

For All Leaders – May 2016

June Theme: It's a Hit

Point of the Scout Law: Obedient

DISCUSSION TOPIC: Leading Games

Resource – Cub Scout Leaders How-To Book

Why We Use Games

Games are part of the fun of Cub Scouting. Skills and interests that boys develop now can teach self-confidence, independence, and the ability to get along with others. Children learn through play. For these reasons, games are an important part of Cub Scouting. Games not only help to accomplish Cub Scouting's overall objectives of citizenship training, physical fitness, and character development, but they also have educational benefits. Games teach a boy to follow rules, to take turns, to respect the rights of others, to give and take, and to play fair. Some games help boys to develop skills, body control, and coordination. Some teach self-confidence and consideration for others. Games stimulate both mental and physical growth, as well as providing an outlet for excess "boy energy".

Suggestions for Leading Games

Boys will like most games if leaders have fun leading them. Anyone can be a successful game leader by following these simple suggestions:

- Know the rules of the game and have the necessary equipment on hand. Plan not only what you are going to do, but how you are going to do it.
- Start with your best game – one that is easy to explain and enjoyable to play. In addition to bolstering your own confidence, a successful game can enhance the morale of the players.
- Make sure the space is available is large enough so everyone can play. Mark off boundaries for active outdoor games with brightly colored cones.
- Remove potential hazards from the play area. Follow health and safety rules.
- Get the full attention of the group, and then explain the rules of the game simply, briefly, and in proper order. Be Enthusiastic.
- For team games and relay races, you must have equal numbers of players on each team. If the teams are unequal, one or more boys on the smaller teams must compete or race twice.
- As a rule, Webelos Scouts are larger and stronger than Lions, Tigers, Wolves, and Bears. For some pack competitions, have boys in the same grade compete against each other but not against older or younger boys. With this method, several winners can be recognized. As alternative is to mix the groups so that each team has boys from each grade. If you have a boy with special needs, look for additional ideas in chapter 7 of the *Cub Scout Leader How-To Book*.
- Teach the game by steps or through demonstration.
- Ask for questions after explaining and demonstrating the game.
- Be sure the boys follow the rules. Insist on good sportsmanship and fair play.
- If the game is not going right, stop it and explain the rules again.
- Don't wear a game out. Quit while the boys are still having fun.
- Have enough leaders to handle the group.
- Keep It Simple; Make It Fun (KISMIF). Teach games to boys with the hope that they will be able to play and lead these same games independently in other settings, such as at school or in the

neighborhood. Coach your den chief in leading games. This will enhance their leadership. Find creative ways to develop leadership skills among the boys so that they may soon be able to play on their own without the assistance of the den leader or den chief.

Tiger Breakout –May 2016

Tiger Required Adventure: Tigers in the Wild



1. With your adult partner, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list if it rains.
2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.
3. Do the following:
 - a. Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.
 - b. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should “Trash Your Trash.”
 - c. Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.
4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your *Tiger Handbook*.
5. Participate in an outdoor pack meeting or pack campout campfire. Sing a song and act out a skit with your Tiger den as part of the program.
6. Find two different trees and two different types of plants that grow in your area. Write their names in your *Tiger Handbook*.
7. Visit a nearby nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your *Tiger Handbook*.

Wolf Breakout – May 2016

Wolf Required Adventures: Call of the Wild

1. While a Wolf Scout, attend a pack or family campout. If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or a daylong outdoor activity with your den or pack.
2. Show how to tie an overhand knot and a square knot.
3. While on a den or family outing, identify four different types of animals. Explain how you identified them.
4. With your family or den, make a list of possible weather changes that might happen on your campout according to the time of year you are camping. Tell how you will be prepared for each one.
5. Show or demonstrate what to do:
 - a. When a stranger approaches you, your family, or your belongings.
 - b. In case of a natural disaster such as an earthquake or flood.
 - c. To keep from spreading your germs.
6. On the campout, participate with your family or den in a campfire show. Prepare a skit or song, and then present it at the campfire for everyone else.
7. Do the following:
 - a. Recite the Outdoor Code with your leader.
 - b. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.
 - c. After your campout, list the ways you demonstrated being careful with fire.



Bear Breakout –May 2016

Bear Elective Adventure: Salmon Run

1. Explain the safety rules that you need to follow before participating in boating.
2. Identify the equipment needed when going boating.
3. Demonstrate correct rowing or paddling form. Explain how rowing and canoeing are good exercise.
4. Explain the importance of response personnel or lifeguards in a swimming area.
5. Show how to do both a reach rescue and a throw rescue.
6. Visit a local pool or swimming area with your den or family, and go swimming.
7. Demonstrate the front crawl swim stroke to your den or family.
8. Name the three swimming ability groups for the Boy Scouts of America.
9. Attempt the BSA beginner swim classification.



Webelos Elective Adventure: Aquanaut



Complete 1–5 and any two from 6–10:

1. State the safety precautions you need to take before doing any water activity.
2. Recognize the purpose and the three classifications of swimming ability groups in Scouting.
3. Discuss the importance of learning the skills you need to know before going boating.
4. Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land.
5. Attempt the BSA swimmer test.
6. Demonstrate the precautions you must take before attempting to dive head first into the water, and attempt a front surface dive.
7. Learn and demonstrate two of the following strokes: crawl, sidestroke, breaststroke, or elementary backstroke.
8. Invite a member or former member of a lifeguard team, rescue squad, the U.S. Coast Guard, U.S. Navy, or other armed forces branch who has had swimming and rescue training to your den meeting. Find out what training and other experiences this person has had.
9. Demonstrate how to correctly fasten a life jacket that is the right size for you. Jump into water over your head. Show how the life jacket keeps your head above water by swimming 25 feet. Get out of the water, remove the life jacket and hang it where it will dry.
10. If you are a qualified swimmer, select a paddle of the proper size and paddle a canoe with an adult's supervision.

Arrow of Light Breakout – May 2016

Arrow of Light Required Adventure: Scouting Adventure



1. Prepare yourself to become a Boy Scout by completing all of the items below:
 - a. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meanings to your den leader, parent, or guardian.
 - b. Explain what Scout spirit is. Describe for your den leader, parent, or guardian some ways you have shown Scout spirit by practicing the Scout Oath, Scout Law, Scout motto, and Scout slogan.
 - c. Give the Boy Scout sign, salute, and handshake. Explain when they should be used.
 - d. Describe the First Class Scout badge, and tell what each part stands for. Explain the significance of the First Class Scout badge.
 - e. Repeat from memory the Outdoor Code. In your own words, explain what the Outdoor Code means to you.
 - f. Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning.
2. Visit a Boy Scout troop meeting with your den members, leaders, and parent or guardian. After the meeting, do the following:
 - a. Describe how the Scouts in the troop provide its leadership.
 - b. Describe the four steps of Boy Scout advancement.
 - c. Describe ranks in Boy Scouting and how they are earned.
 - d. Describe what merit badges are and how they are earned.
3. Practice the patrol method in your den for one month by doing the following:
 - a. Explain the patrol method. Describe the types of patrols that might be part of a Boy Scout troop.
 - b. Hold an election to choose the patrol leader.
 - c. Develop a patrol name and emblem (if your den does not already have one), as well as a patrol flag and yell. Explain how a patrol name, emblem, flag, and yell create patrol spirit.
 - d. As a patrol, make plans to participate in a Boy Scout troop's campout or other outdoor activity.
4. With your Webelos den leader, parent, or guardian, participate in a Boy Scout troop's campout or other outdoor activity. Use the patrol method while on the outing.
5. Do the following:
 - a. Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.
 - b. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.
6. Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. If you have not already done so, earn your Whittling Chip card.

Cubmaster Breakout – May 2016

DISCUSSION TOPIC: Youth Leadership

Leadership opportunities for boys in Cub Scouting are many. A Cub Scout may serve as a denner – a temporary youth leader in his den. As recognition of this, a denner wears the gold double-strand shoulder cord over his left shoulder. Additional den leadership happens when boys help with den activities, cleanup, and presentations. They also preform leadership when they share at reflection time.

Leadership is also by example. The den chief program allows local Boy Scout troops and Venturing crews to supply and train a Boy Scout or Venturer to come into the den or pack setting and assist the den leader. Den chiefs also take a responsible lead in providing leadership for games and activities, and they may be relied upon to provide instruction for some of the skills they have learned as Boy Scouts or Venturers.

The den chief's responsibilities are to:

- Know the purposes of Cub Scouting.
- Help Cub Scouts achieve those purposes.
- Serve as the activities assistant at den meetings.
- Set a good example through attitude and uniforming.
- Be a friend to the boys in the den.
- Help lead weekly meetings.
- Help the den in its part of the monthly pack meeting.
- Know the importance of the monthly theme and pack meeting plans.
- Meet regularly with the den leader to review den and pack meeting plans.
- Meet as needed with adult members of the den, pack, and troop/crew.
- Receive training from the den leader and the Cubmaster or Assistant Cubmaster, and attend Den Chief training.
- Encourage boys to become Webelos Scouts when they are eligible.
- Help the denner and assistant denner to be leaders.

Describe the training opportunities for den chiefs in your district and council.

Pack Committee Breakout – May 2016

DISCUSSION TOPIC: Unit Commissioners

Explain the purpose of a unit commissioner and a friend to the unit. The unit commissioner is there to commend all pack leaders for their successes and to assist with tasks. They are an important source of information at charter renewal time, can connect units to resources in the district and council, and can answer many questions that arise throughout the year.