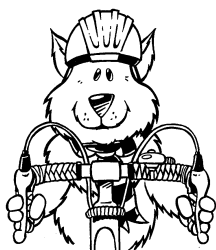




JUMP



S T A R T

for Cubs



Theme: EMERGENCY PREPAREDNESS



A full month of FUN-filled theme based activities,
plus tips on working with Cub-age children
and program planning how-to's!!





READ ME FIRST !!

JUMPSTART Introduction

Welcome to the jungle world of Cubs! You have joined more than 46,000 other adults serving young people as leaders. This resource is designed to help you through the early stages of program planning for a Cub pack. As you read through the material, you will find answers to many of the program-related questions most Cub leaders ask.

Do you feel a bit unsure or overwhelmed with the task of thinking up interesting Cub programs?

This is normal. We all experience those same feelings.

The JUMPSTART program resource will give you enough background information, ideas and confidence to “jumpstart” your planning so you can begin having FUN with your Cubs.

How To Use JUMPSTART

Scouts Canada developed JUMPSTART to help get you off and running with a fun-filled program as quickly as possible. Remember these tips:

- Be flexible when planning and delivering your programs. While this package gives you a starting point, unforeseen events can alter the basic plan. Flexibility will make the meeting more enjoyable and easier for both you and the children. Times found in JUMPSTART's weekly planning schedules are approximate only; change them to suit your needs.
- Shared leadership means sharing the workload. When every leader accepts a job, no one feels over-burdened with all the work. This makes running a pack more fun. JUMPSTART's weekly planning schedules provide space to record which leaders have responsibility for various activities.
- Keep notes. Was the program a success? What worked? What didn't work? At the bottom of every weekly meeting schedule, JUMPSTART provides space to record these details. Plan to stay after the meeting to discuss the program with your fellow leaders. Not only will this save time, but future programs will run smoother and you won't have to schedule a separate leader meeting to discuss program planning.
- Be creative. JUMPSTART material sets out a basic plan; don't feel tied to it. Your own creativity will add even more fun and excitement to your program. Use the extra planning sheets to put your own ideas into the theme.

What Is Cubs All About?

Before planning a program, you need to know something about this age group. Your program should be fun and within the average Cub's abilities to participate. Cub-age children are at a special time in their lives. Full of curiosity and adventure, they love to be creative and explore nature; they are learning to work as a team and develop important social and leadership skills.

Scouts Canada sets out more formal guidelines for the Cub program. In Cubs, we emphasize activities which encourage the children to:

- express and respond to God's love in their daily lives
- do their best
- keep fit
- satisfy their curiosity and need for adventure and new experiences
- be creative and develop a sense of accomplishment
- make choices
- develop a sense of fair play, trust and caring
- work together in small groups and experience being a leader
- participate in outdoor activities
- learn about the natural world and their part in it.

The essence: We want Cubs to have lots of fun, while feeling good about themselves, their friends and God, and the environment. At this stage in a child's development, it is extremely important for each Cub to acquire personal feelings of self-worth through doing their best. For a Cub, a good program includes the fun of trying new experiences where every child is appreciated and considered a member of the team. As a leader, you will be helping Cubs to develop the social skills and self-confidence necessary for them to try even more exciting experiences later on in life.

The simplest way for you to develop a program that creates these opportunities is through the use of imaginative, theme-based activities.

Before we get into the actual workings of some popular program themes, let's review how to plan a program. Once you know the process and how to involve Cubs, it won't be long until you are putting your own great ideas into action!

Program Planning

Effective planning is the key to providing a program which meets the needs of Cub-age children. The time spent planning and preparing is reflected in the quality of the program and the experience that the youth receive.

Use the Cub program guidelines as an initial gauge for measuring whether a particular activity idea is appropriate for the program. The guidelines are also the tool for evaluating the design of the section program.

Planning makes all leaders fully aware of their commitments; it helps them equip themselves for the job ahead.

What else is important?

Plan more activities than you need. If one part of the program does not seem to be working, be flexible and switch to a backup activity. This will also help reduce discipline problems caused by boredom during lag times between activities.

Who Plans?

Although group decision-making may sometimes be slow, when the leadership team shares planning responsibility, individual burdens are greatly lessened.

Before getting too carried away with planning, don't forget an excellent resource — the Cubs themselves! Ask them about their interests. Give the children an opportunity to brainstorm ideas and themes. Write these suggestions down for later use in picking programs.

Meet with your leadership team and develop common themes. They will more easily accept ideas that are generated by the children and packaged into themes. The team will see a purpose in their work; this will generate enthusiasm.

JUMPSTART plans break down into specific themes and meetings.

Long, Medium, Short Range Planning

Long Range

Choose about 10 themes offering a good variety of interests, when planning for the entire year. Estimate how many meetings each theme requires.

On a calendar (the Scouts Canada calendar works well), mark down the following:

- regular meeting dates
- school vacation periods
- special holidays
- district events (e.g. Apple Day)
- special community events
- special weeks (Scout/Guide Week)
- hiking/camping activities
- dates when the meeting hall is not available.

...Continued on back cover



Wolf Cub Meeting - Detail Planning

Theme: Emergency Preparedness

Introduction

Emergencies can happen at any time. Storms, flooding, or accidents require both knowledge and calm action in response. The intent of this theme is not to train Cubs to perform actual search and rescue operations, but to give Cubs a sense of what happens in real emergencies.



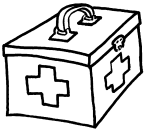
Games

Emergency Reactions

To introduce Cubs to, and train them in, proper responses to certain emergencies, have them do the following actions when you call them out:

- 3 whistle blasts - (signal for help) Cubs run to whistle blower.
- Storm warning - Cubs run to middle of the room or away from windows (to avoid flying glass and debris).
- Lost - Cubs freeze in place and shout help three times (to be found).
- Earthquakes - Cubs run under a table or flatten themselves against a wall (to avoid being hit by falling debris).
- Tornado/severe storms - Cubs run to a designated corner (that represents a basement or sturdy furniture).

During the game, staying calm and quiet should be stressed, along with speed. Cubs should not show signs of “panic”.



Emergency First Aid/Survival Kit Game

Give each Cub a piece of paper and pencil as they enter the meeting. In a box, put all the parts of the emergency first aid/survival kit as outlined in *The Cub Book*, plus other unrelated items. Have each Cub reach into the box for 10-15 seconds to feel the items without looking. Once everyone in the six has completed the activity, have the six develop a list of all the items in the box, and then indicate which ones belong in the emergency kit.

First Aid Quiz

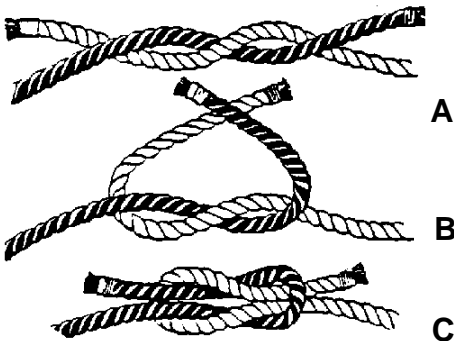
Prepare a number of questions about simple first aid. Split the pack into sixes. Cubs take turns running to leaders who ask them a question about first aid. See which six can answer the most questions correctly. Go over the questions after everyone has had a turn.

Rescue Carry Race

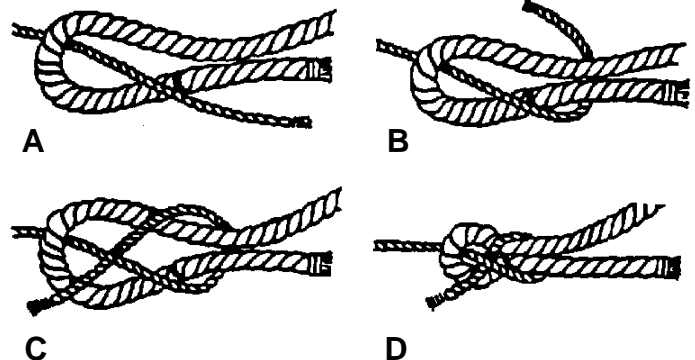
Split the pack into sixes. For this relay race, have the six carry a stuffed hockey bag to one end of the meeting space and back using each of the rescue carries mentioned in Emergency Preparedness Canada's Basic Rescue Skills book. Reminder: Safety is more important than speed. The aim is to do the carry efficiently, not to be the fastest.

Knot Review

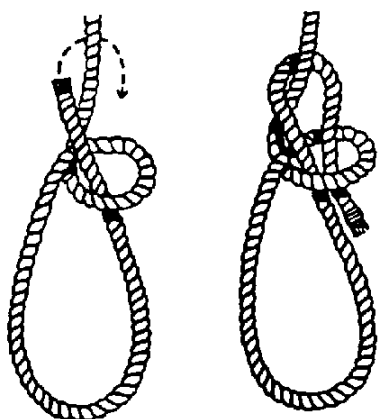
Give each Cub a metre of clothesline as they enter the meeting. Assign them to groups and have them begin reviewing or learning basic knots used for rescues, such as the reef knot, sheet bend, bowline, timber hitch, two half hitches and clove hitch.



Reef or Square knot



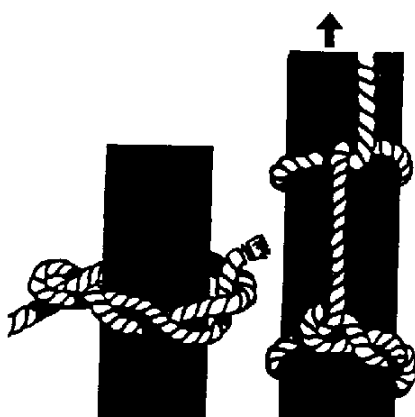
Sheetbend



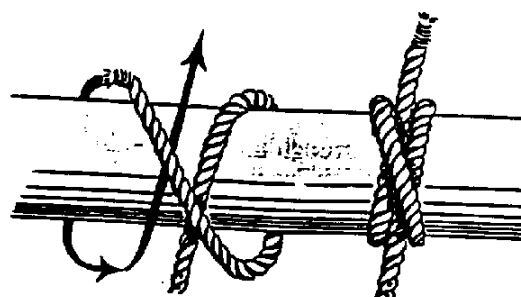
Bowline



Two half-hitches



Timber hitch



Clove hitch

Line Throw

Split the pack into sixes. Give each six a 10 metre length of clothesline with a weight at the end. Put a bucket 5 metres away and see if the Cubs can toss the line so the weight lands in the bucket.

Bowline and Ladder Rescue Race

Divide the pack into sixes. Give each six a 10 metre length of clothesline, several ladders and a 1 metre length of clothesline for each Cub. For the first race, have a leader sit on a piece of cardboard or plastic sheet 6 to 7 metres away from the six. The six must tie a bowline properly and throw the line to the leader. The leader puts the bowline loop around his waist or under his arms. The Cubs then pull the leader to the six. The cardboard or plastic will make pulling the leader across the floor easier.



For the second race, have the leader sit in the same place again. The Cubs take several ladders and tie them together properly to form a bridge. Cubs push the bridge to the leader so they can climb back to the six.



Activities

Types of Emergencies List

As Cubs enter the meeting, have them form into sixes and develop a comprehensive list of emergencies and what they think people should do in response. Gather all the information and use during your discussion later in the meeting on emergency preparedness. Compare the Cub identified emergencies and responses to common emergencies and recommended responses.

Emergency/First Aid Survival Kits

Have the Cubs obtain a small size plastic container with lid from home. Ask the Cubs to put the materials for a first aid/survival kit as listed in *The Cub Book* into the container and bring it all to this Cub meeting.

Set up two or four stations, half for first aid materials and the other half for survival materials. Divide the pack so that half go to the first aid stations and the other half go to survival stations.

At the first aid station, check to see that all Cubs have the following materials:

- Adhesive bandages, assorted sizes
- Gauze pads
- Adhesive tape
- Safety pins
- Tweezers
- Coins for phone calls
- Paper and pencil

With the exception of the coin, ensure that all Cubs have the necessary first aid materials. Provide those Cubs who do not with the needed items.

After handing out any needed materials, demonstrate how the materials are properly used. For instance, show how to use an adhesive bandage without touching the sterile pad, how to apply a gauze pad with tape, and how to make a quick sling by safety pinning a shirt sleeve to the shirt. Stress the importance of keeping first aid material handy at home, and when on outings.



At the survival materials station, check to see that all the Cubs have the following materials:

- High energy snack
- Brightly coloured large plastic garbage bags (orange preferred)
- Whistle and mirror
- Nylon or strong string
- Aluminum foil

With the exception of waterproof matches, small pocket knife and compass (which can be brought when going on an actual outing), ensure that all Cubs have the necessary survival materials. Provide those Cubs who do not with the needed items.

Emergency/First Aid Survival Kits continued

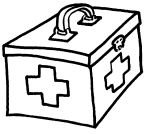
After handing out any needed materials, discuss or demonstrate why each item is important. Energy snacks help the body stay warm. Ripping a face hole in the front of the garbage bag provides a waterproof shelter that is highly visible to searchers. Whistle and mirror are for signalling help. String and knife are for aiding in erecting a shelter or for first aid use. Foil can be moulded into a drinking or cooking pot, and a compass will tell you direction.

First Aid Review

Split the pack into sixes. Set up activity stations that cover a number of the First Aider Badge requirements. The information for these requirements is found in *The Cub Book* and the *Fieldbook for Canadian Scouting*. St. John Ambulance and the Canadian Red Cross also provide basic first aid books for reference. Wherever possible, let the Cubs actively watch and demonstrate the first aid skill involved. Tie in the use of the first aid/survival kit materials when possible.

Emergency Preparedness Question and Answer Discussion

As a whole pack, have a serious talk about the types of emergencies Canadians need to be prepared for. These include winter storms, winter power failures, severe storms such as tornados, floods, earthquakes and becoming lost. Discuss some basic steps to take in each of these situations to minimize danger or becoming hurt. Refer to the enclosed Emergency Preparedness Canada booklets for specific points to cover. Include in your talk a show and tell of items that would be useful to keep handy around the home in case of an emergency. Items include: emergency food, extra clothing, blankets, medication, a first aid kit, battery-powered radio, flashlight and spare batteries, matches and candles. Legal documents for identification should also be kept in a safe and handy spot.

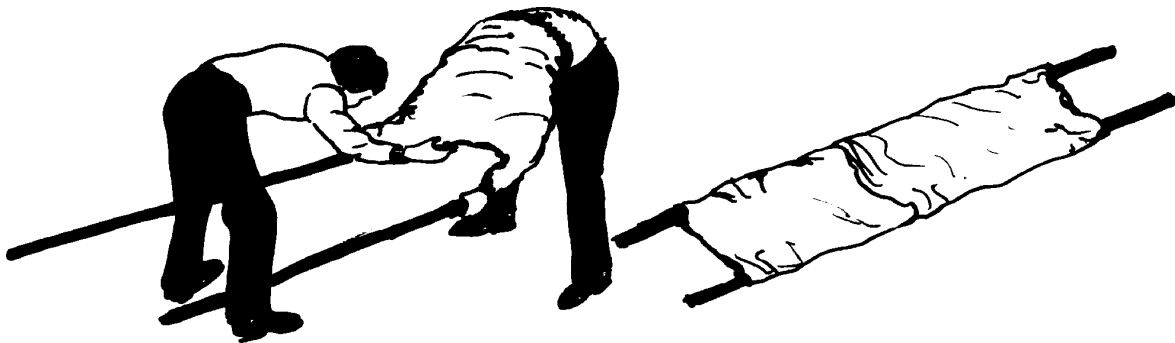


Rescue Carries and Stretchers

Using Emergency Preparedness Canada's *Basic Rescue Skills* book, show the Cubs how to perform the following rescue carries:

- Fireman's crawl
- Human crutch
- Pick-a-back
- Fore and aft method
- Two-handed seat carry
- Four-handed seat carry
- Chair lift

After trying these carries, have the Cubs try improvising a blanket stretcher. A blanket stretcher can be used when you do not have a standard stretcher available and the casualty has no neck or back injuries. You will need several sturdy blankets and broom or hockey sticks for each six to work with. Lay a blanket out on the floor. Put a sturdy stick along two opposite sides. Now roll up the edges of the blanket on the sticks. Leave enough space for someone to lie on. Refer to Emergency Preparedness Canada's *Basic Rescue Skills* book. You can also make an emergency stretcher using two heavy sweatshirts. Run the sticks through the arms of each shirt.



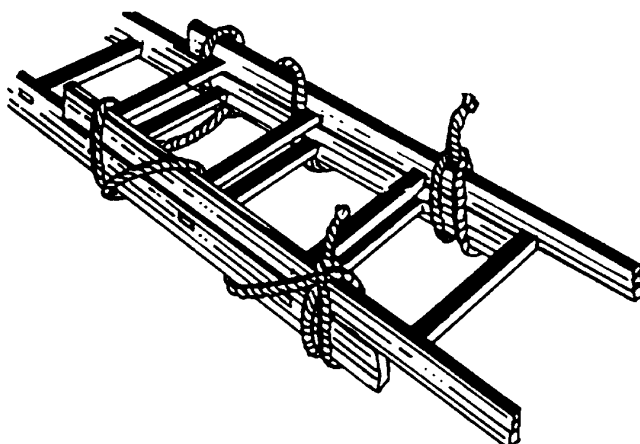
First Aid Emergency Situations

Set up a number of activity stations with a different simple first aid emergency at each one. Examples include treatments for emergencies mentioned in the First Aider Badge, such as: cut with axe, kitchen burn, stopped breathing, overheating, hypothermia. Split the pack up into sixes. At each station, give the scenario to the six and see how they work as a team to treat the "victim".



Knots and Ladder Use in Rescues

Although there are other knots and hitches that can be used in rescue work, the ones mentioned in the Knot Review are the most common and should be learned for good rescue work. Use a 1 metre length of cotton clothesline for learning to tie knots. Once Cubs have been exposed to the knots (they do not need to master tying at this time), introduce the use of ladders in rescue work. Ladders are valuable pieces of rescue equipment. They can be used for bridges, stretchers and for reaching inaccessible areas. Show how to tie two ladders together by placing the end of one ladder on top of the end of the other ladder, and using a clove hitch to tie the ladder sides together.

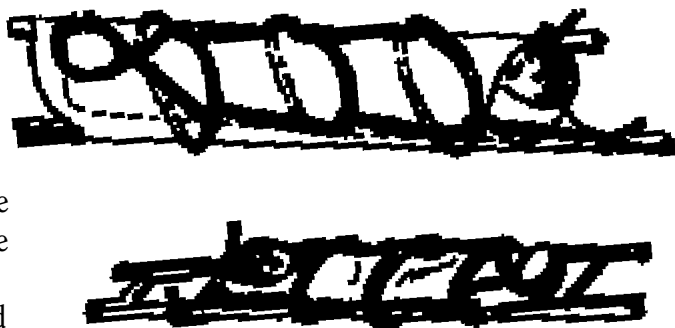


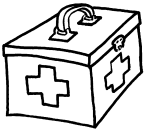
Handling Ladder Stretchers and Obstacles

Sometimes a ladder must be used as an emergency stretcher. If available, lay a piece of heavy cardboard or wood board on the ladder rungs before putting the casualty on the ladder for back support. As well, whenever casualties have to be carried over uneven ground or debris, they should be lashed to the ladder. Lashing should be applied to the ladder as pictured.

Sometimes a ladder must be used as an emergency stretcher. Lash a casualty to a ladder this way. Start above the head.

For this activity, split the pack into sixes. Give each six a ladder, cardboard, blanket, 10 metre length of clothes line, and a hockey bag stuffed with pillows or other blankets. The hockey bag is the “casualty”. Have the six practise setting up an emergency ladder stretcher, including lashing the hockey bag to the ladder as pictured. Once the six has accomplished this task, arrange an obstacle course for them to go through while carrying the stretcher and casualty. This course could be conducted outdoors over uneven terrain to add to the realism. Remind the Cubs that their casualty is hurt and in pain, and needs to be carried with care.





Rescue Activity

This activity combines the skills learned in the previous weeks. You can set up an activity, taking 40 - 50 minutes for a six to accomplish. The activity involves a mock emergency rescue scenario. Working as a team, the six must locate and reach the “victims”, treat specified injuries with a first aid kit, make an emergency stretcher using either a blanket stretcher or ladder stretcher and carry the casualty (using a hockey bag substitute) to safety.

Split the pack into sixes. Provide each six with emergency rescue equipment needed, such as a basic first aid kit, blankets, broom or hockey sticks, rope, and lightweight ladders. Give each six the same emergency rescue scenario and a map to the “accident” location. An example could be as follows:

Rescue Activity

Several young hikers have been reported hurt with scrapes and twisted ankles. They were running down a trail and all fell on top of one another. The hikers need assistance to get down the trail to safety. The hikers are located at:_____. Locate the hikers and help them.

After the sixes have made their rescues, review what they did and provide any useful observations. It is important to let the Cubs try and figure out what to do. This activity is a team effort.

NOTE: The object of this theme and this activity in particular is to expose Cubs to what a search and rescue effort involves. It is not the intent of this program to train Cub age children to conduct actual SAR operations, nor is there any expectation that these children would ever be considered to assist in such an activity.

Cub Meeting Schedule: One Month

Theme: Emergency Preparedness



Activity	Date: _____ Week 1	Date: _____ Week 2	Date: _____ Week 3	Date: _____ Week 4
Gathering Activity 10 mins.	Types of Emergencies list	Emergency First Aid/ Survival Kit Game	Knot review	Knot review
Opening Ceremony 5 mins.				
Game 10 mins.	Emergency Reactions	First Aid Quiz	Line Throw	Rescue activity preparation
Theme Activity 20 mins.	Emergency First Aid/Survival Kits	Rescue carries & stretchers	- Knots for rescues - Use of ladders	Rescue activity and review afterwards
Game 10 mins.	First Aid Review (30 mins.)	Rescue carry race	Bowline & ladder rescue race	
Theme Activity 20 mins.		First Aid: Emergency situations (30 mins.)	Handling ladder stretchers and obstacles (30 mins.)	
Song/Story 10 mins.	Emergency Preparedness Q and A discussion (20 mins.)	Practise knots at home		
Six Meeting 10 mins.		- Recite law - Prayer		
Spiritual Fellowship 5 mins.				
Closing Ceremony 5 mins.				
Leader Discussion Time 15 mins.				

Cub Meeting Schedule: One Week

Theme: Emergency Preparedness

Date: _____



Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Types of emergencies list (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
10 mins.	Game	Emergency Reactions (See detail planning sheet)	
20 mins.	Theme Activity	Emergency First Aid/Survival Kits (See detail planning sheet)	
30 mins.	Theme Activity	First Aid Review (See detail planning sheet)	
10 mins.	Theme Review	Emergency Preparedness: Q and A Discussion (See detail planning sheet)	
10 mins.	Six Meeting		
5 mins.	Spiritual Fellowship	- Recite law/promise - Prayer	
5 mins.	Closing Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	
Badge Links:	Blue Star, Green Star, First Aider Badge		
Meeting Notes:			

Cub Meeting Schedule: One Week

Theme: Emergency Preparedness

Date: _____



Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Emergency First Aid/Survival Kit Game (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
10 mins.	Game	First Aid Quiz (See detail planning sheet)	
20 mins.	Theme Activity	Rescue Carries & Stretchers (See detail planning sheet)	
10 mins.	Game	Rescue Carry Race (See detail planning sheet)	
30 mins.	Theme Activity	First Aid: Emergency Situations (See detail planning sheet)	
10 mins.	Six Meeting	Practise knots at home. Hand out - required knots.	
5 mins.	Spiritual Fellowship	- Recite law/promise - Prayer	
5 mins.	Closing Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	
Badge Links:	Blue Star, Green Star, First Aider Badge		
Meeting Notes:			

Cub Meeting Schedule: One Week

Theme: Emergency Preparedness

Date: _____



Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Knot review (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
10 mins.	Game	Line Throw (See detail planning sheet)	
20 mins.	Theme Activity	- Knots for rescues - Use of ladders (See detail planning sheet)	
10 mins.	Game	Bowline & Ladder Rescue Race (See detail planning sheet)	
30 mins.	Theme Activity	Handling Ladder Stretchers & Obstacles (See detail planning sheet)	
10 mins.	Six Meeting		
5 mins.	Spiritual Fellowship	- Recite law/promise - Prayer	
5 mins.	Closing Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	
Badge Links:	Blue Star, Green Star		
Meeting Notes:			

Cub Meeting Schedule: One Week

Theme: Emergency Preparedness



Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Knot review (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
10 mins.	Game	Rescue Activity preparation (See detail planning sheet)	
40 - 50 mins.	Theme Activity	- Rescue Activity & review afterwards (See detail planning sheet)	
10 mins.	Six Meeting		
5 mins.	Spiritual Fellowship	- Recite law/promise - Prayer	
5 mins.	Closing Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	
Badge Links:	Blue Star, Green Star, First Aider Badge		
Meeting Notes:			

Cub Meeting Schedule: One Month

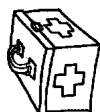
Theme: _____



Activity	Date: _____ Week 1	Date: _____ Week 2	Date: _____ Week 3	Date: _____ Week 4
Gathering Activity 10 mins.				
Opening Ceremony 5 mins.				
Game 10 mins.				
Theme Activity 20 mins.				
Game 10 mins.				
Theme Activity 20 mins.				
Song/Story 10 mins.				
Six Meeting 10 mins.				
Spiritual Fellowship 5 mins.	- Recite law - Prayer	- Recite promise - Prayer	- Recite law - Prayer	- Recite promise - Prayer
Closing Ceremony 5 mins.				
Leader Discussion Time 15 mins.				

Cub Meeting Schedule: One Week

Theme: _____
Date: _____



Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity		
5 mins.	Opening Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
10 mins.	Game		
40 - 50 mins.	Theme Activity		
10 mins.	Six Meeting		
5 mins.	Spiritual Fellowship	- Recite law/promise - Prayer	
5 mins.	Closing Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	
Badge Links:			
Meeting Notes:			



NOTES

[illegible]

Now add other special dates, e.g. religious celebrations that might provide themes for your planning. (See your leader's handbook for further details.)

Write in the themes you want to do with your section, keeping in mind the need for flexibility. You may need to change some things to suit others.

Be realistic when you estimate budget costs. The group will have to raise whatever funds your section needs. Prioritize your list in case you cannot do some things. Keep in mind, the budget is subject to the group committee's approval.

Now that you have a long term plan, use it as the basis for a medium and short term plan.

Medium Range

A medium range plan covers a period of two or three months. Its purpose is to:

- decide on community resources you need, and make necessary contacts
- gather necessary equipment
- set goals related to themes
- determine needs/interests of youth members
- designate specific program responsibilities to all leaders
- communicate with parents
- evaluate past programs and make necessary changes
- brainstorm so as many activities as possible occur outside.

When developing your monthly programs, use a combination of program elements (the kind of combinations you will discover in JUMP-START) to ensure variety in how activities are presented. These elements include: games, crafts, music, storytelling, playacting, outdoors, and spiritual fellowship. Use these elements to avoid a boring program and to hold your children's interest.

Short Range

You are now ready to prepare detailed plans for a specific time period — a month or a weekend event. Sit down with the entire team to prepare the meeting plan. During this meeting the team may want to "preview" the theme by doing such things as:

- making the crafts
- practising ceremonies
- learning new songs.

This "practice" prepares the whole team to help implement the activity and ensures any of them are ready to fill in if needed. After the meeting, check back to see if your program activities met the guidelines for the Cub program. These guidelines help you evaluate whether your program fulfils the needs of Cub-age children. If your Cubs are having fun, you can bet it meets their needs.

Remember... plan your work, then work your plan, and HAVE FUN!!!!

Discipline In The Pack: Helpful Tips

Discipline is a topic Cub leaders are always considering. Here are some tips to help you establish and maintain the necessary degree of control while encouraging acceptable behaviour.

1. Recognize that establishing discipline is different from being a disciplinarian. Try to help Cubs develop self-control, not blind obedience to authority.
2. Set and explain to your Cubs pack rules and routines; then follow them consistently. Help Cubs draw up a list of behaviour rules that they think are necessary to make the pack more fair for everyone; create a Pack Code of Conduct. Apply this Code to everyone.
3. Set a personal example for Cubs to see and learn from. Your attitude sets the tone and limits for acceptable pack behaviour.

4. Give ample warning when routines and activities are about to change. This will prevent Cubs from feeling rushed and allow time to make the activity switch mentally.
5. Watch for warning signals that Cubs are losing interest; at this point, change activities.
6. Use praise to reinforce positive behaviour. Let Cubs know you notice and appreciate their efforts to be good or improve.
7. Deal with problems calmly, quietly, and without causing embarrassment to the Cub. Never use humiliation or name-calling.
8. If things seem to be getting out of hand, call a "time out", stop the activity and sit everyone down until order is restored. Explain to the Cubs what is going wrong and what is needed to correct their behaviour. Give the Cubs a chance to air their feelings. They may tell you something that was overlooked in the planning. Too often we assume children are aware or capable of knowing what we want, when in reality no one has ever told them.
9. Prepare you meetings in advance so you can show confidence in what you are doing. Have backup activities ready when Cubs get restless. Lag time between activities invites boredom and mischief.
10. Talk with other leaders and parents about discipline concerns that need special attention.
11. Have a Kim. A Kim is an older Scout who becomes part of your leadership team. Kim's role is to help find out what Cubs like to do, assist in planning and leading activities, and serve as a role model.

Further Program Help

Theme Program Resources

If you would like more ideas and information on theme activities and program planning, look for these resources.

- **The Wolf Cub Leader's Handbook** — tells you everything you need to know about Cubs and the Cub section, ceremonies, working with children, nature, planning, etc.
- **The Leader magazine** — published 10 times a year, features program-related stories, tips and resource information.
- **Games from A to Z** — jam-packed full of games.
- **Best of the Leader Cut Out Pages** — more tips and program ideas from the Leader magazine.
- **The Campfire Book** — to help spark the fun in your campfire programs.
- **Scouts Canada's Song Book** — full of both traditional and fun songs for all occasions and theme programs.
- **The Pack Resource Book** — more program ideas.
- **The Kim Book** — written for Kim, it will give you ideas on how a Kim can help out in your Pack. If you have a Kim make sure she or he has a copy of this book.
- **Campfire Program CD/Cassette** — two actual campfire programs to use as is, or to help learn some great campfire songs.
- **Fieldbook for Canadian Scouting** - looking for adventure? This is where it begins. Lots of great tips and information on how to safely enjoy the outdoors.
- **Camping/Outdoor Activity Guide** — helpful information, outdoor policies, Scouts Canada's "Accepted Practices", forms and applications required to plan outdoor activities.
- **www.scouts.ca** — visit our website to keep current with program changes, tips and new information.

Scout Councils offer many training courses. Find out when they plan to run the next course. Call your local Service Scouter or Field Executive for assistance and information.

JUMPSTART Video Now Available



Video for use with JUMPSTART theme packages.

This video provides:

- ☛ Self-help, how-to information on program planning and using the packages.
- ☛ A program planning resource for Cub Woodbadge Training and JUMPSTART sharing sessions.
- ☛ Resources that help include the outdoors in the Cub program through theme programming.
- ☛ Other Beaver information such as basic ceremonies.

This video highlights the planning process and uses an “Emergency Preparedness” theme to cover a month’s program in detail: gathering activities, opening ceremony, games, theme activity explanations, and the closing ceremony.

The video also highlights a variety of other themes.



“A Howling Success!” — *Akela*



“The Jungle Law is JUMPSTART!” — *Baloo*

Running Time: 30 minutes. Video Cat. # 20-215

Videos Available at Your Local Scout Shop!