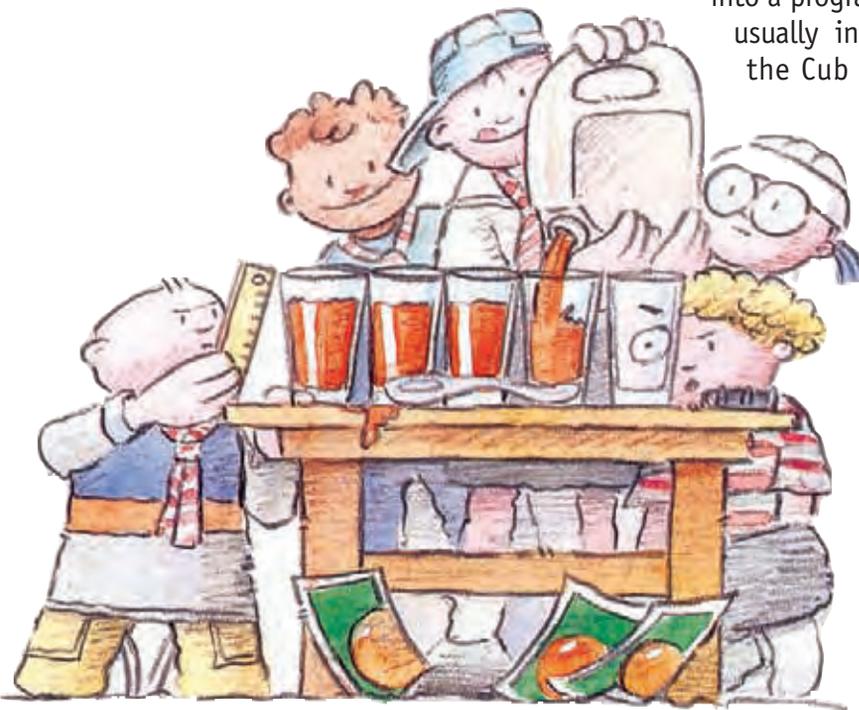


# Chapter 6 - Theme Programs



A theme is a chosen subject area developed into a program offered over a period of time. It usually incorporates all seven elements of the Cub program and meets the program goals and standards.

A theme may last for one or two meetings, a month, or three months. In some cases, you may want to weave a particular theme or pack goal into the program throughout the whole year.

Themes are a most effective program planning tool because they provide continuity. When you add surprise or a sense of the unusual, they pique your Cubs' interest and provide your program with an element of excitement.

Involve Cubs in the selection of themes to ensure the program will fit their interests. Let them express their imaginations, satisfy their curiosity and need for adventure, and help them learn to make choices.

Using themes helps you deal with the wide variety of ages and abilities in your pack. At the same time as it allows willing and able Cubs to delve more deeply into a particular area of interest, it lets slower, less aggressive Cubs work on the theme at their own levels of interest and ability.

## Involving the Cubs

Hold a "brainstorming session" with your pack to get Cubs involved in selecting themes they wish to explore, or have each six meet separately to dream up exciting themes. Encourage originality. Treat each suggestion with an open mind and consider all of the possibilities that accompany the suggestion.

Initially, Cubs may be hesitant to offer suggestions. Here are a few ideas on how to get them started:

- Starting with the letter "A," go through the alphabet and ask Cubs to give you words that come to mind for each letter (e.g. airplanes, animals, etc.).
- Give each six a newspaper and ask Cubs to flip through it looking for possible ideas.
- Suggest certain words (e.g. sports, hobbies, nature, etc.) and ask your Cubs to tell you the first thing that comes to mind.

When the ideas start rolling, write them all down on a piece of paper attached to the wall so that everyone can see.

## Grouping Ideas Into Themes

Now it's time for the leadership team to take a look at the suggestions and come up with themes to which their Cubs will respond. Try to group Cub ideas into subject areas. Look at isolated topics that don't fit into any particular category or group to see if they can offer more ideas.

To keep to the program in *The Cub Book*, you might consider using the following Activity Areas to start:

- The Natural World
- Outdoors
- Creative Expression
- Health and Fitness
- Home and Community
- Canada and the World

By following this guideline, you can group ideas into themes. Choose themes from two, three or more Activity Areas to add variety to your overall program.

It's okay if you don't develop or use themes from all subject areas in one year. Remember that some of your Cubs' ideas may relate to more than one theme.



## Relating to the Seven Elements

Now take a look at each theme in relation to the seven elements of the Cub program. It helps to ask yourself a few questions.

1. What games can we readily adapt to this theme?
2. What crafts and projects can we relate to this particular theme?
3. What songs or music are there that could liven up the theme?
4. How can we work in storytelling using the theme?
5. Can Cubs develop a skit during the theme?
6. What value lessons can be drawn out of the theme?
7. Can we develop a good portion of the theme outdoors?
8. WILL IT BE FUN? This is a vital question!

Beware of themes that do not fit most of these criteria. Use topics your Cubs are likely to have studied in school only if you can put in a twist of adventure. We're not formal educators, but we can take things Cubs learn at school and turn them into exciting Cubbing.

When you have narrowed down your list to a group of subjects you can relate to one theme, you're on your way!

Here's an example to show you one possible result of using such an approach. Perhaps after you've listed all of your Cubs' ideas under one or more of the general subject areas, you find the following list for The Jungle:

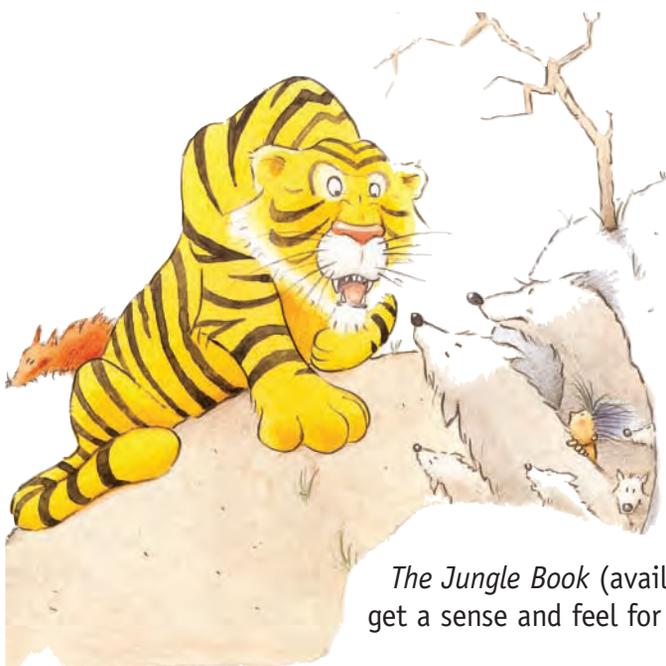
1. Adventure game
2. Hike in the woods
3. Fire-lighting
4. Hunting
5. Obstacle course
6. Campfire
7. Wiener roast



Using this list, you might choose a theme from *The Jungle Book*. Some of the activities you might identify to offer over the theme period could be:

- Jungle Dance: "The Dance of Bagheera" (playacting).
- Hunt for the "man camp" following Bagheera's cryptic instructions. (You'll have fun making them up.)
- Run an obstacle course through the jungle from Bagheera to Raksha (Health and Fitness Activity Area).
- Make props for the dance (crafts).
- Choose and prepare the site for the campfire and a wiener roast to follow (Outdoors Activity Area).
- Discuss the pack Law, respect, and loyalty to your beliefs (spiritual fellowship).

You can build many possibilities into this. For example, each six could do a craft, design and build part of the obstacle course, create part of the skit, become Mowgli running through the jungle, hunt for the "man camp," etc.



Or, you could get only the Cubs who are ready to go up to Scouts to play Mowgli running through a challenge course that leaders and the other Cubs have prepared for them. Invite the troop to your campfire and close it with a Going-up ceremony. Through the skit and dance, the Cubs who are going up show that they are ready. They exhibit the fire pot, prove their Scouting skills by completing the obstacle and hunt courses, shame Shere Khan, re-commit themselves to the pack Law, and finally leave the pack. Follow up with a wiener roast celebration.

Look up the chapter "Mowgli's Brothers" in *The Jungle Book* (available through Scout Shops), and read it to get a sense and feel for Mowgli.



## Check Your Calendar



Now you need to decide to what extent you will develop a particular theme. Before you do this, look at fixed dates you need to take into consideration throughout the year (e.g. holidays, Area Scouting events, community events in which Cubs can play a role, events related to the partnering organization). Plot these dates on your calendar. (You'll find more detail in the chapter dealing with Program Planning and Delivery.)

Consider also school holidays and other dates when you may not have Cub meetings.

## Pick a time frame

Plan to start and complete a particular theme within a specified time frame. For example, you may find a free three week period in the calendar. Aim to complete all activities relating to the theme in the three weeks so you're not stretching it out with several interruptions. Some themes lend themselves to shorter durations than others.

## Timing

The timing of a theme is also important. Try to coordinate themes with other happenings in the Area or community. For example, a unit on car racing might end with the Area Kub Kar rally. A fire-lighting and safety unit might tie into Fire Prevention Week. You can get other ideas if you check with your municipal council to see what special weeks they plan to proclaim during the year.

You may want to carry on a particularly interesting and successful theme over a longer period of time. That's great if it excites your Cubs, satisfies their curiosity, and provides a good range of variety in the program. Just be careful not to wear it out to the point where it dies. It's much better to end it as a booming success!

Some themes may not capture your Cubs' interest to the degree you expected. Be flexible. If a theme isn't working, finish it quickly and move on to something more stimulating. And remember to hold a leadership team evaluation session to determine what went wrong.

Try to end each theme on a high note with a special event or happening: an outing, an event the pack planned together throughout the theme, a community project.

## Long-Range Themes

You may want to weave certain themes into the program for the whole year. The jungle theme comes to mind because it is the basis of the Cubbing program. Even when a particular area of interest doesn't directly relate to the jungle, you can always put some jungle atmosphere into the program.

Use jungle openings and closings, jungle names for leaders, and occasional jungle dances and stories to maintain continuity.



You can relate some of the feelings or principles that come out of other themes to the jungle characters. For example, how do you think Baloo would feel about someone who deliberately destroyed trees in his jungle? Talk about it.

At the beginning of the year, your pack might want to set a particular goal that members would like to work towards during the year. Perhaps it might involve a commitment to help a specific community group or organization, senior citizens or people with disabilities, for example.



**Bear Wisdom:** Consider using the Pack Specialty badge to relate to a broader theme. The Specialty badge can change every year, so sit down with your Cubs and sixers and be creative!

You can relate any theme to this overall commitment. For example, when you go to a local sports event, your Cubs can check to see if the facility is accessible to people in wheelchairs or if it has a special seating area available for seniors. The pack can also include their special group in many of their theme activities and projects.

## Sample Theme

Let's take a look at developing a particular theme from start to finish.

### Theme: The Winter Olympics

#### Long-Range Pack Theme:

Understanding the needs of people with disabilities and helping disabled people in the community.



Backwards as it may seem, it is often best to start your planning at the end of the program, with a special event that will conclude the theme. In this case, the leadership team and pack have decided to invite other packs to a Winter Olympics.

#### Special Event:

Schedule the inter-pack Winter Olympics for a Saturday or Sunday in February at a community park, and invite other packs in the area to participate. Include Special Olympic events which highlight people with disabilities, such as blind skiing or hockey.

Organize Cubs in sixes, each representing a different country and wearing a coloured arm band. Include competitions such as:

- Cross-country skiing or snowshoeing relays
- Snow sculptures of jungle animals
- Period of free skating on open-air rink
- Snowball throw (through a hoop hanging from a tree)
- Snow soccer game
- Obstacle course involving sledding, snow-shoeing, etc.
- Judging of team flags
- Shelter activity (inside tent or building): making Olympic torches



Tie these activities into disability awareness to keep with long-range theme decisions.

Set up hot chocolate stands staffed by parent volunteers throughout the park. Provide a lunch of hot dogs around a large campfire. Keep the fire burning all day for warmth and fellowship. Set up a first aid tent staffed by a qualified medical person. Cubs unable to compete in the games for some reason may assist.

### Program

- |                      |  |
|----------------------|--|
| <b>8:00 a.m.</b>     | Torch Relay. Each sixer takes a turn carrying the torch from a designated point to the flame.  |
| <b>9:00 a.m.</b>     | Lighting of the flame with the torch.<br>Parade of nations, each six dressed to represent its country, and carrying a flag the group has designed. As each nation enters, members sing a song from their country.<br>Official opening of the Games by the local mayor.<br>Grand Howl<br>"O Canada" |
| <b>9:30-12:00 pm</b> | Activities: Rotate sixes through all activities to keep everyone busy.   |
| <b>12:00 pm</b>      | Lunch  |
| <b>1:00 pm</b>       | Activities resume.   |
| <b>3:00 pm</b>       | Closing ceremonies. Medal presentations (set up boxes for the Cubs to stand on, just as they do at the Olympics).  |
| <b>3:10 pm</b>       | Prayer from Cub or leader thanking God for the terrific day.<br>Grand Howl   |



Remember that the weather may not always cooperate with your plans; be prepared for this possibility. In case you have no snow, make arrangements to use a gym or community centre. With a little imagination, you can turn the Winter Olympics into the Summer Olympics.

An event such as this gives you a great chance to promote Scouting in the community. See if the local newspaper will come out to do a report. Perhaps you can designate one of the Cubs as the official press photographer. Give the Cub a PRESS sign for his hat and a roll of film, and set the youth to work taking pictures of events during the day. Part of this Cub's responsibility, of course, will involve making a display of photos, medals and ribbons on the pack bulletin board after the event.

You might ask a parent with a video camera to be your official video technician. Or, see if a Cub can do this using a parent's video camera. In the weeks to come, Cubs will really enjoy re-living their Olympics.



## Activities Related to the Theme

### Games

1. Each week while developing the theme, make one six responsible for teaching the rest of the pack a game played in the country they represent.
2. Award small medals to sixes as prizes for games and other pack activities (gold for 5 points, silver for 4 points, bronze for 3 points, red for 2 points). When the theme ends, treat the six with the most points to a special privilege or outing.
3. Play a series of games with participants in wheelchairs to help Cubs begin to understand how someone in a wheelchair deals with things. Show a movie on the Special Olympics.
4. Adapt games to relate to the Olympic theme.
5. As a pack, attend a local game where a pack member is playing on the team.
6. Organize a parent and Cub hockey game, or one where Cubs play against another pack. If not hockey, try indoor soccer or basketball.

### Storytelling

1. Describe the history of the Olympic torch.
2. Tell stories or watch movies about famous gold medallists.
3. Invite anyone in the community who has participated in the Olympics, Special Olympics, or a similar event to come to a meeting to relate personal experiences.
4. Develop a progressive story with your Cubs. It might start: "It was the opening day of the Olympics. I had waited my whole life for this day. How was I to know it would turn out the way it did? Everything seemed normal when I got up that morning, except...."

### Music

1. Use emotional or patriotic songs as background music for activities.
2. Have each six learn a song from the country it represents, and teach the song to the rest of the pack. For example: Ach Von de Musica (Switzerland), Waltzing Matilda (Australia), or Alouette (France).
3. Make some musical instruments to use in the opening parade.
4. Choose a simple tune, and together compose lyrics to make it your pack's Olympic song.



## Outdoors

1. Hold activities outdoors where possible.
2. Use outdoor skills in addition to sports.

## Playacting

1. Ask each six to prepare a cheer with actions to encourage their team at the games.
2. Do charades featuring Olympic activities or famous winners.
3. Put on a puppet play about a particularly famous event from a past Olympics.
4. At the end of each meeting, have a weekly “newscast” on the progress of the Cub Olympics. Ask each six to take a turn at producing it; include news, sports, weather, financial report, advertisements.

## Crafts

1. Design and make medals.
2. Make team flags.
3. Make simple costumes to depict your country.
4. Make Olympic torches.



## Spiritual fellowship

1. Talk about the “Olympic Spirit” of sportsmanship.
2. Show how “Do Your Best” extends from sports activities to daily life.
3. Demonstrate fair play and honesty during activities.
4. Talk about how cheating never gets anyone far in sports or life.

## Activity Areas

The following Activity Area work can be tied into the theme:

1. Team Player Badge.
2. Swimmer, Skater, Snowboarder, and Skier Badges.
3. Handicraft Badge (make a model of an Olympic Village).





4. Carpenter Badge (build the Winners' podium).
5. Artist Badge (make posters).
6. Athlete Badge.
7. Purple Star (scrapbook of famous Canadian Olympians).
8. Blue Star (make use of your community resources; e.g. rink, swimming pool).
9. Red Star (athletic activities for Olympic training).
10. Tawny Star (make a puppet, make a poster).

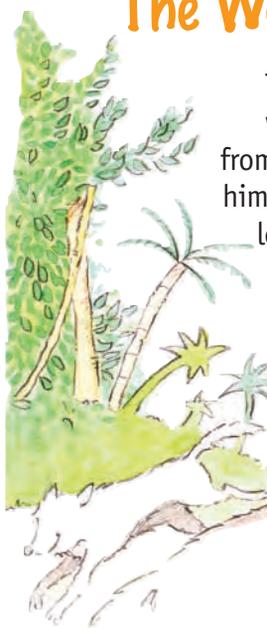
With a little imagination, you can extend the list of related activities endlessly. Be innovative! Try new and different things in your approach to themes.

## Jungle Themes

Because Baden-Powell believed Cubbing needed a special atmosphere that would intrigue and appeal to 8 to 10-year-olds, he introduced Rudyard Kipling's *The Jungle Book* to the program. It offered excitement and action, and included skill training, physical fitness, love of nature, friendliness to animals, self-reliance, obedience, loyalty and courtesy.

Cubs, with their lively imaginations, readily identify with the jungle characters they admire when leaders set examples. To instill the spirit of the jungle into your Cubs, you need to be inspired by the romance, power and beauty of the jungle story. Read it the first chance you get. Become familiar with each animal and, as you teach your Cubs, make use of their features.

### The Wolf Cub Law



The Cub Law, salute and Grand Howl come from the jungle stories. They gain impact when you relate them to the jungle background. One of the important lessons from the story has to do with the respect Mowgli develops for his leaders and himself. He learns to respect the wisdom of his teachers, Baloo and Bagheera. He learns that, without respect for Akela's leadership, the pack quickly becomes a rag-tag, disorganized and unhealthy rabble. He discovers that, to respect himself, he needs to find the courage to speak his mind and challenge the pack when he feels it is wrong. And he finds the strength to stand up to Shere Khan, the bully tiger.

Because respect is an important lesson, it forms the cornerstone of the Wolf Cub Law: "The Cub respects the Old Wolf; the Cub respects himself/herself."





In the jungle story, the Old Wolf is Akela, leader of the pack. Others, particularly the young wolves and cubs, want to be the leader but have to wait their turn. They respect the wisdom and the strength of Akela, and will not dispose of him until they lose that respect.

In your pack, the Old Wolf is Akela. Akela makes the final decision what the pack can and cannot do for itself. The other leaders are also called Old Wolves, and Cubs learn to respect them too for their experience and teachings. The Old Wolves ask Cubs to learn to make choices and stand up to challenges. They encourage them to do their best, speak their mind and participate in the pack so that they learn to respect themselves.

Remind Cubs of the Law of the Wolf Cub pack. Show them that by listening to instruction, speaking their minds, giving their best effort, and supporting the decisions of the pack, they respect the Old Wolf and themselves.

### Using The Jungle Theme

Use the jungle theme to good advantage with your pack.

- The examples of the wolves and other animals in the stories can help deepen your Cubs' understanding of the Law of the Wolf Cub pack.
- Cub ceremonies take on new meaning when they're conducted "jungle style."
- The jungle theme can be a reason to learn about real wolves and their place in the ecology of Canada. Look in the children's section of your public library; it's sure to have one or two books about wolves.
- Best of all, the jungle is FUN.

Like the rest of the Cub program, the jungle theme is flexible; you can use as much of it as you want to suit your Cubs' needs. Virtually all packs do the Grand Howl and give their leaders jungle names. Some do little more than that with the theme, while others perform elaborate jungle openings and closings, and regularly have fun with jungle dances. We'll look briefly at some of the ways you can use the jungle theme. For more jungle ideas, check out the Jungle JUMPSTART package, available at your local Scout shop.

### Jungle Names

Some of the jungle names sixers might adopt are Red Fang, Black Plume, Brown Tip, White Claw, Gray Brother, and Tawny Fur. Sixes are usually given a colour as well.

The most common jungle names for leaders are Akela (the leader of the pack), Baloo (the brown bear), Bagheera (the black panther), and Raksha (the mother wolf). Many packs also have leaders named Kaa (the rock python), Rikki (short for Rikki-Tikki-tavi, the mongoose), Sona (the bear), Chil (the kite), Mang (the bat), and Hathi (the elephant). As you read the jungle stories, you will find other suitable names, too.

### Jungle Props and Equipment

Some fairly elaborate equipment can contribute to a jungle atmosphere, but all you really need are two elements:

1. A totem the Cubs can identify as the symbol of their pack.
2. Some kind of dim lighting. This will give the hall an air of mystery and drama for story-telling, jungle dances and, occasionally when the mood is right, the closing Grand Howl.

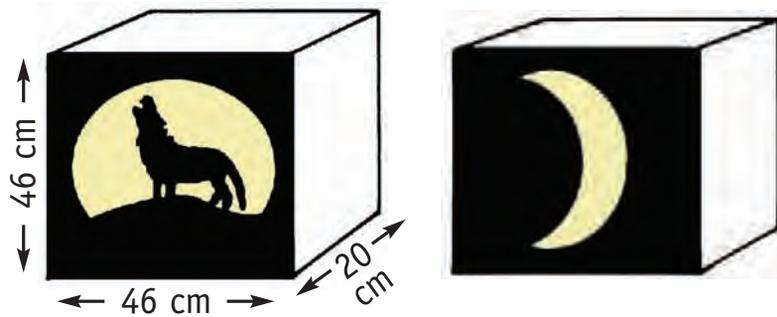
The jungle has exciting ideas and activities waiting behind every tree; you won't want to try all of them at once. You may never get around to trying some of them, but the jungle is there for you and your Cubs to explore. How deep you want to travel is for you to decide.

**1. Lair Curtains or Screens**

Have each six work together to plan and illustrate their interpretation of the jungle scene on old sheets or large boxes. When the Cubs gather, they meet secretly behind their lair curtain to make special plans for the evening – already your meeting has a certain mystique.

**2. Moon**

Many of the jungle stories take place under a full moon. A "moon" lit in a dark room enhances the atmosphere and makes an activity much more exciting and intriguing. Place it in an elevated spot where the moon would be naturally (i.e. not the centre of the floor). You can build a moon as shown in the illustration, or improvise. For example, shine a flash-light on an aluminum pie plate hanging from the ceiling.



**3. Jungle Flags**

Have your six members choose a patron animal for their six (e.g. Bagheera for the Black Panthers, Baloo for the Brown Bears), and design a flag of their patron to hang on the lair curtain or screen.

**4. Council Rock**

Make this from a large wooden box or several chairs piled together and covered with a piece of grey flannel or a blanket. Make sure Akela can sit on it, and place it in the centre of the circle.

**5. Headbands**

Cubs can make simple headbands of coloured bristol board or felt with the head of their patron animal on the front. They wear their headbands to jungle openings and closings, and on other special occasions.

**6. Fake Skins**

Improvise with remnants of tiger-patterned flannelette or fake fur. Drape them over pictures, lay them on the council rock, use them in playacting, jungle dances, and storytelling.

## Jungle Games

Encourage the Cubs to use their imaginations to invent jungle games or adapt old games to jungle themes. Here's an idea to try.

Give each Cub in the six objects (i.e. means of survival) such as a beanbag (representing a piece of meat, fruit, rock), wax paper roll (dagger, firestarter), piece of rope (snake, vine), newspapers (leaves), etc. Ask the six to devise a game using these survival tools and teach it to the rest of the pack.

### **Bandarlog Relay**

Sixes line up in relay formation. Cubs, in turn, balance an object lightly on their heads and playfully frolic to the end of the room on all fours like monkeys. The first six to finish and squat, wins. You can deduct points for objects dropped on the way if you wish.

### **Shere Khan and Mowgli (Steam-off Game)**

Father Wolf, Mother Wolf and all the little wolves form a line one behind the other with Mowgli (the smallest) last in line. Mowgli has a dangling "tail" tucked into his belt, and each of the wolves holds the waist of the one in front. Shere Khan wants to catch Mowgli by catching his tail but, whenever he tries, Father Wolf blocks and the line of wolves scrambles to keep Mowgli safe behind them. If Shere Khan can catch Mowgli's tail within three minutes, he wins. If not, the wolves triumph.



### **Lost in the Jungle (Outdoors or Indoors)**

You need a piece of paper with the name of a jungle animal written on it for each Cub (and a few extras). You can use the name of an animal more than once. Hide the bits of paper over the play area (define the boundaries carefully if you play outdoors). Akela tells the Cubs that many jungle animals have lost their memories and are wandering about in the jungle. The Cubs must scatter to find them within five minutes. At Akela's call, the pack returns. One by one, the Cubs describe the animal they have found without saying its name. The others try to guess which animal each found. The game helps Cubs learn about the jungle animals and also encourages them to use some self-control. They usually want to tell each other the name of the animal as soon as they find it!

## Jungle Dances



In jungle dances, which really are plays about the jungle, B.-P. provided Cubs a way to express their imaginations and love of acting. Dances also teach valuable lessons about morals (Shere Khan and Tabaqui, the sneaking jackal), discipline (Dance of Kaa), and bodily control (Dance of Bagheera).



Here are a few guidelines to help you introduce and teach jungle dances.

1. Let your imagination go, and your enthusiasm will infect your Cubs. Show how to chase your tail like a Bandarlog or creep low like Bagheera. Encourage drama and expression. Incorporate leaps, bounds, crawling on all fours and creeping on the stomach.
2. Encourage older Cubs to take part, too, but if jungle dancing is new to your pack, concentrate on younger ones who really enjoy acting out the jungle. It may be useful to put older Cubs under the direction of one of the other leaders to do something more suited to their interests (perhaps in preparation for their going up to Scouts).
3. Encourage Cubs to portray characters with imagination and individual interpretation.
4. Do only one dance at a given meeting. You don't need to use jungle dances every week or even every time you use the jungle in the program. Make jungle dancing a special occasion.
5. Do jungle dances outdoors. Sneaking around trees, rocks, buildings, ponds, and other people really adds an exciting dimension.

### **How to Teach Jungle Dances**

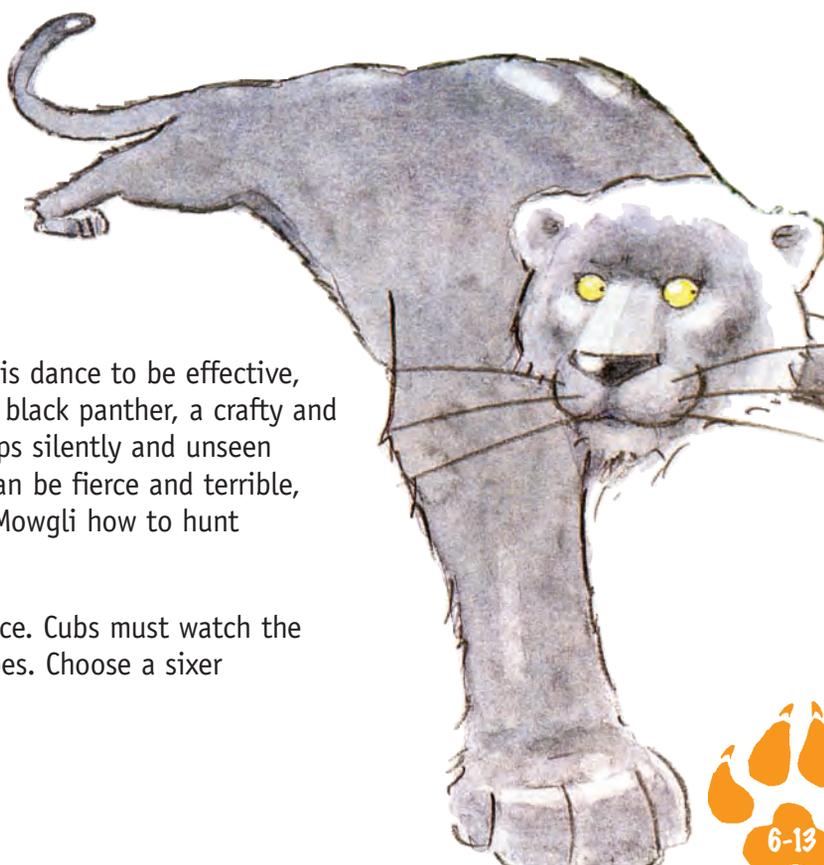
1. Start with a story about the dance. Tell it in your own words if you can, and bring out the important aspects of the story in an exciting, dramatic manner. (See Jungle Stories later in this chapter.)
2. Make a special effort to ensure the animals appear as real characters. Emphasize their particular characteristics as well as the adventurous nature of the story.
3. Fully explain the parts the Cubs are to act. Go through each part of the dance, demonstrating where necessary. Let the pack try it. Praise Cubs who make a real effort to portray their parts. Practise the dance a couple of times, then leave it before you drill the fun and spontaneity out of it.

Below are a few jungle dances and suggestions for interpretations. You can make up your own once you're familiar with the story.

### **The Dance of Bagheera**

Because you need plenty of space for this dance to be effective, it's best done outdoors. Bagheera is the black panther, a crafty and skilful hunter who climbs trees and creeps silently and unseen in the shadows by night. Although he can be fierce and terrible, Bagheera has a kind heart and teaches Mowgli how to hunt for his food.

Each Cub becomes a panther in this dance. Cubs must watch the leader and instantly do the things he does. Choose a sixer or other experienced Cub as leader.



The pack forms a circle, and Cubs move along in a crouching position, looking out to right and left for game to hunt. Suddenly, they sight game and squat, turning heads to gaze towards the centre of the circle where an imaginary deer is feeding. In order not to be seen, Cubs quietly take a position on all fours and turn towards the centre. They move backwards a few paces to get a little farther from the deer, so as not to frighten it, then begin to crawl slowly towards the centre. As they get nearer, they creep closer to the ground and move more slowly. When they are near enough, they lie flat until the leader yells, "Now!" On that signal, they spring forward with a shout, and capture the deer. Then they fall outward and run jumping back to their places in the circle.

### **The Hunger Dance of Kaa the Python**

The leader is Kaa's head, and the rest of the pack form a tail behind Kaa, each holding the Cub in front. The tail follows the head wherever it goes, each Cub moving as slowly as possible in step with those in front.

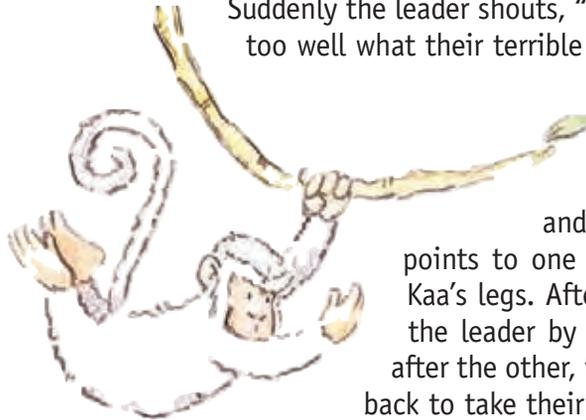


The head quietly glides along on a figure-of-eight track, then winds up his tail into a circle, gradually getting smaller and smaller until he turns round and works his way out again in a spiral.

Cubs hiss during the whole performance and silently walk on tip toes so the whole body sounds like a snake rustling through the grass. Occasionally Kaa might hiss a bit louder to call to his friends.

After Kaa has coiled and uncoiled, the leader yells out, "Bandarlog!" Immediately the snake breaks up and each Cub runs about imitating a monkey in his own way. One might dash in a certain direction as if on urgent business and suddenly stop, sit down, and look at the sky. Another might dance around and around on all fours without any real object. A third might chase his own tail while others climb imaginary trees, sit down on imaginary branches, and scratch. All sorts of tricks are possible here as Cubs do silly monkey things without paying attention to what anyone else is doing. At the same time, the Cubs make the monkey's call, "Goorrukk, goorrukk how, how, goorrukk."

Suddenly the leader shouts, "Kaa!" The monkeys freeze with horror, for they know only too well what their terrible enemy will do to them.



The Cub who plays Kaa's head stands with legs astride, arms outstretched, thumbs clasped, and head down. Slowly he swings his body to and fro. He hisses once, and all the monkeys take an unwilling step forward. He points to one of them. The frightened victim crawls forward between Kaa's legs. After he is "swallowed," he becomes part of the tail behind the leader by joining on. Perhaps a dozen monkeys go this way, one after the other, to re-form the body of Kaa. The others slowly move to the back to take their places as Kaa's tail again.

When all have joined up, the snake moves heavily around in a circle, then lies down and goes to sleep after his big meal. The leader goes down first and the other Cubs follow, one after another, each resting a head on the back of the Cub in front.

At the call, "Pack! Pack! Pack!" everybody jumps up, shouts "Pack!" and quickly forms the circle.

## Notes:

1. Some packs form Kaa by holding each other's shoulders, others by holding the waist. It's most effective if the Cubs keep their heads well down.
2. Encourage Cubs to "ham up" the frozen horror of the monkeys when they hear the dreaded call "Kaa!" Have them keep very still and glue eyes to Kaa until he points.
3. When Kaa goes to sleep at the end, it is easier if the pack kneels, one Cub after the other, before lying down.

## Variation for a small pack

A small pack can get a more snake-like appearance by holding hands in a line. Have the Cubs line up from largest to smallest, and clasp hands by stretching the right hand forward and the left hand back. Leaning forward a bit with both knees slightly bent, they move in step, advancing with the right foot only and bringing the left foot up to it. The result is a nice, slithering, jointed snake.

If the pack is small enough, Kaa can swallow every monkey, starting with the smallest Cub, who eventually becomes the tail end. As he swallows progressively larger monkeys, they hook on immediately behind him and the others move back.

When the snake has formed again, the Cubs clasp right and left hands as before and are in a good position to lie down in a snake-like manner. If Cubs step over the joined hands in front of them, they're ready to "Skin the Snake."

Jungle dances are dramatic interpretations of the jungle stories, so branch out. Try developing your own dances for the pack's favourite stories.

## Jungle Stories

Stories from *The Jungle Book* or *The Wolf Cub's Handbook* make a wonderful quiet activity towards the end of a pack meeting. Most Scouters find Kipling's words a bit difficult for Cubs to understand; for this reason, they tell the tales in simpler form sometimes using their own language. B.-P.'s words are sometimes a bit old-fashioned, but they're vigorous and lively, and need little simplification. Your library has lots of animal and adventurous outdoor tales, many of which you can use as part of the jungle atmosphere. Consider these tips:

- Read a story to yourself a few times before telling it to your Cubs.
- Decide if the author's words are best or if you need to simplify them.
- Decide if you should leave out some of the story, because it's too long or you feel parts are not suitable.
- Become familiar enough with the story that you can "tell" rather than "read" it. As much as possible, you want your eyes on your Cubs rather than the book.
- Try to make the expression of your voice match what's happening in the story.

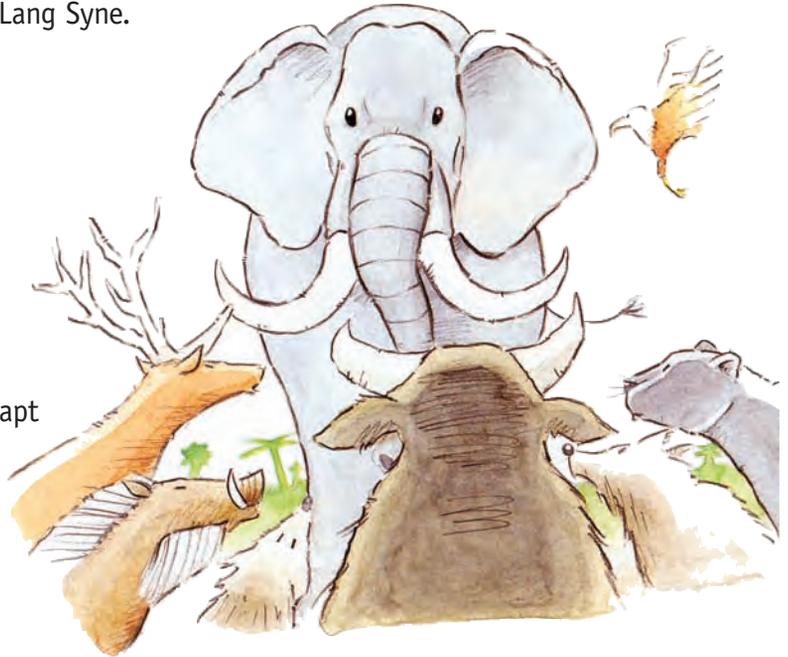
## Jungle Songs and Chants

A jungle dance is a great way to follow a jungle story, and so is a jungle song. You might adapt one of the jungle passages to music. Try this one from *Mowgli's Brothers*. Sing it to the tune of *Auld Lang Syne*.

Now Chil the Kite brings home the night  
That Mang the Bat sets free;  
The herds are shut in byre and hut  
For loosed 'til dawn are we.  
This is the hour of pride and power,  
Of talon, tusk and claw,  
Oh hear the call, "Good Hunting" all  
Who keep the Jungle Law.

Set your imagination free; you can also adapt many other songs to the jungle theme. Sing this song to the tune of "If You're Happy and You Know It."

If you're a wolf and you know it,  
Give a howl...  
If you're a monkey and you know it,  
Give a scratch...  
If you're a snake and you know it,  
Give a wiggle...  
If you love the jungle and you know it,  
Do all three...



## Jungle Ceremonies

Imagine the scene. The meeting begins with lights out, a full moon shining, and the Cubs in their lairs. Out of the darkness, Akela's voice booms, "Look well, O Wolves. Look Well!" And the jungle opening begins.

Here are samples of a jungle opening and closing you may want to try with your pack. Adapt them, or improvise your own, to suit your needs.

### *Jungle Opening*

The den is in darkness except for illumination from the moon. Akela and Bagheera face each other from opposite ends of the den. Cubs are in lairs at the four corners of the den.

**Akela:** "Look well, O Wolves. Look well!"  
**Bagheera:** "'Tis moonlight in the jungle,  
And time for the pack to meet,  
Come wolves of every colour,  
Gather at the Council Seat."

**Cubs (from lairs):** "We, the White Wolves, come, Bagheera:  
We, the Green Wolves, come, Bagheera." etc.

Cubs form a circle around Bagheera.

**Bagheera:** "Akela, from the north, from the south,  
From the east, and from the west.  
The pack has gathered at your request."

Akela and Bagheera salute. Bagheera leaves the circle. Akela enters the circle and begins the Grand Howl.

### **Jungle Closing**

Cubs are in a circle with Akela in the centre. The second brings the totem into the centre of the circle, salutes Akela who returns the salute, and returns to his place in the circle.

**Sixer (or other leader):** "Now Chil the Kite brings home the night  
That Mang the Bat sets free;  
The herds are shut in byre and hut  
For loosed 'til dawn are we.  
This is the hour of pride and power,  
Of talon and tusk and claw,  
Oh hear the call, 'Good Hunting' all  
Who keep the Jungle Law."

Cubs do the Grand Howl with the sixer remaining in position in the circle.

If you broke the flag at the opening of the meeting, Akela says, "Pack, face the flag." Cubs face the flag but do not salute as the leader lowers it. Akela then says, "Pack inward face."

**Akela:** "There is none like to me, says the Cub  
In the pride of his earliest kill;  
But the jungle, it is large, and the Cub, he is small;  
Let him think and be still."

Cubs bow their heads for either silent prayer or a prayer led by a leader or Cub. After the prayer, Akela usually gives a blessing. The second then comes into the circle, salutes Akela and takes the totem out of the circle.

**Akela:** "Good night, Cubs. Good rest and good hunting. Remember, Cubs always go straight home."

Akela salutes the pack. The Cubs return the salute, break circle, and leave for home.



## Award Presentation

**Akela:** "Come, Wolf Cubs all, both large and small,  
From North, South, East and West,  
And gather round while a reward is found  
For a Cub who does one's best."

Akela gives a short talk on the achievement, calls the Cub to the circle and makes the presentation.

Like many things from the jungle, the presentation is very simple, but also very special.

## Visitors

When another Cub or a special guest visits, Baloo and Akela offer a greeting.

**Baloo:** "Oppress nor hurt the Cubs of a stranger,  
But hail them each as your brother,  
For although they are each of them different,  
As with us, the pack is their mother.  
Welcome!"

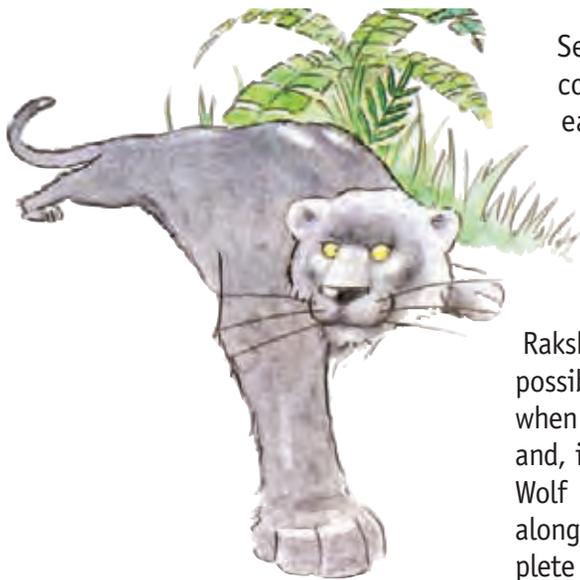
**Akela:** "We are of one blood, you and I  
Cubs, salute your fellow Cubs."

## With a Bit of Imagination...

The key to running a successful Cub program with jungle atmosphere is to remain innovative and original. With a little bit of imagination, you can make almost any pack activity a jungle activity. To give you an idea, here's an example of applying the jungle to a badge requirement.

### Jungle Fit

Cubs love adventure. We can offer a whole lot of content during an evening or day-long wide game designed around a carefully thought out scheme.



Select some Athlete Badge requirements; for example, connect them to a theme, build a fun activity around each, and you have a made-to-order adventure.

This example combines the theme Jungle Trail and Athlete Badge. Build your own story line something like this.

Raksha gives Mowgli a message to take to Akela as quickly as possible. He must remember the message and repeat it exactly when he reaches Akela. But Shere Khan is in the neighbourhood and, if Mowgli doesn't reach Akela within a certain time, the Old Wolf will assume the tiger got him. Mowgli meets challenges along the way. Completing them saves him time; failure to complete them slows him down. He runs along a well-marked trail.

Some of the activities could involve:

1. Running 50 metres. Mowgli has to cross a meadow where Shere Khan lurks. If he takes too long, you'll hear a roar. Shere Khan has spotted him!
2. Standing long jump. Mowgli's back is against a cliff and the trail ends to the right. He can't turn back to his left (remember Shere Khan) and, to take the only way forward, he has to jump across a pit of quick-sand. If he doesn't make it – "SLURRP!"
3. Running long jump. There's a deep chasm across the trail. In it are vicious alligators, starving rats, a raging river, a shark, and a whole bunch of other nasties; a sign beside the chasm lists them all. Mowgli has to take a running jump at it. If he doesn't quite make it, let out a blood-curdling scream.
4. Push-ups. Mowgli is dying of thirst and staring at a water hole, but a pool of acid lies between him and the water. Beside the waterhole are two rocks, perfectly placed for his hands. If he keeps his toes on safe ground, places a hand on each rock, and holds his body straight, he can use a push-up to lower his lips to touch the water. He needs at least 12 sips with a pause after each. If he misses or buckles, he sizzles.
5. Throw a ball. As he runs near the river, Mowgli spots a Bandarlog on the other side. Unfortunately, the Bandarlog sees him. Since Bandarlogs are always hungry, Mowgli knows if he feeds the monkey he'll distract him from warning Shere Khan. He must throw a handy mango across the river. If it doesn't quite make it, the Bandarlog chants, "Here, tiger, tiger, tiger...!" You can come up with other activities for the running high jump (leap over a high hedge to escape Shere Khan), the 200 metre run (out race a mud slide), sit ups, and the rope or pole climb (climb a vine up a cliff to Akela's lair to repeat the message, "Six young wolves will howl for Akela tomorrow night when the moon is just over the horizon"). The kilometre run may be too much for one program, but you can hold it another night.



Start planning well ahead. Place signs at each activity site and lay out the course clearly with survey tape or something else the Cubs can spot easily. The location can be a local park, farm, campsite, or even a large gym (although outside is much better). Put two or three rest stops into the trail and make juice available. Before the Cubs start, hold a short training session to remind them how to do these exercises. Be creative with props, other creatures, and sound effects (e.g. roars, screams, slurps, sizzles, monkey chatters).

You can award points and take them away, but don't make it too serious. The idea is to have fun and get some exercise. You might simply give everyone a banana, or offer the most impressive Mowgli or six a nice ripe mango.

If you have 15 or 20 Cubs, you should be able to get each Cub through the course in an evening. With a larger pack, you might want to group your Cubs by sixes and send them together or set up two trails. Another idea is to make the course part of a larger activity such as a weekend camp or a day-long wide game.

