



**Core Value:
Cooperation**

Hometown Heroes

Pack Committee

Why Hometown Heroes for the Core Value Cooperation. Hometown heroes are those who see a need, bring others together to cooperate in achieving a common goal, and solve problems to keep us safe in our community by working together as a team. Firefighters, police officers, members of the military, and other leaders cooperate to make our lives better. Our founding fathers represented different colonies but joined together to create the United States of America. Our space program combined the efforts of the government, the military, and private business to explore our universe and provide innovative ideas for our daily lives.

BEFORE THE MEETING

Set up tables for den displays. Assign a den to serve as greeters and hand out the gathering game. Have pictures of local heroes, Eagle Scouts, and other notable people posted in the room. Make a banner that says “Welcome, Heroes” and post it as well. Be sure to have the awards ready for presentation and the props prepared for the skits.

GATHERING

Who Am I?

For this game, you will need some painter’s tape. On a strip of tape, have the assigned den members write the name of a hero. On the back of each adult, stick on the name of a hero, such as “teacher,” “firefighter,” “soldier,” or “police officer.” Don’t show the name to the adult or his or her Scout. Ask the adults to circulate with their Scout and try to find out who their hero is by asking “yes” or “no” questions, such as “Do I work outdoors?” or “Do I save people’s lives?” They may ask up to three questions of each person, then they must move on to someone else to ask more questions.

OPENING

The preassigned den presents the flags.

American Heroes Ceremony

The preassigned den enters, with each Scout holding a symbol of an American hero with the following words written on the back for the Scouts to read.

CUB SCOUT 1 (holding a map of the United States): Many Americans cooperated to help shape our country.

CUB SCOUT 2 (holding a picture of George Washington): George Washington was one of the first heroes of our country. With the cooperation of other founding fathers, he helped us to become united as a nation.

CUB SCOUT 3 (holding a scroll and quill pen): Thomas Jefferson put the words that our founders agreed to in the Declaration of Independence.

CUB SCOUT 4 (holding a kite and a key): Benjamin Franklin shared some great ideas, including discovering that lightning was electricity.

CUB SCOUT 5 (holding a picture of an astronaut): Because of the cooperation of everyone in our space program, hero Neil Armstrong placed an American flag on the moon.

CUB SCOUT 6: Please stand and join us in the Pledge of Allegiance.





Prayer (Cub Scout or Leader)

“We give thanks for the heroes who have set an example for us, and pray that they stay safe. We pray that we will follow their example by cooperating as a family, a den, and a pack to improve our lives and the lives of others.”

Welcome and Introductions

The Cubmaster welcomes everyone to the pack meeting, especially new families and special guests.

CUBMASTER: Thank you to all of you who cooperated to set up this meeting, to all of you who worked together to prepare offerings for our program, and to all of our families who join us tonight. Our pack meeting is always a cooperative effort of leaders, parents, Scouts, and our chartered organization to create a fun meeting for our pack families and recognize the efforts of our Scouts. You deserve a hero’s welcome!

The Cubmaster leads a hero cheer: “Hip hip hooray, hip hip hooray, hip hip hooray!”

CUBMASTER: Speaking of heroes, how many of you were able to identify the hero we placed on your back? It took the cooperation of everyone here answering your questions to accomplish your goal. A true hero brings everyone together. Good job!

Let’s give another hero cheer. “Hip hip hooray, hip hip hooray, hip hip hooray!”

PROGRAM

A special guest who is a hometown hero may be asked to talk to the group briefly about how he or she cooperates with others to achieve success.

Tactile Copier Game

This is a cooperation game about heroes. The object of the game is to copy the picture correctly. Players arrange themselves in two-person teams (one adult per Scout). A picture of a hero is shown to the Scout. The Scout uses his finger to “draw” the picture. Then the adult draws the picture on paper based on the Scout’s finger drawing. The adult shows the picture to the group, and then the drawing is compared to the original picture of the hero.

Ideas for pictures include astronaut, firefighter, police officer, member of the military, scientist, doctor, Scout leader, college professor, teacher, lawyer, religious leader, writer, inventor, grandparent, and parent.

Audience Participation

Gather suggestions from the audience to fill in the blanks of the following story. Keep track by number.

1. Name of a hero
2. Hero’s job
3. Color
4. Color
5. Piece of clothing
6. Type of hat
7. Descriptive word (adjective)
8. Type of animal
9. Action verb (past tense)



Read the following story and insert the words chosen by the audience for each blank.

Once upon a time, there lived an American hero named (1) _____. He worked as a (2) _____. He had (3) _____ hair and (4) _____ eyes. His uniform included a (5) _____. He always wore a (6) _____. He rode his (7) _____ horse into town one day. On his way, he met a (8) _____. It frightened him so much that he (9) _____ to make it move out of the way. The whole town cheered. After all, he was their hero.

The moral of this story is that when you wish everyone to cooperate, they need to understand the whole story, or it can turn out very unheroic!

Applause Stunts

“Fire Engine Cheer”

Divide the audience into four groups. As you point to each group, group members call out their portion of the following cheer.

Bell	Ding, ding ding
Siren	Rrrr! Rrrr! Rrrr!
Horn	Honk, honk, honk
Clanger	Clang, clang, clang

Paul Bunyan Cheer:

Divide the group into two groups, the Chips and the Chops. As you point to each group, group members yell in unison either “Chip!” or Chop!”

RECOGNITION

Key to the City Advancement Ceremony

Collect enough old keys so there is one for each Scout who is receiving an award. Tie the keys to ribbons. (A hardware store that grinds keys may have some old keys to donate.)

Explain to the pack the tradition of the mayor of a city bestowing a symbolic “key to the city” to hometown heroes.

CUBMASTER: Tonight our heroes are those Scouts who have earned awards and rank advancements. (The Cubmaster, acting as mayor and perhaps wearing a suit or tuxedo jacket or a sash that says “Mayor of Pack ____”, announces the contributions each advancing Scout has made to the pack as well as the work he did to achieve his goal. The Cub Scout, with his parents or guardian, is presented with the “key” to his new rank.)

(With all advancing Scouts and parents in front of the group, the Cubmaster explains that the cooperation of parents and leaders made it possible for the pack’s heroes to succeed.)

(The Cubmaster leads the pack in the “Champion” cheer. To the count of four, do the following: stomp, stomp, clap, pause, while saying, “We do, we do, thank you!”)



Cubmaster's Minute

A hero is someone who is admired for his or her qualities and achievements and is regarded as an ideal or a role model. We have discovered some of our own hometown heroes tonight. They have cooperated with their families, their dens, and their packs and set an example for us to follow. A hero is someone who instills confidence by listening to others, thinks about what is best for everyone—not just himself or herself—and cooperates with others to make things better for us all. We all know that cooperation is working together with others toward a common goal. Let us remember to do that every day.

CLOSING

On six large pieces of paper or poster board, print the letters of the word “HEROES” in large capital letters on the front (one letter per paper) and the corresponding phrases on the back. Have a preassigned den present the following skit.

CUB SCOUT 1: H—HELPING other people makes each of us a hero for a while.

CUB SCOUT 2: E—EVERYONE has a hero; it might be one of you.

CUB SCOUT 3: R—READY is what heroes are, to do what must be done.

CUB SCOUT 4: O—OUR means us cooperating, joining in like heroes do.

CUB SCOUT 5: E—EAGLE SCOUTS are heroes to each of us Cub Scouts.

CUB SCOUT 6: S—SCOUTS will always do their best, and that's our best tonight.

The preassigned den retires the colors.