

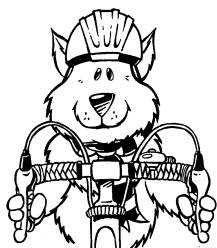


JUMP



S T A R T

for Cubs



Theme: SAFETY FIRST

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

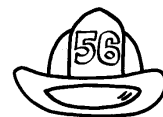
Long Range

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 - Detailed Planning

Theme: Safety First



Games

Simon Says

This game is played in the traditional Simon Says game manner, with the exception of the way the Cubs move.

When Simon says:

Barbecue grill -	Cubs move quickly forward
Campfire -	Cubs move two steps sideways
Smoke in a theatre -	Drop and crawl backwards
Fire at home -	Crawl low forward
Oven -	Two steps forward, open window action
Clothes burning -	Cubs drop & roll
Fire -	Cubs rush forward

Hazardous Product Symbol Relay

Before starting the game show the Cubs the different hazardous products symbols for poison, flammable, explosive and corrosive. Bring in a variety of products with these symbols on them. Line the products up at one end of the room. Divide the Cubs up into teams at the other end of the room and give each Cub two different symbols. Cubs must run up to the products, match the symbol with the correct product, and lay their symbol in front of it. Youth must only identify one symbol at a time, which means they have to run up twice. Some products can have more than one hazard, so there may be a mixture of symbols in front of those ones. First team to finish wins.



EXPLOSIVE

The symbol of an exploding bomb warns that if the container is heated or suddenly has a hole punched in it, it can blow up. If it does, flying sharp pieces of metal or plastic can cause serious injuries, especially to eyes.



FLAMMABLE

The symbol of a flame means a product can easily start to burn if it is near heat, flames or sparks.



POISON

If you swallow or even smell a product that has the skull and crossbones symbol on it, you could be seriously hurt - or even die.



CORROSIVE

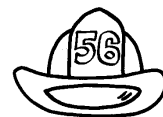
The skeleton hand means a product can burn your skin. It can also seriously damage your eyes and, if swallowed, it can hurt your throat and stomach.

Fire Obstacle Course

Before this game starts, set up an obstacle course for the teams to complete. All or some of these situations could be encountered in a fire at home. Obstacles should include:

1. Climbing up a ladder onto a platform
2. Climbing down a ladder
3. Swinging on a rope over a “gap”
4. Jumping from a height of 1 1/2 - 2 metres onto a floor mat
5. Crawling along a wall for 1 1/2 metres
6. From a crawling position, reaching up, opening a door, crawling through, and shutting it again.
7. Crawling around boxes blindfolded.

At the end of the course the team should all gather in one place — the same as they would do in a real situation.



Crafts

Community Hazards Poster

After completing your Community Hazard Hike, supply the Cubs with paper and colouring pencils. Ask them either to draw a poster of some of the hazards they saw while on their hike or draw any of the suggestions contained in the Family Safety Badge, #8.

Bedroom Box & Escape

Everyone has a bedroom or some place in their home where they sleep at night. Give each Cub a shoe box, and ask them to cut out the windows and doors for their room. Then they can glue on curtains, rugs and furniture until their shoe box looks like their bedroom. When their bedrooms are complete, they can share with their sixes the escape plan. Include questions like: Do they sleep with their doors closed? Is there a smoke detector in their room? How far is it to the ground from their window? Where will they meet their family outside the home?

Holiday Pictures

Holidays pose another opportunity for fires; people are relaxed and not as vigilant. Some of the hazards to be aware of include:

- check that all lights, decorations and toys that use electricity have a testing organization label attached;
- before going to bed check upholstery, wastebaskets and ashtrays for smouldering cigarettes;
- set up Christmas trees away from doorways and heat;
- always use fire retardant decorations during holidays;
- take special precautions when using candles. Never place candles near doorways (a fire could block an exit), or near combustible materials (curtains, bedding) to prevent their ignition.
- keep matches away from small children; and
- never light fireworks without adult supervision.

After discussing these hazards, ask Cubs to pick a month and illustrate a holiday picture for that month. It can even be their birthday. They should draw the holiday picture and a fire safety feature making it safe (e.g. fireworks, and an adult with a bucket of water nearby). After sharing their picture with their pack or six, they can take it home to their parents.



Songs

Design a Song

If there's time, ask each six to design a song to feature stop, drop & roll. A suggestion is included to get you started.

Stop, Drop & Roll

Tune: Frère Jacques

Fire alarms ringing, fire alarms ringing,
What to do? What to do?
Smoke is in the room, smoke is in the room,
Crawl out the door. Crawl out the door.

Fire alarms ringing, fire alarms ringing,
What to do? What to do?
Clothes are catching fire, clothes are catching fire,
Stop, drop & roll. Stop, drop & roll.



Activities

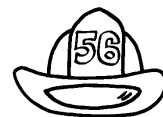
Community Hazard Discussion

Before leaving for your hike, discuss with your Cubs what they will be looking for and why the objects are hazardous. At the same time, they should be aware of the accessibility of building entrances, water fountains, elevators, public telephones, washrooms, doors and sidewalk curbs. How could these be made more accessible for people in wheelchairs? Start in your meeting hall and then progress outside. A checkoff list, based on the Family Safety Badge #8, is included for your Cubs to take with them.

For those of you who live in a rural community, a visit to a working farm would provide opportunity to discuss hazards. A suggested checkoff list is included for you as well.

Farm fires are caused by the same things that make residential fires. However, the use of flammable liquids and kerosene is an additional cause of farm fires. Some of the primary causes of farm fires are as follows:

- defective chimneys
- sparks on a combustible roof



- inadequate lightning protection
- carelessness with matches
- spontaneous combustion (usually of agricultural products, primarily hay)
- improper use/storage of gas and kerosene
- unsafe stove and furnace installations
- misuse of electrical appliances and equipment
- outside burning or fires.

With this list, tour the farm noting any potential farm hazards.

Community Hazard Hike

Pedestrian Crosswalks	_____	Construction sites & machinery	_____
Traffic lights	_____	Landfill sites or dumpsters	_____
Train tracks	_____	Ice-covered water or water areas	_____
No streetlights	_____	Vacant buildings	_____
No sidewalks	_____	Quarries	_____
Power lines or substations	_____	Unfriendly animals	_____
Storm sewers	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____



Farm/Rural visit

Lightning rod on buildings	_____	Hay & grain dryers properly maintained	_____
No flammable liquid stored in barns	_____	Brooding equipment properly installed	_____
Flammable liquid stored in a separate shed	_____	Infrared lights shielded	_____
Electrical wiring not corroded	_____	Water & hoses available at barns	_____
Equipment plugged into sockets, not extension cords	_____	Fire extinguishers easily located & marked	_____
Electric motors free of dirt	_____	Electrical power lines nearby	_____
Tractors stored in separate building, not with animals or hay	_____	Train tracks/highways close to farm	_____
No smoking allowed in barns	_____	Electric fences	_____
Haylofts well ventilated	_____	Old wells not covered	_____
Unfriendly animals	_____	Quarries	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____



Home Safety Stations

Cubs are exposed to many small appliances daily in the home. The following small equipment stations will highlight safety features Cubs should be aware of at home. It should also increase their awareness of hazards such as:

- broken or frayed cords
- too many appliances for one outlet
- extension cords that are too light for the load
- using appliances near water
- broken or misused appliances
- appliances left unattended.

Safety rules to emphasize before going to the stations are:

- protect cords and plugs from damage
- unplug appliances when not in use
- do not use electrical appliances in, or near, water
- keep appliances clean and free of dirt and grease
- install electrical outlet covers in the home
- metallic objects should not be inserted into outlets
- keep extension cords away from small children or pets who might chew on it
- never touch electrical appliances with wet hands or while standing in water
- keep pot handles turned away from the side of the stove.

At the stations, ask your Cubs to identify the danger. How would they rectify it?

Station #1

An extension cord with 2 extension cords plugged into it. (Do not plug in!)

Station #2

A curling iron or hair dryer beside water.

Station #3

An iron with a knot in the cord.

Station #4

A pot full of hot water with the handle hanging over the table edge.

Station #5

An appliance with a frayed cord.



Station #6

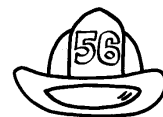
A toaster with a knife sticking out of it plugged into an extension cord.

Station #7

A classroom appliance (film projector, tape recorder, etc.) sitting on top of the electrical cord.

Safety Movie

Many movies about home or fire safety are available from the National Film Board, local libraries or your fire department.



Home Checklist

To increase the Cubs' application of what they have learned, give them the following checklist of fire and safety hazards to look for at home. Ask them to review it with their parents, and to bring it back next week to share with their six.

Safety First

Home Checklist

- | | |
|---|--------------------------|
| Matches are stored safely, out of reach of small children | <input type="checkbox"/> |
| Flammable liquids are stored out of reach of small children and away from heat | <input type="checkbox"/> |
| Paint, paper or rags are not stored near heat | <input type="checkbox"/> |
| Basement area is neat and tidy | <input type="checkbox"/> |
| Pot handles are turned toward the back of the stove while cooking | <input type="checkbox"/> |
| Hot water tank is set below 54°C (130°F) to help prevent scalding | <input type="checkbox"/> |
| There are smoke alarms on every floor | <input type="checkbox"/> |
| Smoke alarm works | <input type="checkbox"/> |
| Poisons, cleaners and medicines are out of reach of small children or locked up | <input type="checkbox"/> |
| Food containers are not used to store poisonous products | <input type="checkbox"/> |
| I know how to lock the windows, doors and other entry ways into my home | <input type="checkbox"/> |
| Emergency numbers are posted near the phone | <input type="checkbox"/> |
| Stairs, halls and walkways are clear of objects | <input type="checkbox"/> |
| I have reviewed with my parents what to do if the following occurs: | |
| - the lights go out | <input type="checkbox"/> |
| - a fuse blows or the circuit breaker trips | <input type="checkbox"/> |
| - there is a broken water pipe | <input type="checkbox"/> |
| - there is the smell of natural gas | <input type="checkbox"/> |
| - the drains back up | <input type="checkbox"/> |
| - someone calls or comes to the door when I am alone at home | <input type="checkbox"/> |
| - a stranger approaches me in the street | <input type="checkbox"/> |



Cub Meeting Schedule: One Month

Theme: Safety First



Activity	Date: _____ Week 1: Community Hazards	Date: _____ Week 2: Danger at Home	Date: _____ Week 3: Fire Safety	Date: _____ Week 4: Fire Hall meeting
Gathering Activity 10 mins.	Make a list of emergency phone numbers	Simon Says	Review lists from home in sixes	Meet at Fire Hall
Opening Ceremony 5 mins.				
Game 10 mins.	Discussion of community hazards	Bedroom Box & Escape (30 mins.)	Fire Drill surprise	Discuss importance of fire personnel
Theme Activity 20 mins.	Community Hazard Hike (30 mins.)	Hazard Symbol Relay	Fabric Burning Experiment - outside (30 mins.)	Fire Hall Tour (70 mins.)
Game 10 mins.				
Theme Activity 20 mins.	Poster creation— Family Safety Badge #8 (30 mins.)	Home Safety Stations	Holiday Pictures	
Song/Story 10 mins.		Movie	Design a song Stop, Drop & Roll	
Six Meeting 10 mins.		Go home with list to check at home	Remind to meet at Fire Hall	
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: Safety First—Community Hazards



Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Make a list of emergency phone numbers (police, fire, ambulance, etc.) using phone books.	
5 mins.	Opening Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
10 mins.	Game	Discussion of Community Hazards (See detail planning sheet)	
30 mins.	Theme Activity	Community Hazard Hike (See detail planning sheet)	
30 mins.	Theme Activity	Poster creation—Family Safety Badge #8 (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:	Disability Awareness Badge, Family Safety Badge, Blue Star B5		
Meeting Notes:			

Cub Meeting Schedule: One Week

Theme: Safety First—Danger at Home

Date: _____



Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Simon Says (See detail planning sheet)	
5 mins.	Opening Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
30 mins.	Theme Activity	Bedroom box craft & escape plan discussion (See detail planning sheet)	
10 mins.	Game	Hazardous Product Symbols relay (See detail planning sheet)	
20 mins.	Theme Activity	Home Safety Stations (See detail planning sheet)	
10 mins.	Song/Story	Safety Movie (See detail planning sheet)	
10 mins.	Six Meeting	Distribute list for Cubs to check off at home and return next week. (See detail planning sheet)	
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:		Family Safety Badge, Blue Star	
Meeting Notes:			

Cub Meeting Schedule: One Week

Theme: Safety First—Fire Safety

Date: _____



Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	In sixes, review lists from home	
5 mins.	Opening Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
10 mins.	Game	Fire Drill Surprise (See detail planning sheet)	
30 mins.	Theme Activity	Fabric burning experiments outside (See detail planning sheet)	
20 mins.	Theme Activity	Holiday Posters (See detail planning sheet)	
10 mins.	Song/Story	Design a song—Stop, Drop & Roll (See detail planning sheet)	
10 mins.	Six Meeting	Remind to meet at Fire Hall next week	
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:	Family Safety Badge		
Meeting Notes:			

Cub Meeting Schedule: One Week

Theme: Safety First—Fire Hall Meeting



Date: _____

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity	Meet at Fire Hall	
5 mins.	Opening Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
10 mins.	Theme Topic	Discuss importance of fire personnel (See detail planning sheet)	
70 mins.	Theme Activity	Fire Hall Tour	
5 mins.	Spiritual Fellowship	- Recite law/promise - Prayer	
5 mins.	Closing Ceremony	(Details can be found in the <i>Wolf Cub Leader's Handbook</i>)	
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	
Badge Links:	Blue Star		
Meeting Notes:			



NOTES

[illegible]

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

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

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

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

Medium Range

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

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

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

Short Range

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

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

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

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

Discipline In The Pack: Helpful Tips

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

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

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

Further Program Help

Theme Program Resources

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

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

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

JUMPSTART Video Now Available



Video for use with JUMPSTART theme packages.

This video provides:

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

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

The video also highlights a variety of other themes.



“A Howling Success!” — *Akela*



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

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

Videos Available at Your Local Scout Shop!



Fire Drill Surprise

Hold a surprise fire drill. After the drill is completed, come back into the meeting place and hold a critique. Did everyone move out quickly? Did they meet in one spot? How could evacuation be improved? What would they do if they opened the door and were met with flames? What if the meeting room was filled with smoke? Discuss these points and the importance of always knowing where exits are located at the movies, a friend's house, the museum, etc. Do the drill a second time incorporating some of the scenarios discussed. For instance, the room is filling with smoke and the regular exit door is locked - how would they escape? Have someone (a Cub or leader) panic and refuse to go - what should the pack do? Or, when they get outside, hold a head count and realize someone is missing? What would they do? The intent is not to scare them, but make them think!

Fabric Burning Experiments

Before conducting the experiments, ensure you have the permission of your meeting place to do burning outside. As for any fires, have water nearby. Stopwatches, paper, pencil, and many different types of material are required for this session. Divide Cubs into groups and give each group their supplies. Ask them to write down the type of material they are going to burn, the way it burns (fast, melts, scorches) and then use the stopwatch to time how long it takes to burn. Provide them with material such as what they would wear (wool, cotton, polyester, jeans, nylon) as well as fire retardant material (baby sleepers) . Another interesting experiment, if you have it available, would be to set fire to an old tent and time how long it burns. This will demonstrate vividly why no one should light a fire in a tent.

Fire Personnel

Fire personnel provide more service than simply putting out fires. Brainstorm with the Cubs what other fire service activities the firefighter provides. Some duties are:

- protecting life and property
- performing rescue services
- conducting safety inspections
- teaching fire safety
- providing emergency medical services
- in rural areas they are the first to arrive at any emergency.

Some fire departments are run by volunteers. Investigate the training required to become a volunteer firefighter compared to a professional. Explore the different jobs available to firefighters.

Discuss with the Cubs ways they can help firefighters. This can range from home safety, to helping keep fire hydrants clear in the city, and conserving water in the country.