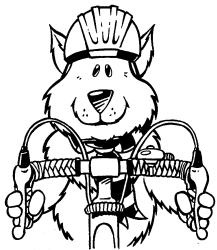




JUMP

S T A R T

for Cubs



Theme: Pirates

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: Pirates of the High Seas

Thanks to the Quebec Cub Wood Badge Spring 1996 course.

MEETING SCHEDULE: One Month

<i>Activity</i>	<i>Date:</i> <i>Week One: Knots</i>	<i>Date:</i> <i>Week Two: Ships</i>	<i>Date:</i> <i>Week Three: Islands</i>	<i>Date:</i> <i>Week Four: Treasure</i>
Gathering Activity 10 mins.	Sharks Game	Kim's Game, Articles of the Sea	Navigate to the Island	Treasure Map Answers
Opening Ceremony 5 mins.	Theme Opening: Ships	Theme Opening: Ships	Theme Opening: Ships	Theme Opening: Ships
Game 10 mins.	Clear the Deck	Dizzy Izzy	Defending the Fort	Eat the Fishtail
Theme Activity 20 mins.	Knots: Reef & Sheet Bend	Belt Buckle & Eye Patch crafts	Knots: Reef, Sheet Bend, Bowline & Round Turn	Survival & First Aid Kit contents
Game 10 mins.	Knots Relay: Reef & Sheet Bend	Grab it	Island Rescue	Treasure Hunt (25 min.)
Theme Activity 20 mins.	Pirate Flag Craft	Compass reading & navigation	Pirate Hat Craft	Assemble First Aid & Survival Kits (5 min.)
Song/Story 10 mins.	Drunken Sailor song	Pirate story	Blow the Man Down song	Skits, songs, refreshments
Six Meeting 10 mins.	Six opinion of Theme	Water safety & weather	Weather identification, dressing appropriately	
Spiritual Fellowship 5 mins.	Recite Cub Promise & Law	Recite Cub Promise & Law	Recite Cub Promise & Law	Recite Cub Promise & Law
Closing Ceremony 5 mins.	Theme Closing: Ships	Theme Closing: Ships	Theme Closing: Ships	Theme Closing: Ships
Leader Discussion time 15 mins.				



Cub Meeting Schedule: Week One

PIRATES OF THE HIGH SEAS

OPENING CEREMONY

Leader: Ring bell three times, pausing between rings. After the last ring, call out: "All hands on Deck."

Cubs: Gather around Akela (Rock Circle).

Akela: "Parade Circle."

Leaders: Inspect Crew.

Akela: "Honour six proceed."

A representative of the Honour Six (Cub 1) approaches Akela. Akela and Cub salute. Akela joins leaders in Parade Circle.

Cub 1: Selects member of own six to hoist the flag.
" (Cub's name), please take your place at the flag."
"Crew, face the flag."

Cub 2: Stands ready at the flag. "Halyards all clear."

Cub 1: "Crew alert, proceed," as flag is hoisted.
"Crew salute."
Cubs & leaders sing Oh Canada.

Cub 1: " (Cub's name), please take your place on deck."

Cub 2: "Permission to board ship."

Cub 1: "Permission granted."

Cub 1: Lead off in Grand Howl.

Akela: "Thank you (Cub's name). Please take your place on deck."

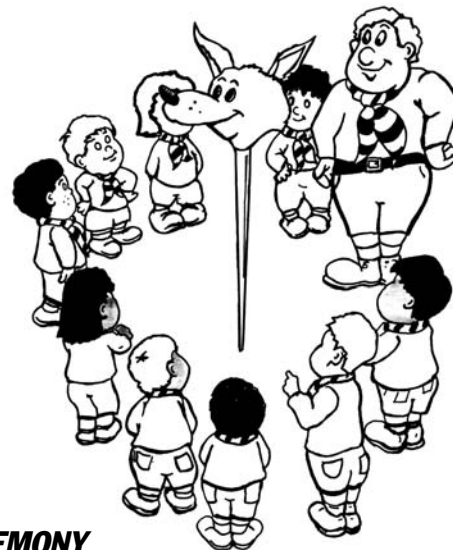
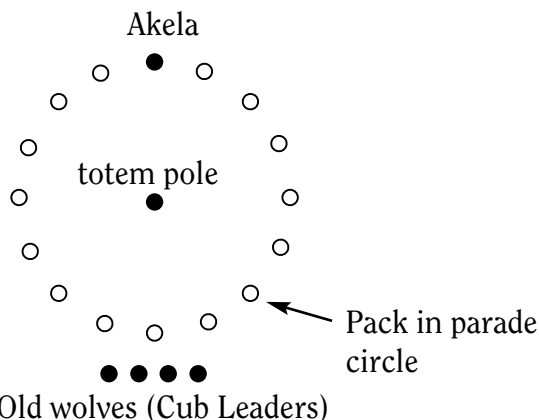
Cub 1: "Permission to board ship."

Akela: "Permission granted."
"Crew stand at ease."

Akela: Crew instruction. Break off for steam-off game.

"Crew alert. Crew return to your duty stations. Crew dismissed."

All: Right pivot, stomp left foot, break off.



CLOSING CEREMONY

Leader: Ring bell, pausing between rings. After last ring, call out: "All hands on Deck."

Cubs: Gather around Akela (Rock Circle).

Akela: "Parade Circle."

Leaders: Pass out badges, awards.
Call Cub forward, present badge (by badge name), shake hands, salute.

Cub: "Permission to board ship."

Leader: "Permission granted."

Akela: "Honour six proceed."

A representative of the Honour Six (Cub 1) approaches Akela. Akela and Cub salute. Akela joins leaders in Parade Circle.

Cub 1: Selects member of own six to break the flag.
" (Cub's name). Please take your place at the flag."
"Crew, face the flag."

Cub 2: Stands ready at the flag. "Halyards all clear."

Cub 1: "Crew alert, proceed."
Cubs & leaders recite Cub Promise (or Motto or Law).

Cub 1: " (Cub's name) Please take your place on deck."

Cub 2: "Permission to board ship."

Cub 1: "Permission granted."

Cub 1: Lead off in Grand Howl.

Akela: "Thank you (Cub's name). Please take your place on deck."

Cub 1: "Permission to board ship."

Akela: "Permission granted."

"Crew stand at ease."

Leaders: Crew announcements, handouts, etc.
Spiritual messages.

Akela: Announce honour six for next meeting.

"Crew alert. Crew dismissed."

All: Right pivot, stomp left foot, break off.



Cub Meeting Schedule: Week One

Theme: PIRATES OF THE HIGH SEAS - SHIPS & KNOTS

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity (See detail planning sheet)	Sharks Game	_____
5 mins.	Opening Ceremony (See detail planning sheet)	Theme Opening - Ships	_____
10 mins.	Game (See detail planning sheet)	Clear the Deck	_____
20 mins.	Theme Activity (See detail planning sheet)	Knots: Reef Knot & Sheet Bend	_____
10 mins.	Game (See detail planning sheet)	Knots Relay	_____
20 mins.	Theme Activity (See detail planning sheet)	Pirate Flag craft for each six	_____
10 mins.	Song/Story (See detail planning sheet)	Drunken Sailor song	_____
10 mins.	Six Meeting	Discuss theme	_____
5 mins.	Spiritual Fellowship	<ul style="list-style-type: none"> • Recite Law/Promise • Prayer 	_____ _____
5 mins.	Closing Ceremony (See detail planning sheet)	Theme closing - Ships	_____
15 mins.	Leader Discussion time	Review meeting & discuss next week's plans	_____

Badge Links: Purple Star A #2; Green Star A #2; Entertainer Badge #4; Musician Badge #3E

Meeting Notes: _____



PIRATES OF THE HIGH SEAS - SHIPS & KNOTS

GATHERING ACTIVITY

Sharks

How to Play:

- Three to five players join hands to become the “Shark”. The “Shark” catches “Fish” by surrounding individual players. Those who are caught become part of the Shark. The last three to five players not caught become the Shark for the new game.

GAME

Clear the Deck

Participants act out commands given by another. A variation on Simon Says.

Directions:

Give names (relating to sections of a ship—see list below) to areas of a room or field. Start out slowly—four positions, a few commands and increase difficulty level gradually.

Bow	Front of ship
Stern	Rear of ship
Starboard	Right side of ship
Port	Left side of ship
Admiral on Deck	Stand at alert
In the Galley	Centre of ship
Flag Going Up	Stand at alert, Saluting
Boom Coming Over	Lie flat on floor

How to Play:

- Leader calls out the positions or commands and the Cubs run to that area or act out the command. The last Cub to react to the instruction rolls up sleeve, pant leg, etc...no one is ever out.

THEME ACTIVITY

KNOT SKILL SESSION - Reef Knot & Sheet Bend Knot

Distribute instructions for the knots. Provide enough soft, flexible rope (not polypropylene) to allow youth to practise their own knots. *Fun With Knots*, and the *Fieldbook for Canadian Scouting* are both useful resource books available in Scout Shops.

Before starting, review the knot tying terminology. A straight piece of rope does not have definite parts such as a head, body or tail. Instead, think of the rope as having two ends and a middle (or standing part). Knots are made with a combination of three basic turns - bight, loop or overhand.

****REEF KNOT****

The reef knot is used in all first aid work or for joining two pieces of string or cord of equal thickness. It is not recommended for joining rope.

Begin with an over and under crossing (Fig. A) and then bring the ends back above in a second similar crossing (Fig. B). The completed knot (Fig. C) is snugged up by pulling on the ends. Note that it makes no difference whether the first crossing is tied left over right or right over left, as long as the second crossing corresponds correctly. A reef knot can be loosened easily by taking an end and a standing part of one rope in each hand and pushing the bights apart.





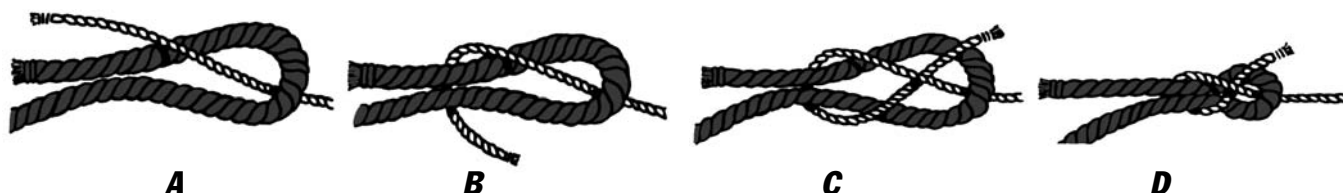
KNOT SKILL SESSION

****SHEET BEND****

The sheet bend is the most important knot for joining two rope ends and is especially useful when the ropes are of unequal size. A permanent loop can be substituted for the right-hand portion of the knot.

A bight is first formed with the thicker rope. The thinner rope is then threaded through this loop (Fig. A), and passed right around the end and standing part of the thicker rope (Fig. B). It is then tucked under itself (Fig. C), and tightened by pulling on the standing part of the thin rope (Fig. D).

Notice how the thin rope jams against the loop of the thick rope to prevent it from slipping.



GAME

Knots Relay

This game will help reinforce knowledge of knots. The first team to finish tying their ropes in the form of a circle using designated knots wins the game.

Materials:

- One length of rope per participant.

Preparation:

- Give each Cub one piece of rope.
- Each six lines up in relay formation. (Try to have equal numbers or equal numbers of ropes in each six.)

How to Play:

- The first team member runs to a designated position and lays his/her rope on the ground, then runs to the back of line, tagging the next team member.
- The second team member (after being tagged) runs to the designated position, and using a reef knot, attaches the ropes together. The ropes are then put back on the ground and the Cub runs back to tag the next person in line.
- Third and subsequent team members do the same thing.

When all Cubs have attached their ropes, the first participant runs again, and attaches the two ends of the rope together to form a circle. After the knot is completed, the Cub returns to the front of the line, and the team sits down.

CRAFT

Pirate Flag for Sixes

Materials:

- Pirate templates (attached)
- construction paper
- glue
- scissors
- pencils

Construction:

1. Using the Pirate templates, trace the shapes onto construction paper.
2. Carefully cut out the shapes.
3. Glue the Pirate shapes onto a piece of construction paper.
4. When the glue dries, display the artwork as lair flags.



SONG

What Shall We Do With the Drunken Sailor's

What shall we do with the drunken sailor?
What shall we do with the drunken sailor?
What shall we do with the drunken sailor?
Ear-ly in the morn-ing.

Chorus

Hoo-ray and up she rises,
Hoo-ray and up she rises,
Hoo-ray and up she rises,
Ear-ly in the morn-ing.

Put him in scuppers with a hose pipe on him.
Put him in scuppers with a hose pipe on him.
Put him in scuppers with a hose pipe on him.
Ear-ly in the morn-ing.

Chorus

Heave him by the leg in a running bowline,
Heave him by the leg in a running bowline,
Heave him by the leg in a running bowline,
Ear-ly in the morning.

Chorus

Shave his belly with a rusty razor,
Shave his belly with a rusty razor,
Shave his belly with a rusty razor,
Ear-ly in the morning.

Chorus

That's what we do with a drunken sailor,
That's what we do with a drunken sailor,
That's what we do with a drunken sailor,
Ear-ly in the morning.

Chorus



Cub Meeting Schedule: Week Two

Theme: PIRATES OF THE HIGH SEAS - SHIPS AT SEA

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity (See detail planning sheet)	Kim's Game - Items from the sea	_____
5 mins.	Opening Ceremony (See detail planning sheet)	Theme Opening - Ships	_____
10 mins.	Game (See detail planning sheet)	Dizzy Izzy	_____
20 mins.	Theme Activity (See detail planning sheet)	Belt Buckle & Eye Patch craft	_____
10 mins.	Game (See detail planning sheet)	Grab It (wearing belt buckle & eye patch)	_____
20 mins.	Theme Activity (See detail planning sheet)	Compass reading & navigation	_____
10 mins.	Song/Story (See detail planning sheet)	Pirate story	_____
10 mins.	Six Meeting (See detail planning sheet)	Water safety & Weather knowledge	_____
5 mins.	Spiritual Fellowship	<ul style="list-style-type: none"> • Recite Law/Promise • Prayer 	_____ _____
5 mins.	Closing Ceremony (See detail planning sheet)	Theme Closing - Ships	_____
15 mins.	Leader Discussion time	Review meeting & discuss next week's plans	_____

Badge Links: Purple Star A #2; Green Star A #6; Tawny Star A#2; Red Star A#3; Canadian Camper Award; Reader Badge #1C; Watercraft Badge #1,2

Meeting Notes: _____



PIRATES OF THE HIGH SEAS - SHIPS AT SEA

GATHERING ACTIVITY

Kim's Game - At Sea

Materials:

- large cloth
- paper
- pencils
- items related to shipping, sailing, the sea (sea shells, ropes, coins, compass, knives, sand, water, bell, rocks, fish, bottle with message, etc.)

Preparation:

- Lay out articles on a table, tray, or floor. Cover with a cloth and pass out paper and pencils to Cubs.

How to Play:

- Cubs gather around the cloth. One person removes the cloth for 1 to 2 minutes, while the Cubs try to memorize as many items as they can. The cloth is then replaced and the Cubs write down as many items as they can remember.
- Give them two to five minutes to remember as many items as possible. Uncover the items and let the Cubs compare their lists with the actual items.

GAME

Dizzy Izzy

All participants run in relay formation and attempt to rejoin their team as quickly as possible.

Materials:

- None

Preparation:

- Line up participants in relay formation.

How to Play:

- The first player in each line runs up to a designated position, places one finger on the floor, and runs around it seven times. He/She then runs back to tag the next player. Repeat until all players have a turn. Cubs should sit down when their team finishes.



CRAFTS

Pirate Eye-Patch

Materials:

- Black felt (4" x 4") for each Cub
- Thin cotton elastic (1/8" x 18") for each Cub
- Scissors
- Hole punch
- Chalk
- (template supplied)

Construction:

1. Carefully cut one eye-patch shape from the black felt, using figure 2 as a template.
2. Using the hole punch or scissors, create a hole at the top two corners, large enough to feed the elastic through.
3. Thread the elastic through the two holes and tie the ends of the elastic together.
4. VOILA! Instant pirate eye-patch. Use your imagination and decorate your eye patch with beads or any other appropriate method.

Caution: Do not use glitter paint as it comes off easily and may get into the Cub's eyes.

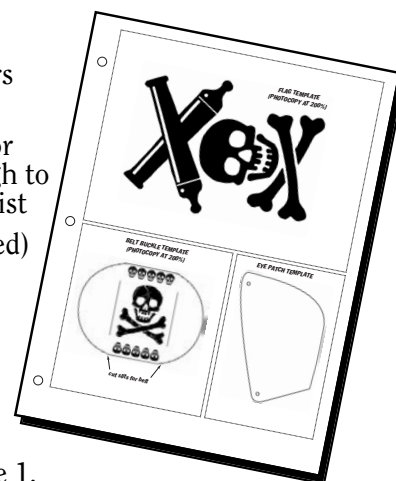
Pirate Belt Buckle

Materials:

- Cardboard (an old cereal box will be suitable)
- Construction paper (assorted colours)
- Scissors
- Craft knife
- Glue
- Pencil
- Coloured markers or paints
- lengths of scarf or cloth long enough to fit each Cub's waist
- (template supplied)

Construction

1. Carefully cut two belt buckle shapes, one from cardboard and the other from construction paper, using Figure 1 as a template.
2. Glue the construction paper buckle to the cardboard buckle to give it colour.
3. Cut two vertical slits in the buckle approximately 3 inches apart. Refer to Figure 1.
4. Use an old cloth or scarf as a belt. Thread the scarf or cloth through the slits of the buckle.
5. Have fun decorating your Pirate Belt Buckle to your own personal tastes.



GAME

Grab It

A hunting and eluding game.

Materials:

- Two colours of cloth strips (10 to 12 inches long by 3 to 4 inches wide).
- There should be enough for two teams, each with their own colour.

How to Play:

- Divide the Cubs into two teams. Pass out the coloured cloth, one per child.
- The Cubs tuck one end of the cloth into the back of their pants or belt. Each player attempts to capture the other team's cloth. If Cubs lose their cloth, a team member must retrieve it for them.

Variation:

- Play the game while wearing the Pirate belt buckle and eye-patch.



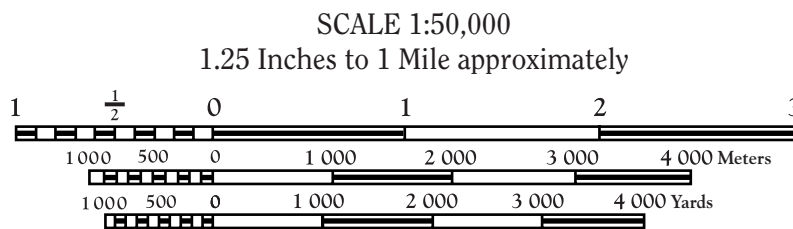
THEME ACTIVITY

COMPASS & NAVIGATION

COMPASS

The compass needle always points north, right? Wrong! The needle has two ends, and one points south; to avoid confusion, the distinction between the ends must be kept in mind. OK, the north end of the needle always points north, right? Wrong! The compass needle points to magnetic north, not true north.

Trail navigation is not so precise that a hiker needs to worry about declination. It's more important to know the compass points and in which direction you are travelling on the map.



MAP SYMBOLS

All Canadian topographic maps carry a graduated scale on the bottom of each sheet. This scale usually shows the distance in both miles and kilometres. To use this scale, measure the route that you're travelling, then compare it against the scale to determine the distance. If it is a straight route, a ruler or piece of paper will do. If your route curves, use a piece of string.

North is generally at the top of the map, south at the bottom. Look on your map for the compass symbol indicating North.

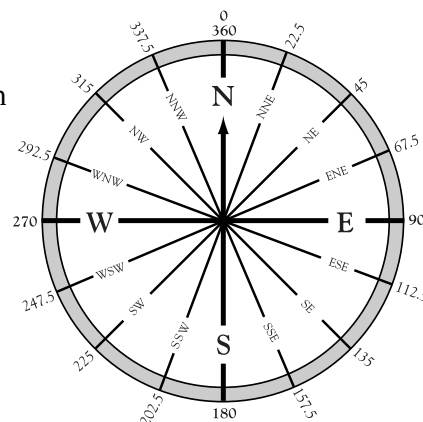
Topographic maps portray the vertical shape of the terrain, with the added features of contour lines, and other map symbols. Hills and valleys are shown on the flat surface of the map by brown contour lines which connect points of equal height throughout the area presented on the map. Each line is numbered to tell you the height of the ground above sea level.

Open pit, mine	Improved road	Marsh (swamp)
Index contour	Unimproved road	Buildings (dwellings)
Fill	Trail	School-church-cemetery
Cut	Bridge	Buildings (barns, etc.)
Power line	Footbridge	Sand area
Telephone line	Perennial streams	Woods
Railroad	Water well-Spring	Orchard
Hard surface road	Lake	Scrub

THE COMPASS POINTS

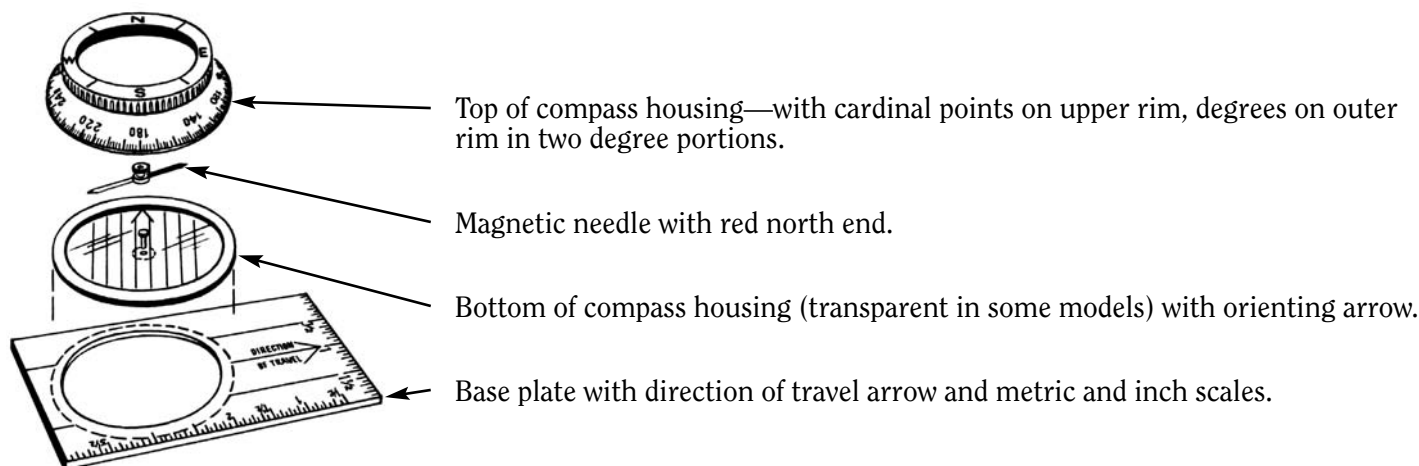
When you know where north is from looking at the compass needle, you should have no difficulty in finding the principal points of the compass. When you face north, south is then directly behind you, west on your left, east on your right. There are 32 points of the compass. The diagram only shows 16 of these points.

Fortunately, someone finally suggested the use of the 360-degree circle instead of names. Nowadays, most people take their directions or "bearings" by degrees instead of by names. For example, instead of saying east, they say 90 degrees. This is the same information you get from the grid lines on a topographical map.





PATHFINDER COMPASS PARTS



HOW YOUR COMPASS WORKS

COMPASS NEEDLE

The important part of a compass is its magnetized needle, balanced on a pin-point, and free to swing around. When the needle is left to itself, the earth's magnetism makes the needle of the compass point towards magnetic north. This end is either painted (black or red), stamped with the initial "N", or shaped like an arrowhead.

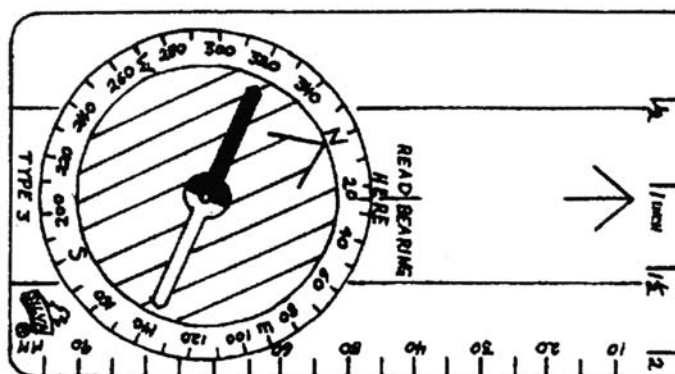
Remember that the north seeking end of the compass needle must be aligned with North on the compass housing. If the other end of the needle (usually painted white) is aligned with north, your bearing will be exactly 180 degrees off.

Compasses can also break or even lose their magnetism, but on the whole good compasses (i.e. a compass whose needle is dampened by a liquid) are very reliable. Chances are that if you do not reach your destination there is something wrong with you, not the compass!

THE ORIENTEERING COMPASS

There are many types of compasses. The orienteering-type compass used for many illustrations in this section is good for both hiking and orienteering. In the orienteering compass, the needle housing rotates on a base plate. This helps in reading the compass and serves as a direction pointer in the field. The edge of the base plate has measuring scales to help in reading and making maps.

In all our descriptions of compass use we will assume it is similar to the one shown below. That is, it has a transparent plastic base on which is inscribed a direction of travel arrow, and a movable plastic or metal housing which is marked in degrees, from 0 degree to 360 degrees.





STORY

A Pirate Story

Throughout the story there are certain phrases that have words or sounds associated with them. Assign two or three Cubs to each phrase; teach them the words or sounds they must say every time the phrase is spoken in the story. To make it an active story, have them stand up each time they say their part.

Old Sea PirateHo! Ho! Ho! And a bottle of Rum

BosunSnore, snore

Black CloudBlow Wind Blow

Sea GullsCaw, caw (flapping arms)

Long John SilverAharr me maties

Polly ParrotPolly wants a cracker

Croaky CrocodileTic, Toc, Tic, Toc (while shaking head)

The Story

Once upon a time, there was an Old Sea Pirate and his Bosun, who sailed out on the ocean blue on their sturdy ship the Black Cloud.

Far off in the distance he could hear the Sea Gulls cry.

The Old Sea Pirate and his Bosun dropped anchor and went fast asleep, first making sure all the hatches were secured on the Black Cloud.

Now creeping up the side of the ship, came Long John Silver and his parrot Polly, looking for the treasure of the Old Sea Pirate and his Bosun.

Looking for Long John Silver was Croaky Crocodile, who had swallowed a clock.

Just as Long John Silver and Polly Parrot discovered the treasure chest, Croaky Crocodile's clock woke up the Old Sea Pirate and his Bosun, who thought it was the Sea Gulls landing on the deck of the Black Cloud.

Well, Long John Silver grabbed hold of Polly Parrot and turned to run. In his haste, he tripped overboard, much to the glee of Croaky Crocodile. The Old Sea Pirate and his Bosun chased after them, but the Black Cloud rolled in the waves, clearing the deck of the Sea Gulls, the Old Sea Pirate and his Bosun.

Now, from a very good source, I am told that the last anyone heard of all these characters was strange sounds in the night as the Sea Gulls flew overhead, followed by Long John Silver and Polly Parrot, chased by the Old Sea Pirate and his Bosun, all frantically swimming away from Croaky Crocodile with his ticking clock. While to this day, the Black Cloud is anchored far out at sea with its treasure chest still aboard.

SIX MEETING - WATER SAFETY & WEATHER KNOWLEDGE

WATER SAFETY

Wear Your PFD!

Scouts Canada's Bylaw, Policies and Procedures has very specific requirements that apply to all members who participate in water activities. "Youth and adults participating in small craft (6 metres or less) boating activities involving powered or non powered boats must wear Transport Canada approved, properly fitted, personal flotation devices (PFDs)/lifejackets at all times. Canoes exceeding the 6 metre standard will also be included in this policy."

Know and practise these rules of water safety.

1. Learn to swim. Don't rely on floating aids (toys, life-belts, etc.) to keep you up.
2. Swim with a buddy — never alone.
3. Don't get into rough play in the water.
4. Don't fake trouble.
5. Read and obey warning notices.
6. Learn and respect the limits of your strength in the water.





Flotation Devices

PFDs are generally much more comfortable than lifejackets for extended wear, but there's a big difference between the two flotation devices. A PFD will not keep the head of an unconscious person out of the water; that's what a life-jacket is designed to do. Remember, lifejackets/PFD's are not substitutes for adult supervision.

Scouts Canada's B.P. & P. makes a clear statement about flotation devices: "Youth and adults participating in small craft (6 metres or less) boating activities involving powered or non-powered boats must wear Transport Canada approved, properly fitted, personal flotation devices (PFDs)/life jackets at all times. Canoes exceeding the 6 metre standard will also be included in this policy." The Canadian Coast Guard also has specific policies relating to flotation devices.

Selecting a PFD/Lifejacket

Follow the checklist below when selecting a PFD/Lifejacket:

1. Is it Transport Canada approved?
2. Will it support the person it was made for?
3. Are all the snaps, belts, ties, tapes, and/or zippers on the PFD/lifejacket in good condition?
4. Is it easy to put on and take off?
5. Can you move your arms freely when wearing it?
6. Does it let you bend at the waist? (Can you touch your toes when wearing it?)
7. Can you see the ground at your feet and walk over obstacles easily?
8. Does it keep your head above water?
9. Relax in the water face down. Does it roll you to a face-up position?
10. Can you swim and manoeuvre easily in the water?

Basic Rescues: Reach, Throw, Row, Go, Tow

Anyone can give some sort of aid to a water accident victim. Even a weak or non-swimmer can learn to save a life by using reaching and throwing assists.

The manner in which the water rescue is performed should be considered in the following order:

Reachwith an object (oar, plank, pole, branch).

Throwa buoyant object (preferably with an attached line).

Rowusing a boat to rescue an offshore victim.

Goswimming with a buoyant aid.

Towvictim using a buoyant object.

Rescuing Others

Canoe-Over-Canoe Rescue

If you encounter an overturned or swamped canoe (or other small craft), make sure the occupants are safe. Once you know they are well, ask them to hold onto the overturned canoe as you gather any floating gear and place it in the rescue canoe.

Next, paddle your canoe into position at right angles to the overturned canoe, forming a "T" with the two canoes. Have the people in the water move to the end of the overturned canoe farthest away from your rescue canoe. They should hang on to the end, one on each side. You and any helper in the rescue canoe must position yourselves facing each other in the centre of the canoe about one and a half metres apart.

Lift the overturned craft onto the gunwales of your rescue canoe. You'll need help from the people in the water. Ask them to push down and turn the canoe slightly to lift one gunwale out of the water. This will break the air seal. As they push down, you and your helper must lift the other end until you can slide the canoe completely out of the water.



across your gunwales. As you do this the people in the water must move to the ends of your rescue canoe and hold on until their canoe is back in the water. Turn the canoe over and gently slide it back into the water alongside your own canoe. Hold the gunwales of both canoes tightly together as the people in the water get back into their own canoe again.

This is an excellent exercise to practise in a pool or other safe setting.

Tired Swimmer Assist

When using a canoe as a rescue craft for a tired swimmer, extend a paddle, a pole, or a ring buoy to the victim. Don't reach for the person because of the possibility of being pulled off balance by the swimmer's struggles. You might need to block the victim or to apply pressure with your hand on the person's head or shoulder when the person comes alongside. This will keep the individual from trying to climb in over the gunwale.

To help a tired swimmer into your canoe, sit on the bottom near the middle. Shift your weight to the opposite side while using a high brace to help balance the craft as the swimmer climbs aboard.

An unconscious person, if not too heavy, can be lifted into your canoe. Grasp the victim's arms near the shoulder. "Jackknife" the victim's trunk into the canoe when it clears the gunwale, and then pull in the legs by lifting at the hips.

WEATHER KNOWLEDGE

Weather. It surrounds us everyday. It affects what we do, and how we do it. It can make life miserable or pleasurable. Don't take weather for granted if you want an enjoyable outdoor experience!

Planning a simple outdoor game during a weekly meeting. Going on a week-long winter hike. Setting out in a canoe on a deceptively calm and pleasant summer's day. Hiking in blistering summer heat. Weather plays a major role in all these scenarios. Most mistakes we make 'reading' the weather often result in little more than minor inconveniences. Some provide fond, even humorous memories. However, those who take the weather for granted could find themselves unexpectedly facing a life-threatening situation. Learn to avoid these dangers.

Nature may surprise us occasionally. By increasing our weather knowledge, we can avoid having a weather hazard turn into a disaster. Be prepared!

Severe Weather and Weather Extremes

When you hear of severe or extreme weather, heed the warnings. Too often, people become fascinated with weather phenomenon, ignoring the danger and needlessly placing themselves at great risk. Always be alert for approaching weather dangers, including:

- Thunderstorms
- Lightning
- Strong winds
- Heavy rains
- Flash floods
- Tornadoes
- Cold temperatures (frostbite, hypothermia)
- Hot temperatures (heat stroke, hyperthermia)
- Sunburn
- Snow blindness
- Blizzard
- Drought conditions (extreme dryness, which can mean fire hazards).



Weather Forecasting

What is a weather forecast? How is it made? What details appear in a weather forecast? How do you get a forecast?

Weather forecasts are predictions of the weather covering several days. Meteorologists conduct forecasts by observing weather patterns all over the world. They feed these observations into computers that make predictions using mathematical formulas. In Canada, Environment Canada is responsible for making weather forecasts.

Most weather forecasts detail predictions of the temperature, sky conditions (e.g. sunny, cloudy), and weather characteristics (e.g. rain, snow, strong winds). If a meteorologist foresees severe conditions, the forecaster will issue a warning of these upcoming events. Never ignore official weather advisories or warnings. Use them to make alternate plans, or to prepare yourself. People who ignore weather warnings are making a dangerous mistake.

Before setting out on an outdoor adventure, get a weather forecast from a local newspaper, television or radio station, or web site. When in the field, rely on radio broadcasts. Park rangers often post weather forecasts for all campers to see.

Learn to read the signs of upcoming weather fronts. By keeping an eye on the skies, you'll have reasonable lead time to take necessary precautions, winter or summer. Heed the signs!





Cub Meeting Schedule: Week Three

Theme: PIRATES OF THE HIGH SEAS - ISLANDS

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity (See detail planning sheet)	Navigate to Island on map	_____
5 mins.	Opening Ceremony (See detail planning sheet)	Theme Opening - Ships	_____
10 mins.	Game (See detail planning sheet)	Defending the Fort	_____
20 mins.	Theme Activity (See detail planning sheet)	Knots - Reef Knot, Sheet Bend, Bowline, Round Turn & Two Half Hitches	_____
10 mins.	Game (See detail planning sheet)	Island Rescue, using knots	_____
20 mins.	Theme Activity (See detail planning sheet)	Pirate Hat Craft	_____
10 mins.	Song/Story (See detail planning sheet)	Blow the Man Down & I'ze the Bye songs	_____
10 mins.	Six Meeting	Pack discussion: Weather identification & dressing appropriately	_____
5 mins.	Spiritual Fellowship	<ul style="list-style-type: none"> • Recite Law/Promise • Prayer 	_____ _____
5 mins.	Closing Ceremony (See detail planning sheet)	Theme Closing - Ships	_____
15 mins.	Leader Discussion time	Review meeting & discuss next week's plans	_____

Badge Links: Purple Star A #2; Green Star A #1, 2, 6, 9; Entertainer Badge #4; Musician Badge #3E;
Handicraft Badge 1

Meeting Notes: _____



PIRATES OF THE HIGH SEAS - ISLANDS

GATHERING ACTIVITY

Navigate to the Island on the Map (enclosed)

Instructions:

- Use your thumb to measure distances. Each thumb width measures one distance in the stated direction.
- Begin where X marks the spot.

Activity:

You are Pirates on the last leg of your homebound journey after many months at sea. Your ship's supplies are all but gone, your crews are tired and eager to see the beaches of home. You are the navigator, and your crew is depending on you to pilot the ships home safely.

Your ships are too light to travel the high seas, so you must find sand for ballast (weight). Desert Island has plenty of sand, but BEWARE: the waters surrounding the island are filled with sharks, and the Island has many dangerous creatures. Many Pirates have not survived a visit to Desert Island.

- Desert Island is seven (7) points East of the X.

From Desert Island you must travel to Jungle Island to hunt for meat and gather fresh water. Beware of the large cats and the dangerous snakes.

- Jungle Island is three (3) points West,
- Three (3) points South,
- Two (2) points East.

Now you have ballast, meat, and water. Your ships are almost ready to journey home. Jungle Island did not provide everything; you still need fruits and vegetables. The only island that can provide you with fruits and vegetables is Skull Island. The natives on Skull Island will not give you what you are looking for, so you need something to trade with them. Pearls and coral from Shell Island is just what you are looking for. Beware the killer whales along the way.

- Shell Island is Five (5) points East,
- Three (3) points South.

You have gathered pearls and coral for trade. You are ready to set sail for Skull Island. Skull Island is a very, very dangerous place to visit. The natives are head hunters and would prize your head should you not have enough to trade.

- Skull Island is One (1) point South,
- Four (4) points East
- Four (4) points North

You have survived your visit to Skull Island. The natives were pleased with your trade goods. But along the way you lost one ship to a giant Octopus. Your other ships were heavily damaged in a fierce battle to stay afloat. You must find a safe port to make repairs. Horseshoe Island is the safest place and has everything you need to repair your ships.

- Horseshoe Island is Twelve (12) points West.

You have safely arrived on Horseshoe Island and repairs are underway. Your Captain has ordered scouting parties out to explore the island and watch out for unfriendly Pirates. While exploring Horseshoe Island, one scouting party has come across a treasure map. The treasure map tells of great riches, a buried treasure on a neighbouring island. The buried treasure is guarded by a giant sea crocodile, but your Captain has a plan. You will anchor out at sea, far away from the island, and ride the friendly dolphins onto shore. This should give you enough time to collect the treasure and return before the crocodile can catch you.

- Treasure Island is five (5) points South,
- Two (2) points East.

Your pouches are filled with gold, diamonds and rare gems, and your ship's supplies are plentiful. Your great journey has been a success, time to head for home, Wolf Island.

- Wolf Island is three (3) points West
- Five (5) points North
- Four (4) points North East
- Four (4) points East
- Three (3) points North.

This is the end of your journey—you have arrived home. It's time to prepare for the welcoming celebration, Grand Howl.



GAME

Defending the Fort

Prevent the attacking team from getting the soccer ball into the circle.

Materials:

- One soccer ball

Preparation:

- Divide the participants into two equal teams.

How to Play:

- Team one (the defenders) forms a circle, holding hands and facing outwards. A member of team one stands in the centre of the circle. Team two (the attackers) attempts to kick the soccer ball into the circle.
- If the soccer ball is kicked over the heads of the defenders, the player in the centre can catch the ball before it touches the floor and toss it out.
- The teams change position when the attackers successfully touch the floor inside the circle with the soccer ball.

THEME ACTIVITY

KNOT SKILL SESSION - Bowline & “Round Turn” Knots

Review the Reef and Sheet Bend knots taught previously.

****BOWLINE****



A very important knot, the bowline forms a loop that will not slip or jam no matter how great the strain. Its many adaptations are useful in first aid and life-saving. Every Scout should have a thorough understanding of the several variations of this knot.

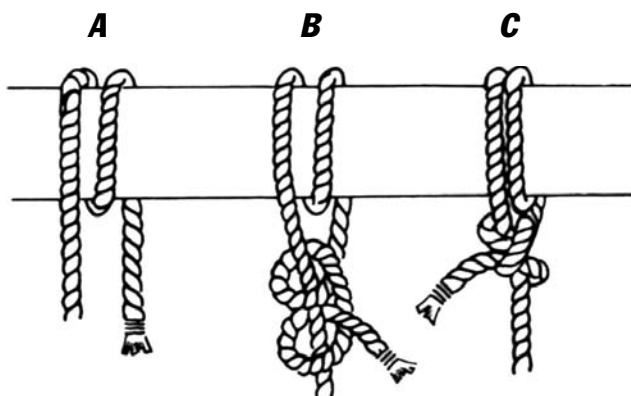
Start by forming an overhand loop and a standing part, spaced so as to make the resulting loop large enough for its purpose. The free end is taken up through the loop, around the standing part and back down through the centre of the loop.

****ROUND TURN AND TWO HALF HITCHES****

This is a simple method of fastening a rope to a spar, ring or another rope. It is especially useful for towing purposes.

The round turn is shown in Fig. A (the rope makes two turns around the spar). You can see in Fig. B that the second half (the two half hitches) is like making a clove hitch on the standing part of the rope with the free end. Pull tight at this stage and it will look something like Fig. B & C.

An important point to remember is that the pull or tension on the rope in these hitches must be as shown in the sketch (at right angles to the spar). If not, the rope may slip along the spar.





GAME

Island Rescue

- Rescue one team member from an Island that is sinking into the sea.

Materials:

- One 6 foot length of rope per Cub.

Preparation:

- Give each Cub one length of rope.
- Line up Cubs in sixes in relay formation.

How to Play:

- With the teams in relay formation, one team member is selected to be rescued. That team member moves to a position designated as the Sinking Island. The Sinking Island should be no further away than the length of ropes the team has.
- The rest of the team uses as many different knots as possible to tie their pieces of rope together. The team member at the head of the line coils the rescue line together and throws it to the team member on the Island.
- The stranded team member must tie the rescue line around him/herself using a bowline knot, then signal to the other team members to pull him/her to safety.
- The team sits down once the rescue is complete.

CRAFT

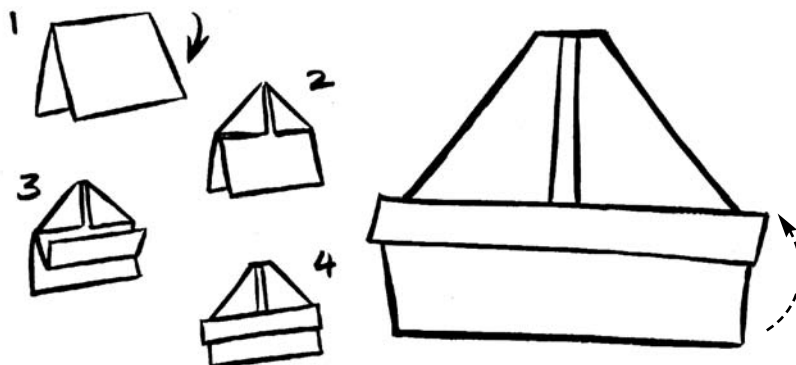
Pirate Hat

Materials:

- Newspaper or Flip Chart Paper (18" x 24")
- Scotch tape or stapler
- Optional: Feathers, Braid, Glitter, Glue, Crayons,...

Construction:

1. Lay double sheet of paper on a table, with the centre folded at the top.
2. Fold the top left corner, then the top right corner diagonally down against the front, so they meet in the centre. Crease the folds flat.
3. Take only the single top sheet of the strip that runs across the bottom, and fold that up against the rest (as shown by the dotted line).
4. Turn the hat over to the other side, and fold the other bottom strip up the same way as the first one.
5. Tape or staple the bottom strips together at the open ends to form a continuous brim around the hat.
6. Put your two thumbs up inside the hat at the centre and pull your hands apart slightly to open it up.
7. Decorate.





SONGS

I'ze The Bye

Chorus: (after every verse)

I'ze the bye that builds the boat,
and I'ze the bye that sails her.
I'ze the bye that catches the fish
and takes them home to Liz-er.

Hip your partner, Sally Tipple,
Hip your partner, Sally Brown,
Fo-go Twil-in-gate, Morton's Harbour,
All around the circle.

I took Lizer to a dance,
And faith and she could travel,
And every step that she would take,
Was up to her knees in gravel.

Salts and rinds to cover your flake,
Cake and tea for supper,
Codfish in the spring of the year,
Fried in maggoty butter.

Susan White, she's out of sight,
Her petticoat wants a border,
Old Sam Oliver in the dark,
He kissed her in the corner.

Blow the Man Down

I'll sing you a song, a good song of the sea,
With a way! Hey! Blow the man down!
I trust that you'll join in the course with me,
Give me some time to blow the man down.

There was a skipper, I don't know his name,
With a way! Hey! Blow the man down!
Although he once played a remarkable game,
Give me some time to blow the man down.

His ship lay becalmed in the tropical seas,
With a way! Hey! Blow the man down!
He whistled all day, but in vain, for a breeze,
Give me some time to blow the man down.

SIX MEETING - WEATHER IDENTIFICATION

More information on weather identification can be found in *The Fieldbook for Canadian Scouting*, available in Scout Shops.

Clouds

Clouds are formed when air is cooled below its saturation point (i.e. 100 percent humidity) and the water vapour in the air condenses into tiny droplets or ice crystals. These are so light that they float.

All clouds are created through the same general process, but because of other factors, they appear in different forms. Understanding when the various cloud types form can provide valuable weather clues.

Latin names describe cloud formations. There are three general cloud types: Cirrus (feather-like), Stratus (in a layer) and Cumulus (in big heaps). Meteorologists break these down into high clouds, middle clouds and low clouds, based on their typical height above ground. There are a few exceptions; the one most common to us is the Cumulo Nimbus, which crosses all levels.



High Clouds

High clouds are made up entirely of tiny ice crystals. The bottoms are about 6,000 meters above the earth. Two types are common:

1. Cirrus are thin wispy and feathery. They are frequently blown by high winds into feathery strands called Mare's Tails.
2. Cirro Stratus form at about 7,500 meters and are thin sheets that look like white veils. Both the sun and the moon shine through them, making rings of hazy light called halos.

Middle Clouds

Middle clouds are usually either layered (i.e. stratus) and puffy (i.e. cumulus) or combinations of these. Their bases are around 3,000 meters above the earth.

1. Alto Stratus are dense veils or sheets of grey that often appear fibrous or lightly striped. The sun or the moon does not form a halo, but appears from the ground as if seen through a frosted glass.
2. Alto Cumulus are grey or whitish patches, or layers, of puffy or roll-like clouds. Shining through, the sun often appears as a disk.

Low Clouds

Low clouds have bases near the Earth's surface.

1. Stratus form as low, uniform grey masses covering the entire sky. These clouds may bring light drizzle, but almost never heavy rain.
2. Nimbo Stratus are thicker than stratus clouds, and very grey. They cut off the sun and usually bring continuous rain.
3. Cumulus are puffy, white, and often look like cauliflower. The shapes change constantly. Over land, cumulus often form by day and disappear at night. Unless they pile up, they usually mean fair weather.
4. Strato Cumulus are irregular masses of clouds spread out in a rolling or puffy layer. They appear as grey with dark shading.

Other Clouds

Cumulo Nimbus are the familiar thunderheads. Bases almost touch the ground, but tops can reach 23,000 meters. Winds shape the tops into flat, anvil-like forms.

DRESSING FOR THE WEATHER

Have each six discuss what kinds of clothing, including hats, and footwear, they would require for the following forecasts. More information on clothing can be found in the *Fieldbook for Canadian Scouting*.

1. Severe wind, -40° (Warm hat, winter coat, winter pants or leggings, scarf for neck and face, warm mitts, winter boots, warm sweater, pants, wool socks, long underwear, socks)
2. Spring day, cloudy sky, muddy ground, 9° (Waterproof boots or rubber boots, rain coat and hat, hat with wide brim, warm socks, pants, long sleeved shirt)
3. Sunny day, +32° (Hat with wide brim, shirt to cover shoulders, shorts, light socks, running shoes, drinking bottle)

Conclusion:

Be aware of the weather. Being a smart Cub means being prepared. Bring the right equipment and clothing to keep yourself comfortable in any kind of weather.



Cub Meeting Schedule: Week Four

Theme: PIRATES OF THE HIGH SEAS - TREASURE

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity (See detail planning sheet)	Treasure Map questions answered	_____
5 mins.	Opening Ceremony (See detail planning sheet)	Theme Opening - Ships	_____
10 mins.	Game (See detail planning sheet)	Eat the Fishtail	_____
20 mins.	Theme Activity (See detail planning sheet)	Survival and First Aid Kit Contents	_____
25 mins.	Game (See detail planning sheet)	Treasure Hunt - distribute treasure map. Hunt for Survival & First Aid kit contents.	_____
5 mins.	Theme Activity (See detail planning sheet)	Assemble First Aid & Survival kits	_____
20 mins.	Song/Story (See detail planning sheet)	Songs, skits & refreshments	_____
5 mins.	Spiritual Fellowship	<ul style="list-style-type: none"> • Recite Law/Promise • Prayer 	_____ _____
5 mins.	Closing Ceremony (See detail planning sheet)	Theme Closing - Ships	_____
15 mins.	Leader Discussion time	Review meeting & discuss next week's plans	_____

Badge Links: Purple Star A #2; Green Star A #3; Trailcraft Badge #3; Entertainer Badge #4 & #10; Musician Badge #3E

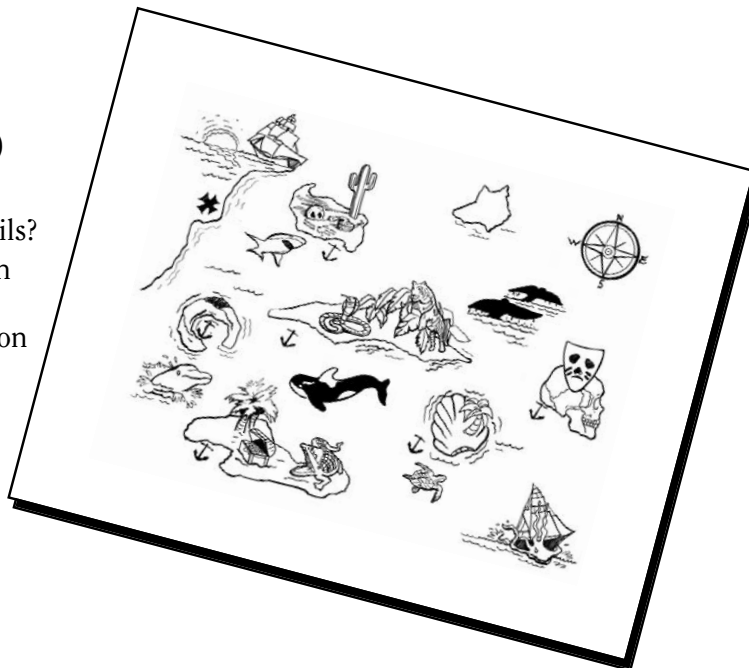
Meeting Notes: _____



PIRATES OF THE HIGH SEAS - TREASURE GATHERING ACTIVITY

Answer Questions on Treasure Map (enclosed)

1. How many Ships on the Map?
2. How many Sails on the Ship with the most Sails?
3. How many points are there on the Compass on the Map?
4. How many Islands North of Jungle Island are on the Map?
5. How many Islands South of Jungle Island are on the Map?
6. How many Islands have animals on them?
7. What Island is the scariest?
8. How many Sea creatures are on the Map?
9. What is the biggest Sea creature on the Map?
10. What is the smallest Sea creature on the Map?
11. Where is the Pirate?
12. What Island is the most dangerous place to visit?
13. How many Anchors are on the Map?
14. How many Dolphins are on the Map?
15. How many Whales are on the Map?
16. Where is the Octopus?



GAMES

Eat the Fishtail

The head of the line tries to catch the back of the line. The back of the line tries to avoid capture, without breaking the line.

Materials:

- None

Preparation:

- Line up the Cubs in a single line, holding onto each other's waist.

How to Play:

- Give a signal after players are all lined up holding onto each other's waist. The player at the front of the line tries to catch the player at the end of the line. The player at the end tries to avoid being caught. The line must not be broken. Once caught, change players.

Answers to the Treasure Map

- | | | |
|---------------------------|--|---|
| 1. 2 Ships | 8. 7 Sea Creatures are on the map | 12. Skull Island is the most dangerous. |
| 2. 9 Ships | 9. A Whale is the biggest sea creature. | 13. 6 Anchors |
| 3. 8 compass points | 10. A turtle is the smallest sea creature. | 14. 2 Dolphins |
| 4. 2 Islands north | 11. The Pirate is on Treasure Island. | 15. 3 Whales |
| 5. 3 Islands south | | 16. The Octopus is in the S.E. corner. |
| 6. 3 Islands have animals | | |
| 7. (Up to each Cub) | | |



THEME ACTIVITY AND GAME

Treasure Hunt

Have the Cubs follow a set of instructions, a map or a series of puzzles to find the “treasure”.

Materials:

- Instructions, map and/or Word Puzzles
- Survival kit and First Aid kit articles.

Preparation:

- Divide the Cubs into sixes. Give each six a list of articles to find, as well as instructions for the map, puzzle or word puzzles. Design your instructions to the age ability of the Cubs as well as the playing area available.

How to Play:

- The activity should have a time limit and boundaries.
- Each six departs with their list of articles and instructions.
- Once all articles are found (or the activity time expires), the sixes return to a designated spot to show what they have found.
- For this theme activity, hide pictures or items for a survival/first aid kit. When the sixes complete the game, they assemble their kits. Have enough supplies for each Cub to make a kit.
- There are no winners. Everyone gets a complete kit.

First Aid and Survival Kit items

Waterproof matches or a lighter

Compass

Adhesive tape & bandages

Fire starter material

Pocket knife

Large yellow/orange garbage bag or Space blanket

Whistle

Snack

Reflector/signal mirror

Insect repellent

Ointment

Band-aids

Halazone or water purification tablets

Bouillon cubes

Fishing line, hooks and lures

Duct or adhesive tape

2 to 4 metres light flexible wire

Pencil and paper

Aluminum Foil (2 sheets 5 metres long)

Note from Mom and Dad

SONGS

He's Got the Whole World in His Hands

He's got the whole world, in His hands,
He's got the whole world, in His hands,
He's got the whole world, in His hands,
He's got the whole world in His hands.

He's got the little tiny baby, in His hands,
He's got the little tiny baby, in His hands,
He's got the little tiny baby, in His hands,
He's got the whole world in His hands.

He's got you and me brother, in His hands,
He's got you and me brother, in His hands,
He's got you and me brother, in His hands,
He's got the whole world in His hands.

He's got everybody here, in His hands,
He's got everybody here, in His hands,
He's got everybody here, in His hands,
He's got the whole world in His hands.



Kum By Yah (Come With Me)

Kum by yah, My Lord, Kum by yah.
 Kum by yah, My Lord, Kum by yah.
 Kum by yah, My Lord, Kum by yah.
 O Lord, Kum by yah.

Someone's crying, Lord, Kum by yah.
 Someone's crying, Lord, Kum by yah.
 Someone's crying, Lord, Kum by yah.
 O Lord, Kum by yah.

Someone's singing Lord, Kum by yah,
 Someone's singing Lord, Kum by yah,
 Someone's singing Lord, Kum by yah,
 O Lord, Kum by yah.

Someone's praying Lord, Kum by yah,
 Someone's praying Lord, Kum by yah,
 Someone's praying Lord, Kum by yah,
 O Lord, Kum by yah.

SKITS

"Is Captain Kidd afraid of himself?"

Cast: Captain Kidd
 People walking by (3 or 4)
 Props: Mirror
 Setting: Street

Captain Kidd: "I'm the roughest, toughest, meanest, ugliest pirate to roam the seas. Watch this."
 (Tries to scare first man walking by)
 Person 1: "I'm not scared of you."
 C.K.: Keeps on trying to scare people walking by.
 Person 2: Walking dog, dog runs to play with Captain Kidd.
 Person 3: Laughs. "Hey Halloween isn't until next month." ETC.
 C.K. Quite dismayed. "Hmmm, maybe I'm not so scary after all. Maybe I should go into movies."
 Looks at himself in the mirror. "Ahhhhhhhh!"
 Runs away scared.



A Treasure?

Cast: at least 7 Cubs dressed as Pirates
 1 Captain wearing a captain's hat
 Props: Pirate costumes, hats, scarves, swords, wooden plank, box decorated like a boat, old torn map with a treasure map route drawn on it
 Treasure chest: large cardboard box, with a door in it that the Cubs can step through and be hidden out of sight



Story

As the scene opens, all the Pirates are gathered around the Captain.

1st Pirate: (Shaking finger at the Captain)

“Yo-ho-ho, we’re Pirates Bold!

We’ve come aboard to steal your gold!”

2nd Pirate: (Pushes Captain towards wooden plank)

“We’ve come to make you walk the plank
then you’ll be down, where it’s dark and dank.”

3rd Pirate: (Holding up sword and acting big and brave)

“We’ll seize your ship, and rob you blind.
We’re the BRAVEST pirates you could find.”

4th Pirate: (Bends down close to Captain, while Captain whispers something in his ear)

“What’s this you say, you have NO GOLD!
Come on men, let’s check the hold!”

5th Pirate: (Reaches down and picks up an old torn map he finds on deck)

“Hey, look right here, I’ve found a map.
So you lied to us, you lousy Sap!”
(Shakes finger at Captain.)

6th Pirate: (Traces his finger across the map)

“Here’s a Treasure Chest, there is NO DOUBT.
He’s already found it, for here’s his route.”

7th Pirate: The Treasure Chest, I’m sure is here.

Let’s look around, it must be near!”

*(All Pirates go to large carton which has a door cut in it, open and step inside or
behind the box...when all pirates are hidden, continue with the scene.)*

All pirates together:

“Well shiver me timbers, see the size of that Chest,
Of all our treasures, this one’s the best!!”
(Loud screams and muffled shouts of terror)

Captain: (Smiling and winking at audience)

“Yes, my greatest treasure, they did find
It saves me from Pirates and brings me peace of mind.
Down below where it’s hidden and dark,
I keep a tank of man-eating SHARKS!

TREASURE MAP



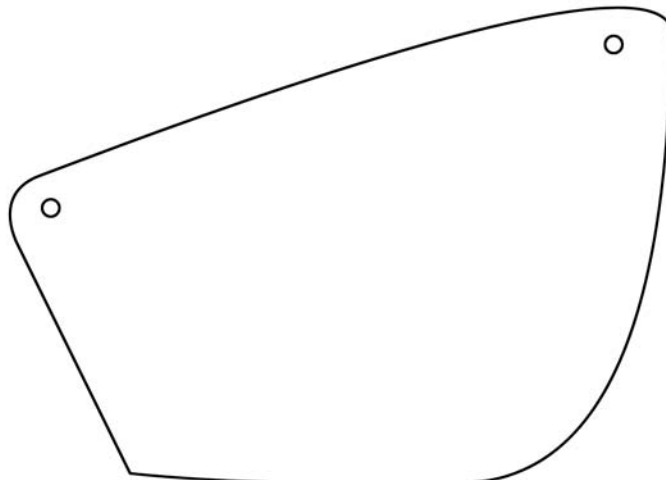
FLAG TEMPLATE
(PHOTOCOPY AT 100%)



BELT BUCKLE TEMPLATE
(PHOTOCOPY AT 100%)



EYE PATCH TEMPLATE
(PHOTOCOPY AT 100%)



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

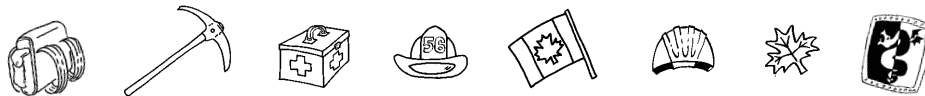
Theme Program Resources

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!