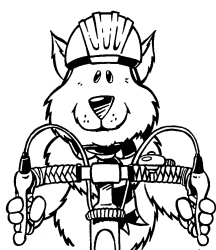




JUMP

S T A R T

for Cubs



Theme: Jungle

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.

Now add other special dates, e.g. religious celebrations that might pro-

...Continued on back cover



Cub Jumpstart Theme: JUNGLE

CUB MEETING SCHEDULE: One Month

<i>Activity</i>	<i>Date: Week One</i>	<i>Date: Week Two</i>	<i>Date: Week Three</i>	<i>Date: Week Four</i>
Gathering Activity 10 mins.	Wolf Head Woggle	Search a Word	Teach Reef Knot	Wolf or Paw Print Book marks
Opening Ceremony 5 mins.	Teach Jungle Opening	Jungle Opening	Jungle Opening	Jungle Opening
Game 10 mins.	Mowgli Game	Mowgli & Bagheera	Bringing Home the Elephant Game	Lost in the Jungle Game
Story Time 10 mins.	1st Jungle Story	Kaa's Hunting	Tiger, Tiger	How Fear Came
Theme Activity 20 mins.	Start Lair Curtains	A Jungle Totem	Finish Lair Curtains	Elephant Forget Me Not
Game 10 mins.	Jungle Name Game	Skin the Snake	Shere Khan's Hunt	Kim's Game
Song/Dances 15 mins.	Baloo Dance	Hunger Dance of Kaa the Python	Shere Khan's Death Dance	Bagheera's Dance
Six Meeting 10 mins.	Discuss the Opening	Discuss lessons learned from story	Discuss lessons learned from story	Review last four weeks of program
Spiritual Fellowship 5 mins.	- Recite Law - Prayer	- Recite Promise - Prayer	- Recite Law - Prayer	- Recite Promise & - Motto
Closing Ceremony 5 mins.	Jungle Closing	Jungle Closing	Jungle Closing	Jungle Closing
Leader Discussion time 15 mins.				



INTRODUCTION

The ATMOSPHERE of the Jungle and its lore is endless. This package is only the beginning. We hope you will learn a better understanding of the Jungle and ways to present it. One thing to keep in mind; the “Jungle” is a golden thread that ties and binds the whole Cub program together. Review the *Wolf Cub Leader's Handbook* and the *Pack Resource Book* for more ideas.

HOW TO DEVELOP A JUNGLE ATMOSPHERE

1. Read *The Jungle Book*

Become familiar with the characters of *The Jungle Book*. You will discover that on occasion the pack came together, assembling in a circle and howling to Akela who was in the centre of the circle, on the council Rock. You will learn that young wolves are born blind, live and grow up in a lair, and do give into the Old Wolves, for the Law of the Jungle is hard but just.

Tell the story of Mowgli's brothers to your pack (see *The Jungle Book*) and watch their eyes light up. Explain to them how, as Cubs, they assemble in a circle and greet Akela, the Pack leader, who is in the centre of the circle.

New Cubs are known as Tenderpaws. As Beavers, they were used to walking on the soft mud of the pond. The tender skin of the new Cub's paws is not prepared for the sticks and stones on the jungle floor. After they are invested, they will become Cubs.

2. Use Jungle Names and Terms

The leader's name is Akela. Cubs are expected to use that special name. (Assistants can be named Baloo, Raksha, etc.) Tell the Cubs what the names mean. During inspection, use jungle terms such as “paws” for hands, “fur” for hair, and “fangs” for teeth.

3. Use Stage Props to Develop Atmosphere

The TOTEM POLE tells the history of your Pack. It is used during the Grand Howl by being placed in the centre of the Parade circle to the right of Akela. LAIRS can be made of screens. Use sheeting or cardboard to give each six their own corner. They are used by Cubs to assemble in, plan skits, and other activities. A COUNCIL ROCK could be a wooden box covered with sacking. It is used by Akela to stand on when the Cubs are giving the Grand Howl. The indoor CAMPFIRE provides excellent atmosphere for story-telling. The MOON is one of the most effective contributions towards developing Jungle atmosphere. It adds greatly to the story-telling period, especially if the story is from the Jungle Book.

4. The Grand Howl

The Grand Howl is distinct to Cubbing. It is the controlled, eager greeting of the Cubs to the Leader, used at the beginning and end of meetings. It is an expression of delight and unity.

5. Jungle Games, Dances or Plays

After you have told the Pack some of the adventures of Mowgli and made them familiar with a few of the inhabitants of the Jungle, the Cubs will be ready to take part in a Jungle dance or play. Dances, if properly introduced, will help to develop Jungle atmosphere. Or consider taking scenes from *The Jungle Book* and acting them out. It might be an interesting project for a Parent's Night or special meeting.

6. The Use of Games

Learn the games and use them to keep the Jungle in the minds of your Cubs.

7. Jungle Openings and Closings

Scouters have found that they help set the right atmosphere for their opening and closing Grand Howls. Adapt them to suit your own ideas.





CREATING JUNGLE ATMOSPHERE

1. Think Jungle.
2. Use Jungle ceremonies on every possible occasion - openings, closings, investitures, campfires, or inspections.
3. Make use of Jungle names, not only for the leaders but also for the youth.
4. Vary your inspection using Jungle themes.
5. Make use of the dark in creating atmosphere. Props such as the moon, lair curtains, council rock, murals, pictures, animal cut-outs, etc. help to set the mood. Each pack can develop their own totem to use during ceremonies.
6. Develop the Jungle theme from the moment the youth walk in the door with pre-meeting activities.
7. Compare wolf cub activities to the youth's activities.
8. Use your own and your youth's imaginations to expand the Jungle theme whenever possible.

Converting Inspection to Jungle Terms

hair becomesfur
teeth becomefangs
nails becomeclaws
six corners becomedens or lairs
face and uniformbecome hide
hands and feetbecome paws
dues becomebones

JUNGLE NAMES

Leaders

Akelathe Lone Gray Wolf,
Leader of the Pack
Bagheerathe Black Panther
Baloothe Old Brown Bear
Rikkithe Mongoose (short
for Rikki-Tikki-Tavi)

Sonathe Bear
Chilthe Kite (Hawk or
Falcon)
Hathithe Elephant
Kaathe Rock Python snake
Mangthe Bat
RakshaMowgli's mother wolf

OTHER JUNGLE TERMS

Banderlogthe Monkey People
Council Rockwhere the Pack meets
Grey WolfFather Wolf
Kima friend of all the world (A Scout
who helps out in the pack)
Mowglithe Man Cub
Red Flowerthe Fire
Seeoneethe name of the Wolf Pack
Shere Khanthe Tiger
Tabaquithe Jackal
Won-Tollathe Wolf known as the Outlier in
the later Mowgli stories
Ramaking of the Buffalo
Mysathe Water Buffalo
Phaoleader of the newly formed
Seeonee pack in the stories of
the older Mowgli
Thafirst of the elephants
Matkahthe Mother Seal
Kotickthe White Seal
Ahdeekthe Reindeer
Kala Nagthe Elephant
Radhathe Elephant
Keegothe Fish
Keneuthe Great War Eagle
Rannthe Eagle
Oonaithe Wolf
Singumthe Lion
Barasinghthe Royal Stag



JUNGLE NAMES FOR SIXERS

Black Plume
Brown Tip
Grey Brother Raksha's eldest Cub
Red Fang
Tawny Fur
White Claw

NAMES FOR SPECIAL POSITIONS HELD BY THE YOUTH

Sahi the Porcupine, (Pack Scribe)
White Hood the Cobra (Pack Storekeeper)

NAMES AWARDED FOR PROWESS IN CUB ACTIVITIES

Ahdeek the Reindeer Team Games
Apukwa the Bulrush Weaving
Blue Smoke Signalling
Dahinda the Bull Frog Leapfrog, cartwheels
Ferao the Scarlet Woodpecker ... Woodwork
Golden Quill Artist
Iagoo the Story Teller Telling Stories
Jacala the Crocodile Acting
Karela the Bitter Vine Knotting
Wapiti the Deer Champion racer
Pukeena the Grasshopper Champion jumper
Shada the Pelican Champion fisherman



RESOURCES FOR IDEAS

Stories from *The Jungle Book* by Rudyard Kipling
Atmosphere Totem, pictures, moon, lair screens, etc.
Six Names and Patron Animals ie. Black Panthers and Bagheera
Openings and Grand Howl *Cub Leader's Handbook*
Songs watch the *Leader Magazine* for Jungle songs
Crafts murals, Apple Day baskets, felt magnets, mobiles, posters, totems -
watch the *Leader Magazine* for ideas
Stars and Badges present from Totem's mouth; mark chart with Wolf Paw stamp
Ceremonies use sayings such as "Good Hunting", "Look well, O Wolves"
Films and Videos Rikki-Tikki-Tavi, Wolf Pack, Mowgli's Brothers, *The Jungle Book*
(Public Library, Video stores, T.V., etc.)
Prizes *The Jungle Book*; Jungle Colouring Book; Jungle Mug; T-shirt;
animal crests; Jungle crest series
Closings *Cub Leader's Handbook*



Cub Meeting Schedule: Week One

Theme: JUNGLE

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity (See detail planning sheet)	Wolf Head Woggle Collect bones (dues)	_____ _____
5 mins.	Opening Ceremony (See the Pack Resource Book)	Jungle Opening in the dark	_____
10 mins.	Game (See detail planning sheet)	Mowgli Game	_____
15 mins.	Story time (The Jungle Book)	Mowgli's Acceptance into the Pack	_____
20 mins.	Craft (See detail planning sheet)	Start Lair Curtains	_____
10 mins.	Game (See detail planning sheet)	Jungle Name Game	_____
10 mins.	Song/Dances (See the Pack Resource Book)	Baloo Dance	_____
10 mins.	Six Meeting	Discuss Opening & Closing Jungle ceremonies	_____
5 mins.	Spiritual Fellowship	<ul style="list-style-type: none">• Recite Law/Promise• Prayer	_____ _____
5 mins.	Closing Ceremony (Details in the Pack Resource Book)	Jungle Closing in the dark	_____
15 mins.	Leader Discussion time	Review meeting & discuss next week's plans	_____

Badge Links: _____

Meeting Notes: _____



JUNGLE
GATHERING ACTIVITY
Wolf Head Woggle
Method One

Equipment:

- Vinyl or leather pieces, scissors, hole punch, butterfly paper fasteners (3 per woggle)

Instructions:

1. Trace the wolf head (see template) onto the vinyl and cut out. Older Cubs can do this step themselves.
2. Cut out a band, 1 inch by three inch.
3. Punch holes in the woggle for the eyes, and corresponding holes in the band.
4. Using the paper fasteners, push them through the eye holes, through the band and fasten in the back.
5. Punch two holes at each end of the band for the third fastener.

Options:

- Instead of using paper fasteners for the eyes, use moveable eyes from craft stores or dome fasteners from fabric stores. A strip of velcro could be used to fasten the band instead of the third paper fastener.

Method Two

Equipment:

- Turkey necks (each turkey neck yields six to 10 bones. The larger the turkey the better, and the more useable bones you get), black and red felt, glue, small beads with centre holes so that you can thread them onto a wire for the eyes, black spray paint, fine coloured wire (the type found inside telephone cable is a good weight).

Instructions:

Before the meeting:

1. Boil turkey necks until you can easily remove all meat and cartilage from the bones. One neck consists of several separate pieces of bone, each of which looks remarkably like the head of a wolf. Remove the bones from the pot and rinse with warm water until all meat and cartilage is gone.
2. Spread the bones on newspaper and set it in a warm place to dry for a day or two. (Caution: make sure the place is out of reach of your pet dog or cat.)
3. Spray paint bones black. Let dry overnight. If necessary, apply another coat and let dry.

At the meeting:

4. Cut two small triangles of black felt and glue on for ears. Cut a small tongue from the red felt. Glue the tongue into the mouth-like opening you'll find near the bottom of the bone.
5. From the back of the bone, thread the wire through the two eye holes. Slip the beads onto the wire and feed the wire back through the holes to secure the eyes. Then form a wire loop at the back of the woggle, making it the size you need to hold your scarf in place. Reinforce the loop by coiling the wire around it until you have the thickness you like.

before



after





GAME

Mowgli Game

Equipment:

- Cloth Mowgli, 2 chairs for goal areas, 2 hockey sticks

How to play:

1. Have the Cubs choose a partner and stand across the room from each other, forming two lines.
2. Give each set of partners a number, 1,2,3,4 etc.
3. Place a cloth Mowgli in the centre of the room. Form a goal post at the other two ends of the room and place a hockey stick in front of each goal area.
4. Upon calling out a number, ie.#4 - the two Cubs with the number 4 race to their goal area, pick up their stick, run to where Mowgli is, and attempt to get Mowgli to their goal post. After scoring, the sticks are returned to their goal area, they rejoin their side, and another number is called.

Rules:

- Sticks must not be lifted more than 6 inches off the floor.
- No checking.
- Give every number a chance to play.
- Winning team is the one with the most goals.

THEME ACTIVITY

Lair Curtains

Equipment:

- Old sheets; fabric paint; lots of newspapers

Instructions:

1. Spread the newspapers on the floor before the Cubs start to paint. You might want to have them wear painting clothes for this meeting.
2. Give each six a sheet to use for its own lair curtains. Cubs may want to decorate it with the symbol of their six, or their animal, or their interpretation of stories of the jungle. Allow them the freedom to design their own curtains.



GAME

Jungle Name Game

Equipment:

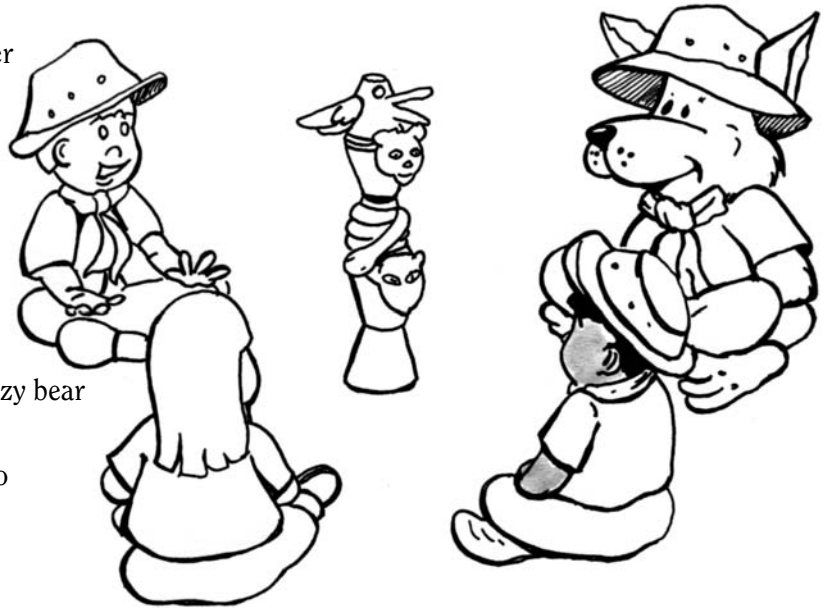
- Cards with Jungle names on the front, and explanation of animal on the back of the card. Safety pins.

How to play:

- Pin cards, with the explanation facing outwards, on the back of the Cubs. Cubs are allowed to ask one question of another Cub. If Cubs answer correctly, they can ask another question. If Cubs answer incorrectly, they move on to another Cub. When Cubs have correctly identified their card, they ask a leader to turn their card around and pin it on their front. Then they continue to play the game.
- Some questions to ask: Am I an animal? Do I have fur?

Suggested Names to use:

Akelathe leader of the Pack
 Red Flowerthe Fire
 Banderlogthe Monkey People
 Kaathe Rock Python
 Shere Khanthe Tiger
 Bagherrathe Black Panther
 Hathithe Elephant
 Mangthe Bat
 Chilthe Kite Bird
 White Hoodthe Cobra
 Rikki-Tikki-taavithe Mongoose
 MowgliMan Cub (boy)
 ToomaiElephant Boy
 Baloothe Big Brown lazy bear
 Kala Nagthe Elephant
 Mysathe Water Buffalo
 Grey Brotherthe Wolf
 Rakshathe Mother Wolf
 Ahdeekthe Reindeer
 SeeoneeWolf Pack name
 Tabaquithe Jackal
 Red DogWild Dogs
 Singumthe Lion
 BuldeoOld man story teller
 Waingungathe River
 Suggemathe Mosquito





Cub Meeting Schedule: Week Two

Theme: JUNGLE

Date: _____

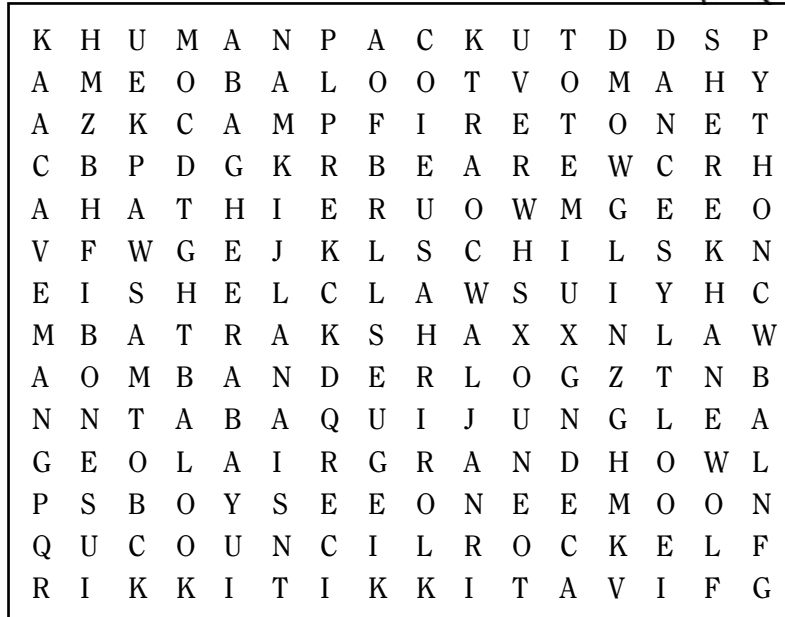
<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity (See detail planning sheet)	Jungle Word Search	_____
	Collect bones (dues)		_____
5 mins.	Opening Ceremony (See Pack Resource Book)	Jungle Opening in the dark	_____
10 mins.	Game (See detail planning sheet)	Mowgli & Bagheera Game	_____
15 mins.	Story time (The Jungle Book)	Kaa's Hunting	_____
20 mins.	Craft (See detail planning sheet)	A Jungle Totem	_____
10 mins.	Game (See detail planning sheet)	Skin the Snake Game	_____
10 mins.	Song/Dances (See detail planning sheet)	Hunger Dance of Kaa the Python	_____
10 mins.	Six Meeting	Discuss lessons learned from story	_____
5 mins.	Spiritual Fellowship	<ul style="list-style-type: none">• Recite Law/Promise• Prayer	_____ _____
5 mins.	Closing Ceremony (See Pack Resource Book)	Jungle Closing in the dark	_____
15 mins.	Leader Discussion time	Review meeting & discuss next week's plans	_____

Badge Links: _____

Meeting Notes: _____



JUNGLE
GATHERING ACTIVITY
Jungle Word Search



Words may be found either from right to left, left to right, up or down or diagonally, backwards or forwards.
Circle each word. Letters may be in more than one word.

Find the following words: (Baloo is there twice)

KAA
SEEONE
BANDERLOG
CAMPFIRE
AKELA
TOTEM
DANCES
LAW
WOLF
SIX

MANG
BALOO
RAKSHA
MOWGLI
HATHI
PAWS
HUMAN
HUNT
BEAR
BOY

RIKKI-TIKKI-TAVI
LAIR
BAGHEERA
SHEREKHAN
GRANDHOWL
CLAWS
MOON
CAVE
PYTHON

COUNCIL ROCK
TABAQUI
BALOO
CHIL
JUNGLE
BONES
CUB
PACK
BAT



GAME

Mowgli And Bagheera

Equipment:

- 2 balls, different colours

How to play:

1. Stand the Cubs in a circle. Name them alternately, "Mowgli" and Bagheera".
2. Start throwing the balls around the circle - Mowgli throwing to Mowgli, Bagheera throwing to Bagheera. One ball tries to overtake the other ball.

THEME ACTIVITY

A Jungle Totem

Materials:

- Five plain paper cups (styrofoam works too)
- One wooden or yellow plastic clothespin
- One small feather and two larger feathers (or construction paper from which you can cut out large feathers)
- Two craft or popsicle sticks
- A stone or small sealed plastic bag of sand to use for weight
- Grey, black, brown, yellow and red felt
- Three pairs of googly eyes
- One yellow pipe cleaner or chenille
- Black marker, scissors, glue or tape
- Patterns for tracing wolf, bear and panther head (Cubs might like to create their own patterns)



Instructions:

1. Prepare the beak for Chil the Kite who is on the top of the totem. Working from inside the cup, 25 mm up from the rim, push through the prongs of the clothespin to protrude like a beak.
2. Start with the base cup rim down and glue the bottom of the second cup to the bottom of the base cup. Before adding more cups, place a stone or a small bag of sand in the second cup to give the totem stability. Glue together the remaining cups rim to rim and bottom to bottom as shown.
3. Make felt cut-outs of a wolf (grey), bear (brown), and panther (black) head. Decorate the cups with the jungle characters.
 - A) Chil the Kite: Poke a small feather into the top of the cup and hold in place with a bit of glue or tape. Poke a craft stick in each side of the cup to make the wing base. Glue feathers on the sticks or cut paper feathers to cover them. Glue on googly eyes.
 - B) Akela the Wolf: Glue on a grey felt wolf head. Cut out and glue on yellow felt eyes and a black felt nose. Add snout, ear and eye detail if desired with black magic marker.
 - C) Baloo the Bear: Glue on brown felt bear head. Cut out and glue on black felt nose. Glue on googly eyes and add snout and ear details with black magic marker.
 - D) Kaa the Python: Wrap a yellow pipe cleaner or chenille around the cup and glue into place. If you use a chenille strip, cut it so that a wide section forms the head and a narrow section the tail. Glue on tiny googly eyes and a red felt tongue.
 - E) Bagheera the Panther: Glue on a black felt panther head. Cut out and glue on yellow felt eyes and a red tongue.



GAME

Skin The Snake

Equipment:

- None

How to play:

1. Form into sixes, standing behind each other, legs apart.
2. Players hold the left hand of the player behind them by passing their right hand back between their legs.
3. On “Go!”, the last player lies down and the rest move backwards, passing over him/her. As players reach the next player lying down, they lie down too.
4. When the last player lays down, he/she gets up and moves forward over the others, pulling them up after him/her.
5. Players hold hands the whole time. First team up wins.

For more difficulty, make the teams larger by combining sixes.



Cub Meeting Schedule: Week Three

Theme: JUNGLE

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity Collect bones (dues) (See detail planning sheet)	Teach Reef Knot	_____
5 mins.	Opening Ceremony (See Pack Resource Book)	Jungle Opening in the dark	_____
10 mins.	Game (See detail planning sheet)	Bringing Home the Elephant “Hathi” Game	_____
15 mins.	Story time (The Jungle Book)	Tiger, Tiger	_____
20 mins.	Craft (See detail planning sheet)	Finish Lair Curtains	_____
10 mins.	Game (See detail planning sheet)	Shere Khan’s Hunt	_____
10 mins.	Song/Dances (See Pack Resource Book)	Shere Khan’s Death Dance	_____
10 mins.	Six Meeting	Discuss lessons learned from story	_____
5 mins.	Spiritual Fellowship	<ul style="list-style-type: none"> • Recite Law/Promise • Prayer 	_____
5 mins.	Closing Ceremony (See Pack Resource Book)	Jungle Closing in the dark	_____
15 mins.	Leader Discussion time	Review meeting & discuss next week’s plans	_____

Badge Links: _____

Meeting Notes: _____



JUNGLE GATHERING ACTIVITY

Reef Knot

This is also called a square knot and it's probably one of the most common knots to use. You use a reef knot to tie together two ropes of the same size or to tie on a bandage or an arm sling properly. The little verse that goes with it describes what you do with the two ends of the rope as you tie it.

It says "left over right and right over left."



GAME

Bringing Home The Elephant Hathi

Equipment:

- A piece of knotting cord for each Cub, one chair for each team

How to play:

1. Cubs line up in teams, with each Cub holding a piece of knotting cord. Put chairs (one for each team) at the other end of the Den (as far away as possible). Tie a piece of cord to each chair.
2. At the word "Go!", the first Cub from each team runs to an elephant (chair), and attaches a cord with a reef knot to the cord already tied there.
3. As soon as he/she is finished, he/she calls for the next Cub, who runs and joins another cord on, and so on until all the team has attached cords.
4. Then the leader shouts "right", and they all drag their elephant back to the starting point.
5. First team to be standing behind their elephant wins.

NOTE: This game could be played outdoors, using a piece of wood for Hathi.

GAME

Shere Khan's Hunt

Equipment:

- None

How to play:

- The woodcutter's family (all the Cubs but one) are asleep in a line across a field or room. (they are sitting down, eyes closed, arms crossed, legs folded)
- Shere Khan (the one Cub) is behind them.
- When he lets out a "ROAR!", the woodcutter's family can jump up and scatter to safety at the other end of the field.
- Those caught by Shere Khan join him on the next hunt. Continue until all the woodcutter's family are caught.



Cub Meeting Schedule: Week Four

Theme: JUNGLE

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity Collect bones (dues) (See detail planning sheet)	Wolf or Paw Print Book Mark	_____ _____
5 mins.	Opening Ceremony (See the Pack Resource Book)	Jungle Opening in the dark	_____
10 mins.	Game (See detail planning sheet)	Lost in the Jungle Game	_____
15 mins.	Story time (The Jungle Book)	How Fear Came	_____
20 mins.	Craft (See detail planning sheet)	Elephant Forget Me Not	_____
10 mins.	Game (See detail planning sheet)	Kim's Game	_____
10 mins.	Song/Dances (See Wolf Cub Leader's Handbook)	Bagheera's Dance	_____
10 mins.	Six Meeting	Review last four week's of program	_____
5 mins.	Spiritual Fellowship	<ul style="list-style-type: none">• Recite Law/Promise• Prayer	_____ _____
5 mins.	Closing Ceremony (See the Pack Resource Book)	Jungle Closing in the dark	_____
15 mins.	Leader Discussion time	Review meeting & discuss next week's plans	_____

Badge Links: _____

Meeting Notes: _____



JUNGLE

GATHERING ACTIVITY

Wolf Or Paw Print Book Mark

Equipment:

- Several colours of felt, ribbon 1/2 to 1 inch wide, glue

Instructions:

1. Choose a pattern or design one of your own. Cut two of each for a front and a back.
2. Cut a length of ribbon at least 1 to 2 inches longer than the book.
3. Glue the pieces together, placing the ribbon between the front and back pieces. Let glue dry.
(For the wolf paw, use the Cubs' six colour as the background colour.)

GAME

Lost In The Jungle

Equipment:

- Pieces of paper with jungle names written on them. You can use the same name more than once.

How to play:

1. Hide the pieces of paper over the play area. Be sure to define the boundaries if playing outside.
2. Akela tells the Cubs that many jungle animals have lost their memories and are wandering about in the jungle. The Cubs must scatter to find them within five minutes. They are not to tell anyone when they find the animals. At Akela's call, the Cubs return.
3. One by one, the Cubs describe the animal they found without saying its name. The others try to guess which animal each found.

THEME ACTIVITY

Elephant Forget-me-not

Equipment:

- For each elephant you will need : 1 film cannister; grey felt; pipe cleaner; 2 moving eyes; length of elastic; glue; scissors; peanut

Instructions:

1. Trace the patterns onto the felt and cut out.
2. Glue the body around the film cannister and trim to fit.
3. Glue the ears at the seam of the body.
4. Glue the eyes on the front of the body.
5. To make the nose, twist the pipe cleaner on a small object like a knitting needle. Glue below the eyes.
6. Cut a slit in the top of the canister lid and thread elastic through to use as a hanger.
7. Place a peanut inside and hang off wrist.



GAME

Kim's Game

Equipment:

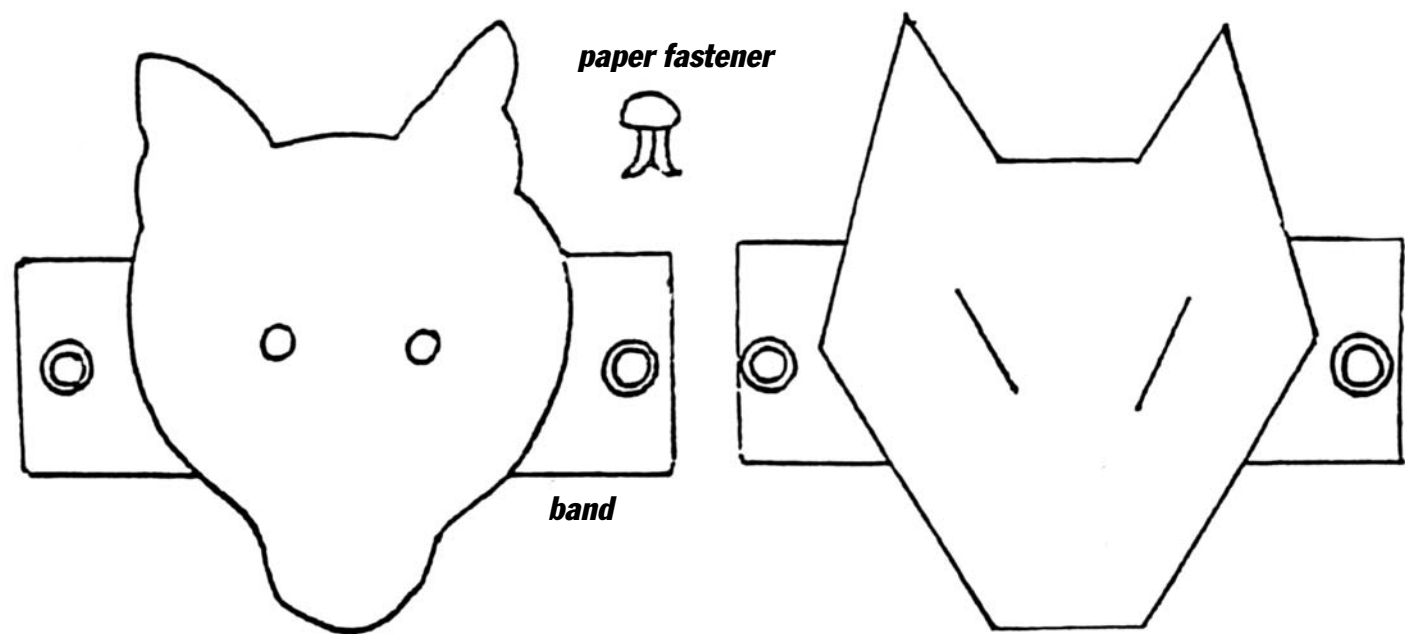
- Ten objects that the Cubs are familiar with, pencil and paper for each six.

How to play:

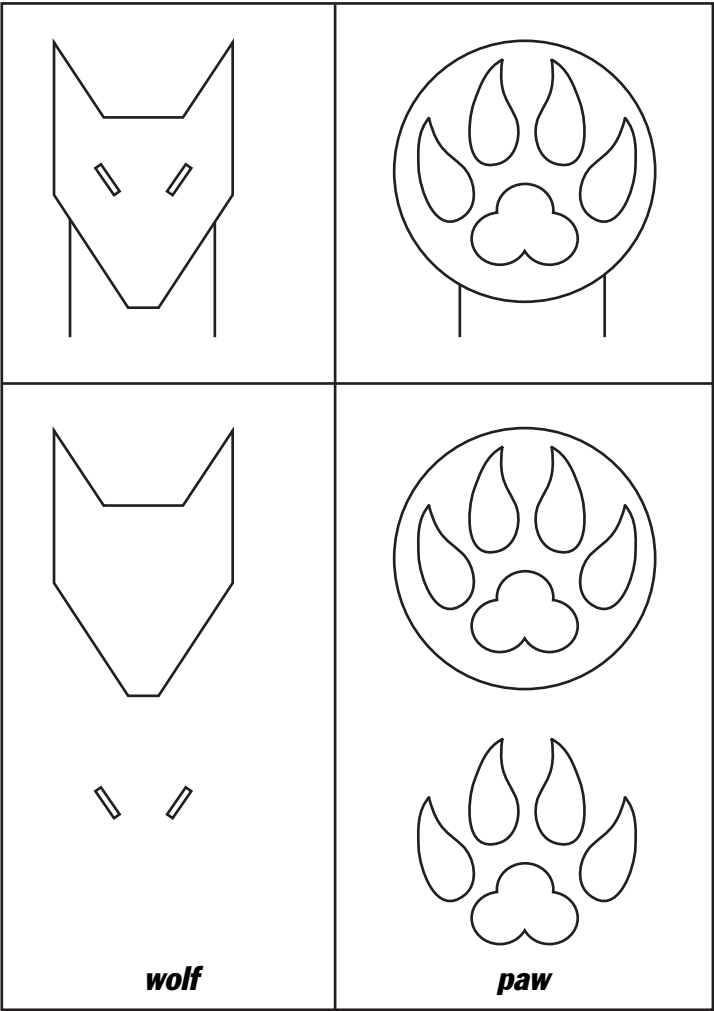
1. Place the objects where the Cubs can gather around and quietly memorize them for two minutes.
2. Cover up the items, take them away, and send the Cubs back to their lairs where they must write down as many objects as they can remember.

This can be done either individually or as a united effort from each six.

WOLF WOGGLE 1



PAWPRINT BOOKMARK



ELEPHANT FORGET ME NOT

#1 (felt) feet

#2 (felt) ears

vide 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 “pre-view” 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!