

Chapter 16 Program Resources



The quality and variety of resources you and your team draw upon will have an immense impact on your pack and its program. Seek out all the resources in your community and use as many as you can.

Consult with other section leaders in your group. Ask your members, group committee, Area support team, and other Scouters about the people, places and things you can use to support your program.

What Is a Resource?

A resource is any person, place or thing that might make it easier to conduct an exciting Cub program. Availability and practicality: these are two criteria to consider in choosing pack resources.

Availability is a prime consideration. A resource is no good to you if you can't bring it to the pack or take the pack to it. Practicality is equally important.

The resource must fit a specific need and make it easier for you to present fun, excitement and adventure to your Cubs.



To start, it's a good idea to list all the resources you know are available. Like brainstorming, making a list can stimulate ideas for program activities. Then, narrow the list by considering how each resource might fit your program. For example, if there's a sugar bush operation in your area, use it to build a program activity around an outing, or expand the idea into a three or four-week theme on trees and their importance. The sugar bush fits your program needs for outings, exploring the natural world, caring for the environment, world conservation, and a variety of star, badge and activity area requirements.

Would a whitewater wilderness rafting tour fit into the Cubbing program? Not really. It is far too demanding for most Cubs, and it focuses on survival skills beyond Cub age abilities.

Typical Sources



The tremendous variety offered by a Wolf Cub program based on all seven program elements means that almost everyone can contribute in some way.

Parents and friends often will be glad to help if asked, but you need to learn how they can help and you must ask. The Parent Talent Survey Form in the chapter on Support Systems can help you do this.

Don't forget other enthusiastic resource people like Scouts, Venturers, Rovers, young people in specialized groups, brothers, sisters, and high school students.

Scouting life

The Magazine *Scouting Life* is published 6 times a year; it offers an excellent source of information and new program ideas.

Visuals

Films, videos, and slides are also available. Make sure you preview them before showing them to the pack. The content of some may be dated or not appropriate for Cubs.

Many community colleges/universities also have films and videos available. Film libraries located in major centres often include a mail service to remote areas.

Visits/Tours

Keep an eye on your local paper for visit and tour possibilities. Most newspapers have someone who writes about local history and suggests interesting places to see. Tourist information centres usually carry a wide assortment of promotional pamphlets and maps.

Check around for a local historical society or similar interest group. Societies and groups like these provide another good resource when planning projects or outings.

Recycled Items

Recycled items such as thread spools, empty toilet paper rolls, wax paper or paper towel rolls, foil, buttons, scraps of cloth and yarn, broken hockey sticks, old magazines and greeting cards – anything that might help you with a game, craft or project you have planned. Sources for clip art collages and props for skits include tourist magazines, government departmental handouts, and wall charts promoting wildlife protection. Find an old chest or make a box to hold your collection.

Pack Inventory List of Resources



With your leadership team, create a pack resource inventory. Use a notebook divided into sections for people, places and things.

For each resource, identify: who, what, where, contact numbers, conditions, and how you can use it in your program. Leave a space at the end of each to evaluate and note if you'd use the resource again, and how. The inventory guide that follows may help trigger some ideas.

Keep your Resource Inventory Notebook up-to-date. Add items as you hear about them, using the criteria of availability and practicality. List even those that don't spark immediate ideas. You never know when you might need them.

Guide to Local Resources

This guide provides a skeleton inventory of the potential resources available in most communities. Work with your group committee and support team members to add names and details for your program resource inventory.

A. Community

- Leaders
- Public officials
- Community centre instructors
- Sport coaches
- Youth leaders

B. Places

- Parks and natural areas
- Private and commercial business
- Sport facilities
- Cultural attractions

C. Groups/Associations

- Lodges
- Ethnic or cultural societies
- Service clubs
- Individual sports teams
- Private clubs
- Societies and associations
- Union locals
- Arts and crafts clubs
- Literary groups

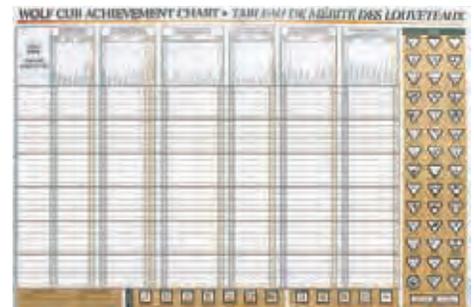
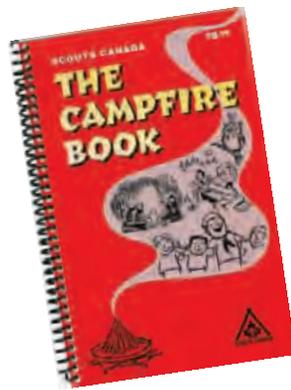
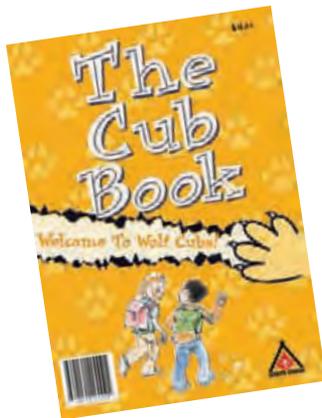
- Music and drama schools
- Special interest groups
- Professional associations
- Veteran's associations
- Other clubs

D. Religious Groups and Institutions



Scouting Resource Books

- Add these books and support materials available from Scout Shops to the list already suggested.
- *The Wolf Cub's Handbook*: B.-P.'s original writings and thoughts for leaders on the Wolf Cub Program. Product no. 20258
- *Weekly Record Book*: Keeps track of dues, attendance, and six members' addresses and telephone numbers. A good way for sixers to learn about keeping records. Product no. 25200
- *The Campfire Book*: Complete how-to-do book with a large skit selection. Product no. 20626
- *The Song Book*: All of Scouts Canada's favourite songs. Product no. 20627
- *Cub Achievement Chart*: A wall chart that displays all Cubs' progress on Activity Area work. Product no. 25202
- *Wolf Cub Home Chart*: A chart for Cubs to keep track of their progress using stickers. Product no. 25203
- *Fun with Knots*: Traditional and new knots, and their uses. Product no. 20603



- *First Aid Books*: The latest St. John Ambulance books on essential first aid.
- *Games... from A to Z*: Over 300 games to keep you going. Product no. 20504
- *Scouting Life*: Offers a wide range of program activities (games, crafts, songs, plays, etc.) for all members of the Scouting family.
- *Fieldbook of Canadian Scouting*: The complete book of information and tips on preparing any group for a safe, fun and challenging outing. Product no. 20667
- *By-law, Policies and Procedures*: All Scouts Canada's By-laws, Policies and Procedures. Found on Scouts Canada's web site, www.scouts.ca.
- *The On-Board Manual*: Produced by the Canadian Red Cross, it is a complete safety guide and boating safety resource. Product no. 20515
- *JUMPSTARTS for Cubs*: A variety of one-month, theme based packages containing all resources to run the program.
- Scouts Canada's Web Site (www.scouts.ca): Find the *By-Law, Policies and Procedures* (containing the *Camping/Outdoor Activities* section, *Duty of Care*, and necessary forms and applications), program resources, and up-to-date information about Scouting.



- Program HELP Centre: If you have a question or are looking for help, e-mail helpcentre@scouts.ca.

Other Books

Because there are so many titles available, it's difficult to include a current list of resource books in a handbook like this. Become familiar with your public library, browse book stores, scan newspaper and magazine book reviews, keep your eyes open for publishers' catalogues, and ask fellow Scouters for advice. Children's books are often good sources for games, songs, legends and other stories, crafts, science and conservation activities, and other subjects.