

PACK RESOURCE SHEET

JUNE 2012

Core Value For June

Perseverance: Sticking with something and not giving up, even if it is difficult. Cub Scouts will discover that they need to try and try again to master a skill such as knot tying. As they work hard for advancement, they will recognize in themselves and in others the quality of perseverance..

Preopening Activity: Find Your Color

Materials: Paper cups, pony beads in various colors. Make sure they include the colors on the name tags. You may choose to include extra colors as well. In place of pony beads, any colored objects such as pieces of craft foam or colored paper may be used.

Preparation: With colored markers, add a dot on one corner of each name tag. Choose five to seven colors.

Before handing out name tags to the people as they arrive, ask each person to put a handful of beads into a cup. Hand out a name tag and tell each person to go around the room and trade with others to collect the beads that match the color dot on his or her own name tag. Players do not have to trade one bead for another; they can negotiate and trade in any way they want. However, they are not allowed to shout out their colors. Encourage them to persevere.

Opening Ceremony: Try, Try Again

Materials: Index card with script for each Cub Scout

CUB SCOUT 1: Perseverance means to keep trying even though we don't succeed the first time.

CUB SCOUT 2: When Thomas Edison set out to make a light bulb, he tried over a thousand different materials until he found the one that worked.

CUB SCOUT 3: Women's rights groups worked for many years before the Constitution was changed to give them the right to vote.

CUB SCOUT 4: Many of the discoveries in science and medicine happen only because the discoverer has tried many times to find the answer.

CUB SCOUT 5: Today we have a flag with 50 stars on it because many people persevered to add states to the United States.

CUB SCOUT 6: Let us stand and salute the flag.

Cheer: Triumph

Try, try, try, umph (*make loud grunting noise*), triumph, persevere!

Recognition Ceremony: I'm on My Way Advancement

Materials: Large cards with pictures of the badges of rank. On the back write the script for the boys to read.

Arrangement: One Cub Scout is to represent each rank. Each Cub Scout will step forward and hold up his card for the audience to see when it is his turn.

BOBCAT: I learned the Cub Scout Promise
To become a Bobcat Scout.
To follow, help, and give goodwill
That's what Cub Scouting is all about.

TIGER CUB: I worked with my adult partner
On five activities with my den.
Family activities were so much fun
And a Go See It every now and then.

WOLF: Feats of skills were practiced
And making games was fun!
Using tools, and planning a meal
How did I get it done?

BEAR: I never knew the folklore heroes,
Or was a leader for a day.
Or ever learned to throw a rope
To hit a marker 20 feet away!

WEBELOS: In the Webelos den, so much to do,
I've always done my best.
Activity badges I'll try to earn,
Like Athlete, Forester, and Naturalist!

ARROW OF LIGHT: The Oath and Law are memorized,
Graduation day is in sight,
I'm prepared for what comes ahead,
I've earned the Arrow of Light!

CUBMASTER: Now that the ranks have been explained, we would like to recognize the boys in our pack who have earned those ranks. (*Call forward the advancing boys and their parents. Parents present the badges to their sons.*)

These boys worked hard and indeed persevered. Congratulations!

Recognition Ceremony: Perspiration

Arrangement: Place on a table a large pitcher filled with water and labeled "perspiration" and an empty pitcher marked "achievement." The perspiration pitcher should not be clear while the achievement pitcher should be a transparent type. This ceremony may be used for advancement, Tiger Track beads, Arrow Points, activity badges, Academics and Sports awards, and any other recognition.

CUBMASTER: It's been said that invention is 1 percent inspiration and 99 percent perspiration. You must work hard, sweat a lot, and persevere to reach the goal you've set. Tonight we are going to recognize those boys who persevered. I'm going to call forward the boys and their parents to share their perspiration with us.

(*Call forward award recipients and their parents. Announce the awards they earned and ask the parents to present them to their sons. Each boy pours some water from the full pitcher into the achievement pitcher.*)

Wow! That's a lot of perspiration these Cub Scouts have put out to get to where they are tonight! I'm going to set this pitcher full of achievement in the back so it can be an inspiration for everyone.

Cubmaster's Minute: Don't Be Afraid to Fail

"Don't be afraid to fail. You've failed many times, although you may not remember. You fell down the first time you tried to walk. Did you hit the ball the first time you swung a bat? Heavy hitters, the

ones who hit the most home runs, also strike out a lot. Babe Ruth struck out 1,330 times, but he also hit 714 home runs. If he didn't try, he couldn't have made that kind of record. Don't worry about failure but worry about the chances you miss when you don't even try. On the other hand, we need to be able to recognize when we've done our best, which can be, perhaps, less than what you really wanted or less than the best of someone else. We should try and try and persevere until we're sure we've done our own very best!"

Closing Ceremony: Colors of a Rainbow

CUB SCOUT 1: You can find the colors of a rainbow in our pack.

CUB SCOUT 2: Red is the color of the Wolf badge.

CUB SCOUT 3: Orange is the color of the Tiger Cub badge.

CUB SCOUT 4: Yellow is the color of the Arrow of Light.

CUB SCOUT 5: Green is the color of the Bear badge.

CUB SCOUT 6: Blue is found in the Webelos badge.

CUB SCOUT 7: Indigo, the dark blue, is the color of our uniform.

CUB SCOUT 8: Violet is the color of the World Crest we wear on our uniform.

CUB SCOUT 9: It takes both rain and sunshine to make a rainbow. Persevere!

Game: Bean Game

Materials: 20 dried pinto beans for each player

Any number of players can play this game at the same time. A player picks up one bean with the thumb and forefinger of his left hand, transfers the bean to the thumb and forefinger of the right hand, and places it on the back of the left hand. While still balancing the first bean on the back of his left hand, the player picks up another bean with the thumb and forefinger of his left hand, transfers the bean to the thumb and forefinger of the right hand, and places it on the back of the left hand. Now he has two beans on the back of his left hand. Continue until a bean falls off. The object of this game is to balance as many beans as possible on the back of the left hand. Set your personal goal and persevere.

For a left-handed player, reverse the hands.

For younger boys, larger beans might be used since small hands tend to have more trouble with the beans rolling off the back.

For older boys, smaller beans such as black beans or split peas might be used.

For a variation, mix beans of different sizes.

Character Connection: Perseverance



How did you do on your first try? Did you get better at it as you tried a few more times? Did you persevere? What does it mean to persevere? Was it hard to persevere? How did it feel when the beans didn't stay on your hand? How did it feel when you could keep more beans on your

hand? Can you say that you persevere at things? How will you persevere on things at home this week?

See *Fun for the Family*, No. 33012, for family activities related to this month's core value, perseverance.

Game: Aim for Your Goal

Materials: Four coat hangers, three balls

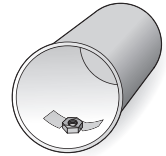
Preparation: Bend coat hangers into diamond shapes. Label each hanger as Wolf, Bear, Webelos, and Arrow of Light. Suspend the

Arrow of Light hanger at the top of the door frame and secure it with tape. Suspend the next three hangers on each other with the Wolf hanger at the bottom.

Each boy has three attempts to throw a ball through a hanger. Score as follows: one point for a ball that went through any hanger; add one point for a ball that went through the hanger of the rank higher than the thrower's rank; add one extra point if the hanger does not move when the ball goes through. Older boys will have less chance of getting extra points for higher ranks, but they have better aim than younger ones. You may have to vary the distance according to the age of the boys.

Project: Cub Scout

Materials: Paper cup, weight (metal washer, nut, small rock, clay, etc.), stiff paper (thin cardboard, file folder, cardstock), markers, tape, scissors, glue.



Place a cup on its side and tape the weight inside the cup. Now the cup always settles on the weighted side. Cut stiff paper in an oval shape so one end of it completely covers the opening of the cup. Draw a picture of yourself standing. Glue the piece on the opening of the cup such that the bottom of the picture is on the same side as the weight.



The picture will always stay upright. Even when it's down, it always springs back. Just as a Cub Scout should.

Snack: Apple Carrot Salad

Ingredients:

- 3 carrots, shredded
- ¼ cup raisins
- 1 large apple, diced
- ½ orange, diced
- ½ banana, diced
- 2 slices canned pineapple, chopped
- ¼ cup nuts, chopped
- Dressing: whipped cream, sour cream, honey

Mix salad ingredients well. Mix whipped cream, sour cream, and honey to taste. Pour dressing over the salad. Serves six.

Note: Be aware of food allergies and diet restrictions

Did You Know?

Cub Scout Magic. This fun book is a great resource for age-appropriate tricks and puzzles. It contains more than 200 stunts, tricks, and puzzles. Cub Scouts and Cubmasters can learn simple but amazing tricks to dazzle the audience at a pack meeting.

