

**For All Leaders – March 2016**

**April Theme: Strike Up the Band**

**Point of the Scout Law: Cheerful**

**DISCUSSION TOPIC: Day Camp (Guest Speaker, Paul Turgeon)**

Provide information about your District or Council Day Camp. If possible, have the camp director or member of the day camp staff come to talk about the opportunities available at Day Camp.

## **Tiger Breakout – March 2016**

### Tiger Elective Adventure: Tiger Tag



1. Choose one active game you like, and tell your den about it.
2. Do the following:
  - a. Play two relay games with your den and your adult partner.
  - b. Tell your adult partner or the other Tigers what you liked best about each game.
  - c. Have your den choose a relay game that everyone would like to play, and play it several times.
3. With your adult partner, select an active outside game that you could play with the members of your den. Talk about your game at the den meeting. With your den, decide on a game to play.
4. Play the game that your den has chosen. After the game, discuss with your den leader the meaning of being a good sport.

## Wolf Breakout – March 2016

### Wolf Elective Adventures: Code of the Wolf



1. Do two of the following:
  - a. With the members of your den or family, make a game with simple materials that requires math to keep score.
  - b. Play a game of “Go Fish for 10s.”
  - c. Do five activities at home, at school, or in your den that use mathematics, and then explain to your den how you used everyday math.
  - d. Make a rekenrek with two rows, and show Akela how you would represent the numbers 4, 6, 9, and 14.
  - e. Make a rain gauge or some other measuring device, and use it.
2. Do one of the following:
  - a. With other members of your den or family, identify three different types of shapes that you see in nature.
  - b. With other members of your den or family, identify two shapes you can see in the construction of bridges.
  - c. Select a single shape or figure. Observe the world around you for at least a week, and write down where you see this shape or figure and how it is used.
3. Do one of the following:
  - a. a. With your den, find something that comes with many small, colored items in one package. Count the number of items of each color in your package. Keep track of each color. Then:
    - i. i. Draw a graph showing the number of items of each color.
    - ii. Determine what the most common color is.
    - iii. Compare your results to the other boys’.
    - iv. Predict how many items of each color you will find in one more package.
    - v. Decide if your prediction was close.
  - b. b. With your den or family, measure the height of everyone in the group and see who takes more steps to walk 100 feet.
  - c. Have each member in your den shoot a basketball. Count the number of shots it takes to make five baskets. Graph the number of shots it takes for each boy using 5, 6–10, 11–15, 16–20, or more than 20.
4. Do one of the following:
  - a. Use a secret code using numbers to send a message to one of your den members or your den leader. Have that person send a message back to you. Be sure you both use the same code numbers.
  - b. Send a message to another member of your den or your den leader using the pig pen code or another code that changes letters into special shapes.
  - c. Practice using a code stick to create and decode a message.

## Bear Breakout – March 2016

### Bear Elective Adventure: Roaring Laughter

1. Think about what makes you laugh. Write down three things that make you laugh.
2. Practice reading tongue twisters.
3. Create your own short story. Remove some nouns, verbs, adjectives, and adverbs from the story, leaving blanks. Without telling the story, have a friend insert his or her own nouns, verbs, adjectives, and adverbs in the story you created.
4. With a partner, play a game that makes you laugh.
5. Share a few jokes with a couple of friends to make them laugh.
6. Practice at least two run-ons with your den, and perform them at a pack meeting or campfire program.



## **Webelos and Arrow of Light Breakout – March 2016**

### **DISCUSSION TOPIC: Webelos Camping**

What are the opportunities in your district, council, or other councils nearby for Webelos Scouts to experience and overnight camp? If possible, have a representative from the camp come to speak.

Discuss Webelos den camping and the requirement for Webelos Den Leaders and their assistants to take Outdoor Webelos Leader Skills (OWLS). Provide information on when and where the next training will be in your district

- April 30-May 1, Phillippo Scout Reservation, Ramsey Shelter – BALOO, OWLS, All Den and Pack level training, Youth Protection, registration information  
<https://www.scoutingevent.com/?rhplcbdcubscoutleadertrainingweekend>

## Webelos Breakout – March 2016

Webelos Required Adventure: Webelos Walkabout



Do all of these:

1. Create a hike plan.
2. Assemble a hiking first-aid kit.
3. Describe and identify from photos any poisonous plants and dangerous animals you might encounter on your hike.
4. Before your hike, plan and prepare a nutritious lunch. Enjoy it on your hike, and clean up afterward.
5. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures.
6. With your Webelos den or with a family member, hike 3 miles (in the country, if possible).
7. Complete a service project on or near the hike location.
8. Perform one of the following leadership roles during your hike: trail leader, first-aid leader, lunch leader, or service project leader.

## Arrow of Light Breakout – March 2016

Arrow of Light Elective Adventure: Adventures in Science



Do all of these:

1. An experiment is a “fair test” to compare possible explanations. Draw a picture of a fair test that shows what you need to do to test a fertilizer’s effects on plant growth.
2. Visit a museum, a college, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists. Prepare three questions ahead of time, and talk to a scientist about his or her work.
3. Complete any four of the following:
  - a. Carry out the experiment you designed for requirement 1, above. Report what you learned about the effect of fertilizer on the plants that you grew.
  - b. Carry out the experiment you designed for requirement 1, but change the independent variable. Report what you learned about the effect of changing the variable on the plants that you grew.
  - c. Build a model solar system. Chart the distances between the planets so that the model is to scale. Use what you learn from this requirement to explain the value of making a model in science.
  - d. With adult supervision, build and launch a model rocket. Use the rocket to design a fair test to answer a question about force or motion.
  - e. Create two circuits of three light bulbs and a battery. Construct one as a series circuit and the other as a parallel circuit.
  - f. Study the night sky. Sketch the appearance of the North Star (Polaris) and the Big Dipper (part of the Ursa Major constellation) over at least six hours. Describe what you observed, and explain the meaning of your observations.
  - g. With adult assistance, explore safe chemical reactions with household materials. Using two substances, observe what happens when the amounts of the reactants are increased.
  - h. Explore properties of motion on a playground. How does the weight of a person affect how fast they slide down a slide or how fast a swing moves? Design a fair test to answer one of those questions.
  - i. Read a biography of a scientist. Tell your den leader or the other members of your den what the scientist is famous for and why his or her work is important.

## **Cubmaster Breakout – March 2016**

### **DISCUSSION TOPIC: Youth Protection Training**

Discuss the importance of having **EVERY** adult in the pack take Youth Protection Training (YPT).  
Brainstorm ways to provide YPT to all adults in the pack.

### **Activity:**

Have participants practice the School Band audience participation activity from the Pack Resource Sheet



## Pack Committee Breakout – March 2016

### DISCUSSION TOPIC: BALOO training

Provide dates and times of the next BALOO (Basic Adult Leader Outdoor Orientation) training will be held in your district (April 30-May 1, Phillippo Scout Reservation, Ramsey Shelter – BALOO, OWLS, All Den and Pack level training, Youth Protection, registration information <https://www.scoutingevent.com/?rhplcbdcubscoutleadertrainingweekend>). **At least one BALOO-trained adult** must be present at all times during the campouts, so **more than one adult in the pack** should receive this training to ensure someone will always be available.

BALOO is an all-day training that introduces the skills needed to plan and conduct pack outdoor activities, particularly pack camping. It is divided into two sessions with the first part being about the why and how of Cub Scout camping – planning, equipment, meal preparation, and campfire programs. The second part is a round-robin session – fire safety, stoves and lanterns; first aid and sanitation; nature hikes and games; and cooking. Scattered throughout the day are plenty of the four S's: song, stunts, stories, and showmanship.

#### **Activity:**

Have the participants practice the Balloons on the Blue Danube skit from the Pack Resource Sheet