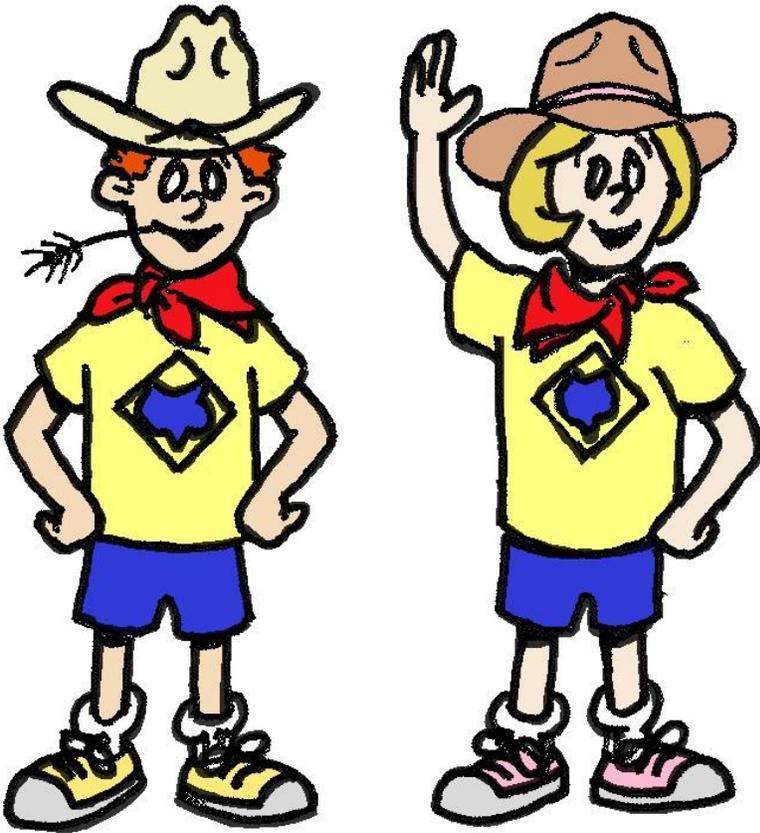


2022 National Camping School Resource Guide



“Wild, Wild West”

Inside this Issue:

BUILDING YOUR PROGRAM

CAMP PIZZAZZ

CEREMONIES

GAMES & ACTIVITIES

SKITS, JOKES, RUN-ONS

SONGS

CRAFTS

S.T.E.M.

SNACK IDEAS

HELPFUL LINKS

CLIPART

AND MORE!!!



National Camping School's Annual Theme Program

Each year a theme-related resource booklet is produced and distributed through the Cub Scout National Camping Schools.

The material provided is designed to be used in Council and/or District Cub Scout Day Camps or other Cub Scout camping activities.



TABLE OF CONTENTS

Welcome and Setting the Stage for Fun!	4
Building Your Program	5
Camp-Wide Activities	5
Lunch Programs	6
Special Guests	6
Den Time Activities	6
D.E.I (Diversity, Equality, Inclusion)	7
Lesson Plan Sample	7
Camp Pizzazz	16
Decorations	16
Costuming	18
Name Tags	19
Volunteer Thank Yous	20
Photo Booth	20
Camp Station Location Names	21
Ceremonies	23
Opening Ceremonies	23
Closing Ceremonies	27
Scout's Own Service Sample	30
Flag Ceremonies	32
Songs	36
Scouting Songs	36
Theme-Based Songs	38
Prayers	43
Prayers in Song	43
Spoken Prayers	43
Duty to God	44
World Friendship Fund	45
Gathering Activities and Fillers	46
Cheers/Applause & Audience Participations	50
Cheers and Applause	50

Audience Participation	51
Skits, Jokes, Run-Ons	54
Skits	54
Jokes	58
Run-Ons	60
Games & Activities	62
Games Played in the Wild West	62
Obstacle Course	64
Relay Races	65
Other Games	66
Crafts	68
Snack Ideas	75
Fun Camp Food	75
Food from the Wild West	77
Challenge Foods	79
S.T.E.M. (Science, Technology, Engineering, Math)	81
Miscellaneous Tips and Hints	85
The Director's Notebook	85
Promotion Tips	85
Registration	86
Volunteer Orientation	86
Pre-Check In Day	87
Taking Care of Volunteer and Staff	87
Say Thank You	87
Know Your Scouts	88
Scout Management	88
Birthday Recognition	89
Be Extra Prepared	89
Helpful Links	90
Clipart	91
Upcoming Themes!	98



Welcome and Setting the Stage for Fun!

The material in this resource book is designed to serve your District or Council in providing tremendous Cub Scout Day events!

WILD, WILD WEST – This year you can take Scouts on an adventure as you journey across the United States, build railroads, experience the Gold Rush, or live on the frontier! However, you decide to create this adventure, make it fun and memorable for the Cub Scouts and leaders who attend!

Carefully set the tone for FUN from the very start! This starts with YOU! Be excited about the program you are creating. Show enthusiasm in your fun 60-90 second promotional video and your other promotional materials. Smile, laugh, and try to stay positive. Your attitude is contagious. Your excitement and sense of fun will make great things happen at your camp that will create lasting memories for those who attend or visit your camp.

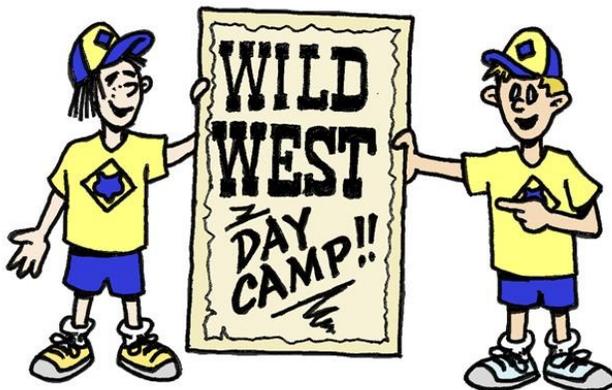
Keep that positive energy going when you communicate with your staff, leaders, and parents. Use the theme in creative ways in your emails and your staff manuals. Let them know that you are excited to be able to bring this amazing program to the Cub Scouts.

When Scouts and families arrive at camp, make sure your camp reflects the fun that will happen. Think outside of the box and have lots of theme-filled PIZZAZZ that grasps hold of the entire family. This book is full of ideas to help bring that pizzazz and excitement to your camp.

Many resources were used to compile the information you will find in this book. THANK YOU to the leaders who sent in ideas and suggestions and THANK YOU to those who contributed to the resources used. We could not have done it without you!!!

We appreciate your help and all that you do for our Scouts and Cub Scout Day Camp!!

All materials in this book reflect the high standards of the BSA. Feel free to use (or modify) at your local Cub Scout camping activities to help your camp have a “rootin’, tootin’ ” time in the “Wild, Wild West!”



Building Your Program

The primary objective of Day Camp is FUN!! When putting your program together use your creativity to daily bring fun in new ways to your camp. Try to use variety in what you do and how you do it. Shake up your program from year to year. It is good to have traditions such as a tug-o-war or egg drop on the last day or the same camp song or cheer from year to year, but other than those traditions shake it up. If you are teaching knots each year, change the game or knot challenge that you use.

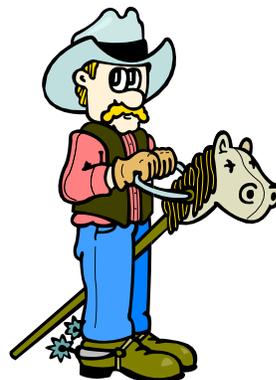
Look for opportunities for Scouts to experience something they might not otherwise be able to. Do you have access to a climbing wall? Can you bring in an expert that will enhance Day Camp? Is there a group that can help your Scouts learn a new skill like leatherworking? Is there an expert that is willing to teach a station or do a lunch program?

Another thing to consider is advancement and awards because this is one of the things parents and leaders are often looking for with Day Camp. With the theme in mind look through the Cub Scout Handbooks and Den Leader Guides. See the Elective adventures that naturally fit into your theme and build something around those. These lesson plans and activities are already figured out. With a little imagination, these can be used at camp. Advancement is in NOT the primary objective of Day Camp, so don't stress about completing a belt loop/pin or building your camp around completing belt loops/pins. Use these as a great supplement to your camp as it naturally fits into the theme. (See PD-102 A.) An example of how this could be done is Tiger: Sky Is the Limit. Scouts could look through "spy glasses" (binoculars)(req.#2), they can learn how people in the Wild West often slept under the stars and then look at a couple constellations in a book (req. #4). Next, they can create and name their own constellation (req. #5). Tigers can complete requirements #1 and 3 at home with their Adult Partner.

Other awards that fit in seamless to Cub Scout Day Camp are: Shooting Sports recognition, Outdoor Activity Award, and the Summertime Pack Award. You could also talk about animal science with NOVA—Wild! Award (make sure you have a NOVA Counselor on board to help plan, execute and approve this award.)

Camp-Wide Activities

Camp-wide activities can be a really fun way to carry the theme from day-to-day. For example, you may decide to follow the Oregon Trail throughout the week. Each day during Den Time or other extra time (if a station runs short) Scouts will complete one activity to help them survive on the trail. Day One they may go on a scavenger hunt to get equipment needed. Day Two they may follow a map that leads them to the fort versus being stuck on the prairie. Day Three they may "trade" for supplies at the General Store. Day Four they go through an obstacle course to success navigate the raging river.



Lunch Programs

A lunch program can be a way to keep Scouts engaged and learning while eating lunch. This can be a 20–30-minute presentation on panning for gold, watching a reenactment, or having a Native American tribe come and share their culture

It can also be a 5–7-minute friendly competition between the Directors and the Den Chiefs building something, tying knots, or any other Scout skill. Get someone who is a great MC to provide the running commentary. The Scouts can cheer for their favorite team and determine the winner... experience shows the Directors usually “lose.” That’s okay, ham it up. The Scouts LOVE seeing adults be silly!

Special Guests

Special guests are great to have at camp because they often have a passion for what they are teaching and can really enhance the program with their knowledge and enthusiasm. You can invite them to stay the day and teach a station or present a lunch program. Sometimes they already have kid’s presentation that works as a program or station at your camp.

Make sure the Cub Scouts thank all the special guests. They can do this with a theme-related cheer, or you could have them sign large thank you cards that are given to the special guest at your daily closing ceremonies.

Den Time Activities

Den time can be tricky to keep Scouts engaged and out of mischief for Den Walker/Leader. Take the time to plan this station for them. Below is a list of possible things you can have them do during Den Time:

- Decorate your den flag and name tag
- Play a game to learn the history of BBs
- Put a puzzle together of the parts of the bow and arrow and sling shot)
- Practice their skit LOUDLY
- Do the camp-wide activity
- Stay hydrated and take a potty break
- Tell jokes, do Mad-Libs
- Come up with an AWESOME den yell... need help getting the creative juices flow? See the den yell examples below.

DEN YELLS

Wagons Ho! Den ____ is on the Go!

Horse and Cattle, Rancher and Hand, Den ____ is true to the land!

Clap you hands, Slap your thigh, Den ____ is ridin’ high!

We’re not rowdy, Den ____ says Howdy!

Head __em up, Move __em out Den ____ is here to shout!



D.E.I (Diversity, Equality, Inclusion)

As you plan your program, please keep in mind that the Wild West consisted of diverse groups of people, all of which made meaningful contributions. Be mindful to not create caricatures that marginalizes or disrespects anyone. Take time to teach respect and inclusion.

For example: in 1848 gold was discovered in the Sacramento valley. By 1849 60-70,000 people flocked to the west coast looking for gold. This included a diverse group of people: Cantonese, Mexican, French, Emancipated Slaves, and some Indigenous people. Cowboys were hard working men who drove cattle, lived on ranches, and lived hard lives. Many cowboys were people of color. While some Chinese immigrants opted to join the Gold Rush, some chose the hard work of building the Transcontinental Railroad.

A special note about Native American Tribes: The Wild West is a time in their history that is very devastating. They lost their lands, their cultures, their languages, and MANY, MANY people. If you want to include Native American culture or history in your camp, please reach out to your local tribes. Please don't take it up on yourself to create "Native" crafts, dances, or designs without consulting your Native tribe. Before using Native American traditions or imitating them, think about how your actions might be interpreted. A Scout is respectful of other people's faiths and cultures.

Sources:

49ers – <https://www.thoughtco.com/going-to-california-49ers-gold-rush-3893676>

Cowboys – https://www.ducksters.com/history/westward_expansion/cowboys.php

Chinese – <https://www.smithsonianmag.com/history/where-east-met-wild-west-83383742/>

Emancipated Slaves – <https://allthatsinteresting.com/black-cowboys>

Native Americans – <https://www.grunge.com/226798/what-life-was-like-for-native-americans-in-the-wild-west-era/>

Lesson Plan Sample

A lesson plan gives the reason and lesson behind an activity or game. It gives a station leaders direction that can help them become "experts" in what they are teaching. If an emergency arises and a station leader can't be there for the day or needs to leave, someone else can step in and still teach the Scouts effectively. Having a lesson plan also ensures that standards are met and that you have a quality program.

Having lesson plans done 4 – 6 weeks before camp gives you a chance to test everything out and adjust if needed. You can figure out: Do the directions work? Are they in the correct order? Can a Scout do this project with minimal assistance? Is the project too easy? How long does the project really take? Do you need to add more to the station? Do you need to go back to the drawing board?

Below is an example of a Lantern lesson plan from 2021. In testing the lesson plan we discovered that waxed paper wasn't working, so made adjustment to the lanterns.

 <p>Day 2</p>	<p>Station – Washington State Lanterns</p> <p>STEAM</p>
<p>Station Supplies: Wax paper Cardstock or poster board Scissors Clear tape Paper plate to work on – for stability Stapler – staples Globe or map Battery operated tea lights – 1 per scout</p>	<p>Station prep before camp: Make a sample lantern</p> <p>Station prep at camp: Plug in iron Pick some leaves to use</p>
<p>Objectives: What is symmetry? - See pages 2-4. Where are paper lanterns traditionally made? See pages 5-8. Make a paper lantern - See pages 9-10.</p>	
<p>Station Lesson plan:</p> <p>Opening: At this station we will be learning about symmetry. You find symmetry a lot in Nature, Art and math. And our project today uses all three.</p> <p>What is symmetry? See pages 2-4.</p> <p>Where are paper lanterns traditionally made? See pages 5-8. Paper lanterns are found all around the world in different forms.</p> <p>Lets look at a few and find them on the map or globe.</p> <p>Now lets make our own lanterns! See pages 9-10</p>	

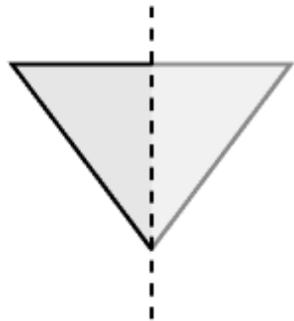


There are three basic types of symmetry:

Reflectional Symmetry

Types of symmetry

reflectional (bilateral)



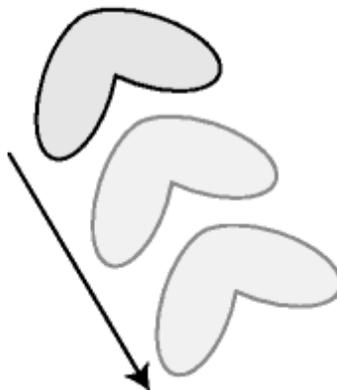
The object coincides with itself along a single axis. The sides of the object divided by the axis are equal to each other

rotational (radial)



The object coincides with itself when rotated at an angle of less than 360 degrees

translational



The object coincides with itself when moved along a vector (a certain distance in a certain direction)

Traditional Paper lanterns made in China



Traditional Paper lanterns made in India



Traditional Mexican Luminarias





Yi Peng Festival - *Chiang Mai, Thailand* These lanterns use heat to rise into the air like a hot air balloon, When the flame starts to go out the air cools and they float back down to the ground.



Lantern Floating Hawaii These lanterns are set on little wooden boats to float in the ocean. *Oahu, Hawaii*



Pic. 1

Lets Make Washington State Paper Lanterns

Why are they WA state lanterns?

Because they are made with WA native plants by WA Scouts.



Pic. 2

1. Give each Scout a paper plate and a piece of wax (12 x 6 inches)

ADJUSTMENT: Give each Scout a paper plate, a laminating sheet, and a piece of 6 x 6 inches wax paper.

2. Fold the wax paper in half and crease the fold, so it is now 6 x 6 inches.

ADJUSTMENT: Take out step 2.

3. Have Scouts collect leaves, flowers or grass to make their pattern.



Pic. 3

4. Have Scouts arrange their leaves on one half of the wax paper in a symmetric pattern. Then fold the wax paper back over, covering their leaf pattern so the leaves are in between the wax paper.

ADJUSTMENT: Lay the laminating sheet on top of the paper plate. Have the Scouts open the laminating sheet. Then have them place their wax paper on the one side of the sheet. Have them arrange their leaves on the wax paper in a symmetric pattern. Then carefully close the laminating sheet over the pattern.



Pic. 4

5. When the pattern is complete, carefully give your paper plate with the wax paper and leaves to the adult to fuse together with a hot iron

(SAFETY WARNING! The ironing can ONLY to be done by Adults!)

pic 4.

ADJUSTMENT: Have the Scout carefully give their paper plate with the wax paper and leaves to the adult to put in the laminating machine. The paper plate is only used to carry the wax paper and guiding the laminating sheet into the machine.

NOTE: Adults when putting the laminating sheet into the machine be careful not to move the pattern. Hold onto the sheet until all of the leaves have rolled into the machine.

6. Once your leaves are fused in between the wax paper, tape a strip of cardstock to the top edge and bottom edge of the wax paper. This will form the Bottom and top edge of the lantern. See pic 1. & 6.

ADJUSTMENT: Have the Scouts cut out the now laminated wax paper square leaving 1/8" margin around the edges.

Tape a strip of cardstock to the top edge and bottom edge of the wax paper. This will form the Bottom and top edge of the lantern. See pic 1. & 6.

7. Now roll up the wax paper around the battery operated tea light. Staple or tape on the bottom and top edges. If the tea light slips out just secure with a small amount of tape.



Pic. 5



kinda of like this but we are not adding the cone topper.

8. Add a thin strip of cardstock to the top with a staple or tape to use as a hanger.



Pic. 6

Do you know where you are going to hang your lantern?

Extra Time? Play this Game

Scientist Says

Shake	Shake the flask: Put hands on hips and move side to side
Ready	Ready to work: Put on lab coat, gloves, and goggles
Look	Look into a microscope: Place hands around eyes
Light	Light the Bunsen burner: Twist on and back off
Pull	Pull emergency shower: Pull on an imaginary cord
Clean	Clean your area: Wash your desk
Supervisor	Supervisor's coming: Stand and look to the left
Mix	Mix the chemicals : pretend to pour liquid from one beaker to another
DNA	Be a DNA molecule: Twist your body to make a DNA molecule

PRO TIP: Use the “Station Supplies” list to create a master inventory list. This makes it easy to double check that you have everything the night before. It also helps to make sure you have everything if you are moving this program to another location. You can have that master list in a binder at headquarters. You can also tape the list of “Station Supplies” to the lid of the tote of supplies for that station.



Camp Pizzazz

Camp pizzazz are all those extra things that bring the theme to life at camp. They are the things that make your camp stand out. This is where creativity and memories meet.

Decorations

You want the theme to be easily recognized from the moment that Scouts and families enter camp. One of the easiest ways to do this is through the decorations you use at promotional events, meetings, and camp. Here are some ideas that you may want to incorporate.

Horseshoe Candle Holder – You can use this to bring your theme to meetings or at stations. You can use it as a candle holder (we recommend using LED lights instead of real candles) or stain a block of wood and use it as a “shelf” to hold mason jars of pens, crayons, or other supplies.



Covered Wagon – Can you imagine walking into camp and seeing a covered wagon or two set up? Go to this website to see step by step instructions on how to make one of these.
<https://www.instructables.com/Kids-Covered-Wagon/>

Pool Noodle Cactus – Use pool noodles to make large cacti to stand by each station, headquarters, or the trading post.



Bandana Centerpiece -- You can use this in the dining hall as a fun centerpiece at mealtime or use them as a volunteer thank you.

Painted Cactus Centerpiece – You can use these as a centerpiece or have the Scouts make them as a craft. (<https://projectnursery.com/2017/03/diy-cactus-rocks/>)

Fire Centerpiece -- This is sure to add some outdoor flavor to any meeting. You can go to this shop for a template. <http://www.etsy.com/shop/TheBubbleBox>



Hay Bales -- Do using them at [to-use-hay-bales/](https://www.howdoeshe.com/15-creative-ways-to-use-hay-bales/)

you have access to hay bales? Here some ideas for camp. <https://howdoeshe.com/15-creative-ways->



Butcher Paper Fences – These would be great for meetings or any indoor areas you may have.



Wanted Posters – You could have a Scouts Most Wanted “wall” with pictures of staff or Scouts. They could be wanted for being kind or friendly or something else really positive. The reward could be high fives. You could make this part of a camp-wide activity.



Costuming

Costuming is a fun way to step into a theme. Hats, vests, and accessories are simple, inexpensive ways to enhance your camp. Have fun with this! If you want to know of good website for good inexpensive hats and other costuming ideas, email Jeni Gates at jeni.scouting@gmail.com.

Carboard horse or cow – Can you imagine the laughter you might get as you and your staff start the day “riding your horse?” You could have a fun skit that talks about safety and that introduces everyone.



Bandanas – These are great costuming for EVERYONE at camp! Assign each den a different color to make camp colorful. Doing this also helps you see if anyone is without a buddy or not where they are supposed to. Encourage dens to decide how everyone will wear them. This helps with unity in the den. If you want to know a good place to get inexpensive, good quality, soft bandanas, email Jeni Gates @ jeni.scouting@gmail.com.

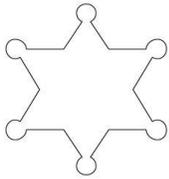


Name Tags

Name tags are essential at Day Camp. Using them helps volunteers and staff to know the Scouts, and helps the Scouts know what to call the volunteers and staff. Making theme-based name tags is an easy way to add pizzazz.

There is a template for sheriff's badge at:

<https://www.sheknows.com/parenting/slideshow/494/craft-templates-for-kids/17/>



WEDCHT

Check out <https://www.teacherspayteachers.com/Browse/Search:western%20name%20tags> or <https://nametajungle.com/name-tag/western> for several different templates for name tags. There is a small fee for the templates.



You can also create your own template in any number of computer applications.

Volunteer Thank Yous

Volunteer thank yous that match the theme are sure to bring a smile to people's faces, and let the AMAZING volunteers at your camp know that you genuinely appreciate them. You could give each volunteer:

A bag of microwave popcorn with the words "We're bursting with gratitude."

A big star with the words "Thank you for being a super star today!"

A packet of Extra gum with the words "Thank you for walking the extra mile today."

A small bag of caramel popcorn with the words "You're a golden nugget of goodness."



Photo Booth

A photo booth is a really fun activity to do during a family time at camp. You can have costumes, backdrops, and other props. This let's families have one more fun souvenir to remember the fun they had at camp.



Camp Station Location Names

Another easy way to show off your theme and add pizzazz is to have fun names and/or signs for different activities and locations. Make sure the name ties with the activity and “makes sense”. You can also name the station what it but have a fun theme-based object on the sign. Whatever you decided to do, make sure signs and directions are easy to follow.

You can use City names of the Old West such as Dodge City, Laredo, Cimarron or generate your own names at a Wild West Town Generator site <https://name-generator.handpickedbooks.in/wild-west-town-names>



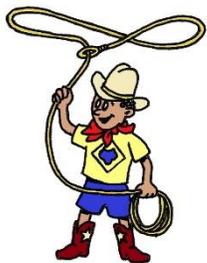
LOCATION	SO, CALL IT. . . .
PARKING LOT	Hitching Post Barn Corral Pasture OK Corral Relay Station
GATHERING AREA	Arena Rodeo Grounds Roundup Ponderosa Lasso Lane Town Hall Town Square
PROGRAM STATIONS	Dude Ranch Prospector Downs Gold Miners Camps Saddle Tramp Camps Conestoga Corners Rodeo Round Up
NATURE	Pride of the Prairie Lone Prairie Chisholm Trail Lewis & Clark Discovery Trail Wagon Trail
FIRST AID STATION	Blister Busters Doc Holliday's Saddle Sore Sal's Nurse Nellie's Nook Coyote Care

LOCATION	SO, CALL IT. . . .
OBSTACLE COURSE	Prairie Dogs Maze Saguaro Challenge Longhorn Alley Mountain Man Rendezvous Gila Monster Challenge Tractor Pull Pony Express Oregon Trail
TRADING POST	Barterin' Bill's Village Square General Store Buffalo Bob's The Corner Store The Mercantile Trailhead Traders
FOOD COURT	Watering Hole Chuck Wagon Prime Cut Grub Hub Chow Line
WATERFRONT	River Rafters Shooting the Rapids Water Trough Saddle Springs River Crossing
ADULT VOLUNTEERS	Wranglers Sodbusters Ranch Hands Settlers
SCOUTS	Cowpokes Greenhorns Cowboy/Cowgirls Mavericks Vaqueros

People of the Wild West: Wyatt Earp, Roy Rogers, Davy Crocket, Kit Carson, Calamity Jane, Annie Oakley, Buffalo Bill, Sitting Bull, Chief Joseph

Additional Label Assistance: Trigger, Tumbleweeds, Cavern/Canyon, Goldminers/49ers, Rattlers/Horned Toads, Sidewinders, Chaps & Spurs, Stagecoach, Blacksmith, Train Station, Wagon Wheel, Pardner, Dry Gulch, Tinhorn, Boarding House

Ceremonies



Opening Ceremonies

Getting your camp off to a good start is very important. An opening ceremony, whether it involves one or many people, is a great way to start your day! You can recite the Scout Oath and Law, do the Pledge of Allegiance, or have an opening that includes props and speaking parts for the Cub Scouts. Whatever you chose to do, an opening ceremony will let those attending know that camp is ready to get started! There is not always a lot of time so, keep it short, simple, and fun!!

Please keep in mind that the openings provided below are to give you ideas to use – they can be modified to fit what is going on in your camp.

Note: If you will be reciting the Scout Oath and Law, have it written on a flip chart or large poster and put it up front where all can see. You can also have it on the back of the Cub Scouts name tag or den leader guides. This makes it so all will be able to recite it as a group. Let's help our Cub Scouts do their best!

If you are planning to have Scouts help read or hold anything, choose the Scouts beforehand and let them practice. This will help them be confident in their part, and the ceremonies will run smoother.

PRAYER can serve as an opening!

Supplies Needed: Prayer on a poster or in small handout for everyone to be able to say the prayer together. You may also choose to just have one person say the prayer.

Please remember to start the prayer by saying, "Please prepare yourself in the manner in which you are accustomed." You can explain to the Cub Scouts that this just means get ready to pray the way you are used to.

FLAG OPENING CEREMONY

Supplies Needed: Large letters with words written on the back for Cub Scouts to read, flag and flagpole. (Cut a poster board in half or quarters to make letters.)

A preassigned den posts the colors and then the Scouts say the following:

E – stands for Eagle, the symbol of our country.

A – is for America, this great land we live in.

G – is for God, the creator of all we hold dear.

L – stands for Loyalty to our country and our land.

E – is for Everyone – please stand and join us in the pledge of Allegiance.

TIP: Make sure that when the Cub Scouts stand the letters spell the words correctly right to left from the audience perspective.

PIONEER

Our Frontier forefathers helped start our great land,
With courage and bravery, they took their stand.
Let's pause a moment to pay them tribute today.
Grim hardships and setbacks they had in their way.
Remembering how they were put to the test.
In history books 'tis said they always DID THEIR BEST!
May we ever be thankful for their courage so grand
So, we can proudly salute – the flag of our great land.

Please stand and join us in the Pledge of Allegiance.



AMERICA

Supplies Needed: 7 large letters with words written on the back for Cub Scouts to read. (Cut a poster board in half or quarters to make letters.)

A—is for All people in our land.

M—is for Men who helped build so grand.

E—stands for Equality of race, color, and creed.

R—is Respect for all people's needs.

I—is for Ideas-new ways to know your neighbors.

C—stands for Caring and sharing in labor.

A—is for the Allegiance we feel for our land.

Now let us show our respect and stand.

Please join me in saying the Pledge of Allegiance.

TIP: Make sure that when the Cub Scouts stand the letters spell the words correctly right to left from the audience perspective.

WELCOME TO DAY CAMP

Supplies Needed: Scout Oath & Law on poster or flip chart, compass either real or made of cardboard

Open with the Pledge of Allegiance followed by the Scout Oath and Law.

After the opening, let the Cub Scouts know that this week (duration of camp) they will be learning all about the Wild West, and the people that helped expand America.

But before we begin, let's find our direction. (Use your compass or the sun to find the direction.) Show the Scouts where East and West are and how you were able to identify that direction. Then north and south.

Divide the Scouts into four groups – north, south, east and west. Have the north group face the east group and say, "Welcome to Day Camp!" The east group will face south group and say, "Welcome to Day Camp!" The south group will face the west group and say, "Welcome to Day Camp!" and the West group will face north and say, "Welcome to Day Camp!" When all groups are done, the camp will yell, all together "Welcome to Day Camp!"

SMILE

Supplies Needed: A sign with the word SMILE written on it.

NARRATOR: A smile costs nothing—but creates much. It happens in a flash, but the memory sometimes lasts forever. It cannot be bought, borrowed, or stolen, but it is something that isn't any good until it is given away to someone else. So, if you meet someone who is too weary to smile, give that person one of yours. No one needs a smile quite as much as the person who has none left to give. Let's give out LOTS of smiles today as we learn new things and make new friends. *(This can also be a closing by ending it with, "Thank you all for sharing your smiles at camp today.")*

I MADE A PROMISE

Supplies Needed: Script written for Scouts to read

CUB SCOUT 1: I made a promise—I said that in whatever I did, I would do the very best I could.

CUB SCOUT 2: I made a promise—to serve my God and my country the best I could.

CUB SCOUT 3: I made a promise—to help other people the best I could.

CUB SCOUT 4: I made a promise—to obey the Scout Oath and Law the best I could.

CUB SCOUT 5: Today at Day Camp, I promise to do my best.

CUB SCOUT 6: I am a Cub Scout.

CUB SCOUT 7: Please stand and join us in reciting the Scout Oath and Law.

OUTDOOR CODE

Supplies Needed: The Outdoor Code written on a flip chart or large poster and put it up front where all can see, flag and flagpole

A preassigned den presents the colors and leads the camp in the Pledge of Allegiance. Have the Outdoor Code on a flipchart where everyone can see it and have them join in reading it.

Outdoor Code

As an American, I will do my best to –
Be clean in my outdoor manners,
Be careful with fire,
Be considerate in the outdoors, and
Be conservation minded.

TIP: For visual learners or people who are good at seeing patterns, keeping all the “Bes” lined up will help them memorize it.



THE LAW OF THE RANGE

Source: <https://cowboylethics.org/cowboy-ethics/>

The Scout Law material and the last paragraph have been added for this ceremony by Nancy Farrell

Leader: Explain that Cowboys and Cowgirls live by a Code of Ethics much like Scouts do. Their code is called "Code of the West". As Scouts, we live by the Scout Oath and Law.

Code of the West

- | | |
|---|-------------------------|
| 1) Live each day with courage. | A scout is BRAVE. |
| 2) Take pride in your work. | A scout is CHEERFUL. |
| 3) Always finish what you start. | A scout is THRIFTY. |
| 4) Do what has to be done. | A Scout is OBEDIENT. |
| 5) Be tough, but fair. | A scout is KIND. |
| 6) When you make a promise, keep it. | A scout is TRUSTWORTHY. |
| 7) Ride for the brand. | A scout is LOYAL. |
| 8) Talk less and say more. | A scout is FRIENDLY. |
| 9) Remember that some things aren't for sale. | A Scout is CLEAN. |
| 10) Know where to draw the line. | A scout is COURTEOUS. |

The Scout Law includes HELPFUL AND REVERENT.

When cowboys and cowgirls are on cattle drives, they must HELP lead the cattle to stay with the herd and not wander away.

They sleep outside under the stars on the cattle drive. As the day turns to night, they look up into the stary night, or stare long into the campfire and often have the feeling of deep and solemn respect for everything around them (REVERENT).

COWBOY & COWGIRL CODE OF CONDUCT

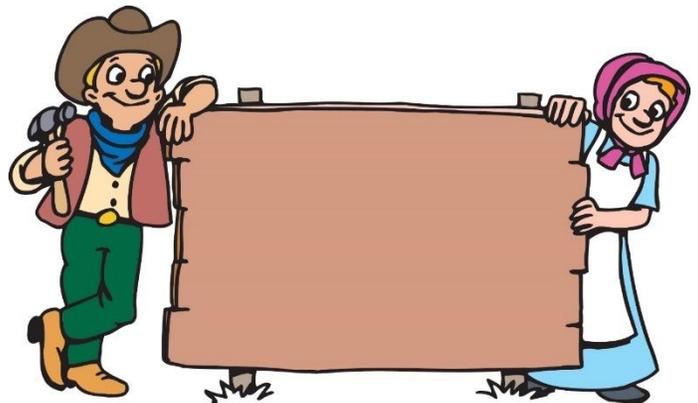
For similar opening you can talk about the Cowboy & Cowgirl Code of Conduct. (More information can be found at:

<https://www.reporternews.com/story/opinion/contributors/2021/07/17/remember-western-heritage-during-national-day-cowboy/7874380002/>)

The National Day of the Cowboy

Code of Conduct for Cowboys & Cowgirls©

1. Live each day with honesty and courage.
2. Take pride in your work. Always do your best.
3. Stay curious. Study hard and learn all you can.
4. Do what has to be done and finish what you start.
5. Be tough, but fair.
6. When you make a promise, keep it.
7. Be clean in thought, word, deed, and dress.
8. Practice tolerance and understanding of others.
9. Be willing to stand up for what's right.
10. Be an excellent steward of the land and its animals.



Closing Ceremonies

Just as an opening ceremony is important at the beginning of your day, a closing ceremony will let everyone know that the camp day is over. Whether the closing is done by the Cub Scouts, is a Camp Director's Minute or a thought of how the day went, it will bring your camping day to a close! You can use any of the opening ceremonies above by just changing some of the words. REMEMBER, the Scouts have had a long day and are ready to go home. A closing ceremony is important to close camp for the day, but you will want to keep it short and simple.

ROLE CALL OR DEN YELL

By the end of day 1 at Day Camp the dens should have a den name and yell. When doing roll call say something like, "When I call your den name, respond with your den yell – loud and proud!" Then demonstrate once how that will happen. After the demonstration call each den name in turn and enjoy their den yells. *(This can be an opening as well.)*

TIP: As you walk around throughout the day ask dens for their name and write it down. Then at closing ceremonies you will be prepared to do this without a hitch.

COMPASS

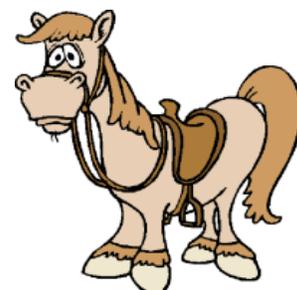
Supplies Needed: A compass either real or made of cardboard.

Camp or Program Director: How many of you have ever held and used a compass? Are you able to find which way is north? In Scouting, we have another type of compass. It's called the Scout Oath and Law. It is an excellent guide for making decisions in life. Whenever you are wondering what to do, say the Scout Oath and Law. It will not always give you an easy answer. Sometimes you'll have to really think it through to make your decision. But chances are, it will help you know the right thing to do.

DO YOUR BEST #1

Supplies Needed: Thought written out.

Camp or Program Director: When we say the Scout Oath, the words "Do my best" are some of the first words we say. Let's stop for a minute and think about these words. What does the word "best" mean? (Let the Scouts answer.) That's right—(repeat or rephrase the Scout's answers.) You are the only person who knows whether you have done your best. Think about the meaning of this oath and decide that you will always "do your best," no matter what you are doing. Thank you for doing your best at camp today! *(This can be an opening by ending with "Let's all do our BEST!")*





DO YOUR BEST! #2

Supplies Needed: Thought written out.

Camp or Program Director: We have had a great day at camp. Here is a thought to take home with you.

Work while you work, play while you play;
One thing at a time that is the way.
All that you do, do with all your might;
Things done halfway are not done right.
Go out and do your best!

For all the following closing ceremonies, consider the size of your camp. Do they need to be done as a whole camp or can they be done as dens during closing ceremonies?

BROTHERHOOD CIRCLE CLOSING

Supplies Needed: Thought written out unless it memorized.

Have the camp form a circle. Each Cub Scout places his/her left arm around the shoulder of the Cub Scout on their left and their right arm around the shoulder of the Cub Scout on their right.

Camp or Program Director: Now may the Great Master of all Scouts be with us until we meet again.

If you choose to do this closing all week, the Scouts may know it well enough to say it along with the Director.

WE MEET AS CUB SCOUTS CLOSING

Supplies Needed: Thought written out.

Have the Cub Scouts form a circle.

Camp Director: We meet as Cub Scouts, we part as friends, as now we leave, our Day Camp day ends. Let this circle be a token of friendship, as Akela guides us home.

LIVING CIRCLE CLOSING

All Day Camp participants form a circle and turn to their right, each placing their left hand into the center of the circle, palm facing downward. Each person grasps the thumb of the person behind them, making a complete circle with the group. Everyone's right hand is held straight up in the Cub Scout sign. Pump joined hands up and down seven times as all say the camp yell! You can also use the Scout Oath, Scout Law, Cub Scout motto, or your own personal words in place of the camp yell.

LIVING CIRCLE #2

Supplies Needed: Thought written out.

Have the Cub Scouts form the Living Circle.

Camp or Program Director: Let this circle be a token of friendship not broken, like the vast farmland that surrounds us. As through our Cub Scouting, we do roam towards our ultimate horizons that guide us home.

BOND OF FRIENDSHIP

Supplies Needed: A 12-inch piece of string or rope for each Cub Scout and Scout Oath and Law posted for all to see.

Adults and Den Chiefs can assist with tying the knots.

Camp/Program Director: Every hardworking Cub Scout knows how tie a square knot. Join us in making a circle. Join your rope in a square knot with the person on your left. Place your left hand on the knot and your right hand in the Cub Scout sign. This circle represents the bond of friendship we have in Scouting and have developed here at Day Camp. Please join me in saying the Scout Oath and Law.

TIP: If you know you will be doing this for closing ceremonies, have the square knot be a knot the Scouts learn at one of the stations, so they are prepared for the ceremony.

SPIRIT OF SCOUTING CLOSING CEREMONY

May the Spirit of Scouting	(Boy Scout sign)
And the light of Akela	(Cub Scout sign)
Be with you and me	(Point index finger)
Until our paths	(Both arms out to the side)
Cross again.	(Arms crossed)

COWBOY WISDOM

Never miss a chance to rest your horse
Only cows know why they stampede.
Always drink upstream from the herd.
If you're ridin' ahead of the herd, take a look back every now and then, to make sure it's still there with ya.
Life is simpler when you plough around the stump.
A bee is faster than a John Deere tractor.
Meanness don't happen overnight.
Forgive your enemies.
Every trail has some puddles.
Don't interfere with something that ain't botherin' you none.



Scout's Own Service Sample

Supplies Needed: The prayer printed on a flipchart or poster or printed on a quarter sheet to hand out to everyone. Half-sized poster board with the rank specific wording, a slinky of any size, the bigger the better.

Prior to the service: Make sure everyone has a copy of the prayer or that they can see it. Have 6 Scouts ready to hold the signs for the song. Coordinate with your fellow director who is doing what part.

A Scout is Reverent –This morning we are going to what is known as a Scout's Own service. This is a time for the camp to come together and spend a few minutes being reverent. Today own Scout's Own service will include a prayer of thanks, a song, and thoughts on kindness.

We will begin with a prayer. Please prepare yourself in the manner in which you are accustomed. (That's a fancy way of saying get ready to pray.) Please join me in the prayer.

We Give Thanks

We give thanks for being here together in the name of Scouting.

We ask to have clean hands, clean words, and clean thoughts.

We ask that we learn to work hard and play fairly.

We ask to see the needs of others so we may help.

We ask for strength to do a Good Turn each day and to live up to our promises. Amen

Can I get those who have volunteered to help come up?

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 Lively Lucky Lions in his hands
He's got the Terrific Tenacious Tigers in his hands
He's got the Wonderful Wild Wolves in his hands
He's got the whole world in his hands

He's got the Big Brave Bears in his hands
He's got the Wise Walking Webelos in his hands
He's got the Very Valiant Volunteers in his hands
He's got the whole world in his hands

Thank you for your help.



Have two people hold the slinky on each end. Barely flick the slinky on one end and ask, “What happens when I barely lift this? (Let the Scouts answer.) Lift the slinky higher and with more force, and ask, “Did I have to do this to make the slinky move?” (No.) You see, one small movement (barely flick the slinky again) is all it takes to make a big wave. You can be the small movement in someone’s life.

The author Leo Buscaglia said, “Too often we underestimate the power of a touch, a smile, a kind word, a listening ear, an honest compliment, or the smallest act of caring, all of which have the potential to turn a life around.” – You never know how one small act might affect another person. Maybe they are having a bad day or their pet is sick or they had a fight with their brother, then you come along and say something kind like, “I like your shirt” or maybe you give them an elbow bump or a smile, and that helps them feel better. One small thing you did helped someone else.

The philosopher Lucius Annaeus Seneca said, “Wherever there is a human being, there is an opportunity for a kindness.” So, today as you have fun here remember to be kind. You may never know how positively you are impacting another person.

This concludes our Scout’s Own service. Thank you to all who participated.





Flag Ceremonies

Flag ceremonies give an opportunity for Scouts to develop respect for the flag and practice good citizenship. It is also a time for them to be reverent. Flag ceremonies can be impactful.

NOTE: The role of the Color Guard is to guard the colors. They do NOT salute the flag at the same time as the rest of the camp. When teaching flag ceremonies tell Scouts that this is a lot like “Simon Says.” Do the action when directed.

Opening Flag Ceremony

<i>Caller</i>	<i>Actions</i>
Camp, attention.	Color Guard waits for camp to become quiet.
Color Guard, attention.	Color Guard stands tall and waits for next command.
Color Guard, advance.	The flag bearer walks first, the Color Guard walks behind. The bearer stops in front of the flagpole so that their shoulder is lined up with flagpole.
Color Guard, prepare to present the colors.	Flag bearer untucks the flag and holds the blue field. The Scout immediately behind them unfolds the flag.
Color Guard, present the colors.	The flag bearer and guard member show the camp the flag.
Color Guard, prepare to raise the colors.	The flag bearer clips the flag to the pole.
Scout salute.	Everyone, with the exception of the Color Guard and flag bearer, salutes.
Color Guard, raise the colors.	Then the flag is raised quickly to the top of the pole, and the cord is secured to the pole.
Please join me in the Pledge of Allegiance.	Narrator leads camp in the Pledge of Allegiance. The Color Guard and flag bearer stand at attention, but do not salute or say the Pledge of Allegiance.
Two.	Camp drops its salute.
Color Guard, salute.	The Color Guard and flag bearer salute for 3 seconds facing the pole, but not looking at the flag.
Two.	Color Guard drops its salute.
Color Guard, dismissed.	The Color Guard walks off the direction they entered.
Please join me in the Scout Oath & Law	The whole camp repeats the Scout Oath & Law
Camp, at ease.	

Closing Flag Ceremony

<i>Caller</i>	<i>Actions</i>
Camp, attention.	Color Guard waits for camp to become quiet.
Color Guard, attention.	Color Guard stands tall and waits for next command.
Color Guard, advance.	The flag bearer walks first, the Color Guard walks behind. The bearer stops in front of the flagpole so that their shoulder is lined up with flagpole.
Color Guard, salute.	Color Guard faces the flagpole and salute for about 3 seconds.
Color Guard, prepare to retrieve the colors.	Color Guard unwinds the cord and waits.
Scout salute.	Everyone, with the exception of the Color Guard and bearer , salutes.
Color Guard, retrieve the colors.	Then the flag is lowered slowly.
Two.	As soon as the flag touches the hands of the guard, this command is given. Everyone drops the salute.
(no command given – caller stands at attention respectfully)	The Color Guard removes the flag from the rope and folds it correctly. The flag bearer holds the flag point down with hand crossed over it to their chest.
Color Guard, dismissed.	The Color Guard walks off the direction they entered.
Camp, at ease.	



Flag Retirement Ceremonies

Flag retirement ceremonies are a great way to close camp at the end of the week. This allows time for the camp to be reverent together one last time before saying good-bye. Not all Packs participate in flag retirement ceremonies. This may be the only chance a Cub Scout has to participate in this poignant ceremony. Here is a link to examples of flags retirement ceremonies. nylt.ocbsa.org/sites/default/files/documents/flag%20retirement%20ceremonies.pdf

You may want to raise the flag in the morning one last time. You can explain during your opening ceremonies that this flag is faded and torn and will be retired at the end of the day. You can remind the Scouts that as we look at this flag it represents the many that have gone before to fight for the freedoms that allow us to have Day Camp.

At lunch time you may then have a closing flag ceremony, so the flag can be prepared for the retirement ceremony at the end of the day. The next two pages have a couple examples of how a flag retirement ceremony may look at camp with multiple Scouts participating.

NOTE: Prior to the flag retirement ceremony you may wish to acknowledge and thank the Veteran's that have served at camp. You may ask them to come forward and then have the Scouts give them a round of applause to express their thanks.

Before any flag retirement you may wish to read the follow:

We are drawn here together in the sight of God to pay our last respects to this symbol of our great nation, "America", the land of the free and the home of the brave.

The US Flag Code reads; "The flag, when it is in such condition that it is no longer a fitting emblem for display, should be destroyed in a dignified way, preferably by burning."

The Boy Scouts of America recommends; "When the national flag is worn beyond repair, burn it thoroughly and completely on a modest, but blazing fire. This should be done in a simple manner with dignity and respect. Be sure the flag is reduced to ashes unrecognizable as a former flag."

In keeping with the law of our land and the recommendations of our organization, we present to you, this(these) United States Flag(s), the symbol of our great nation, which has served its(their) useful life as a symbol of freedom and our country, for retirement.

Flag Retirement #1

SCOUT: Camp, attention. The audience will please rise.

SCOUT: Color Guard, prepare to retire colors.

At this time the Color Guard is to march over to the fire, unfold the flag, and present it to the audience in standard display form, one Guard standing behind and to the right of the flag, and the other two holding each end of the flag for display.

SCOUT: The flag of our Nation should always be a strong, vivid symbol of our land and fly brightly in our minds. Our flag is a symbol of our people, our freedom, and our strength. So, it is now that I commit this flag, which no longer can fulfill these duties to the fire.

SCOUT: Camp, salute.

At this time the Color Guard will turn the flag sideways and gently drop it into the fire, folding the ends in toward the middle of the flame. The third Guard will use a long stick to then "stir the ashes" so that it will not be possible to recognize the ashes as a flag. They will then step back from the fire and stand at attention and salute the flag. Keep salute until the flag is almost completely burned.

SCOUT: Two.

SCOUT: Color Guard dismissed. Camp at ease.



If you choose to use this ceremony, have someone respectfully cut the colors prior to the ceremony.

Flag Retirement #2 – Author Unknown
(16 scouts to participate)

Scout 1: The audience will please rise. Camp, attention:

The U.S. flag is more than just some brightly colored cloth... it is a symbol of our nation.

Color Guard (**3 Scouts**) enters in silence holding separated colors respectfully to their chests.

Scout 2: Seven red stripes and six white strips; together they represent the original 13 colonies that gained us liberty.

Scout 3: The red stripes remind us of the lifeblood of brave men and women who were ready to die for this, their country.

Scout 4: The white stripes remind us of purity and cleanliness of purpose, thought, word and deed.

Scout 5: The blue is for truth and justice, like the eternal blue of the star-filled heavens.

Scout 6: The stars represent the fifty sovereign states of our union.

Scout 7: The U.S. flag should be treated with respect when it's flying, and it should be treated with respect when it's being retired.

Scout 8: The American Creed states, "It is my duty to my country to love it, to respect its Constitution, to obey its laws, to respect its flag, and to defend it against all enemies."

Scout 9: Therefore, we retire flags with dignity and respect when they become worn, torn, faded, or badly soiled. This flag is ready to be retired.

Scout 10: A flag ceases to be a flag when it is cut into pieces. We cut the flag into three pieces: separating the red and white striped banners and the blue star field. We leave the blue field intact because no one should ever let the union be broken.

Scout 11: Let us retire the Red Stripes — Salute!

(Burn the RED stripes – keep salute until stripes are almost all burned)

Two.

Scout 12: Let us retire the White Stripes — Salute.

(Burn the WHITE stripes – keep salute until stripes are almost all burned)

Two.

Scout 13: Let us retire the Blue Field with Stars. — Salute.

(Burn the BLUE Field with Stars – keep salute until stripes are almost all burned))

Two.

The Scouts will maintain a vigil over the fire until no traces of the flag remnants remain. Color Guard and narrators file out in silence.



Songs

Singing is fun! It builds spirit, enthusiasm camaraderie! Theme related songs help build on the enthusiasm as well. Circulate the camp songbook to the Packs early in the promotion process to increase participation in singing. Also have them available in the Den Leaders Guide at camp. Lyrics of all songs should reflect the values and ideals of Scouting.

Tips for Leading Songs -

1. **Choose it** - Select songs to fit the occasion—action songs, quiet songs, patriotic songs, etc. Songs with simple words and tunes encourage participation.
2. **Know it** - Practice before leading it.
3. **Teach it** - Tell the name. Teach the tune and words. You may need to provide song sheets. Teach the songs you will use during the week as part of your program!
4. **Sing it** - Sing it through once. You may have to sing a line or a verse to get them going.
5. **Pitch it** - Set the pitch so everyone starts out on the same key.
6. **Lead it** - Smile at the group and relax. Show enthusiasm and confidence. Use simple hand motions to start the group singing. Keep the time with simple up-and-down or back-and- forth hand motions. Don't stand fixed in one spot.
7. **Stop it** - If the group makes a bad start, stop and start over.

Here is a song to start the day off right:

Scouting Songs

WHEN THE CAMP BEGINS TO SING

Tune: When the Saints Go Marching In

Oh, when the camp* begins to sing,
Oh, when the camp begins to sing.
Sometimes we can't tell who's the loudest,
When the camp begins to sing!

*Substitute the word camp with the names of the dens. Get a little competition going to see who can sing the loudest.

SCOUTING THUNDER

Tune: Scotland the Brave

We put the "out" in Scouting,
We hike the trail to Eagle
We lift the light of Scouting over the world.
We'll never be hiked under,
Listen to our SCOUTING THUNDER,
We are the light of Scouting over the world.



CUB SCOUT FRIENDSHIPS

Tune: Edelweiss

Friendships near, Friendships far,
Friendships made here in Cub Scouts.
Find a place in your heart,
For the memories you made here.
Think of them often and you'll laugh and smile,
Laugh and smile forever.
Friendships near, friendships far,
Friends and memories of Cub Scouts.

GIVE A GIFT

Tune: I'd Like to Teach the World to Sing

I'd like to give the world a gift
That all men will be free
And though I'm just a growing Scout
There's things that I can see.

I see that Scouting is a way
To start to understand
That caring, helping, smiling, learning,
We share across the land.

And so I'll tell you there's a fight
That you can give to me
Please help me grow in mind and spirit
To be what I want to be.

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 Lively Lucky Lions in his hands
He's got the Terrific Tenacious Tigers in his hands
He's got the Wonderful Wild Wolves in his hands
He's got the whole world in his hands

He's got the Big Brave Bears in his hands
He's got the Wise Walking Webelos in his hands
He's got the Very Valiant Volunteers in his hands *(Could also say Dedicated Den Leaders)*
He's got the whole world in his hands



COOL CAT BEAT

[This is a syncopated rhythm chant, like a rap song. Call each group forward to join in the chant. Groups can be individuals, dens, other groups, e.g. Red Patrol, Camp Staff, Camp Director. By the end of the song, everyone should have joined in the group.]

Hey there, _____, you're a real cool cat,
You've got a lot of this and a lot of that,
We all think that you're real neat,
So come on down and do the Cool Cat Beat.

[Everyone points alternately left and right with their hands in the air]
A-h-h-h-left, chicka chicka chicka chicka chicka, [point left]
And a-right, chicka chicka chicka chicka chicka, [point right]
Turn around, chicka chicka chicka chicka chicka, [turn in a circle]
Get down, chicka chicka chicka chicka chicka.

SCOUT VESPER'S

Tune: O Christmas Tree

(Have Scouts stand in a line and cross their right arm over their holding the hand of the Scout next to them. Then sing this together.)

Softly falls the light of day,
As our campfire fades away.
Silently, each Scout should ask
Have I done my daily task?
Have I kept my honor bright?
Can I guiltless sleep tonight?
Oh, have I done and have I dared
Everything to be prepared?



Theme-Based Songs

HAPPY TRAILS TO YOU

Happy trails to you, until we meet again.
Happy trails to you, keep smilin' until then.
Who cares about the clouds when we're together?
Just sing a song and bring the sunny weather.
Happy trails to you, til we meet again.

WILD WEST SHUFFLE

(Tune: Hokey, Pokey)

You put your right foot in,
You put your right foot out.
You put your right foot in,
And you shake it all about.
You do the Wild West Shuffle,
And you turn yourself around.
That's what it's all about.

Verses:

2nd – Arm

3rd – Head

4th – Chest

5th – Back

6th – Your whole self



HOME ON THE RANGE

Oh, give me a home where the buffalo roam
Where the deer and the antelope play
Where seldom is heard a discouraging word
And the skies are not cloudy all day

Home, home on the range
Where the deer and the antelope play
Where seldom is heard a discouraging word
And the skies are not cloudy all day

I LOVE THE MOUNTAINS

I love the mountains.

I love the rolling hills.

I love the flowers.

I love the daffodils.

I love the campfire, when all the lights are low.

Boom-de-adda, Boom-de-adda, Boom-de-adda, Boom-de-ay.

Boom-de-adda, Boom-de-adda, Boom-de-adda, Boom-de-ay. (Repeat entire song)

(This may be used as a round or two-part singing with one part singing —Boom-de-adda while the other sings the verse.)

Motions for song:

Home...Hands like a roof in front of the body.

Buffalo...Put little fingers on head, like buffalo horns.

Deer...Hands on head like antlers.

Antelope...Form an "L" with thumb and 1st finger on head like horns.

Heard...Cup hand over ear.

Discouraging...Make sad face.

Sky...Raise arms in the air.

Cloudy...Make fist in air like clouds.

Day...Move arms back and forth in the air.

Range...Palms down move arms from left to right.

THIS LAND IS YOUR LAND

This land is your land, and this land is my land
From California to the New York island
From the redwood forest to the Gulf Stream waters
This land was made for you and me

As I went walking that ribbon of highway
I saw above me that endless skyway
Saw below me that golden valley
This land was made for you and me

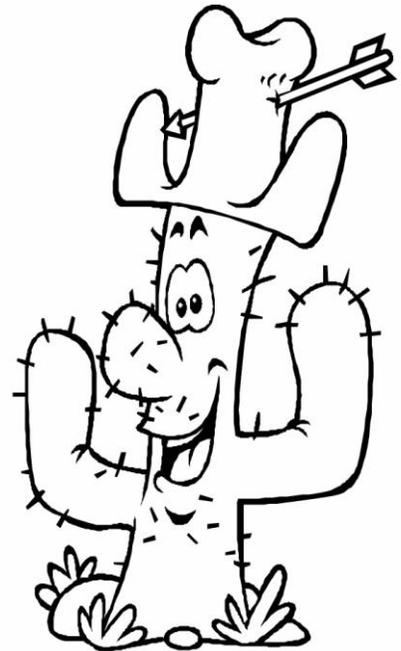
I roamed and rambled, and I've followed my footsteps
To the sparkling sands of her diamond deserts
All around me a voice was sounding
This land was made for you and me

When the sun come shining, then I was strolling
And the wheat fields waving and the dust clouds rolling
The voice was chanting as the fog was lifting
This land was made for you and me

SHENANDOAH

Oh Shenandoah, I long to hear you,
Away you rolling river,
Oh Shenandoah I long to hear you,
Away I'm bound away,
'Cross the wide Missouri
Oh Shenandoah, I love your daughter,
Away you rolling river,
Oh Shenandoah I love your daughter,
Away I'm bound away,
'Cross the wide Missouri

Oh Shenandoah, I'm bound to leave you,
Away you rolling river,
Oh Shenandoah I'll not deceive you,
Away I'm bound away,
'Cross the wide Missouri
Oh Shenandoah, I long to hear you,
Away you rolling river,
Oh Shenandoah I long to hear you,
Away I'm bound away,
'Cross the wide Missouri



THE HAPPY WANDERER

I love to go a-wandering,
Along the mountain track,
And as I go, I love to sing,
My knapsack on my back.

Chorus:

Val-deri,Val-dera,
Val-deri,
Val-dera-ha-ha-ha-ha-ha
Val-deri,Val-dera.

My knapsack on my back.
I love to wander by the stream
That dances in the sun,
So joyously it calls to me,
"Come! Join my happy song!"
(Chorus)

I wave my hat to all I meet,
And they wave back to me,
And blackbirds call so loud and sweet
From ev'ry green wood tree.
(Chorus)

High overhead, the skylarks wing,
They never rest at home
But just like me, they love to sing,
As o'er the world we roam.
(Chorus)

Oh, may I go a-wandering
Until the day I die!
Oh, may I always laugh and sing,
Beneath God's clear blue sky!
(Chorus)



DEEP IN THE HEART OF TEXAS

(Clap 4 times before every "Deep in the Heart of Texas")

The stars at night are big and bright,
Deep in the heart of Texas;
The prairie sky is wide and high
Deep in the heart of Texas.
The sage in bloom is like perfume,
Deep in the heart of Texas;
Reminds me of the one I love,
Deep in the heart of Texas.

The coyotes wail along the trail,
Deep in the heart of Texas;
The rabbits rush around the bush,
Deep in the heart of Texas.
The cowboys cry, "Kip-Pee-I-Yi-Yi,
Deep in the heart of Texas;
The doggies howl, and howl and howl,
Deep in the heart of Texas.

IN THE SWEET BY AND BY

There's a land that is fairer than day,
And by faith we can see it afar;
For the Father waits over the way
To prepare us a dwelling place there.

Chorus:

In the sweet by and by,
We shall meet on that beautiful shore;
In the sweet by and by,
We shall meet on that beautiful shore.

We shall sing on that beautiful shore
The melodious songs of the blessed;
And our spirits shall sorrow no more,
Not a sigh for the blessing of rest.
(Chorus)

To our bountiful Father above,
We will offer our tribute of praise
For the glorious gift of His love
And the blessings that hallow our days
(Chorus)

Links to Tunes

When the Saints Go Marching In

<https://www.youtube.com/watch?v=wyljBMBpGDA>

Scotland the Brave

<https://www.youtube.com/watch?v=xqeYKf8tdsU>

Edelweiss

<https://www.youtube.com/watch?v=HR43hf2hJhg>

Like to Teach the World to Sing

<https://www.youtube.com/watch?v=6a8F28WVXIk>

He's Got the Whole World

<https://www.youtube.com/watch?v=kDBJNQiu9nM>

O Christmas Tree

<https://www.youtube.com/watch?v=PtfxfMwNxts>

Happy Trails

https://www.youtube.com/watch?v=hgw_yprN_-w

Home on the Range

<https://www.youtube.com/watch?v=cIRI81ZRaw4>

I Love the Mountains

<https://www.youtube.com/watch?v=AiOdyCwczac>

This Land is Your Land

<https://www.youtube.com/watch?v=JBZta6ggp9s>

Shenandoah

<https://www.youtube.com/watch?v=N-2owLxBKkQ>

Happy Wanderer

<https://www.youtube.com/watch?v=qWZMLnELA6M>

Deep in the Heart of Texas

<https://www.youtube.com/watch?v=VGF4ibgcHQE>

In the Sweet By and By

<https://www.youtube.com/watch?v=0zWZu-QupWU>

Prayers

Prayers in Song

WE THANK YOU!

Tune: Kum-Ba-Yah

At our table Lord, we praise you,
For good food oh Lord, we thank you,
For our brotherhood, hear us pray
Oh Lord, we thank you,
Oh Lord, we thank you.

THANK YOU!

Tune: Kum-Ba-Yuh

For the food we eat, we thank you,
For the friends we meet, kind and true,
For the fun we share, all day through,
Oh Lord, we thank you!

BLESS ALL OF US TODAY

Tune: Auld Lang Syne

Please make us ever thankful Lord,
Be present while we pray,
For food to eat and friends to meet,
Bless all of us today.

GOD IS GREAT

Tune: London Bridge

God is great and God is good
God is good, God is good.
Let us thank him for this food, Alleluia.

Spoken Prayers

PRAYER OF THANKSGIVING

We thank you today For the adventure of Scouting
For the unselfishness of parents
For the patience of those who teach us,
And for the encouragement of friends.
May the blessings of Almighty God rest upon us
And upon all our works
May He give us Light to guide us,
Courage to support us,
And Love to unite us, now and evermore. Amen.

Links to Tunes:

Kum-Ba-Yah

<https://www.youtube.com/watch?v=NUQaEujjq64>

Auld Lang Syne

<https://www.youtube.com/watch?v=gFcSfqYqHs4>

London Bridge

https://www.youtube.com/watch?v=xaXCf_fPD2k

WE GIVE THANKS

We give thanks for being here together in the name of Scouting.

We ask to have clean hands, clean words, and clean thoughts.

We ask that we learn to work hard and play fairly.

We ask to see the needs of others so we may help.

We ask for strength to do a Good Turn each day and to live up to our promises. Amen

PHILMONT GRACE

For food, for raiment,

For life for opportunity,

For friendship and fellowship,

We thank thee oh Lord.

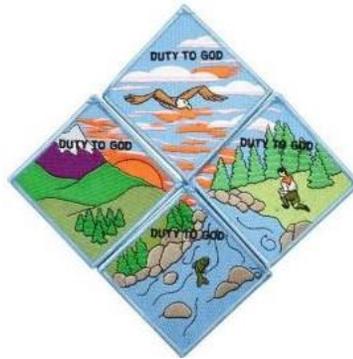
THE SUMMIT GRACE

For this time and this place,

For Your goodness and grace,

For each friend we embrace,

We thank Thee, Oh Lord. Amen



Duty to God

There is an opportunity for the Cub Scouts to earn a Duty to God patch while attending camp.

Here is how one camp did it – Cub Scouts attend Duty to God sessions for four days, and then

attend an Interfaith Service on Friday, put on by the Webelos. Cub Scouts are presented with a

segment of the Duty to God puzzle patch, and after attending Day Camp for four years; they will

have assembled the complete puzzle.

Visit the P.R.A.Y. website for information on the Duty to God puzzle patches as well as the Duty

to God Summer Camp Program. [https://www.praypub.org/Data/Sites/1/media/resource-](https://www.praypub.org/Data/Sites/1/media/resource-library/promotional-resources/summer-camp-dtg-program.pdf)

[library/promotional-resources/summer-camp-dtg-program.pdf](https://www.praypub.org/Data/Sites/1/media/resource-library/promotional-resources/summer-camp-dtg-program.pdf)

NOTE: This Duty to God program has different requirements than the rank-specific Duty to God

belt loops and pins. Earning this at camp does NOT count toward the rank-specific Duty to God

belt loops and pins.



World Friendship Fund

The World Friendship Fund is administered by Scouts BSA to help struggling Scouting associations in other lands. Adding this element to your camp can help Scouts and leaders learn more about world-wide Scouting and what they can do to strengthen Scouting throughout the world. They will also learn the meaning of the World Crest patch that is on their uniform.

Let families and Packs know that you will be collecting money from the World Friendship Fund in your promotional materials. When you do face-to-face promotion in Pack Meetings or Roundtables mention it as well. Get the adults that are bringing these Scouts to camp excited about your camp's efforts toward the World Friendship Fund.

At camp briefly explain what the World Friendship Fund is. Then have someone tell a story of how the World Friendship Fund has helped Scouts in another country. Explain to the Scouts how your camp will be collecting money to donate to the World Friendship Fund.

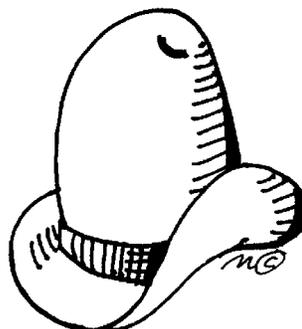
There are several ways to collect the money. You could have specific items in the trading post designated as World Friendship Fund items. Let the Scouts know that all proceeds from those items will be donated to the World Friendship Fund. Make sure you put the World Crest on the bins that hold these items, so the Scouts know exactly which items are helping to raise money.

You could have a coin collecting competition between the dens. The den with the most coins donated by the end of the week get recognized on the last day of camp. You could have a donation jar at the trading post throughout the week of camp, then pass that jar around during the last day's closing ceremonies.

Be sure to have a grand total to share with the Scouts and their families. They will want to know how well they did in helping Scouts in other parts of the world.

To find out more about the World Friendship Fund and how to donate go to:

<https://filestore.scouting.org/filestore/pdf/wff.pdf>



Gathering Activities and Fillers

It is important to have gathering activities and fillers to keep Scouts engaged and out of mischief during down time. This section includes lots of quick games and fillers to help camp run more smoothly.

SCOUT LAW TOSS!

Put one point of the Scout Law on a 3x5 index card or square piece of paper/card stock. On the reverse side, put the number of the point of the law as it falls in the sequence. Turn each of the 12 Scout Law cards over on a grid so that the number side is up. Place the cards in proper order – 1 through 12. Have each Cub Scout toss a beanbag or alternative onto one of the squares.

The Cub Scout who throws the bag must now say the point of the law on which their beanbag landed. If they do not know it, the next in line may answer. Continue until the grid is completed.

SCOUT LAW RELAY!

Have each of the 12 points of the Scout Law on a piece of paper or card stock – if you laminate them, they will last longer. Mix them up and lay them out on a table. Divide the group into teams (depending on the group size and number of sets of the Scout Law) or this can be done individually.

One Cub Scout from each team will go up to the table and begin to put the Scout Law in order. The next Cub Scout will go up and select the second one, etc. until they are all in order. If a Cub Scout goes up to the table and sees that the order is incorrect, the Cub Scout can correct it, but that is their turn. First team that has them all in order wins!

WILD WEST KIM'S GAME

Materials: Table or tray, sheet or towel to cover, theme related items such as bag of flour, beans, candles, lanterns, rag doll, boots, etc. Using the timer, allow each Cub Scout 10 seconds to quickly look at what is on the table or tray. Each Cub Scout then writes down what he/she saw. Remind the Cub Scouts to be specific. The Cub Scout with the most correct items wins.

BEAN GAME (have small snack bags with beans and instruction in them)

Object: Balance beans on back of hand

Material needed: 20 dried beans

Number of players: 2 or more

Instructions: Pick up one bean in left hand. Transfer bean to right hand. Place bean on back of left hand. While still balancing bean, pick up another bean in left hand, transfer to right hand, and place on left hand. Continue until the beans are gone or one falls off. If a bean falls off, must start over.

Winner: The person who balanced the most beans on the back of left hand. Repeat until a bean falls off.

HOW MANY WORDS

Give the Cub Scouts a piece of paper and a pencil. Ask them to see how many words they can make from the letters in the words **WILD, WILD WEST!** Have your camp staff help come up with words or go to an anagram solver like this one. <https://www.thewordfinder.com/anagram-solver/>. For example: ewe, dew, stew, wise, dill. Winner gets a prize!

WILD, WILD WEST WORD SEARCH

C	B	E	C	O	S	S	A	L	S
A	F	S	U	Y	I	D	F	I	B
M	C	D	H	O	R	S	E	U	I
P	O	R	P	F	G	A	Z	J	D
F	R	H	B	B	C	Z	P	L	N
I	R	N	H	S	A	G	I	M	O
R	A	E	T	R	K	A	D	F	G
E	L	O	D	X	R	Z	C	J	A
H	O	R	L	T	E	G	B	P	W
B	D	M	C	A	T	T	L	E	K

Find the following:

BOOTS
HORSE

BUZZARD
LASSO

CAMPFIRE
TRAIL

CATTLE
WAGON

CORRAL

HUMAN KNOT

Group of Cub Scouts make a circle and extend both hands into the center of the circle. The Cub Scouts then grasp the hands of two other people, but not the hands of an adjacent person. Without letting go of hands, the Cub Scouts try to untangle themselves. Grips may change and palms may pivot on one another, but contact must be maintained.

WILD, WILD WEST SCRAMBLE

Unscramble the names of these things you will find on the farm. Work with your den or other Cub Scouts.

1. DANBANAN
5. LIDW
9. LETTSE

2. PSACH
6. AFLBUFO
10. NIBCA

3. HOSESOREHS
7. RINSEM

4. WLA
8. LAODRAIR

ANSWER: 1. BANDANNA, 2. CHAPS, 3. HORSESHOES, 4. LAW, 5. WILD, 6. BUFFALO, 7. MINERS, 8. RAILROAD, 9. SETTLER, 10. CABIN

WILD, WILD WEST ALPHABET

See if you can think of a "Wild West" word that starts with each letter of the alphabet. This could be a den, family or team challenge. Winners get first crack at the refreshments, or a silly/fun prize.

TRAIL BOSS SAYS

Description: This game is a Simon Says type game for cowboys and cowgirls! This game has commands like Stagecoach, Stampede and River Crossings.

How You Play:

1. Tell the scouts that they are in the Wild, Wild West.
2. The "Trail Boss" gives the orders to the cowboys and cowgirls.
3. The "Trail Boss" must say "Howdy Pardner" after calling "Trail Boss Is Here" before the Scouts can move on to another action.
4. Failure to remain still while tipping their hat when "Trail Boss Is Here" is called, or failure to be part of a group of the appropriate size, eliminates players from the game. Once there is winner, re-group and play again!

Command	# of People	Action
"Trail Boss Is Here"	1	Players stand still while tipping their pretend cowboy hats
"Howdy Pardner"	1	Players stop tipping their hat and stand at ease
River Crossing!	1	Each player pretends to be wading across a river while twirling a lasso.
Wild, Wild West!	2	Form a group of 2 players. Both Scouts in the group are to face to the west and holler "It's the Wild, Wild West!"
Chuckwagon Time!	3	Form a group of 3 players. Each player in the group rubs his/her stomach and says "Yum Yum!"
Night Riders!	4	Form a group of 4 players. The players in the group move in a circle yelling "Yippee ki-yay!"
Stagecoach!	5	Form groups of 5 players. Two players pretend to be the horses, One player pretends to be the stagecoach driver and the other 2 players pretend that they are riders in the stagecoach.

COW, COW, HORSE

It's still Duck, Duck, Goose—but with a different name.

Have Scouts sit in a circle. One person is "It". This person runs around the circle touching the players on their back saying: "Cow, cow, cow" When "It" touches a player and says "Horse", that person must chase "It" around the circle. "Horse" tries to tag "It" before they get home.

Fun Add-In: Have the Scouts gallop around the circle instead of run!

TIC-TAC TOE



TRADING CARDS

Make up theme- related trading cards with a picture on one side and fun facts on the other or use the Scout Law - a set of twelve cards with each one having a point of the Scout Law on one side and what it means on the other.

Give each Cub Scout a set of cards that are all the same. If you are doing the Scout Oath, give a Scout 12 cards of the word TRUSTWORTHY. The Cub Scouts will then have to go to other Cub Scouts and “trade” his/her card with them after introducing him/herself. In the end, all should have a full set of cards. This is a great way for the Cub Scouts to get to know each other and get excited about camp with a theme related activity.

Below are trading cards that are for the Wild, Wild West theme. They fit on an 8 ½ X 11 landscape. You can put 8 on a sheet. Print picture on front and fun facts on the back. Print the cards on card stock to make them a little sturdier. (See link on NCS website for template. <https://www.scouting.org/outdoor-programs/camping/cub-day-camp/>)



Cheers/Applause & Audience Participations

Cheers and Applause

Cheers and applauds are a great way to say “great job” to those who are doing their best! Always make sure they are positive and sincere!

BANDANNA APPLAUSE: Throw a bandanna into the air. Everyone applauds until the bandanna reaches the floor. Repeat, catching bandanna at different points during the drop.

COWPOKE APPLAUSE: Raise hand in the air, as if waving hat, saying —Whoopee!

DO YOUR BEST APPLAUSE: Divide group into three sections, giving each a word to yell. Point to each and have them call out their letter. After going through a few times, hold arms open and have all say, “Do your best!”

DAY CAMP CHEER: Divide the group in half. One side will yell “Day” and the other will yell “Camp.” All together “Day Camp!”

GRAND: Everyone is sitting down in their chairs. All stomp their feet three times loudly, then slap leg three times, then clap hands 3 times. Then stand up all together and shout "Ra, Ra, Ra!"

GREAT JOB: Have one half of the audience say, "Great" and the other half say, "Job." Alternate each side. All together “Great job!”

HORSE CHEER: Slap your hands on your thighs with a rhythm that sounds like a horse galloping. Then say, “Whooaaa horsy!”

ROUND OF APPLAUSE: Audience members clap while moving their hands in a large circular, clock- wise motion.

THUMBS UP APPLAUSE: Hold your hand in front of you. Make a fist, hold your thumb up, and say, “Great job!”

WAGON TRAIN CHEER: Make a circle with arm above head and say, —Head‘em up! Point straight ahead and say, —Move ‘em out.

WESTWARD HO CHEER: Narrator says “Westward”, and the audience answers, “HO!”

PONY EXPRESS CHEER: Gallop in place and shout “Yippeee!!!”

WESTERN CHEER: Stamp feet three times, slap knees three times, whip hand around your head three times and yell “Yippi-i-a”

Audience Participation

The beauty of Day Camp is it brings both Cub Scouts and adults/leaders together to have fun! It is important to make sure that you include everyone in your programs, your songs, and your activities. If the Cub Scouts see that EVERYONE is participating, they are more likely to participate as well. Cub Scouts LOVE to see adults be silly and have fun!

Rhythmic Exercise

Everyone stand.

Now, hands on your hips, hands on your knees,

Put them behind you, if you please.

Touch your shoulders, touch your nose,

Touch your ears, touch your toes.

Raise your hands high in the air,

At your sides, on your hair,

Above your head as before

While you clap, one-two, three-four.

Now hands upon your head again,

On your shoulders, around you spin.

Then you raise them up so high.

And make your fingers quickly fly.

Then you stretch them out toward me,

And briskly clap them one, two, three.



The following story can be used for small groups, an audience participation part, or worked into a skit, adding props if you wish. Divide the group into six sections and assign one sound to each. (You may also want to have a flipchart or poster with the words and sounds written out to make it easier for people to remember their part.) As the story is read, the appropriate sound is made after each of the following words:

THE TALE OF 2 FAMOUS COWSCOUTS

Wild Bill Hiccup	Hic-c-up	Horse	Nei-igh!
Hapalong Catastrophe	Ooops!	Rodeo.....	Yahoo!
Cactus	Ouch!	Excite, exciting	Wow!

Once upon a time, two famous cowboys, **WILD BILL HICCUP**, and his sidekick, **HAPALONG CATASTROPHE**, were asked to perform in a **RODEO**. Unfortunately, when **WILD BILL HICCUP** got **EXCITED**, he also got a bad case of hiccups. **HAPALONG CATASTROPHE** had his problems too. When he got **EXCITED**, he always fell down! **RODEOS** are very **EXCITING**! Each mounted his **HORSE** and they started out together to the **RODEO**. They rode across the plains on their **HORSES**, toward the land of sagebrush and **CACTUS**. Thinking about the **RODEO EXCITED HAPALONG CATASTROPHE** so much, that he fell off his **HORSE**. **WILD BILL HICCUP** got so **EXCITED** that he hiccupped, scaring **HAPALONG CATASTROPHE'S HORSE** away. Feeling bad, **WILD BILL HICCUP** gave **HAPALONG CATASTROPHE** a ride behind him on his **HORSE**. The two went to look for the runaway **HORSE**. They found the **HORSE** standing in the tall **CACTUS** and nibbling **CACTUS** flowers. Well, poor **WILD BILL HICCUP** got so **EXCITED** seeing the **HORSE** that he started hiccupping again, and **HAPALONG CATASTROPHE** got so **EXCITED** by this that he fell off **WILD BILL HICCUP'S HORSE** right in the middle of a huge **CACTUS**! As they tried to calm down, both decided that maybe the **RODEO** was just too **EXCITING** for them. Trying to go seemed pointless to **WILD BILL HICCUP**, **HAPALONG CATASTROPHE** and their **HORSES**. But the **CACTUS** was there to remind them there really was a point to it all!





LEFT/RIGHT STORIES

Have the group either stand or sit down. Give something to each Cub Scout that they can pass around during the story. It can be a patch, a coin, a sticker or anything theme related. When the story is over, they get to keep the item they end up with. Here's how it works - when the group hears the word "left," they will pass their item to the left. When they hear the word "right," they will pass it to the right. These stories are always lots of fun!!

LEFTY'S UNDONE CHORE

Mr. **WRIGHT** went to the fields every morning at 5 AM. Before he **LEFT** for the fields, he would wake up Susie and **LEFTY** to do their chores before school.

Susie never **LEFT** for school until she had done her chores. Little **LEFTY** was another story. He had to feed the turkeys every morning before he **LEFT** for school. Some days **LEFTY** fed the turkeys the **RIGHT** way. Other days **LEFTY** would just throw a handful of feed in the pen before school. Today **LEFTY** was in a big hurry and didn't feed the turkeys at all before he **LEFT** for school.

LEFTY hopped on his horse and headed **RIGHT** down the road to school. When he took his usually **RIGHT** turn into the road, he thought he heard gobbling and clicking noises. **LEFTY** turned around, but he saw nothing. **LEFTY** continued down the road and turned **RIGHT**. He heard the strange noises again He quickly scanned the **LEFT** and **RIGHT**, but he saw nothing. **LEFTY** continued on his way to school. It was a long horse ride, and he couldn't wait to make that final **RIGHT** turn to get to school and get those noises out of his head.

Finally, **LEFTY** made his final **RIGHT** turn down the last road to the school. As soon as **LEFTY** turned, he glanced over his shoulder to see if he saw anything. "Nothing," he thought. **LEFTY** quickly glanced over his other shoulder to double check – and again he saw nothing.

As **LEFTY** rode up to school, he saw Susie and all the other kids laughing hysterically. **LEFTY** realized **RIGHT** away they were not looking at him, but they were looking **RIGHT** behind him. He quickly turned around and off to the **LEFT** he saw what they were laughing at. **RIGHT** behind **LEFTY** were all the **WRIGHT** farm turkeys... all 200 of them! The sight of them **LEFT LEFTY** with a sick feeling **RIGHT** in the pit of his stomach. He remembered he had **LEFT** the farm without feeding the turkeys!

LEFTY had to leave school herding all 200 turkeys **RIGHT** back to the **WRIGHT** farm. He learned his lesson: **LEFTY** would never again forget to do his chores before he **LEFT** for school!

Skits, Jokes, Run-Ons

Incorporating skits, jokes, and run-ons is a great way to add fun to your Day Camp. They allow the Cub Scouts to share their talents and have some FUN, burn off some energy and learn something new!

POSITIVE VALUES – Fun is an important element of Scouting, but we must remember that everything we do with our Cub Scouts should be positive, meaningful, and reflect the Scout Oath and Law. Activities should build self-esteem, should be age-appropriate, and should not offend participants or the audience. Remember, when in doubt, take it out!

Skits

Skits appeal to Cub Scouts. Skits are a great way to add fun and camaraderie among the campers and dens at Day Camp. They help channel a Scout's imagination and give them a chance for creative expression. Participation in skits helps build confidence and teaches the importance of teamwork and cooperation.

Tips for Skits

A few simple rules to remember when using Cub Scout skits are:

1. Keep it simple!
2. Keep it short—usually no more than two to three minutes.
3. Avoid long dialogue and memorized lines.
4. Use simple costumes and props.
5. Every Cub Scout in the den should participate.
6. Be sure the audience can hear. It cannot be too loud!
7. Use skits that are of a positive nature and that reflect the values and purposes of Cub Scouting.
8. Practice, practice, practice!

The skits below can be used as the Cub Scouts plan for their closing program at the end of camp. Remember, always preview all skits before the Cub Scouts perform them.

SKITS ON A STICK – Theme Related

Skits on a Stick allow Scouts to create their own skit to share. This is how it works. You will need four different color popsicle sticks or a way to designate each category – one color for **CHARACTER**, one color for **SETTING**, one color for **PROBLEM** and one color for the **SCOUT LAW**. Using different colors will allow you to put the sticks in one container. If they are not color coded, you will need to put each category in different containers.

Before camp starts, write on each of the popsicle sticks using the example below.

Have up to 4 Scouts in the den pick a popsicle stick of a different color. Using the information on the popsicle sticks, the Cub Scouts will create a skit. Don't forget the theme: the character

can be related to the Wild West; setting can be on the prairie or in a barn; problem can be an issue with tools, etc. Let the Cub Scouts have some fun and show off their creativity!

Theme Related

CHARACTER – RED

Gold Miner
Sheriff
Cowboy/Cowgirl
Barber
Settler

SETTING – YELLOW

In the barn
Out in the field
On the trail
At the blacksmith's
At the corral

PROBLEM – BLUE

Pan
Horse
Wagon Wheel
Scissors
Cows

Other Fun Ideas

CHARACTER – RED

Actor
Anteater
Army Sergeant
Astronaut
Bank President
Barber
Batman
Bear
Boxer
Brain Surgeon
Bus Driver
Car Salesman

SETTING – YELLOW

At a Baseball Game
At a Football Game
At a Gas Station
At an Amusement Park
At McDonalds
At School
At the Beach
At the Circus
At the Empire State Building
At the Ice-Skating Rink
At the Police Station
In a Castle

PROBLEM – BLUE

Arrow
Baseball
Bat
Bewitched
Bubble Gum
Bug
Candy
Corn
Crowded
Fat
Fortune
Gold

Add - SCOUT LAW – GREEN

PENQUIN SKIT

Cast: Bus driver, penguins (Scouts dressed in black trash bags) and a police officer.

Driver with a busload of penguin's chugs across the stage. Police officer stops the driver.

Police: "Where are you taking these penguins?"

Driver: "I'm taking them to the beach."

Police: "Penguins don't need to go to the beach. Why don't you take them to the zoo where they belong?"

Driver: "Good Idea!"

The driver changes direction and goes off stage with the penguins. Shortly the driver returns back on stage with the penguins – all carrying towels and lotion and wearing sunglasses and beach hats. The police officer stops him again.

Police: "I thought I told you to take these penguins to the zoo!"

Driver: "I did! They had a great time so now I am taking them to the beach!"

Below are skits that at first glance look like there may be Scouts left out of the skit. With a couple tweaks these can include all Scouts. Use your imagination when looking for skits. If they are repetitive in nature, the number of Scouts that can participate is only limited by attention span.

IS IT TIME YET?

Props: Newspaper for each Scout

A number of people are standing in a row reading newspapers. The person at the end asks the person next to him "Is it time yet?" The person asked turns to the person on their other side and asks the same question, and the question gets passed from person to person along the line until it reaches the other end. The person at the end looks at their watch, says "Not yet." and it gets passed back along the line.

Everyone sits reading for a while longer, then the first person asks again "Is it time yet?" Once again the message is passed along the line, and the reply is again "Not yet".

After another wait the question is asked again. This time the person at the other end looks at their watch and says "Yes, it's time." When this message reaches the other end of the line, everyone turns the page continues reading...

SADDLE SKIT

Death Valley Cast and Props: Cowboys, any number, just change the lines. They wear dirty cowboy clothes and may be sitting around a campfire. Dim the light to suggest darkness.

1st Cowboy: Boy, am I beat!

2nd Cowboy: You said it! We must have branded a hundred calves.

3rd Cowboy: I sure am glad it finally got too dark to work.

4th Cowboy: Yeah! At least the foreman lets us quit at sundown.

5th Cowboy: Did you know that some ranches have blinker lights on their saddles so they can have night round-ups?

6th Cowboy: That's amazing! What do they call saddles with blinker lights?

7th Cowboy: Probably Communication Saddle Lights!!!

NO SPOONS

Cast: 6 to 8 Cub Scouts

Props: Apron, chairs, table, soup bowls, order pad, pencil

Cowboys go into western cafe and order soup. The waiter brings it out to them. Soon they call the waiter, saying they can't eat their soup. He calls the headwaiter, and he is told the same thing. He calls the cook and he calls the owner. Finally, the owner asks them why they can't eat their soup. One says, —Because we have no spoons.

LOST QUARTER

Props: Flashlight

(One Scout stands onstage holding the flashlight overhead pointing to the ground - he is a lamppost and just stands there the whole time.)

(Scout #1 is searching the ground where the light is shining.)

Scout #2: Hey, what are you looking for?

Scout #1: I lost a quarter.

Scout #2: Here, I'll help you find it. (starts searching in same area)

Scout #3: Hey, what are you looking for?

Scout #1: I lost a quarter.

Scout #3: Here, I'll help you find it. (starts searching in same area) [continue for as many Scouts as you have] (After searching awhile, a Scout finally asks)

Scout #2: Man, I just don't see it. Are you sure you lost that quarter here?

Scout #1: No, I didn't lose it here. I lost it over there.

Scout #2: What? Then, why are we searching over here?

Scout #1: Because the light is better over here!

OLD SETTLERS' SKIT

Props & Scenery: Campfire, a backdrop painted to show outdoor scenery

Costumes: Cowboy vests and hats

Setting: Cowboys are sitting around campfire

Main Cowboy: Who's the oldest settler in the West?

1st Cowboy: Scotty?

Main Cowboy: Nope.

2nd Cowboy: Buffalo Bill?

Main Cowboy: Nope.

3rd Cowboy: Daniel Boone?

Main Cowboy: Nope!

4th Cowboy: I give up. Who is it?

Main Cowboy: The sun.



Jokes

Cub Scouts LOVE to be silly. Jokes are a great way for them to be just that. Below are some theme related jokes that they can use at camp. Scout's Life Magazine is a great location to find other Cub Scout appropriate jokes as well!

Jokes can also make really fun skits!

Q: What is a tornado's favorite game to play?

A: Twister

Q: How do trees get on the internet?

A: They log in!

Q: How can you tell a tree is a dogwood tree?

A: By its Bark!

Q: What do cowboys put on their pancakes?

A: Maple stirrup

Q: How does a rancher comb his hair?

A: With a sagebrush.

Q: What kind of tree can fit into your hand?

A: A palm tree!

Q: What's the time when your cow sits on your cowboy hat?

A: Time to get a new cowboy hat!

Q: What do you call a happy cowboy?

A: A jolly rancher.

Q: What does it mean when a cowboy finds a horseshoe?

A: His horse is walking around in his socks.

Q: Why do cowboys always ride horses?

A: Because they're far too heavy to carry!

Q: What do you call a dinosaur wearing a cowboy hat and boots?

A: Tyrannosaurus Tex.

Q: Why did everybody think the cowboy was so funny?

A: Because he was always horsing around.

Q: What do ghost cowboy s wear?

A: BOO-ts!

Q: What do you call a group of platypus in the Wild West?

A: A plata-posse

Q: How do cow cowboy s keep their cattle quiet?

A: Press the mooote button!

Q: What do you call a bull that fell asleep at the rodeo?

A: A bulldozer.

Q: What has ears but cannot hear?

A: A cornfield.

Q: What did the left eye say to the right eye?

A: Between us, something smells!

Q: What did one plate say to the other plate?

A: Dinner is on me!

Q: When you look for something, why is it always in the last place you look?

A: Because when you find it, you stop looking.

Q: What do you call a duck that gets all A's?

A: A wise quacker.

Q: What did the little corn say to the mama corn?

A: Where is pop corn?

Q: How do we know that the ocean is friendly?

A: It waves!

Q: What do you call a rush at the post office?

A: A stamp-edo.

Q: What is round and well-spoken?

A: A wagon wheel.

Q: How many ears did Davy Crockett have?

A: 3 – a right ear, a left ear, and the wild front-ier.

Run-Ons

Cub Scouts enjoy doing run-ons. These are quick ways to involve everyone at a particular location. They are not only quick, but also snappy and fun. The Cub Scouts can have fun creating their own! Keep them positive.

Knock Knock!

Who's there?

Heywood.

Heywood?

Heywood you hand me that lasso?

Knock Knock!

Who's there?

Howey.

Howey who?

Howey pardner.

Knock Knock!

Who's there?

Handsome.

Handsome who?

Handsome chili to me.

Knock Knock!

Who's there?

Hans.

Hans who?

Hans off my gold.

THE PILLOW

Scout 1: I think I swallowed a pillow

Scout 2: How do you feel?

Scout 1: A little down in the mouth.

SCOUT DRAGGING ROPE

A Scout is seen dragging a rope around the stage area.

Another Scout asks, "Why are you dragging that rope?"

The 1st Scout responds, "Have you ever tried pushing one?"

SCOUT PUSHING ROPE

A Scout enters, pushing a rope that has been secured to a stick or wire.

What on earth are you doing?

Why, pushing the rope, of course!

MESSAGE FROM THE BRANCH OFFICE

A Scout walks on and reads a note or simply states, "We interrupt this program to bring you a message from the branch office!" Other Scouts walk on carrying branches.

CAMP OWNERS

Scout 1: We all know who the real owners of this camp are – the wild animals. Every now and then, if you're quiet you can hear them. In fact, if you listen carefully, you might hear a young animal calling for its mother now...

Scout 2: (off stage yells) HEY MAW!

SUN OR MOON

Scout 1: Excuse me, is that the sun or the moon?

Scout 2: I don't know, I'm new to these parts, too.

RATTLESNAKE BITE

Scout 1: I heard you had an accident on your bike today.

Scout 2: No, but I did get bitten by a rattlesnake.

Scout 1: You don't call that an accident?

Scout 2: No sir, he did that on purpose.

THE INFANTRY IS COMING

A Scout or two run in from the side of the stage and yell, "The infantry is coming, the infantry is coming!"

Later in the program (after a skit or two) A Scout or two run in from the side of the stage and yell, "The infantry is coming, the infantry is coming!" This happens a few times in the program.

Finally a Scout or two come out holding a small tree and they proclaim, "The infant tree is here!"

LONE RANGER

Scout 1: How does the Lone Ranger take his garbage to the dump?

Scout 2: (sings to the tune of the William Tell Overture) to de dump, to de dump, to the dump, dump dump. (<https://www.youtube.com/watch?v=c7O91GDWGPU> to hear the tune. Start 27 seconds in.)

Games & Activities

Lord Baden Powell said, "Scouting is a game - with a purpose!" Games are a great way to teach Cub Scouts about sportsmanship, teamwork, playing fair, doing ones best AND having FUN! Cub Scouts do not require prizes, nor do they care if the game is not finished. They like games!

TIPS:

- Choose an appropriate game – one that is right for the age level and playing area
- Be prepared – have everything you need and know how to play the game
- Start positive – start the game with enthusiasm – make it look fun!
- Explain the rules and make sure everyone can hear them
- Make the instructions brief.
- Demonstrate how the game is to be played or do a dry run, if needed.
- While the game is being played, watch for ways to adjust the game if necessary
- End the game BEFORE it reaches its peak of enjoyment – this allows for maximum fun and helps eliminate boredom
- Delay setting a winning score
- REACH FOR LASTING RESULTS.

We have included games and activities that you can use or adapt for your Day Camp. While deciding which ones will work, think about how they can be modified for the different levels of Scouting and be age-appropriate. Sometimes changing the size of the ball or rolling instead of throwing, will allow the game to be played by all! Be creative and have FUN!

Games Played in the Wild West

HOP, SKIP, AND JUMP

This athletic event was popular in the days of the buckskin pioneers. In turn, each Scout takes a running hop (landing on the same foot), then a long step, and a final jump (leaping off one foot and landing on both feet). The score is the total distance covered in the three moves.

BALL RACE GAME

Southwestern Native American tribes played the ball race with balls of stone, wood, or horn. Sometimes they used sticks instead of balls.

Supplies Needed: Two empty cans, colored tape, two blankets or large towels

Prepare beforehand: Wrap a ring of colored tape around the center of one can.

Play with two teams, each using one of the cans. Spread out two blankets or towels. The first team to kick their can onto their blanket wins. No hands allowed! Players kick their own team's can to their goal, while trying to kick the other can away from their opponents' goal.

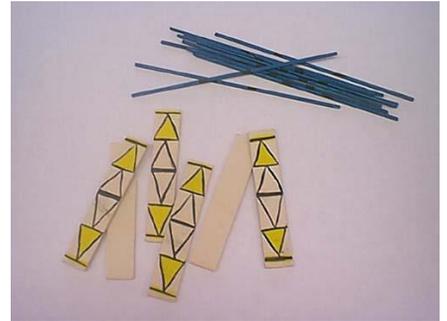
STICK DICE GAME

The Pomo Indians of California played this game.

Supplies Needed: Six craft sticks, permanent markers, toothpicks
Prepare beforehand: Draw a design on one side of each craft stick.

The first Scout to earn 12 counting sticks (toothpicks) wins.

To play have two Scouts take turns dropping the stick dice onto the ground. Keep score by taking counting sticks (toothpicks) from a pile.



Score points as:

- 6 decorated sides up = 3 points
- 6 blank sides up = 2 points
- 3 blank and 3 decorated sides up = 1 point
- Any other combination = 0 points

KICK STICK RACE: ZUNI INDIAN GAME

Supplies Needed: A stick for each player (3/4 to 1 inch thick, 5 inches long) decorated with stripes or designs so that each player can identify their kick stick.

The object is to move the stick with your feet from one point to another. The first kicker to arrive at the winning point is the winner.

Lay the sticks out in a straight line about 3 feet apart. A kicker stands behind each stick, facing in the direction in which he/she will run. When the leader shouts, "GO!" each contestant kicks their stick forward, using either foot, on the way to the finish line. Any kicker who touches their stick with their hands is disqualified. Anyone who kicks another contestant's stick may also be disqualified. The leader decides.

HOOP AND STICK RELAY (<https://www.youtube.com/watch?v=WMU5ykCwgFq>)

When the metal hoops around the wooden wheels of the covered wagons came off, children entertained themselves by rolling the hoops, using a stick to keep the wheel rolling.

Supplies Needed: A hula hoop or metal rim from an old bike, a wheel guide (stick)

Prepare beforehand: Make a "wheel guide" from a board (2'x4'). Cut off 1 foot, nail to end of 3 foot board section to make a T-shape.

The object is to keep the tire rolling using the wheel guide to a certain point, turn around and run back.



TAOS CORNCOB TOSS

Supplies Needed: Ears of corn with 1-1/2 inch of stalk or a beanbag for each player.

Scout lies down on their back with their head just behind the line. They grasp the cob or bean bag with their toes. Then they “throw” the cob (bean bag) as far over their head as they can. The toss can only be done with the feet. The furthest toss wins.

BURLAP SACK RACES

These can be done as a line of individual Scouts or as a Relay.

Individual Sack Race Rules:

To play you need one burlap sack for each Scout. The more people racing, the more fun it is. On “GO!” the Scouts will run to their sack, put both feet in and begin hopping toward the finish line. Scouts must keep both feet in sack and at least one hand on the sack at all times. The sack must remain as close to the waist as possible and should not fall below the knees. The first racer to the finish line wins.

Relay Race Rules:

To play you need one burlap sack for each team. On “GO!” the first Scout puts both legs into sack and hops around a cone, or some marked point, and back, tagging the Scout in line. Then, the next Scout in line gets into the sack and repeats the once-around the cone and back. Repeat until all Scouts have had a turn. The first team to the finish line wins.

To make the sack races a little more fun you can use variations such as hop backward, making noises, etc. Be creative!

Obstacle Course

49ers OBSTACLE COURSE

The following tests are set up as station and manned by adults or den chiefs who give each Scout a gold nugget (gold painted rock or piece of wrapped candy) when he completes the task.

Quicksand Bottom—run over six tires, stepping in each.

Cross the Gulch—jump over a designated distance—running broad jump.

Over the Cliff—climb over a sawhorse or other low object.

One push-up.

Jump the Creek—standing broad jump.

Dodge the Rattler—jump or hop for several feet.

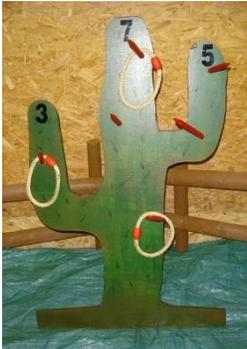
Tunnel Escape—crawl through a cardboard box

PONY EXPRESS COURSE

The Pony Express lasted only 19 months—from April 1860 to Oct 1861, but the heroic riders who made the journey from St. Joseph, Missouri, to Sacramento Calif in 10 days are a part of history. The Pony Express died out upon the completion of the Transatlantic telegraph line in Oct. 1861.

Supplies Needed: Two stick horses and backpacks

Prepare beforehand: Stick horse – you can make these or have Scouts make them as a craft the day before (See Craft section for directions.)



Make a large loop for the Pony Express route.

Each rider runs the circuit (obstacle course), picking up mail at each stop which can include:

- Pick up the backpack
- Get your horse
- Ride through “Hole in the Rock”: Hula hoop tied between two trees
- Cross the raging river rapids: series of tires lined up, hoops, or squares
- Lasso a steer: Throw a hula hoop around a sawhorse
- Avoid a cactus: Throw a ring around a cactus spike
- “Scare off” the rattlesnakes: Catapult a rubber snake into a container



Relay Races

SHOE-KICKING RELAY

Divide players into two teams. Teams line up in parallel rows with players standing behind one another. The first Scout in line kicks old shoes to a given point, picks them up and runs back. Use shoes similar in size and weight, available at second-hand stores

OVER UNDER RELAY

Divide players into two teams. Teams line up in parallel rows with players standing behind one another. The first player on each team is given some kind of ball or balloon. On “GO!” the first player passes the ball over their head to the second player. That player passes the ball under their legs to the third person who passes it over their head to the fourth person and so on to the last person in line. The last player receiving the ball runs to the front of the line and begins to pass the ball back again. This continues until every player on the line has had a chance to be at the beginning.

WATER BRIGADE Divide the group into several teams standing in two parallel lines. Place a bucket at each end of each team. Fill the bucket at one end of each team with water. Give each player a disposable cup. The object of the game is for each team to transfer the water from the filled bucket, cup by cup, to the empty bucket. At “GO” the first player on each team dips his cup into the full bucket. The water is passed from player to player by pouring it into the next cup. The last player pours the water into the empty bucket. The winning team is the one that finishes first with the most water in the bucket.



Other Games

BOOT TOSS

Supplies Needed: Pair of Cowboy Boots and 2 Hula Hoops

Boot Toss was a game that was made up by The Thomas Ranch. This game uses two Hula Hoops (which you can buy at most any retail store), and an old pair of Cowboy Boots. Divide the group into two, Sheriffs and Cowboys, pace off ten paces and have the kids toss the Cowboy Boots at each Hula Hoop. The team who has the most boots inside the Hula Hoops wins. Have prizes for the winners.

Things needed:

CHUCK WAGON CONTEST *(Santa Clara County Council)*

Each den has one wagon. Two den members are the horses. Behind each wagon at the starting line is an equal number of old tin cans, pots and pans, silverware – the more the better. On signal, all den members, except the “horses,” load their wagon as fast as they can. When they’re finished, they yell, “Wagons, Ho!” and the horses dash off, pulling the wagon twice around the “trail.” If any implement falls out, the horses must stop and wait for the other den members to put it back in. The first wagon to make it around the circuit twice wins.

BLANKET BALL

Any number of players, two sheets or blankets, two balls or large soft objects (even rolls of toilet paper work well). Form two groups. Group members grab hold of a blanket’s edges, with a ball in the center of the blanket. Players practice throwing the ball up and catching it by moving the blanket up and down in unison, trying to get the ball as high as possible. After the groups have developed some skill in catching their own ball, they toss the ball toward the other group to catch on their blanket. Groups continue throwing the balls back and forth.

Variation: Try using water balloons outdoors on a hot day.



GOLD RUSH Spray paint pebbles to look like nuggets of gold. Mix nuggets into a bucket or box of sand. Using pie tins have the Scouts pan for gold. Give them a time limit to pan the most gold. See who is the “richest” at the end of the time.

You can use this at station talking about the Gold Rush. Add a kiddie pool with water in it for a more realistic version of panning for gold in a river. When they are done panning for gold, the Scouts can then have their gold weighed and exchanged for a prize.

KNOT-STEP CONTEST

Add this game to your knot tying station. Line up players; each has a piece of rope. Call out the name of a knot. Each player ties the knot. Judges quickly check the knots, and those players who have tied them correctly can take one step forward. First player to reach the finish line is the winner. This game can be adapted for each age group – just change the type of knots that must be tied.

CORNHOLE WITH A TWIST



Crafts

PAPER BAG STICK HORSES (this came from <https://www.fun365.orientaltrading.com/project/diy-paper-horse-stick?epik=dj0yJnU9TjZiZE04LTZITG9qNzhmaS10dXZ10EhIM1ISbC1yY2Umc>)

Supplies Needed: Large paper bag, streamers, mini adhesive dots, low-temp hot glue gun, giant googly eyes, neon washi tape

Step 1

Cut down one side of a large paper grocery bag and proceed to cut off the entire bottom rectangle of the bag. You will end up with one large piece of paper, print and cut out the template. Go to <https://a.pgtb.me/f4R7K1> for a free template (*you will need to give them your email address*). Trace the horse head and ears two times on your brown paper grocery bag.



Step 2

Cut three strips of the brown or pink streamer, the exact length of the back of the horse's head. Cut three small strips for the top of the head. Using glue dots, attach the streamer strips to the inside of one of the horse heads. Layer the strips for thicker horsehair.

Step 3

Place glue dots around the inside border of the horse head you attached the streamer strips to. Line the second horse head up with the first and stick together.

Step 4

Cut small strips in the streamers to create the horse's mane.

Step 5

Using the washi tape, create the horse's bridles.

Step 6

Using a glue dot attach the googly eye and ear.

Step 7

Hot glue the dowel on the inside between the two bags.

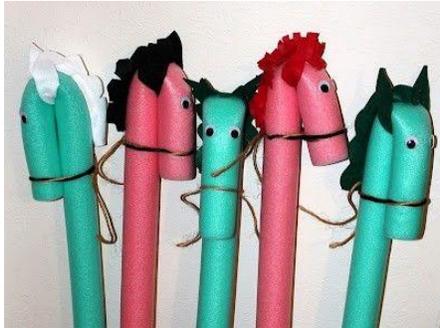
Step 8

Yeehaw cowboy! It's time to ride...

POOL NOODLE HORSES

This idea came from: <https://mrskingrocks.blogspot.com/2012/07/making-swimming-noodle-ponies.html>

Supplies Needed: Pool noodle (the skinnier ones work best), twine, rope, or your choice of something for the bridle that you can tie tightly. (Consider using patterned duct tape. It holds firmly and looks great!), felt (9 x 12 sheets work well), large googly eyes, low temp glue gun and glue



First, bend the noodle and tie the twine tightly around it. If you want, you can weave a pipe cleaner around it to add some color after you've tied it on. I left a little bit of the twine hanging so that it looked like reins, but they are more for looks than for function of any kind.



Next turn the piece of felt long ways and cut a strip about an inch wide. Cut the ends of it into points for the ears. Cut the next strip (still looking at the felt long ways) at about 4 inches wide. Fold the wide stripe and cut waves around the edges to create the mane.



Slide the long piece for the ears between the part of the noodle that is folded and pull them up firmly in place. Glue the ears up. Hot glue the mane and wiggly eyes in place.

KIDS BOLO TIE

This idea came from

<https://almostunschoolers.blogspot.com/2010/06/kids-bolo-tie-craft-for-fathers-day.html>

Supplies Needed: Cardstock for the star, shoelace, twine, or yarn, stickers and jewels, straw, pony beads, tape

Precut cardstock into star shape or print a star on cardstock for the Scouts to cut out. Have the Scouts decorate the star with stickers, jewels or whatever else you can think of.

Fold the lace in half, then have the Scouts run the lace through two ½ inch pieces of straw until the straws are about halfway up the lace on both sides.

Next, secure both straws to the star with tape. Leave a loop in the shoelace to go over the head.

Next, put both ends of the shoelace into a pony bead. Slide the pony bead up the shoelace to keep both ends of the laces together.

You can add more pony bead at the ends of the bolo tie.



MAKE YOUR OWN VEST:

Supplies Needed: Brown paper bags, scissors, marker, aluminum foil, yarn.

Cut the bag down the middle on one side for the vest opening.

Cut the sides for arm openings.

Trim the bottom of the bag to fit the Scout's height and the top to fit comfortable around the Scout's neck.

Have them decorate (color) their vests.

You can also have them decorate it with aluminum foil and yarn (as pictured)



Cheap and easy
**DIY GLOWING
Campfire Craft**



GLOWING CAMPFIRE

This idea came from <https://www.thecrazyoutdoormama.com/easy-and-fun-kids-camping-campfire-craft/>

Supplies Needed: Plastic clear container with hollow bottom – something not too big, and preferably that is sort of tall or has texture (this helps the “flames” look more real!) I really love those cherry tomato tops that are dome shaped, but you could also just cut the top half off of a water bottle!

Flickering LED tea light – Try to find ones with an orange tint to make it even more flame like!

Orange and Yellow Paint + Brush – Painting on flames and having the light shine through looks awesome!

EXTRAS I liked getting some rocks from outside to act as a fire ring, as well as some twigs, cotton balls and cardboard for s’mores!

Directions to making your own campfire craft!

You don’t have to be an artist to make a campfire painting on your container – just putting alternating colors of reds, oranges and yellows is fine! Obviously the older the kids, the cooler this can look!

1. **Prep your plastic clear container**

If you have a water bottle, cut off the top half and remove the screw top. If you have a cherry tomato container, peel off any stickers!

2. **Paint on your flames!**

I started out by making flame outlines with yellow, then while it was still wet, adding in the red and sort of filling the flame in while mixing it together.

3. **Set the “campfire” over your LED tea light candle and let the camp magic happen!**

Make a fire ring by putting rocks around the edges of the container to make it even more real!

SANDPAPER CACTUS

This would make a good extra craft if there is more time.

NOTE: Some Scouts may not be able to do this craft due to sensory issues. Think of alternative like foam paper they can cut.

This idea came from <https://ppppizzazz.blogspot.com/2013/07/western-roundup-for-toddlers.html>

Supplies Needed: Sandpaper, paper, paint

Have Scouts trace a cactus template on the back the sandpaper. Have them cut out their cactus. Put a dollop of green paint on the cactus. Have the Scout spread it around. When the cactus is dry, glue the cactus to a heavy piece of paper. Add brown paint for the dirt and a yellow sun.





PIONEER COVERED WAGON

This idea came from: <https://www.freekidscrafts.com/pioneer-covered-wagon/>

Supplies Needed: Cardboard, Brown pipe cleaners, Brown and white construction paper, Empty shoe box, Elmer's Glue-All

Instructions

Cut the brown construction paper to fit on the sides of the shoebox.

Use Elmer's Glue-All to attach the brown construction paper to the shoebox

Cut the white construction paper to fit over the shoebox in an upside-down U-shape

Use Elmer's Glue-All to attach the white construction paper to the top of the box (wagon)

Cut 4 identical circles out of the cardboard

Use pipe cleaners to create the wagon wheels and use Elmer's Glue Sticks to attach to the cut-out circles. (Put aside to dry)

When dry, use Elmer's Glue-All to attach the wheels to the wagon



ROPE COASTERS (OR PLACEMATS – ENLARGE PATTERN)

This idea came from: GrandparentsPlus.com (it is not a secured website)

Supplies Needed: Sisal Rope, Felt, Hot Glue Gun (try this with Tacky Glue)

Cut 3 ½ inch diameter felt circles

Start by hot gluing the beginning of the rope to the middle of the circle (adult needs to do this part).



Next step is to put hot glue onto the edge and pull sisal rope to stick to that glued area. I found it easy for kids to pull the rope around while I did the hot glue and then hold it in place with a metal spoon. That way they didn't get burned by the hot glue.



Continue around gluing about 2-3 inches at a time and holding the rope in place. It only takes about 10-20 seconds for the glue to hold it.

Secure the end with plenty of hot glue.

When completed, trim off any felt edges that show.





KIDS "RIP AND STICK" CAMPING LANTERN CRAFT

This idea came from <https://www.thecrazyoutdoormama.com/kids-rip-and-stick-camping-lantern-craft-using-a-recycled-container/>

This easy and fun camping lantern is quick to make and has tons of possibilities for personalization for use at places like camp birthday parties or summer camp!

Supplies Needed: 1 Clean Clear Plastic Bottle (OJ, coffee, juice, etc. — Smooth sides work best), 1 sheet of yellow Tissue Paper, 1 small strip of green Tissue Paper, Mod Podge, 2 Pipe Cleaners. Pony Beads (Optional) LED candle and/or glowsticks, Printed decor items to paste on lantern (optional), Paintbrush

Instructions

Tear up the yellow tissue paper into smaller pieces and set them aside in a pile



Squirt a dollop of Mod Podge onto the container and use a paintbrush to spread it around. Depending on the age of your Scout, either do portions of the container at a time or just cover the whole thing with Mod Podge! Start putting the yellow pieces of tissue paper on - they don't have to be exact edge to edge. The fun is in the overlap and the way the light shines through it!



Put some Mod Podge on your paint brush and cover the threaded portion of the container. Put the green tissue paper over this to hide it.

Now with a little Mod Podge on your brush, glue down any edges. You want the whole thing to be smooth! (It dries clear, don't worry!)



Create a tight circle around the opening of the container with a pipe cleaner, then use the other pipe cleaner to create a handle. Add any beads you want (if you have letter beads, those are perfect!) Attach both sides of the handle pipe cleaner to the circle pipe cleaner at the base of the opening.

Add any extra decor you want using the Mod Podge. To find silhouettes and such, just do a web search for "____ outline".

Drop in your electric candle or glow sticks... and you're done!

Snack Ideas

Remember to think about allergies and have alternatives available. The most common allergies are: gluten, nuts (any and all), Red 40, and eggs. Be aware of refrigeration. Follow the standards for food (FS 601 – 603).

Fun Camp Food

EDIBLE FIRE

This idea came from <https://cubscoutideas.com/3385/learn-campfire-safety-with-a-craft-edible-campfire/>

Not only is this snack fun to build and delicious to munch, but the process of preparing it also teaches Scouts the how-tos of safe campfire building.

Edible Campfire Supplies:

- Paper plate – 1 per Scout
- Small paper cup – 1 per Scout
- Plastic fork – 1 per Scout
- Mini Marshmallows – 10 per Scout
- Cheerios – 20 per Scout
- Large pretzel log – 1 per Scout
- Chow Mein noodles – 1 teaspoon per Scout
- Thin pretzel sticks – 4 or 5 per Scout
- Candy corn – 6 per Scout
- Red hots – 5 per Scout



Building Steps:

1. Create a fire ring with mini marshmallows and Cheerios.
2. Break your pretzel log into 3 pieces and use them to make a “V” or “A” shape.
3. Make a small pile of Chow Mein noodle tinder in the corner of the “V” or “A.”
4. Light the tinder with some red hots sparks.
5. Add pretzel sticks kindling.
6. Add the candy corn flames.

TIP: Possible substitutes: Gluten free pretzels logs (big pretzels) and tinder (thin pretzels) (*GF food can get spendy, so only purchase 1 bag of each kind of pretzel to be used by your GF Scouts. All other Scouts get regular pretzels*), shredded coconut for tinder (you can color it red), dried cranberries for the flames.

NOTE: It is important to not have cross-contamination for your GF (gluten free) Scouts. Have a designated area for them close to the group.

TRAIL MIX

Are you serving a group of kids that all like something different? Put out several ingredients from the below list:

- Raisins
- Goldfish crackers, plain or cheese
- Chex cereal
- Life cereal
- Cheerios
- Square pretzels or pretzel sticks
- Nuts (*only if no children in your group are allergic to nuts*)
- Raisins or Yogurt covered raisins, sunflower seeds, etc.
- Your choice of M&M's, chocolate chips, mini marshmallows, small chewy candies, etc.

1. Put the variety of ingredients out in bowls.
2. After Scouts wash their hands—give them each a baggie. The ingredients will then go into each Scout's baggie with their choice of mixes.

S'MORES IN A CONE

Supplies Needed: Sugar Cones, Mini Marshmallow, Chocolate Chips, Aluminum Foil

First, have the Scouts put marshmallows and chocolate chips in the cone.

Second, have the Scouts wrap their cone in foil.

Third, an adult will place the foiled coil on fire coals for about 5 – 7 minutes.

Remove from the coals. Let cool a little. Then have the Scouts unwrap each cone and enjoy



SOLAR OVEN

People who lived in the Wild West needed to be resourceful. They used what they could to survive. Maybe try using a solar oven at camp to use the sun's resources.

Here are links with instructions on how to build a solar oven:

<https://www.homesciencetools.com/article/how-to-build-a-solar-oven-project/>

<https://www.stevespanglerscience.com/lab/experiments/solar-oven/>

<https://www.scienceprojectideas.org/how-to-make-a-solar-oven.htm>

<https://sunshineonmyshoulder.com/wp-content/uploads/2015/03/Science-Fair-Projects-1000.jpg>

A few recipe ideas for the solar oven can be found at

<https://www.homesciencetools.com/content/reference/SolarOvenRecipes.pdf>

Food from the Wild West

BUTTER

Supplies Needed: Baby food jar, Heavy whipping cream, Salt

Instructions: Give each person a jar and fill it 1/4 to 1/2 full of whipping cream. Then, shake, shake, shake, until it is the consistency of whipped butter. If there is liquid, just keep shaking hard. Pioneers sang songs to pass the time. As the butter begins to form from the cream it will separate or "gather" and stick together in a solid mass.

Add a pinch of salt to the butter and work it in using a spoon. It will be really soft when done and must be refrigerated to become firm. Shape the butter into any pattern you like - a square, star, circle, flower, etc. Pioneers often had carved butter molds they pressed their new butter into. When they came out of the mold, the butter had a beautiful pattern in it. Use it on the **corn pone!** Enjoy.

NOTE: If, after 15 minutes, butter has not begun to gather, add a few teaspoons of hot water, replace the lid, and mix again. Pour water over the butter and swirl it around. Drain off the water. Rinse the butter until the water runs clear.

CORN PONE

The earliest settlers learned this recipe from Native Americans, who baked corn meal, mixed with water and lard, into small cakes they called "apones." Originally, these were baked among the ashes in an open fire. Later, colonists sometimes even baked them on an actual hoe, calling the result "hoecakes"! Here's a way to bake corn pone in a Dutch Oven.

Recipe:

- 2 cups cornmeal
- 1 teaspoon salt
- 1/2 teaspoon baking soda
- 1/4 cup butter, shortening, or lard!
- 3/4 cup boiling water
- 1/2 cup buttermilk

Start by mixing your "dry" ingredients: the cornmeal, baking soda, and salt. Then add the butter, shortening, or lard, and use a fork or even your fingers to break it up and work it into the mix. Slowly pour in the boiling water and mix thoroughly into a soft dough that you can shape with your hands. Place batter into greased Dutch Oven Bake at 375° for about 30 minutes, or until golden brown. Serve warm--we especially recommend them with butter and honey.

TIP: Have 1 corn pone cooking before the 1st den arrives, then have them make some for the next den, and so on throughout the day.

		COAL-TEMPERATURE CONVERSION CHART						
		Oven Temperature						
		325°F	350°F	375°F	400°F	425°F	450°F	
Dutch Oven Diameter	8"	Total Briquettes	15	16	17	18	19	20
		On Lid	10	11	11	12	13	14
		Underneath Oven	5	5	6	6	6	6
	10"	Total Briquettes	19	21	23	25	27	29
		On Lid	13	14	16	17	18	19
		Underneath Oven	6	7	7	8	9	10
	12"	Total Briquettes	23	25	27	29	31	33
		On Lid	16	17	18	19	21	22
		Underneath Oven	7	8	9	10	10	11
	14"	Total Briquettes	30	32	34	36	38	40
		On Lid	20	21	22	24	25	26
		Underneath Oven	10	11	12	12	13	14
	16"	Total Briquettes	37	39	41	43	45	47
		On Lid	25	26	27	28	29	30
		Underneath Oven	12	13	14	15	16	17

INDIAN SPICE CAKE

2 cups sugar
3/4 cups bacon grease
2 cups water or milk
1 cup raisins
1 tsp cloves
1 tsp nutmeg
1 tsp allspice
1/2 tsp salt
3 1/2 cups flour
1 tsp baking soda
2 tsp baking powder
1 cup pecans (or other preferred nuts); chopped

Put sugar and bacon grease into a cast iron pot and heat. Stir in water or milk, raisins, cloves, nutmeg, allspice and salt. Bring to a boil and cook at boiling for 5 minutes, stirring occasionally. Remove pot from stove and allow to cool.

Sift together flour, baking soda and baking powder. Add this to cooled mixture and beat thoroughly. Stir in nuts. Pour batter into buttered baking pan

Bake at 350 degrees F. for 40 minutes.
May be eaten plain or sprinkled with powdered sugar.

COWBOY BEANS (Pork and Beans)

2 pounds pinto beans
4 tablespoons sugar
2 pounds ham hock
(or salt pork)
2 green chilies
(or to taste)
2 onions, chopped
1 can tomato paste



Wash the beans, and make sure no rocks are in them. Soak overnight. Drain, place in a Dutch oven and cover with water. Add remaining ingredients and simmer until tender. Sample the beans while cooking. Add salt to taste and water as needed.

NOTE: This recipe will take 2 days to make because you need to soak the beans overnight. This could be a very good lesson for Scouts to learn how the those in the Wild West needed to plan their meals.

Challenge Foods

A fun way to explore the theme in food is to have challenge foods for Scouts to try. This is meant to give the Scouts a taste of what food might have been like. Make it clear that these are just to try if the Scout wants to. No one will make them eat anything. Please encourage Scouts to be loyal and courteous to fellow Scouts by not goading them or trying to pressure them into trying something they don't want.

SARSAPARILLA

Sarsaparilla used to be a popular soft drink in the United States, especially during the 19th century when it was considered a sort of health tonic.

Since there are many benefits of sarsaparilla, the plant has long been considered to be an herbal medicine, but the sarsaparilla soft drink isn't actually made out of sarsaparilla—in America what was called sarsaparilla was actually brewed from sassafras root bark.

(Source: <https://www.wideopeneats.com/sarsaparilla-soda/>)



HOREHOUND CANDY

Horehound is bitter. It is made from horehound plant, which is related to mint. Horehound is known to help with digestion and respiratory ailments. In the Wild West this was used as a throat-soothing candy.

SCRAPPLE (use SPAM)

Scrapple is traditionally a mush of pork scraps and trimmings combined with cornmeal and wheat flour, often buckwheat flour, and spices. The mush is formed into a semi-solid congealed loaf, and slices of the scrapple are then pan-fried before serving. Scraps of meat left over from butchering, not used or sold elsewhere, were made into scrapple to avoid waste. Scrapple is best known as an American food of the southern Mid-Atlantic states.



HARD TACK

Hardtack is a hard biscuit made of flour, water, and salt.

Recipe: (Make this a few days ahead of time)

4-5 cups of flour

2 cups of water

3 teaspoons of salt

Mix the flour, water and salt together, and make sure the mixture is fairly dry.

Then roll it out to about 1/2 inch thickness, and shape it into a rectangle. Cut it into 3x3 inch squares, and poke holes in both sides.

Place on an un-greased cookie or baking sheet, and cook for 30 minutes per side at 375 degrees (or 350 degrees if you have a convection oven).

When it's done, you'll want to let it dry and harden for a few days, just out in the open. When it has the consistency of a brick, it's fully cured. Then simply store it in an airtight container or bucket.

This is the traditional recipe, but you can also add some herbs and spices to help out with flavor if desired.

Note: *Adding ingredients beyond the basic recipe can decrease the shelf life of your end product.*

Traditional hardtack keeps indefinitely if kept dry.

The oldest piece of hardtack in existence is in a museum in Florida and was baked in 1851!

There are other specimens from the Civil War.

They are still edible to this day!

What other food could you say that about?

Hardtack is cooked until very dry and hard. Moisture is nonexistent in properly made hardtack.



(Preserved Hardtack at Wentworth Museum, FL.)

S.T.EM. (Science, Technology, Engineering, Math)

PIONEER WHIRLIGIG/BUZZSAW TOY

These ideas came from <https://dadiddleycraftcraft.blogspot.com/2017/05/pioneer-buzz-sawwhirlygig-toy.html>

This is a simple way for Scouts to create a toy that explores kinetic energy.

Back in the day toys were made of whatever was handy. In this case string and buttons. The button acts as a flywheel. When the string is winding up, it is storing potential energy, energy that can be converted to motion at some time in the future. When you jerk on the string, the potential energy is converted to motion, or to be precise, kinetic energy: that is, the button spins in the other direction. Once the string has unwound, the button continues spinning, and the kinetic energy begins changing back into potential energy.



Supplies Needed for a button whirligig: 2 – 4-inch button, 36 inches of embroidery floss, cording, string, yarn or similar that is strong but thin enough to fit through the button holes, Scissors

Thread the string through the buttonholes and form a loop. If your buttons have 4 holes, thread the string at the diagonal. Tie the ends together with a knot. Move the button to the middle of the string. Place one finger of each hand in either end of the loop and twirl the button so that the string twists. After the string has twisted, jerk both fingers away from the button and then hold them still. The string will unwind and then wind itself up in the opposite direction. Once you get the rhythm of the motion, you can keep it up for some time.

To see how this is done watch this video: <https://www.youtube.com/watch?v=-QMmfDhrZxg>

You can make a large whirligig with cardboard.



Supplies Needed: String, A scrap of heavy recycled cardboard, Glue stick, Scissors, Kitchen skewer, Markers/crayons to decorate the whirligig, Whirligig pattern template Go to: <https://www.thecrafttrain.com/how-to-make-a-whirlygig/>, (you will need to enter your email to have the template sent to you.)

You can watch that here:

<https://www.youtube.com/watch?v=UCutHjdDFvY>

MARBLES

Explore the force of inertia and transfer of energy by playing the 19th century game “Ring Taw.” Make a circle on the ground using string or draw into the dirt. Remove the largest marble called the shooter from the rest of the marbles. Place the remaining marbles in the circle. Have Scouts take turns using the shooter to try to knock marbles out of the circle.

Marble Mazes

Building a marble run on a paper plate, which is meant to be held and moved back and forth to make the marble go on the desired path, gives children an opportunity to experiment with physics principles, Newton’s First Law, the force of gravity, and creative engineering through original designs.

Supplies Needed: Foam Plates, Scissors, Scrap construction paper, Wikki Stix, Tape, Markers, Marbles



Marble Graviton

The inertia of the spinning marble is an outward “pushing” force. The glass supplies another inward “pushing” force that keeps the marble moving in a “uniform circular motion” against the wall of the glass. The force of the glass is centripetal force, a force that causes a body to follow a curved path. The combined forces of the spinning marble and the glass create a relative force greater than gravity and the marble stays inside the glass. Well, it stays there until you get tired, the spinning slows, and the downward force of gravity takes over again. This is a demonstration of small-scale, artificial gravity in your hands.

<https://www.stevespanglerscience.com/lab/experiments/marble-gravitron-sick-science/>



Hold the glass upright by gripping the flat base with one hand. Drop the marble into the glass with the other.

Begin again except this time, hold a hand out flat with the palm up and place the marble in the center of the palm.

Don’t move your palm but rotate the upside-down glass again so it taps the marble, picks it up from your hand, and causes the marble to spin inside the glass. You take it from here.

DENSITY IN MINING

When you teach panning for gold you can have a good lesson on density.

<https://www.activewild.com/density-for-kids/>. Has a good way to explain and teach the basic of density.



STEAM ENGINE

You can teach about the steam engine locomotive, Iron Horse, by explaining what it is and how it works. Build your own steam engine to show Scouts how it works.

A steam engine is an engine which uses steam from boiling water to make it move. The steam pushes on the engine parts to make them move. Steam engines can power many kinds of machines including vehicles and electric generators.

The steam to power a steam engine is made in a boiler that heats water to make steam. In most places fire heats the boiler. Fuel for the fire may be wood, coal, or petroleum. The steam coming out of the boiler applies the force on a piston. A valve sends the steam to one end of the piston, then the other, to make it move backwards and forwards. Movement of the piston is then used to turn wheels or drive other machinery. The crosshead stops the piston rod from getting out of line when it pushes the connecting rod. The heavy spinning flywheel smooths out the power from the piston. The governor controls the speed of the engine.

Go to this link for detail direction on how to build a steam engine for kids using a soda can for kids and a coffee can for adults <https://www.wikihow.com/Make-a-Steam-Engine#:~:text=%20Making%20a%20Soda%20Can%20Steam%20Engine%20%28For,the%20inside%20to%20flatten%20it.%20Most...%20More%20>

Kids Steam Engine



Adult Steam Engine



WATER WHEEL

Idea from: <https://www.bloglovin.com/blogs/relentlessly-fun-deceptively-educational-2756760/how-to-make-a-waterwheel-3443140649/>

Supplies Needed: Empty plastic spool of thread, One (two if small) plastic disposable cups, Duct (or heavy-duty masking) tape, Empty 2-liter soda bottle, Strong thread or dental floss, Metal washer, Scissors (or a craft knife to be used by adults only), Plastic drinking straw



Instructions:

1. Cut a strip from the middle of the plastic cup(s) that is the same width as your spool of thread. Cut one rectangle from the strip about 1 1/4 inch from the cut edge. Use this rectangle as a pattern to cut rectangles of the same size from the strip until you have 6 rectangles. These are the blades of your wheel.

2. Tape the blades onto your spool making sure to evenly space them, and that all the blades are curved in the same direction.

3. Thread the drinking straw through the hole on the spool. Position the waterwheel in the middle of the straw and use more tape to secure the spool in place on either side. Set aside.

4. Now cut the top from your empty 2-liter bottle of soda. You can use the top of the label on the bottle as a guide for where to cut. You'll want to have a tall cylinder. (Note: Adults should help or do the cutting. This is tough!

5. Adults: Use a craft knife to poke holes in the bottle about 1 inch from bottom for drainage.

6. Cut a V shape in the top of the cylinder. Cut another V directly opposite it.



TIP: You can pre-make a dozen of these to use at camp. Send the Scout home with the "wheel" and instructions on how to make a base. This helps with any safety concerns, and makes it so more adults aren't needed at the station to help.



7. Now tie a strand of heavy thread or dental floss that is about 12-15 inches long to one end of the drinking straw and tape in place so it doesn't slide around.

8. On the other end of the thread, tie a metal washer.

9. Now place the waterwheel's straw in the notches you made on the 2-liter

10. Pour water from a water bottle over the wheel and watch it turn. The force of the water should pull the washer up.

CUB SCOUT NOVA STEM AWARD – WILD!

Learn about wild animals, invasive species and ecosystems. Be sure you have a NOVA Counselor to help plan, approve, and execute this.



Miscellaneous Tips and Hints

Here are some tips and hints that didn't quite fit in anywhere, but that will help your camp be successful and fun.



The Director's Notebook

This is also known as the Director's brain. This 5 x 7 hard top notebook fits perfectly in Scout pants pockets and can be invaluable.

When the directors are organized, camp runs smoother. You won't be as frazzled and most importantly, you'll be able to HAVE FUN!

Inside this notebook you can keep all your emergency numbers, the address of your camp, daily schedules, map of your camp and your to-do lists. You can write down any Scouts that are absent from opening ceremonies, so you can make a follow-up call to their parents. You can write down the names of your dens. As you walk around you can make notes of things that can be improved for next year, and things that are going well.

Promotion Tips

Get DTR, District Total Report, list from Staff Advisor with contact information for Cubmasters and Committee Chairs. Split the list between everyone on your committee to call to set up a time when someone from your committee can come to a Pack meeting and promote Day Camp. The best times to make these promotional visits are Blue and Gold and Pinewood time because you'll be able to reach more families.

Your face-to-face (Pack meeting) promotion should be no more than 5 minutes. Come in costume, have LOADS of excitement and energy, have a fun and quick activity or game for the Scouts to do, and share a few of the fun things that will be happening at camp. This will get them excited to come to camp. Briefly explain to everyone (the parents) what Day Camp is, what the theme is, give the dates, times, locations, and price. Let parents know about volunteering and adult to Scout ratios.

Bring a registration packet with you to give to the Cubmaster or Committee Chair. They may be able to pass it off to a parent who is willing to coordinate registration, carpooling, and other things for the Pack. The registration packet could include:

- A letter to the Pack Coordinator outlining the adult to Scout ratio for camp, important dates such as when pricing changes (if it does), volunteer orientation, pre-check in day, and a registration link.
- A link to Youth Protection Training with a note that all volunteers need YPT training
- Contact information for the Camp Director, Program Director, and Staff Advisor
- Sample of the information needed to register for camp. Some Packs choose to have one person register everyone, instead of having each parent/guardian register their Scout. Have a sample of what that registration will look like helps make this process easier on them.
- Half-sheet flyers for Scouts to give to friends as an invitation to Day Camp
- Half-sheet flyers to give to Troops they may be affiliated with to get Den Chiefs

- A roster for them to fill out that will help them know who is coming and that their Pack is providing enough adult volunteers.

Cub Camp Roster						
Bug Hunters -- Cub Scout Day Camp 2017			(Use additional sheets as needed)			
Mt. Tahoma District			Camp Dates:			
Pack:		Coordinator:		Email:		
				Phone:		
Adult Volunteers		1 per 1-4 boys	Tuesday's volunteer	Wednesday's volunteer	Thursday's volunteer	Friday's volunteer
		Name:				
Last Name		First Name	DOB/Rank*/Jr.Camp	Phone	Email	Shirt size**
Scout/Jr Camper	1					
	2					
	3					
	4					
Adult Volunteers		1 per 5-8 boys	Tuesday's volunteer	Wednesday's volunteer	Thursday's volunteer	Friday's volunteer
		Name:				

Registration

Have the grade and rank on the form. Parents don't usually know the rank. It would look something like this: Tiger/1st Grade, Wolf/2nd Grade, etc.

Attach a PDF copy of the Parent Guide to your online registration. This a good way to begin early communication about how camp will look

On your volunteer registration have a drop-down menu of possible volunteer assignments that match your program. Ask them to select their top 3 choices. This will make giving people assignments a little easier.

Volunteer Orientation

Have theme-based decorations and costuming at the meeting. This will help build excitement and give them a taste of what is to come.

Have all of the assignments for camp done. Then as the volunteers sign in, you can tell them their assignment. If there are problems it is easier to fix them at your orientation than at camp, i.e. they are assigned to be a station leader, but are only willing to be a den leader. (Yes, you asked them to choose their top three, but sometimes they don't actually choose their top three.)

Have a fun theme-based gathering activity for the volunteer to do. This gets them excited for camp and gives them a something to take home.

Have samples of the lesson plans and den leader guides available for volunteers to look at. This gives them an opportunity to become familiar with everything before camp. They can ask any question they may have in a less frazzled environment. Let them know you will have the lesson plans printed and ready at camp. Also, let them know you will be emailing a PDF of the lesson plans and/or den leader guides to them after the meeting. Then do it.

Pre-Check In Day

If possible, have a pre-check in day where Scouts, families, and volunteers can bring medical forms, YPT certificates, pick up camp T-shirts, and get den and volunteer assignments. Having a pre-check in day eases some of the chaos of that first day of camp. It's much easier to check in 40 people the first day of camp than 150.

Taking Care of Volunteers and Staff

If you take care of your volunteers and staff, they will take care of you. They will let others know of this amazing camp their Scout attended and will recruit more people to come next year. They will return the next year to help at camp. Some may even join your committee.

Build relationships of trust with volunteers by doing what you say you are going to do and by doing your best to remember names, especially if they are returning volunteers. People feel important when they are remembered and greeted with enthusiasm. Take the time to listen to feedback and do what you can to incorporate it, as long as it's reasonable. They will know they were heard. Walk around camp and check in with them. See if they need help or if they are having fun. This touch will go far to building trust.

Be prepared. Have lesson plans and all materials prepped for them. Having everything prepared beforehand is a lot of work for you and your committee. The benefits to having everything prepped is you know that the program is ready to execute well. You know that standards have been met. Your volunteers will be grateful they don't have to make things up on the fly or finish prepping that sample before the first session begins. They will be more relaxed and confident because you sent them their plans, and you're prepared. Your volunteers will want to return. They will also tell others about your amazing camp. They may also want to be part of your committee.

Say Thank You

It should go without saying, but in the rush and chaos that can be camp sometimes we forget the "little things." Make a volunteer thank you that is passed out at lunch. When you give them the thank you look them in the eye, smile, and genuinely thank them for being an integral part of your camp. This simple thing means a lot to some people. This also gives you a chance to touch base with all your volunteers again.

When Scouts ask if they can have one, because some will, kindly and with a smile on your face tell them these are for our amazing volunteers. Without them, the Scouts couldn't be at camp, and we couldn't have camp. If the Scout asks again the next day (most do not), kindly remind them again that these are for our volunteers and ask the Scout to thank that volunteer. These volunteer thank yous mean a lot to most volunteers. They truly feel appreciated. When people feel appreciated good things happen.

Know Your Scouts

When you are checking in Scouts pay attention for the Scouts that may need a little extra attention. These may be a Scout with invisible disabilities such as ADHD, Autism, or sensory issues. They may be the timid Scout that is nervous to come to camp. They may be a Scout with a physical or developmental disability. Keep these Scouts on your radar throughout camp. Support den leaders and station leaders as needed to help everyone have a good experience at camp. If needed take the time to let the Scout know you are there for them.

As you walk around interact with as many Scouts as you can. This could be as simple as a smile and a high five, or something more time consuming like sitting with them at lunch. Take the time. Your life will be enriched. The Scout will feel like someone sees them. The parents/guardians will know you truly care for the Scout. You have the potential to be that leader who deeply impacts this Scout's life. An added bonus is when they see you in public and get excited to see you! That's when you know all the hard work was worth it.

Scout Management

When Scouts are "acting up" at a station it is usually because they are not engaged. A simple way to handle this is to give them something to do. It can be asking them to help pass out materials or hold something. Giving them something to do reengages them.

If the den seems to be having trouble focusing, stop and do something physical. Don't worry about not finishing everything in the lesson. The point is to have them learn and have fun. If they can't focus on what's being taught, they won't be learning. You might get frustrated, and then no one is having fun. Don't single anyone out. Everyone does the physical activity together. You can do 10 jumping jacks. You can jog to a point and come back. You can do a wiggle song like "Head, Shoulders, Knees, and Toes" or "The Grand Ol' Duke of York." These songs are great in that they get faster each time you sing them. As the leader, you set the pace. If Scouts start getting crazy, stop, tell them you set the pace, and start again. Once you have sung them as fast as you think the group can, have the group sing them as slow as they can. This will help bring their energy back down and help them focus again.

There is often a time in the day when Scouts and adults are done. They are overstimulated, hot, tired, and any number of other things. When you see this happen with your adults, offer to step in for them for a few minutes so they can get a drink, walk away, and just have a few minutes to themselves. When you see this happen with your Scouts, encourage them to get a drink, allow them to step a few feet away from the group with you and deep breath or talk about whatever is on their mind. They will usually be okay in just a few minutes. It's okay if it takes them a little longer to recharge. Be patient & let them decompress. The rest of the day will go more smoothly if you do.

You may have noticed getting a drink was mentioned for both adults and Scouts. Water is the key to everything! Water helps regulate everything in our bodies: our moods, our digestive system, our nervous system, etc. One of the best ways to reset is to get hydrated. An easy way to encourage someone to drink is to let them know you're thirsty and then ask them to drink water with you to the count of 10.

Sometimes the struggle a Scout is having is increased because an adult is setting up a power struggle. If you see this happening do what you can do separate the adult and Scout. You can let the adult know that you are there and will take care of the issue. Then listen to the Scout, validate them, and help redirect them back into the group. Once the Scout is reengaged you can talk with the adult, if needed.

You may wish to share these tips with your den and station leaders in their orientation meeting. You may also want to put these tips in the lesson plan and den leader binders.

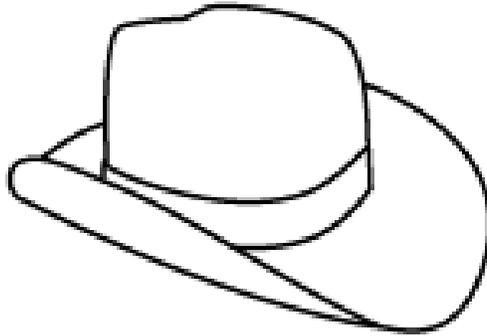
Birthday Recognition

One really fun thing that can be added to your Opening Ceremonies is birthday recognition. Look through your registration before camp begins and see which adults and Scouts have birthdays during or within a couple days of camp. Have something special to give them at camp. This can be a lanyard that is decorated, a button, a gift card for the trading post, or something else. Then, when you see them ask if they are okay with you asking them to come up and be sung to. Most say yes, but if the adult or Scout is shy, they may prefer a more private recognition. During Opening Ceremonies ask them to come forward. Let everyone know that it is their birthday. Then explain that the camp will now join in singing the most memorable version of Happy Birthday. Make it loud, off key, and off tempo. This will have everyone laughing. Present the adult or Scout with their birthday “gift.”

Be Extra Prepared

Do your best to communicate everything that families need to be sure to have at camp. This could include a lunch, refillable water bottle, hat, etc. Then make sure you have extra of whatever is on your list at camp. There will be Scouts and families that forget in the rush out the door. So have extra food, refillable water bottles, hats, etc. We also recommend having an extra pair of pants for the Scout that is too excited with what they are doing to make it to the bathroom on time. Also, have extra feminine hygiene in your medical supplies for those surprises that may happen. These also are great for nose bleeds and other big scrapes and they make good tinder for fires.





Helpful Links

<https://thewildwest.org> – This website is full of great information about the Wild West. It has fact, recipes, and other ideas.

https://www.ducksters.com/history/westward_expansion/ – This website is a cliff notes version of the western expansion and the Wild West

<https://www.pinterest.com/scienceexperimentskids/created/> – This is a board full of awesome science projects for kids.

https://Int.org/wp-content/uploads/2020/06/LEGOLNT_Vol_2.pdf -- This for the LEGO and outdoor enthusiast.

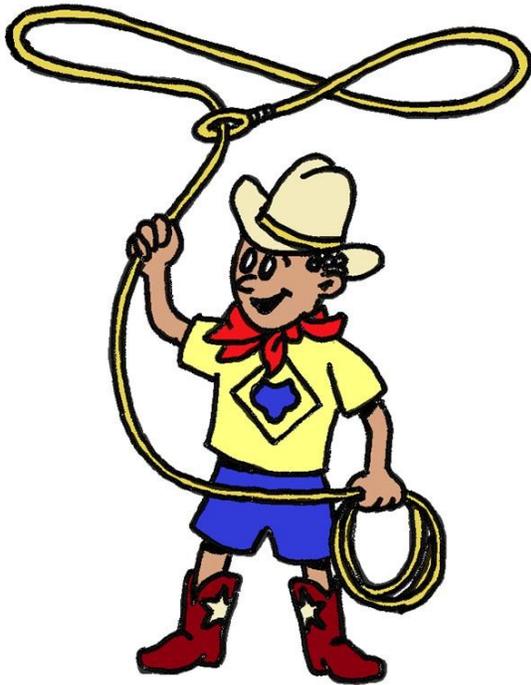
https://www.childrenandnature.org/resources/nature-quest-a-gaming-adventure-for-families/?mc_cid=41c6b8d27c&mc_eid=3f6a25f9ec – This is a great outdoor curriculum for families that could easily be used in Cub Scouts.

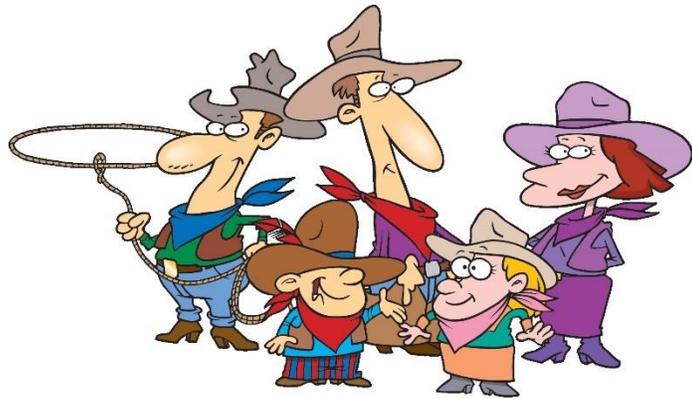
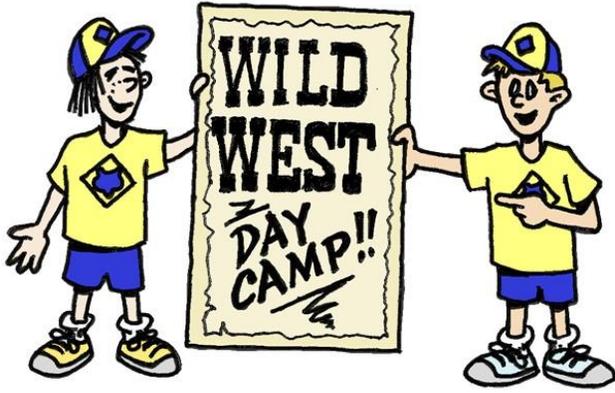
<https://kids.nationalgeographic.com> – This could be a good tool when planning lessons about animals, people, or places.

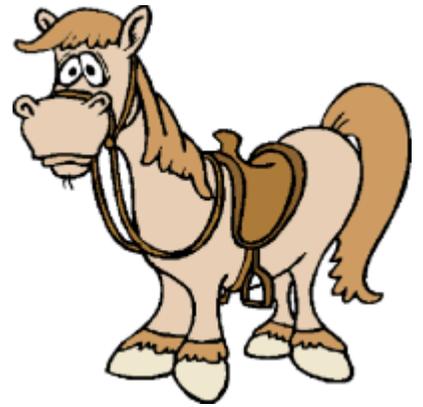
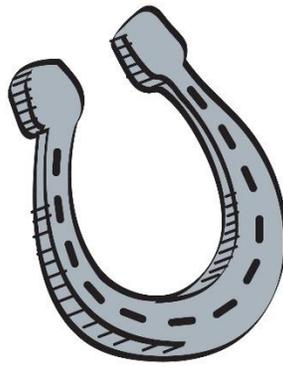
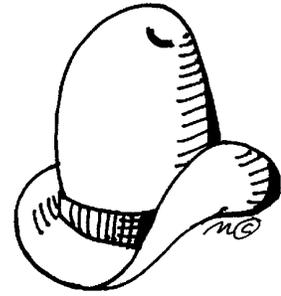
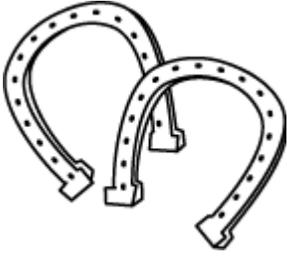
Clipart

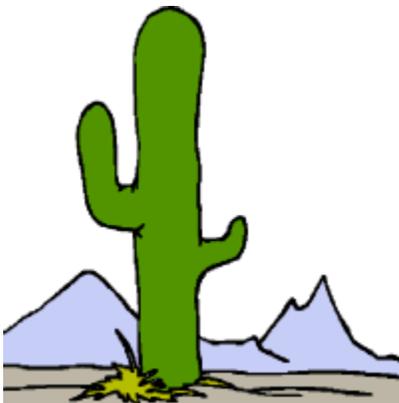
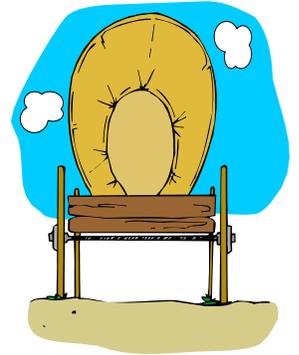


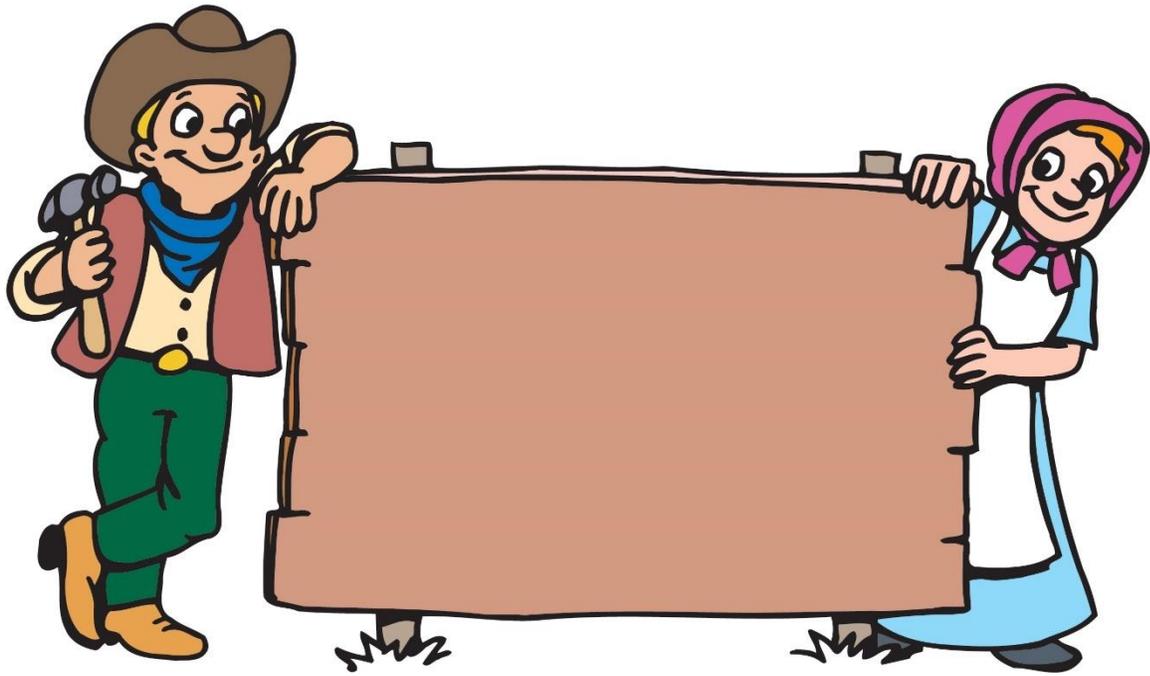
◆ WANTED! ◆

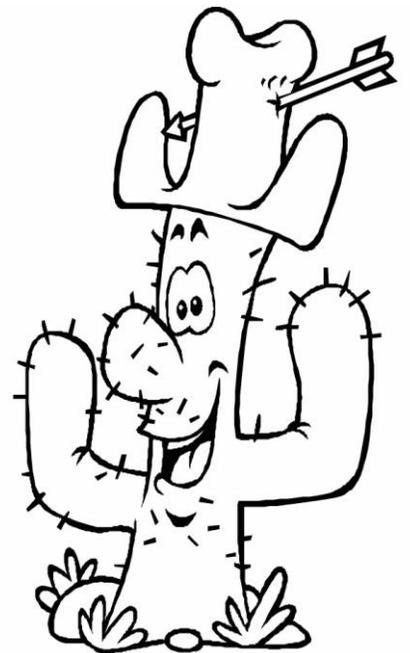












Upcoming Themes!

Dear Day Camp Directors, Program Directors and Staff Advisors!

We would like to take this opportunity to say “thank you” for your dedication to Cub Scout Day Camp! The work that you do is important to the success of each of our Cub Scout’s Day Camp experience.

Each year, the National Camp School Resource Book Team gathers information to put together a resource book full of ideas for Camp/Program Directors to use in their Day Camp. The book is full of great ideas shared by others that will help in planning and implementing your Day Camp. It can help make it full of fun and adventure!

Do you have questions, comments, or concerns about this resource book? We would love you to share them with us. Please contact Jeni Gates at jeni.scouting@gmail.com.

A Call for Your Help

We would like your help in making the Resource Book an even better resource for all to use. We are looking for activities, crafts and any other ideas that are appropriate to be used at Day Camp. Anything that you would like to share with others that you think will help make their Day Camps fun, exciting and memorable for their Cub Scouts.

The Cub Scout Day Camp theme for 2023 is **Off to the Races!**

Our Resource Book editor is Jeni Gates, and she would love to have you share material with her. You can contact her at jeni.scouting@gmail.com. You can start sending her material now so that she has a head start!

THEME SELECTION!

We are in the process of selecting themes for 2024 and beyond and would like your theme ideas! What themes have you used in your Day Camps that have been fun and exciting for your Scouts? What themes would you like to see in the future? Let us know so we can make sure we have some great camp themes for all to enjoy! You can send your ideas to Jeni Gates at jeni.scouting@gmail.com.

Here are a few theme ideas we have received:

- Outdoor Adventure
- Americana
- Cub-struction
- Animals All the Time

Wishing you all an awesome Day Camp!

The NCS Resource Book Team