

Learn to sing “The Star-Spangled Banner”—our country’s national anthem. Find out how and why Francis Scott Key wrote it. Conduct a space derby at the pack meeting. Make water rockets and have fun getting everyone wet. Take the pack to see a fireworks display on Independence Day. Build a model of the kind of rocket that took people or a satellite into space. Earn the Citizenship belt loop and pin.

PACK PLANNING

“Rockets’ Red Glare” is the theme, and the space derby is a blast! Recruit plenty of assistance from pack parents to ensure a smooth-running event with everyone involved. Several committees will divide up the tasks:

Registration Committee. Register the rockets when they arrive and maintain registration information during the races.

Inspection Committee. Act as judges and be ready to assist with winding up rockets. Secure plenty of small hand drills.

Race Committee. Work on making the event move smoothly and efficiently, and help with decisions on racing questions.

Awards Committee. Recognize all participants with awards and/or certificates. Prepare items for the opening ribbon-cutting ceremony.

Program Committee. Ensure that all other activities, games, songs, etc., are organized and enjoyable for everyone.

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

- **Good Citizenship.** The excitement of Independence Day and the reason for its celebration will help boys understand citizenship in our great country.
- **Family Understanding.** Boys build space derby rockets at home, thereby promoting family involvement in the event.

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

- **Perseverance.** Cub Scouts can experience perseverance as they work on building their rocket for the pack races.
- **Courage.** The history of our country reveals many lessons about courage from our forefathers and foremothers.

Pack Meeting

BEFORE THE MEETING

Place posters (arrows or rockets) along the way to help people find the location of the pack meeting. If needed, have someone direct parking. Set up a registration table. You will want to keep track of the members of the pack who participate (for the National Summertime Pack Award and National Den Award).

GATHERING

Greeters show everyone where to check in with rockets and where to place den items for display. The area will be abuzz as boys have their rockets measured and inspected. Be sure the inspection team is ready to assist every boy. Have all pack and pack family members complete a name tag (2 JUL). Name tags for Cub Scout families will help to identify pack members. This is particularly important when your meeting is in a public area.

MAIN PART OF THE MEETING

Opening Ceremony

Display the pack flag prominently, along with the U.S. flag. A preselected den of boys enters the meeting area and conducts a well-rehearsed flag ceremony. Include the Pledge of Allegiance, followed by “The Star-Spangled Banner.”

Prayer

A preselected Cub Scout comes forward to lead the Star-Spangled Prayer (2 JUL).

Icebreaker

The Cubmaster announces Who Has the Flag Icebreaker (2 JUL) and invites the selected Cub Scout to come forward. A length of crepe-paper streamer is held up from one side of the derby track to the other. The Cub Scout is given scissors and cuts the ribbon to start the races.

Welcome and Introductions

The Cubmaster welcomes all race participants and observers with a hearty greeting. Introduce any new families and any special guests.

Song

The pack song leader is prepared with several patriotic songs to insert between races as boys are getting their rockets ready to race. The *Cub Scout Songbook* has plenty of suggestions. Consider having the words printed on pieces of paper so that all pack members can easily join in the fun.

Den Demonstrations

Dens share demonstrations of the different rockets and entertainment they have prepared for this month. Other dens will contribute with songs or skits to reflect the theme. Offer an appropriate applause (3 JUL) after each contribution.

Game

Play Catch the Rocket Tail (3 JUL).

Recognition

Use the Rockets' Red Glare Advancement Ceremony (3 JUL) or choose another from *Cub Scout Ceremonies for Dens and Packs*.

Outdoor Activity Award. Many boys have completed Cub Scout day camp or Cub Scout resident camp and other advancement projects to earn the Cub Scout Outdoor Activity Award. Call each boy forward and share some of the requirements boys completed at each rank level. Encourage all boys who attended camps this summer to continue to work on earning the award.

Announcements

Make brief announcements and also have the information in a pack newsletter or handout for all families. Announce the date, place, and time for the annual pack planning conference. Encourage all pack members to provide their input and evaluation of this year's program, as well as what they would like to see for next year.

Remind pack members of the location and events associated with the

celebration of Scouting's 100th anniversary (worldwide) next month.

Encourage all boys to continue with their advancement this summer. Describe plans for a pack camping event and show how this will apply to advancement for each age level.

Encourage dens to participate in any local Independence Day festivities and show their good citizenship.

Cubmaster's Minute

The Cubmaster delivers the Star-Spangled Meeting Cubmaster's Minute (3 JUL).

Closing

Gather all pack members for a formal closing. Present participation certificates or recognition for all Cub Scouts who participated in the space derby. Give an applause (3 JUL) for all parents who helped with the race event.

Remind everyone that good Scouts leave places in better condition than they found them and encourage everyone to stay and help with cleanup.

A Webelos den delivers the Outdoor Code Ceremony from *Cub Scout Ceremonies for Dens and Packs*, or choose a different one.

Cubmaster Corner

FAMILY TALENT SURVEY SHEETS—USE THEM!

This valuable resource is available to every Cubmaster to help identify people in the pack who can help with events and bring their special talents to share with Cub Scouts. You'll find this form in the *Cub Scout Leader Book*. Traditionally, forms are distributed at the beginning of the pack year, but they can be updated at any time and given to all pack parents when they sign their boys to join Cub Scouting.

On the form, parents are asked to list hobbies and interests, ways they think they can help the pack, potential resources such as a woodworking shop, coaching abilities for specific sports, and their Scouting experience.

Once the information is assembled, the Cubmaster and pack committee can explore individuals' interests and match them with current and future Cub Scouting themes. The key is to explore your resources—and then ASK!

Ceremonies, Games, Songs, Stunts

STAR NAME TAGS

Make name tags for everyone to wear, or have everyone make their own name tag as they arrive. Simply use a star shape to trace and cut out red, white, and blue stars. Punch holes in the four bottom points of the star and tie on curling ribbon in red, white, or blue.

You could also make name tags in a rocket shape and have curling ribbon hanging from the bottom. Use red, yellow, and orange to simulate rocket flames.

PRAYER:

STAR-SPANGLED PRAYER

We give thanks for the star-spangled country that we live in. Thank you for those who came before us to make sure that we are free today. Thank you for our families who are with us now. May we always remember the sacrifices of those who have gone before. Amen.

ICEBREAKER:

WHO HAS THE FLAG?

Ahead of time, place a U.S. flag sticker on the back of one of the Cub Scouts' name tags. Invite everyone to introduce themselves to a Cub Scout and check the back of his name tag. That boy is invited forward and will start the races.

ADVANCEMENT CEREMONY: ROCKETS' RED GLARE

Use the history of our national anthem to relate to advancement materials. You can easily find out more about its history, as well as all of its verses, online or at a library.

CUBMASTER: "The Star-Spangled Banner" is our national anthem. An *anthem* is a special song sung to show praise or gladness.

We have boys who have learned the special things about Cub Scouting such as the Cub Scout sign, salute, and Cub

Scout Promise. (*Calls forward all boys earning Bobcat rank along with their parents; presents badge to parents, who then present to their son.*)

The United States was at war with England in 1814. Just before an attack by the British, the American soldiers raised the U.S. flag over their fort—Fort McHenry. We have some Cub Scouts who are learning about the flag, too. (*Calls all Tiger Cubs and adult partners forward and presents awards.*)

Back to our story. Not far away, Francis Scott Key, an American poet and lawyer, watched the battle. Our Wolf Cub Scouts have been observant and watchful in their communities. This has helped them earn their Wolf badge. (*Calls boys and parents forward and presents awards.*)

After a British attack during the night, Key looked through the morning sky for the U.S. flag. When he saw it still waving over the fort, he knew the

Americans had won, and he began writing the words to “The Star-Spangled Banner” on the back of a letter. The flag is important to Bear Cub Scouts, too. They have learned how to display it and to fly it several times. (*Calls boys and parents forward and presents badges.*)

He wrote the entire poem in one day. Later, it was set to an old British song attributed to John Stafford Smith. It has officially been the national anthem since 1931. Webelos Scouts who have earned the Citizenship activity badge have learned about our national anthem and why it is important to be a good citizen. Let’s recognize those Webelos Scouts who have advanced in rank, also. (*Calls Webelos Scouts and their parents forward and present badges.*)

GAME: CATCH THE ROCKET TAIL

Materials: A length of cloth (18 in.) for each boy. Each team may have a different color.

Divide boys into teams. Boys tuck their length of cloth gently into the back of their pants or pants pocket. Each team has a Cub Scout designated as “It.” A set amount of time is announced (about 1 or 2 minutes). “It” tries to catch the cloth “rocket tails” from boys on a different team. As the cloth is taken, the boy freezes. Two teams playing simultaneously adds to the excitement.

CUBMASTER’S MINUTE: STAR-SPANGLED MEETING

We began our event by singing the national anthem—“The Star-Spangled Banner”—and we have explored something about its history. I thank you for your enthusiasm and for your patience during the races. I’m proud of all of you. Cub Scouts, this has been a star-spangled meeting!

SKIT: ROCKET CROSSING

Props: Make a large sign like a railroad crossing sign but with rockets as the two parts of the “X”; one Cub Scout holds this sign up. Do this skit near the rocket racetrack.

CUB SCOUT 1: We must be careful and watch for rockets. Are there any rockets passing from the south today?

CUB SCOUT 2 (stepping out and looking to the left): Nope, none from the south.

CUB SCOUT 3: Is a rocket passing from the north today?

CUB SCOUT 2 (leaning out and looking to the right): No, none from the north.

CUB SCOUT 4: Are there any rockets coming from the east today?

CUB SCOUT 2 (looking behind him): No, no rockets from the east.

CUB SCOUT 4: You think there are any rockets coming from the west today?

CUB SCOUT 2 (looking straight ahead; sees the space derby track and looks panicked and shouts): The rockets are coming, the rockets are coming!

ALL run offstage hurriedly, screaming.

APPLAUSES

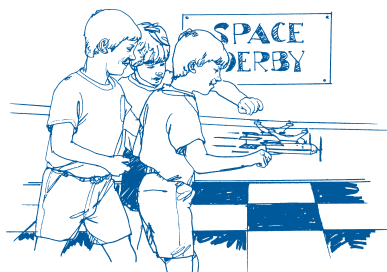
Rocket. Count down the launch sequence of a rocket: “10, 9, 8 ... 2, 1, Kaboom!” Boys and adults move lower and lower to the ground as the counting continues, and on “1” everyone jumps high in the air and shouts out “Kaboom!”

Star-Spangled Cheer. Tell the group they are to stand up and cheer and yell for 30 seconds. Hold your hands high in the air so they know how long to keep cheering. After 30 seconds, put your arms down so they can stop.

America Applause. The group applauds or claps three times, then yells: “America, America (*clap three times*), you are the greatest (*clap three times*).” Do this three times.

SPACE DERBY

You’ll find plans for the space derby in the *Cub Scout Leader How-To Book*.



Recruitment Tip. Invite boys who are entering first grade in September. This is a fun event and will show the boys some of the adventure that awaits them in Cub Scouting.

Before the Meeting. Hand out space derby kits at least one week before the event. Boys assemble rockets at home.

Recognition. Prepare certificates to present to *every* boy who attends the launch. Example: Cub Scout [name] had an “Uplifting Morning” at the Pack [pack number] Rocket Launch.

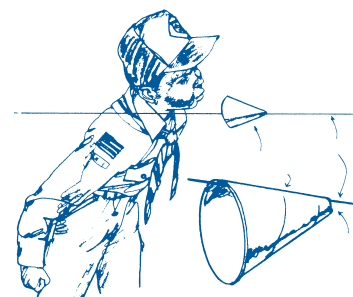
GAME: ROCKET RACE

Split boys into two teams, one for each half of the field. (Boys might turn their caps backward or forward to designate which team they are on.) One team is the Red Rockets and the other is the Blue Rockets. The two teams line up along a centerline and wait for the game leader to say either “Red Rockets” or “Blue Rockets.” Whichever team’s name is called is the team that is now “It.” That team tries to tag as many of the other team’s players before they get across the line to their own safe area. If a player is tagged before crossing the line, he switches teams, joining the team that tagged them. If the player makes it across the line without being tagged, he stays on his the team.

When all players have either been tagged or are safe, both teams line up again on the centerline and play continues again with the call of either “Red Rocket” or “Blue Rocket.” When one of the teams has most of the players, they are declared the winner.

ALTERNATE PACK ACTIVITY: ROCKETSHIP RELAY

For each den, stretch a 15-ft. length of string between two chairs or posts. Before tying to the second post, insert a cone-shaped paper cup with the tip cut off. Each player on a team blows the cup the length of the string, and then returns it by hand. Continue in relay fashion; dens with fewer boys will have some boys go twice to even the number of players on each team.



July Pack Program Page: Rockets' Red Glare

ACADEMICS AND SPORTS PROGRAM

Academics

Citizenship. Earning the Citizenship belt loop and pin is a good complement to the “Rockets’ Red Glare” theme. Boys can attend parades, make posters, visit a courtroom, and much more to learn about the rights and responsibilities of being a good citizen.

Sports

Swimming. Summertime means a chance to cool off in a welcome lake or pool. Cub Scouts will enjoy learning and demonstrating the basics of swimming and floating on their way to earning the Swimming belt loop and pin.

FAMILY ACTIVITY

Cub Scout families may enjoy watching the fireworks on Independence Day to celebrate a patriotic holiday. This activity, from the “Being Patriotic” section of *Cub Scouting’s BSA Family Activity Book*, brings families closer to earning the BSA Family Award.

DID YOU KNOW?

Advancement Suggestions

The *Cub Scout Leader Book* has a section that addresses often-repeated concerns about advancement for Cub Scouts. One key element is that once a boy has moved to the next Cub Scouting level, he may not “go back” and earn badges or Arrow Points from an earlier rank. He has plenty to do to earn his upcoming rank and Arrow Points!

GOOD TURN FOR AMERICA

The birthday of our country makes us think about the condition of all the people who live here. Cub Scouts can help others in a building project for Habitat for



Humanity by working on landscaping or other needs. They might also perform a flag ceremony at the dedication of the project. Check with a construction manager of a Habitat house for additional ideas on how to help in this Good Turn for America emphasis.

BSA RESOURCES HIGHLIGHT

Space Derby Kit. Each boy will need a complete space derby kit to build his own rubber band–propelled rocket. The kit includes a balsa wood body, propeller assembly, rubber bands, glue, and decals. Boys bring their completed rockets to the big blast-off at the pack meeting.



PACK LEADERS' PLANNING MEETING

Pack leaders meet one to two weeks before the pack meeting to check final details for this month’s meeting and to start plans for the August meeting.

Summer is a time for informal meetings. Try to get parents involved in planning and carrying out summer meetings. This gives leaders a “break” and allows others to take a more active role in the pack.

This meeting will be a Rocket Day, with many tasks to complete, so try to get every pack adult involved. In addition to running the space derby races, consider having outside guests. Do you have model rocket enthusiast in your pack? Can someone from a hobby shop visit and demonstrate model rockets? Check your Family Talent Survey Sheets

completed by your pack membership to identify such people.

Start planning for the August festivities to commemorate the 100th anniversary of Scouting. Plan to create a time capsule for next month. Check for famous past Scouts in your area who might enjoy coming to share a pack meeting with your Cub Scouts.

The pack trainer leads unit leadership enhancement 14, “Program Evaluation.” After evaluating the different elements of the den and pack program, the pack committee will better understand the issues they need to address during the annual pack planning conference next month. Choose a topic to discuss for next month’s meeting.

LOOKING AHEAD

Make plans to conduct the annual pack planning conference for your pack. The *Cub Scout Leader Book* has outlines of how to make this an effective opportunity to create a fun plan for the next program year.

Check with your local district and council for special celebrations happening next month for the anniversary of Scouting.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Head to a park for a game of catch with a baseball—the all-American sport.

Wolf Cub Scouts. Summer is a good time to explore hiking trails in your area. Check with a local Boy Scout troop for ideas on trails good for beginners.

Bear Cub Scouts. Play a game of volleyball at a nearby beach or park.

Webelos Scouts. Get ready for Boy Scout camping by exploring some of the nearby campgrounds.

Rockets' Red Glare: Tiger Cub Den Meetings

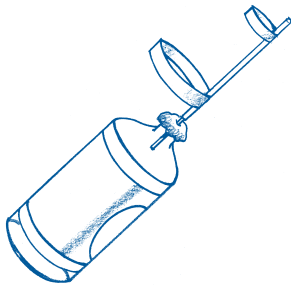
Each Tiger Cub and his adult partner should attend all meetings as a team.
Dens may meet in the evenings or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>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.</p>				
BEFORE THE MEETING STARTS	Have U.S. flag, materials for Firecracker Shakers (6 JUL) and Rocket Launchers (6 JUL); prepare some options for the Go See It in two weeks.	Have U.S. flag, materials for Star Shapers (6 JUL); make gelatin for America Jigglers (6 JUL); bring information about next week's Go See It.	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.
<p>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.</p>				
GATHERING	Make Firecracker Shakers.	Do the Star Shapers activity.		
OPENING	Recite the Pledge of Allegiance. Say the Cub Scout motto.	Recite the Pledge of Allegiance. Say the Cub Scout Promise.		
SHARE	Boys share how each family celebrates Independence Day (<i>Elective 1</i>).	Read together about the ride of Paul Revere (<i>Elective 14</i>).	GO SEE IT: Visit a government office (<i>Elective 49</i>)	<p>Participate in the monthly pack meeting by singing a patriotic song with the Firecracker Shakers and sharing information about the den's Go See It.</p> <p>Tiger Cubs and adult partners sign the thank-you note.</p>
DISCOVER	Build Rocket Launchers. Have a target landing site and see who can get their rocket closest to the landing site.	Go outside and play Paul Revere's Ride (<i>Elective 35</i>). Make America Jigglers.	OR Visit a historical site (<i>Achievement 1G</i>). At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.	
SEARCH	Discuss options for Go See It destinations in two weeks. Ask boys to choose where they would like to go.	Talk about how it was hard for early American colonists to stand up to the British soldiers. Reinforce this with the Character Connection for Perseverance (6 JUL). Discuss next week's Go See It.	A totem bead may be presented for participation in and completion of <i>Achievement 1G</i> .	
CLOSING	Use Firecracker Shakers and sing a patriotic song such as "America" (<i>Cub Scout Songbook</i>).	Recite the Cub Scout motto and then give a big tiger roar.		
<p>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.</p>				
AFTER THE MEETING	Den leader files tour permit with local council service center for Go See It.	Talk to the Tiger Cub team in charge of 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.
<p>CHECK WITH YOUR PACK TRAINER OR CUBMASTER FOR ROUNDTABLE DATES AND OTHER TRAINING OPPORTUNITIES.</p>				

Tiger Cub Den Activities

This month's theme, "Rockets' Red Glare," along with the Independence Day holiday, is a good time to examine the rich history of the United States as well as expose Tiger Cubs to the importance of the U.S. government. Take the time to discuss what it means to be an U.S. citizen—what are your rights and what are your responsibilities? Use this theme to help boys work on the Citizenship belt loop. July is also a good month for some fun in the sun. Go swimming (*Elective 40*), take a bike ride (*Elective 37*), or work on the Swimming and Bicycling belt loops. Remember to talk about the importance of sunscreen (*Elective 29*).

ROCKET LAUNCHERS



Materials: A drinking straw and a coffee stirrer; empty plastic 16-oz. or larger soda bottle; construction paper; scissors; tape; glue; clay

Cut two strips of construction paper, one 8 in. long and the other 6 in. long, and both of them 1 in. wide. Bend each strip into a circle and secure the ends with tape. (Don't use too much tape because it will weigh your rocket down.) Use a dot of glue to attach the larger straw to the inside of the rings. At the end of the rocket closest to the small ring, add a small ball of clay to close off the end of the straw. This is your rocket.

To build the launcher, stop the bottle neck of the liter bottle completely with a ball of clay. Poke the smaller straw through the clay so that a little of the straw shows inside the bottle. Test the launcher for air leaks by putting your finger over the end of the small straw and squeezing the bottle. If the bottle doesn't remain hard, adjust the clay over the bottle opening and try again.

To launch your rocket, slide the larger straw (the rocket part) over the smaller straw (launcher). Squeeze the bottle and watch them fly!

CHARACTER CONNECTION: PERSEVERANCE

Use Rocket Launchers to see which boy can land his rocket closest to a target. Afterward, ask



the boys about the game. Some of them had a harder time than others launching their rocket and reaching the target. But they kept trying and, with practice, improved. This is called *perseverance*.

- Do you persevere with other things in your life? What are they?
- How does it feel when you try and try and then succeed? Tell about a time you had this experience.
- Suggest that boys can persevere in many things in the weeks ahead and to keep trying to do so.

STAR SHAPERS

Materials: 5-in. squares of paper (at least two per boy), pencils, scissors

Give each Tiger Cub a piece of paper and pencil. Each boy draws the best five-pointed star he can. Repeat using paper and scissors (no pencil). Which is harder?

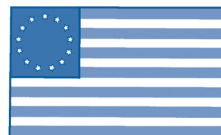
AMERICA JIGGLERS (*Elective 25*)

Materials: Blue gelatin, whipped topping, fresh raspberries or chopped strawberries, star-shaped cookie cutter, paper plates, spoons, spatula

Before the meeting, make the gelatin into jiggle treats according to the recipe on the box. Let each Tiger Cub cut out his star of gelatin. Adult partners use the spatula to place the star onto a paper plate. Each boy decorates his blue star with white whipped topping and red fruit.

MAKE YOUR OWN BETSY ROSS FLAG

Materials: Red, white, and blue construction paper; white or silver star stickers (13 per Tiger Cub), scissors, glue stick



Give each Tiger Cub a large piece of white construction paper. Cut seven ½-in. stripes of red construction paper and glue onto the white paper lengthwise. Glue a blue field in the upper left corner. Using the star stickers, make a ring of 13 stars within the blue field.

PAUL REVERE'S RIDE (*Elective 35*)

Divide Tiger Cubs into two teams—the British and the colonists. Place each team on either end of your playing field. When the game begins, the colonists try to reach safety on the other side of the British line while avoiding the British that are trying to tag them. If the colonists are tagged, they leave the playing field and wait for the next round.

The British, however, can't run but must attack either by land or by sea. At the start of the round the referee holds up either one finger (by land) or two fingers (by sea). If attacking by land, the British gallop like horses. If attacking by sea, they rock back and forth while walking or running. The round is over when all the colonists are either tagged out or safely beyond the British line. Reverse the roles and play again.

FIRECRACKER SHAKERS (*Elective 7*)

Materials: Toilet paper tube, small bells, two small cardboard circles (to close the ends of the tubes), red construction paper, small star stickers, markers, tape, yarn

On one of the circles of cardboard, attach a 6-in. piece of yarn to the center. Using the other cardboard circle and tape, close off one end of the tube. Place three or four small bells inside the tube and seal the other end. Now cut a piece of red construction paper to go around the tube. Use tape to attach it, and stickers and markers to decorate it.

Rockets' Red Glare: 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.				
BEFORE THE MEETING STARTS	Have materials for making Puppets (8 JUL); prepare a rocket and other materials for Knock the Rocket (8 JUL).	Call the destination of your field trip to confirm arrangements, times, fees, etc.	Have unfinished puppets from two weeks ago, materials for Mobile Puppet Show (8 JUL). Denner writes thank-you note to last week's destination.	
Den leader collects dues				
WHILE CUB SCOUTS GATHER	Start the meeting outdoors and make rockets; then play Knock the Rocket.	Collect permission slips. Review appropriate field trip behavior and any consequences the den has agreed upon.	Den chief helps boys decide on a topic for a puppet show about things they learned on their field trip. Boys sign thank-you note.	
OPENING	Boys participate in a flag ceremony after forming a semi-circle around the flag.		When calling roll, boys answer by saying one thing that is great about America.	Sing "Rocket Flight" (<i>Cub Scout Songbook</i>) (<i>Elective 11c</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.				
BUSINESS ITEMS	Discuss the "Rockets' Red Glare" theme and the special outdoor pack meeting that will be happening. Make sure all boys have their rocket models to race at the pack event. Discuss possible questions to ask at the field trip next week and prepare a list.	Visit your state capitol building or a local government office (<i>Achievement 4f</i>). Focus on historical stories that the boys may use in their puppet shows.	Boys discuss their plans for a puppet show to perform at the pack meeting.	Practice the puppet shows in their boxes so Cub Scouts can be "roaming entertainment" during the outdoor pack meeting.
ACTIVITY	Use rockets made earlier and glue onto 1-in. length of PVC pipe for a neckerchief slide. Make Puppets.	At the end of the trip, lead a reflecting discussion with boys about their outing.	Boys finish adding features to puppets. Make the Mobile Puppet Show. Decorate with scenery.	Play outdoor games such as Turtle Tag (<i>Cub Scout Leader How-To Book</i>).
CLOSING	Sing "America" (<i>Cub Scout Songbook</i>). Send home permission slips for the field trip next week.		Boys assemble their puppets in their puppet boxes and have their puppets give the den yell.	Form a Living Circle and give the Cub Scout promise.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service field trip next week.		Den leader mails thank-you note and fills out den advancement report for the pack leaders' meeting.	

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

Wolf Den Activities

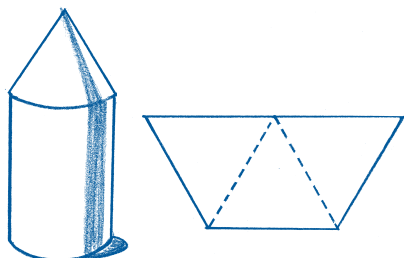
The “Rockets’ Red Glare” theme reminds us of how early colonial Americans worked hard for our freedoms. The Wolf den might visit the state capitol building (or other local government office) to see firsthand public servants at work. While there, boys can ask questions they prepare ahead of time. This is a good theme for creating puppets and a stage to present a story. Each boy will choose a story from U.S. history, your state history, or even rockets to demonstrate in a traveling puppet stage. Plan your field trip early in the month so boys can get ideas for their skits based on what they learn during their visit. The “Razzle Dazzle” section of the *Cub Scout Leader How-To Book* has puppet show hints for boy success.

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

- *Achievement 4b*, “Know Your Home and Community”: Boys will benefit from a review of what to do if someone comes to their home.
- *Achievement 11a*, “Duty to God”: Inspired by the beauty of the summer months, Cub Scouts can complete the Character Connection for Faith.
- *Elective 23e, 23h* “Let’s Go Camping”: Cub Scouts can attend day camp; while there, they might participate in an outdoor worship service.

KNOCK THE ROCKET

Materials: Flat-ended stick, film canister rocket made from construction paper and film canister (below), object to toss



Pound a piece of bamboo or a broomstick piece into the ground. The height of the top should be 12 or 18 in. above ground. Place a rocket made from a film canister and a piece of paper on top. Draw a playing field approximately 3 ft. away from the stick. Boys stand an additional 1 ft. back and try to knock the rocket off by throwing a small rock or other object at it.

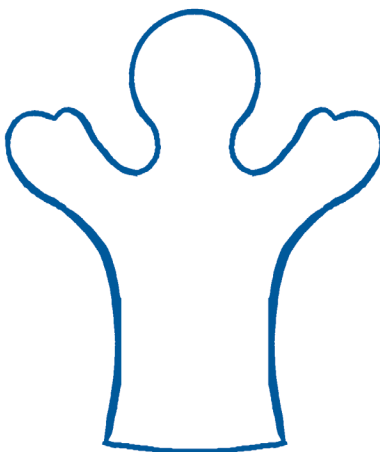
Award the following points: 2 points for knocking the rocket off, 1 point if the rocket lands in the 3-ft. playing field, 2 points if it lands beyond the 3-ft. playing field.

Make the Rocket

Cut construction paper into the shape shown above, 4 in. wide at the long side and 2 in. wide on the shorter side. Fold the edges as shown. Glue to the top of a film canister to make a rocket.

PUPPET

Materials: Felt, markers, scraps of colorful fabric, yarn, wiggle eyes

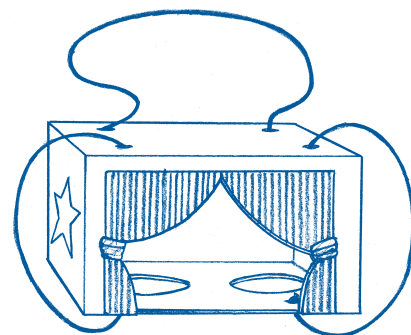


Week 1. Enlarge the pattern shown (the spread from puppet hand tip to puppet hand tip should be 6 in.). Lay down on a double layer of felt, and cut around the pattern. Glue the edges together with a thin bead of glue. Set aside to dry.

Week 2. Add features to your puppet such as hair (yarn), eyes (wiggle eyes or drawn on with markers), and clothing (scraps of felt cut in shape of shirt/vest/pants, etc.)

MOBILE PUPPET SHOW (Elective 12d)

Materials: Cardboard box for each boy, approximately 12 in. wide and 9



in. deep; rope or wide ribbon, 10–12 ft. per boy; scissors, markers, and fabric scraps

Once boys have decided on the details of the puppet skit they will perform, they will decorate their puppet show box with scenery for their story. Consider scenery from the area for historical skits, and alien landscapes for rocket skits.

To assemble:

1. Cut an opening in the front of the puppet box.
2. Decorate the exterior of the box to complement each boy’s puppet story.
3. Cut openings in the bottom of the box for the boy’s hands to come through.
4. Make four slits in the top and two in the bottom to insert the ends of a 3-ft. length of rope/twine. Measure for each boy. The puppet show should hang at a comfortable position for him to insert his hands through the bottom holes.
5. Tie off rope ends.

Rockets' Red Glare: 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.				
BEFORE THE MEETING STARTS	Have materials for Attack on Fort McHenry (10 JUL).	Prepare America Collage (10 JUL); have supplies for Paper Rockets (10 JUL).	Call the destination of your field trip to confirm arrangements, times, fees, etc.	Denner writes thank-you note to last week's destination. Have U.S. flag, rope, and materials for Fireworks Race (10 JUL).
Den leader collects dues				
WHILE CUB SCOUTS GATHER	Play Attack on Fort McHenry.	Collect permission slips. Cub Scouts cut out pictures for America Collage.	Collect permission slips. Review appropriate field trip behavior and emphasize the importance of respecting property.	Boys sign thank-you note. Finish adding pictures to America Collage.
OPENING	Sing "America" (<i>Cub Scout Songbook</i>).	Denner leads the Cub Scout Promise.		Recite 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.				
BUSINESS ITEMS	Discuss the "Rockets' Red Glare" theme and about being an American. Talk about the rights and duties of a citizen, including service to the community. Discuss options for activities the boys may do in two weeks.	Practice "America" (<i>Cub Scout Songbook</i>) for use at the pack meeting.		Practice singing "America" for the contribution to the pack meeting. The America Collage will be an effective backdrop when the boys sing.
ACTIVITY	Play I Love America (10 JUL). Write about what makes America special (<i>Achievement 3a</i>).	Make Paper Rockets and launch them. Boys can compete for distance, height, and landing on a target.	Visit a place of historical interest (<i>Achievement 3d</i>). At the end of the trip, lead a reflecting discussion with boys about their outing.	Do an outdoor Flag Raising (10 JUL). Play Fireworks Race.
CLOSING	Sing "Rocket Flight" (<i>Cub Scout Songbook</i>). Send home permission slips for field trip during the third week.	Boys gather together and give the den yell.		Observe a moment of reverence for the men and women who have fought to keep our country free.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	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

An all-American theme for all-American boys. Use a tape or CD of “The Star-Spangled Banner” for singing the national anthem together. America is special, and Bear Cub Scouts will explore the many reasons why. Independence Day presents a good opportunity to fly the flag at home (Achievement 3g) and review the other appropriate times to fly a flag.

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

- *Achievement 11*, “Be Ready”: Being a good citizen includes helping others.
- *Achievement 24a*, “Be a Leader”: Boys can help new pack members through the Bobcat trail.
- *Elective 11*, “Photography”: Boys can learn how to take pictures with a camera, which might turn into a lifelong interest.

AMERICA COLLAGE

(*Elective 9a*,
Citizenship Academics pin
requirement 3)

Materials: Road map of the United States, wallpaper paste, cardboard, magazines with pictures of the United States that can be cut out as needed

Paste a road map of the United States to a large piece of cardboard with wallpaper paste. Let it dry, and then cut out the outline of the continental United States. This will be the “form” on which you paste pictures to make a collage about America. Boys can bring in pictures to add, or the den leader may provide magazines. Show your collage to the pack at the pack meeting.

GAMES

Attack on Fort McHenry

Materials: Bucket (Fort McHenry) with flag firmly attached, five tennis balls (cannon balls), cutout paper ship hull for each boy (the attacking British ships), 6-ft. rope

Place the bucket (the fort) in the center of the room. Hold the end of the 6-ft. rope while someone holds the other end at the bucket. Make an arc 6 ft. from the bucket and put the ship hulls on this arc.

As the boys arrive, assign each one to a “ship.” Each boy gets five tries to bounce a cannon ball into the fort from their ship spot on the floor. The ball must stay in the bucket. Repeat if time allows.

I Love America

Boys sit on the floor in a circle. The first boy begins by saying, “I love America with an A, because it is so ...,” and adds a descriptive word that begins with “A.” The next boy continues, “I love America with a B, because it is so ...” You might be prepared with sev-

eral examples to start them off, such as, “awesome,” “beautiful,” “colorful,” etc. If a boy can’t think of a word, he may pass to the next boy.

Fireworks Race

Materials: Each player needs a balloon filled with water and a 30-in. string.

Cub Scouts tie one end of the string to the balloon’s neck and the other end to their ankle. On a signal, all players move toward a finish line 20 feet away, dragging their balloons behind them. A player whose firework (balloon) explodes is eliminated.

COMMUNITY SERVICE PROJECT

Any time is a good time to do a community service project, particularly in the summer when boys can be outdoors and help at the same time. Consider picking up litter (you might be able to Adopt a Spot) or other beautification projects.

Decide on a project and then evaluate what you need to accomplish it—work gloves, rakes, plastic trash bags, etc. Next, find out where, when, and how to get to the site. Review BSA requirements for permission slips and tour permits.

FLAG RAISING

(*Achievement 3h*)



Outdoor flag-raising is different from indoor. Teach the boys how to raise and lower a U.S. flag properly for an outdoor ceremony.

A good resource is the BSA publication *Your Flag: Everything You Want to Know About the Flag of the United States of America*.

Topics of interest include how to make improvised flagpoles (if you don’t have one), how to hoist and lower a flag, and flying the flag at half-staff.

PAPER ROCKET

(*Elective 1*)

Materials: Cardboard paper towel roll, thin cardboard, 20-in. dowel, glue, wide rubber band, paints and paintbrush

Cut four triangles of equal shape and size out of thin cardboard; these will be the rocket fins. Cut a strip of the cardboard 1¼ in. wider and ¾ in. longer than the width and length of the tube. Make two holes at one end of the cardboard strip, ½ in. from the end and ¼ in. from each side.

At one end of the paper towel roll, make four lengthwise cuts. Place the cardboard strip through the inside of the tube as shown, then glue into place. Glue the fins into the slits.

Cut the rubber band and insert the two ends through the holes in the cardboard strip; tie a knot to keep them secure.

Make a small groove on one flat end of the dowel by rubbing a folded piece of coarse sandpaper back and forth. Place the dowel inside the tube. Stretch the rubber band to the end and over the dowel.

To launch, pull the paper towel tube (rocket) down until it makes the rubber band taut. Release. Use this outdoors.

