

JUMP



S T A R T

for Cubs



Theme: NATURE



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

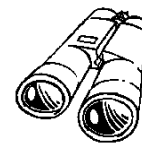
Long Range

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.

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Wolf Cub Meeting - Detail Planning

Theme: Nature



Games

Unknown Object I.D.

Fill a box with a large assortment of natural objects. As Cubs enter the meeting, give them a pencil and a piece of paper. Have each Cub reach into the box without looking inside. Give them 20 seconds to feel as many objects as they can. They can come back to feel inside the box as many times as they want. When all the Cubs have arrived, have them form into sixes to compare notes. See which six comes closest to naming all the objects. For a large pack, you may want to have two boxes with identical objects.

Wump Hunt

Construct Wumps by gluing clumps of unspun sheep's wool or spun polyester batting to 75mm square cardboard pieces. Ask some of the Cubs to hide the Wumps simply by placing them on the ground in an area outdoors. Wumps made with sheep's wool should not be covered, since it will be a natural colour. Wumps made with spun polyester will most likely be white, so they can be covered slightly. Have other Cubs look for the Wumps. Which Wumps couldn't they find? Use this game to talk about advantages an animal might have if it can blend into surrounding natural colours.

Bird Calls

Bring in a tape of wild bird calls. Have each six choose a bird call and go into their six corner to practise doing it. Bring the pack together and have each six perform its call. Get the Cubs to add actions while doing the calls. For instance, Whooping Cranes leap into the air and flap their wings while doing their mating call.



Tree Rings

Have a number of cut sections from different trees. Unsplit firewood pieces would be good. First ask the Cubs to guess how old each tree section is. Then have them count the tree rings to find the age of the tree. See if different tree samples that are roughly the same size are similar or different in age. Some tree species grow faster than others. Water and nutrient levels also affect tree growth rates.

Hide and Go Leaf

Obtain several different kinds of leaves from trees and bushes around the meeting space. Spray some of the leaves silver. Using tape, reattach the coloured leaves to the plant they come from. Attach the other leaves to plants that they did not come from (for example, attach an oak leaf to a maple tree). See if the Cubs can find both sets of leaves among the real leaves.

Frozen Tree Tag

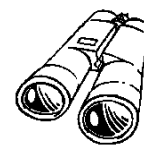
Played like regular frozen tag, when IT touches someone, the touched person freezes in place. Persons tagged, however, must hold their arms out like the branches of a tree and stand on only one leg. The frozen person is unfrozen when someone who has not been tagged touches them. Use several Cubs for IT to keep the game lively. If the person tagged cannot stand on one leg any more, that person becomes IT.

Star Chart Quiz

As Cubs enter the meeting, show them a number of constellations that have been drawn on cards or a chart. Let them use a field guide or star identification wheel to find the constellations pictured. See which six can correctly identify all the constellations shown.

Constellation Race

Have the pack form into sixes. Provide each six with a star chart and a number of index cards that picture various constellations. A leader stands at the opposite end of the meeting space and calls out a constellation. The Cubs must choose the correct index card and bring it to the leader. They may use the star chart to help them identify the correct card.

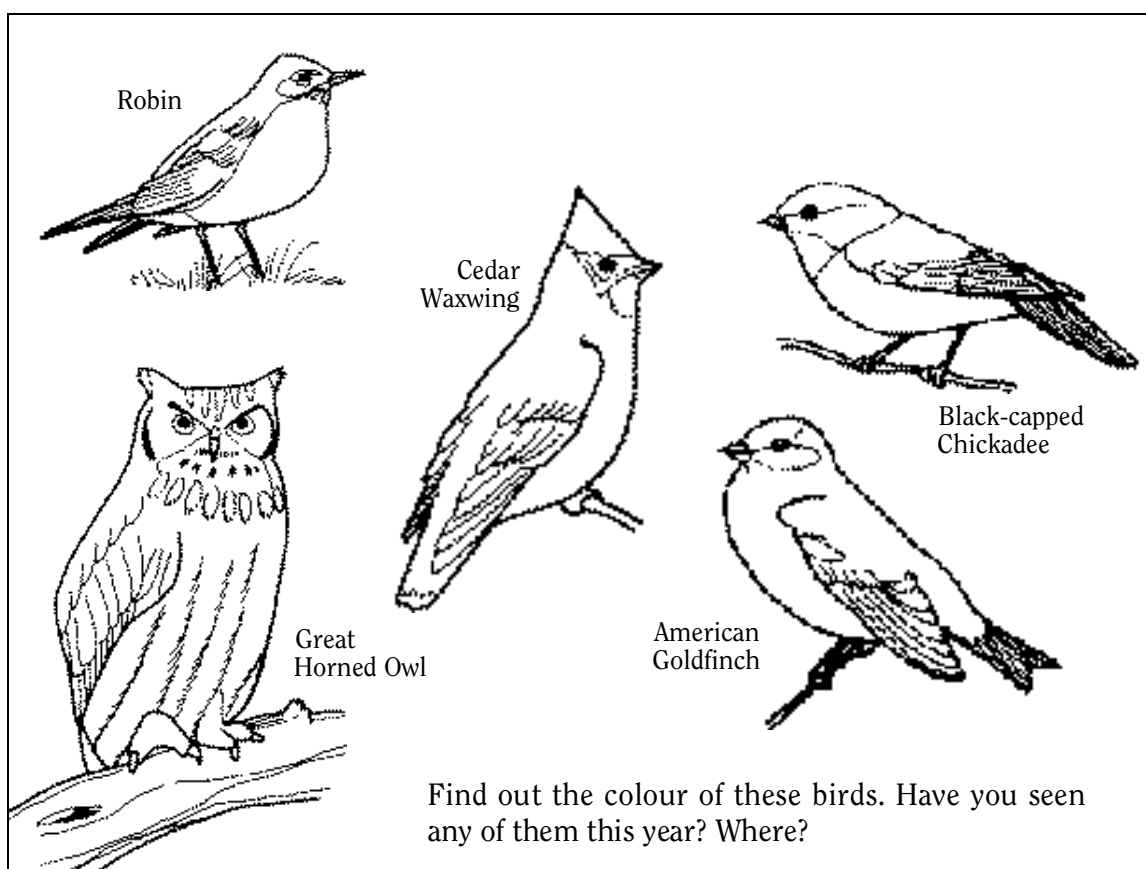


Shooting Stars

Divide the pack in half. Have each team take opposite places in the meeting space. Mark where the halfway point of the meeting space floor is. Cubs may run around inside their half of the meeting space, but they must not cross the line into the other side. Give each team 6 ping pong balls. These are the shooting stars. The object of the game is to throw the shooting stars at the other team. If a Cub is hit, she is out for that round. If the Cub can catch a shooting star that has been thrown by the opposite team, the thrower is out. Shooting stars that hit the ground and then bounce up and hit a Cub do not count (unless the Cubs say it's okay). Try splitting the pack into four teams, giving each team a quarter of the meeting space.

Bird I.D. Quiz

Using field guides and library books, set out a number of common and not so common bird pictures. See which six can identify the most species. To add to the challenge, ask Cubs to write or tell something about the bird's habits, such as food, nesting area preference, migration habits, etc.





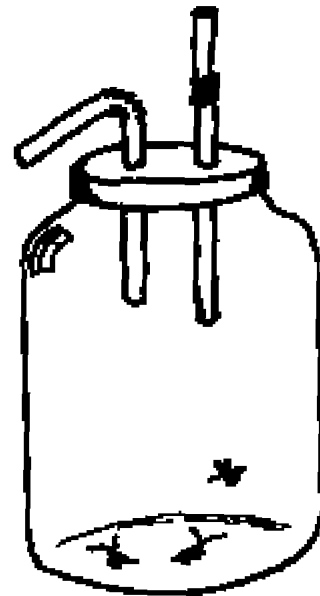
Crafts

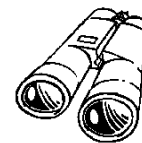
Plaster Eggs

Give each Cub two raw eggs. With a pair of scissors, carefully cut off one end of each egg, leaving a hole just big enough to pour the yolk out. Mix up some plaster of paris and gently pour or spoon it into the empty egg shell. Have Cubs write their name on their shell and set them aside to harden. Conduct other activities while waiting for the plaster to set. When the plaster is hard, peel the egg shell off to reveal the plaster egg. Using a bird field guide that includes pictures of eggs, have the Cubs decorate their egg with crayons, markers or watercolours to resemble camouflage colouring of a ground nesting bird. Such species include shorebirds such as plovers, terns, gulls, and birds of prey such as hawks.

Bug Suckers

Give Cubs a look at the unique and fascinating life of insects. Make bug suckers to catch insects easily and without damaging them. For each bug sucker, you need two flexible straws, a glass jar with lid, and a drill with a quarter-inch bit. Drill two holes into the lid and insert the straws. The holes will be just big enough to slip the straws into, thereby making an almost air tight seal. What you have now is a home-made vacuum jar. When you see a bug, you suck on one straw and the other straw acts as a vacuum cleaner hose to pull the bug into the jar for observation. The glass jar allows Cubs to view the insect from all angles. To release the bugs, simply unscrew the lid and dump the bugs out.





Leaf and Bark Rubbings

Give each Cub a crayon and several sheets of paper. Have them explore the trees around the meeting area. Allow each Cub to take a sample of leaves to make their leaf rubbing. This activity is done simply by pressing the paper over the leaf and then rubbing the crayon over the paper to pick up the leaf impression. To make a bark rubbing, hold the paper against the tree trunk and rub the crayon over the paper to pick up the bark impression. Have the Cubs put their name on the papers. When they are done taking rubbings, have them exchange their papers with another Cub. See if they can find the tree and leaf of the rubbings given to them.

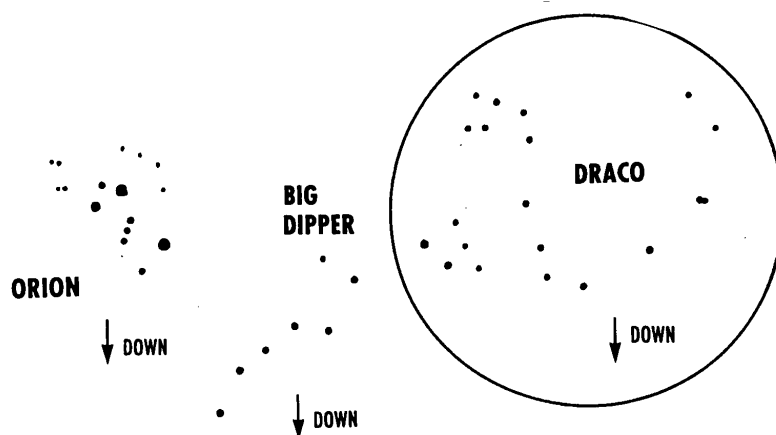
Herbarium Card Collection

This activity is useful for building a personal collection of local leaves. Give each Cub ten 15cm x 10cm index cards. Have each Cub collect and identify, if possible, 10 different tree leaves. On the lined side of the index card, record the location the leaf was found, the date, the Cub's name and the tree species. On the blank side of the card, spot glue the leaf onto the card with a glue stick. Using clear mac-tac (plastic adhesive sheets sold in wallpaper stores for covering shelves), cut two pieces 2cm wider than the card. Peel off the mac-tac backing and sandwich the card between the two mac-tac pieces, making sure to press all the air out of the card as you seal the ends. Trim the edges with scissors. Keep the cards for future reference, displays and identification games.

Tin Can Constellations

Have Cubs bring in tin soup cans that have been washed. Make sure the opened side has the lid completely removed to avoid cuts. Set up work tables with the cans, hammers and finishing nails. Trace around the bottom of the can with pencil and tracing paper.

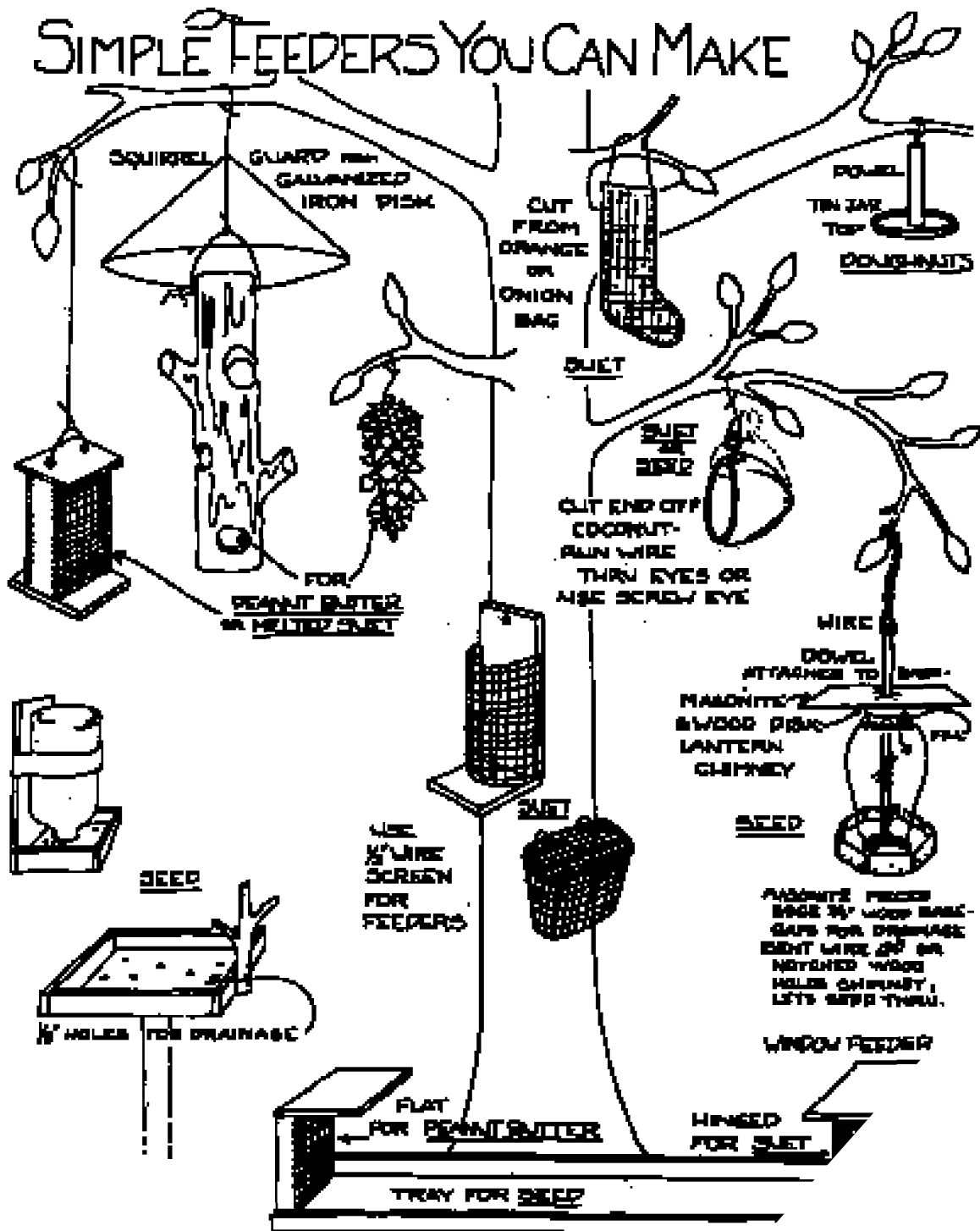
Draw the dots of a constellation inside the circle on the tracing paper. Place the pattern over the can bottom. Using the hammer and nails, punch a hole in the can where each star is. Cubs will now be able to insert a flashlight in the open end, and project the constellation pattern on a wall when the lights have been turned off.

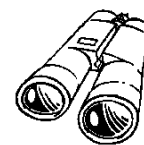




Bird Feeders

Refer to the following for ideas. After choosing several bird feeder styles, gather the necessary materials for the Cubs to use.





Bluebird Houses

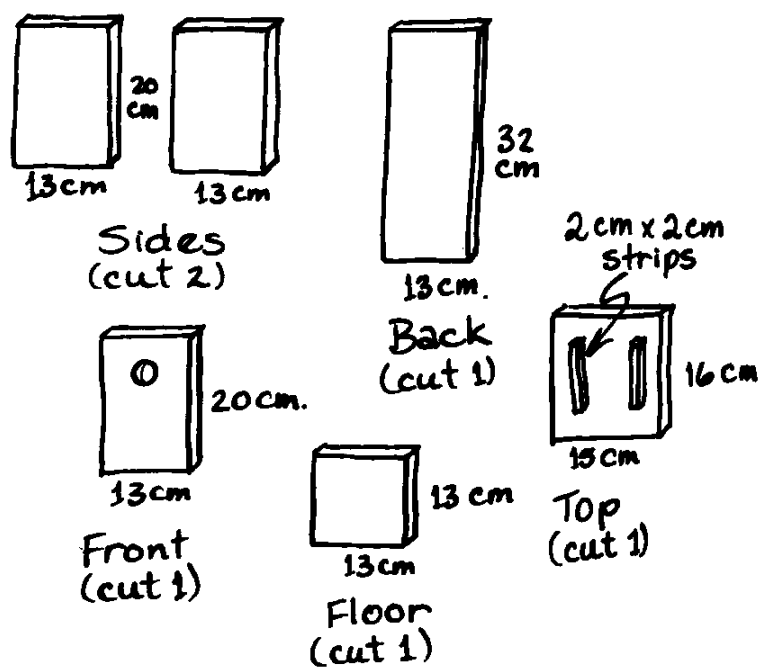
The erection of thousands of Bluebird houses by concerned individuals and organizations across Canada has been responsible for preventing further depletion of Bluebird numbers. In many areas it has actually increased populations. Bluebird nest boxes need not be fancy and should be made of wood.

An ideal nest box for Bluebirds would have a floor 13cm square, walls 20cm high, with a 4cm diameter entrance hole located 15cm above the floor. The back piece measures 13cm x 32cm to allow for a 12cm overhang below the box. This overhang is to facilitate nest box attachment to posts.

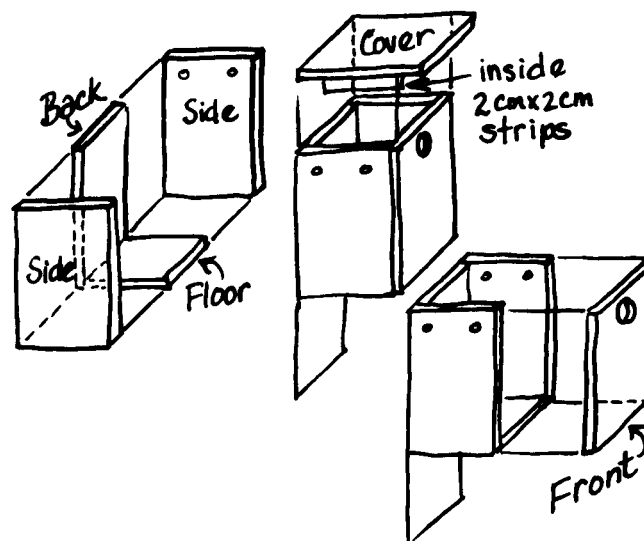
The top of the birdhouse measures 15cm x 16cm to overhang the box and provide the entrance hole protection from rain. To make the top easy to open for cleaning, yet stay in place during use, two 2cm x 2cm strips are nailed to the underside of the roof, positioned to fit snugly against the box sides. With the top on the box, drill through both box sides so that the hole goes through the side and inside strip. Insert a nail in each hole to hold the top down.

Two 6mm holes should be drilled near the top of each side for ventilation and two 6mm holes should be made in the floor for drainage. Perches should not be placed on the birdhouse, as they only encourage house sparrows to take up residence. Do not paint the house.

The location of the Bluebird house is important. Houses should be placed in semi-open areas such as pastures, fields and rural roadsides. A fence post in a clearing with scattered trees nearby is an ideal location. The nest box should be placed on a post one metre or more above ground and spaced 200 metres or more away from



Bluebird House Pattern



Bluebird House Assembly



other Bluebird boxes. Bluebirds nesting closer than 200 metres will try to drive each other out of the area. It does not matter which direction the front of the house faces.

Sometimes Tree Swallows will compete with Bluebirds for the box, since both share the same habitat and nest requirements. In this case, putting two Bluebird boxes together on the same post ensures that Tree Swallows and Bluebirds have their own houses and will not compete against each other. In turn, the Tree Swallow will drive away any other Tree Swallows from the Bluebird's house as part of defending its territory.



Songs

There Was A Bear

Leader sings each line in the verse and group repeats. Chorus is sung together.

The other day
I met a bear,
Out in the woods,
Away out there.

Chorus: Repeat after each verse.
The other day I met a bear —
Out in the woods away out there.

He looked at me,
I looked at him.
He sized me up,
I sized up him.

He said to me,
Why don't you run?
I see you ain't
Got any gun.

And so I ran,
Away from there,
And right behind
Me was the bear.

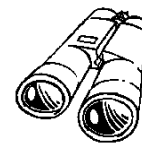
And then I see,
Ahead of me,
A great big tree,
O glory be.

The lowest branch,
Was 10 feet up.
I'd have to jump
And trust to luck.

And so I jumped,
Into the air.
I missed that branch,
Away up there.

Now don't you fret,
And don't you frown,
I caught that branch
On the way back down.

That's all there is,
There ain't no more,
Unless I see
That bear once more.



Be Kind To Your Web-Footed Friends

Tune: “Stars and Stripes Forever”

Be kind to your web-footed friends,
For a duck may be somebody’s mother.
Be kind to your friends in the swamp,
Where the weather’s always damp.

You may think that this is the end.
Well—it is!



Stories

The Value of Planting Trees

One day, Honi the circle-drawer was journeying on a road when he saw a farmer planting a carob tree. Honi asked the farmer, “How long does it take for this tree to bear fruit?” The farmer replied, “Seventy years.” Honi then further asked him, “Are you certain that you will live another seventy years?” The farmer replied, “I found ready grown carob trees in the world; as my ancestors planted these for me, so I too plant these for my children.”

Night Sky Folklore

The night sky has been the subject of stories, myths and legends ever since people first gazed up at the sky and wondered about what they were seeing. Many of the constellations received their names from Greek mythology. In Canada, the occurrence of the Aurora Borealis, or Northern Lights is a common night sky feature. The name Aurora comes from the Roman’s rosy-fingered Goddess of Dawn, whose job was to usher in the rising sun.

Native Canadians have many legends to explain the lights. Some stories tell of spirits with light bands on their heads and waists playing a lively game of football with a walrus skull.

Although auroras were common to northern peoples, the occasional aurora seen in central and southern Europe created panic. In early times, people detected major fires by the light reflected from the evening clouds. When an aurora made an uncommon appearance in southern latitudes, troops rushed to neighbouring cities to help with what appeared to be a major fire.



Star Watching

Using star charts or star wheels, spend time outside observing the night sky. Here are some simple tips:

- Move away from any bright street lamps or lit buildings. The reflected light will block out the stars.
- Use a strong flashlight beam to point out the various constellations and planets.
- Bring a pair of binoculars, a spotting scope or telescope to make observations of the moon.
- Polaris is the North Star. The two stars that form the outer side of the Big Dipper's bowl always point to the North Star.





Cub Meeting Schedule: One Month

Theme: Nature

Activity	Date: _____ Week 1: Animals	Date: _____ Week 2: Trees	Date: _____ Week 3: Night Time	Date: _____ Week 4: Birds
Gathering Activity 10 mins.	Unknown object I.D.	Tree rings	Star Chart Quiz	Bird I.D. Quiz
Opening Ceremony 5 mins.				
Game 10 mins.	Wump Hunt	Hide and Go Leaf	Constellation Race	Projects introduction
Theme Activity 20 mins.	Plaster Eggs (10 min.) Bird Calls (10 min.)	Leaf & Bark Rubbings	Tin Can Constellations	Work Station 1 – Bird Feeder
Game 10 mins.	Insect hunting with bug suckers (15 min.)	Frozen Tree Tag	Shooting Stars game	
Theme Activity 20 mins.	Egg Decorating (15 min.)	Making herbarium card collection	Night Sky observations	Work Station 2 – Bluebird House
Song/Story 10 mins.	There was a Bear song	Tree planting story	Night Sky folklore	Be Kind to Your Web Footed Friends song
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: Nature – Animals

Date: _____



Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Unknown Object I.D. (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
10 mins.	Game	Wump Hunt (See detail planning sheet)	
10 mins.	Theme Activity	Plaster Eggs (See detail planning sheet)	
10 mins.	Game	Bird Calls (See detail planning sheet)	
30 mins.	Theme Activity	Insect hunting - Bug Suckers (15 min.) Egg Decorating (15 min.) (See detail planning sheet)	
10 mins.	Song/Story	There Was a Bear song (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:	Naturalist Badge, Observer Badge		
Meeting Notes:			

Cub Meeting Schedule: One Week

Theme: Nature – Trees

Date: _____



Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Tree Rings (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
10 mins.	Game	Hide and Go Leaf (See detail planning sheet)	
20 mins.	Theme Activity	Leaf and Bark Rubbings (See detail planning sheet)	
10 mins.	Game	Frozen Tree tag (See detail planning sheet)	
25 mins.	Theme Activity	Herbarium Card Collection (See detail planning sheet)	
5 mins.	Song/Story	Tree Planting Story (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:			
Naturalist Badge, Observer Badge			
Meeting Notes:			

Cub Meeting Schedule: One Week

Theme: Nature – Night Time

Date: _____



Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Star Chart Quiz (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
10 mins.	Game	Constellation Race (See detail planning sheet)	
20 mins.	Theme Activity	Tin Can constellations (See detail planning sheet)	
10 mins.	Game	Shooting Stars (See detail planning sheet)	
25 mins.	Theme Activity	Night Sky Observations (See detail planning sheet)	
5 mins.	Song/Story	Night Sky folklore (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:	Black Star, Astronomer Badge, Green Star		
Meeting Notes:			

Cub Meeting Schedule: One Week

Theme: Nature – Birds

Date: _____



Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Bird I.D. Quiz (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
10 mins.		Introduce Projects (See detail planning sheet)	
25 mins.	Theme Activity	Work Station 1 – Bird Feeder (See detail planning sheet)	
25 mins.	Theme Activity	Work Station 2 – Bluebird House (See detail planning sheet)	
5 mins.	Song/Story	Be Kind to your Web-Footed Friends song (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:	Observer Badge, Tawny Star, Carpenter Badge, Handicraft Badge		
Meeting Notes:			

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!