



**Core Value:
Resourcefulness**

Invention Convention

Pack Committee

Why Invention Convention for the Core Value Resourcefulness. This month's theme promotes creativity, imagination, and resourcefulness. Close your eyes and dream. Cub Scouts will learn that the sky's the limit when it comes to a great idea. The boys will also see that anyone with an idea and the desire can be an inventor.

BEFORE THE MEETING

Every Cub Scout can be a genius or an inventor. A week or more before the pack meeting, assemble genius kits from recyclable odds and ends. Give each boy a kit and tell him to invent something with these materials. (See the genius kit ideas on the resource sheet at the end of this meeting plan.) Cub Scouts will learn about recycling. What do we recycle, and what becomes of those materials? How can we help as individuals and as citizens in the community? Present all the inventions at the pack meeting and award prizes to all category winners. Also have exhibits about recycling and how Scouts can help recycle.

Prepare awards out of recycled materials for prizes for the inventions, and make sure the Scouting awards and puzzle pieces for the recognition ceremony are ready for presentation. Invention awards could include "Best Use of Material," "Most Colorful," "Biggest," "Strangest," "What Is It?," "Most Creative," "Most Thought-Provoking," "Used the Most Materials," and "Most Likely to Be Patented." Don't forget that everyone is a winner and needs recognition.

Set up display tables for the boys' genius kit designs. You might want to place a paper cup in front of each display so fellow Scouts can vote on the inventions. Each boy can be given a piece of unpopped popcorn, beans, or pennies to vote with immediately prior to the voting for each category. Categories for voting should be announced prior to the competition. A certificate recognizing the boy's genius would be appropriate, or you could make blue ribbons that say "TRUE GENIUS" in glitter for each invention.

GATHERING

As families arrive, direct the Cub Scouts to their den's display area. Ask the Cub Scouts to man their table and explain or show how their inventions work. You might have one den at a time visit the other dens' tables so that they can see all of the inventions. Encourage parents to circulate as well. Allow extra time for this period. If you're going to have participants vote on awards for inventions, distribute voting materials.

See the resource sheet at the end of this meeting plan for an optional gathering activity.

OPENING

Lower the house lights.

CUBMASTER: (*Holds up a light bulb.*) This light bulb is a pretty commonplace thing. It's a fitting symbol for our pack's Invention Convention night because of what it represents. Its inventor, Thomas Edison, was recognized as a genius—one of the great inventors of all time. But even more, he represents what you can accomplish if you remember to live up to that part of the Cub Scout Promise that says you will do your best. Even if you don't invent a better light bulb, I hope each one of you will be resourceful and do your best, and not stumble around in the darkness.

Turn up the house lights.

The preassigned den presents the colors. The caller of the color guard asks all to recite the pledge of allegiance.





Prayer (Cub Scout or Leader)

"We give thanks for our families and our Scouts for their resourceful and creative minds. Help us to encourage their creativity and individuality."

Welcome and Introductions

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

PROGRAM

Den Demonstrations

Present the awards to the winners of the inventions contest. Have the individual winners demonstrate their invention to the pack.

Cheers

Carpenter cheer: Pretend to be holding a hammer in one hand and a nail in the other. Start pounding the nail with the hammer while saying, "Bang, bang, ouch!"

Stamp of Approval cheer: Stamp feet on the ground, getting louder and louder.

Song

"Be a Genius"
(sung to the tune of "Are You Sleeping")

*Be a genius, be a genius,
Do your best, do your best.
Give science your attention
Or make a Cub invention
Genius does the rest!
Genius does the rest!*

Run Ons

What would you call a telephone with feet?
A walkie-talkie

Why does a telephone make a good referee?
Because it makes good calls

What's a vacuum cleaner's favorite sport?
Rugby

What's an X-ray machine's favorite food?
Ribs

What do you do if your coffeemaker is depressed?
Try to perk it up

Why did the baseball coach put an electric mixer in his lineup?
He thought it would make a good batter

Applauses

Telegraph applause: "Clickety, clickety, clack, click, clickety, clack."

Light Bulb applause: Put hands above head like a light bulb and say, "Blink, blink, blink."

Genius applause: Look surprised and say, "Boy! Look what I discovered."

Ford Model T applause: Crank with hand and make a sound like a motor turning over.



RECOGNITION

Puzzling Advancement Ceremony

Materials: A large piece of cardboard that has a picture of a Cub Scout on it with pieces cut out in jigsaw puzzle style.

CUBMASTER: This evening we have several boys who have completed the puzzle of achievements and electives so they may advance in rank. Will Tiger (name of Tiger) and his parents come forward? *(Give each a piece of the large puzzle. Continue in the same way for the Bobcats, Wolf Cub Scouts, Bear Cub Scouts, and Webelos Scouts, giving everyone a piece of the jigsaw puzzle. After all the awards are presented, have the boys and parents put the jigsaw puzzle together.)*

CUBMASTER: By being resourceful and working together we can fit all the pieces of the Cub Scout puzzle together to make a complete picture of Cub Scouting and the youth of America.

CLOSING

Cubmaster's Minute

As we retire our flags this evening, let us remember all of the people who have helped to shape this great land—the scientists and engineers, the farmers and the factory workers, the writers and artists, the men and women of our country who gave of their talents, resources, and hard work to make this land what it is today. The fabric of our society is interwoven with all of their contributions, both great and small.

CLOSING CEREMONY

Five uniformed Cub Scouts line up at the front of the room and say the following lines. They may hold posters with representative pictures on them.

CUB SCOUT 1: Everyone cannot be brilliant, everyone cannot be smart. I may not be a genius, but I can build a neat go-cart.

CUB SCOUT 2: I can dam a stream with boulders. I can climb trees to the top. I can run for blocks and never even stop.

CUB SCOUT 3: I can't solve a chemical equation or explain Newton's rule, but I can make a peanut butter sandwich that will really make you drool.

CUB SCOUT 4: I don't know much about flowers, but smelling them is a joy.

CUB SCOUT 5: I know I'm not a failure. I'm a genius at being a boy! Good night!

The preassigned den retires the flags.



RESOURCE SHEET

The items on this resource sheet are instructions for activities in the pack meeting plan. There are also additional songs, skits, and games, as well as options to choose from if you would like to substitute for one of the respective items in the plan.

Genius Invention Kits

Construction of inventions is a popular activity in many packs. The rules can be customized to the needs of your pack. Whatever rules you formulate, this activity will bring out the creativity in your Cub Scouts.

Decide if the activity will be done by each Scout at home or in dens at a meeting. Determine the goals and rules, if any. Do the Scouts have to use everything in their kits? Can they add an item? Does the finished item have to move or do something? How will winners be judged? What categories will be used for judging?

Prepare kits of identical items, either one kit per den or one kit per boy. Be sure the kits include adhesives and nails or other fasteners so the inventions can be put together.

Sample kit materials:

wooden dowel	spools	tin cans
plastic bags	springs	toothpick
string	marble	paper plate
wire	pipe cleaners	coat hanger
wheels or gears	buttons	lumber of various sizes/ scrap materials from lumber company

Use your imagination and have fun!

Gathering Activity

Genius Test

Hand out a copy of the following test to each boy. Tell them that they must follow the directions closely. Tell them to concentrate, but they have only two minutes to complete it.

February



Genius Test

1. Read everything before doing anything.
2. Put your name in the upper right-hand corner of this paper.
3. Circle the word "name" in sentence No. 2.
4. Draw five small squares in the upper left-hand corner of this paper.
5. Put an X in each square.
6. Put a circle around each square.
7. Put a circle around each word in sentence No. 5.
8. Put an X in the lower left-hand corner of this paper.
9. Draw a triangle around the X you just drew.
10. On the reverse side of this paper, add 25, 30, and 37.
11. Now that you have finished reading carefully, do only No. 2.

You have finished. How did you do?



Den Demonstrations

Progressive Invention Kit

This activity combines a craft project and a game, using teamwork, fast thinking, and imagination. It can be varied in many ways to suit the needs of your den or pack.

Give each person two or three scrap items without telling him what he will be doing with them. The bigger the variety, the better so that the boys can all use different materials.

Divide the group into two teams. (Or you can do this activity in a den by pairing the boys, thus having more groups competing with each other.) Each team sits around a table or in a circle on the floor. Have items available to each group such as stapler, scissors, glue, tape, hammer, and nails, etc.

On a signal, player 1 combines his items in some fashion to make an object. After using all his items, he passes his creation to the next person, who adds all his items in some way using glue, nails, tape, staples, etc., as needed. This continues around the circle until everybody's items have been added and the team has a completed project.

When a whistle is blown, the project is done. The groups then take a few minutes to write a description of their project, give it a name, and tell what it does. Here's where a boy's resourcefulness and imagination can create some unbelievable contraptions that are bound to bring a lot of laughs when the groups share their projects.

At the end, everybody should get a genius award of some kind for their participation.

Song

"The Invention"

(sung to the tune of "The Farmer in the Dell")

*I had a genius kit,
Thought lots about it,
I laid the pieces side by side,
And examined them bit by bit.*

*A nut, a bolt, a screw,
A piece of wood too,
A leather scrap, some furry nap,
And a little bottle of glue.*

*A needle and some thread,
A nail without a head,
A piece of fire, a bit of wire,
And this is what I said:*

*"I don't see how this mess,
Can really quite express,
My urge for building something grand,"
But now I must confess:*

*I sewed and nailed and glued,
Until the thing I viewed,
Was something grand, you understand,
A mechanical dog that mooed.*

Skit

The Invention

Cast: Four or more boys

Scene: A bedroom



Boy 1 is sitting on a chair (representing a bed). Toys and clothes are scattered all over the “room.” He is deep in thought. Several friends who have come over to see him enter the room.

ALL: Hi! What are you doing?

BOY 1: Just thinking.

BOY 2: Thinking about what?

BOY 1: My invention.

BOY 3: Are you inventing something?

BOY 1: Sure! I want to be famous like Alexander Graham Bell or Thomas Edison.

BOY 4: What are you going to make? Maybe we could help.

BOY 1: Really? Do you all want to help?

ALL: Sure!

BOY 1: OK. (*Stands up*) First of all, I need a box. There’s one in my closet. (*BOY 2 goes offstage to get a box.*) Then I need two toy airplanes. (*BOY 3 picks them up.*) And I need some kite string. (*BOY 4 gets it.*) (Continue with this until all the toys have been picked up by the boys.) Last I need some rags. We can use my clothes for that. (*They pick up the clothes.*)

BOY 1: (*Looks around the room.*) Well, that just about takes care of it.

BOY 2: Takes care of what?

BOY 1: My invention! I just invented a way to get my room cleaned before my mom gets home!

Game

Write the letters for the word “INVENTION” on separate pieces of paper, making two sets of them. Mix up each set of letters separately on a table.

Divide the boys into two teams. On a signal, one boy from each team races to where the letters are. He picks up any letter from the pile and the pencil beside it, writes any word beginning with that letter on the paper, then races back to tap the next boy in line. All team members take turns doing this until all the letters have been used.

If a boy can’t think of a word beginning with his chosen letter, he may choose a different letter that has not been used already and write a word for that letter. However, he can’t come back and tap the next player until he has written a word, and the team can’t complete the relay until every paper has at least one word written on it. The first team done is declared the winning team.

The boys can have lots of fun playing this game and won’t realize they are learning new words, the art of quick thinking, and teamwork. To make it harder, you can require two or three words for each letter. If the boys want to play again, that might be a good time to make the rules a little tougher.

Advancement Ceremony

Edison Inventor Advancement Ceremony

Materials: Large picture of Thomas Edison; pictures of movie camera, telegraph, phonograph, and the light bulb (mounted on table)

CUBMASTER: Tonight’s theme celebrates inventors and their inventions, and one of the world’s greatest inventors is Thomas Edison. (*Show picture of Edison.*) Our first motion pictures were made in the 1890s by Thomas Edison. The idea was to throw pictures on a screen so fast that they gave



the impression of movement. Tonight, we have some boys who have been moving fast and are ready to receive their Bobcat. Will _____ and their parents “project” themselves up to the front so we can all get a “peek” of you? (*Bobcat awards are given to the parents to present to their sons.*)

Edison improved the original telegraph that used a sender and a receiver to send messages in the form of dashes and dots. He discovered ways of sending more messages using less wire. I seem to be receiving a message from the Wolf Cub Scouts out there that they have been busy. (*Call new Wolf Cub Scouts and parents forward for awards.*)

We also have some Wolf Cub Scouts learning their own secret codes to send and are ready to receive some arrow points. (*Call boys and parents for awards.*)

The phonograph is credited to Thomas Edison, too. The word “phonograph” comes from the words “sound” and “write” and means that sounds are written out or “recorded.” This recording is caused by vibrations, moving back and forth very rapidly. Our Bear Cub Scouts out there tonight have been moving very rapidly and quite a few have recorded achievements. (*Call up Bear Cub Scouts and parents.*)

Some Bears have really been hot and have recorded a few Gold and Silver Arrow Points. Will the following boys and parents come forward to receive their awards and due recognition? (*Call up boys and parents.*)

Probably Edison’s most famous invention is the light bulb. The hardest part was to find a metal wire that would glow white-hot for a long time. Our Webelos Scouts have been keeping the Scouting spirit burning for a long time. (*Call up Webelos and parents.*)

Now let’s recognize all of the Cub Scouts who have earned awards this month with a “Big Hand.” (*Do applause.*)

Cubmaster’s Minute

CUBMASTER: Don’t give up—to be good at anything, you have to believe that you can do it, and then practice it until you can. There’s no easy way to become an expert. You just have to keep at it, over and over. There will be times you’ll think that you just can’t make it. But don’t give up a task because it seems hard. There are few things worth doing that are easy to do at first.