pen to draw the center of the spiral gently into the air. How to charge the pen: rub the plastic pen vigorously on the silk.
- **Reflecting Power:** You will need a flashlight, small flat mirror, white cardboard, and matte black cardboard. Prop up the mirror and white cardboard at an angle to each other. In a dark room, shine the light onto the mirror. Replace the mirror with a white card. Then replace that with black cardboard. See what reflects light the most.
- **Coke Bottle Balloon Filler:** You will need a coke bottle, balloon, ¼ cup vinegar, and ¼ cup baking soda. Place baking soda in the coke bottle. Pour vinegar into the balloon. Fit the top of the balloon over the top of the bottle and flip the balloon so that the vinegar goes into the bottle. The gas formed from the mixture will blow the balloon up so that it will stand upright on the bottle and begin to expand.

Tower Building

Have an assortment of “blocks” made from scrap lumber, all sizes and shapes. Cub Scouts take turns stacking blocks of wood, forming a tower, one at a time. How tall can the tower grow before it tumbles? The object is to not be the one that causes the stack to fall.

Types of Fuel Wordsearch

Types of Fuel

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

Find these words:

Coal, Gas, Nuclear, Oil, Sun, Water, Wind

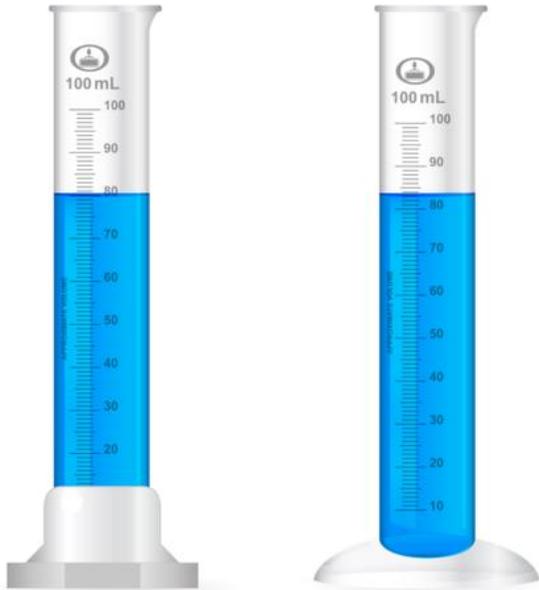
Who Invented It?

Each of the following inventions has played an important part in modern industrial development.

Who invented each of them?

- | | |
|--------------------------|------------------------------|
| 1. ___ Telephone | A. Edmund Cartwright |
| 2. ___ Phonograph | B. Cyrus McCormick |
| 3. ___ Telegraph | C. Samuel F. B. Morse |
| 4. ___ Dynamite | D. The DuPont Company |
| 5. ___ Power Loom | E. Thomas Alva Edison |
| 6. ___ Steamboat | F. Galileo |
| 7. ___ Reaper | G. Charles Goodyear |
| 8. ___ Vulcanized rubber | H. Alexander Graham Bell |
| 9. ___ Nylon | I. Sir Alexander Fleming |
| 10. ___ Thermometer | J. Robert Fulton |
| 11. ___ Penicillin | K. Wilbur and Orville Wright |
| 12. ___ Airplane | L. Alfred Nobel |

Answers: 1-H, 2-E, 3-C, 4-L, 5-A, 6-J, 7-B, 8-G, 9-D, 10-F, 11-I, 12-K



OPENING CEREMONIES

Artistic Genius

Scene is an art show at which a number of brightly splotched canvasses are on display. The judges arrive, inspect them, and finally select one for the prize. This one more violently colored than the rest. "What imagination!" they say. "What genius!" They call for the artist, who appears in beret and flowing tie. When the winning picture is shown, they say, "Oh, my goodness that got in by mistake. That's the canvas where I clean my brushes!"

Cub Scout with A Bright Idea

Scene: First Cub Scout sitting on a chair. Toys and clothes are scattered around the room. Cub Scout is in deep thought. Several of their friends come over to see. (*They enter*).

All Cub Scouts: Hi! What are you doing?

#1: Just thinking about a bright idea.

#2: Thinking about what bright idea?

#1: My invention.

#3: Are you inventing something?

#1: Sure. I want to be famous like Alexander Graham Bell, or Thomas Edison.

#4: What do you have in mind? Maybe we can help.

#1: Really? Do you want to help?

All Cub Scouts: Sure

#1: Ok! (*Stands up*) First of all, I need a big box.

There is one by the bed. I'll need that toy airplane. I could probably use some rags. You can use my clothes there for that. Last, I'll need some kite string to tie it together., there is some over there. Great! Now put everything into the box.

#1: Well that just about takes care of it.

#5: Takes care of what?

#1: My invention! I just invented a way to get my room cleaned before my Mom gets home!

Cub Power Opening Ceremony

Have the Cub Scouts make up 8 1/2 X 11 sheets with the letters spelling out "CUB POWER" using really "electrifying" colors. Put their parts on the back in **LARGE** type.

#1: C — Cub Scouts are the brightest.

#2: U — You will see tonight.

#3: B — Because we really can,

#4: P — Power up the night.

#5: O — Our leaders always tell us

#6: W — We will have great fun.

#7: E — Everyone will know

#8: R — Really! Cub Scouts are Number One!

Leader: Let's start our fun off tonight with the Pledge of Allegiance.

ALL: At the very end of the Pledge, the Den can shout out "Cub Power" in a manner similar to people shouting. "**PLAY BALL**" at baseball games.

Cub Scout Machine

Setting: After presenting flags and Pledge of Allegiance, Den remains at the front with a large appliance box wrapped in blue and gold.

Narrator: Good evening ladies and gentlemen. This evening our Den would like to show you its newest invention, the Cub Scout Machine. We will attempt to make an ordinary kid into a Cub Scout.

(Cub Scout comes in wearing tee shirt, steps into the box and it is closed around them with their head sticking out a hole in the top. The Cub Scout changes into their uniform shirt and scarf in the box unseen by the audience.)

Before we begin, I think maybe we need to administer some laughing gas to get our Cub Scout through this serious business. *(Produces large bottle with hose and funnel, administers laughing gas)*

First we 'take the Hate out (Removes rock from flap in front of box)

Next, we add Caring (Insert heart in box)

Let's take out the Selfishness (Remove large "ME" sign)

Put in Cooperation (Inserts "WE" sign)

Get rid of the idleness (Remove limp glove)

Put in lots of activity (Insert stuffed glove)

Get rid of the Laziness (Remove old rag)

Install some Reverence (Insert Bible)

Bring in some Local Support (Parents come forward)

Find some Expert Help (Den Leader comes forward)

Push the button and instantly, we have a brand-new Cub Scout. *(Cub Scout comes out of box.)*

Energy Powers Our Lives

Materials: Scripts with letters and pictures on back as indicated. Tell Scouts to hold up their scripts while speaking, and continue to hold them up so everyone can see the word ENERGY that is formed.

1: In our lives today, we use many forms of energy

2: *(Letter E and picture of electrical outlet)*

Electricity is used to power the lights, computers, and appliances in our homes and schools.



3: *(Letter N and picture of a flame)* Natural Gas, like oil, produces heat to keep us warm during those cold winter days and nights.

4: *(letter E and picture of ear of corn)* Ethanol, from ears of corn, can be blended with gasoline to power our automobiles.



5: *(letter R and picture of a raindrop)* Rain that falls from the sky fills the lakes and rivers that we use to produce hydroelectric power.

6: *(Letter G and picture of geyser)* Geothermal energy is produced from the internal heat of the earth.



7: *(letter Y and picture of a Cub Scout)* BUT the most important form of energy comes from each of YOU.

It's fueled by the enthusiasm you bring to Scouting!

8: We use energy in nearly everything we do.

Let's all work together to POWER UP!

Genius Opening Ceremony

Props: 6 poster boards with the letters G-E-N-U-I-S and the words each Cub Scout is to read on the back.

- #1: G Great, Grand
- #2: E Exciting, Educated, Explorer
- #3: N New, Neat
- #4: I Interesting, Intelligent
- #5: U Unusual, Unique
- #6: S Super Sensational, Smart

Genius Invention Kits

Construction of inventions is a popular activity in many packs. The rules can be customized to the needs of your pack. Whatever rules you formulate, this activity will bring out the creativity in your Cub Scouts.

Decide if the activity will be done by each Scout at home or in dens at a meeting. Determine the goals and rules, if any. Do the Scouts have to use everything in their kits? Can they add an item? Does the finished item have to move or do something? How will winners be judged?

What categories will be used for judging? Prepare kits of identical items, either one kit per den or one kit per Cub Scout. Be sure the kits include adhesives and nails or other fasteners so the inventions can be put together.

Sample kit materials: wooden dowel spools tin cans plastic bags springs toothpick string marble paper plate wire pipe cleaners coat hanger wheels or gears buttons lumber of various sizes/ scrap materials from lumber company

Use your imagination and have fun!

Genius Test

Hand out a copy of the following test to each Cub Scout. Tell them that they must follow the directions closely. Tell them to concentrate, but they have only two minutes to complete it.

1. Read everything before doing anything.
 2. Put your name in the upper right-hand corner of this paper.
 3. Circle the word "name" in sentence No. 2.
 4. Draw five small squares in the upper left-hand corner of this paper.
 5. Put an X in each square.
 6. Put a circle around each square.
 7. Put a circle around each word in sentence No. 5.
 8. Put an X in the lower left-hand corner of this paper.
 9. Draw a triangle around the X you just drew.
 10. On the reverse side of this paper, add 25, 30, and 37.
 11. Now that you have finished reading carefully, do only No. 2.
- You have finished. How did you do?

Light Up Your Life

Setting: *A single light bulb is illuminated in the front of a darkened room.*

Cubmaster: This light bulb is a pretty commonplace thing to people these days. But it's a fitting symbol for our science night because of what it represents. Its inventor, Thomas Edison, was recognized as a genius – one of the great inventors of all time. But even more, he represents what you can accomplish if you remember to live up to that part of the Cub Scout promise that says you will "Do Your Best". Even if you don't invent a better light bulb, I hope each one of you will do your best, and not stumble around in the darkness, complaining about what everyone else is doing.

Turn up the house lights.

Color guard posts the colors

Scouts leads the Pledge of Allegiance.

This could also be a good Cubmaster's minute

INVENTORS

Need 9 Cub Scouts. Make poster boards with the letter and a picture of the item. Have the script on the back in LARGE print.

I—IODINE-- Iodine has many uses. It is a disinfectant and a nutrient added to salt to prevent diseases. It was discovered by accident. In 1811 Bernard Courtois was extracting sodium and potassium compounds from seaweed ash. Once the compounds were gone, he added sulfuric acid. A violet cloud erupted from the mass. The gas condensed on metal objects in the room.

N—NYLON-- Wallace Carothers is considered to be the father of man-made polymers. In 1928 Dupont opened a research lab to try to make a fabric that would replace silk. Japan was the source for silk for this country and trade relations were breaking apart. World War II was about to break out. They were able to create nylon by 1934 and nylon stockings were pretty, durable and very desirable.

V—VACUUM CLEANER-- James Murray Spangler, a janitor in a Canton, Ohio department store, deduced that the carpet sweeper he used was the source of his cough. He tinkered with an old fan motor and attached it to a soapbox stapled to a broom handle. Using a pillowcase as a dust collector on the contraption. He formed the Electric Suction Sweeper Company. William Hoover, a cousin in-law, went into business with him and they renamed it. Sluggish sales were given a kick by Hoover's 10 day, free home trial, and eventually there was a Hoover® vacuum cleaner in nearly every home.

E—ELASTIC-- Thomas Hancock invented a machine called a masticator, which shredded rubber scraps. In 1820 he patented elastic fastenings for gloves, shoes, and stockings. In 1821 he joined forces with Charles Macintosh and they produced rubber imbedded raincoats. The raincoats improved when vulcanized rubber was invented by Charles Goodyear.

N—NEON-- When electricity was discovered scientists moved towards various types of lighting. George Claude applied an electrical discharge to a sealed tube of neon gas in 1902. He formed a company called Claude Neon and introduced neon gas signs to the United States in 1923 when he sold a sign to a Packard car dealership in Los Angeles. They paid

\$24,000 for two signs. Neon quickly became a popular feature in outdoor advertising.

T—TELEVISION-- Philo Farnsworth was born in Beaver City, Utah. They moved to Rigby, Idaho and at 14 years old, while plowing a potato field back and forth he got the idea that electron beams could scan images the same way. At 15, with only 2 years of high school, he gained admission to BYU. He credited his high school teacher for helping him succeed.

O—OXYGEN TENT-- John Emerson, born in New York, disappointed his father when he did not want to attend an Ivy League college but instead wanted to buy a machine shop and tinker with his ideas. His mother financed the purchase and he came up with a device for tissue respiration. In 1931, he came up with the oxygen tent. He is best known for the iron lung, which during the polio epidemic in the 1930s saved many lives.

R—RUBBER-- Explorers found the South American natives using a sticky substance that bounced. They brought it to Europe but it had a big problem, the instant its temperature changed it deteriorated and became rotten and smelly. Charles Goodyear became obsessed with trying to solve the rubber dilemma. He tried everything until in 1839 he accidentally spilled rubber mixed with sulphur on a hot stove. He was awarded the patent for Vulcanization and happily spent the rest of his life obsessed with inventing practical uses for rubber. When he died, he was \$200,000 in debt.

S—STAMPS-- The first official mail office was opened in England in 1516. Nearly 300 years later [1835] Sir Rowland Hill suggested that letters under an ounce should be carried for a uniform fee of 1 Penny and used a stamp. Until this time the receiver paid the fee on receiving the letter. The United States started using stamps in 1845.

Genius Night

Personnel - 5 Cub Scouts with graduation hats on and numbers 1-5 on their shirts, 2 judges and MC.

MC: To begin the pack meeting tonight, a panel of judges will decide who the real genius is among these Cub Scouts. Tell us why you feel that you should be called a genius.

Cub # 1: I'm the genius because I discovered the hamburger.

Cub # 2: No! I'm the genius because I invented the television.

Cub # 3: No! I'm the genius because I got all A's on my report card.

Cub # 4: No! I'm the genius because I can play the guitar, juggle oranges and tap dance all at the same time.

Cub # 5: I'm the genius because I joined Cub Scouts!

MC: Thank you Cub Scouts. Judges, may I have your decision please?

Judges: By an overwhelming vote, Contestant #5. They are the greatest genius because they were smart enough to join Scouting.

Experimenting in the Kitchen

Cub # 1: We've been experimenting in the kitchen.

Cub # 2: We've experimented with food. Besides learning we got to eat our experiments.

Cub # 3: But we didn't eat everything though. Sometimes stuff in the kitchen is poisonous.

Cub # 4: We saw chemical reactions like bubbles and foam.

Cub # 5: We learned that chemistry is a part of everyday life, like a loaf of bread.

Cub # 6: We had fun. We had food. We had fellowship.

Cub # 7: Now it's time to share all this with our families.

Cub # 8: Welcome to our pack meeting!

OOooooops – It is Time for Opening

- The room is darkened (dimmed lights). A den of Cub Scouts comes out playing with pinwheels, hand-held electronic games, solar- powered calculators, etc.
- The Cubmaster, using a flashlight, walks over to turn on/up the lights in the room.
- One Cub Scout looks at their watch and says, "Wow, it's time to go, so they can get on with the show!" The Cub Scouts hurry to their seats.
- **CM:** I'm sure you know by now that this month's theme is "Power Up!", one of the most powerful things here tonight is the Power of Scouting. Will the Cub Scouts of den _____ please present the colors.

Power Opening

Have the Cubs make up small posters with the letters spelling out "POWER" and maybe an appropriate picture, too. on front. Write their parts on the back in **LARGE** type.

- #1:** P - Perseverance to keep trying until we succeed.
- #2:** O - Open to new ideas and ways to develop new skills.
- #3:** W - Willing to test our limits and beyond.
- #4:** E - Eager to help others whenever we can.
- #5:** R - Ready to have fun and adventure.

ALL The POWER is within each of us. It is in each of us whether or not we decide to turn it on.

Power Up

The room is darkened (dimmed lights). A den of Cub Scouts comes out playing with pinwheels, handheld electronic games, solar-powered calculators, etc. The Cubmaster, using a flashlight, walks over to turn on/up the light in the room. One Cub Scout looks at their watch and says, "Wow, it's time to go so they can get on with the show!" The Cub Scouts hurry to their seats. Cubmaster: "This month's theme is 'Power Up!' A Scout is thrifty; they protect and conserve natural resources. We conserve electricity by having the lights off (or dimmed) to start our pack meeting. There are many powerful ways we can all be thrifty with our natural resources. One of the most powerful ways we have is our power of Scouting. Will the Cub Scouts of Den ____ please present the colors?"

Power Up Opening

Personnel - Den of Cub Scouts with props named in ceremony, Cubmaster (CM)

CM: Our theme for the month is Power Up! There are different types of power we use every day of our lives.

There is solar power (have a **Cub Scout** walk on with exaggerated sunglasses, shining a flashlight in their own face)

Electrical power (have **Cub Scout** walk on with extension cord)

There is even wind power (have a **Cub Scout** walk on blowing a pinwheel).

But there is one source of power that is untapped - CUB SCOUT POWER! (Whole den runs in)

Please rise and join us in the Pledge of Allegiance.

Progressive Invention Kit

This activity combines a craft project and a game, using teamwork, fast thinking, and imagination. It can be varied in many ways to suit the needs of your den or pack.

Give each person two or three scrap items without telling them what they will be doing with them. The bigger the variety, the better so that the Cub Scouts can all use different materials.

Divide the group into two teams. (Or you can do this activity in a den by pairing the Cub Scouts, thus having more groups competing with each other.) Each team sits around a table or in a circle on the floor. Have items available to each group such as stapler, scissors, glue, tape, hammer, and nails, etc.

On a signal, player 1 combines their items in some fashion to make an object. After using all their items, they pass their creation to the next person, who adds all of their items in some way using glue, nails, tape, staples, etc., as needed. This continues around the circle until everybody's items have been added and the team has a completed project.

When a whistle is blown, the project is done. The groups then take a few minutes to write a description of their project, give it a name, and tell what it does. Here's where a Cub Scout's resourcefulness and imagination can create some unbelievable contraptions that are bound to bring a lot of laughs when the groups share their projects.

At the end, everybody should get a genius award of some kind for their participation.

Professor Plop Opening

Setting Cubmaster with Professor Plop (adult dressed appropriately) and his special invention

CM We have called in a ceremony specialist to help us tonight. I would like for you to meet Professor Plop from M.I.T. (Mighty Ingenious Tech)

Professor I'm still working on my special invention. It's not quite perfected yet, but I'm close.

CM That looks like quite a gadget.

Professor It is, it is!

CM Well, we'll get on with our pack meeting and let you continue your work. Den _____ has our opening flag ceremony this evening.

Periodically during the pack meeting, the CM calls attention to the Professor Plop and checks to see how they are coming along. The invention is part of the closing!!



PRAYERS

Power Up Prayer

“We give thanks for the energy that lights our homes, keeps us warm, and powers our daily lives. Help us learn to conserve our natural resources so they will be available for future generations.”

Closing Prayer

Ask the Cub Scouts and their families to form a large circle and hold hands. The Cubmaster then reads the following prayer that was broadcasted to earth by Astronaut Frank Borman, while on a moon orbiting mission.

“Give us, oh God, the vision which can see thy love in the world in spite of human failure. Give us the faith to trust thy goodness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding in our hearts, and show us what each one of us can do to set forward the coming of universal peace.”

AUDIENCE PARTICIPATION

Egbert the Inventor

This stunt can be used as a pastime for small groups, an audience participation stunt or worked into a skit, adding props if you wish. Divide the group into eight sections and assign one sound to each. As the story is read, the appropriate sound is made after each of the following words:

Polish - Bubble, Bubble	Brushes - Stamp feet
Whistle - Whistle	Hinge - Squeak, Squeak
Motor - Clicketa, Clacketa,	Spring - Boing-g-g
Gears - Clap Hands Together	Buzzer - Buzz, Buzz
Machine - All Sounds Together	

Franklin Discovers Electricity

Divide audience into four parts. Assign each part a word and a response. Instruct them they are to say the response whenever they hear the word. Practice as you make assignments.

Franklin: “A Penny Saved!”

Lightning: “Zap-Zap-Zap”

Experiment: “Try it! Try it! Try it!”

Electricity: “Shocking!”

It was the 1740’s when Ben **FRANKLIN** started working with **ELECTRICITY**. He conducted many different **EXPERIMENTS** to try to understand more about it. His most famous **EXPERIMENT** being his kite flying one in Jun of 1752. **FRANKLIN** believed that **LIGHTNING** was a flow of **ELECTRICITY** taking place in nature. To test his hypothesis, he tied a metal key to a child’s kite and flew the kite during a thunderstorm. The key became charged with **ELECTRICITY**, and Ben had proof that **LIGHTNING** is really a string of **ELECTRICITY**. His kite **EXPERIMENT** and his others helped him develop many of the words and terms that we still use today when dealing with **ELECTRICITY**: charge, discharge, conductor, minus, plus, electrician, electric shock, and others.

FRANKLIN'S numerous experiments with **LIGHTNING** led to his invention of the **LIGHTNING** rod. The **LIGHTNING** rod is used to protect buildings and ships from getting struck by **LIGHTNING**. Benjamin **FRANKLIN** was a huge contributor to the field of **ELECTRICITY**. He is said to be the first man to discover anything spectacular about **ELECTRICITY**, and he is well known by people everywhere for that.

Unlike some other inventors in **ELECTRICITY**, **FRANKLIN** did not spend his entire life working with it. He invented many other things that had nothing to do with **ELECTRICITY**, such as bifocals, the **FRANKLIN** Stove, and the odometer. In 1831, he founded what is considered as the first public library. He wrote Poor Richard's Almanac, which was published from 1732 to 1757. He also established the first fire department, and a police force. **FRANKLIN** was also a huge political power in colonial America. Benjamin **FRANKLIN** died at age 84 on April 17, 1790. He will forever be remembered for his contributions to **ELECTRICITY** and the rest of the world.



Twice

Everyone in town knew about Egbert! Egbert, the boy inventor of Brainsville. Afternoon after afternoon, while the other boys were out playing football or baseball, Egbert was in his basement working out the details of some new invention. Egbert did have one thing in common with the other boys, however he hated to shine his shoes! And so his latest contraption was to be a shoe shine **MACHINE**.

First of all, Egbert mixed some water, some wax and some dye in a flask and boiled it to make the **POLISH**. From the flask, he arranged a glass tube with a device at the top that would **WHISTLE** when the mixture was ready. He set up a small **MOTOR** and fitted it with an arrangement of **GEARS**. These turned two **BRUSHES**, a glass tube was connected with a valve and **HINGE**, that opened to drip the **POLISH**. A **SPRING** kept them in position over the place where the shoes would be fastened. As a final touch, Egbert added a **BUZZER**, which would sound when the shoes were completely shined.

When everything was assembled, Egbert looked at his **MACHINE** with satisfaction. The **POLISH** was boiling and the **WHISTLE** sang out loud and clear. The **MOTOR** hummed smoothly, the **BRUSHES** revolved and the **SPRING** held fast. Only the **GEARS** were a little noisy and the **HINGE** squeaked, but there were minor matters. The **BUZZER** control looked good.

Egbert disconnected the plug, ran upstairs and brought down his dirtiest pair of oxfords. Full of confidence, he clamped them under his contraption and plugged in the electricity. For a moment, everything ran beautifully and he beamed at his **MACHINE**. And then, disaster struck! In his excitement, Egbert had neglected to remove the shoe strings and one of them became twisted in the revolving **BRUSHES**. Across the room flew the **SPRING**. The **GEARS** jammed as they chewed up the shoes, making the **MOTOR** burn out with a loud splitting sound. The whole liquid assembly shuddered. The **HINGE** stayed open and the **POLISH** shot out all over Egbert. For some strange reason, only the **WHISTLE** and the **BUZZER**, continued to sound alternately--**WHISTLE**, **BUZZER**, **WHISTLE**, **BUZZER**, until poor Egbert's genius brain practically rattled. He looked around at the mess and promptly fainted. It was not one of Egbert's most successful **MACHINES**!

Norman the Genius

NORMAN: Oh, My (raise both hands)

GENIUS: All clap and cheer

RIGHT: This (raise right hand)

LEFT: That (raise left hand)

THIS: Right (raise right hand)

THAT: Left (raise left hand)

This is the story of **NORMAN**, a boy who wanted very much to be a **GENIUS**. But no matter how hard he tried, it just didn't work out. You see, **NORMAN** had a problem -- he could not tell **RIGHT** from **LEFT**. At school, the teacher would say, "When you know the answer, raise your **RIGHT** hand". By the time **NORMAN** figured which hand was which, it was too late. At home, it was the same. It was "NORMAN, you have your **LEFT** shoe on your **RIGHT** foot." Things weren't any better outside. In football, they'd send him in at **LEFT** end and he'd be **RIGHT**. In baseball, they'd yell, **NORMAN**, move to your **LEFT**". He'd move to the **RIGHT**. Poor **NORMAN**. No matter what he did, it wasn't **RIGHT**. Or **LEFT**, but **NORMAN** was determined. Finally, he figured out what to do. He'd call it **THIS** and **THAT**. **THIS** for **RIGHT** and **THAT** for **LEFT**. Somehow, it all seemed easier. And in no time, he had it down pat. One day, while **NORMAN** was home alone, a burglar forced his way in. **NORMAN** was frightened. The burglar asked where his mother's jewels and furs were. **NORMAN** said, "In the closet". But when the burglar said, "Which was is **THAT**?" **NORMAN**, of course answered, **LEFT**. The burglar followed these instructions and found himself in the kitchen. Being smart burglar, he said, "**THIS** isn't **RIGHT**". And **NORMAN** said "Oh yes it is-- but you asked for **THAT**." The burglar became angry and said, "now listen, I asked where the closet is, do you understand **THAT**?" **NORMAN** answered, "Oh yes, **THAT** is **LEFT**." The burglar said, "**THIS** is enough!" And **NORMAN** said, "Oh not, **THIS** is **RIGHT**." Exasperated, the burglar said, "Oh, forget it. Just tell me where the closet is." And **NORMAN** said, "Turn **THIS**". But, naturally, the burglar misunderstood and turned the knob on the door in front of him and plunged headlong down the basement stairs. Just then, **NORMAN'S** parents came home, and when he told them what had happened, his father said the words he'd been waiting so very, very long to hear, **NORMAN**, you're a **GENIUS**!

Vision Problem

Divide the audience into four sections and assign each a sound. Practice as you assign parts.

MURRAY: Blink, blink. Squint, squint.

WESLEY: Snicker, snicker.

GLASSES: I can see!

CARD: Home run!

MURRAY Mole was excited because he was finally going to buy a genuine Mickey Mandrill rookie **CARD** from **WESLEY** Weasel. All his life **MURRAY** had saved for this baseball **CARD**, and today he was finally going to get one! Before getting out of bed, **MURRAY** put on his **GLASSES**. Being a mole, **MURRAY'S** eyes were weak and he needed **GLASSES** to see the slightest distance ahead. Even with his **GLASSES**, **MURRAY** was a bit unfocused, but at least the **GLASSES** helped.

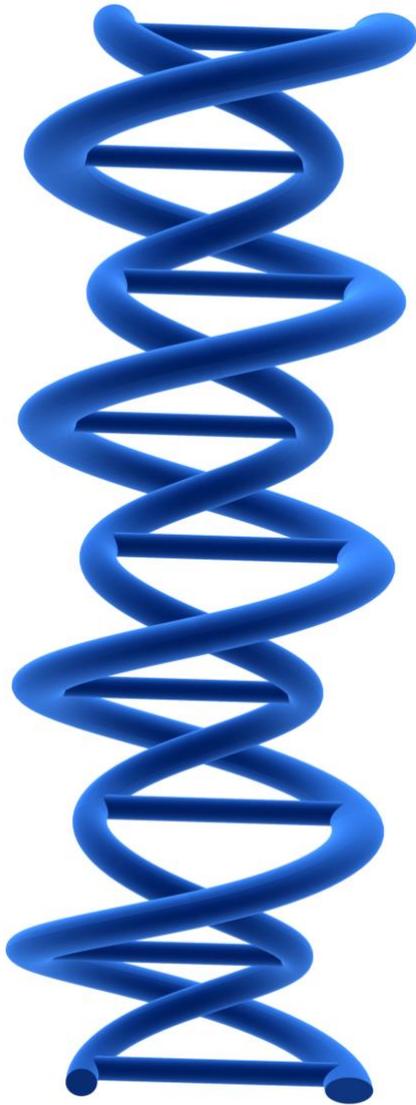
After getting dressed **MURRAY** gathered up his savings and hurried to **WESLEY'S**. "Can I see the card now?" **MURRAY** asked. "Did you bring the money?" **WESLEY** demanded. When **MURRAY** said yes, **WESLEY** brought him inside. "Wouldn't you like a nice glass of water first?" **WESLEY** asked. "Okay." shrugged **MURRAY**. **WESLEY** went into the kitchen and came back with a big glass of water. As he approached **MURRAY**, **WESLEY** tripped and spilled the water all over **MURRAY**. "I'm so sorry." said **WESLEY**. As he tried to wipe up the water, **WESLEY** knocked off **MURRAY'S** **GLASSES**.

The **GLASSES** fell to the floor, and **WESLEY** kicked them under the table to hide them. "Oh, no!" **MURRAY** cried. "Now I won't be able to see the **CARD**, and I need to make sure it is the real thing!" **WESLEY** sadly shook his head. "Would I sell you a phony card? Here, see for yourself". **WESLEY** handed a **CARD** to **MURRAY**. It felt like the right size and weight, but without his **GLASSES**, **MURRAY** couldn't see what was printed on the **CARD**. "You'd better hurry up and decide. Bubba Bear will buy this **CARD** if you won't take it. **MURRAY** swallowed hard. He felt very hot. "Can I have another drink of water first?" **WESLEY** shrugged and went to the kitchen. When the weasel returned, **MURRAY** was still squinting, but he had a big smile. "I thought of a way I can examine this **CARD** before I buy it," **MURRAY** said. **WESLEY** grumbled unhappily as **MURRAY** discovered he had almost bought a fake card.

Follow Up Question –

Can you tell me how Murray examined the card without his glasses?

He looked at the card through the glass of water, which worked like a magnifying glass.



ADVANCEMENT CEREMONIES

Computer Award Ceremony

Preparation:

- (1) Decorate a large box that someone can sit in, or a card table with a hole in the middle (word of caution - ask wife before cutting hole in table.)
- (2) Place a box decorated like a computer on top.

Narration:

Did you know that a Utah native by the name of Philo Farnsworth invented the first television? (*or substitute a famous inventor from your state – Thomas Edison of New Jersey, The Wright Brothers in Ohio*) All of us can't be geniuses and invent things that change the lives of others; but we can all decide to be a light to our families, our county, our state and community by doing good deeds.

Presentation:

Cubmaster apologizes for not picking up awards then says, "Let's see if the computer can figure it out."

Have the Cub Scout come up with their parents.

Put a card into the computer with Cub Scout's name.

The computer lights flash, bells ring, and then it spits out the awards.

Tell the things that they have done to earn the awards.

Present the awards to the Cub Scout's parents.

And have the Cub Scout pin their mother with her mother's pin.

After all the awards have been given out in a like manner, have fun with the computer. Here are a few ideas:

1. Put in a parent's name, the computer shakes, grinds, then sends out a long tape that says DOES NOT COMPUTE.
2. Feed in a package of seeds - a plant comes out.
3. Put in a stick - finished wood item comes out.
4. Put in a candy bar - out comes a wrapper.
5. Put in a broccoli - which comes out intact untouched.
6. Put in a card - nothing happens. Kick side of computer – out comes a tilt card.

Computer Communication

Cubmaster comes on stage and points to a computer in which the Assistant Cubmaster is located.

Cubmaster: In today's world the most important communication is electronic communication.

Without the use of computers in electronic communication, your telephone would not work, the financial systems of the world from the banks to the stock market would be in chaos, and air traffic could not be safely and efficiently handled. Because of the use of computers, we can instantly have access to information and documents from around the world. Today we will use our pack computer to inform us of any awards our Cubs may have this month.

Computer, do we have any Cubs tonight who are ready to be advanced to the rank of Tiger?

Computer: Yes, the following Tigers _____ (name the Tigers) are ready to advance.

Cubmaster: Will those Tigers please escort their parents to the front. Computer, what did these Tigers do to earn the rank of Tiger?

Computer: *[Reads the requirements of advancement to Tiger rank.]*

Cubmaster: Present awards to mother to give to Tigers.

Proceeds to do the same for each of the ranks.



Edison Inventor Advancement Ceremony

Materials: Large picture of Thomas Edison; pictures of movie camera, telegraph, phonograph, and the light bulb (*mounted on table*)

CM: Tonight's theme celebrates inventors and their inventions, and one of the world's greatest inventors is Thomas Edison. (Show picture of Edison.) Our first motion pictures were made the impression of movement. Tonight, we have some Cub Scouts who have been moving fast and are ready to receive their Lion advancements. Will the Lions and their parents "project" themselves up to the front so we can all get a "peek" of you? (Lions awards are given to the parents to present to their sons.)

Add Tigers

Edison improved the original telegraph that used a sender and a receiver to send messages in the form of dashes and dots. He discovered ways of sending more messages using less wire. I seem to be receiving a message from the Wolf Cub Scouts out there that they have been busy. (Call new Wolf Cub Scouts and parents forward for awards.)

The phonograph is credited to Thomas Edison, too. The word "phonograph" comes from the words "sound" and "write" and means that sounds are written out or "recorded." This recording is caused by vibrations, moving back and forth very rapidly. Our Bear Cub Scouts out there tonight have been moving very rapidly and quite a few have recorded achievements. (Call up Bear Scouts and parents.)

Some Bears have really been hot and have recorded a few Adventures. Will the following Bears and parents come forward to receive their awards and due recognition? (Call up Bears and parents.)

Probably Edison's most famous invention is the light bulb. The hardest part was to find a metal wire that would glow white-hot for a long time. Our Webelos Scouts have been keeping the Scouting spirit burning for a long time. (Call up Webelos Scouts and parents.)

Now let's recognize all of the Cub Scouts who have earned awards this month with an applause.

Energy Advancement

Have a group of designated persons - not Cub Scouts - or pre-position flashlights to light up the awards table.) At the designated time, turn off the room lights and turn on the flashlights.

CM: It took a lot of energy to achieve this award.

Energy of fathers and mothers to supply materials and support, energy of the leaders to guide and lead the Cub Scouts and the energy of the Cub Scouts devoted to completing everything required to earn this award.

Everything worthwhile takes energy. Use your energy wisely.

Call up the Cub Scouts and their parents. Present awards to parents to present to their sons. Lead a cheer for each group.

Invention Convention Advancement

Equipment: Box made up to look like a computer, large cards with Bobcat, Wolf, Etc. on them, awards.

Cubmaster: I would like to unveil my latest invention. (uncover or bring in computer, laptop Ipad, tablet, smart phone) This amazing device is able to collect all the information that comes in from our pack committee members, den leaders, Webelos leaders and parents. It can then determine which Cub Scouts and Webelos Scouts are eligible for which awards. Allow me to demonstrate.

(Hold up Bobcat card. Insert into slot in machine. Pick up pre-positioned Bobcat awards from rear of box.)

Will (name) and their parents please come forward? (Present awards).

(Follow similar procedures for awards of Lion, Wolf, Bear, Arrow Points and Webelos Badge and Activity Awards.)

(Hold up Arrow of Light card. Insert into machine. Call for Arrow of Light recipient).

These youth may or may not be real inventors, but they have shown the truth of the old saying that ninety percent of success is perspiration. They have worked long and hard, some as long as three years, to achieve their goal. What they built was not a better mousetrap, but something far more valuable to the world today, better young men. In recognition of this achievement, we present them with an award that is so highly thought of that it is the only Cub Scout badge that can be worn on all other Scout uniforms. (Present awards) I want to congratulate all of you and your parents. The whole pack is proud of your accomplishments and we're sure you will continue to "Do Your Best."

Energy Advancement Ceremony

For this ceremony, you will need large cardboard cutouts or drawings of sources of energy/power against back wall. If desired, the cutouts could be supported on a stand and have the



awards attached to them. If this method is used, have the leader walk to each picture to get the awards as he/she speaks. One person can do all the parts or you can use the den leaders to tell about each rank. (Cubmaster (CM), Assistant CM (CA), Tiger Leader (TL) Den Leader (DL), Webelos leader (WL))

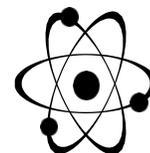
CA (Points to picture of wind) Just as the wind blows and creates energy, our

Scouts have created energy in working on their advancements. Our



Bobcats have worked hard, and deserve our recognition. Would the following Bobcats and their parents please come forward. Present awards to parents to present to sons. Lead Cheer.

TL (Points to picture of atom) Each atom has lots of energy. By controlling the reaction, we harness this power for good. Our Tigers, too, have lots of energy and can get out of control. But when helped by their Adult Partners, their energy is used for good. Would the following Tigers and their parents please come forward? Present awards to parents to present to sons. Lead Cheer.



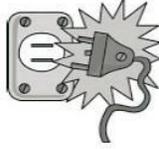
DL (Points to picture of sun) The sun heats our earth, and provides solar energy for generators. Our Wolves are also full of energy. They have accomplished many feats to earn their awards. Please help me recognize them for their accomplishments. Would the following Wolves and their parents please come forward? Present awards to parents to present to sons. Lead Cheer.



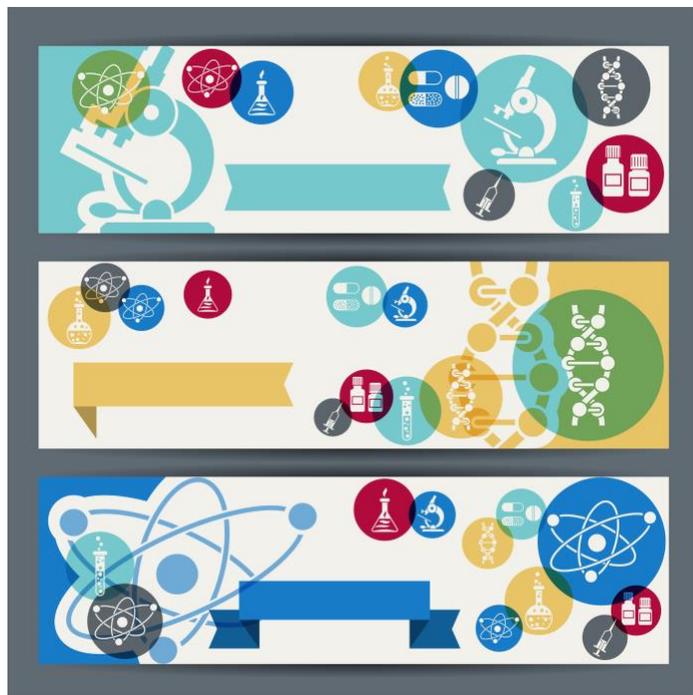
DL (Points to picture of liquid fuel) Liquid fuel provides the energy to heat our homes, and power our cars and airplanes. This energy has allowed us to Travel far, and discover new things we never thought

possible. Our Bears are also discovering new things. They have worked to learn new ideas, and deserve our acclaim. Would the following Bears and their parents please come forward? Present awards to parents to present to sons. Lead Cheer.

DL (Point to picture of electricity) Electricity has changed the way humans live. It provides energy to provide light, cook our food, run our computers and control temperature. Just as electricity changed the way we live, so have Webelos changed. They have worked on discovering new things while earning their Adventures, and learned about working on their own. They are becoming young men, and growing every day. We are proud of their accomplishments, and wish to honor them with their awards. Would the following Webelos and their parents please come forward. Present awards to parents to present to sons. Lead Cheer.



CM Sometimes our Cub Scouts seem full of energy. Just as man learned to control energy and create useful power, these Cub Scouts can use their energy for positive things. Let us commit to helping these Cub Scouts continue along their Scouting path and become a source of power for others. Lead a final cheer.



Light Through the Ages

Props: Artificial campfire, kerosene lantern, shallow dish with wick and oil, regular electric lamp, candle in self-contained holder

Setting: Items on separate small tables in front of room, place awards at each station.

Cubmaster: Cub Scouting is a way of life. Let's compare Cub Scouting with "artificial light" a good representation of the product of many geniuses.

(Lights out. Turn on artificial campfire.)

When man discovered fire, he also discovered lighting. His campfire and burning knots were his first artificial light. In Cub Scouting the first light is LION. (Lights wick in dish.)

Light progresses and the Cub Scout progresses.

Someone discovered that a rag in animal fat makes a better and more lasting light. Our Cub Scout becomes a TIGER and the lasting light compares with the Adventures they can earn. (Light the candle.)

Lights are getting bigger and better. Our Cub Scout is growing. We can mold animal fat around a string and get a better light. We can mold a Cub Scout and get a WOLF. (Light the kerosene lantern)

Petroleum was discovered in this country, and the kerosene lamp was developed. Now we have a better light and BEAR. (Light the electric lamp)

Thomas Edison put two wires in a vacuum tube and watched them glow in light. Our lights last much longer as our WEBELOS SCOUTS are prepared to become Scouts in troops.

At this point, turn on room lights and the actual awards are presented by calling each group of Cub Scouts and their parents forward to the appropriate table. Cub Scouts and parents may remain standing behind each table until all awards are presented.

Cubmaster: Any genius will tell you that they are absolutely useless without a greater power. We, as parents and leaders for these Cub Scouts, are a guiding light toward the great power that lies in darkness in their minds. We congratulate these Scouts for coming out of the darkness and growing brighter at each Scouting function. As they grow, so does the world.

Power-ful Advancement Ceremony

Props: paper pinwheels; tub with boat, pitcher with water to pour into tub; lamp and power source.

CM: This pack meeting is all about power. Our Cub Scouts have really turned on the power as they used their energy and completed lots of adventures.

CA: First our Tigers. Would the following Tigers and their Adult Partners come forward? (Tigers and partners come forward each carrying a picture of the sun) The sun was the first source of power for humans and the Tiger den is the first step for many Cub Scouts. The sun kept them warm by day just as it warms our hearts to see our Tigers advancing and learning about Scouting. (Present awards - call each Scout up individually to give them recognition. Hand awards to parents with a hearty Thank You so they can present the awards to their sons) Lead a cheer.

CM: Would the following Cub Scouts and their parents from our Wolf Den(s) come forward? (Wolves and parents come, each blowing on their pinwheels) Just as the wind was one of the earliest known power sources, so these young scouts have achieved great and powerful goals as they have earned the Wolf rank. (Present awards - call each Scout up individually to give them recognition. Hand awards to parents with a hearty Thank You so they can present the awards to their sons) Lead a cheer.

CA: Would the following Bears and their parents from our Bear Den(s) come forward? (Bears and parents come forward each carrying a bottle of water) Let's see you work together to make our boat float. (They pour the water into the tub, boat floats) The power of water has long been recognized Floods can quickly wash away homes and other structures and cause great destruction; but water is also a power for good-the electricity it generates provides power for many other activities. These Bearss can choose to channel their energy to destructive or helpful uses. It is their choice. Tonight, we have some bears who have showed us the power to do good works. (Present awards - call each Scout up individually to give them recognition. Hand awards to parents with a hearty Thank You so they can present the awards to their sons) Lead a cheer.

CM: Would the following Webelos Scouts and their parents from our Webelos den(s) come forward? (Webelos Scouts and parents come forward each carrying a battery.) Webelos Scouts and parents, please put your batteries into a flashlight and turn it on.

Electricity is an amazing source of power that has changed our lives forever. A lightning-quick energy is also found in these Webelos Scouts who continue to energetically get more and more Adventure pins. We commend this highest source of power. (Present awards - call each Scout up individually to give them recognition.

Hand awards to parents with a hearty Thank You so they can present the awards to their sons) Lead a cheer.

CA: Just as power is all around us, so is there power within us to do great good. If we seek to do our best, to reach out and help others, that power will grow until we can accomplish whatever we want. Let's give these young men some POWERFUL applause!

Puzzling Advancement

Materials: A large piece of cardboard with a picture of a Cub Scout, cut out in a jig-saw style.

Cubmaster starts with "This evening we have several Cub Scouts who have completed the puzzle of achievements and electives so they may advance in rank."

Will Tiger _____ (name of Tiger) and their parents come forward? (Give each a piece of the large puzzle.

Continue in the same way for the Bobcats, Wolves, Bears, and Webelos, giving everyone a piece of the jig-saw puzzle.

After all the awards are presented, have the Cub Scouts and parents put the jig-saw puzzle together)

End by saying - By working together we can fit all the pieces of the Cub Scout puzzle together to make a complete picture of Cub Scouting and the youth of America.

Renewable Energy Advancement Ceremony

Materials: Large cardboard pictures or drawings of sources of renewable energy with awards attached to them.

Cubmaster: “Using renewable energy is a great way to be thrifty and protect and conserve our natural resources. Tonight, we have Cub Scouts who have really turned up the power and completed the adventures for their advancements with Scouting energy just like different types of renewable energy.

“Would (insert the name of each Scout to be recognized) and their families please come forward? This first group to be recognized is like biomass energy, plants grown to generate fuel to make electricity. These Lions have been specially grown to give the pack new energy. Our power grows with each new Lion who joins the fun. Our Lions have worked hard and deserve our recognition. (Present each Lion their adventure and shake their hand with the Cub Scout handshake.) Please join me in giving our new Lions a cheer.

“Would the Tigers and their families please come forward? This group of Tigers Scouts have put out a lot of effort and earned several advancements. These Tigers are like the sun’s solar power. They give our pack warmth and light. Our Tigers have worked hard and deserve our recognition. (Present each Tiger their advancement and shake their hand with the Cub Scout handshake.) Please join me in giving our Tigers a cheer.

“Would the Wolves and their families please come forward? These Wolves have worked with great force to earn the Wolf badge. They are like the wind’s forceful power. Our Wolves have worked hard and deserve our recognition. (Present each Wolf their advancement and shake their hand with the Cub Scout handshake.) Please join me in giving our Wolves a cheer.

“Would the Bears and their families please come forward? These Scouts have worked energetically to earn the Bear badge. These Bears are like the water in hydropower. They keep our pack rolling along. Our Bears have worked hard and deserve our recognition. (Present each bear their advancement and shake their

hand with the Cub Scout handshake.) Please join me in giving our new Bears the a cheer.

“Would the 4th grade Webelos Scouts and their families please come forward? These Webelos Scouts have achieved a powerful goal by earning many advancements. They are like the steam in geothermal power. They keep our pack going at full speed. Our Webelos Scouts have worked hard and deserve our recognition. (Present each Webelos Scout their advancement and shake their hand with the Cub Scout handshake.) Please join me in giving our new Webelos Scouts a cheer.

“Would the 5th grade Webelos Scouts and their families please come forward? These Webelos Scouts have reached maximum energy in the Cub Scout program by working on advancements to earn Arrow of Light rank. It took a lot of energy to achieve these awards—the energy of families to supply materials, support, and guidance to the Webelos Scouts who devoted time and energy to complete the adventures and use their energy wisely. Our Webelos Scouts have worked hard and deserve our recognition. (Present each Webelos Scout with their advancement and shake their hand with the Cub Scout handshake.) Please join me in giving our Webelos Scout a cheer.

“Biomass power, solar power, wind power, hydropower, geothermal power, and family power and Cub Scout power—these are all renewable energies. These Cub Scouts are going to keep the pack supplied with power for a long time to come! Congratulations!”



The Wheel - Advancement Ceremony

Personnel: Asst Cubmaster (ACM), Cubmaster (CM)

ACM: While pushing a wheelbarrow decorated in blue and gold and, optionally, dressed as a caveman says, "Hey you guys! Look what I invented!"

CM: "What are you going to do with it?"

ACM: "Well, uh, I don't know, but it sure is fun and easy to push around!"

CM: "Hey I've got an idea. Will the parents of (new Cub Scout) and their Den Leader please come forward? Great! Parents this is (Den Leader's Name) who will be working with your Cub Scout. Will you please stand close together in a row.

ACM brings in new Cub Scout in the wheel invention.

CM: "Thank you, now push him/her behind this line of people and I will invent a Cub Scout. (*While Cub Scout is behind the row of parent the Den leader, CM and ACM put the Cub Scout in a uniform and neckerchief.*

When they Cub Scout appears, they are now a Cub Scout.)

CM: "Using this wheel invention, I have invented a Cub Scout." (*CM then welcomes Cub Scout to the Pack and awards Bobcat badge, if earned.*)

Other rank advancements could be done the same way. While behind the line of people neckerchiefs are exchanged.

Other awards - Adventure badges, etc. could be awarded from the wheelbarrow.

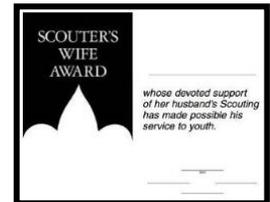
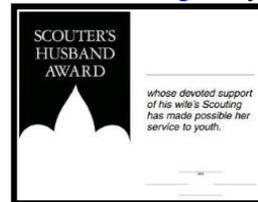
Power Up
Doing nothing? *Not an option.*



LEADER RECOGNITION & INSTALLATION

Here's to the Scouters' Spouses

Present Scouter's Husband awards (#33765) and Scouter's Wife Awards (33766) from National Supply (www.scoutstuff.org) or your local National Shop.



Call spouses forward and, read *Here's to the Scouters' Spouses* and present the certificates.

Here's to the Scouters' Spouses

By Carol Shaw Lord

You quietly sit

While we threaten to quit

And encourage us to keep on a tryin'.

Without you being strong

We wouldn't last long

You're the one's we always rely on.

You listen (without squawks)

While we practice our talks

While we're gone you pick up the slack.

You do our share of chores,

And butler the doors,

And help keep us on the right track.

Here's to our spouses

Who care for our houses,

That's great help we could never hire.

Why, you hardly even mutter

While the house fills with clutter

As the Scouting stuff piles ever higher.

For all your warm greetings,

When we come from our meetings,

And helping us out in a crunch,

For manning the phone,

And your struggles alone,

We say to you all, thanks a bunch!

SONGS

Be a Genius

Tune: Are You Sleeping

Be a genius, be a genius,
Do your best, do your best.
Give science your attention
Or make a Cub invention
Genius does the rest!
Genius does the rest!

Cub Scout Inventor

Tune: Whistle While You Work

Cub Scouts whistle while they work, (Whistle)
They pitch right in and laugh and grin
And they whistle while they work.
Cub Scouts hum a merry tune! (Hum)
They hum all day to work and play,
They hum a merry tune!
Now take these genius kits,
A sack of scraps and gunk,
With paint and glue and nails, a few,
Turn them into priceless junk.
Cub Scouts whistle while they work, (Whistle)
They do their bit, they never quit,
Cub Scouts whistle while they work.

Energy

Tune: Jingle Bells

Energy is found in many different forms.
Solar, wind, and coal make our electric power.
Natural gas is burned to keep our houses warm.
Petroleum is used to make our cars and trucks go vroom!
Oh ... energy, energy, it's what heats our homes. It powers our lights and fuels our cars;
It makes the world go round.
Oh ... energy, energy, it's what heats our homes. It powers our lights and fuels our cars;
It makes the world go round.

Genius At Work

Tune: Down By the Station

Out in a workshop (1)
Early in the morning (2)
See the brainy Cub Scouts (3)
Busily at work (1)
Building a computer (1)
Watch them turn the knobs (4)
Buzz, buzz, flash, flash (5)
Does not compute! (6)

Actions:

1. Pound fist of right hand on left hand, as if hammering.
2. Yawn and stretch.
3. Point to head to show brains.
4. Cup right hand and turn in front of body, as if turning knobs.
5. Hold hands over ears while blinking eyes fast.
6. Hold hand on head as if head hurts with an “oh, no” look on face

The Invention

Tune: The Farmer in the Dell

I had a genius kit,
Thought lots about it,
I laid the pieces side by side,
And examined them bit by bit.

A nut, a bolt, a screw,
A piece of wood too,
A leather scrap, some furry nap,
And a little bottle of glue.

A needle and some thread,
A nail without a head,
A piece of fire, a bit of wire,
And this is what I said:

“I don't see how this mess,
Can really quite express,
My urge for building something grand,”
But now I must confess:

I sewed and nailed and glued,
Until the thing I viewed,
Was something grand, you understand,
A mechanical dog that moode.

This Light Of Mine

Tune: This Little Cub Scout Light of Mine

1st verse: This solar powered light of mine, I'm going to let it shine.

This solar powered light of mine, I'm going to let it shine.

This solar powered light of mine, I'm going to let it shine, let it shine, Let it shine all the time.

2nd verse: - This hydro-powered light of mine

3rd verse: - This wind-powered light of mine

4th verse: Solar, wind and hydro-power,

We're going to turn it on.

Cook our food and run tile dryer We're going to turn it on.

Watch TV and surf the net. We're going to turn it on,
Turn it on, turn it on you bet.

Mr. Solar Sun

Tune – Mr. Sun, Sun, Mister Golden Sun

<http://littlebabybum.com/mr-sun-sun-mister-golden-sun-nursery-rhyme-by-littlebabybum-hd-version/>

Oh, Mr. Sun, sun, Mr. Solar Sun Please give me energy

We use solar power for many things To light our homes and heat it too These little Cubs are asking you To please come out so we can cook some food, So Mr. Sun, sun, Mr. Solar Sun, Please give me energy.

So come on and do the things you do. Oh, Mr. Sun, sun, Mr. Solar Sun Please give me energy,

Oh won't you give me, Please give me energy. Please give me energy!

Solar, Wind, Hydro-power

Tune: The Worms Crawl in, The Worms Crawl Out

The world is full of such wonderful stuff To give us power, there'll be enough The sun, the wind and the water too

Can generate- power for me and you.

Chorus:

Day in and out, the sun will shine, The wind will blow another time. The water runs down hill into dell The generator to run as well.

The future's ours to invent and create

A clean-powered world, it's not too late. We'll run our cars and lawnmowers too And have clean air and water blue.

Chorus

We've Got That Power

Tune: "I've Got That Cub Scout Spirit"

We've got that solar power, giving us heat,
Growing the plants, so we can eat.

We've got that solar power giving us heat, giving us heat today.

We've got that wind power, blowing on in,
Flying our kites, high in the wind.

We've got that wind power, blowing on in,
Blowing on in today.

We've got that water power, rushing right through,
Turning the wheels, making power for you.

We've got that water power, rushing right through,
rushing right through today.

We've got that Cub Scout power, deep in our hearts,
We never rest, doing our best.

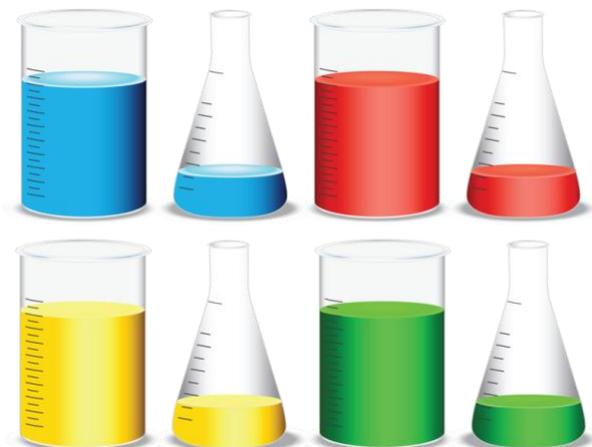
We've got that Cub Scout power deep in our hearts,
Deep in our hearts to stay.

Whoops, You're A Genius

Tune: Pop Goes the Weasel

A block of wood, a piece of wire,
or junk that seems the seediest,
just put it all together now,
Whoops, you're a genius.

You never know the size or shape,
From biggest to the teeniest,
But put it all together now,
Whoops, you're a genius!



RUN-ONS

WHAT WATT?

Shopper: Have you any four-volt, two-watt bulbs?

Clerk: For what?

Shopper: No, four-volt, two-watt.

Clerk: Two what?

Shopper: Yes!

Clerk: No.

Teacher: What is the formula for water?

Jimmy: H-I-J-K-L-M-N-O.

Teacher: That's not the formula I gave you.

Jimmy: You said H to O.

Moby: Have you ever seen a fish cry?

Dick: No, But I've 'seen a whale blubber.

RUN-ONS

THREE RUN ONS -

Run-On #1

1: What did the Northwind say to the Southwind to start the race?

2: I didn't know they even had a race.

What *DID* the Northwind say?

Cub # 3: CS#1: Ready.....Set.....BLOW!

Run-On #2

1: Why did the lights go out?

2: Hmm...I don't know, did a tree fall on a wire or something?

3: No. The lights went out because they liked each other!

Run-On #3:

1: Everyone knows we should conserve energy. Can you name one way to do that?

2: I would love to conserve energy by staying in bed all day!

3: It is announced that a member of the pack has memorized Washington's Farewell Address and is about to do a dramatic portrayal of it. A Cub Scout emerges dressed as Washington and delivers their farewell address:

JOKES & RIDDLES

- Why did Benjamin Franklin discover electricity?
He couldn't use his electric blanket without it.
- How surprised was Benjamin Franklin when lightning hit the key on his kite. *He found it shocking.*
- Why does lightning strike people? *It doesn't know how to conduct itself.*
- Did you hear about the mad scientist who crossed a carrier pigeon with a woodpecker? *When the pigeon delivers the message he can knock on the door.*
- He also crossed a turkey with a centipede.
On Thanksgiving, everybody gets a drumstick

Q: Why does a chicken lay an egg? A: If she dropped it, it would break.

Q: Why are playing cards like wolves? A: They both come in packs.

Q: What has one foot on each side and another foot in the middle? A: A yard stick.

Q: What can you hold without touching it? A: Your breath.

Q: Why is your heart like a policeman? A: It follows a regular beat.

Q: How do you write to a fish? A: Just drop him a line.

Jokes and Run-Ons

- What did the baby light bulb say to the mommy light bulb? I love you watts and watts!
- Why do transformers hum? They don't know the words.
- Why was the free electron so sad? It had nothing to be positive about!
- Why did the gardener plant a light bulb? He wanted to grow a power plant.
- How do energy-conscious people feel about wind power? They're blown away.
- How do we know that wind power is popular? Because it has so many fans.
- How did Benjamin Franklin feel when he discovered electricity? He was shocked.
- Q: Why did the lights go out?
- A: Because they liked each other!
- Q: Why did the foolish gardener plant a light bulb? A: He wanted to grow a power plant.
- Q: How do energy-conscious people feel about wind power?
- A: They're blown away.
- Q: What does the nuclear scientist do in his spare time?
- A: Goes fission.
- Q: In which part of the jail are energy criminals kept? A: The fuel cells.
- Q: What is burned by cars driven late at night? A: Midnight oil.

Cub Scout 1: "Everyone knows we should conserve energy. Can you name one way to do that?"

Cub Scout 2: "By staying in bed all day!"

Cub Scout 1: "What is the first thing you should do with a barrel of crude oil?"

Cub Scout 2: "Teach it some manners!"

Invention Run-ons

- What would you call a telephone with feet? A walkie-talkie
- Why does a telephone make a good referee? Because it makes good calls
- What's a vacuum cleaner's favorite sport? Rugby
- What's an X-ray machine's favorite food? Ribs
- What do you do if your coffeemaker is depressed? Try to perk it up
- Why did the baseball coach put an electric mixer in his lineup? He thought it would make a good batter



SKITS

Energy Skit

Supplies: pictures/drawings of energy and power sources.

Actors: 6 Cub Scouts each holding a picture with their part on the back in LARGE Type.

#1: (Holding a picture of the wind)

The wind blows and creates energy we can use for many things.

#2: (Holding a picture of the sun)

The sun heats our earth and provides energy to warm our homes.

#3: (Holding a picture of a gas station pump) Fossil fuels provide the energy to power our cars and airplanes, making it possible for us to go far.

#4: (Holding a picture of a bolt of electricity)

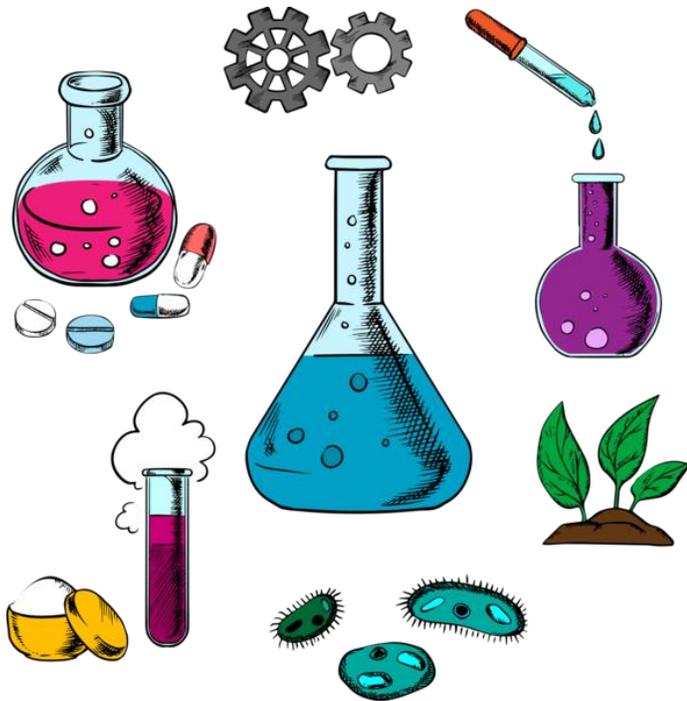
Electricity has changed the way we live, providing energy to light up our lives.

#5: (Holding a picture of an atom)

Fission and fusion unlock power untold.

#6: (Holding a picture of a Cub Scout)

We're full of energy, being a Cub Scout helps us use our power as a positive force for good things.



Invention

Cast: 4 or more Cub Scouts

Scene: Cub Scout 1 is sitting on a chair (bed). Toys and clothes are scattered all over the "room". They are deep in thought. Several of their friends have come over to see him....friends enter.

ALL: Hi! What are you doing?

1: Just thinking.

2: Thinking about what?

1: My invention,

3: Are you inventing something

1: Sure! I want to be famous like Alexander Graham Bell or Thomas Edison.

4: What are you going to make? Maybe we could help.

1: Really? Do you all want to help?

ALL: SURE!

1: OK. (stands up) First of all, I need a box. There's one in my closet. (*# 2 goes off stage to get a box*)

Then I need 2 toy airplanes, (*# 3 picks them up*)

And I need some kite string. (*# 4 gets it*)

(*Continue with this until all the toys have been picked up by the Cub Scouts.*)

Last, I need some rags. We can use my clothes for that. (*They pick up the clothes*)

1: (*Looks around the "ROOM"*). Well, that just about takes care of it.

2: Takes care of what?

1: My invention! I just invented a way to get my room cleaned before my mom gets home!

Inventions

Narrator:

The horizon of our world
Might never have been widened,
If men before us hadn't tried
To answer questions that -mystified.
Their greatness we do not dispute,
But how they did it, we refute.
The legends have become so great,
We want to set the record straight!

BEN FRANKLIN: (*carries kite and key*)

Ben Franklin had to find 'lectricity;
He was picked up one night for insanity,
It was all he could do to explain
Why he liked to fly kites out in the rain.

ALEXANDER G. BELL: (*carries phone*)

He invented the phone, as history books tell;
He was a man named Alexander Bell,
But the reason he did...the books are hazy;
His wife loved to talk...nearly drove him crazy!!

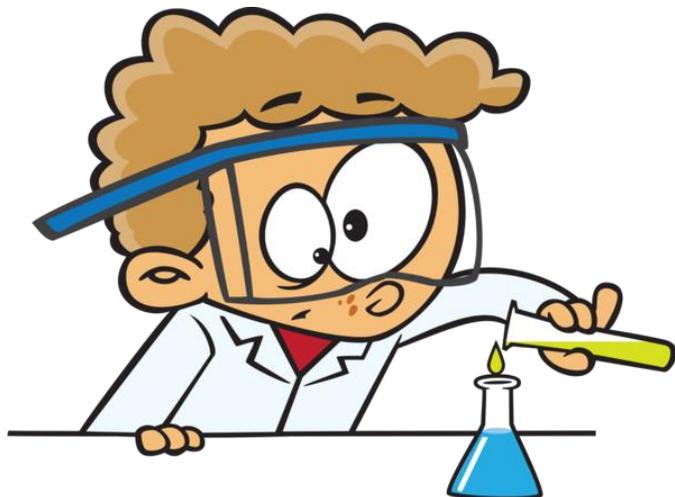
TOM EDISON: (*carries lightbulb*)

Young Tom Edison, we'll admit,
Gets a lot of credit and deserves all of it.
But it's little known that he invented light
'Cause he tripped-on the bed one dark, dark night!! –

WRIGHT BROTHERS: (*carries toy airplane*)

The Wright Brothers got the first plane to go,
It wasn't their hang-up if you want to know;
It hurt their pride when they heard a lady talk and say:
"Who ever heard of Kitty Hawk?"

ALL: So, with invention, you can see,
That although the Mother of Necessity,
It all would have been just a lot of bother,
If Accident hadn't been the Father!



Robot Inventors

Characters: 6 Scientists in lab jackets (*white shirts, collars turned inside out, put on backwards*), 7th Scientist is dressed in the same manner and wears a top hat, Cub Scout dressed in cardboard robot costume

Setting: Table, covered with old sheet reaching to the floor in front. Fishbowl or other round glass bowl, test tubes, flasks, etc. are on the table. One of the six is reading a book plainly marked "HOW TO INVENT A ROBOT" while another looks over their shoulder. Another is stirring in a large bowl with a large wooden or cardboard spoon. Scientist #7 is offstage. Cardboard robot is hidden behind table.

SCIENTIST 1: It doesn't seem to be working.

SCIENTIST 2: I can't understand it.

(*Scientist #7 enters from stage left carrying top hat*)

SCIENTIST 7: I've got it! I've got it! A friend of mine just told me how to do it. (He places the hat on the table) You just say, "Abra-Ca-Dabra 1-2-3!" reach in and....

SCIENTIST 4: Wait a minute. What did you say your friend's name was?

SCIENTIST 7: Magisto the Magician. He says he's pulled a robot out of a hat lots of times,

SCIENTIST 5: That's RABBIT not ROBOT you dunce!!

(*They chase Scientist 7 offstage, waving book, spoon, etc. Scientist 6 starts to join them but stops and looks at hat*)

SCIENTIST 6: (*shrugging shoulders*) It just might work! Abra-ca-dabra 1-2-3! (*He takes hold of hat with left hand, tips it towards himself/herself at edge of table, pretends to reach in hat, but really reached behind table and pulls up the robot who has been hidden*) hey, you guys! It worked! Now I'll just push this button....(pretends to push button on front of robot) ROBOT DROPS TO ALL FOURS, HOPS OFFSTAGE SHOWING A BIG FLUFFY BUNNY TAIL BOBBING AT BACK)

CLOSING CEREMONIES

Just Imagine

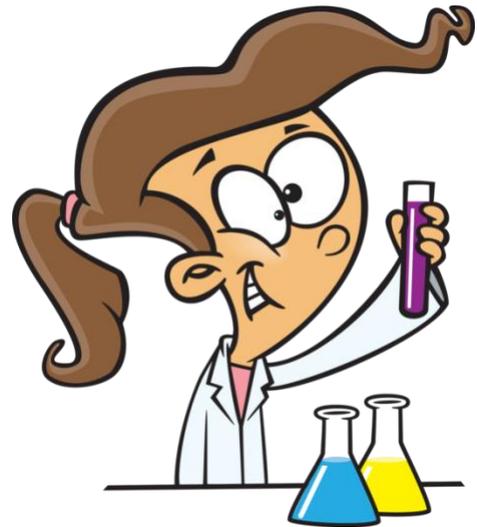
Can be done by the Cubmaster or four Scouts.

- #1 Rudyard Kipling, the famous English author, who wrote the story of the Jungle Book, wrote a little poem. It begins like this:
- #2 I keep six honest serving men
They taught me all I knew;
Their names are What and Why and When
And How and Where and Who.
- #3 If you make these six your servants imagine the things you could do! Just imagine for a minute that a little green man from outer space lands in your backyard. Now the alien wants to know how the picture gets in the television. What causes thunder? Why does night come? Where did your parents live before you were born? Could you answer his questions?
- #4 From this moment on you can decide to be an investigator. Ask questions about everything that you have ever wondered about. What are clouds made of? Are all of the lights in the night sky stars? How would I take care of myself if my parents were gone all day? What can I make by myself? How old are my pets compared to me? What kind of insects live in the field behind my house? How do they protect themselves? What is the street made of? Why is it cooler in the mountains than down in the valley? If the mountains are closer to the sun shouldn't it be hotter? If your parents, teachers and leaders can't give you the answers, then look to books and computers. Just imagine!
- #5 Look around and you will find hundreds of things waiting to be investigated. You've only one life and future...make the best of both!

Kitchen Chemistry

We've all seen a pot of water boiling on the stove. We've seen the water vapor (which many of us mistakenly call steam) rising above the pan. If we allow the process to continue, we see that eventually there's no more water left. The H₂O, in its gaseous state, becomes a part of the atmosphere. In a closed experiment, that water vapor would be trapped in tubes and recaptured. We don't have that sort of equipment in the ordinary kitchen where some of our experiments took place this month.

We are gathered here together because of one common bond, the Cub Scouts in our pack. They have graduated on to new, challenging programs as of today. Our challenge, as parents and family members, is to capture their enthusiasm and energy, to direct it in a positive manner. They need our input, providing them with the proper direction, just like the chemical lab captures and redirects the water vapor in an experiment. That's a big part of what the Scouting program is all about.



Rope Living Circle

Equipment: A two or three-foot length of rope or heavy cord for each Cub Scout.

We have seen tonight that we are all geniuses in our own right. It makes you might proud, doesn't it. And we all should be proud of our accomplishments and abilities. We should never forget though that we all depend on other people and our greatness does not come out till we can be great with and for other people.

Would all the Cub Scouts come and make a circle?

Take a piece of rope, each of you, and tie it to the rope of the person on your left with a square knot. Joining with other people makes you a better person. Hold your rope with your left hand and make the Cub Scout sign with your right hand and let's say the Promise together and pledge ourselves again to the ideals of Cub Scouting.

The Power of You

Materials: Paper plate or large circle and cutouts (with double-sided tape on the backs) of a smiling mouth, two eyes, and two ears

Cubmaster: "Tonight, we have learned about many different forms of energy. Now I'd like to mention the most important form of energy for our pack."

1: (Place the smile on plate/circle.) "Your positive attitude keeps our meetings fun."

2: (Place two eyes on plate/circle.) "You keep your eyes open for new and exciting activities for our den meetings."

3: (Place two ears on plate/circle.) "You listen to our ideas for games that we'd like to play."

Cub Scout # 4: "That's right. The most important form of energy for our pack is YOU!"

4: "That's right. The most important form of energy for our pack is YOU!"

End with all four Cub Scouts and the Cubmaster turning on a flashlight while the Cubmaster turns off or dims the lights to conserve energy.

Professor Plop Closing

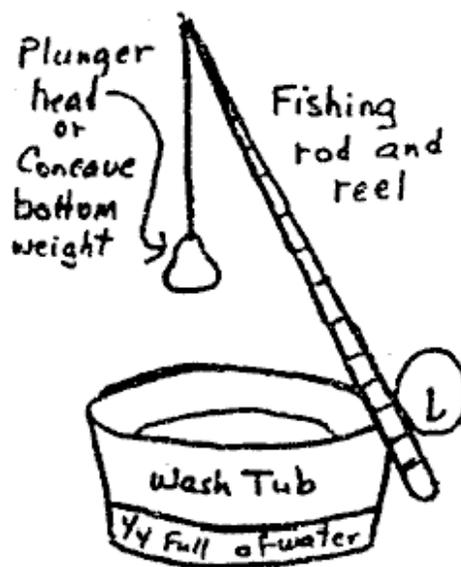
Cubmaster: Now we'll check with Professor Plop one last time. Well, Professor, did you ever get it together?

Professor: I sure did. I made it!

Cubmaster: We can hardly wait to see how it works.

Professor: I will demonstrate this wonderful invention for you.

1. See drawing, Professor cranks his reel,
2. Drops the plunger into a tub of water and it goes 'plop'.
3. He then reaches into the tub of water, pulls out a piece of cloth,
4. He wrings it out, shakes it open.
5. It reads: "The End"



CUBMASTER MINUTES

Cubmaster Minute

We have seen and heard about a lot of inventions tonight both serious and humorous, having participated in this pack meeting I am sure you can all understand Thomas Edison's assertion that inventions are 5% inspiration and 95% perspiration.

Unfortunately, we are not yet done perspiring yet. That is of course unless one of you Cub Scouts has invented an automatic cleanup machine. However, if we all work together I am sure we can make quick work of this problem and adjourn our Invention Convention.

Four Closing Thoughts

One of the hardest things for anyone to do is to stick to what they know is right while their friends are coaxing them or their enemies are telling them to do the opposite. A Cub Scout does their best.

A Cub Scout does what they know; they are what they do; what they're going to be, they're becoming.

Do Your Best – one of the most important things to learn in life is to put forth your best effort when doing something. That is why we have the Cub Scout motto. As a member of this pack, I hope you will put forth your best effort for the good of the pack and for your own good.

Don't Give Up – to be good at anything, you have to believe that you can do it, and then practice it until you can. There's no easy way to become an expert. You just have to keep at it, over and over. There will be times you'll think that you just can't make it. But don't give up a task because it seems hard. There are few things worth doing that are easy to do at first.

Invention Convention Closing

As we retire our flags this evening, let us remember all of the people who have helped to shape this great land—the scientists and engineers, the farmers and the factory workers, the writers and artists, the men and women of our country who gave of their talents, resources, and hard work to make this land what it is today. The fabric of our society is interwoven with all of their contributions, both great and small.

Inventions

Don't give up—to be good at anything, you have to believe that you can do it, and then practice it until you can. There's no easy way to become an expert. You just have to keep at it, over and over. There will be times you'll think that you just can't make it. But don't give up a task because it seems hard. There are few things worth doing that are easy to do at first.

Power Closing

“What would life be like without power? Can you imagine having to go to bed when the sun goes down, getting water from a stream and having to sanitize it or washing your clothes by hand? Maybe we have grown too accustomed to living a life of luxury. Imagine a life with no television, video games, or our cellphones! Imagine running out of energy. I encourage you to use more renewable energy and conserve those types that are not renewable. “Let's always remember to use energy wisely.”

Power Up

Solar power, electrical power and wind power are just a few of the many types of power we use in our everyday life. They make our lives comfortable, safer and at times more complicated, and sometimes a little fun to. The next time you turn on a lamp, take a hot shower, use your computer, or play a video game, take a moment to simply give thanks for the power we have available at our fingertips.



Six Million

Today in our country there are over six million Cub Scouts and adults in Scouting. That's a good thing to know...a good thing to think about when we get to wondering about the future.

Six million, keeping a promise to “do their best,” to “help other people,” and to “respect God and country.”

Six million, following Baden-Powell's admonition “try to leave this world a little better than you found it.”

These six million can make the difference in tomorrow. These six million WILL make the difference in the future of this country and in the future manhood around the world.

Turn On The Power

What is the most powerful thing you can think of? Is it a locomotive that can pull a hundred railroad cars?

Or is it a mighty rocket with giant engines that roar and belch fire? Is it a nuclear energy plant with enough power to light up a whole city? Or is it the sun, with enough energy to warm a whole planet?

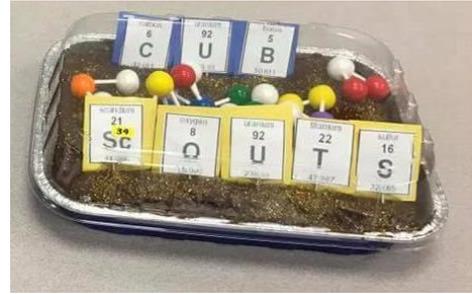
As powerful as all these things are, there is a limit to their energy. A locomotive and a rocket can run out of fuel, and the fuel rods of a nuclear plant wear out after a while. Even the sun sets after a few hours, leaving half the world cold and in darkness.

But there is another power source that never runs out of energy and that will never leave us in the cold.

That power is God, and it's important that we learn how to connect with God's power. We learn how to do that by regularly attending our place of worship and living by the values we learn there. Why don't you 'plug in' to the greatest power in the universe by worshipping God this week.



CUB GRUB

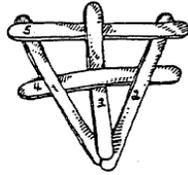


GAMES

Amazing Flying Machine (Bomb Pops)

Materials: 5 Craft sticks (tongue depressors work best)

1. Weave the 5 sticks together as shown.
2. Fly like a Frisbee. The plane "explodes" on contact with the ground or other surfaces.
3. Assemble it again, and have more fun.



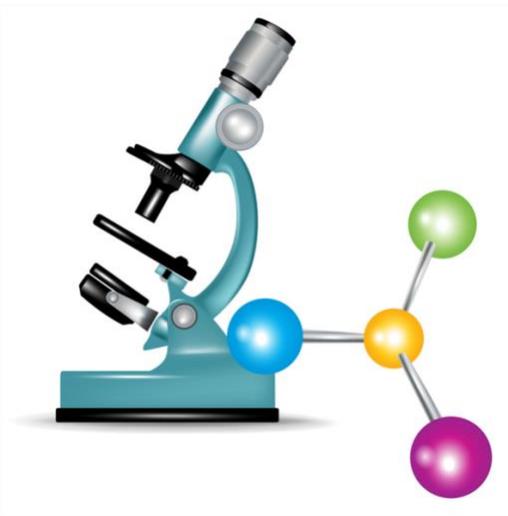
Calendar Checkers

Place a calendar page on the floor. Have the Cub Scouts stand at least six feet away and take turns tossing 3 checkers onto the calendar page. When everyone has tossed their checkers, have them total up their score. The date they have landed on determines their number of points.

Collecting Energy

Equipment: Wire coat hangers, pictures of power sources cut from cardboard & labeled with different point values, clothespins

- Stretch a wire coat hanger into a diamond shape.
- Cut out pictures of different power sources from cardboard.
- Hang figures from top of coat hanger diamonds with string.
- Hang coat hangers on stretched cord.
- Cub Scouts 'shoot' the power sources with thrown clothespins, collecting points for each power source hit.



Crossed and Uncrossed

Do NOT give away the gimmick (Leg position), make the Scouts earn it.

Players are seated in a circle. Begin the game by passing the sticks to the Cub Scout on your right saying, "I pass these crossed" or "I pass these uncrossed" depending on whether or not your legs are crossed, not the sticks (crossing and uncrossing the sticks on each hand off adds to the confusion and fun of the game). The Cub Scout receiving the sticks says, "I receive these uncrossed sticks, I pass them crossed." Again, according to the position of their legs. On each pass, say whether the Cub Scout is right or wrong in their statement. Keep playing until all players catch on. (You may want to coach one or two Cub Scouts beforehand.)

Electric Cub Scouts

Equipment: Flashlights and extra batteries

- Darken the room and turn on the lamps with the blue lights in them.
- One person is "it". Give them the flashlight.
- All the other Cubs hide.
- The "it" Cub has to find the others by shining the flashlight at them.
- As soon as a Cub is found he's "electrified" (or caught)!
- The last one to be found wins.
- Also fun to play outdoors.

Electric Squeeze

- Cub Scouts hold hands in a circle, with "it" in the center.
- One player starts the "shock" by squeezing the hand of one of the Cub Scouts next to them.
- That player passes it on.
- The shock may move in either direction.
- "It" watches the faces and hands of the players, trying to spot the location of the shock.
- When they guess correctly, the player caught becomes "it".

Genius Balloon Race

Divide your group into even teams. Set up a goal at the other side of the room. Line your teams up opposite the goal. Give the first person in the line a balloon. Tell them simply that they must go down to the goal and back carrying the balloon, give it to the next person in line, who does the same thing, on to the last player. The first team to finish with all the players is the winner. What makes this a genius race? Simple -- no one is allowed to touch the balloon with their hands! It takes a genius to figure out how to transport that balloon! **One little concession; let the receiving person touch the balloon or they may never pass it from one to another.**

Human Machine Company

Form into groups of 8 - 10. Each one takes on the part of the machine they are as a group. One by one the parts of the machine go together and sounds are added. Example: a car, one is the engine, another the windshield and another the trunk, etc. Use a little imagination and make up your own machines for fun.

Invention Scramble Relay

Write the letters INVENTION on separate pieces of paper, make two sets of them. Divide into 2 teams. On signal the, 1st one of each team races to where the cards are all scrambled. They pick up any letter from the pile and the pencil beside it, writes any word beginning with that letter on the paper, then races back to tap the next in line. They all take turns doing this until all the letters have been used. If a Cub Scout can't think of a word beginning with their chosen letter, they may choose a different letter not used and write a word for that letter. However, they can't come back and tap the next until they have written a word and the team can't complete the relay until every letter has at least one word written on it. The first team done is declared the winning team. The Cub Scouts have lots of fun doing this one and won't realize they are learning the art of quick thinking, learning new words, and teamwork. To make it harder you can require 2 or 3 words on each letter. If the Cub Scouts want to play it a second time, that might be a good time to make the rules a little tougher.

The Mad Scientist

One player is chosen as the Mad Scientist and leaves the room. The rest of the players form a line and hold hands. Then, without letting go of their hands, the line ties itself up by crawling under the arms, through the legs, over the arms, etc. The Mad Scientist then returns and tries to untangle the line without anyone letting go of the others hands.

Newspaper Ad Relay

Needed for this game are: 2 or more newspapers, folded; a pair of scissors for each newspaper; a list of ads to be cut (one list per team). Place a newspaper and a pair of scissors on a table or the floor 30 feet from the starting line. Divide players into teams (relay formation). Players run to the folded paper, unfold paper, find ad, cut out ad, refold paper and checks ad off list. Player returns to line and next player repeats process and on through the line. First team done, wins.

Paper Airplane Contest

Give each Cub Scout one sheet of paper. Have them design and make airplanes by folding the paper. No other materials may be used. Have a contest judging the planes in one or several categories. Some suggestions are: distance, loops, tricks, or landings, judging the best in each category. It is best to allow the Cub Scouts to do the judging. Everyone will be a winner!



Perpetual Motion Balls Game

Required: A dozen tennis balls

Takeaways: Team cooperation, planning how to achieve a task together

Goal: Keep as many objects as possible in constant motion while using the least possible Cub Scout energy.

Instructions: When the first Scout arrives, give them a tennis ball. Tell them that their goal is to keep it moving while using the smallest amount of Cub Scout energy possible. As other Cub Scouts arrive, they are to join them in keeping the ball moving. When the group reaches three Cub Scouts, add an additional ball, with the group beginning to stand in a circle. Add an additional ball with each new group of three until you have 12 balls and all the Cub Scouts in a circle keeping the tennis balls in perpetual motion. (The number of Cub Scouts for adding tennis balls can be changed based on the size of your pack.)

If a ball stops moving, the game is stopped and planning can be done. Then, the game starts over. See how many balls can be kept going using the least amount of Cub Scout power.

Pickin' Cotton

Each Cub Scout is given two cotton balls, placing them on the floor in front of them. Each Cub Scout kneels on the floor and blows their cotton balls across the room/to the designated location.



Progressive Invention Kit

- ✓ This can be a combination of a craft project and game. It can be varied in many ways to suit the needs of your den. It can combine the fun of a game with teamwork, thinking fast and imagination.
- ✓ Give each person 2 or 3 scrap items without telling them what they will be doing with them. The bigger the variety, the better so that they can all pick different things.
- ✓ Divide group into 2 teams. Each team sits around a table or in a circle on the floor. Have items available to each group such as stapler, scissors, glue, tape, hammer, and nails, etc.
- ✓ On signal, player #1, combines their items in some fashion to make a project. After using all items, they then passes it to the next person, who adds all their items in some way using glue, nails, tape, staples, etc. as needed.
- ✓ This continues around the team until everybody's items have been added and a completed project is in front of them, at the end.
- ✓ When a whistle is blown, the project is done. Then the group takes a few minutes to make a description of their project, giving it a name and tell with it does. Here's where a Cub Scout's imagination can create some unbelievable contraptions. The explanations will be shared and are bound to bring a lot of laughs. This could also be done in a den by pairing the Cub Scouts off to do this if you have an even number of Cub Scouts thus having more groups competing with each other. At the end of this, everybody should get a genius award of some kind for their participation.

Secret Orders

Divide players into two teams. In turn, each player runs from the starting point to the chair, where they picks up a card, reads the "order" and then fills the order. Ex. shakes hands with every member of your team, crawls through the other Cub Scouts' legs pretending there is a fire and smoke has filled the room, etc. The second team member then runs and reads their order.

The first team to fill all of its orders wins. The fun is in the "orders". Be creative!

Secret Invisible Ink

Dip a clean pen into the juice of a lemon, and write your message. To make it appear, heat the paper slowly over a hot light bulb. Milk will also work in place of lemon juice.

Surfing the Internet

- ✓ The players may stand or sit in a circle. One player is “it” and they stand inside the circle trying to discover where the internet is connecting.
- ✓ All of the players are the internet and hold hands as one player, preferably someone standing behind “it” is designated to start the communications going. They squeeze the hand of either the person to their left or right.
- ✓ That player passes it on in any direction by squeezing another’s hand in any direction.
- ✓ “It” turns around and watches closely the faces and hands of the players in order to detect the position of the Internet connection. When they guess correctly, the player caught takes their place.

Wind-Power Balloon Race

Equipment: A Balloon for each Den (Have extras in case one breaks. Use non-latex balloons if possible), one drinking straw for each person.

Dens line up relay style, each Den with a balloon, and each player with a straw. On “go” first player uses straw to blow balloon to wall, then back to next player. Repeat until all are done. (make sure teams are even – have some repeat if needed). Tell Dens to do “Zip, Zap, Boom” cheer to signal completion.

NOTES:

- 1) If your meeting place has a rule about latex balloons, or someone in your Pack has a latex allergy, **MAKE SURE TO USE NON-LATEX BALLOONS.**
- 2) Pre-test this game yourself, and set the start line a reasonable distance from the wall.
- 3) Make sure all teams all have the same number of people.
- 4) For more FUN, have Den parents participate, along with their sons!

Wind Power Competition

This game may be played in teams or individual: each team or Scout is given a balloon. To play, set a base such as a book or rock on the ground. Each Scout in turn blows up a balloon and releases it from the base to shoot squealing into the air. The distance each balloon travels is measured to see which went the greatest distance and possibly which one landed the closest to the base.

Your Data Please

- ✓ Everyone sits in a circle and one player is asked to leave. While that player is out, the group chooses a noun for their data, like shoe or job, to be guessed by the absent player who is the computer operator.
- ✓ When the operator returns, they ask, “Your data please?” to anyone they choose. That person must respond with a true answer (one word adjectives are sufficient), describing the data that is theirs.
- ✓ For example, if the data (answer) is car, someone might answer, “old” or “expensive.” The operator tries to guess the data after each adjective until they guess correctly.
- ✓ The last player to name an adjective before the correct data is guessed becomes the new computer operator.

DECORATIONS



SOCIAL MEDIA POSTERS

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, objects) were purchased from Arnie's Warehouse in Houston, except for the letters which were printed on card stock.

PERIODIC TABLE

Use the periodic table to spell Cub Scouts, science, scientist, STEM.



6

$2s^2 2p^2$

C

Carbon

12.0107

92

$5f^36d^17s^2$

U

Uranium

238.029

5

$2s^2 2p^1$

B

Boron

10.811

16

$3s^2 3p^4$

S

Sulfur

32.066

6

$2s^2 2p^2$

C

Carbon

12.0107

8

$2s^2 2p^4$

O

Oxygen

15.999

92

$5f^36d^17s^2$

U

Uranium

238.029

22

$3d^24s^2$

Ti

Titanium

47.867

16

$3s^23p^4$

S

Sulfur

32.066

16

$3s^2 3p^4$

S

Sulfur

32.066

22

$3d^24s^2$

Ti

Titanium

47.867

99

$5f^{11}7s^2$

E **S**

Einsteinium

252.083

12

$3s^2$

Mg

Magnesium

24.305

16

$3s^2 3p^4$

S

Sulfur

32.066

6

$2s^2 2p^2$

C

Carbon

12.0107

53

$4d^{10}5s^25p^5$



Iodine

126.905

99

$5f^{11}7s^2$

E **S**

Einsteinium

252.083

7

$2s^2 2p^3$

N

Nitrogen

14.007

6

$2s^2 2p^2$

C

Carbon

12.0107

99

$5f^{11}7s^2$

E **S**

Einsteinium

252.083

Pack 72



February
2019

The Invention

Tune: The Farmer in The Dell

I had a genius kit,
 Thought lots about it,
 I laid the pieces side by side,
 And examined them bit by bit.
 A nut, a bolt, a screw,
 A piece of wood too,
 A leather scrap, some furry nap,
 And a little bottle of glue.
 A needle and some thread,
 A nail without a head,
 A piece of fire, a bit of wire,
 And this is what I said:
 "I don't see how this mess,
 Can really quite express,
 My urge for building something grand,"
 But now I must confess:
 I sewed and nailed and glued,
 Until the thing I viewed,
 Was something grand, you understand,
 A mechanical dog that moed.



Old Inventions

Tune: Auld Lang Syne

Should old inventions be forgot, -
 And never brought to mind,
 Just look in any antique shop
 Old inventions you will find.
 A Victrola, a wind-up toy,
 An old telegraph key,
 Inventions that brought hope and joy,
 Don't last eternally.
 An automatic nose picker,
 A top-coat made of flies,
 A dried up envelope licker,
 And jellies made from mice.
 Inventions may be old and strange,
 But we need new ones too.
 Who'll find the cure for fleas and mange,
 That inventor may be you.



January 2018

Jan 10 Den Meeting
 Jan 24 Den Meeting
 Jan 27 **Scouting for Food**
 (hanger distribution)
 Jan 31 Pack Meeting

February 2018

Feb 3 **Scouting for Food**
 (food pick up)
 Feb 7 Den Meeting
 Feb 21 Den Meeting
 Feb 23 Derby car check-in
 Feb 24 **Pinewood Derby and**
potluck lunch
 Feb 28 Pack Meeting

March 2018

Mar 7 Den Meeting
 March 24-25 **Family Campout**
 Mar 28 Den Meeting

April 2018

April 4 Den Meeting
 April 14 **Scout Fair**
 April 18 Den Meeting
 April 25 Pack Meeting

May 2018

May 2 Den Meeting
 May 19 **Banquet / Pack Meeting**

June 2018

June 5-8 **Day Camp:**
www.orion.shac.org/day-camp



PROGRAM

Print the program front to back.

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

Check back frequently for updates.

Lions

Owen Barnes
Luke Howland
Rayden Johnson
Nikolas Ramin

Tigers

Henry Kahle
Lucas Smiles

Wolves

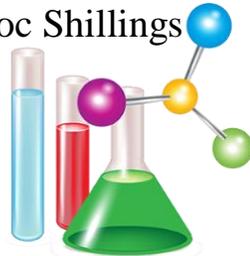
Connor Anderson
Keegan Crawford
Troy Douglas
Haiden Idrobo
Cameron Scheffler
Cooper Trent
Parker Wrieden

Bears

Kameron Brown
Michael Parks
Aiden Stanolevich

Webelos Scouts

Thomas DeLaCruz
Colt Douglas
Joshua Hill
Brayden Lewis
Eric Matute
Jared Olivares
Cadoc Shillings



Upcoming Events

June 3 Pack planning meeting
June 12-16 Twilight Camp, www.orion.shac.org
July Resident Camp, shac.org/resident-camp
July 7 Troop 1907 Fun Day
July 28 Pack Water Day



August 12 Pack Bowling



Gathering

Opening

Invocation

Dinner

Friends of Scouting Presentation

Advancement Ceremony

Song

Leader Recognition

Cubmaster Minute

Closing

 Like us on
Facebook

www.facebook.com/shac.bsa

www.facebook.com/pack72tomball

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