

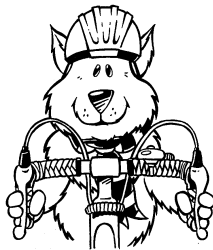


JUMP



S T A R T

for Cubs



Theme: Transportation

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

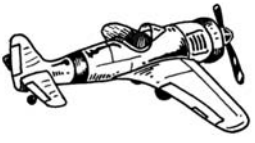
Theme: Transportation

Thanks to the Quebec Cub Woodbadge Spring 1996 course

MEETING SCHEDULE: One Month

<i>Activity</i>	<i>Date: Week One: Safety</i>	<i>Date: Week Two: Trains</i>	<i>Date: Week Three: Boats</i>	<i>Date: Week Four: Planes</i>
Gathering Activity 10 mins.	Identify Signs	Quiz	Morse Code	Code Game
Opening Ceremony 10 mins.				Theme Opening
Theme Activity 20 mins.	Map Fill In	Video - "Consequences" and Discussion	Periscope	Paper Airplanes
Game 10 mins.	Sign Game	Train Coming	Battleships	Fly Airplanes
Theme Activity 20 mins.	Intro. to Transportation Ways and Means of Transportation	Train Safety Poster	Boat Races	Video - <i>To Be a Pilot</i> or other similar film
Game/Skit 10 mins.	Catch the Train Race	Video - Rover, the Railway Rabbit	Decode Message	Skit Simulate Flight
Song/Story 10 mins.	Transportation and Safety Memory Game	I've Been Working on the Railroad song	Story	Skit Con't.
Six Meeting 5 mins.	Dues & Sixer Books	Railway Safety Promise	Dues & Sixer Books	Discuss Safety
Spiritual Fellowship 5 mins.	- Recite Law - Prayer	- Recite Promise	- Recite Law - Prayer	- Poem - Prayer
Closing Ceremony 5 mins.				Theme Closing
Leader Discussion time 15 mins.				

DAY TRIP FOR CUBS - See page 26





Cub Meeting Schedule: Week One

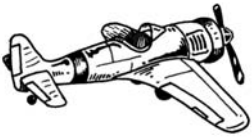
THEME: TRANSPORTATION - SAFETY

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity <i>(See detail planning sheet)</i>	Identify Signs	_____
10 mins.	Opening Ceremony <i>(Details can be found in the Cub Leader's Handbook)</i>		_____
20 mins.	Theme Activity <i>(See detail planning sheet)</i>	Map Fill In	_____ _____
10 mins.	Game <i>(See detail planning sheet)</i>	Sign Game (Relay)	_____
20 mins.	Theme Activity <i>(See detail planning sheet)</i>	Introduction to Transportation - Ways & Means of Transportation	_____
10 mins.	Game/Skit <i>(See detail planning sheet)</i>	Catch the Train Race	_____
10 mins.	Song/Story <i>(See detail planning sheet)</i>	Transportation & Safety Memory Game	_____
5 mins.	Six Meeting	Dues & Sixer Books	_____
5 mins.	Spiritual Fellowship <i>(See detail planning sheet)</i>	• Prayer	_____
5 mins.	Closing Ceremony <i>(Details can be found in the Cub Leader's Handbook)</i>		_____
15 mins.	Leader Discussion time	Review meeting & discuss next week's plans	_____

Badge Links: Purple Star, Canadian Heritage, Disability Awareness, Cyclist, International Trade

Meeting Notes: _____



TRANSPORTATION - SAFETY

GATHERING ACTIVITY

Identify Signs

Equipment:

- Enclosed sign page

How to Play:

- Distribute the sign template as the Cubs arrive and challenge them to match the symbols with the correct definitions. After everyone has had a chance to play, review the correct answers. Ask the Cubs what colours are used in warning signs. (Red and yellow mainly).

Answers:

No Fire#6
Falling Rocks#3
Stop Light#5
First Aid#7
Radiation Hazard#2
Wheelchair Access#8
Railway Crossing#4
Caution Electricity#9
Biological Hazard#1

THEME ACTIVITY

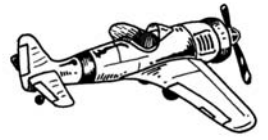
Map Fill In

Equipment:

- Photocopies of maps (see template, page 8)
- marker pens
- pencils or crayons

Directions:

1. Trace the map of Canada with a marker before you start.
2. Find and draw or list the items below:
 - The names of all the provinces
 - The names of the territories
 - The capital city of each province and territory
 - The city where you live
 - Natural features:
examples - The Rocky Mountains, The Appalachian Mountains, The Canadian Shield, The Great Lakes
3. List three regions and their major occupations.



GAME

Sign Game Relay

Equipment:

- 1 Photocopy of safety signs per six (see template)
- 1 poster board per six
- safety sign names on recipe cards (1 set per six)
- sticky tac

Preparation:

1. Cut out each sign and glue to the poster board, leaving room at the bottom of each sign for a recipe card.
2. Put sticky tac on each name card.
3. Give one set of name cards to each six.
4. Place the poster board with the safety pictures on it on a table or attach it to the wall. Make sure that the sixes are separated so they don't see each other's work.

How to Play:

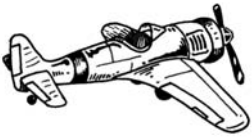
1. One Cub from each six takes one card and places it with the right picture on their poster board.
2. When the first Cub has finished, he/she runs back and tags the next Cub.
3. If one Cub does not agree with the decision made by another Cub, he/she is allowed to make one change per turn.
4. When all the names have been placed in the right positions, the Cubs sit down on the floor.
5. The first six to finish with all their names on the right signs wins.

Introduction to Transportation

Canada covers over 6,000,000 square kilometres, making it about the same size as Europe. It's divided into ten provinces and three territories. Across our country, there are six time zones, but thanks to several types of transportation, it is possible to travel through all of them in one day.

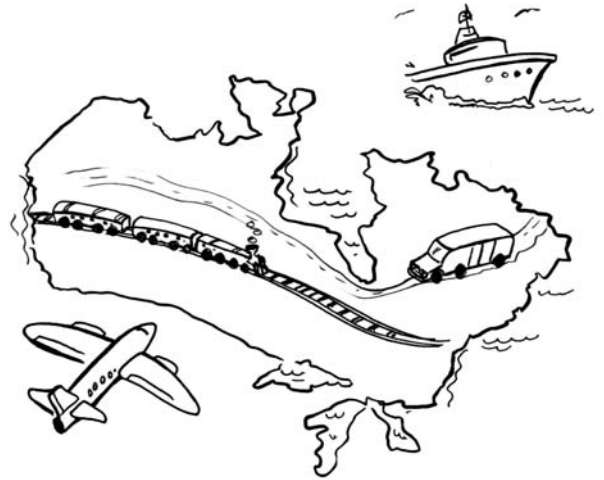
Transportation is crucial for Canada as the distance between major cities is vast. Canada borders on three oceans: the Atlantic on the east, the Pacific on the west, and the Arctic on the north. It has more coast line than any other country in the world. The coastal waters are as important for the fishing industry as the prairies are for agriculture and the mountains are for their mineral deposits. All these products have to be moved in some way.

Highways, railways, ships and airplanes move people and goods. Canada's economy depends heavily on trade with other countries. A proficient transportation network is essential to maintain a solid link with our trading partners.



Discussion

1. From their community, have the Cubs send something big to a far destination. Now do the same thing with something small. Discuss the most appropriate mode of transportation in relation to time, cost, size and easy access.
2. Select a destination that has no railway service. How would you send a large shipment? Add in other variants such as communities with no roads or limited access to shipping because of a long winter.
3. Discuss how you would trade with countries across the ocean.



GAME

Catch the Train Race

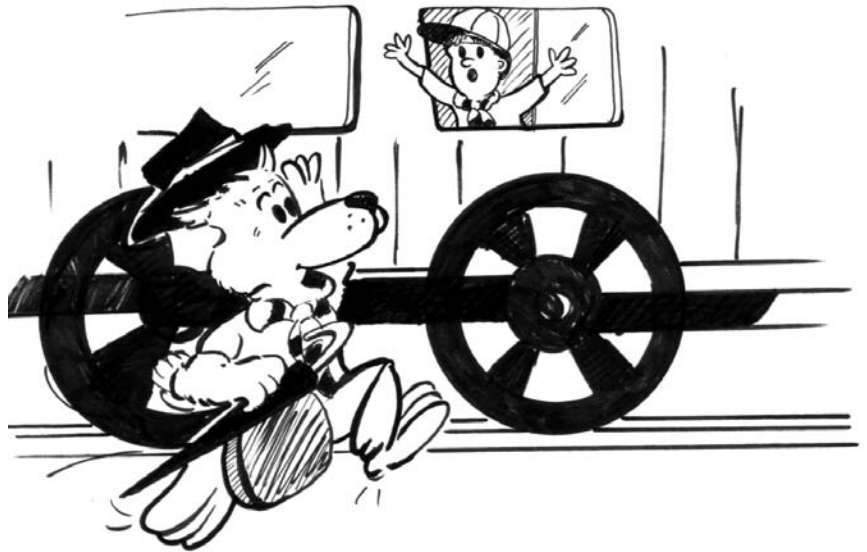
You're late leaving the house, and you must run the obstacle course, to catch the train before it leaves the station.

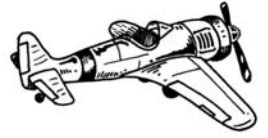
Equipment:

- One empty briefcase, one jacket, and one umbrella per relay team.

How to Play:

1. Set up the course. Mark a start line (home) and a finish line (train station). Halfway down the course, mark two lines one foot apart (railway tracks). When they reach the tracks, the Cubs must stop, look both ways, and cross the tracks. To make it more interesting, have a big box or chair that Cubs must crawl through.
2. Form the Cubs into relay teams. The first person takes the briefcase, jacket and umbrella.
3. Cubs must run the obstacle course holding the jacket over one arm, carrying the briefcase in one hand, and the open umbrella in the other hand. When they reach the tunnel, they'll have to put the umbrella down, drag everything through the tunnel, stand up, put the umbrella back up, and continue on their way. Once they reach the station, they must return and give all the props to the next person.
4. First team to "catch the train" wins.





GAME

Transportation & Safety Memory Game

Equipment:

- 20-25 safety signs, toy cars, planes, boats, etc...
- tray & towel
- pencils & papers

How to Play:

1. Place the 20-25 items on a tray. (Cars and safety signs are available at toy stores.)
2. Cover the items with a towel.
3. Give each Cub a pencil and paper.
4. Lift the towel off the tray for approximately two minutes for the Cubs to see them.
5. Cover them up again and have the Cubs sit quietly and list the items that they remember seeing.
6. After five or six minutes, let them check the tray and see which ones they missed.

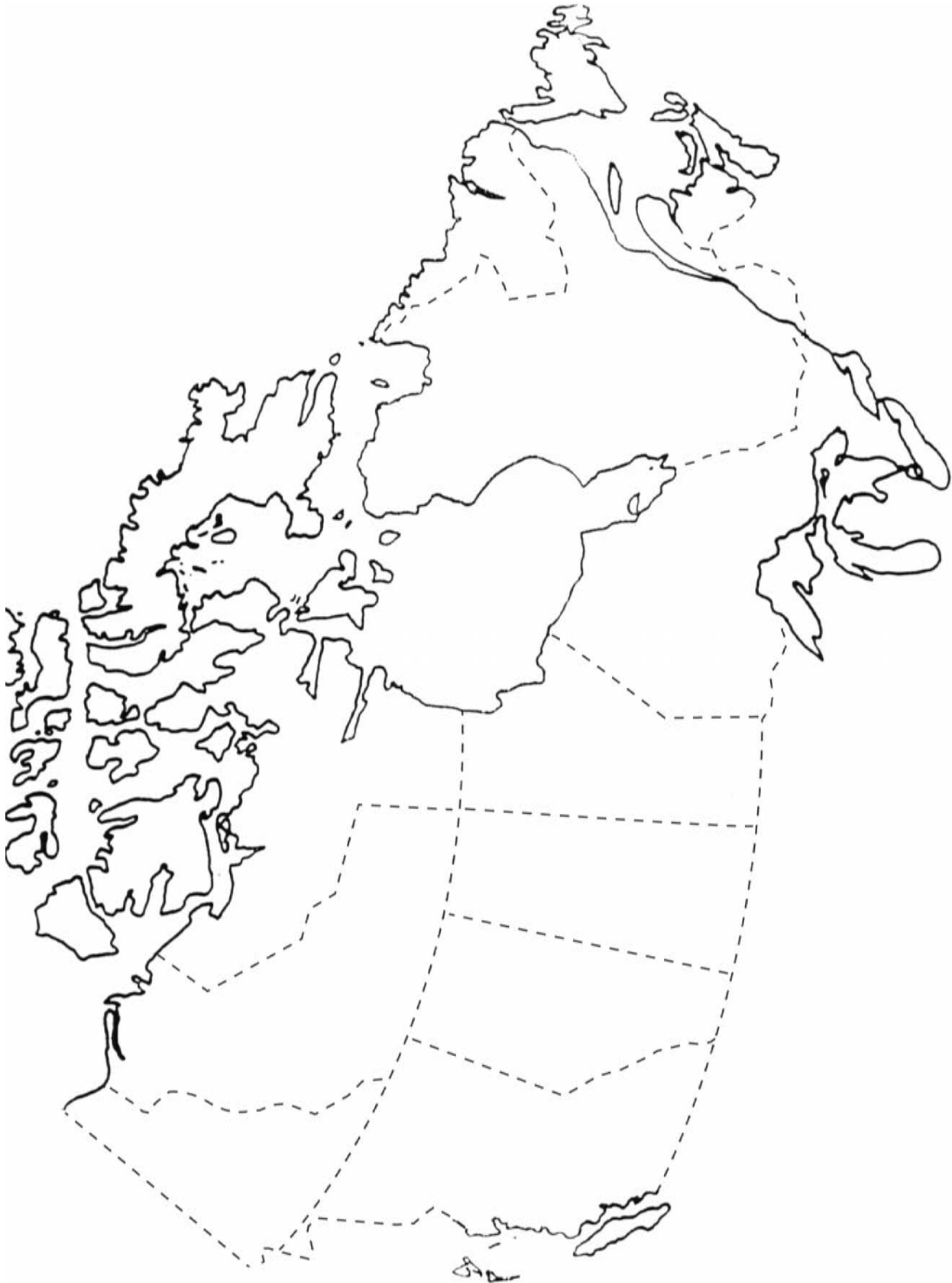
SPIRITUAL

Prayer

May the road rise to meet you
May the wind be always at your back,
May the rain fall soft upon your face,
And may the Lord hold you in the hollow of His hand.



MAP OF CANADA





Cub Meeting Schedule: Week Two

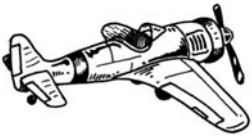
THEME: TRANSPORTATION - TRAINS

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity <i>(See detail planning sheet)</i>	True/False Quiz Mixed Up Words	_____ _____
10 mins.	Opening Ceremony <i>(Details can be found in the Cub Leader's Handbook)</i>		_____
20 mins.	Theme Activity	Videos from the Canadian Railway Association Discussion afterwards	_____ _____ _____
10 mins	Game	Train coming	_____
15 mins.	Theme Activity <i>(See detail planning sheet)</i>	Train Safety Poster	_____
10 mins.	Game/Skit <i>(See detail planning sheet)</i>	Videos- Videos from the Canadian Railway Association	_____
10 mins.	Song/Story <i>(See detail planning sheet)</i>	I've Been Working on the Railroad song	_____
5 mins.	Six Meeting <i>(See detail planning sheet)</i>	Railway Safety Promise	_____
5 mins.	Spiritual Fellowship <i>(See detail planning sheet)</i>	• Recite Law/Promise	_____
5 mins.	Closing Ceremony <i>(Details can be found in the Cub Leader Handbook)</i>		_____
15 mins.	Leader Discussion time	Review meeting & discuss next week's plans	_____

Badge Links: Tawny Star, Family Safety

Meeting Notes: _____



TRANSPORTATION - TRAINS

GATHERING ACTIVITY

True / False Quiz

After the Cubs have completed the quizzes below, discuss the correct answers.

True or False

- | | |
|-----------|--|
| T___ F___ | 1. You should expect a train on any track at any time. |
| T___ F___ | 2. A train can suck you into it. |
| T___ F___ | 3. It's okay to put pennies and rocks on the rails. |
| T___ F___ | 4. Railway yards are fairly safe to play in because trains move slowly. |
| T___ F___ | 5. Trains can stop quickly if the engineer sees you on the tracks. |
| T___ F___ | 6. When crossing the tracks with your bicycle, always get off, stop, look, listen and walk across when safe. |

Mixed Up Words

1. PTOS, OLOK, NDA STEILN

This is something we must all do when we approach a railway crossing where the lights are flashing and the bells are ringing.

2. ROCSS ACKTRS FAESLY

This is what we should do once we know for sure that there are no trains approaching.

3. LAWK UYOR KIBE SOACRS

When you are riding your bicycle and you approach a railway crossing, this is what you must do.

Answers to True or False:

1. TRUE. Expect the unexpected. Most people die on tracks close to home: they get too familiar with the crossing.
2. TRUE. Don't stand nearby as it passes. Loose chains or rope on a train can also swing out and hurt you.
3. FALSE! A train that hits objects on the rails sends them violently spinning away. Rocks or coins could blind, injure or even kill children standing nearby. Rocks or branches might even de-rail a train.
4. FALSE! Many children get hurt each year in railway yards. Trains may move slowly, but engineers are very busy and aren't looking for running children.
5. FALSE! A freight train with 130 cars travelling at a mere 50kph needs one and a half kilometres to stop. At 80kmp, it takes 2,500m to stop!
6. TRUE. When crossing the tracks with your bicycle, always get off, stop, look, listen and walk across when safe. Don't ride across tracks. You might fall or catch a tire in the rails. Take your time.

Answers to Mixed Up Words:

1. Stop, Look and Listen
2. Cross Tracks Safely
3. Walk Your Bike Across



VIDEOS

Two videos, "Consequences", and "Rover the Railway Rabbit", are available from any office of the Canadian Railway Association or any of the Provincial Safety Councils.

Operation Lifesaver

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2536, rue Lapierre

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(514) 595-3398 Fax

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Nova Scotia Safety Council

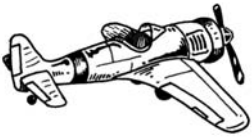
2786 Agricola Street

Halifax, Nova Scotia B3K 4E1

(902) 454-9621

(902) 454-6027 Fax

Contact: Mr. T. Haney



GAME

Train Coming

Equipment:

- None

How to Play:

- Line the Cubs up in relay formation - but with their arms outstretched and hands touching the hands of the Cubs beside them. This creates Streets. By turning 90 degrees and touching the hands of the players now beside them, they now have Alleys.
- Select two players - one is the pursuer and one is the quarry. The pursuer chases the quarry down through the streets. Neither may break through the arms of those creating the streets.
- When the leader calls out “Train Coming”, the Streets turn into Alleys. This changes the situation dramatically. Runners should be changed every minute or less to give the runners a break and everyone a chance to run.

THEME ACTIVITY

Train Safety Poster

Equipment:

- Poster board (one per six)
- markers
- crayons

Directions:

- Cubs are in sixes. Ask them to design a poster about train safety. Discuss good safety practices with the Cubs as they work.

SONG

I've Been Working on the Railroad

I've been working on the railroad,
All the live long day.
I've been working on the railroad,
Just to pass the time away.
Can't you hear the whistle blowing?
Rise up so early in the morn.
Can't you hear the captain shouting?
“Dinah blow your horn!”

Dinah won't you blow?
Dinah won't you blow?
Dinah won't you blow your horn?
Dinah won't you blow?

Dinah won't you blow?
Dinah won't you blow your horn?
Someone's in the kitchen with Dinah,
Someone's in the kitchen I know.
Someone's in the kitchen with Dinah,
Strumming on the old banjo. (And he's singing:)

Fee fi fiddley i o,
Fee fi fiddley i o,
Fee fi fiddley i o,

Strumming on the old banjo.

Source: Disney Sing-a-Long Songbook.

SIX MEETING

Discuss Elmer's Railway Safety rules with the Cubs, then distribute a certificate to each one. (See template)



Cub Meeting Schedule: Week Three

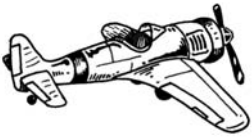
THEME: TRANSPORTATION - BOATS

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity <i>(See detail planning sheet)</i>	Morse Code Game	_____
10 mins.	Opening Ceremony <i>(Details can be found in the Cub Leader's Handbook)</i>		_____
20 mins.	Theme Activity <i>(See detail planning sheet)</i>	Periscope	_____
10 mins.	Game <i>(See detail planning sheet)</i>	Battleships	_____
20 mins.	Theme Activity <i>(See detail planning sheet)</i>	Boat Races	_____
10 mins.	Game/Skit <i>(See detail planning sheet)</i>	Decode Message	_____
10 mins.	Song/Story <i>(See detail planning sheet)</i>	Story	_____
5 mins.	Six Meeting	Dues & Sixer Books	_____
5 mins.	Spiritual Fellowship <i>(See detail planning sheet)</i>	Prayer	_____
5 mins.	Closing Ceremony <i>(Details can be found in the Cub Leader's Handbook)</i>		_____
15 mins.	Leader Discussion time	Review meeting & discuss next week's plans	_____

Badge Links: Tawny Star, Purple Star, Recycling, Handicraft

Meeting Notes: _____



TRANSPORTATION - BOATS

GATHERING ACTIVITY

Morse Code Game

Morse code is code used to correspond before telephones and email were around. Because it could be transmitted electronically, messages were passed on quickly in this manner. The military continued to use it, until it was recently discontinued. It's still fun though, and a good way for Cubs to communicate when they are apart.

- is called "Dit"
- is called "Dah"

Each letter is separated by a "/"

If a mistake is made, send the erase signal of 8 "E's" and then repeat the word.

A space between each word is just a short pause.

At the end of the message, send "AR" which means end of message.

When the message has been decoded, send "R", which means message received.

Morse code can be spoken, by using dit and dah or communicated by whistles, flashlights, horns or whistling. Start with simple words, and as the Cubs' skill increases, expand the number of words.

Morse Code

A •–	J •–––	S •••	2 ••–––
B –•••	K –•–	T –	3 •••––
C –•–•	L •–••	U ••–	4 ••••–
D –••	M ––	V •••–	5 •••••
E •	N –•	W •––	6 –••••
F ••–•	O –––	X –••–	7 ––•••
G ––•	P •––•	Y –•––	8 –––••
H ••••	Q ––•–	Z ––••	9 ––––•
I ••	R •••	1 •––––	0 –––––

Example: Baloo: –•••/•–/•–••/–––/–––/

1. Decode the following:

•–/–•–/•/•–••/•–/

2. Decode the following: DAH DAH / DAH DAH DAH / DIT DAH DAH /
DAH DAH DIT / DIT DAH DIT DIT / DIT DIT

3. Write your name in morse code. _____

4. Write your six name in morse code. _____

(Answer: Akela)

(Answer: Mowgli)





THEME ACTIVITY

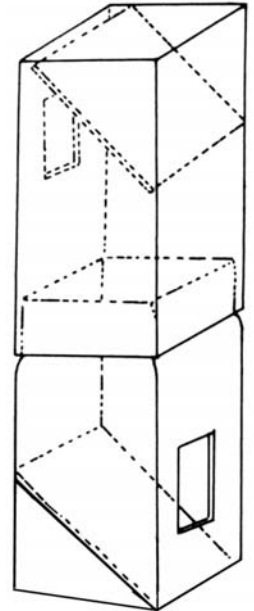
Periscope

Equipment:

- Two 1 litre milk cartons
- two small mirrors that can fit inside the cartons at an angle of 45 degrees.
- sharp knife
- tape

Directions:

1. Cut off the tops of both milk cartons.
2. On one side of each carton, about 4 cm. from the bottom, cut a window about 5 cm x 5 cm.
3. Slide a mirror into each carton, reflecting side up, so that it rests on the bottom at an angle of 45 degrees. If the mirror is too small, back it with stiff cardboard to make it big enough. If the mirror is too big, cut a slit in the carton the side opposite the window to take the excess. Tape the mirrors into position.
4. Fit one carton inside the other with the windows on opposite sides, so that the total length is about 40 cm. Tape them together.



GAME

Battleships

The game begins with everyone standing in the centre of the area. When the leader calls out one of the parts of the ship, all players must run to that designated area, or perform the correct motion. The last person to reach the spot or perform the act, is eliminated and goes to help the leader prepare for the next game. Each time a different part of the ship is called, the last player reaching the site is eliminated, until one player remains.

Bow: The front of the playing area

Stern: The back of the playing area.

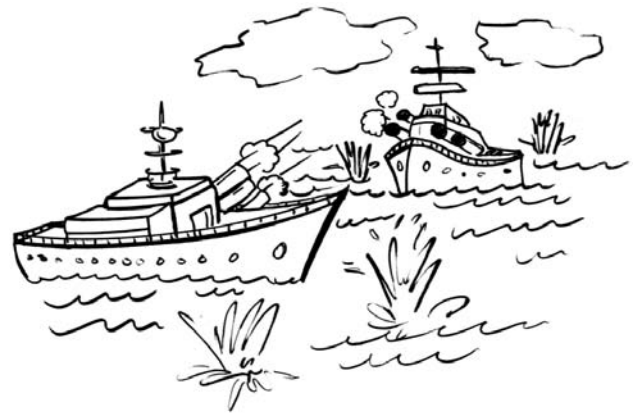
Port: The left side of the playing area.

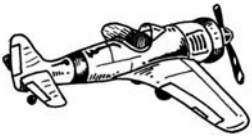
Starboard: The right side of the playing area.

Submarines: Players run to the centre of the playing area, lay down on their backs and lift one leg into the air.

Lifeboats: Players run to either side of the playing area, form a single line, sit down and begin to row.

Captain: Players run to the centre of the area and salute.





THEME ACTIVITY

Boat Races

Equipment:

- 1 Milk or juice carton, 1 drinking straw, 1 soft drink cup per Cub
- scissors or knife
- plastic wading pool filled with water, or a water location to race the boats in

Directions:

1. To build the boats, cut away one side of the carton as in illustration #1. Don't cut away too much as you want to have high sides. The top of the carton will create the pointed front or bow.
2. Make a hole just big enough for a straw, at the back or stern of the boat, as in illustration #2.
3. Poke a hole near the cup's bottom just big enough for the straw. Now install the drinking straw so one end sticks into the cup and the other end protrudes from the boat's stern as in illustration #3. Be sure that the end of the straw coming out the boat's stern is long enough that it will extend under the surface of the water. If it isn't, join two straws together.
4. To make the boat go, put the boat in the wading pool or lake. Place the cup in the middle of the carton, hold a finger over the end of the straw, and fill the cup up with water. Remove your finger, and the boat will move off across the pool.

How to Play:

- Once the boats are built, line them up and let the Cubs race. With no steering controls, the race will be interesting.

Variation: Your local Scout shop sells Catamaran kits and crests. Check out your 1999-2000 Scout catalogue.

figure 1

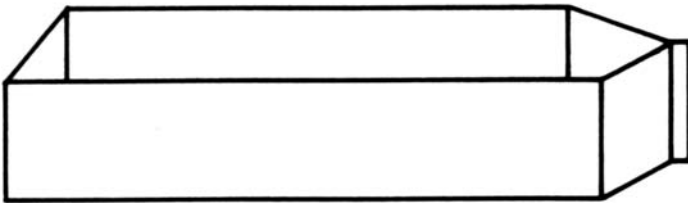


figure 2

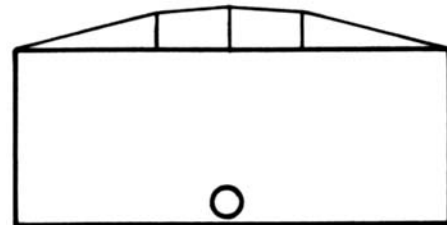
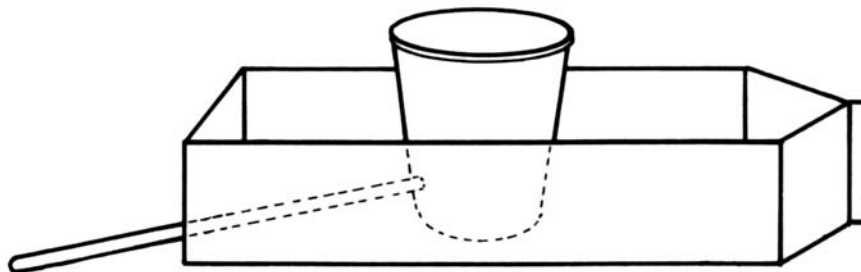
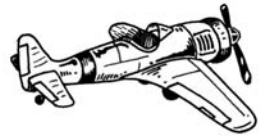


figure 3





GAME

Periscope Decoding Game

Equipment:

- Periscope
- pictures with morse code message (see template)
- tape

How to Play:

The object of the game is to decode the morse code message, using the periscopes made previously.

1. The game is played in sixes.
2. A game card (picture) with a morse code message under it, is taped to the wall or side of a table.
3. The sixes are placed around the corner from the card.
4. Each person in the six, one at a time, uses his/her periscope to locate the card and tries to decode one morse code symbol.
5. When all the symbols are decoded, the Cubs put the message together to make up the word under the picture.

Answers: Picture 1 Boat - S O S

Picture 2 Train - H E L P

SONG/STORY

Story Relay

This is a great way to involve Cubs in story telling.

One of the leaders will start the story by saying something like,...”Last night as I was going into town, the two cars in front of me were having a discussion, AND...”

The Cub to the leader’s left in the story circle, has to add something else to the story.

As soon as that Cub says the word “AND”, it will be the next Cub’s turn.

When the story has gone around the circle and it is the leader’s turn again, the leader puts an end on it.

It is usual to limit each Cub’s contribution to one or two sentences.

SPIRITUAL

by Allen Morgan

“May the moon and the stars all lend you their light
as you sail away through the sea of night.

The night is quite wide when the sea is inside it,
so ride the right waves as you brave the night sea.

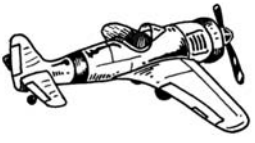
There are far away shores to explore and discover,

Go. Discover them. I will wait here

for you to return with the morning.

Bring me the story of all that you see.

Good night, sweet dreams.”





Cub Meeting Schedule: Week Four

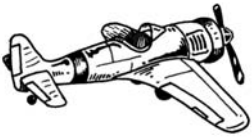
THEME: TRANSPORTATION - PLANES

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity <i>(See detail planning sheet)</i>	Code Game	_____
10 mins.	Opening Ceremony <i>(See detail planning sheet)</i>	Theme Opening	_____
20 mins.	Theme Activity <i>(See detail planning sheet)</i>	Make Paper Airplanes	_____
10 mins.	Game <i>(See detail planning sheet)</i>	Fly Paper Airplanes	_____
20 mins.	Theme Activity <i>(See detail planning sheet)</i>	Video from Transport Canada	_____
20 mins.	Game/Skit <i>(See detail planning sheet)</i>	Skit-Simulate Flight	_____
5 mins.	Six Meeting	Discuss Safety	_____
5 mins.	Spiritual Fellowship <i>(See detail planning sheet)</i>	• Poem	_____
5 mins.	Closing Ceremony <i>(See detail planning sheet)</i>	Theme Closing	_____
15 mins.	Leader Discussion time	Review meeting & discuss next week's plans	_____

Badge Links: Tawny Star, Handicraft

Meeting Notes: _____



TRANSPORTATION - PLANES

GATHERING GAME

Code Game

In this game, each letter of the alphabet is replaced by a word.

As the Cubs arrive, give each Cub a phonetics sheet and have him/her code the names of their six, Akela and their own name.

They will need to keep their phonetics sheet for the theme opening.

Discuss the theme opening with the Cubs during this gathering game and inspection.

PHONETICS

A Alpha	J Juliet	S Sierra
B Bravo	K Kilo	T Tango
C Charlie	L Lima	U Uniform
D Delta	M Mike	V Victor
E Echo	N November	W Whiskey
F Foxtrot	O Oscar	X X-ray
G Golf	P Papa	Y Yankee
H Hotel	Q Quebec	Z Zulu
I India	R Romeo	

CODE

AKELA _____

SIX NAME _____

MY NAME _____

THEME OPENING

(To explain the opening and closing we have used the names of Red and White six.)

The leaders should have already discussed the theme opening with the Cubs. Inspection has now been completed. The Cubs are waiting at their hangers (lair) to begin the opening.

Akela: Sierra, India, X-ray, Echo, Sierra prepare for take-off.

Cubs: Alfa, Kilo, Echo, Lima, Alfa we are ready for take-off.

Akela: Romeo, Echo, Delta, flight cleared for take-off. Then, Whisky, Hotel, India, Tango, Echo, flight cleared for take-off.

The Cubs leave their hanger, following their sixer, using their arms as the wings of an aircraft, circling the meeting hall.

Akela: Sierra, India, X-ray, Echo, Sierra you are now cleared to land.

The Cubs take their place in the circle to begin Grand Howl.



THEME ACTIVITY

Paper Airplanes

Airplane #1

Equipment: (template enclosed)

- Paper
 - crayons
1. Colour your paper plane in crazy designs before you start. Be careful not to hide the dotted lines when you colour.
 2. Fold along dashed line #1, then open up and lay flat.
 3. Fold bottom corners in towards centre line #1, along lines #2 and #3.
 4. Fold edges in toward centre line #1, along lines #4 & #5.
 5. Fold the plane in half along line #1.
 6. Fold both wings downward along lines #6 & #7.
 7. Fold wing tips up along lines #8 & #9.
 8. Make sure that wings do not sag downwards.
 9. While in flight, if the plane:
 - drops quickly - bend elevators upward.
 - rises quickly - bend elevators downward.
 - goes to the right - bend the rudder to the left.
 - goes to the left - bend the rudder to the right.
 10. Determine the balance point of the plane, usually a point equidistant from the front and the back of the plane. Hold the plane at this point with your fingers and launch. Make small adjustments back and forth until you get it to fly nice and smooth.

Airplane #2

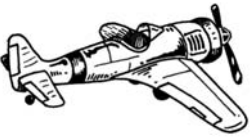
Equipment: (template enclosed)

- Paper
 - crayons
 - paper clips or tape
1. Colour your paper in crazy designs before you start. Be careful not to hide the dotted lines when you colour.
 2. Fold your paper lengthwise on dotted line A. Open it up again.
 3. Fold corners B & C to centre line.
 4. Fold down left side on line D.
 5. Fold down right side on line E.
 6. You may need a paper clip or tape on the nose and tail for better flying.

Airplane #3

Equipment: (template enclosed)

- Paper
 - crayons
 - paper clips or tape
1. Colour your paper in crazy designs before you start. Be careful not to hide the dotted lines when you colour.
 2. Fold your paper lengthwise on dotted line A. Open it up again.
 3. Fold corners B & C to centre line.
 4. Fold pointed end down on line D.
 5. Now fold lines E & F to make another point.
 6. Fold the little point that's left, up and over the fold of E & F.
 7. Fold in half on line A.
 8. Fold down flaps on line G & H.
 9. You may need paper clips or tape for better flying.



GAMES

Fly Paper Airplanes

Equipment:

- Small table
- cloth tablecloth
- masking tape

Aircraft Carrier

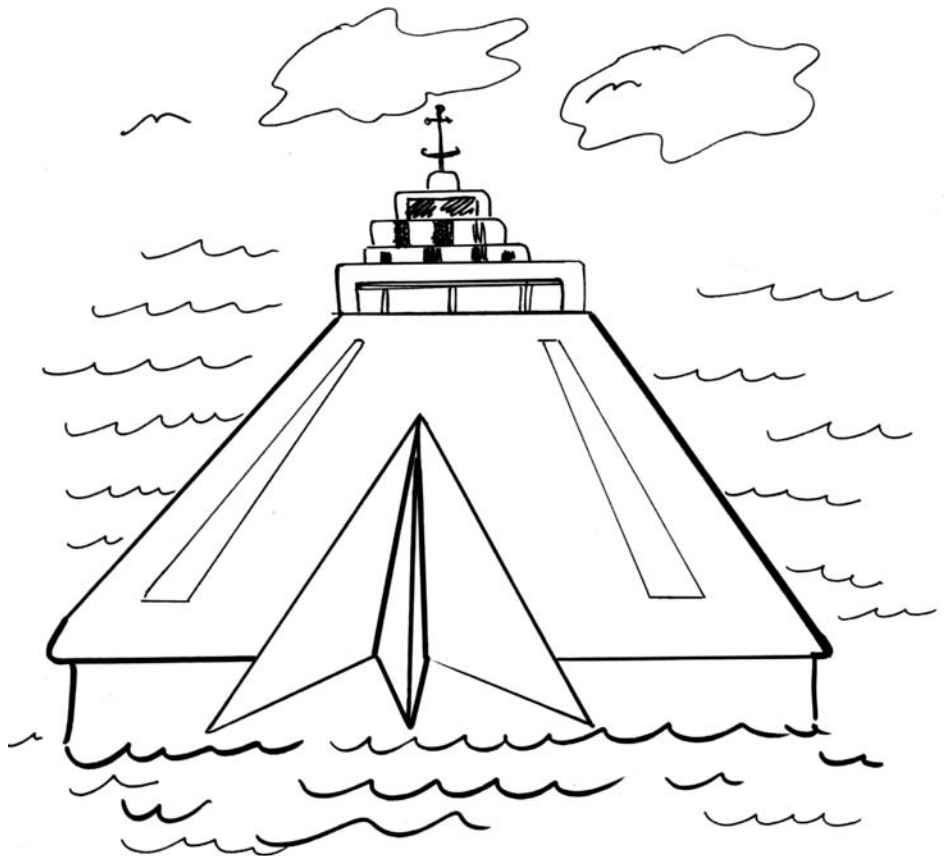
- Place a table in the middle of the floor. If the table is small, place a table cloth (not plastic) on it. Have the pack line up in single file about 3 to 4 metres from the table (increase the distance as the Cubs get more experience). Let each Cub launch their plane, in turn, towards the aircraft carrier (table). Keep track of successful landings. The Cubs then retrieve their planes and go to the end of the line. This is repeated until all Cubs have had one or more equal number of turns.

Runway

- Mark off a target on the floor with masking tape.
- The target should be about the size of a garbage pail lid. Then, with masking tape, mark off lines on the floor on one side of the target, equal distances apart. Mark off the edges of the runway with masking tape. Give a point value to each line, with the point value increasing as you approach the target. The target itself will have the highest value. Have the pack line up in single file about 3 to 4 metres from the nearest line (increase the distance as they get more experience). Let each Cub launch his/her plane, in turn, towards the runway. A leader then notes down the points earned by the Cub, based on the location of the nose of the plane against the lines on the runway. Keep track of the points. The Cub then retrieves their plane and goes to the end of the line. This is repeated until all Cubs have had one or more equal number of turns.

Combo

- Play both games at the same time. Place the aircraft carrier on one side of the room, the runway on the other. Have the pack line up, in single file, in front of one of the targets. Follow the rules of that game. However, instead of going to the back of the line, they proceed to the next target and launch again. After they have completed their second launch, they go back to the end of the original line and repeat the process as often as has been agreed upon. You can make a successful landing on the aircraft carrier equal to half the point value of landing directly on the target of the runway.





VIDEO

The following film - *To Be a Pilot* - is available from any office of Transport Canada Aviation, Regional Safety Offices. For more information check out their web site: www.tc.gc.ca/ontarioregion/aviasafe.htm.

Atlantic

Box 42,
Moncton, NB E1C 8K6
506 851-7316

Quebec

700 Leigh Capréol,
Dorval, QC, H4Y 1G7
514 633-2714

Ontario

4900 Yonge St., Suite 300,
North York, ON. M2N 6A5
416 952-2170

Prairie & Northern Region

344 Edmonton St.,
Winnipeg, MB, R3C 0P6
204 983-3152

63 Airport Rd, Suite 202,
Edmonton, AB, T5G 0W6
780 495-2258

Pacific

900 - 800 Burrard St.,
Vancouver, BC, V6Z 2J8
604 666-3518

SKIT

Fly Scoutair

This skit should be light, humorous and above all, fun.

Set Up

- 2 rows of chairs, one behind the other, in sufficient numbers for all the Cubs and the pilot in command.
- 1 leader to act as air traffic control.
- 1 leader to act as pilot in command.

The aircraft call sign is CF-CUB (Charlie Foxtrot Dash Charlie Uniform Bravo) After the first radio contact, the last three letters of the call sign are used (e.g. Cub).

Scenario

Have one Cub volunteer to play the role of the flight attendant greeting the other Cubs at the cabin door and directing them to their seats. Once this is done, have another Cub give a passenger safety briefing through a simulated intercom (hold hands in front of mouth), while the flight attendant makes the appropriate gestures.

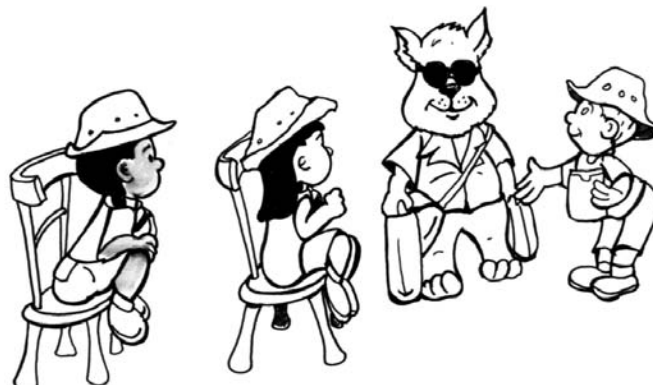
Ask the Cubs what they feel should happen next (engine start).

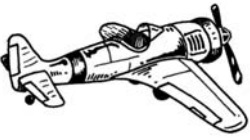
If the Cubs miss some steps, help them out. The steps in a flight are below (but not limited to this sequence).

- A) Boarding and briefing.
- B) Engine start and engine components check (noise and dials).
- C) Taxi the aircraft to the runway in use. (ATC clearance required. ATC is ground control.)

Pilot: "Ground Control, this is Charlie Foxtrot Dash Charlie Uniform Bravo, request taxi clearance to runway in use."

ATC: "Charlie Uniform Bravo cleared to taxi to runway 36."





D) Take off. (ATC clearance is required: ATC is now the tower).

Pilot: "Scout Tower, Charlie Uniform Bravo is ready for take off."

ATC: "Charlie Uniform Bravo you are cleared for take off on runway 36. The winds are calm."

E) Climb. Ask the Cubs how high the plane should climb. (At 3300 metres, the passengers could need oxygen if the aircraft is not pressurized.)

F) Cruise: Ask the Cubs where are we going? Do we have enough fuel? If the answer is no, do not allow the plane to crash. Plan for an intermediate fuel stop. Proceed to invite comments on the scenery - a duck passed us without flashing, or the little yellow car we see driving down the road, the clouds, etc.

Introduce turbulence from light to moderate to heavy and then back to calm.

G) Descent and approach: (ATC clearance is required.)

Pilot: "Scout Tower, Charlie Uniform Bravo requests approach clearance to runway 27, etc."

H) Landing: (Tower clearance required.)

Pilot: Charlie Uniform Bravo requests landing clearance, etc. (Note to Pilot: make this a smooth landing that nobody feels.)

I) Taxi to terminal: (Ground clearance required.)

Pilot: "Request taxi clearance to terminal gate 2."

J) Intercom address thanking everybody for flying with Scoutair.

K) Engine shutdown.

L) Depart plane.

The above is only a guide. Improvise and have fun with this.

Don't forget to cheer their efforts.

SPIRITUAL

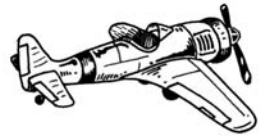
Dancing the Skies (High Flight)

Oh! I have slipped the surly bonds of earth
And danced the skies on laughter-silvered wings;
Sunward I've climbed, and joined the tumbling mirth
Of sun-split clouds - and done a hundred things
You have not dreamed of - wheeled and soared and swung
Hung in the sunlit silence. Hov'ring there
I've chased the shouting wind along, and flung
My eager craft through footless halls of air.

Up, up the long, delirious, burning blue
I've topped the wind-swept heights with easy grace
Where never lark, nor even eagle flew -
And while with silent, lifting mind I've trod
The high, untrampled sanctity of space,
Put out my hand and touched the face of God.

By: John Gillespie Magee

John Gillespie Magee was an American serving with the Royal Canadian Air Force; he was just nineteen years old when his Spitfire collided with another aircraft in the clouds in 1941. Among his personal effects was an envelope with this simple sonnet scribbled on the back.



THEME CLOSING

The Cubs are now waiting in their hangars for closing.

Akela: “Sierra, India, X-ray, Echo, Sierra prepare for landing.”

The Cubs leave their hangars and circle the hall using their arms as the wings of aircraft.

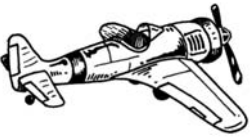
Akela: “Land on runway Charlie, India, Romeo, Charlie, Lima, Echo.”

The Cubs are now in the circle ready to start the Grand Howl.

Akela: reads Spiritual

Akela “Sierra, India, X-ray, Echo, Sierra you are now cleared for take-off. Good Night and have a safe flight home.”

A Alpha	J Juliet	S Sierra
B Bravo	K Kilo	T Tango
C Charlie	L Lima	U Uniform
D Delta	M Mike	V Victor
E Echo	N November	W Whiskey
F Foxtrot	O Oscar	X X-ray
G Golf	P Papa	Y Yankee
H Hotel	Q Quebec	Z Zulu
I India	R Romeo	



SATURDAY CUB MEETING

Theme: TRANSPORTATION

Date: _____

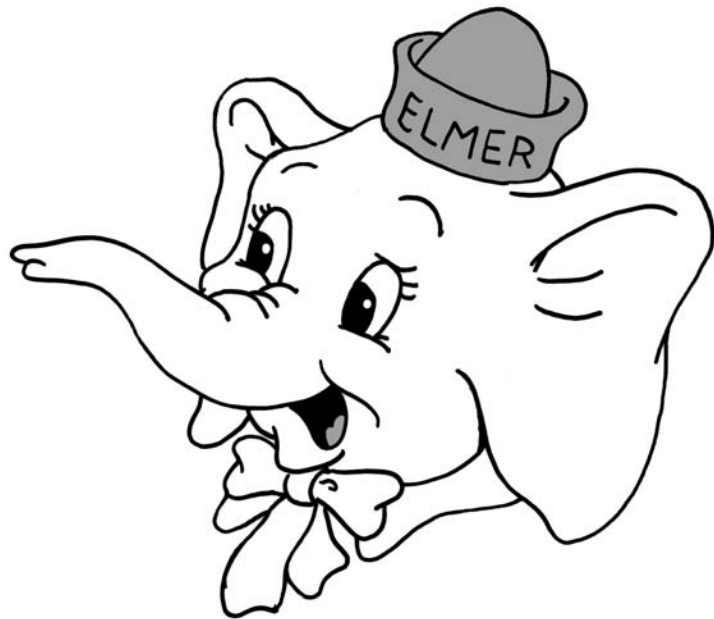
Before the Trip:

1. Obtain all the necessary permission/approvals from the Group Committee. Refer to the Camping/Outdoor Activity Guide for more information and forms.
2. A permission slip signed by parents should be obtained for every Cub.
3. Ratio of leaders/adults to Cubs should be 1 - 3.

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
1:00 - 1:30	Travelling Time		Parent Drivers
1:30 - 3:00	Visit	Visit to a local Train Station, Airport, Harbour or Museum	All Leaders
3:00 - 4:00	Snack	Light Picnic Style Snack	Leaders & Parent Drivers
4:00 - 4:30	Travelling Time		Parent Drivers

Badge Links:: Visit: Blue Star #B4, Museum: Heritage #5

Elmer's Railway Safety Promise



"I will obey all railway signs
and signals."

"I will cross tracks only at the proper
crossing areas."

"I will always stop, look, and listen before
crossing railway tracks."

"I will walk quickly across tracks."

"I will avoid tracks where possible and
I will not throw objects at trains or place
objects on the rail."

NAME: _____

WITNESS: _____

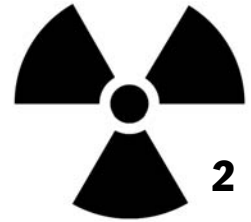
GATHERING ACTIVITY - IDENTIFY SIGNS

MATCH THE SYMBOL WITH THE DESCRIPTION

NO FIRE



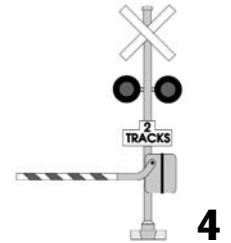
FALLING ROCKS



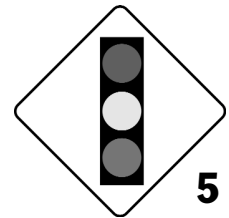
STOP LIGHT



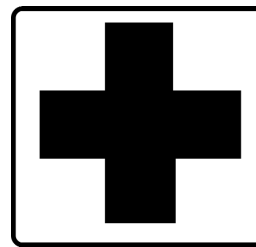
FIRST AID



RADIATION HAZARD



WHEELCHAIR ACCESS



RAILWAY CROSSING

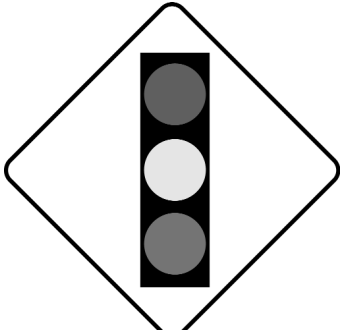
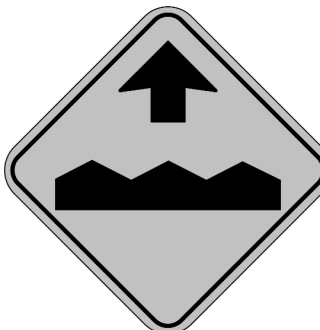
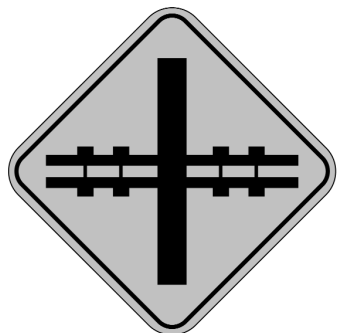
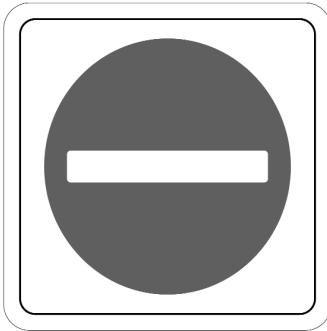
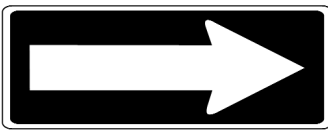


CAUTION ELECTRICITY

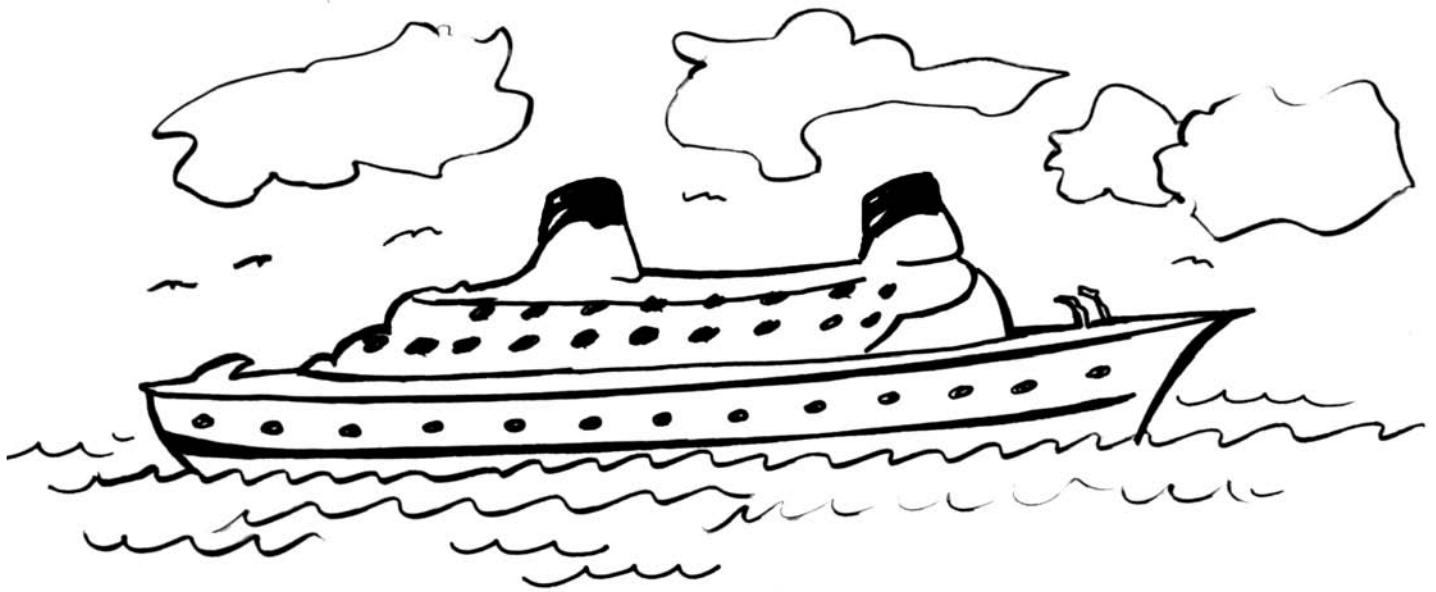


BIOLOGICAL HAZARD

GAME - SIGN GAME RELAY

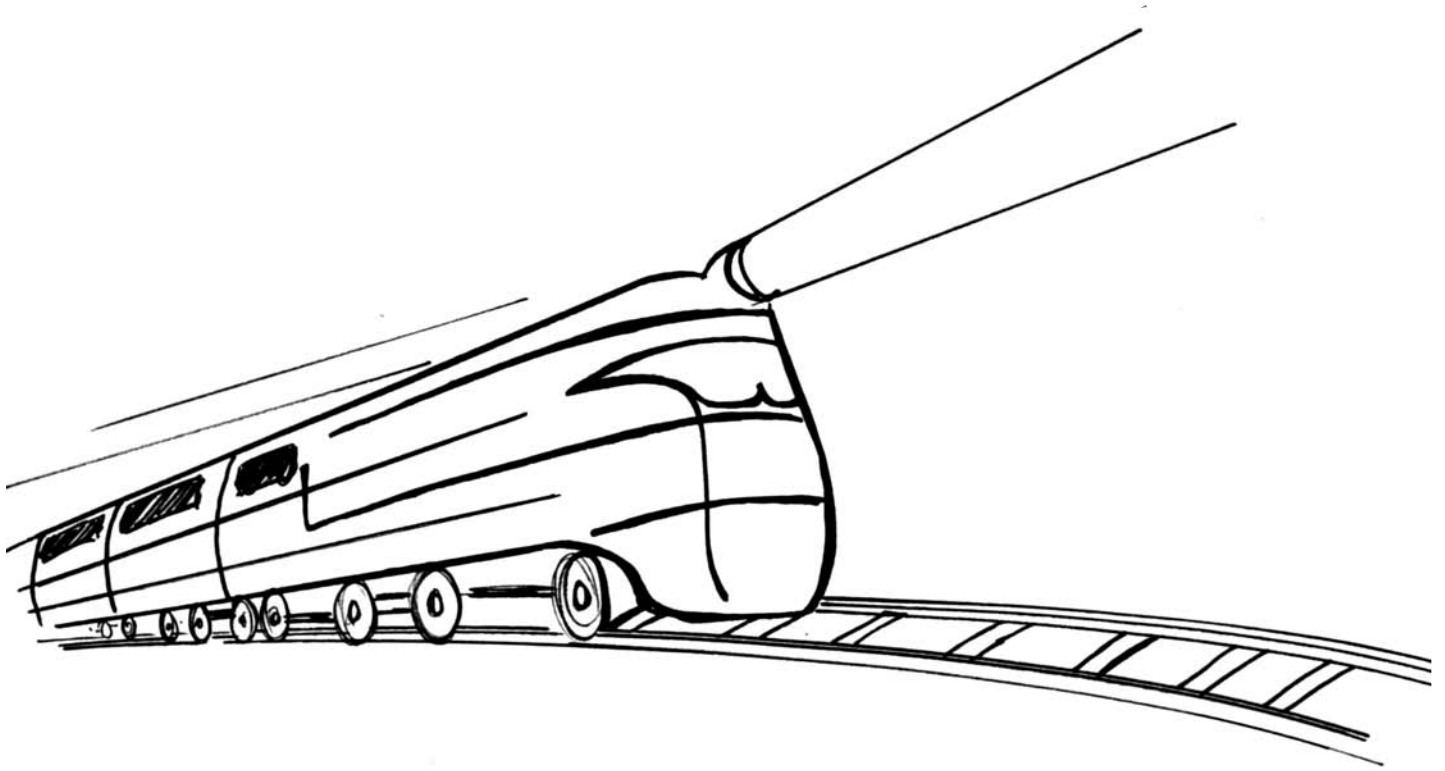


PERISCOPE GAME



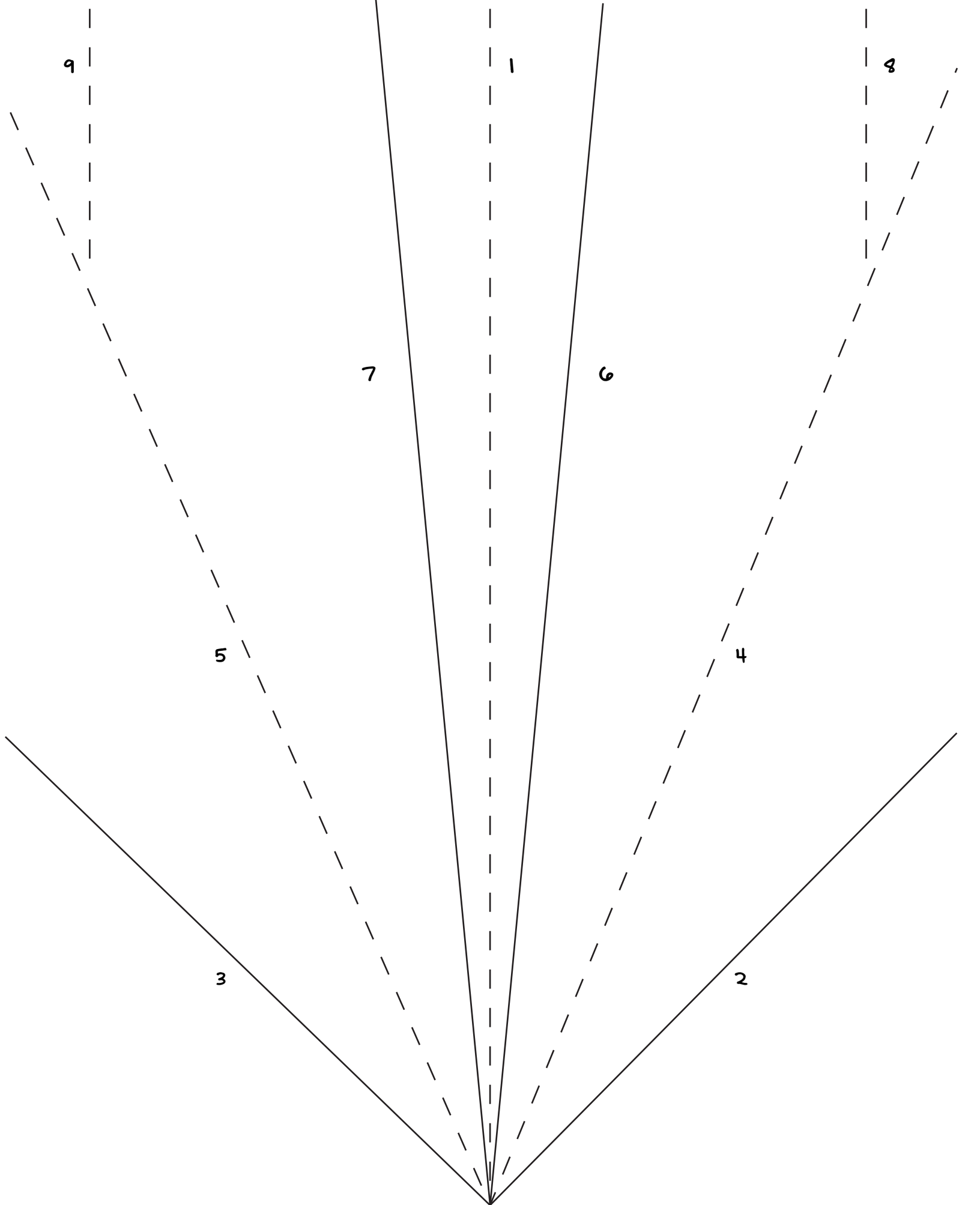
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PERISCOPE GAME



● ● ● ● / ● / ● — ● ● / ● — — ●

AIRPLANE #1



9

1

8

7

6

5

4

3

2

AIRPLANE #2 FRONT

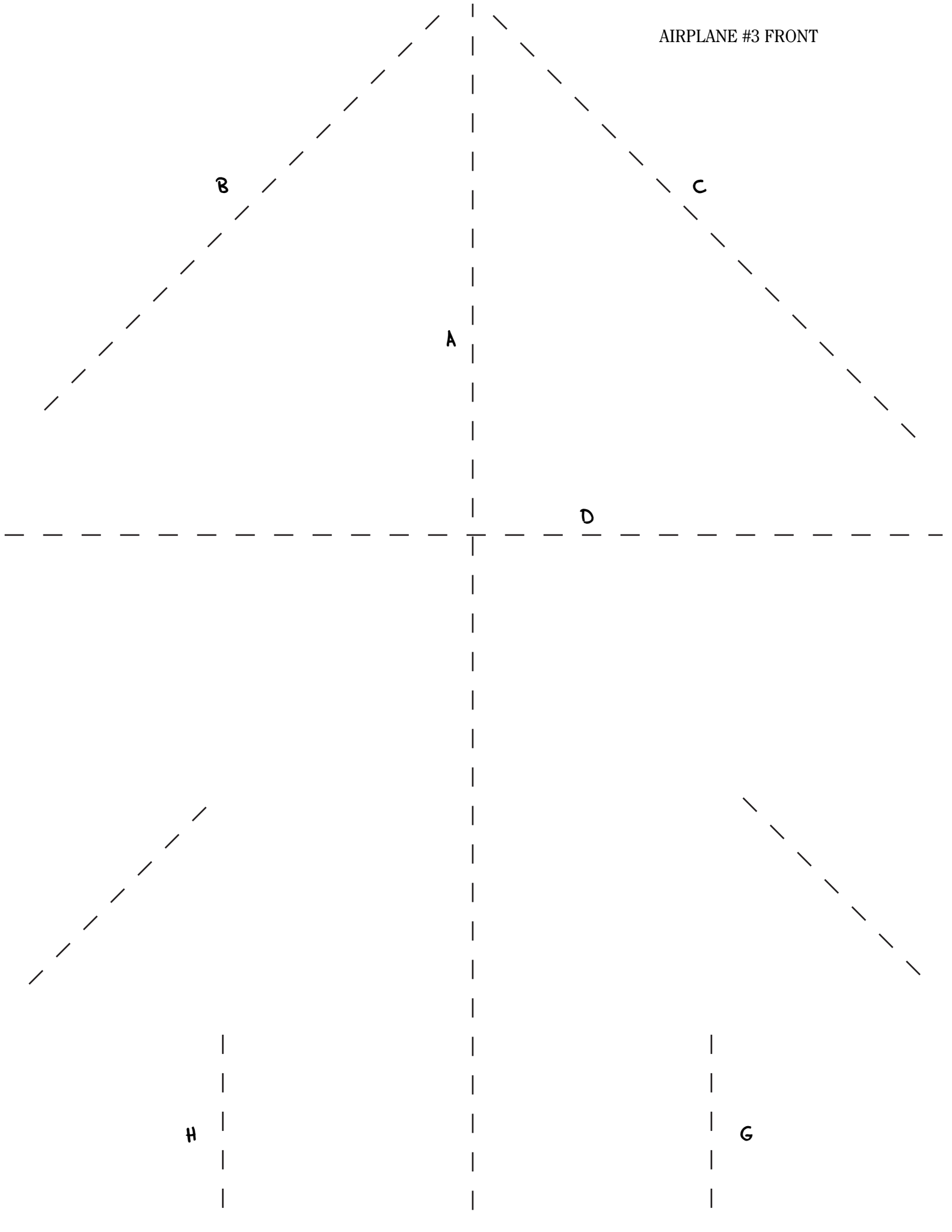
B

C

B



AIRPLANE #3 FRONT



B

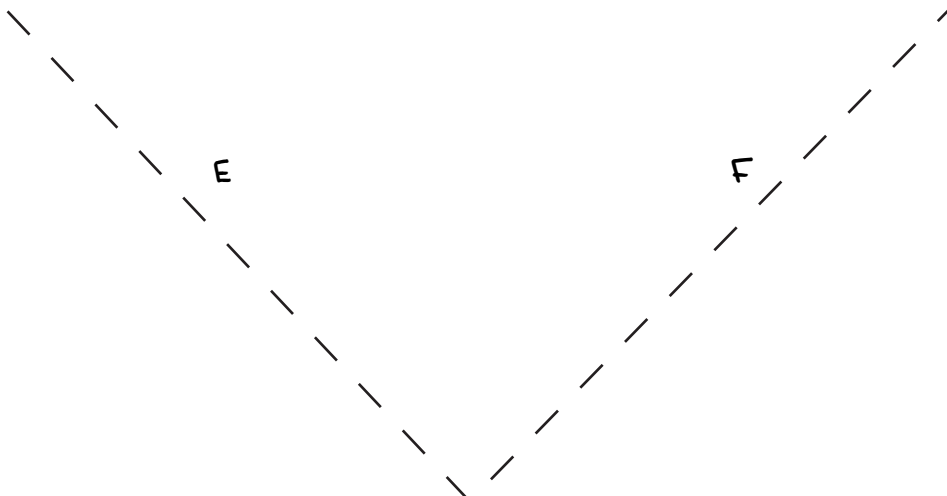
C

A

D

H

G



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

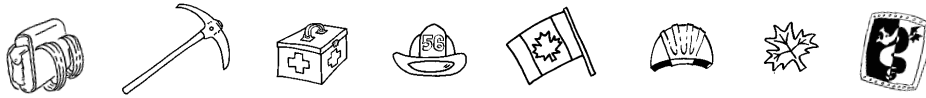
Theme Program Resources

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!