

Cub Scouts love animals in every shape and size so why not visit a zoo, animal park, pet shop, humane society, or nature center? Perhaps you can get a behind-the-scenes tour while you're there. Create a pet zoo or study a favorite animal and make displays for the pack meeting. Learn about the history of zoos and the important work they do to help protect endangered species. Earn the Wildlife Conservation belt loop and pin.

## PACK PLANNING

This month's pack meeting will focus on learning about wildlife around the world. Dens will contribute information in the form of skits, songs, and demonstrations about the animals they have studied. Appoint the following committees to help with the meeting:

**Decorations Committee.** Decorate the room to highlight the animals boys have been exploring. Prepare materials for the game and gathering activities.

**Awards Committee.** Bring the Zoo Adventures theme to life with a fun awards ceremony. Make sure to recognize all boys for their efforts.

**Snacks Committee.** Provide for setup and cleanup. Encourage fellowship by having snacks, such as animal crackers and juice, at the end of the meeting.

**Pack Adults' Meeting Committee.** Review the material in the *Cub Scout Leader Book* and present a pack adults' meeting to inform new families about the methods and operation of the Cub Scout pack.

### Some of the purposes of Cub Scouting developed through this month's theme include:

- **Friendly Service.** Boys will see that ensuring the health and well-being of all creatures requires help from many.
- **Fun and Adventure.** Boys can imagine themselves on a safari or jungle hunt when learning about the natural habitats of zoo animals.

### This theme is designed to promote character development by emphasizing these core values:

- **Cooperation.** Boys will see that more can be accomplished through cooperation, especially in the caring for animals.
- **Compassion.** Boys will learn that if they feel compassion for the animals of our world, they will contribute positively to all life on our planet.

## Pack Meeting

### BEFORE THE MEETING

The decorations committee can explore fun ways to create a backdrop for an evening with the animals. Place animal pictures around the room so that everyone can feel a part of the "pack zoo."

Set aside areas for the opening activities, with plenty of space for den displays. Place awards at the front of the room on a table, or in a cage, for easy distribution. Set up a specific area for after-meeting snacks, with adequate garbage receptacles.

### GATHERING

As families arrive, greeters wearing pith helmets welcome everyone to the pack meeting and show them where to put their den displays. Send them next to the activity area, where boys will make Animal Masks (2 SEP). Have copies of the Word Scramble available (2 SEP)

### MAIN PART OF THE MEETING

#### Opening

Use the Animal Adventures Opening Ceremony (2 SEP) or choose a ceremony from *Cub Scout Ceremonies for Dens and Packs*.

#### Prayer

A preselected boy invites the audience to join him in the Animal Friends prayer (3 SEP).

#### Icebreaker

The assistant Cubmaster leads Sounds of the Zoo (3 SEP). Invite boys to make the sounds to encourage the Cubmaster to come forward.

#### Welcome and Introductions

The Cubmaster enters the room wearing a pith helmet and safari-type clothing (khaki clothing, with a many-pocketed vest). Welcome all the jungle members attending tonight. Thank all the com-

mittee members who adorned the room with decorations and prepared the activities. Recognize everyone who completed the Word Scramble gathering activity.

#### Song

The pack song leader leads Keeper in the Zoo (3 SEP).

#### Den Demonstrations

Dens perform skits, sing songs, describe their den trips, or other den contributions.

#### Game

Play the Dinner Hunt game (3 SEP) or choose one from the *Cub Scout Leader How-To Book*.

#### Pack Adults' Meeting

Committee members conduct this important orientation as a sidebar during the meeting. Review the material in Chapter 24 of *The Cub Scout Leader Book* to ensure a smooth-running pro-

gram that effectively presents the material to families.

## Recognition

Use the Zoo Advancement Ceremony (3 SEP) or choose another from *Cub Scout Ceremonies for Dens and Packs*.

## Announcements

Blow a whistle (a boatswain's pipe if you can find one) to get everyone's attention for announcements. A pack member dressed as a sailor with an appropriate hat shares information:

- Next month's theme is Cub Scout Shipbuilders.
- Remind parents of how important it is for them to help with the pack.
- Show the pack newsletter and highlight upcoming activities, such as overnight campouts.
- Explain the plans to distribute raingutter regatta boats to Cub Scouts.

## Cubmaster's Minute

Use the Tigers or Eagles Cubmaster's Minute (3 SEP).

## Closing

Use the Zoo Parade Closing Ceremony (3 SEP) or choose another from *Cub Scout Ceremonies for Dens and Packs*.

## Cubmaster Corner

### FLAG ETIQUETTE

The beginning of the school year will bring many new families to the pack meeting. September is a good time to remind them of appropriate respect for the flag and its importance in Cub Scouting.

- Have a flag at every pack meeting. If it isn't used as a part of the opening ceremony, place it at the head of the room to the right of the speakers.
- Remind parents to place their hand over their heart when they aren't in uniform during ceremonies.
- Remind all pack members to remove their hats—except for Cub Scout uniform hats.
- Give Cub Scouts adequate time to practice an opening flag ceremony. Invite them to come early to practice.
- Always acknowledge the efforts of boys. An enthusiastic clapping of hands after a flag ceremony shows boys that the pack appreciates their contribution.

## Ceremonies, Games, Songs, Stunts

### GATHERING ACTIVITY:

#### ANIMAL MASKS

*Materials:* Cardstock, outlines of animals, crayons, markers, scissors, tape, craft sticks

Have outlines of bobcats, tigers, wolves, bears, and a zookeeper hat on heavy paper. Boys trace around the outline, cut it out, and then decorate it. They can tape a large craft stick to it with masking tape, cut out the eyes, and hold their masks in front of their faces. Animal masks can be used to separate boys into groups for games.

### GATHERING ACTIVITY:

#### WORD SCRAMBLES

Prepare a small sheet of paper for each Cub Scout with the scrambled words below. Boys unscramble the words to find the animals in their zoo.

pnateelh	elephant
poleaent	antelope
nobobab	baboon
noyekm	monkey
reab	bear
flow	wolf
grite	tiger
oiln	lion
lilarog	gorilla

croonhires	rhinoceros
Fearfig	giraffe

### OPENING CEREMONY:

#### ANIMAL ADVENTURES

Each boy holds a picture of the animal or the rank emblem as he speaks. Write the words on the back of the posters where boys can easily read them.

**BOBCAT:** I am a Bobcat, the first rank of a Cub Scout. I live in North America, and my scientific name is *Lynx Rufus*. I have a rusty brown coat with black spots. I am strong and a survivor in a rugged countryside. My next step is to become a Tiger Cub.

**TIGER CUB:** I am a Tiger Cub, the rank for boys in first grade. My scientific name is *Panthera Tigris*, and I have a tawny coat with vertical black stripes. I am fierce and aggressive and have great courage to help me become a Wolf.

**WOLF:** I am a Wolf. I come from the dog family, whose scientific name is *Canis*. I have fur like a dog, but sometimes it is gray or white or brown. I am crafty and swift footed and able to achieve the next rank as a Bear.

**BEAR:** I am a Bear from the genus *Ursus*. I have a massive body, long

shaggy hair, and almost no tail. Two star constellations are named after me: Ursa Major and Ursa Minor. Some think I'm rough and gruff, but I'm usually like that only when I'm sleepy or hungry.

**WEBELOS SCOUT:** I am a Webelos Scout.

**ALL OTHERS:** What on earth is a Webelos?

**WEBELOS SCOUT:** A Webelos Scout defies description! But he has the strength of a bobcat, the courage of a tiger, the craftiness of a wolf, and the majesty of a bear.

### OPENING CEREMONY:

#### PACK No. \_\_\_\_\_ Zoo

*Personnel:* Five Cub Scouts, a Tiger Cub, a Webelos Scout

*Equipment:* U.S. flag; pictures of bobcat, tiger, wolf, bear, zookeeper (you can use the outlines from the Animal Masks made ahead of time) and Cubmaster. Boys hold up pictures as they speak.

**CUB SCOUT 1:** As we call your name, please stand and be counted for roll call with a meow, roar, howl, or growl.

**CUB SCOUT 2:** Bobcats, let's all meow!

**TIGER CUB:** Tiger Cubs, let's all roar!

**CUB SCOUT 3:** Wolves, let's all howl!

CUB SCOUT 4: Bears, let's all growl g-r-r-r!

WEBELOS SCOUT (Zookeeper): On to Boy Scouts! On to Boy Scouts!

CUB SCOUT 5: Will the chief zoo administrator please come forward?

*(The Cubmaster enters.)*

CUBMASTER: I see that the Pack No. \_\_\_\_\_ Zoo is all present and accounted for. Please join me as we recite the Pledge of Allegiance.

## PRAYER: ANIMAL FRIENDS

We give thanks for our animal friends and Scouting family, and we hope for the compassion to help us always care for both of them. Amen.

## ICEBREAKER:

### SOUNDS OF THE ZOO

Use the animals represented by the Animal Masks the boys made. The assistant Cubmaster (or another leader or den chief) calls out the names of each animal. When a name is called, the group that made those masks repeats the animal's sound. Challenge each group to make realistic sounds, and follow each one with a positive comment about how they sounded.

## SONG: KEEPER IN THE ZOO

*Tune:* The Farmer in the Dell

The keeper in the zoo,  
The keeper in the zoo,  
Heigh-ho! The derry-o!  
The keeper in the zoo.

The keeper feeds the (bears).  
The keeper feeds the (bears).  
Heigh-ho! The derry-o!  
The keeper feeds the (bears).

*The denner for each den can yell out the name of the next animal to use in the song.*

## CEREMONY:

### ZOO ADVANCEMENT

*Personnel:* Cubmaster

*Equipment:* Stuffed animals placed around the room and objects that reflect a rank in Cub Scouting. Attach awards to the stuffed animals and objects.

The Cubmaster comes out, blows his whistle, and announces that it's now time to board the tour bus to the zoo. The Cubmaster then talks to the audi-

ence as if he is giving the tour. When he comes upon one of the stuffed animals that has been placed around the room, he jumps out of the bus and describes the animal and its habits. He then sneaks up on the animal and retrieves the award attached to it and calls over the boy and his parents to receive the award.

Words to highlight for each animal could be *fierce* for a bobcat, *majestic* for a tiger, *wily* for a wolf, *giant* for a bear, *intelligent* for a Webelos Scout, and *stately* for the Arrow of Light.

## GAMES

### Dinner Hunt

*Setup:* Hide three small bags of animal crackers for each den in the meeting room.

Divide the pack by den, with the denner in charge of each den. Dens are assigned an animal (and the appropriate sound). Boys roam the room looking for a bag of animal crackers. When a member of the den finds a bag, he doesn't touch it. Instead, he starts to make the sound of the animal the den is representing. The den gathers around him, and then the denner may take the bag. Each den searches for three bags of crackers.

### Animal Carry

*Materials:* Stuffed animals and baskets (You can use the stuffed animals that were used in the Zoo Advancement Ceremony, or provide additional stuffed animals.)

Some animals need to carry their young from place to place to keep them safe from predators. During this game, Cub Scouts can be like these animals.

Form the dens into teams. The first boy in line places a stuffed animal between his chin and his chest. He carries the animal to the end of a 12-foot walkway and drops it into a basket. He then grabs the animal out of the basket with his hands and runs back to tag the next boy, who repeats the run with the animal between his chin and chest.

### Zoo Fly

Den chiefs can lead this game. Den members face the den chief. He calls out the names of animals, saying "elephants fly," "tigers fly," "eagles fly," and so on. When the animal is an animal that

actually can fly, boys wave their hands like wings. If it is not an animal that can fly, they keep their hands at their sides. Boys who flap their arms for non-flying animals sit down, and the game continues until one player is left.

The den chief can have fun with the boys by flapping his arms for animals that don't fly to try to make the boys follow along.

## CUBMASTER'S MINUTE:

### TIGERS OR EAGLES

Just as our zookeepers have taken care of our Bobcats, Tiger Cubs, Wolves, and Bears, so do the older boys in our pack teach and watch over the younger boys. We as adults and as parents need to watch over and guide all of our boys. The boys will always need our love and guidance, whether they've just started out as Tiger Cubs or flown all the way to become Eagles.

## CLOSING CEREMONY:

### CLOSING ZOO PARADE

*Personnel:* Cubmaster and assistant Cubmaster

CUBMASTER: I see that it's closing time at the Pack No. \_\_\_\_\_ Zoo. The Bobcats, Tiger Cubs, Wolves, Bears, and Zookeepers will lead you out. Good night, and good Scouting. *(Have a closing zoo parade, with boys walking toward the door holding their Animal Masks up. The rest of the pack follows. The parade then files by the treats table, and the pack can spend some time enjoying treats and fellowship.)*

## APPLAUSES

**Bear Applause.** Growl like a bear and turn one half turn. Repeat the growl, turning one half turn to face the front again.

**Bobcat Applause.** Stand and give a loud "m-e-o-o-w" three times.

**Elephant Applause.** Use your arm as a trunk. Wave it in front of your face and say, "Peanuts, Peanuts!"

**Moose Cheer.** Put your thumbs in your ears and wiggle your fingers.

**Seal of Approval.** Put your arms out in front of you; keeping them straight, clap your hands together like a seal moving its flippers and say, "Arf! Arf! Arf!"

# September Pack Program Page: Zoo Adventures

## ACADEMICS AND SPORTS PROGRAM

### Academics

**Wildlife Conservation.** As boys explore animals in a zoo, they can also explore animals that live in the wild, some of which may need to be protected in zoos.

### Sports

**Soccer.** Many families in the fall enjoy watching boys participate in soccer games. Review soccer rules and hints to encourage Cub Scouts in keeping fit.

## FAMILY ACTIVITY

Chapter 1 in *Cub Scouting's BSA Family Activity Book*, "Learning Through Fun and Adventure," has many ideas for "Enjoying Family Fun." Cub Scout families can visit a zoo, petting zoo, or fair to see and learn about animals. This is a good start on the road to the BSA Family Award. Family members who complete the requirements for this award receive patches and a certificate. Alternatively, family members can elect to receive pins. Earning the award is a fun way to receive recognition for the many activities families naturally do together as a part of being a family.

## DID YOU KNOW?

### World Conservation Award

Many of the achievements boys work on this month complement the requirements for the World Conservation Award. You can find the information about this award in the *Wolf*, *Bear*, and *Webelos Scout* handbooks (Tiger Cubs are not eligible to earn this award). The award, a patch with a panda on it, is a temporary patch to be placed on the right uniform pocket.



## GOOD TURN FOR AMERICA

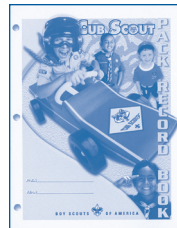
Boys can take many opportunities to extend the Good Turn for America toward animals and those who help animals:



- Collect pet food and supplies and make a donation to a local animal shelter.
- Find out about "adopting" an animal through your local zoo, pet store, or animal shelter. (Check with parents and other family members first!)
- Many organizations offer programs to sponsor an endangered animal (whales, manatees, etc.). The pack could participate in one of these.
- A local park might be interested in hanging bird or bat houses Cub Scouts have built.

## BSA RESOURCES HIGHLIGHT

**Pack Record Book.** Simplify your record-keeping! This book has easy-to-use forms for keeping all your pack records.



## PACK LEADERS' PLANNING MEETING

Pack leaders meet one or two weeks before the pack meeting to check final details and ensure a smooth, fun program for Cub Scout families.

Consider having a guest speaker, complete with accompanying wildlife. You might have a petting zoo or an outreach program nearby. Invite someone who works there. Perhaps a local animal shelter will bring in pets that are available for adoption. Investigate animal "havens" in your area. You might find a wolf haven, or a place where birds, wild ponies, or burros are rehabilitated and cared for.

Plan a pack adults' meeting. It may be done during the September pack

meeting or on a different night. Review Chapter 24 in the *Cub Scout Leader Book* for information on making the meeting a useful and smooth introduction to your pack. Prepare a calendar of events and activities to distribute to all families this month.

Consider the membership needs of your pack and follow up on planning a recruitment campaign with the help of your district executive or district committee staff.

Conduct the Unit Leadership Enhancement that best meets the needs of your pack. No. 9 offers a review of the pack budget plan. This is a good time of year to evaluate the activities and costs the pack will have. See the *Cub Scout Leader Book* for detailed outlines. Select a topic for next month's discussion.

## LOOKING AHEAD

With the influx of new families and new leadership, encourage all members to attend training. New Leader Essentials is an overview of the Cub Scout program that will benefit parents as well as leaders.

Ensure that Webelos den leaders are maintaining contact with local Boy Scout troops so that Webelos Scouts may visit their meetings and activities.

## OUTDOOR IDEAS FOR EVERYONE

**Tiger Cubs.** Go on a hike in the woods with adult partners and listen for animal sounds.

**Wolf Cub Scouts.** Find a place that has animal tracks and plan a trip to make plaster casts.

**Bear Cub Scouts.** Hike along a beach or lakefront and look for signs of animals.

**Webelos Scouts.** Some zoos offer an overnight experience. This would be a good overnight for a Webelos den with a trained leader.

# Zoo Adventures: Tiger Cub Den Meetings

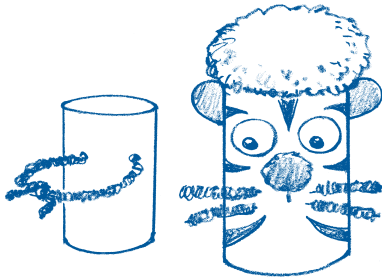
Each Tiger Cub and his adult partner should attend all meetings as a team.  
Dens may meet in the evenings or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check equipment needed.				
<b>BEFORE THE MEETING STARTS</b>	Gather materials for the Tiger Neckerchief Slides (6 SEP) and Tiger Tails (6 Sep); have a book about tigers; make some Tiger Puzzles (6 SEP); have a U.S. flag.	Gather supplies for Tiger Cub Magnetic Frames (6 SEP); prepare directions for the Go See It next week; have a U.S. flag.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
<b>GATHERING</b>	Boys make Tiger Puzzles to put together with family members ( <i>Elective 3</i> ).	Start the meeting outside and play Animal Relay (6 SEP) ( <i>Elective 35</i> ).		
<b>OPENING</b>	Recite the Pledge of Allegiance. Practice the Cub Scout Promise ( <i>Bobcat Requirement 1</i> )	Recite the Pledge of Allegiance. Say the Law of the Pack in repeat-after-me fashion.		
<b>SHARE</b>	Read a story about tigers. Share your feelings about the story ( <i>Elective 14</i> ). Take pictures of Tiger Cubs and their adult partners.	Tiger Cubs and adult partners share the facts the boys discovered about tigers.	GO SEE IT: Go to a zoo or aquarium ( <i>Elective 42</i> ), a pet store, or nature center	
<b>DISCOVER</b>	Make Tiger Neckerchief Slides. Make Tiger Tails (6 SEP) to use for the skit at the pack meeting.	Make Tiger Frames ( <i>Elective 4</i> ) using the pictures taken last week. Practice the Tiger Stripes skit (6 SEP) or other contribution for the pack meeting.	OR visit an historical place in your area ( <i>Achievement 1G</i> ).	Participate in the monthly pack meeting by sharing the Tiger Stripes skit and information about the den's Go See It.
<b>SEARCH</b>	Each Tiger Cub and his adult partner find out one fact about tigers during the week ( <i>Elective 31</i> ). Make plans for the Go See It to a zoo ( <i>Elective 42</i> ).	Talk about what kinds of animals you might see at the zoo as well as important safety rules to follow during next week's Go See It.	At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.  A pocket totem bead may be presented for completion of <i>Achievement 1G</i> .	Tiger Cubs and adult partners sign a thank-you note.
<b>CLOSING</b>	Recite the Cub Scout motto and then give a big tiger roar. Remind Tiger Cub adult partners to have boys complete the Honesty Character Connection ( <i>Bobcat Requirement 1</i> ).	Form a Living Circle and recite the Cub Scout Promise.		
This month's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.				
<b>AFTER THE MEETING</b>	Develop photographs taken at this meeting. Den leader files tour permit with local council service center for Go See It.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails the thank-you note.
CHECK WITH YOUR PACK TRAINER OR CUBMASTER FOR ROUNDTABLE DATES AND OTHER TRAINING OPPORTUNITIES.				

# Tiger Cub Den Activities

This month's theme, "Zoo Adventures," provides a great time to talk about animals and what an important role they have in this world. Whether they are providing us with food, clothing, or companionship, animals have important roles in our lives. Take the time to learn about an animal (*Elective 31*). Boys could visit a veterinarian or animal groomer (*Elective 43*) to learn how to care for a pet. Learning about how to care for the animals in our world helps boys become better citizens and appreciate all the different living things in this world.

## TIGER NECKERCHIEF SLIDE



**Materials:** Empty film canister with two holes punched in the back, orange construction paper, chenille stem, black markers, black chenille stems, pom-poms, orange felt, glue

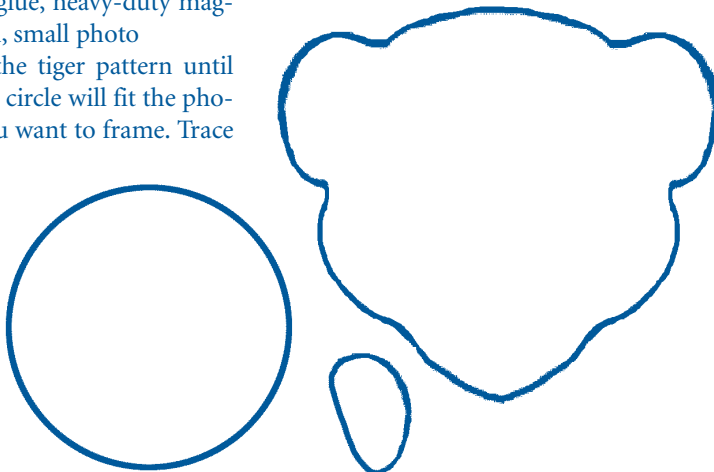
Insert a 4-in. length of chenille stem. Cut a piece of orange construction paper to the size of the canister and draw black stripes on it. Glue it to the outside of the canister. Glue a large orange pom-pom on the top of the canister. Cut out felt triangles for ears. Glue on wiggle eyes and a black pom-pom for a nose. Glue on short pieces of chenille stem or wire for whiskers.

## TIGER CUB MAGNETIC FRAME

(*Elective 4*)

**Materials:** Craft foam (tiger print or orange, and black and white), scissors, pen, tacky glue, heavy-duty magnet, pattern, small photo

Enlarge the tiger pattern until the interior circle will fit the photograph you want to frame. Trace



around the tiger face pattern on the craft foam and then cut it out. Cut out the interior circle of the face. Cut two small rectangles of black craft foam. Cut a slit in the middle lengthwise to about ¼ in. from the end. Cut two more slits (on either side of original slit) to create four whiskers. Repeat with the other piece of black foam and glue the whiskers on the frame.

Trace around the inner ear piece on white craft foam. Cut the pieces out and glue them on the tiger face. Cut a round circle out of black foam a bit smaller than the tiger face. Put a small bead of glue around three-quarters of the circle. Glue the black circle on the back of the tiger face with the unglued area toward the top of the head. (Note: This allows for the picture to be inserted.) Glue the magnet to the back of the black circle. When the whiskers have dried, separate them a bit. Cut your picture to fit the frame and insert it.

## TIGER PUZZLES

(*Elective 3*)

**Materials:** Pictures of tigers from old calendars, magazines, or from the Internet; stiff paper or poster board; clear self-adhesive paper; scissors, glue stick

Glue the pictures of tigers on to the

stiff paper. Cover both sides of the picture with clear self-adhesive paper. Use scissors to cut each picture into puzzle pieces.

## SKIT: TIGER STRIPES

**Setup:** One Tiger Cub starts on the stage. The others enter one at a time. The last one has large construction paper polka dots on his back. (Make sure not to show them to the audience too early.)

The first boy onstage asks each boy in turn, "Why do tigers have stripes?" Each boy replies, "I don't know," until he asks the last boy, who turns around and says, "Because tigers look funny in polka dots." All laugh and run offstage.

*Effective props enhance skits and make them more fun for boys, so make Tiger Tails to go with this skit.*

## TIGER TAILS

**Materials:** Orange and black paint, six toilet tissue tubes per boy, hole punch, paint brush, black string

Paint orange and black stripes on the six tubes. Punch holes in the tubes and tie the tubes together with pieces of string. Run a long piece of string through the top tube and use it to tie on your tiger tail. Wear orange and black clothes, and put on a fierce face. Now ROAR!!!!

## GAME: ANIMAL RELAY

(*Elective 35*)

Teams line up in a straight line. Each boy is an animal for the race, and his goal is make it across the room or field moving as that animal. He then runs back and tags the next animal in line. Boys can try walking like a crab, gorilla, rabbit, snake, frog, or elephant, and most important, a stately tiger!

# Zoo Adventures: Wolf Den Meetings

Dens may meet after school, in the evenings, or on weekends.  
Review the theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
<b>BEFORE THE MEETING STARTS</b>	Have supplies for Wolf Neck-erchief Slide (8 SEP), paper, and markers.	Have supplies for Monkey Bread (8 SEP).	Call the destination of your field trip to confirm arrangements, times, fees, etc.	Denner writes thank-you note to last week's destination; have ball for Zebra Kickball (8 SEP); print out words to the song.
Den leader collects dues				
<b>WHILE CUB SCOUTS GATHER</b>	Play Finish My Picture (8 SEP).	Collect permission slips. Start making the Monkey Bread.	Collect permission slips.	Boys sign thank-you note. Cub Scouts share their collections ( <i>Achievement 6b</i> ).
<b>OPENING</b>	Denner leads the Cub Scout Promise.	Form a semicircle around the flag and say the Pledge of Allegiance.	Review rules to follow at the zoo, such as don't feed the animals, don't pound on glass cases, don't lean over fences, etc.	Sing "Tarzan of the Apes," <i>Cub Scout Songbook</i> .
Den leader checks boys' books for completed achievements and electives and records them on Den Advancement Charts. Boys record own advancement on den doodle, if den has one.				
<b>BUSINESS ITEMS</b>	Discuss the Zoo Adventures theme. Ask boys what animals they have seen in a zoo.	Discuss the meaning and importance of the buddy system ( <i>Elective 23d</i> ). Explain that on all field trips, boys will need to know and stay with their buddy. Explain what a den yell is. Create and practice one.	Take a field trip to a zoo, animal shelter, or veterinarian.	Additional Cub Scouts share their collections, so each boy has a chance to participate. Discuss how boys can share what they saw at the zoo with the pack at the meeting.
<b>ACTIVITY</b>	Make Wolf Neckerchief Slides. Go outdoors to a grassy area and play Frog Hop (8 SEP).	Wash hands and enjoy the Monkey Bread. Play ABC Zoo Adventure (8 SEP).	At the end of the trip, lead a reflecting discussion with boys about their trip.  Ask boys to bring to next week's meeting any collections they have to share.	Go outside to play Zebra Kickball. Afterwards, do the Character Connection on cooperation (8 OCT).
<b>CLOSING</b>	Cub Scouts form a Living Circle and repeat the Law of the Pack with the den chief leading. Send home permission slips for field trip during third week.	Cub Scouts follow the den leader outside for a brief moment of silence in honor of all the creatures of our world.		Cub Scouts form a line and one by one give the Cub Scout handshake to the den leader.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
<b>AFTER THE MEETING</b>	Den leader files local tour permit with council service center for third week field trip.		Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails thank-you note.

CHECK WITH YOUR PACK TRAINER OR CUBMASTER  
FOR ROUNDTABLE DATES AND OTHER TRAINING OPPORTUNITIES.

## Wolf Den Activities

The world is a collection of many living things of many species. Encourage Cub Scouts to start their own collections this month and share them with the den. Boys will see that collecting things is more than just gathering them together; it also involves knowing how to take care of them, classify and display them, and share them with and show them to others. A den field trip will focus on the world around us and may be a trip to a zoo, a petting zoo where boys can have a “hands-on” experience, an animal shelter, or a veterinarian’s office. All these visits will show Cub Scouts that the world of animals is special and needs to be taken care of.

Encourage Cub Scout families to work on additional achievements and electives that support this theme such as:

- *Achievement 10c*, “Family Fun”: Families will enjoy a visit to a zoo or museum or other place where they can walk together.
- *Achievement 12i*, “Making Choices”: Knowing the difference between wild animals and animals that serve a very important purpose—and how to treat them—is a good lesson.
- *Elective 19*, “Fishing”: Learning about and identifying different kinds of fish may start a boy on a new hobby.

### ZEBRA KICKBALL

Divide boys into two even groups. This game is similar to kickball. A boy kicks the ball and tries to run around the bases and back to home plate. The difference is out in the field, where someone catches the ball, kneels down where he caught it, and puts his hands to his head like zebra ears. Then his teammates make a line behind him, doing the same thing. If the kicker doesn’t make it around the bases before the other team does this, he is out. If he does, he scores a point for his team. The ideal location for this game is a larger area or outdoors where there are no walls to stop the ball when it is kicked.

### CHARACTER CONNECTION: COOPERATION

The den leader leads a discussion: In Zebra Kickball, the group makes a line and repeats an action.

- What does *cooperation* mean?
- How did you all cooperate in this game?
- How can you cooperate during the week ahead with your family, your classmates?

### ACTIVITY:

#### FINISH MY PICTURE

One boy starts by drawing an animal part, such as the body area of a horse. Then he gives the paper to the next boy, who adds additional features, such as a head, ears, legs, tail, nose, eyes, etc. Boys keep passing the drawing from boy to boy until everyone has added a part. Cub Scouts will enjoy seeing what kind of an animal they have created.



### FROG HOP

Boys hold their left ankle in back of their right leg with their right hand. Then they hop, making three turns in place without losing their balance. Then they reverse positions and try hopping on the left leg.



### ZOO DANCE

Before the game, boys choose an animal they want to be and make some animal masks to wear as they dance. Boys could also cut pictures of animals from magazines.

Play some music to which the boys can dance. They must dance as they imagine their animal would do. When the zookeeper (den leader) stops the music, all animals must freeze until the music starts again.

### MONKEY BREAD

- ½ C. granulated sugar
- ½ C. firmly packed brown sugar
- 1 t. cinnamon
- 1 package (12 oz.) refrigerated biscuits
- ½ C. butter-flavored shortening or butter, melted

Preheat oven to 350°; grease 9-in. round cake pan. Combine granulated sugar, brown sugar, and cinnamon in small bowl. Set aside. Cut biscuits in half. Cut each half in half.

Each boy dips a piece of dough in melted butter or shortening and then rolls it in the sugar mixture, coating well. Place pieces flat side down around inside edge of pan, with sides touching. Continue fitting remaining pieces until the bottom of the pan is covered. Sprinkle remaining sugar mixture over the top.

Bake at 350° for 30 minutes. Cool in pan 3 to 4 minutes. Turn out onto plate. Serve warm.

*Cub Scouts love to cook, and they can learn important lessons about sanitation and sharing, as well as enjoy the results of their efforts.*

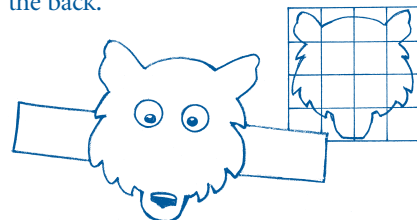
### GAME: ABC Zoo ADVENTURE

Boys sit at a table; one boy starts a sentence with the opening phrase, “On my zoo adventure...” The next boy then completes the sentence with a first word that begins with A, such as, “... A lion chased me up a tree.” The next boy repeats the opening, “On my zoo adventure...” and the one sitting next to him finishes it with a first word that begins with B, such as, “... Baboons were having a picnic.” Continue around the table.

### WOLF NECKERCHIEF SLIDE

*Materials:* Leather or vinyl pieces, scissors, pattern to copy, wiggle eyes, paint or markers, stapler

Trace the pattern and cut out the vinyl. Add wiggle eyes and paint on other facial features, such as a mouth, whiskers, and nose. To finish, staple the ends of the vinyl together. As an alternate method, boys could make faces from craft foam and glue a PVC ring on the back.



# Zoo Adventures: Bear Den Meetings

Dens may meet after school, in the evenings, or on weekends.  
Review the theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
<b>BEFORE THE MEETING STARTS</b>	Have music player for Zoo Musical Chairs (10 SEP), materials for Elephant Hiding in the Bushes Neckerchief Slides (10 SEP).	Have craft sticks and animal pictures for Animal Picture Props (10 SEP), paint and paper bags for masks.	Call the field trip destination to confirm arrangements, times, fees, etc.	Denner writes a thank-you to last week's destination. Have ingredients for Chocolate Peanut Butter Dip Animal Crackers (10 SEP).
Den leader collects dues				
<b>WHILE CUB SCOUTS GATHER</b>	Den chief leads the den in Who Am I? (10 SEP).	Collect permission slips. Boys make Animal Picture Props.	Collect permission slips.	Boys sign thank-you note. Place Crocodile Race (10 SEP).
<b>OPENING</b>	Recite the Pledge of Allegiance. Ask boys to answer roll call with the sound of a zoo animal.	Sing "Old MacDonald" ( <i>Cub Scout Songbook</i> ), substituting zoo animals for the farm animals.	Review appropriate field trip behavior.	Denner leads boys in the Law of the Pack.
Den leader checks boys' books for completed achievements and electives and records them on Den Advancement Charts. Boys record own advancement on den doodle, if den has one.				
<b>BUSINESS ITEMS</b>	Explain the Zoo Adventures theme. Tell boys they are to work on <i>Achievement 5a</i> —choose a bird or animal and find out how it lives. Boys will present posters for the pack meeting.	Boys tell what animals they are exploring. Boys create a den yell.		Remind boys to finish their posters ( <i>Achievement 5a</i> ) for the pack meeting. Practice "Going to the Zoo" (10 SEP) for the pack meeting performance.
<b>ACTIVITY</b>	Make Elephant Hiding in the Bushes Neckerchief Slides. Play Zoo Musical Chairs.	Play a game of charades ( <i>Achievement 17b</i> ), using animal names as the topics to select from. Use the Animal Picture Props and sing "Going to the Zoo" (10 SEP). Make animals masks ( <i>Bear Handbook, Elective 10b</i> ).	Take a field trip to a zoo or nature center ( <i>Achievement 5d</i> ).  At the end of the trip, lead a reflecting discussion with boys about their trip.	Go outside and play Tails ( <i>Cub Scout Leader How-To Book</i> ). Boys complete <i>Achievement 16c</i> . Come back inside, wash hands, and have Chocolate Peanut Butter Dip Animal Crackers.
<b>CLOSING</b>	Form a circle and have each boy tell what their favorite animal is. Send home permission slips for field trip on the third week.	Remind boys to wear their neckerchiefs in two weeks. Sing "Taps" ( <i>Cub Scout Songbook</i> ).		Boys gather in a circle; on the count of three, they shout out the den yell.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
<b>AFTER THE MEETING</b>	Den leader files local tour permit with council service center for third week field trip.		Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails thank-you note.

CHECK WITH YOUR PACK TRAINER OR CUBMASTER FOR ROUNDTABLE DATES AND OTHER TRAINING OPPORTUNITIES.

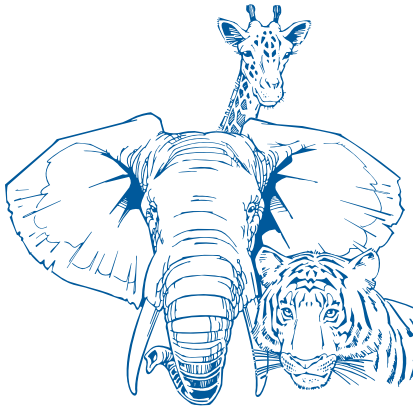
## Bear Den Activities

A roar, a squawk, an e-e-ek—and boys can pretend they are animals in the zoo. Cub Scouts will be making a fun neckerchief slide that is sure to catch everyone's attention. Songs, games, and snacks make for great meetings this month. To highlight the month, a trip to a zoo or nature center will bring the world of animals closer to Cub Scouts.

Encourage Cub Scout families to work on additional achievements and electives that support this theme such as:

- *Achievement 5e*, "Sharing Your World with Wildlife": Boys can find out about an animal that has become extinct. This will introduce them to the fragility of the ecosystems of our world.
- *Achievement 18g*, "Jot It Down": Cub Scouts can write about their adventure at the zoo.
- *Elective 12h*, "Nature Crafts": Boys can build a bird caller and then use it to attract birds.

### GAME: WHO AM I?



Den chief reads the descriptions and boys guess the animal he is describing.

- Thick, shaggy mane; weighs 250–500 pounds; has long canine teeth and short, powerful legs with claws.
- Strong back legs and big feet, long heavy tail; can't walk backwards; has no thumb.
- 18-ft. tall, weighs more than 4,000 pounds; can go weeks without water; has unique patches on its hide.
- Claws in feet retract when not attacking prey; excellent vision and hearing; stripes make them hard to see in the jungle or tall grass.
- Uses its "nose" to gather food and water, cool off, and communicate along with breath and smell; weighs 14,000 pounds and has large ears.

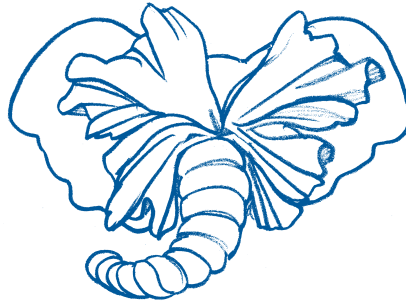
*Answers:* 1. Lion, 2. Kangaroo, 3. Giraffe, 4. Tiger, 5. Elephant

### CROCODILE RACE

Boys line up in teams. Each team member squats down and puts his hands on the shoulders of the boy in front of him. On a signal each team hops to the finish line and back. If

the line falls over or players drop their hands from shoulders, the team must start over.

### ELEPHANT HIDING IN THE BUSHES NECKERCHIEF SLIDE



*Materials:* Felt, greenery, wire, thread, glue, PVC pipe precut into 1-in. lengths

Cut the shape of an elephant head and ears out of gray felt. Cut a horizontal ½-in. slit in the center. (This will be used to insert materials.) Cut a 3½-in. piece of wire and a 2-by-4-in. piece of felt. Roll the felt around the wire into a cylinder. Use gray thread to wind a ¼-in. spiral around this, and then shape it into a trunk. Insert ends of a spray of silk greenery through the slit in the elephant head and glue to the back of the felt. Glue the trunk to the front of the greenery. Glue a ½-in.-thick PVC ring onto the back.

### ZOO MUSICAL CHAIRS

Each boy pretends to be an animal as music plays in the background. They circle the chairs making the sounds and acting as the animal they have chosen. When the music stops, they must find a

"den" (chair) to rest in. Game continues until only one animal is left.

### GOING TO THE ZOO

*Tune:* Three Blind Mice

Going to the zoo, going to the zoo.  
Looking at the animals, looking at the animals.

Hey, they're all watching YOU!—  
Lions, bears, and monkeys too,  
Zebras, snakes, and kangaroos  
All at the zoo, all at the zoo.

This can be sung at a faster and faster pace or as a round.

*Boys will enjoy writing their own words to familiar tunes that everyone knows. Try it!*

### CHOCOLATE PEANUT BUTTER DIP ANIMAL CRACKERS

*Ingredients:* 1 C. chocolate chips, ½ C. peanut butter, animal crackers

Combine chocolate chips and peanut butter; microwave 1 to 1½ minutes until chips are melted. Stir. Dunk your animal crackers in it and enjoy!

*(Make sure you know whether any boys have peanut allergies before you use this recipe.)*

### ANIMAL PICTURE PROPS

*Materials:* Craft sticks, copies of animal pictures

Glue the pictures to the end of the craft sticks. Boys can hold these pictures while they sing their zoo songs. When they hear the name of their animal, they can raise it high into the air or they must sing louder (but remind boys not to shout).