



**Core Value:
Citizenship**

Gives Goodwill

Pack Committee

Why Gives Goodwill for the Core Value Citizenship. Cub Scouts learn about the true spirit of Scouting this month as they show an act of goodwill by being good citizens providing a service for someone in need during the colder months. Citizenship means contributing service and showing responsibility to local, state, and national communities. By helping fellow citizens in our local community, we remember the Law of the Pack and what it means when we say “gives goodwill.”

BEFORE THE MEETING

Notify the leadership of the pack of the “Stay Warm” drive the pack may participate in this month. The Stay Warm drive encourages pack family members to donate mittens, hats, gloves, and new or used coats for babies or children and bring them to the pack meeting. The items will be given to a local children’s home or shelter to help keep the residents warm during the winter. In warmer climates, there could be a hoodie or other appropriate drive.

Appoint a volunteer to lead the Stay Warm drive and to be responsible for collecting these items at the pack meeting as well as coordinating the donation to the pack’s chosen recipient. A representative of the organization receiving the donation may want to attend the pack meeting and speak about the organization.

Coordinate with Webelos den leaders if you are having Webelos den demonstrations as part of your pack meeting.

Remind the dens participating in songs or skits to provide any props that may be mentioned.

Prepare the “Stars” advancement ceremony board and stars for each Scout receiving awards this month. (See the resource sheet at the end of this meeting plan.)

GATHERING

Have Cub Scouts play the game of blanket tic-tac-toe with their families or other Scouts. The gathering activity should be monitored by volunteers, an assigned den, or leaders. Each Scout who wants to play should have the chance to do so for the opportunity to show good citizenship for one another.

Tic-Tac-Toe on Blanket Board

Supplies: two or three medium-size blankets, masking tape or duct tape, and items to be used as markers for the players. Whatever is chosen, you will need four like items for each player. Mark out columns of the game board on the blanket with masking tape or duct tape. You may want to choose tape that can easily be removed so the blanket can be reused.

OPENING

As a Good Citizen

CUB SCOUT 1: As a good citizen, I will try to be helpful and kind and always give goodwill.

CUB SCOUT 2: I will strive to take good care of all property and practice safety and health rules.

CUB SCOUT 3: I will practice thriftiness and good work habits.

CUB SCOUT 4: I will show respect for authority. I will be honest and dependable.

CUB SCOUT 5: Fair play and good manners will be my goal.

CUB SCOUT 6: I will take pride in achieving and be patriotic and loyal to my hometown and country.





Pledge of Allegiance

The preassigned den presents the colors.

CUBMASTER: Please stand for the pledge of allegiance.

Prayer (Cub Scout or Leader)

“Teach us to help one another and to be good citizens in our communities. By giving goodwill to those in need, we pray that our service of citizenship will bring warmth to all of our hearts.”

Welcome and Introductions

The Cubmaster welcomes everyone to the pack meeting and introduces any special guests. (The Cubmaster may want to introduce the representative of the organization that the Stay Warm drive items will be donated to and let this guest speak. Or, the Cubmaster may want to tell the pack about the organization and when the donation will be made, then thank all the “good citizens” of the pack for helping provide goodwill for their community.)

PROGRAM

Song

“Let’s All Do a Little Clapping”
(sung to the tune of “We Wish You a Merry Christmas”)

*Let’s all do a little clapping,
Let’s all do a little clapping,
Let’s all do a little clapping, while sharing goodwill.*

(You can change the “clapping” to other activities such as jumping, stretching, bending, giving, etc. On the action word, do the action twice. For example, “clapping”—clap twice as you say “clapping.” For “jumping,” jump twice. For “giving,” stretch arms outward as if giving.)

Den Demonstrations

The Cubmaster then asks each den in turn to talk about their adventures during the last month. Call each to the front to share their adventures as well as any good citizenship or goodwill that happened. After each den has shared, the Cubmaster then leads a cheer for that den before calling up the next den. The Cubmaster could choose to call the Webelos dens only for activity badge demonstrations.

Good Going Cheer

Divide the audience in half. One side says “Good!” and one side says “Going!” Vary the speed and the direction to which you point.

Citizen Cubs Give Goodwill Skit

Characters: Cub Scouts, den chief or assistant Cubmaster

Scene: A group of nine Cub Scouts are gathered around talking with one another.

DEN CHIEF: Hey guys, what are you talking about?

CUB SCOUT 1: We’re talking about how we were good citizens this month and gave goodwill.

CUB SCOUT 2: I gave my dad my gloves and helped him rake the leaves.

CUB SCOUT 3: I played my oboe for the seniors group at church.

CUB SCOUT 4: I planted an oak tree on the school grounds with my class.



CUB SCOUT 5: I walked my neighbors' dog for them.

CUB SCOUT 6: I helped put a new battery in my grandmother's watch.

CUB SCOUT 7: I helped my mom trim the overgrown ivy in front of our house.

CUB SCOUT 8: I held the ladder while my older brother cleaned the leaves out of the gutter.

CUB SCOUT 9: And I helped teach lacrosse to the new players on my team.

DEN CHIEF: Hey, you guys really are giving goodwill!

CUB SCOUTS: Aren't we supposed to do that all the time?

DEN CHIEF: Yes, but let me show you something that's quite unusual. *(He takes a posterboard and marking pen.)* Tell me again how each of you has been a good citizen, giving goodwill. *(He then writes the first letter of each item they used or helped with: G—gloves, O—oboe, O—oak, D—dog, W—watch, I—ivy, L—ladder, L—lacrosse. He then says)* Look again!

CUB SCOUT 1: Hey, that's right! We really are giving goodwill!

Goodwill Cheer

LEADER: I'll shout out, "Give me a" and then a letter. You shout out that letter. Then I'll ask you what that spells. You shout out what that spells. Then I'll ask you, "What do we give?" You shout out, "Goodwill." I'll ask that again and you'll shout out "Goodwill" three times. Everyone stand! Give me a G! Give me an O! Give me another O! Give me a D! Give me a W! Give me an I! Give me an L! Give me another L!

What's that spell?

AUDIENCE: Goodwill!

LEADER: What do we give?

AUDIENCE: Goodwill!

LEADER: What do we give?

AUDIENCE: Goodwill, goodwill, goodwill!

RECOGNITION

How the Stars Got Into the Sky Advancement

Props needed: "Stars" advancement ceremony board (see resource sheet at the end of this meeting plan)



How the Stars Got Into the Sky†

CUBMASTER: Have you heard the tales of the Native American trickster, Coyote? Sometimes Coyote is a helper and sometimes he is not, but he is always interesting. This is a tale of Coyote and how the stars got into the sky.

A long time ago, when the world was young, there were no stars in the sky. The sky above was like a thick, blue blanket—the only light was the moon. A man who could make things from fire thought it would be a very good idea to place shining balls of fire into the sky to make pictures. The pictures in the sky would help people tell each other stories.

The man who could make things from fire spread a great big blanket out upon the ground. He wiggled his fingers, and stars rained down onto the blanket on the ground.

The man who could make things from fire stood over his stars on the ground and thought for a very long time about the pictures he would make in the sky. He picked out a star, thought about the perfect place to put it, and then placed it into the sky. He picked out another star, thought about the perfect place to put it, and then placed it into the sky. Over and over, he picked out a single star and placed it.

Now Coyote saw the man who could make things from fire at work, and wondered what was going on. Coyote asked if he could help, and the man who could make things from fire said, “Yes.”

The man who could make things from fire showed Coyote how to pick out a star, think about the perfect place to put it, and then place it into the sky.

It didn't take very much time for Coyote to get bored with putting stars into the sky, one by one. Think about how many stars there are in the sky—how long would it take to put them each up, one by one?

Coyote gathered up the four corners of the blanket that held the stars. With a mighty SNAP, he flung the blanket and stars high up into the sky. Where the stars touched the sky, the stars stuck.

This is why some of the stars in the sky make pictures and some do not. The ones that make pictures are the stars that were very carefully put in place by the man who could make things from fire. The ones that do not are the stars that Coyote flung into the sky because he was impatient.

Tonight we have Tigers, Wolves, Bears, and Webelos Scouts who, like the man who could make things from fire, are carefully placing the stars to make pictures, and have been carefully and patiently working on their own star. That star is in the form of a badge* that also creates a picture of all their hard work to make their rank**. It's a picture that shows their effort of goodwill and citizenship, and the knowledge of what they have learned shining so brightly here tonight.

Note: Call each group up individually with their parents and allow them to take their own star with their name and rank picture (Tiger emblem, Wolf emblem, Bear emblem, Webelos Scout emblem) from the “Stars” advancement board. The awards are placed in small plastic bags stapled to the back of the stars. Fasten these stars to the board with double-sided tape. As you speak of each boy's achievements, he should remove his star from the board. Parents remove the badge from the bag and pin it on their Scout's uniform. Be sure to applaud each group after its achievements have been presented.

*Or say: “In the form of achievements” (if the rank badge is not to be awarded during this pack meeting).

**Or say: “To earn these achievements” (if the rank badge is not being awarded during this pack meeting).

†Source: By Aimee Amodio, <http://pets.families.com/blog/how-the-stars-got-into-the-sky>



Blanket Volleyball^{††}

(If the meeting space is large enough and ceilings are high)

Players divide into two teams of four, with each team member holding a corner of a blanket or sheet. With or without a net dividing them, teams use a blanket to pass a volleyball back and forth. With a volleyball in the middle of the blanket, teams lower the blanket and lift it quickly to serve the ball. With the ball in the air, the opposing team catches the volleyball and tosses it back. If the ball is dropped, the serving team begins the volley again, just as in the game of volleyball. Points are scored when the volleyball makes it over the net when volleyed over by a team. If a ball is dropped once served, the team that dropped the ball loses a point. The first team to reach the predetermined target score (for example, 5 points) wins.

Additional Song Suggestion

“When You’re Helping and You Know It”
(sung to the tune of “If You’re Happy and You Know It”)

When you’re helping and you know it, lend a hand

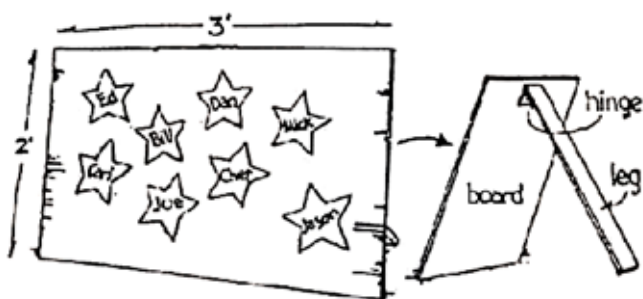
When you’re giving and you show it, things are grand.

If you’re helping and you’re giving

Then you help make life worth living

Keep on helping, keep on giving, and take a stand!

“Stars” Advancement Ceremony Board



Paint a 2x3 board blue or cover it with fabric. Use white or yellow stars with the names and rank emblem of each Scout who has earned an award. Place awards in small plastic bags stapled to the back of the stars and fasten the stars to the board with double-sided tape.

^{††}Source: http://www.ehow.com/list_6798315_fun-volleyball-game-ideas.html#ixzz1jwuMouLu



THE LAW OF THE PACK MAZE

Use a pencil to find a path through the four parts of the Law of the Pack. Can you do it without a wrong turn?

Start Here

THE CUB SCOUT FOLLOWS AKELA

THE PACK HELPS THE CUB SCOUT GROW

THE CUB SCOUT HELPS THE PACK GO

THE CUB SCOUT GIVES GOODWILL End Here