

April



**Core Value:
Faith**

April

Faith

Soaring the Skies

Pack Committee

Why Soaring the Skies for the Core Value Faith. Faith is having inner strength and confidence based on your trust in a higher power. When you try something new, innovative, or dangerous, it takes faith to make the attempt—faith that a higher power will guide you and keep you safe. It takes faith when we want to fly into the soaring skies. We need faith in the pilots, co-pilots, the engine and electrical system, the compass, and all of the airplane's instruments. More importantly, it is faith that gives you the courage to board a plane, knowing that a higher power will make sure you take off, fly to your destination, and land safely. This month's theme reminds us that faith helps us reach for the sky with our goals and that we should keep faith in all aspects of our lives.

BEFORE THE MEETING

Gather supplies for the meeting including: paper for paper airplanes, painters tape or masking tape, markers, flags for the flag ceremony, tables for "aircraft carriers," awards to be presented, pinwheels for the skit, and items for presenting the closing song. Contact the guest speaker (if you choose to have one) and invite him or her to participate in the pack meeting. Also check with a local Boy Scout troop to see if they have a Scout who can play "Taps" on the trumpet. The day before the pack meeting, confirm that the speaker and Scout still will be able to participate. Confirm that greeters all have blazers to wear and/or help them locate blazers. The Cubmaster and assistant Cubmasters may want to dress as a pilot and co-pilots.

GATHERING

Have a preassigned den or volunteers dress in blazers as if they are airline attendants and greet the pack and family members as they enter the meeting room. Have a stack of paper sitting on a table with markers. Using the markers, the boys can decorate a piece of paper with symbols of their faith and then fold it into a paper airplane. The boys then can take turns landing their aircraft on an aircraft carrier (a 6-foot folding table with a center stripe down the middle, using painters tape or masking tape, to resemble an aircraft carrier). The number of carriers needed will be determined by the number of Cub Scouts and the available space.

OPENING

The preassigned den presents the colors and leads the Pledge of Allegiance.

The Airplane Skit

Props: Seven chairs and four pinwheels (You can purchase or make pinwheels. For instructions on how to make pinwheels, go to: http://www.ehow.com/how_2282321_make-pinwheel.html.)

Arrange three chairs to mimic the placement of a pilot, copilot, and radioman in the cockpit of an airplane. The other four chairs are positioned as engines on the wings of the airplane (two on each side). The Cub Scout selected for each role sits in his chair. The four who are acting as engines should be blowing on their pinwheels.

PILOT: Copilot, engine No. 1 has failed.

ENGINE 1: (Stops blowing on pinwheel—ham this up—sputters, makes noise, dies out, then falls on the floor and lies there.)

COPILLOT: Radio operator, please inform the tower that we have lost engine No. 1 and will be arriving 15 minutes late.

RADIOMAN: Flight _____ (fill in with pack or den number) to tower. We have lost engine No. 1 and will be arriving 15 minutes late. Roger.

ENGINE 2: (Stops blowing on pinwheel—ham this up—sputters, makes noise, dies out, then falls on the floor and lies there.)

PILOT: Copilot, engine No. 2 has failed.

COPILLOT: Radio operator, please inform the tower that we have lost engine No. 2 and will be arriving 30 minutes late.





RADIOMAN: Flight _____ (fill in with pack or den number) to tower, we have lost engine No. 2 and will be arriving 30 minutes late. Roger.

ENGINE 3: (Stops blowing on pinwheel—ham this up—sputters, makes noise, dies out, then falls on the floor and lies there.)

PILOT (With a little more panic in his voice): Copilot, we have lost engine No. 3.

COPILLOT (With a little more panic in his voice): Radio operator, please inform the tower that we have now lost engine No. 3 and will be an hour late.

RADIOMAN (Very calmly): Flight _____ (fill in with pack or den number) to tower, we have lost engine No. 3 and will be arriving an hour late. Roger.

ENGINE 4: (Stops blowing on pinwheel—ham this up—sputters, makes noise, dies out, then falls on the floor and lies there.)

PILOT (With even more panic in his voice): Copilot, we have just lost engine No. 4.

COPILLOT (With even more panic in his voice): Radio operator, please inform the tower that we have lost engine No. 4.

RADIOMAN (Cuts off copilot): I know, I know, and tell them that we are going to be up here all day. Hey, guys, have a little faith! Have you tried restarting those engines?

COPILLOT: OK. We'll give it a try!

PILOT: Restart the engines! (One by one the engine characters get up again and spin their pinwheels.)

PILOT TO COPILLOT: Tell them thanks for having faith in us. We'll be landing soon. We have faith in ourselves now!

Run On

CUB SCOUT 1: Hey, do you know why the pilot threw the clock out of the plane?

CUB SCOUT 2: No, why did the pilot throw the clock out of the plane?

CUB SCOUT 1: He wanted to see time fly.

Prayer (Cub Scout or Leader)

"Whether it is by land, sky, or sea, may we always have the inner strength and confidence that we will be guided in our travels by a higher power."

Welcome and Introductions

The Cubmaster welcomes new families and guests, introduces them to the pack, thanks those who helped prepare for the pack meeting, and reminds all of the Cub Scouts to be sure to take their airplanes home after the meeting.

PROGRAM

Den Demonstrations

Ask each den in turn to talk about their adventures during the last month. Call each den forward to do so.

CUBMASTER: Thank you to each of the dens that have shared their adventures with us. Let us salute them by giving them the President cheer.

(Salute and say, "Hail to the Chief.")

Audience Participation

Consider asking a current or former military pilot to come and speak to the pack about his or her faith in a higher power and how it has helped him or her complete assigned missions.

OR

Divide the group into thirds and sing "Fly So High" in rounds. Each group sings the song three times.

"Fly So High"

(Sung to the tune "Row, Row, Row Your Boat")

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*Fly, fly, fly, so high,
Way up in the sky.
Faith will help me go so far,
And to always try.*

Run On

CUB SCOUT 1: Hey, do you know why I am going to study on the airplane?

CUB SCOUT 2: No, why are you going to study on the airplane?

CUB SCOUT 1: I want a higher education.

RECOGNITION

See the resources at the end of this meeting plan for instructions to make the parachute award holders.

Note: The Cubmaster and assistant Cubmaster may want to dress in costume as if they were getting ready to parachute from an airplane. One option is to use a child's backpack with "parachute" written across the back on a wide piece of tape.

CUBMASTER: It would take a leap of faith for me to parachute from an airplane, as I am certain that it is for many paratroopers. Many pilots have been sent on special missions over hostile territory to drop supplies to those in need, and I am sure that their faith helped to give them the courage they needed to make the mission. Tonight we have a parachute drop of the awards earned by our Cub Scouts. Each parachute is a symbol of the faith that the Cub Scouts have that gives them courage to try new things each and every day. (The Cubmaster cuts down the first set of awards to be presented.) Let's recognize the Cub Scouts from Den _____ who have earned the _____ Award. Will (Cub Scout's name) and his parent please come forward and receive your award. (The Cubmaster presents each Scout with his award. After all of the awards from this box have been distributed, the Cubmaster cuts down the next parachute of awards, repeating the process for each den.)

The Cubmaster leads the pack in the Fly High cheer: Divide the audience into two groups and instruct one group to yell "fly" when you point at them and the other group to yell "high" when you point at them. Alternate pointing at the two groups, encouraging them to yell louder and louder.

CLOSING

Cubmaster's Minute

We have learned tonight about faith. We have seen and heard examples of the faith of pilots, paratroopers, and those who take to the sky. Sir William Osler said, "Without faith a man can do nothing; with it all things are possible." Fear can end where faith begins. I encourage you to live by faith one day at a time, to set your goals knowing that faith helps you achieve them, to reach for the sky because there is no limit to what you can accomplish, and to always do your best.

CLOSING CEREMONY

A preassigned den leads the pack in the first verse of "Taps." Words should be displayed on a screen electronically, written on a large banner, or given as an individual handout. (Note: If you were unable to arrange for a Scout to play "Taps," you can have music playing.)

"Taps"

*Day is done, gone the sun,
From the lake, from the hills, from the sky;
All is well, safely rest, God is nigh.*

The preassigned den retires the colors.

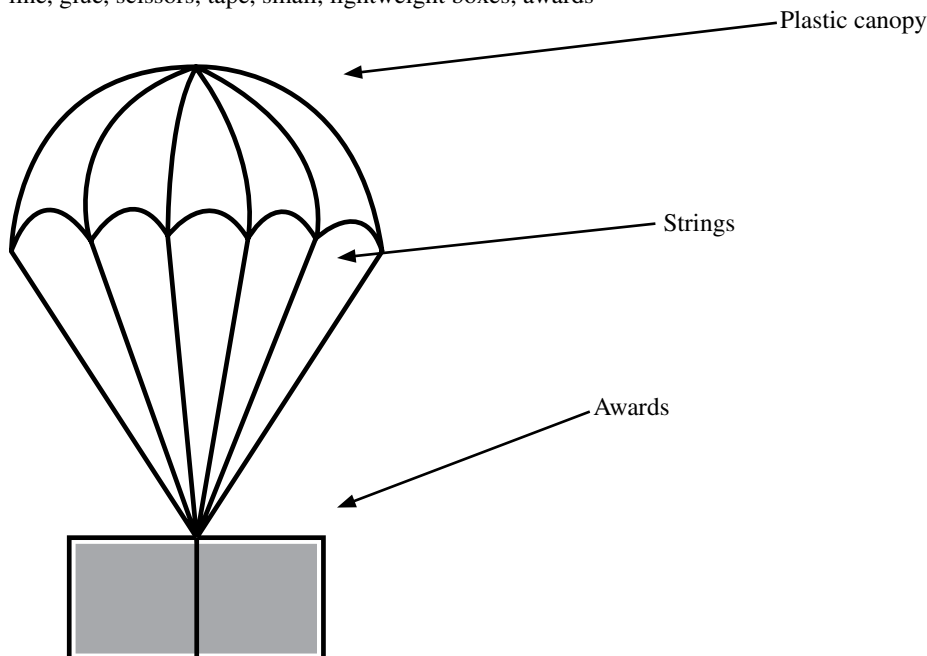
CUBMASTER: Thank you, Den _____, for the wonderful closing ceremony, and thank you _____ from Boy Scout Troop _____ for playing taps for our ceremony; you helped to make the evening extra special. Thank you all for joining us this evening.



RESOURCES

Recognition

Materials: Plastic sheeting or a disposable plastic tablecloth, paper bowls, hole punch, string, fishing line, glue, scissors, tape, small, lightweight boxes, awards



Make one parachute per den. For each parachute, cut plastic sheeting into a circle the size of a dinner plate. Punch eight to 10 holes evenly around the edge of the plastic and attach an 18-inch piece of string to each hole. Place the awards for each den in a small box and attach the box to the strings like a parachute, using either string or tape. Glue a paper bowl in the canopy portion of the parachute to keep it open.

Tie a piece of fishing line from each parachute canopy to a taut line suspended above the awards table at the front of the room. Put each den's parachute at a different level. Have a pair of scissors on the table to cut the parachutes down.

Run-Ons

CUB SCOUT 1: Hey, do you know what has four wheels and flies?

CUB SCOUT 2: No, what has four wheels and flies?

CUB SCOUT 1: A garbage truck.

CUB SCOUT 1: Do you know what the biggest flying animal is?

CUB SCOUT 2: No, what is the biggest flying animal?

CUB SCOUT 1: A HORSE fly.

CUB SCOUT 1: Hey, do you know why the elephant was kicked off the plane?

CUB SCOUT 2: No, why was the elephant kicked off the plane?

CUB SCOUT 1: His trunk wouldn't fit in the overhead compartment.

Audience Participation

Play the familiar "Simon Says" game, but change it to "Pilot Says."

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Decoration Ideas

At the door of the meeting room, post a sign that says "Gate _____" using your pack number as the gate number. Push-on lights (found at retail stores and dollar stores) can simulate an airport runway either at the front of the meeting room or at the entrance to the meeting room.

Obtain white latex balloons. Inflate them and tie five or six together using clear fishing line to make the balloons resemble a "cloud." If possible, you can hang these from the ceiling of your meeting room. Airplanes made of colored poster board also can be hung from the ceiling or taped to the walls of the meeting room. (Check with your chartered organization for their rules on decorating.)

Your local airport or an airline may have items to give the Scouts with airplane themes, e.g., wings, small planes, and stickers.

Refreshment Idea

Serve individual bags of pretzels and bottles of water. The water bottles can have a sticker on them saying "Pack _____ Airlines."