

DESERET PEAK DISTRICT #8

Den Leader Section

October 2016 Roundtable Handout For:

November 2016

SCOUT LAW:

Courteous

THEME:

Cubs in Shining Armor



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COURTEOUS

Courtesy is at the heart of Cub Scouting. Scouts can find ways to help those who are struggling or who deserve respect. Look for opportunities to open doors for others, offering a seat to women or the elderly, and allowing others to go first in line. Doing so develops character and strength.

CUBS IN SHINING ARMOR

As Baden-Powell was designing the scouting program, he looked to chivalry for ideas and came up with the Scout Law based upon the code of the knights. One can find many examples of things that knights were required to do. It can help to compare such codes across many cultures from Europe on over to Japan to see what was considered worthy of a knight. Because of what knights came to represent, we honor them even today and base much of what is considered courteous upon what they did.

GATHERING

Try reading a story as the cub scouts arrive. It helps get them settled in and able to focus. Here are couple of books about Saint George and the Dragon that can be read to the boys. You may decide which is the most appropriate or choose another book.

Saint George and the Dragon by Margaret Hodges

Saint George and the Dragon by Louie Stowell

Saint George by Samantha Riches

CEREMONIES

The Knighthood Ceremony by John Talbot

This ceremony involves the dubbing of a knight (giving out an award earned in the den) and incorporates some of the practices of knights.

Equipment: 2 swords (not real ones), and a shield, costumes for a lord and knight (or just a good imagination).

Lord (to the audience): We are gathered here today to honor (scout's name) and bestow upon him the title of knight and put him under oath.

Lord (to the scout): Repeat after me the following oath:

I promise to be trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent. (The scout repeats as the lord dictates)

Lord: (After tapping the scout's shoulders twice on each side) I hereby dub thee (scout's name) knight and present unto thee (the award's name) and thou shalt hereafter be known as Sir

(scout's name). I bestow upon thee your knight's sword and shield. Take them in honor and promise never to bring shame upon thyself for the remainder of your days.

Cheers and Run – ons:

Seal of Approval:

Put your arms straight together. Clap together and say "Ort, ort, ort"

http://www.meritbadge.org/wiki/index.php/Scout_Cheers

Magicians cheer:

"Taaa daaa!"

http://www.meritbadge.org/wiki/index.php/Scout_Cheers

Bravest Scout in the World Skit:

Required:

Leader (the victim)

4 to 10 scouts

A trophy

Materials for simple costumes for Dracula, mummy, werewolf would be a plus.

Preparation:

Give the trophy to the unsuspecting Leader telling him that you'll ask him to present it to the scout after this skit.

Have BILLY the brave scout sitting in the audience.

Have all the other scouts offstage.

Script:

MC: Scouts, Parents, and Guests - welcome. We have with us today a very special scout.

Billy, please come up here. This young man has proven his bravery through trials and challenges most of us would never dream of let alone live through.

Billy is afraid of nothing! He has traveled through Transylvania during a full moon, camped out alone in a cemetery, and even kissed a girl once!

MC: I'm sure some of you probably don't believe anyone could be so brave so I've rounded up some of the most gruesome monsters that have ever walked the face of the earth. Billy will demonstrate his bravery for you.

MC: Here comes DRACULA - a blood-thirsty fiend from the old country!

(Dracula glides up to Billy and raises his arms about to attack.)

(Billy smiles and shakes his hand.)

(Dracula dejectedly shuffles off behind Billy while werewolf is coming on.)

MC: And now, a foul werewolf from England - a ferocious beast of the night!

(Werewolf charges in, growling and clawing the air.)
(Billy yawns as he looks at the werewolf.)
(Werewolf whimpers away behind Billy as mummy comes in.)

MC: The mummy! An undead creature from Egypt!
(Mummy walks in with arms straight ahead, groaning and mumbling.)
(Billy checks his wristwatch and looks bored.)
(Mummy shuffles away as next monster comes in.)

You can use zombie, King Kong, Gollum, but Billy is friendly or bored with them all.
Finally all the monsters are gathered behind Billy.

MC: As you can see, nothing scares this bravest of scouts, not even the most hideous monsters of the world. And, to recognize Billy's bravery, our leader, Mr. _____, will now present him with a small trophy. Good job, Billy!

(Billy needs to keep looking out at the audience and smiling. As the leader gets close to him and holds out the trophy, Billy turns from the audience to look at him. Then with a terrified look on his face he runs away from the leader screaming. All the monsters and MC also run away yelling, screaming, and moaning as they leave the stage.)

www.boyscouttrail.com

Indoor/Outdoor Activities & Games:

Flying Dutchman Game

Instructions:

- 1) Stand in circle facing inward holding hands.
- 2) Two scouts hold hands outside the circle and are the Flying Dutchman. They circle the world, looking for a harbor in which to rest.
- 3) As they walk around the circle, the Flying Dutchman slaps the handhold of two scouts. Those two scouts must leave the circle as a pair and run around the circle in the opposite direction as the Flying Dutchman.
- 4) Whichever pair reaches the opening again first, reaches safe harbor. The other pair is now the Flying Dutchman

http://www.boyscouttrail.com/content/game/flying_dutchman-901.asp

RESOURCES

<http://www.deseretpeakcubscouting.com>

This is for our district. Find past issues of our district roundtable handouts, announcements, upcoming events

<http://www.saltlakescouts.org>

This is for our Council (we are the Great Salt Lake Council) – find local and current events. Find info on activity & trail patches by finding programs on the left, then cub scouts, then activity and trail patches.

<http://www.scouting.org>

This is the BSA official website.

<http://cubscouts.org/>

Need a little inspiration? Check out the Cub Hub! Posts from all sorts of social media about Cub Scouting all gathered in one place.

www.my.scouting.org

This is the official website to track your leadership training accomplishments like “Youth Protection” and “Leader Specific Training”.

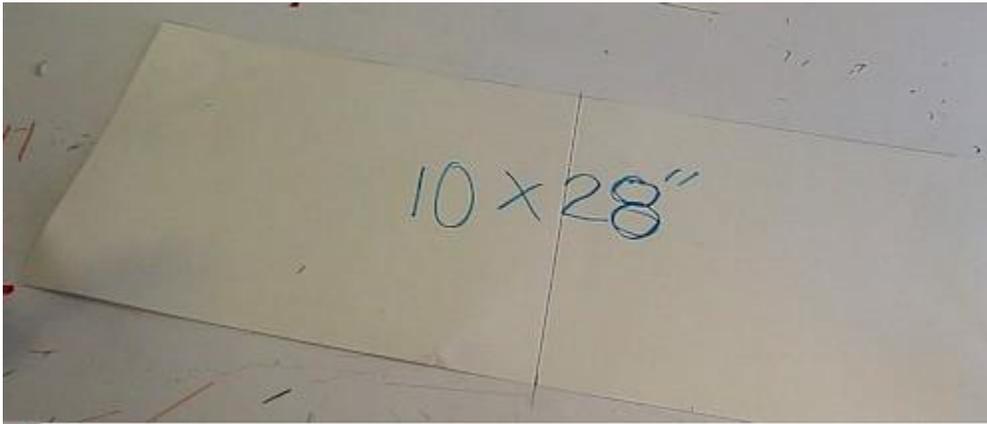
CRAFT PROJECTS



Materials and Tools:

- 1 Poster board

- Several Sheets of craft foam This is the exact foam sheets I ordered and use in this tutorial from Amazon: [Foam Sheets 12"X18" 12/Pkg- Basic Colors](#)
- 1 sheet of foam board or a piece of cardboard for top of helmet [Elmer's 900802 Foam Board, White Surface with White Core, 20 x30 \(Pack of 10\)](#)
- Spray Adhesive
- Silver Paint
- A couple small pieces of wire
- [The template which is here](#)



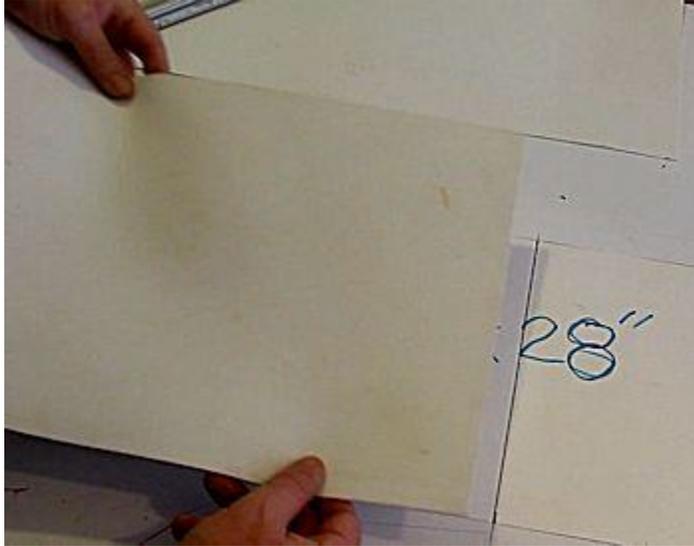
Cut a piece of poster board so that you have a piece that is ten inches by 28 inches. Then draw a line down the middle of it like you

see here.



- If you have a spray adhesive go ahead and coat that piece of foam board with an even coat of adhesive.

- You can use other types of adhesive like white glue but you really should test it first. Test by spreading out on posterboard then applying craft foam and letting it dry. You are watching for even stick and no curling.



- Apply craft foam evenly and smoothly. And an important thing is to keep the integrity of that center line. Put the edge of the craft foam along that line. We want a break in the foam along that line.



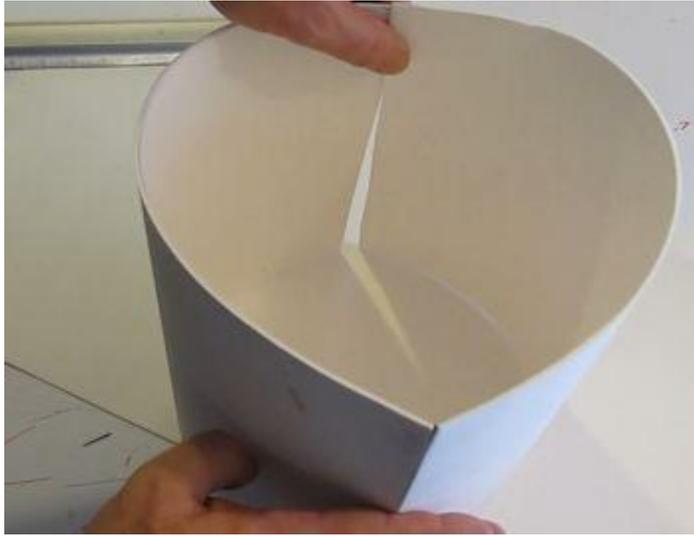
- Ok, I am applying a second sheet of craft foam. And for me this finishes the covering of this piece. And I have a nice division right along that center line.

Flip it



over **and trim the excess craft foam.**

- Crease it by folding it along that center line.



- Now we can curve it into the shape of the helmet. Notice how that folded center line edge is going to be the centerline of the helmet right down the center of your face when you are wearing it.

- Shape your piece like this and tape that back edge. You can tape it on the outside of the helmet for ease. But it will look better if you run a line of tape along the inside of

the helmet to tape those two edges together.

All credit to be given to Will Kalif, Kalif Publishing and www.stormthecastle.com
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<http://stormthecastle.com/how-to-make-a/make-a-knight-helmet-out-of-craft-foam.htm>

*Instructional video also provided at website above.

BREAKOUT TRAINING – Family Involvement

We will discuss various ways to obtain family involvement. We will discuss what too little and what too much family involvement is. We will discuss the role of the family in advancement.

See Handout Exhibit – “Easy as ABC”

Source: CUB SCOUT Roundtable Planning Guide 2016-2017 pg. 67, 68



6. Spell your name using sign language, and spell your name in Braille.



2. Do four of the following:

- a. With other members of your den, try using a wheelchair or crutches, and reflect on the process.
- b. Learn about a sport that has been adapted so that people in wheelchairs or with some other physical disability can play, and tell your den about it.
- c. Learn about “invisible” disabilities. Take part in an activity that helps develop an understanding of invisible disabilities.
- d. With your den, try doing three of the following things while wearing gloves or mittens:
 - i. Tying your shoes.
 - ii. Using a fork to pick up food.
 - iii. Playing a card game.
 - iv. Playing a video game.
 - v. Playing checkers or another board game.
 - vi. Blowing bubbles.
- e. Paint a picture two different ways: Paint it once the way you usually would paint it and then again by using a blindfold. Discuss with your den the ways the process was different.
- f. Demonstrate a simple sentence or at least four points of the Scout Law using American Sign Language.
- g. Learn about someone famous who has or had a disability, and share that person's story with your den.

- h. Attend an event where people with disabilities are participants or where accommodations for people with disabilities are made part of the event.

For information on the Miracle League of Salt Lake City please check out the following website: <http://slco.org/recreation/genefullmer/youthSports/PDF/miracleLeagueFallSch.pdf>. If you plan on your den participating and helping out, please give advance notice.



Come learn about Sistrums and discuss how one can be made in a Den Meeting.

Interest Topic Handout:

Easy as ABC—Ways to Encourage Involvement

A is for Asking for Assistance. Everyone enjoys an opportunity to be helpful, but never assume that anyone will step up without being asked. Make it a practice to ask for help by going to someone and telling them they are needed. One of the reasons that people often give for not helping: No one asked them. (Friendly)

B is for the Black Hole of Forever. Some people are afraid that if they step up and say yes to an activity, they'll be pulled into that dark space called *forever*, unable to step back from the assignment. Let them know up front the amount of time the project will require. Is it a one-time project like serving as the blue and gold banquet chair, or a yearlong position such as pack advancement chair? (Courteous)

C is for Communicating. Today's world is full of technology, and communication is easier than ever before. Discover what method(s) of communication work best for your group, and implement those. Be sure to use a variety of methods so that you reach everyone. Remember to share not only information on upcoming events but achievements too. (Helpful)

D is for Diversity. Your pack may be faced with many types of diversity—family structure, culture, geography, etc. Evaluate what diversity opportunities you may have, and, as a group, develop a plan that will reach everyone. Your pack and each individual Scout will benefit from multifamily involvement. It makes our world a smaller place! (Friendly)

E is for Evaluate. Periodically stop and take a look at your pack and den activities to decide what's working and what isn't. Determine which programs are most successful and should stay the same—because no one wants to waste time “reinventing the wheel.” But quite often, new ideas can create new excitement for your group. (Brave)

F is for Fun. Every event should have a component of fun built in! Make sure your entire group finds fun in all that they do. This will go a long way toward building the desire to be involved, and it also prevents burnout. Looking back, people won't remember tiny details but they will recall how much fun they had. (Friendly)

G is for Gentle. Start new parents out gently in the Scouting program. Let them become comfortable in their roles. Helping your leaders and parents to be successful will aid in recruiting future leadership. Parents who come away feeling good about participating in a family event may be more likely to help with future pack activities. (Loyal)

H is for one Hour. Today's fast-paced world creates an environment where people worry about their time and family commitments. By using the committee approach executing pack activities, you can limit general meetings to one hour or less. This honors the time commitment of leaders, as you discussed with them when they were recruited. (Trustworthy)

I is for Inviting. All people appreciate being asked to do a task instead of you assuming that they will help. Take the time to extend a personal invitation, and you will be more successful in your leader recruiting efforts. Also, it's easier to recruit people when they already know someone who is active in the group. Creating that personal relationship will help them get over the jitters of being a first-time participant. (Brave)

J is for Joining. It is vital to the health of your unit to make sure that everyone—Scouts, parents, leaders, etc.—feel they are a part of the entire group. No cliques! (Kind)

K is for Kudos. Recognizing the efforts of others with awards or even a simple “thank you” is an important aspect of working with a group. Always let people know that you appreciate their help, whether they have chaired a blue and gold banquet or just greeted folks at the pack meeting. Think of this old adage: *There are three types of people who like recognition—men, women, and children.* (Friendly, Courteous, Kind)

L is for Leading. Demonstrate good leadership by looking into your pack's future. Has the pack made a long-range plan? If so, are steps in place to turn the plan into reality? Part of getting your parents and families excited is to share the vision of the unit and give them something to reach for. Remember to stay focused on a leadership succession plan. Who will take your place when you move on? Is that person trained and ready to take over? (Brave)

M is for Merchandising. Wrap the gift of Scouting, and let your community know what that gift contains. Share the values and outcome of Scouting. Demonstrate the fun your pack members are having, and what your unit does to increase participatory citizenship, education, and service to others. Your parents will want to be a part of such a successful youth program! (Cheerful)

N is for Novice. ALWAYS make an effort to reach out to new parents and new Scouts. They may need your help but, many times, they are afraid to ask questions. You can provide them with information about the program, the unit leaders, activities, and more. (Helpful)

O is for Optimally Organized. Whether your group is large or small, make sure your events are highly organized and orderly. Make sure event volunteers are in place and details are addressed. Good advance communication will prevent the disappointment of hearing that some parents and Scouts missed an event because they didn't have the information they needed or received it too late. (Helpful)

P is for Priority. The Cub Scouting program has many levels, from den meetings to pack and family outings. Make sure that the priority of meetings and events is established and recognized. If you know who the activities are intended for, you can better guide each event to a successful outcome. Remember that Cub Scouting is for the entire family. (Obedient)

Q is for Qualifications. Every person has something to offer. They are qualified to help in some way. Remember to ask not only for your volunteers' time but also for their talents. The parent talent survey sheet is a great resource to find out each person's skills. (Thrifty)

R is for Retention. Retaining quality leadership is essential for a unit to stay strong and healthy. Boys join because they are expecting a terrific experience, but without solid adult leadership the unit may not be able to deliver the promise of Scouting. (Loyal)

S is for Success. It is said that many hands make light work. By involving parents in planning, preparing, and executing meetings and activities, you will guarantee the success of the pack and delivery of the promise of Scouting. (Cheerful)

T is for Training. Try not to give a job or project to a volunteer when they don't have the right preparation. No one enjoys failing, and with proper training you can help everyone to do their job well. The training should communicate clearly what is expected of them, and it should give them the resources and knowledge they need to do the job. Online training in Cub Scouting has made this an easy challenge to address. (Courteous)

U is for Undivided. The Scouting program is designed to bridge the diversity gap of any community by recognizing and respecting our differences, and not allowing those differences to become an issue. Work together with the members of your pack and your community to make sure all activities include all people, and stay respectful of cultural differences. (Courteous, Kind)

V is for Visibility. Don't let Scouting be the best kept secret in your community. Do all you can to be visible to the world. Be visible through uniforming, booths, fliers, etc. at school open houses, school registration, and community activities. The Family Talent Survey Sheet may help you find a parent who can assist with media coverage and social media communication for the pack. (Helpful)

W is for Wanted. No one wants to feel they are imposing on an event. Do all you can to provide a warm, welcoming atmosphere. Let your families know that you want them to come and participate. Create a pack welcoming committee to greet newcomers at pack meetings and family activities, and strive to make sure they feel comfortable. (Friendly)

X is for X-cellence. A component of excellence in building a strong unit and parent group is to keep all things balanced. For a pack to remain strong and healthy, parents need to be involved and active. Always be planning for the future excellence of your unit. (Thrifty)

Y is for Year. Holding the annual pack planning conference will help keep everyone on track for the entire year. Take into consideration school, religious, and community activities. Balance your activities throughout the year so you won't see burn out in your parents, leaders, or yourself. (Helpful)

Z is for Zoom In. Each pack has many details to attend to. If you take some time to develop a strong parent group, you will see your pack grow and continue as a strong, healthy unit for many years to come! (Loyal, Friendly, Courteous)