

September



**Core Value:
Cooperation**

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Cooperation

Amazing Games

Pack Committee

Why Amazing Games for the Core Value Cooperation. Play is often considered the work of children, and games are an integral part of play. We learn to follow rules, take turns, get along with others, and most importantly we learn cooperation. Cooperation is working together toward a common goal. If you do not cooperate, the game does not flow or end as it should. This month our Cub Scouts will learn about cooperation as they play games. By working together, everyone can have an amazing time while learning new things to share with family and friends.

BEFORE THE MEETING

Have flags for the flag ceremony and awards for Scouts. Set up tables for den displays and have appropriate T-shirts for the relay game. You will need giant checker pieces made out of cardboard, a sheet marked to resemble a checkerboard, and hard candy for the gathering game. For the advancement ceremony, set up a small baseball diamond at the front of the room using bases and home plate, with the on-deck circle marked off using tape that can be easily removed.

GATHERING

Take a large sheet and mark it like a checkerboard. Make the game pieces out of large circles of cardboard or poster board.

Set up the checkerboard on the floor with the game pieces in the appropriate places to start the game. As each boy and his siblings arrive at the pack meeting, have them each move one piece on the checkerboard. (If you have a large pack, you might want to have more than one board going.)

OPENING

The preassigned den presents the flags.

T-Shirt Cooperation Demonstration

Materials: one extra large T-shirt

Instructions: Scouts line up in single file. The shirt is given to the first Scout in line. On the “go” signal, the Scout puts on the shirt and then faces the next Scout in line and holds hands with him. The other Scouts work the shirt from one Scout to the next so the second Scout is wearing it. He then turns and holds hands with the next Scout, and so on.

When they get the shirt on the last Cub Scout, they say together, “That’s cooperation.”

Prayer (Cub Scout or Leader)

“Help me to learn from the lessons you put before me, whether those lessons come from a book, my family, or the games I play with my friends.”

Welcome and Introductions

The Cubmaster welcomes new families and guests, introduces them to the pack, and thanks those who helped prepare for and plan the pack meeting.

Hand out candy and thank Scouts and their siblings for playing the checkers game.

PROGRAM

Den Demonstrations

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





CUBMASTER: Thank you to each of the dens who have shared their adventures with us. Let us salute them by giving them a road runner cheer: “Beep, beep, zoom! Beep, beep, zoom.”

Audience Participation

Johnny Goes to a Pack Meeting

Before you read this story, tell the audience they must do just as Johnny did.

Little Johnny went to a pack meeting with his mother and father. He grew tired of sitting still so he wiggled around in his seat (*audience wiggles*). Then he stood up (*audience stands*).

Johnny couldn’t see much, so he stood on his tiptoes (*audience stands on toes*). Since he still couldn’t see anything, he turned to the left and stretched way up on his tiptoes (*audience turns left and stretches*). He still couldn’t see very much, so he turned to the right and stood again on his tiptoes (*audience turns right on tiptoes*).

Johnny thought there might be something interesting on the floor (*audience kneels*). No, there wasn’t anything there, so he stood up (*audience stands*). He took a little step to the left (*audience steps left*). Now he could see. There was the Cubmaster on the platform. “Yoo-hoo, Cubmaster!” he called, waving his hand high (*audience waves*).

At this, everybody turned and scowled at Johnny (*audience scowls*). Poor Johnny hung his head in shame (*audience bows heads*). Then, they remembered he was just a boy. And with a smile on their faces, they held out their right hands (*audience smiles and holds out right hand*). When the Cubmaster said, “Go,” they all turned around and shook hands with the person behind them. Go! (*Everyone turns and shakes hands with the person behind them.*)

Run Ons

CUB SCOUT 1: Hey, do you know what to call a boomerang that doesn’t work?

CUB SCOUT 2: No, what do you call a boomerang that doesn’t work?

CUB SCOUT 1: A stick.

CUB SCOUT 1: Hey, do you know what a frog’s favorite game is?

CUB SCOUT 2: No, what is a frog’s favorite game?

CUB SCOUT 1: Croquet

Applause

Canary applause: Put hands on opposite shoulders, while opening and closing elbows, say, “Here, kitty, kitty.”

RECOGNITION

Materials: A small baseball diamond set up on the floor at the front of the room, badges to be awarded.

CUBMASTER: Will our new Bobcats (reads names) and their parents please come forward to the on-deck circle. As you are standing in the on-deck circle, you are at the beginning of the game, just as you are at the beginning of the Cub Scout trail. Parents, please present your son with his Bobcat badge.

Will our Wolf candidates (reads names) and their parents please come forward. Stand on first base. This represents the first stop on your Cub Scout trail. You worked hard on earning your Wolf badge, so keep up the good work. Parents, please present your son with his Wolf badge.

Will our Bear candidates (reads names) and their parents please come forward. Your place on our diamond is at second base. This is the second major stop along the Cub Scout trail. Parents, please present your son with his Bear badge.

Will the Webelos Scouts (read names) and their parents please come forward. Your spot is third base. You are almost “home.” Keep up the good work and you will have no problem in finishing your trail. You now wear a badge diamond on your shirt. To complete that game, you need to receive your Arrow of Light award. Work hard and you should have no problem. Parents, please present your son with his Webelos badge.

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Will those Webelos Scouts who have earned the Arrow of Light (read names) and their parents please come forward. Your spot is home plate. You have hit the home run. You have worked hard and completed the game. You have earned the Arrow of Light, the highest award a Cub Scout can earn. You have exhibited hard work, dedication, and perseverance. Congratulations on earning this most prestigious award.

Cheer

Hot Dog with Mustard cheer: Get your hot dog and put it in a bun. Pick up the mustard bottle and squeeze some mustard on the hot dog, then take a big bite and say, "Yummmmm!"

CLOSING

Cubmaster's Minute

One of the hardest things for anyone to do is to stick to what he knows is right, while his friends are coaxing him or his enemies are threatening him to do just the opposite. As we close our pack meeting tonight, remember tomorrow that a Cub Scout always does his best.

CLOSING CEREMONY

The preassigned den sings "We're Glad You Came Out Tonight" sung to the tune "Buffalo Gals" (chorus only).

*We're glad you all came out tonight
Out tonight, out tonight.
We're glad you all came out tonight
To our Cub Scout meeting.*

The preassigned den retires the flags.