

# Chapter 4 - Planning, Delivery And Program Standards

What's this chapter about? This chapter reviews tips and ideas on:

- Scouts Canada's Program Standards for Cub Packs;
- how to plan for your program (long, medium and short term planning);
- a template to use when developing an evening meeting;
- ideas for your first six meetings of your pack;
- Scouts Canada resources.



## Programming Steps

Leaders must provide an active program to meet the needs of today's youth. Four basic steps to programming exist (described below and shown on the accompanying chart).

### 1. Program Start

Programs stem from two main sources: the expressed interests of the children, and their developmental needs. Meet routinely with youth members to seek their input on proposed activities. Children will enjoy programs more that reflect their personal interests. You can solicit input through any number of ways: individual feedback, input from sixes or using the Sixer's Council.



Cub feedback will give you a list of possible activities which include themes, events and badge work. Now you must turn this list into fun and interesting programs.

### 2. Program Development

Scouting's practices guide program development. These practices already form part of section programs. The concept of "learn by doing," however, ties directly to the program elements. Program elements are the means by which children learn in a play environment. Therefore, activity ideas are worked through the elements, which in turn create a program. The elements are where the "fun" lies in the program.

**Most Cub activities consist of one or more of the seven program elements:**

- Games
- Crafts
- Music
- Storytelling
- Playacting
- Spiritual fellowship
- Outdoors.



Later chapters will deal with each of these elements and provide how-to's and activity ideas.

- **Games** encourage fitness and teach fair play, cooperation and learning the value of rules. They also teach skills. Most important, games are fun.
- **Crafts** encourage a Cub's creativity; after making something, they lead to a sense of accomplishment.
- **Music** teaches rhythm and movement. Everyone contributes to the sound and shares the emotions the song releases.
- **Storytelling** kindles youth imagination. It helps Cubs join the adventures of real or fictional characters. Stories help convey a better understanding of values such as honesty, loyalty, caring for others and loving God.
- **Playacting** gives Cubs a chance to role play and imagine they are someone else. It also encourages confidence, making public speaking easier.
- **Spiritual fellowship** provides time to introduce and reinforce important value lessons. These values can be highlighted in other activities, such as community service, outdoors, and six teamwork.
- **The Outdoors** encourages adventure, new experiences, challenge, self-reliance and learning about our relationship with nature. Being outdoors can also help draw us closer to God.



**Akela's Tip!** This chapter is a great tool to help you plan your year. Taking some time to put together a good plan will make your year less stressful and time consuming for your leadership team, and you will feel confident about your program plan. Your Cubs will pick up on the confidence and energy the Leadership team portrays. Remember - you are their role models!

### 3. Program Delivery

The first part of program delivery involves planning how and when activities will be done. Plans cover a single meeting, several months and the whole year in detail.

The second part of program delivery involves actually running a variety of fun, age-appropriate activities that satisfy child interests and developmental needs within the given time frame. Flexibility in program delivery helps accommodate unforeseen concerns or new activity opportunities.

### 4. Program Evaluation

The final step deals with evaluating whether the activities were successful. Measure success by asking if the children's expressed interests were met as well as the program goals and standards. When making future plans or changes consider program effectiveness, cost efficiency and delivery effort. Refer to the following Program Standards when doing your evaluation to ensure you have met or exceeded them.



# Programming Steps

## Program Start

Child interests

Section Program Goals  
(Child Development Needs)

Program Ideas, Themes, Events, Section Achievement Activities

## Program Development

### Program Elements

Games, Crafts, Music, Storytelling, Playacting, Spiritual Fellowship, Outdoors

## Program Delivery

A variety of structured activities which are fun, age-appropriate and that satisfy child interests and developmental needs within a given time frame.

## Program Evaluation

Activity success is measured against meeting child interests and developmental needs for the age group.



**Mowgli Says:** What this means in kid-speak is FUN! A well-planned program that's flexible is one all your Cubs will want to be in!

## Program Standards

Scouts Canada developed Program Standards to assist leaders in planning, conducting and evaluating the programs. The Standards have been set at a reasonable level to ensure that Cubs across the country consistently receive the fun, challenging, outdoor program for which they joined Scouting. They also tie in with the program elements listed at the beginning of the chapter.



# Wolf Cub Quality Program Standards

As adult volunteers, we have made a commitment to deliver a quality program to our members. Scouts Canada is pleased to provide volunteers with this checklist to ensure the program that is being delivered meets quality standards.

## Program Planning

Packs have:

- short-range (one month),
- medium-range (three months) and
- long-range (one year) program plans which reflect the program goals, as outlined in *B.P.&P.*, and/or elements, as outlined in the *Wolf Cub Leader's Handbook*.
- Weekly programs are typically conducted as described in the *Wolf Cub Leader's Handbook*, and incorporate appropriate safety precautions.

## Outdoors

Opportunities are provided, as often as possible, for Cubs to participate in outdoor activities. Cub minimum standards require:

- One regular meeting per month outdoors
- One weekend outing every two months
- Three nights at camp annually
- All activities follow Policies and Accepted Practices, as outlined by *Camping/Outdoor Activities, Section 10000, B.P. & P.*

## Youth Input

- Cubs are regularly consulted and utilized (when and where appropriate) in program planning and delivery.
- Sixers and seconds are utilized as part of the leadership team.
- A Sixers' Council meets on a regular basis.
- Youth are actively engaged in the creation of their section's Code of Conduct.

## Badge, Star and Award Program

The program provides Cubs with regular opportunities to engage in and complete requirements of the Cub badge, star and award system.

## Environmental Awareness

Opportunities are provided, as often as possible, for Cubs to participate in activities which increase their understanding and awareness of their role in preserving the environment.

- Minimum standard: one project/activity annually.
- All activities are conducted in a manner which reflects appropriate environmental awareness and practices.

## Spiritual Emphasis

Spiritual emphasis is regularly incorporated throughout the program. Examples may include, but are not limited to:

- Opening and Closing Prayers
- Use of Promise, Law and Motto
- Scouts Own and Scouter's Five
- Religion in Life Award program

## Community Service

Opportunities are provided, as often as possible, for Cubs to participate in community service projects/events.

- Minimum standard: two held annually.

## Membership/Retention/Growth

- No youth who is willing to subscribe to the Promise and Law is denied membership (i.e. Scouts Canada does not want any waiting lists).
- Leaders personally invite Cubs back at the beginning of each year.
- Those not returning at any time of the year are contacted by a leader to determine the reasons why.
- One activity each year focuses on increasing membership.

## Linking

Opportunities are provided for Cubs to interact with Beavers and Scouts as often as possible, with the minimum standard being:

- One regular meeting and one other activity with a Beaver colony annually.
- One regular meeting and one other activity with a Scout troop annually.
- Kim is utilized as part of the leadership team.
- A Cub is selected to serve as a Keeo with a Beaver colony.
- Senior Cubs of advancement age have at least one other opportunity to interact with a Scout troop.

## Family/Parental Involvement

- Parental involvement is encouraged.
- Opportunities are provided for family/parent involvement as often as possible.
- Minimum standard: three events annually.
- Regular communication occurs to inform parents of program plans or changes, through contacts such as meetings, phone calls and newsletters, etc.

## Training/Leadership

- Scouts Canada expects all leaders to achieve Woodbadge Basic during the first year.
- Scouts Canada expects at least one Cub leader to have Woodbadge Advanced (Cubs).
- At least one member of the leadership team holds a current, recognized first aid qualification.
- The leadership team has obtained the necessary attitude, skills, knowledge and/or training required to conduct outdoor programs, or has recruited a skilled resource person(s) with such knowledge to attend the outing/activity.
- Youth members (e.g. activity leaders, Scouters-in-Training, Kim) are included as part of the leadership team.

## Administration

The following are performed to administer the pack:

- Maintain current and accurate pack records, including attendance and Cubs' progress records.
- Submit a plan and related budget to the group committee for a year's activities.
- Maintain appropriate financial records, and submit proper financial statements to the group committee.
- Provide an annual inventory of all equipment and property to the group committee.
- Ensure a representative from the section leadership team attends at least 90 percent of group committee meetings.
- Participate in Scouts Canada's official fundraisers.

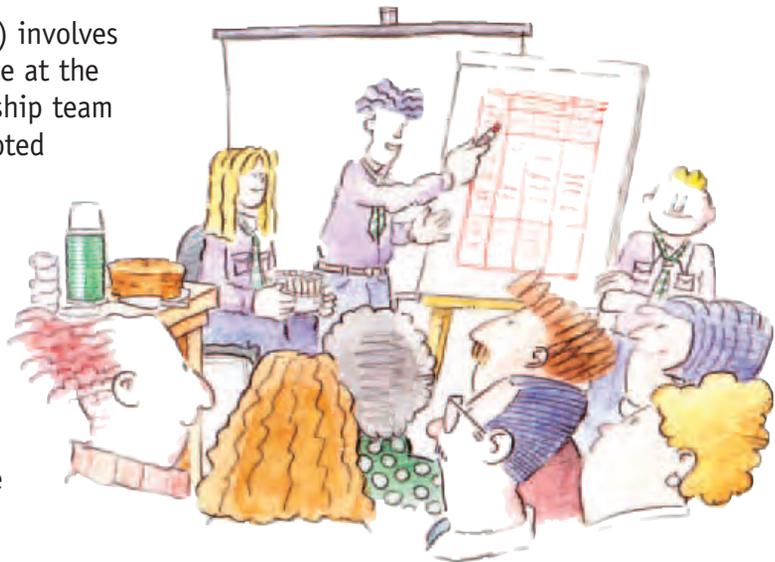
# Planning Benefits

1. Helps you achieve the Program Standards (and the Mission of Scouting).
2. Enables the leadership team (including youth leaders and Cubs) to set goals and priorities for the whole pack.
3. Involving the whole leadership team in an effective planning session gives all members a sense of belonging and achievement.
4. Enables the leadership team to agree on, and implement, clearly defined discipline and communications procedures. Planning helps provide for leader training, recruitment and more.
5. Allows the team to assess the needs and interests of both the pack and individual Cubs. Planning helps tailor the program to meet their needs.
6. Allows you to effectively prepare a budget for approval by the group or section committee.
7. Helps you make the best possible use of community resources and resource people.

## Getting Started: The Details

### The First Step

The first step (usually the most difficult) involves getting started. Arrange a time and place at the beginning of the year when your leadership team can sit down for two or three uninterrupted hours. Some packs hold this planning meeting at the end of one program year in preparation for the next; they make their plans flexible enough to accommodate the interests of new Cubs in the fall. Pull out your Program Standards for this planning exercise to ensure that your program meets or exceeds the Standards. Arrange to have a chalkboard (or flip chart) and felt markers available at your meeting.



**Bear Wisdom:** Critical Step! Include all leadership team members in this meeting: Akela and assistants, Scouters-in-Training, junior leaders, sixers and Kim. Before the meeting, ensure you'll have input from the Cubs. Hold a session with them to get their ideas.

It takes abstract thinking skills to plan themes and set program priorities. Although most Cubs aren't ready for that level of thinking, they can clearly tell you what they want to do. Use their suggestions, and determine how to incorporate the most feasible themes into a well-balanced program.

## Types of Planning

One planning approach involves four distinct phases:

1. Long-range. Develop a sketch outline of your whole program year to provide a basis for budgeting costs.
2. Medium-range. Take a more detailed look at a two or three month period in your year's program to identify themes, resources, exact costs, objectives and responsibilities.
3. Short-range. As soon as your medium-range plan is ready, draw up a step-by-step outline for a specific meeting, gathering, event, week-end, etc.
4. On-going. At the end of every meeting or event, review and tune-up your plans to adjust programs if situations change or new preferences become evident.

## Planning Schedule

All this planning may seem an imposing task, but if you approach it as a team effort and break it into bite sizes to build into your operating routine, it won't seem so intimidating.

Plan to plan; this is an excellent starting point. Begin by selecting dates when your leadership team can get together. Consider these months for meetings:

### August (or June): 3 hours

- Long-range sketch
- First three month outline starting in September
- Detail of each meeting or event in the three month plan.

### November (or September): 2 hours

- Next three month plan
- Details of each meeting.

### February (or November): 2 hours

- Next three month plan
- Details of each meeting.

### On-going: 30-60 minutes

- Reviews and tune-ups after each meeting or event.

## Setting Goals

Whether starting a brand new pack, or working with a well-established one, you need to select specific goals for the pack as a whole.



Set pack goals on both a long and short-range basis. For instance, a long-range goal may involve developing an understanding of disabled people or improving fair play and comraderie in the pack. Short-range goals are more specifically related to a topic or theme (e.g. develop an interest in and positive attitude towards pets).

You may also find it helpful to set specific goals for individual Cubs or small groups within the pack (e.g. develop a special interest activity for older Cubs; plan to integrate Tenderpads quickly; help Cubs who tend to use force to learn to work cooperatively in small groups; help a very shy, insecure Cub develop some leadership skills).

Goals benefit no one unless you review and evaluate them periodically. If they seem to be falling by the wayside, be flexible and alter the program to meet them.

Establishing program goals is a good way to ensure that your program meets or exceeds the program standards established by Scouts Canada.

## Long-Range Plan

1. Have the Cubs choose six to ten themes which offer a good variety of interests. List them in order of priority. Estimate how many meetings each theme will require.
2. On a calendar, plot the following dates:
  - Regular meeting nights
  - School vacation periods
  - Special holidays
  - Area events for the year (e.g. Apple Day, Scoutrees for Canada and Scout Popcorn campaigns)
  - Special events in the community (try to get a list from the local Chamber of Commerce or Recreation Department)
  - Special weeks (e.g. Scout-Guide Week, Fire Prevention Week)
  - Camping dates
  - Dates when the meeting hall is not available
  - Church parades, sponsor activities, etc.

Now you can add some special dates that might provide themes for your planning. Add your own to the list below. Some are fixed dates set to solar calendars; others follow lunar calendars with changing dates every year (e.g. Easter, Passover). Muslim holy days cycle through all months with the passing years, but the important ones to consider are Ramadan (a month of fasting that ends with Eid-al-Fitr) and Eid-al-Adha (the Feast of Sacrifice). Discuss with your Cubs and parents any other cultural or religious dates that you can incorporate into your pack schedule.



## January

- New Year's Day
  - Epiphany
  - Sir John A. MacDonald's birthday
  - Iroquois Midwinter Festival
  - Chinese New Year (between January 20 and February 20)
  - Robbie Burns' Day
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## February

- Groundhog Day (Candlemas)
  - Anniversary of reign a of Queen Elizabeth II
  - Valentine's Day
  - Baden-Powell's birthday (February 22)
  - Nirvana Day (Buddhist)
  - Shrove Tuesday, Mardi Gras, Lent
  - Scout-Guide Week
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## March

- St. Patrick's Day (Patron Saint of Ireland)
  - St. Joseph's Day (Patron Saint of Canada)
  - St. David's Day (Patron Saint of Wales)
  - First day of spring
  - Palm Sunday
  - Good Friday
  - Holi (Hindu harvest festival)
  - Ram Navami (Hindu)
  - Naw Ruz (Zoroastrian New Year)
  - Purim
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## April

- April Fool's Day
  - St. George's Day (Patron Saint of England and Scouting)
  - Daylight Saving Time
  - Hana Matsuri (Buddha Day)
  - Baisakhi (solar new year, Sikh)
  - Ridvan (Baha'i)
  - Easter
  - Passover
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## May

- May Day
  - Mother's Day
  - Victoria Day
  - Wesak (Buddha's birthday festival)
  - Shavuot (Jewish Feast of Weeks)
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## June

- Father's Day
  - St. Jean Baptiste Day
  - Summer solstice
  - Chinese dragon boat festival
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## July

- Canada Day
  - First man on moon (1969)
  - Louis Riel Day
  - Oban (Japanese Buddhists honour ancestors)
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## August

- Hiroshima Day
- Civic holiday



## September

- Labour Day
  - Rosh Hashanah (Jewish New Year)
  - Yom Kippur (Jewish day of Atonement)
  - First day of autumn
  - International Day of Peace
  - Michaelmas
  - Onam (Hindu rice harvest festival)
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## October

- Mahatma Ghandi's birthday
  - Thanksgiving
  - Sukkot (Jewish Harvest Festival)
  - Oktoberfest
  - Durga Puja (Hindu)
  - United Nations Day
  - Halloween
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## November

- Remembrance Day
  - Guru Granth Sahib Day (Sikh)
  - All Saints' Day
  - Diwali (Hindu Festival of Lights)
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## December

- Bodhi Day (Buddhist)
  - Advent
  - Hanukkah
  - Winter Solstice (shortest day of year)
  - Christmas Day
  - Boxing Day
- 

Can you add other special days to this list? Choose those with particular historical or traditional importance to your Group, Area and Council.

3. Plot in the themes you want to explore with your pack. Keep in mind:

- Some themes are seasonal and better suited to a certain time of year.
- You need enough time so other special events don't interrupt the theme.
- Flexibility is the key. You may need to change themes during the year as the Cubs' interests change.

4. Note meetings related to the themes in general terms, making provision for variety in the theme. For example, try not to place two themes relating to a similar subject side-by-side. Allow for a wide variety of meeting formats within a theme:

- **Meeting 1:** Regular meeting
- **Meeting 2:** Resource guest
- **Meeting 3:** Outdoor meeting
- **Meeting 4:** Craft night
- **Meeting 5:** Special outing

5. Consider what community resources and resource people you want to use. What facilities can you reserve? Whom should you contact?



6. When you have sketched the basic outline for the pack's year, create a budget to present to your group/section committee. Consider:

- Costs for special outings (e.g. transportation, admissions, pack parties)
- Camping equipment needs
- Games equipment
- Craft supplies (don't forget special crafts)
- Recognition (e.g. badges, stars, awards, gifts for guests)
- Resource materials required (e.g. books, charts)
- Special treats for the pack
- Leader training/development (i.e. first aid, working towards Basic competencies)
- Any other anticipated expenses.

Be as realistic as possible when estimating budget costs. Give the group/section committee an idea of what you need and the approximate cost. Try listing your needs in order of priority. Be able to justify any of the expenses on the proposed budget. Remember: it is a proposed budget for your program year. It is subject to the approval of your group/section committee and may need to be adjusted.

You have now outlined a long-range plan you can use as a basis for your medium-range plans. Flexibility is important because of unexpected changes, however, where possible carry out the intent of your long-range sketch.

## Medium-Range Plan

The number of meetings you plan in the medium range will vary. You can choose to develop detailed plans within certain time frames (September-December; December-March; March-June), or by themes.

The purpose of medium-range planning is to:

- Develop in-depth plans for two to three months ahead. Decide on community resources and make necessary contacts.
- Work a variety of media into the themes (e.g. tape recordings, videos, stories).
- Choose crafts and gather needed craft materials. Identify special areas to cover in a theme (e.g. star work, badges to be introduced, special outings or theme climax).
- Set goals related to the themes and decide how you will meet them.
- Determine the individual needs of your Cubs and how to meet them.
- Gather specific program ideas and knowledge related to the theme.
- Designate specific responsibilities for the program to all leaders and give them ample time to prepare.
- Determine how to communicate information about special events to parents.
- Evaluate past programs and make changes to accommodate the pack.
- Ensure you have a well balanced, varied program that includes all seven program elements, and meets or exceeds Scouts Canada's Program Standards. You may want to use a chart similar to the one following as a check-list. No doubt, you will add other elements or features you feel are important.



## Program Elements

	Meeting No.						
	1	2	3	4	5	6	7
<b>Games:</b>							
<b>Crafts:</b>							
<b>Music:</b>							
<b>Storytelling:</b>							
<b>Playacting:</b>							
<b>Spiritual Fellowship:</b>							
<b>Outdoors :</b>							

After completing the medium-range plan, check off the activities against the chart. Using program elements ensures that your delivery of activities has variety to hold interest. Not every meeting will include all program elements/program standards, but try to include them all over a period of two or three meetings. Your medium-range plan may look something like this.

### Meeting No. 1 DATE:

**THEME:** Magnificent Flying Machines

**OBJECTIVE:** To introduce the pack to a new theme, develop their interest in flying and learn how nature affects flying.

**ACTIVITIES:** Video (Kaa)  
Craft (Baloo)  
Outside campfire



## Meeting No. 2

**DATE:**

**THEME:** Flying the Skies

**OBJECTIVE:** To learn something about how the sky, weather and stars are important for flying, and finding your way by star-gazing.

**ACTIVITIES:** Constellations (Baloo)  
Weather vane (Akela, parents)  
Clouds (Raksha)  
Compass (Bagheera)  
Newscast  
Outdoor campfire  
(Tawny Star, Black Star, Carpenter, Artist, Astronomy Badges)

## Meeting No. 3

**DATE:**

**THEME:** Magnificent Flying Machines (Weather)

**OBJECTIVE:** To develop an interest in weather predictions and an understanding of how weather can affect flying.

**OUTDOOR ACTIVITIES:** Rain and ice  
Radar  
Secret codes using weather as a topic  
Role playing (weather forecaster)  
Weather Charts  
(Black Star, Observer Badge)

## Meeting No. 4

**DATE:**

**THEME:** Magnificent Flying Machines (Pilots)

**OBJECTIVE:** To develop an interest in the profession of flying.

**ACTIVITIES:** Visit from a pilot (Baloo)  
Role playing activity (Bagheera)  
Skits and songs on flying around indoor campfire  
(Blue Star, Space Exploration Badge)

## Meeting No. 5

**DATE:** (Saturday)

**THEME:** Magnificent Flying Machines

**OBJECTIVE:** To introduce Cubs to an airport and airplanes, and arrange a tour for them.

**ACTIVITIES:** Excursion to local airport and tour of facilities. (Blue Star)



## Short-Range Plans

You are now ready to prepare detailed plans for a specific short term (usually four weeks). The program is centred around a theme, or a specific Activity Area unit. Sit down with the entire team to prepare a detailed plan of the meeting.

During this session the leadership team may want to “preview” the theme by doing such things as:

- Making the crafts
- Practising ceremonies (e.g. jungle openings and closings)
- Learning new songs
- Becoming familiar with related Activity Area requirements to be introduced.

This involvement prepares the whole team to help implement the activity. It ensures that any of them are ready to fill in for another leader if necessary.

## Sharing the Work

Involve every Scouter in planning and leading some portion of the meeting. Shared leadership has a number of benefits. It allows a quick change from one event to the next, eases the load on Akela, takes advantage of the strengths of each leader, and gives Cubs a model of people working together as a team. Most important, it enables all Scouters to develop their leadership skills and feel they are making a contribution to the pack’s success.

While one Scouter is running an activity, what are the others doing? (Not gossiping in the corner, that’s for sure!) Are two Cubs talking when they should be listening? Baloo could come up quietly and sit between them. Did a Cub get bumped a little too hard in a game? Raksha could give comfort while the game goes on.

Scouters not directly involved help out just the same, aiding a Cub, helping the leader of the activity keep control, or just watching to learn more about each Cub.

The same applies to ceremonies. When Scouters take ceremonies seriously, they help Cubs recognize that they are members of the brotherhood of Scouting. All Scouters are there for an opening or closing, an investiture, or a badge presentation. If they don’t have an active part, they are quiet but interested observers.



**Akela’s Tip!** Use a JUMPSTART template to help plan your program. This lays out the template of a typical meeting: gathering activity, opening, and nightly activities through to the closing ceremony. You can find a copy at the end of this chapter.

## Schedule Outline

Every pack develops its own routines, but a typical pack meeting might look something like this...

- 6:45 p.m.** Cubs start to arrive, set up lairs, chat with Scouters, join a game. Duty six sets up pack equipment.
- 7:00 p.m.** Sharp! Opening circle, flag break, Grand Howl, announcements.
- 7:05 p.m.** Mark attendance, collect dues. Inspection.
- 7.15 p.m.** Game
- 7:25 p.m.** Activity
- 7:45 p.m.** Game
- 7:55 p.m.** Activity
- 8:15 p.m.** Get ready for closing
- 8:20 p.m.** Closing circle: award badges, announce coming events, Grand Howl, flag lowering, Cub silence.
- 8:25 p.m.** Cubs put away lairs and pack equipment, chat with Scouters.
- 8:30 p.m.** Sharp! Go home.



Let's look at each meeting component separately.

- 6:45 p.m.** Every six needs a place or corner of the hall where it can meet. Using the jungle theme, members can call it a lair and give it distinguishing marks such as:
  - A divider between it and the next six;
  - A pennant in its colour;
  - Table and chairs;
  - A small, decorated box to hold sashes, neckerchiefs and handbooks.

This is a good time for Cubs to talk with a Scouter about Activity Area requirements they are working on at home. Make the game one that Cubs can join and leave at will (e.g. throwing a ball around, tag, etc.).

- 7:00 p.m.** Call Cubs together in a circle. A Cub leads the pack in the Grand Howl. Follow with flag break or some other acknowledgement to the flag (e.g. a Cub salute). Keep announcements short and snappy so Cubs will remember them. If you must talk for long, ask Cubs to sit down. (The opening ceremony and the Grand Howl are discussed in further detail later.)
- 7:05 p.m.** Make sixers and seconds responsible for taking attendance, collecting dues, and giving dues to the leader at inspection when each six lines up in front of its lair. A Scouter inspects each member for such things as full uniform (if appropriate including proper badges and footwear), handbooks, record cards, pencil and paper, weekly dues, and clean faces and hands (paws and claws). If it is appropriate for the activities to follow, Cubs then remove neckerchiefs, sashes, pencils, pens or other gadgets, leaving them safe in their lairs.
- 7:15 p.m.** An active or "steam-off" game will burn off excess energy.



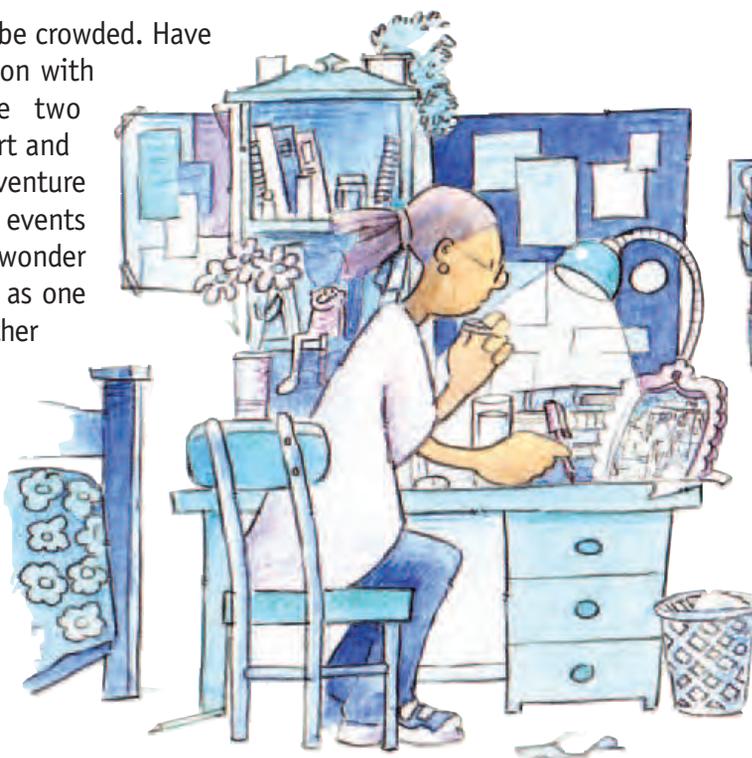
- 7:25 p.m.** Do Activity Area work or theme-based activities. Refer to chapters on each program element for possible activities in detail. Cubs usually work in small groups, even if all of them are working on the same thing.
- 7:45 p.m.** At times you may play a game that applies the skills learned in the first activity. Always remember: fun is the main purpose of games.
- 7:55 p.m.** A continuation of the first activity or something different (e.g. skits, campfire, jungle activity, six meeting, theme activity, etc.).
- 8:15 p.m.** This is virtually the only unstructured part of the meeting. Sixers, helped by Scouters, use this time to get Cubs together and back into uniform ready for closing.
- 8:20 p.m.** Make announcements of coming events just to arouse your Cubs' interest, and send home details in a letter to parents.

Some packs are able to start at 6:30 p.m. and finish by 8:00. Start and finish as early as it is possible to have all Cubs and leaders present at the opening.

You can change your routine occasionally by extending the activity time and skipping a game, for example, as long as you're sure the activity will hold your Cubs' interest. Their attention span is usually very short. Scrap the routine sometimes to hold a special meeting – a treasure hunt, museum visit, party or guest speaker. However, usually your meetings will follow a routine of new and different activities fitted into a familiar pattern.

Whatever routine your pack adopts, it will be crowded. Have events follow each other in quick succession with no time to stand around. There are two reasons for this. First, your meeting is short and you want to include as much fun and adventure as you can. Second, long pauses between events allow Cubs to become distracted and wonder whether the meeting is under control. So, as one Scouter brings an activity to an end, another stands by ready to start the next.

Let's look at planning another program, using Meeting No. 2 from the medium-range plan as an example. These suggestions are only a guide, not a hard and fast schedule. Keep the program flexible. Experiment with your own ideas.



# Meeting No. 2

DATE: \_\_\_\_\_

**THEME:** Magnificent Flying Machines:  
Flying the Skies

**OBJECTIVE:** To find out something about how the sky, weather, and stars are important for flying, and finding your way by star-gazing.

**ATTENDANCE:** \_\_\_\_\_

**DUES:** \_\_\_\_\_

**DUTY SIX:** Black Six

**HONOUR SIX:** Red Six

TIME:	Activity	Equipment	Leader
6:15	Pre-meeting Activities: Cubs arrive and go to lairs (corners). Sixers mark attendance, dues, prepare for inspection. Cubs design paper jets.	<input type="checkbox"/> 8 1/2 x 11 paper	Kim
6:30	Jungle Opening (outdoors) Grand Howl O Canada Inspection		All
6:40	Steam-off game: Star Dash	- ( <i>Games from A to Z</i> )	Kaa
6:50	Star-gazing (group activity) Scouter takes each six to an area where they can lie on the ground and try to find the North Star and constellations.	<input type="checkbox"/> Groundsheets <input type="checkbox"/> Flashlight <input type="checkbox"/> Star charts <input type="checkbox"/> Compass	
7:05	Game: Wind Power. Cubs race sail boats, powering them by blowing or fanning.	<input type="checkbox"/> Eavestrough <input type="checkbox"/> Paper boats	Kaa
7:15	Group Activity: Cubs choose area they wish to take part in  (1) Making weather vanes; get two parents to help  (2) Make model airplanes from five materials	<input type="checkbox"/> Pre-packaged kits <input type="checkbox"/> Spools <input type="checkbox"/> Screws  <input type="checkbox"/> Tools  <input type="checkbox"/> Paper cups <input type="checkbox"/> Straws <input type="checkbox"/> Popsicle Sticks <input type="checkbox"/> Foil <input type="checkbox"/> Paper clips	Baloo       Bagheera



TIME:	Activity	Equipment	Leader
	(3) Tin Can Constellations	<input type="checkbox"/> 48 oz. cans <input type="checkbox"/> Nails <input type="checkbox"/> Hammer	Kaa
	(4) Large constellation mural	<input type="checkbox"/> Black poster paper for wall <input type="checkbox"/> Poster board	Junior Leader
	(5) Star Mobiles	<input type="checkbox"/> Foil paper <input type="checkbox"/> Gummed stars <input type="checkbox"/> String/hangers	Akela
7:45	Relay Game; Darken room.  Flash constellations on the wall for quick identification.	<input type="checkbox"/> Flashlight <input type="checkbox"/> Tin can	Kaa
7:50	Clean-Up		All
8:00	Announcements Jungle Closing Spiritual Message "Good Night and Good Hunting"		Baloo

**NOTE:** When you have established your short-range plans, give each member of the leadership team a complete copy. Retain a master copy in the *Pack Annual Records*.

Let's take a detailed look at the program plan.

1. As the Cubs arrive, they go to their lairs where sixers take attendance, collect dues and prepare for inspection. When they are ready, they join some pre-meeting activity (e.g. a game, craft or stunt). This approach keeps the Cubs busy from the time they enter the meeting hall and provides some degree of organization. It also takes care of administrative details without using up valuable meeting time.



**Bear Wisdom:** When a Cub is absent for a good cause and has notified a leader or sixer beforehand, give the youth an attendance credit. It's a good way to develop responsibility.

Weekly dues collection is a good idea. It encourages Cubs to budget and assume responsibility for paying their dues. Cub leaders often save dues money for a special pack treat or outing. You might appoint a sixer to count up pack dues received each meeting and record the amount in the *Pack Annual Records*.





### **Akela's Tip! Alternate Uniform Wear**

We expect that a uniform or appropriate activity dress will be worn on all Scouting occasions and activities. When would activity dress be appropriate? On a hike, a games night or a messy craft night for instance. Your group can create their own group t-shirts through Scouts Canada's authorized suppliers. Check out the Scout Shop links at [www.scouts.ca](http://www.scouts.ca) for more information, or ask at your local Scout Shop.

Keep inspection short and snappy; vary the routine. For example, a jungle inspection might include fangs, claws and fur. Another week you might inspect outdoors clothing. Encourage Cubs to wear full and complete uniform to meetings (if appropriate) and to be neat and clean. Set the example with your leadership team.

**Duty Six:** Rotate the responsibility weekly or monthly. The Duty Six arrives at the meeting early to help set up, and stays behind to tidy up. The Duty Six should: set up tables, chairs, and council rock; lay, light, and extinguish campfires; look after bulletin board displays; hand out newsletters; etc.

**Honour Six:** After a six has done a good job as Duty Six, it becomes the Honour Six. The Honour Six breaks the flag and leads the Grand Howl.

2. **Steam-off game:** An active game held at the beginning of the meeting (and other times when the Cubs become restless) helps Cubs burn off excess energy. It also puts them in a receptive mood for the instruction period to follow.
3. **Instruction period:** Arrange the pack in sixes or small interest groups for instruction. All leaders need to be involved. Offer variety and choice. Small group activities often involve some Activity Area requirements but it's important also to include other areas of interest that will not necessarily earn a star, badge or award (e.g. special experiments, outings).



Vary the degree of difficulty and complexity of instruction period activities to give older Cubs a challenge, and keep things appealing for younger Cubs. Try to relate the activity directly to the theme. Keep verbal instructions very short and to the point; let Cubs try things for themselves. Encourage creativity and originality.

4. **Activity Area games:** Adapt games to the theme and the Activity Area being taught that night. These games are often relays or competitive games.
5. **Closing:** Make announcements and hold prayers. Cub prayers can take a variety of forms; they may even be silent personal prayers. (See Chapter 13 for more detail.)

Here are a few other points to keep in mind when planning the evening's program:

- Keep things moving along without gaps from the time your Cubs enter the meeting hall.
- While one leader conducts an activity, the other leaders are either involved in the activity or preparing for other activities to follow.

- Start and finish on time. Your Cubs will soon follow your example.
- Change activities frequently. It's much better to end an activity on a high note rather than to drag it out until enthusiasm dies.
- Keep your instructions short and to the point. When they realize you will not repeat things, Cubs soon learn to listen carefully.
- Recognize individual achievements and efforts. Cubs always like to have something concrete to take home to show their family. Make sure you give verbal recognition for a Cub's fine job at thanking a guest or sharing a new song, etc.
- Incorporate the products of the Cubs' activities (crafts, star work, etc.) into an interesting display table and/or bulletin board to provide continuity from meeting to meeting, and give Cubs recognition for their efforts.
- Use every available opportunity to take your program outdoors.
- Make a conscious effort to build in the element of surprise and mystery, whether by a special treat, surprise visitor, change in ceremonies, or new atmosphere.



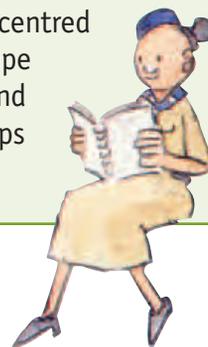
**Bear Wisdom:** When's the best time to end a game? After everyone has had a good chance to participate but before they start to get bored! There will be more anticipation next time!

Types of games, activities and how they are sequenced make a difference. Remember that your typical meeting has a flow – a strong start, a good pace of adventurous and calm activities through the meeting and winding down toward the end. Your Cubs will have different energy levels throughout the meeting, as well as other factors such as how their day was (i.e. if your meeting is immediately after Halloween and they are on a bit of a sugar buzz) all affect their energy. Where you put active or quiet games, crafts, or a calming song can make a big impact on how smoothly your meeting goes. You want to match your meeting with the energy levels your Cubs will have – and not get them over-excited or too tired by the end of the meeting.

There may be times when you need to adjust the meeting you had planned; some examples are: when what you are doing isn't working and your Cubs are not enjoying the activity, taking advantage of opportunities that come your way (a police officer is in your school that night and would like to drop by and say hello), or something may occur at the location or within the group that requires changes for safety reasons.

## Evaluating Your Program

When selecting themes and activities, it's very easy to become program-centred instead of Cub-centred. In other words, we inappropriately attempt to shape Cubs to suit a program rather than shape the program to suit their needs and interests. Avoid falling into this trap. Keep in mind the programming steps guidelines and Program Standards outlined at the beginning of this chapter.



As a final check, compare your evening's program against the Wolf Cub program goals/standards and Cub interests. Remember, activities are a means for meeting the Cubs' developmental needs, which in turn, meet the Principles and Mission of Scouting. A chart of our sample program would look like the following:

## Meeting No. 2

Program Goals	Related Program Activities
Spiritual awareness	(closing prayers)
Do their best	(crafts, games, team work)
Keep fit	(games)
Satisfy curiosity/need for adventure	(theme activities based on Cub interests)
Be creative/sense of accomplishment	(Activity Area work, crafts)
Make choices	(theme/activity choice)
Develop fair play/trust/caring	(six work, games)
Work in small groups/be a leader	(six duties, six responsibilities)
Participate in outdoor activities	(outdoor campfire)
Learn about the natural world	(constellations)



As you can see, Meeting No. 2 has satisfied Cub developmental needs through a proper mix of activities. By using the program elements, the activities have variety, which will keep interest high and reduce boredom.

Do this check with every meeting you plan. You may not be able to use all the program elements or meet all the program goals in every program, but you will know that your Cubs are getting the most they can from every meeting.

The final step in the evaluation process involves reviewing all the areas you would like to repeat or change. Try to determine why an activity went well (good planning, helpful parents, etc.), and use this information to correct flaws in the program.

Try to determine why an activity didn't go well (incomplete planning, lack of interest, lack of facilities, etc.). Decide if the activity is worth salvaging to try again. Should you discard it?

Ask some of these questions:

- Did we fulfil the stated objectives for each meeting? If not, why?
- Was it fun for the Cubs? For the leaders? Why?
- How did the program relate to the last and next program (continuity)?
- What outside resources or help did we use? Did the program benefit from such help? How?
- Were there any surprises for the Cubs, or did the program follow a regular pattern?
- What did we do to add variety to the opening and closing ceremonies?
- Was there something in the program for every Cub?

- Was the program well-balanced? If not, what was missing?
- Did the program allow time to recognize the Cubs' achievements?
- Did we find satisfaction in the program?
- Who planned the program? Was it one leader or did all the leaders and Cubs help?
- Did the pack seem to enjoy most or all of the program? What did they like in particular?
- Did we listen to what the Cubs said about the games: too long, too short, too rough, favourites?
- Were there any difficult discipline situations? Why? Were they connected to the program?
- Are the Cubs generally considerate and courteous to one another and the leaders?
- How did we allow for the Cubs' spiritual development?
- Did we start and finish on time?
- Did we inform parents about the program?
- Did we keep the program within budget?
- Did we make any effort to recruit new Cubs during this program?
- Did we put jungle atmosphere into the program?
- Did we use every opportunity the program offered to go outdoors?
- Did we make a permanent record of the successful activities, songs, games, etc.?
- Was the program effective? How? What would we change?

Be sure to keep permanent pack records of successful activities: a games file; a pack songbook including tunes; samples of crafts; photographs of outings; expenses involved; and names of resource people. They will be invaluable for future planning.

Finally, remember that even the most well planned program may not work out for some reason (e.g. bad weather, special guest has to cancel, V.C.R. out of order). ALWAYS keep a backup plan or two available for such times. Make it something meaningful that needs no props or immediate advanced planning. A night filled entirely with games is not an effective emergency plan unless it satisfies other criteria mentioned in this chapter.



**Bear Wisdom:** "Be Prepared" isn't just for Scouts! Have some backup plan, ready-to-go ideas, in a folder or crate if your plans for the evening fall through. You can quickly bring it out and put on a great program ready to go. Looking for ideas for backup plans? Check out the Cub JUMPSTARTS at your Scout shop to find a month of complete programming. All you will need to do is have the materials they describe ready to go!

The following six programs are designed for the new leader with an all-new pack. They offer one way to approach the first six meetings. You can change activities to suit your pack's needs or try ideas from the other Pack Scouters or your Service Scouter.

The ideas come from two books: *The Cub Book* and *Games... from A to Z*. The *Song Book* is a prime source of songs. *The Campfire Book* is a good source of skits and campfire programs. All are available at your local Scout Shop.

# THEME: YOUR COMMUNITY

## FIRST MEETING - People in your Pack

### Time Program Item

- 7:00 p.m.** Greet the Cubs and, with your assistants, record attendance in the *Pack Annual Records*.
- 7:15 p.m.** Steam off game (to use up extra energy): Monkey's Tail. Arrange Cubs in six member teams. To form the Monkey, one team lines up in file, each Cub with hands on the waist of the Cub ahead. Give the Monkey a tail by tucking a trailing length of rope in the belt of the last Cub in line. The other Cubs form groups of three by linking elbows. On a signal, the small teams chase the Monkey, trying to step on its tail to take it off. If the Monkey breaks apart or loses its tail, another team forms a new Monkey and the game continues. If a chasing team breaks arm links, its members sit out until a new Monkey is formed.
- 7:25 p.m.** Tell your Cubs the first part of the story, "Mowgli's Brothers" (from *The Jungle Book*) so they will have an idea what we mean by Wolf Cubs. (The first part of the story ends where Father Wolf says, "But what will our pack say?")
- Note:** Establish your storytelling formation. Cubs sit cross-legged in a circle, far enough apart so one Cub cannot bother another. The storyteller sits like the Cubs in the circle.
- 7:30 p.m.** Show Cubs how to form a circle (see "Pack Calls" and "Grand Howl") and practise "Pack" and "Pack, Pack, Pack" signals, without attempting the Grand Howl.
- 7:40 p.m.** Explain the salute, handshake, Promise, Law and Motto (*The Cub Book*). Divide the pack into small groups. Write the Law on a piece of paper and give them a chance to study it; then call them back for a jigsaw relay.
- Jigsaw Relay:** Print the Law on long strips of cardboard – one for each team. Cut each cardboard strip into pieces to arrange face down on the floor at the opposite end of the room from each team. On a signal, Cubs in turn run up, turn over a piece of the puzzle, and fit it into the sentence. The first team completing it correctly wins.
- 7:45 p.m.** **Game:** Dark Square (*Games... from A to Z*).
- 7:55 p.m.** **Story:** In the story circle, tell the second section of the story "Mowgli's Brothers," from *The Jungle Book*. (This section ends where Mowgli enters the wolf pack at the price of a bull, and on Baloo's good word.)
- 8:15 p.m.** Practise forming the closing circle.  
Explain pack dues, and announce the time and place of the next meeting.

## Prayer

Good Night and Good Hunting.

Because it's a special meeting, celebrate with hot chocolate or pop, and cookies or fresh fruit.

**Note:** After this and all pack meetings, hold a meeting of the leadership team.

**Discuss:** a) The strong and weak points of the meeting, and what you need to do to improve.

b) The program for the next meetings, and who is looking after various assignments for those meetings.

c) The formation of sixes. For the present time, have Cubs take turns being sixer and second.

If you can't get everything done in the meeting, don't worry. Do as much as you can in the time you have. Get to know your Cubs and assistants, evaluate your program and leadership for improvement and, above all, enjoy yourself.



## SECOND MEETING - The Neighbourhood

Time	Program Item
7:00 p.m.	Call the pack into the circle with the procedure they practised last week. Teach your Cubs the Grand Howl. Practise two or three times.
7:10 p.m.	Divide the Cubs into small groups called “sixes” (about six per group). Appoint one Cub for the night to be the sixer (leader) for each six. With your assistants’ help, show the Cubs how to mark attendance books and have a short inspection stressing neatness.
7:15 p.m.	Active Game: Guard the Chair. ( <i>Games... from A to Z</i> )
7:25 p.m.	Instruction Session: In sixes, review the Law and Motto, and teach the Promise. (In a new pack, all assistants will have to help teach the Tenderpad requirements to new Cubs. See <i>The Cub Book</i> .)
7:35 p.m.	Outdoor Activity: Take a short ramble around the block, noting mailboxes, stop lights, schools, etc. If the meeting location makes it impossible to do this, design some activity to accomplish the desired results, i.e. get to know the area around the meeting hall. (See Green Star – road map; Blue Star - Guide Badge in <i>The Cub Book</i> ).
7:55 p.m.	Ask the Cubs to make a map of the area they covered on their walk, marking the mailbox, the church, etc. (See <i>The Cub Book</i> , Blue Star, and Guide Badge.) Put Cubs in groups of three or four to make the maps on brown paper or newsprint with crayons or coloured pencils.
8:15 p.m.	Closing Circle Announcements Grand Howl Prayer Good Night and Good Hunting.

### Note:

- Because this meeting includes an outdoor activity, consider hot chocolate and cookies to warm the Cubs before they go home.
- Some Cubs arrive early for every meeting. Ensure at least one pack Scouter is there early to run a “gathering” game that they can join as they arrive (e.g. Sleeping Pirate, *Games... from A to Z*).
- Hold an evaluation meeting with your leadership team before your next pack meeting.

**Discuss:** The meeting’s strong and weak points and how you can improve; programs for the next few meetings and individual responsibilities for program items.

## THIRD MEETING - Map Making and the Meeting Place

### Time Program Item

7:00 p.m. Cubs in six corners or lairs to mark attendance and dues.

7:05 p.m. Circle  
Grand Howl  
Flag ceremony. See the section on ceremonies later in this chapter. If you do not have to “break” the flag, have the pack salute a flag on the wall or a pole.



7:15 p.m. Active game: Capture the Flag (indoors or out).  
(Games... from A to Z)

7:25 p.m. Compass Session: Equipment: 1 box of crayons, 1 compass and 1 large piece of brown paper for each six. Cubs in lairs draw a picture of the meeting hall inside or out (see Green Star in *The Cub Book*). Display pictures on lair walls. (During this session, Akela gives special instruction to the Cubs who are ready to be invested. Ask Cubs if their parents can attend the next meeting for the ceremony).

7:45 p.m. Pack sits cross-legged in a circle. Ask if they completed their map from last week. Display the maps and explain that they have completed a star requirement at home. Have them mark their progress in their Cub books.

7:55 p.m. Quiet Game: Look Sharp.  
(Games... from A to Z)

8:15 p.m. Closing Circle  
Announcements: Remember to invite parents to the investiture next week.  
Grand Howl  
Prayer  
Good Night and Good Hunting.

#### Note:

Hold your usual evaluation meeting and overview of program responsibilities for the next few meetings.



## FOURTH MEETING - Disabled People and Investiture

**Note:** New Cubs will be invested tonight. It's an important event in the life of a Cub. Don't hurry it. Welcome parents and briefly explain the ceremony.

Time	Program Item
7:00 p.m.	Attendance and dues in lairs.
7:05 p.m.	Opening Circle, Grand Howl, Flag Break.
7:10 p.m.	Investiture ceremony (short, simple and sincere. See Ceremonies).
7:25 p.m.	Active Game: Elephant and Kangaroo. Cubs form a circle with a leader in the centre. When the leader points at a Cub and says "Elephant," Cubs on either side have five seconds to make elephant ears with their hands while the appointed Cub makes a trunk with his hands. When the leader points at a Cub and says "Kangaroo," the Cub forms the kangaroo pouch with his hands while the Cubs on either side jump up and down. If the Cubs don't perform the actions before the leader counts to five, they drop out of the circle.
7:35 p.m.	Form the pack in small groups or sixes for instruction on the American Sign Language (see Blue Star, Disability Awareness Badge in <i>The Cub Book</i> ).
7:45 p.m.	Game: a relay to practise signing. Cubs in lines run in turn to the other end of the room, sign for an object, and run back.
7:55 p.m.	The pack sits in a circle for a short singsong. Use songs they know and introduce one new one.
8:15 p.m.	Closing Circle Announcements Grand Howl Prayer Good Night and Good Hunting

**Note:**

Outdoors is an ideal setting for an investiture.



**Bear Wisdom:** Put some thought into your skills development. All new leaders need to consider their development and achieving their Basic Woodbadge or other skills such as first aid. See Chapter 20 for more information.

## FIFTH MEETING - Community Leaders

Time	Program Item
7:00 p.m.	Dues and attendance in lairs.
7:05 p.m.	Opening Circle, Grand Howl, Flag Break.
7:15 p.m.	Instructions for tonight's trip or introduction of guest.
7:20 p.m.	A visit to a local fire hall or point of interest in the area. Ask the Cubs' parents to help you or invite a resource person to visit and present a program item to the pack (e.g. troop Scouter, librarian, naturalist, parent with a hobby, etc. See Blue Star, Guide Badge in <i>The Cub Book</i> ).
8:15 p.m.	Closing Circle Announcements Grand Howl: Thanks to guest Prayer Good Night and Good Hunting.

### Note:

Hold your usual evaluation get-together before your next pack meeting, and review responsibilities for the next few meetings. Use Scouts Canada's *Campfire Book* for next week's campfire program ideas.



## SIXTH MEETING - Community Fellowship

(Consider holding this meeting outdoors)



Time	Program Item
7:00 p.m.	Attendance and dues in lairs.
7:05 p.m.	Opening Circle, Grand Howl, Flag Break.
7:10 p.m.	Inspection Game: Train. Assign Cub leaders or Kim station names, e.g. Toothville, Handville, Shoeville. They scatter in the room. Sixes form trains and shunt around to each station.
7:20 pm	Playacting: Write scenarios on slips of paper. A Cub from each six picks a paper from a hat. Sixes take a few minutes to prepare, then they act out the chosen scenario.
7:40 p.m.	Game: Barnyard Bedlam. ( <i>Games... from A to Z</i> )
7:50 p.m.	Campfire, Outdoor fire or candle or flashlight indoors. Singsong: warm up with a few familiar songs and teach a new one. Campfire Games: Funny Bone, Do This, Do That, Pantomimes ( <i>Games... from A to Z</i> ). Campfire story, Quiet songs.
8:15 p.m.	Closing Circle, Announcements, Grand Howl, Prayer, Good Night and, Good Hunting.

### Note:

Hold your regular leaders' meeting.

## SEVENTH MEETING - Code of Conduct

Note: this meeting is a little longer than the first six meetings. Tailor this to the time available to your Pack.

Time	Program Item
	Gathering Activity: Toothpaste Demonstration/Setting respect goals
7:00 p.m.	Opening Circle, Grand Howl, Flag Break
7:05 p.m.	The Lava Pit or Blob
7:15 p.m.	Skits - The Golden Rule
7:30 p.m.	Rules Rap or Red Poison Darts
8:00 p.m.	Co-operative Monster Making
8:30 p.m.	Reflect, Reflect, Reflect
8:35 p.m.	Closing Ceremony

Note: Record the responses from your Cubs as main themes. At the next meeting review the themes with your pack so everyone understands how they helped create their Code of Conduct and how it applies to everyone in the Pack.

Details for these activities can be found in Appendix B: Code of Conduct Activities.



## Resources

The really important aids and resources are services and features in your community, as well as people you locate yourself. Parents, friends, neighbours, and the people you work with and meet in your daily life are all potential pack resources. They have a wide variety of talents and skills.

Your group committee, partner or service team member can help locate people or steer you to other Scouters who can provide resource information.

You will find most of the books you need in your Scout Shop, Scout Shop flyers or the public library. *Scouting Life Magazine* is a regular source of information and ideas. Provincial, national and local governments also offer many resources in the form of handouts and magazines. Check them out.

### People, Places and Books

Chapter 16 provides a more detailed look at available resources, but this summary will get you started.

#### People:

Police constables, firefighters, doctors, nurses, ham radio operators, naturalists, carpenters, St. John Ambulance, teachers (e.g. French, physical education, music, arts). Some of these skilled people will be parents of your Cubs. Most will be delighted to visit the pack or have a few Cubs visit them.

#### Places:

Radio and television stations, library, firehall, police station, newspaper plant, government buildings, greenhouses, arenas, shopping plazas, airports, etc. Arrange visits with those responsible; plan them carefully. Use Activity leaders (14–15) or Scouters-in-training (16–17) and parents to help.

#### World Wide Web:

The internet has an awesome amount of great programming information and ideas. Start with Scouts Canada's web site at [www.scouts.ca](http://www.scouts.ca) - check out the Cubs section for neat badge idea links and resource links for additional games, crafts, and ideas!

#### Books:

Reading and using personal and community libraries are essential parts of star work where Cubs need to find much of their own information. Encourage Cubs to bring along books on rambles; provide books at pack meetings and lend personal books.

Your Scout Shop offers a wide variety of books. Here are some important ones:

**The Cub Book:** The Wolf Cub program, written for Cubs in the form of a workbook; full of ideas and things to do. (Product No. 20-202)

**The Jungle Book:** Rudyard Kipling's exciting stories of Akela, Baloo and Bagheera. (Product No. 20-266)

**Duty of Care Document:** A booklet containing a Code of Conduct for Adults. Should be offered as part of a volunteer's orientation. This is contained in Chapter 2. Available to download from Scouts Canada's web site [www.scouts.ca](http://www.scouts.ca) as a part of *B.P. & P.*



**Camping/Outdoor Activities:** found in *B.P. & P.*, this section contains essential information for planning/ preparing for camping or outdoor activities. Necessary Scouts Canada forms and applications are found in *B.P. & P.* too. Available to download from Scouts Canada's web site ([www.scouts.ca](http://www.scouts.ca)).

**Fieldbook for Canadian Scouting:** A resource book of outdoor equipment, skills and safety know-how. (Product No. 20-667)

**Games... from A to Z:** Over 275 fun-tested games for all. (Product No. 20-504)

**The Campfire Book:** Openings, skits, songs, cheers, closings and program planning. (Product No. 20-626)

**The Kim Book:** Explains Kim's special role in the leadership team. (Product No. 20-465)

**By-Law, Policies and Procedures:** The official manual for Canadian Scouting. Found on line at [www.scouts.ca](http://www.scouts.ca).

**Pack Annual Records:** An administrative tool to keep track of background information on Cubs, recognition and achievement, and finances. (Product No. 25-304)

**The Song Book:** Well-known Scouting and Canadian songs. (Product No. 20-627)

**JUMPSTART for Cubs:** Exciting, fun, theme-based monthly programs. Available at local Scout shops.

**Scouts Canada's Web Site:** A great resource for all leaders. It offers up-to-date forms, changes to the program, program ideas and other Scouting information. Be sure to log on at [www.scouts.ca](http://www.scouts.ca) and check it out.

**Scouts Canada's HELP Centre:** Got a question? Need program ideas? Scouts Canada's Help Centre can help. E-mail: [helpcentre@scouts](mailto:helpcentre@scouts).



# Cub Meeting Schedule: One Month

Theme: \_\_\_\_\_

Activity	Date: Week One	Date: Week Two	Date: Week Three	Date: Week Four
Gathering Activity 10 mins.				
Opening Ceremony 5 mins.				
Game 10 mins.				
Theme Activity 20 mins.				
Game 10 mins.				
Theme Activity 20 mins.				
Song 10 mins.				
Six/Pack Meeting 10 mins.				
Spiritual Fellowship 5 mins.				
Closing Ceremony 5 mins.				
Leader Discussion Time 15 mins.				





# Cub Meeting Schedule: One Week

Theme: \_\_\_\_\_

Date: \_\_\_\_\_

Time	Activity	Program Details	Leader Responsible
10 mins.	Gathering Activity		
5 mins.	Opening Ceremony	(Details can be found in the <i>Cub Leader's Handbook</i> )	
10 mins.	Game		
20 mins.	Theme Activity		
10 mins.	Game		
20 mins.	Theme Activity		
10 mins.	Song		
10 mins.	Six/Pack Meeting		
5 mins.	Spiritual Fellowship	- Recite Law/Promise - Prayer	
5 mins.	Closing Ceremony	(Details can be found in the <i>Cub Leader's Handbook</i> )	
15 mins.	Leader Discussion Time	Review meeting & discuss next week's plans	
<b>Meeting Notes:</b>			