

Chapter 7 – Activity Area Programs: Part I



INTRODUCTION

The next two chapters will introduce you to the Wolf Cub Activity Areas. Before getting into the actual activities, you should be aware of some background information, which will help you understand how the activities are designed to be delivered. You may find it useful to have a copy of *The Cub Book* handy while reading this and the Activity Area sections.



Your first reaction may be that Cubs are expected to work on and earn every star, badge and award in *The Cub Book*. This is not the case. The Cub program is based on the motto, “Do Your Best.” Cubs are at an age where they enjoy a variety of experiences that directly interest them. Therefore, the program of Activity Area work should be based on choices the Cubs make. Involve your Cubs when developing programs; we cannot over-stress this point. The most successful programs ensure that leaders set time aside periodically throughout the year to discuss what stars, badges and awards interest the youth. Leaders can then develop activities which tie directly into specific Activity Area requirements.

As you look over the Activity Area requirements, you may wonder why these specific activities were chosen. Part of the answer — they are fun and age-appropriate. The various Activity Area requirements have been designed to meet the abilities and skill level of the average 8-10 year old. Many of the activities experienced by Cubs provide foundation skills and abilities; they enable the Cubs to tackle more advanced activities found later in the Scout program.

For instance, the Cub Hiking Badge provides an age-appropriate introduction to hiking skills. This ties into background skills required to work on the Scout level Voyageur Outdoor Skills. In this way, Cubs can experience a wide variety of activities geared to their level of achievement which helps prepare them for more advanced programs in Scouts.

Activity Areas form a progressive learning path; Cubs start on basic skills and gradually take on more specific interests and challenges. When you look at the Activity Area overview chart, you’ll notice that stars, badges and awards from a similar category are grouped together. Consider them a “family” of related activities which serve as stepping stones for pursuing more advanced levels. We will explain these relationships further when we discuss each Activity Area.





Activity Areas also cover many important social and family issues that confront Cubs. Take time to discuss these issues with your Cubs. Ask them for ideas how to bring these issues into the program in a new and interesting way. Though most requirements are worded to promote or guide Cubs into hands-on activity, the requirements do not restrict you from planning other exciting program activities for the Cubs to gain experience and knowledge.

How is an Activity Area structured?

Each Activity Area has a stated purpose and goal. These tell you what the Activity Area is designed to accomplish and the long-term benefits we hope the Cubs will receive from experiencing the activities. The actual requirements then form objectives — the hands-on, tangible activities in which you can measure the degree of interest and success of a particular Activity Area based program.

Remember: the Activity Area purpose, goals and requirements have been designed to meet the developmental needs and interests of typical 8 to 10-year-olds. Three levels of skill development and challenge exist within the Activity Area. Based on Cub interest and ability, you can guide the youth to an appropriate starting place for Activity Area work. The three levels are:

Stars

A star provides a basic introduction to an Activity Area for those Cubs with very little or no previous experience in the activities. Star requirements include a broad range of interests to stimulate Cub curiosity to learn more. Star requirements often act as stepping stones toward specific badges.

Badges

A badge provides further opportunity to explore an Activity Area interest in greater detail; it requires Cubs to have an intermediate level of skill and knowledge. Some badges relate to others. Therefore, working on a number of badges in an Activity Area can provide a much broader and in-depth learning experience.

Awards

An award is designed to give more focus and challenge to Cubs who are especially keen to explore a particular Activity Area. Working on an award requires greater cumulative knowledge, skill and commitment to complete. Some awards provide an opportunity for older Cubs to teach younger Cubs new skills. This strengthens early leadership skills. Most awards also prepare Cubs for the transition to Scouts through more advanced Cub program work. These activity awards take the form of square badges.

Integration of Cub Activity Awards with Scout Badges

Why do we tie the Cub activity awards to Scout activity badges?

It's to attract, encourage and motivate Cubs to advance into Scouts. Cubs earn these awards while in the pack, and transfer them to the Scout sash when they are invested into Scouts. The award requirements ensure that new Scouts have some basic troop skills.





Why let Cubs transfer awards to the Scout sash?

Often Cubs experience anxiety and disappointment with having to start over with an empty sash. By encouraging youth to earn “pre-Scout” badges, many will exhibit a stronger interest to move up to Scouts; this might help blend the sections.

On investiture into Scouts, any green-bordered Cub activity awards the child has earned are transferred to the Scout sash. Upon earning the Voyageur level of the corresponding Scout activity badge, the Cub activity award is removed and replaced by the activity badge.

This makes a very tangible link from Cubs to Scouts. It provides a clear, progressive and integrated learning path for the youth to follow.

The chart below explains this process further.

Scout Badge (Voyageur Level)		Cub Badge
Outdoor Skills	Remove (any or all):	Canadian Camper Award Canadian Heritage Trails Award Canadian Wilderness Award
Personal Development	Remove (any or all):	Canadian Arts Award Canadian Healthy Living Award
Citizenship	Remove:	World Citizen Award
Leadership	Remove:	Canadian Family Care Award Emergency Preparedness Award

You may find some requirements overlap between various achievements; this is because some activities are relevant to a number of Activity Areas. Cubs are not required to earn every star, badge and award in *The Cub Book*. The opportunity to participate in a particular activity may occur in more than one place. Where requirement overlap does occur, a Cub needs only to pass the requirement once.

Scouting programs are not only for Cubs, but also for their families. Some Activity Area work can only be completed at home. At other times a Cub’s parents may enquire how to help the youth work on requirements that fall outside your program plan. Encourage parents and other grown-up family members to take an active interest in the program. In this way, home activities will reinforce things the Cub learns at meetings. As well, allowing Cubs to work on Activity Area requirements outside the meeting makes Cubbing a real family experience. This outside participation will help parents appreciate the effort you are putting into the program.

If Cubs or their parents are interested in working on parts of an Activity Area at home, ask them to discuss their ideas with you first. They may find that you are planning to cover certain requirements later in your program plan, or that you can easily accommodate their interests as part of



your program planning process. If you discover that the work falls outside your program, help the Cubs and parents to establish some guidelines for working on the requirements. This approach will ensure that home activities are age-appropriate and follow our “Do Your Best” learning method.

You may be able to share some ideas how to approach specific requirements and where to go for resources with parents. By working closely with them, you will foster stronger support for the pack; perhaps it will open the door for these adults to assume leadership roles within the group later.

Delivering the Wolf Cub Program

The Wolf Cub program offers many opportunities for Cubs to pursue and experience a wide range of activities that interest them. Based on the programming steps discussion, let’s explore the options for creating pack programs.

Themes

Themes can be just for fun or tied to a number of Activity Area requirements. A pirate theme might include finding a map, looking for buried treasure, and a host of related events. By incorporating the program elements, you create a mix of activities that make a fun, variety-filled program. Leaders may refer to the Activity Area requirements either as a guide or to have Cubs earn requirements while they participate in the theme.



Activity Area Work (Single Focus)

Cubs might indicate a cycling interest. This might lead to the entire pack working on the Cyclist Badge together. By using the program elements, the resulting badge activities would be planned and delivered to the Cubs through cycling-oriented games, crafts, songs, stories, etc.

Activity Area Work (Multi-level Focus)

Cubs will often have a range of experience with some activities. This can pose a programming challenge; leaders will want neither to rush inexperienced Cubs nor hold back more experienced youth from further challenge.

Camping is a good example of an activity where Cubs might have differing experience levels. Rather than have the entire pack work at the same level, split the pack into three groups for part of the meeting.

New Cubs with no camping experience can work with a leader on the Green Star. Cubs with some camping experience can form another group with a leader to work on the Camping, Hiking or Trailcraft Badge. The last group (the most experienced Cubs, perhaps getting ready to go on to Scouts next year) can work with a leader on the Canadian Camper Award.

After working in these groups for a while, bring the entire pack together to review common camping practices (e.g. packing, clothing, weather and general information). Using the program elements in each group and with the entire pack ensures that group activities do not consist solely of instructional lectures. By splitting into small skill groups, Cubs have their interests met at a level appropriate to their individual maturity and ability level.

If you focus the entire pack on star requirements alone, some Cubs will become frustrated and may lose interest. Discipline problems are less likely to occur when Cubs are working on activities that fascinate them. But don't think you have to program for every single star, badge and award for your Cubs to work on. Only plan activities the Cubs want to do. Use the program elements to ensure activity variety. Most of all... have FUN!

Here are more tips to make planning easier.

1. Cubs can work on Activity Area requirements in any order.
2. Cubs can work on activities in bits and pieces. For example, a Cub may earn a few Blue Star requirements, and then move on to the Black or Tawny Stars before completing the Blue.
3. The only criterion for earning a requirement is to "Do Your Best." Cubs differ considerably in their abilities; activities that come easy to one, will prove very difficult for others.
4. Let your Cubs choose activities that interest them. The Activity Area scheme allows for considerable choice, so Cubs can choose enough projects within their interests and abilities to earn recognition.
5. Allow Activity Area recognition and the completed task to be rewards in themselves. Give each Cub equal attention for his or her hard work. Celebrate success, whatever success means in the "Do Your Best" context.
6. Because it's sometimes difficult for Cubs to appreciate the objective of a requirement, give them a fun and exciting immediate goal. For example, the long-term objective of fire-lighting is to learn survival and self-reliance skills. The immediate objective is to get this fire lit — a process that fascinates all Cubs.

In summary, Activity Areas are designed with specific purposes, goals and activities to meet the interests of Cubs, while also providing an age-appropriate learning method. Give plenty of opportunity for Cubs to choose what stars, badges and awards interest them. Incorporate these into meetings, outings and special events. By encouraging Cubs to "Do Your Best," and using this motto as your standard for completing various requirements, you will contribute to the overall development of each child.



THE NATURAL WORLD ACTIVITY AREA

Purpose

To create a feeling of care and concern for the natural world and an interest in nature study.

Goals

The Natural World Activity Area has four goals:

- To provide practical environmental activities that explore the wonders of nature.
- To develop an understanding that all life requires food, water, shelter and space.
- To explore and develop an understanding of the positive and negative impacts people have on the environment.
- To give ideas how to help the environment in everyday life situations.



Mowgli says: Look on Scouts Canada's web site, www.scouts.ca for web links to some of the Star, Badges and Award requirements. You will also find archives of *Scouting Life Magazine* with helpful program ideas!

The Natural World Activity Area is geared to discovering nature from the perspective of an 8 to 10 year old. The Activity Area comprises the Black Star, Natural World Badges and the Canadian Wilderness Award. The following briefly describes each of these levels.

Black Star:

The Black Star provides a variety of basic and simple introductory activities for children with only limited exposure to hands-on, nature, educational projects. Through nature hikes and visits, making collections or other useful activities, Cubs can begin to understand how nature works and their place in the environment. Early positive experiences will help children care for nature; it will also provide skills and interest enabling the Cub to further explore the variety of nature subjects found in the Natural World Badges.

Badges:

These badges take a "family" approach; they all relate to each other by providing outdoor education experiences which develop nature awareness in Cubs. The Observer Badge involves learning how to observe, recognize and interpret what Cubs see. By developing a keen eye, youth will begin to discover what nature is lying all around them.

The Naturalist Badge complements the Observer Badge. These activities introduce simple ecology principles, such as camouflage, and how plants and animals survive the weather.

The World Conservation Badge concentrates on the basic understanding that in nature, all life requires food, water, shelter and space to survive. These three badges (Observer, Naturalist, and World Conservation) show how nature is like a giant spider web; everything is connected. A pull or tug on one part of the web eventually affects the rest of the web. Nature is indeed our "web of life."



The Gardener Badge ties nature to our need to produce food. It also promotes wise land use.

The Recycling Badge shows how people's lifestyles can have a profound positive and negative effect on the web of life. As well, it shows Cubs how we handle our waste.

While exploring various aspects of basic astronomy, the Astronomer Badge also makes Cubs aware how objects in the night sky play an important role in Canadian life (e.g. the effect Northern Lights have on satellite communications).

Canadian Wilderness Award:

This award provides an opportunity for Cubs who are keenly interested in the natural world to focus their attention and energies. By developing necessary background skills and experience through prerequisite star and badge work, the award provides opportunities to apply this knowledge to real life issues (e.g. protecting land for parks and working on a conservation project). By requiring the youth to teach other Cubs about nature, the award also provides leadership-building opportunities. This award links to the Scout Voyageur level Outdoor Skill Award, and may be transferred to the Scout sash.

Let's now look at each achievement individually, and see how leaders can develop and link them into program ideas, themes and other activities.

Black Star Badge Links

You can find Black Star requirements in *The Cub Book*. Since each activity is linked to badge work, it would be useful to see how the linking actually appears. Black Star activities are linked as follows:

Black Star A Requirements

1. Gardener Badge.
2. Observer Badge, Naturalist Badge, Gardener Badge, Collector Badge.
3. Gardener Badge, Naturalist Badge.
4. Observer Badge (rock crystals).
5. World Conservation Badge, Observer Badge, Naturalist Badge.
6. World Conservation Badge, Recycling Badge.
7. Observer Badge, Carpenter Badge.
8. Observer Badge, Naturalist Badge, World Conservation Badge, Carpenter Badge.
9. Gardener Badge.
10. World Conservation Badge, Naturalist Badge.
11. Astronomer Badge, Observer Badge, Winter Cubbing Badge.

Black Star B Requirements

1. World Conservation Badge, Naturalist Badge, Observer Badge.
2. Observer Badge, Naturalist Badge, World Conservation Badge.
3. World Conservation Badge, Naturalist Badge, Observer Badge, Recycling Badge, Gardener Badge, Astronomer Badge.

From this information, we can explore some possible program themes that might interest your Cubs and develop activities which incorporate Black Star requirements.





BLACK STAR

Theme: Gardening

— Black Star A1,2,3,9,B3

Program Link Activities: Visit a farm or greenhouse (B3). Find out what kind of plants they grow and how they take care of their equipment (A9). Bring back some seeds from the plants that are grown in the greenhouse, and make a display (A2) or try to grow the seeds (A3). Once the seedlings are big enough to transplant, start a pack garden or let Cubs start one at home (A1).

Theme: Birdlife

— Black Star A2,5,8,B1,2,3

Program Link Activities: Take a hike around the neighbourhood or to a local park (B1,B2). Notice not only the different kinds of birds (B2), but also where the Cubs see them and where they live. From these observations, talk about possible reasons why some birds prefer different habitats (B1). Discuss how plants affect food and nesting sites for birds (A5,B1). You might also discuss why parks are important for birds (B3). Cubs can set up their own family backyard bird sanctuary by making bird feeders (A8) or by planting trees or shrubs in their yard that benefit birds (A5,B1). Cubs might also collect types of commercial bird food, wild foods and plants that certain kinds of birds prefer (A2).

Theme: Water Pollution

— Black Star A4,5,6,10,B3

Program Link Activities: Take a hike around your neighbourhood looking for sources of water pollution (A6). Discuss how the water cycle carries these pollutants (A10). You can illustrate this concept by adding food colouring to the sugar or salt crystal experiment (A4). Cubs might want to plant trees as one water purification solution. Trees help stop soil erosion and act as filters by removing dirt from rainwater (A5). Many wetland plants (such as cattails and sedges) absorb chemicals from surface water, thereby keeping wetlands and drinking water sources free of pollution (A10,B3).

Theme: Trees

— Black Star A2,3,5,B1,3

Program Link Activities: Visit a natural area (B1,B3) or walk around your neighbourhood observing different kinds of trees. Note any animals that use trees for food or shelter. Discuss how various animals depend on different trees. For example, red squirrels prefer cone bearing trees while grey squirrels prefer nut bearing trees (A5,B1). Collect some tree seeds and make a display (A2) or try to grow them (A3). You can plant these seedlings later on (A5).

Natural World Badges

Once Cubs are comfortable with some basic nature skills, they may wish to pursue some of the Natural World Badges. Let's see how to develop themes and activities for each badge.



ASTRONOMER BADGE



Theme: Space Explorers

Program Link Activities: Take a night hike (Hiking Badge) to an open area suitable for observing the night sky. Try to get away from houses, street lights and congested city areas if possible. The less light reflecting on the night sky, the better for star-gazing. Tell your Cubs they are trying to get to a “lost” planet; they must follow the exact route through constellations to find their way. Give them a star chart to help them locate specific constellations (Astronomer 2).

Theme: Canada in Space

Program Link Activities: Talk about how the Northern Lights can cause disturbances to satellite operations. See if you can spot a satellite in the night sky (Astronomer 4, Space Exploration).

Theme: Campfire Stories

Program Link Activities: During a campfire program, include stories and legends about the night sky. Perhaps Cubs could turn these into skits (Astronomer 3, Entertainer, Aboriginal Awareness, Canadian Heritage).

Astronomer Badge Resources

- *Peterson First Guides: Astronomy* by Jay M. Pasachoff, Houghton Mifflin Co. Highly recommended. Provides all needed information.
- *A Field Guide to the Stars and Planets* by Donald H. Menzel, Houghton Mifflin Co.
- *The Stars, Golden Nature Guides*, Golden Press, Western Publishing Co.
- *The Beginner's Observing Guide by the Royal Astronomical Society*.
- Star charts or star wheels.
- Canada's Museum of Science and Technology (www.science-tech.nmstc.ca).
- Canadian Space Agency (www.space.gc.ca) Contains a section called Kid Space which has interesting activities for youth.

GARDENER BADGE



Theme: Community Service Garden

Program Link Activities: The Gardener Badge can be difficult for many Cubs if they do not have access to a garden. Overcome this problem by approaching a local health care facility such as a children's hospital or senior citizen's home. Arrange to have the pack work cooperatively with the facility to plan and start a garden. Both the Cubs and the health care residents can share in the work and the fruit of their labour. Many disabled people use gardening as a great way to keep in shape, stay active and enjoy the outdoors. This activity covers all aspects of the Gardener Badge. A pack or a six may take part in this project.

Theme: Neighbourhood Gardens

Program Link Activities: Contact a local gardening club to arrange visits to several gardens tended by club members. Plan the visit as a hike (Hiking Badge). Cubs should ask about the various kinds of plants grown, why they were selected by the gardener and how they grow in that part of Canada (Gardener 3).



Theme: Indoor Gardens

Program Link Activities: Due to Canada's climate, many office towers, museums and malls have indoor gardens. Arrange to meet with someone responsible for taking care of an inside garden; tour the garden. Cubs should find out the plant names, why they were chosen, and how the gardener cares for them (Gardener 3).

Theme: Pack Gardens

Program Link Activities: If your meeting place has access to a sunny window and a secure place to set up seed flats, each six may wish to start its own garden during January and February. Bring in seed catalogues for your Cubs to choose several different seed types. (Seeds are generally inexpensive.) Let them write out the order, and mail it. Cubs may plant seeds in potting soil placed in recycled plastic containers or in larger seed flats. As seeds grow, give them lots of light; transplant them into peat pots when necessary. By spring, the Cubs should be able to take their seedlings home for their own gardens. You can also set up a meeting place window box, or plant the seedlings around your meeting hall or partner's facility (Gardener 1,2,3,4).

Gardener Badge Resources

- Gardening with youth can be found on the *Canadian Gardening* magazine web site (www.canadiangardening.com)
- Seed catalogues from Canadian seed companies.
- Local nurseries in your area.



NATURALIST BADGE

Theme: Nature in Winter

Program Link Activities: Take a winter hike to see how nature copes with Canada's arctic cold. Seeds are one way plants ensure their survival. See how many different kinds you can find; discuss or demonstrate how they are dispersed (Naturalist 1, Collector). Talk about how animals grow an extra layer of fat, fur or feathers for holding in heat. You may try to make a snow shelter to see how much warmer it is under the snow (Naturalist 5, Winter Cubbing). For those animals you see, discuss why some change their colouration to white in winter while others keep the same colouration (Naturalist 4,6).

Theme: Trackmasters

Program Link Activities: Introduce Cubs to the art of stalking and tracking — a skill necessary for close observation of wildlife. Let them practise sneaking up on you by staying low to the ground, moving slowly and silently, and freezing in place if spotted. Then go on a hike and see how many animals you can stalk and track (Observer). Watch the animals; record what they do and possible reasons for their behaviour (Naturalist 8). Follow a set of animal tracks. What can you learn from the animal's movements? Then make a plaster cast of the track for future program ideas (Naturalist 3,8).

Theme: Canada's Heritage

Program Link Activities: Collect different sources of natural dyes, such as onions and walnuts.

Experiment by making natural dyes like early pioneers. Try making pack scarfs using these dyes (Naturalist 2). Consult the library or craft store for directions to make natural dyes.



Naturalist Badge Resources

- *Stokes Nature Guides: A Guide to Nature in Winter, Bird Behaviour, Wildflowers*, Little, Brown Publishing. Highly recommended. Provides keen insights and interpretive information beyond traditional field guides.
- *Peterson Field Guide* series.
- *Golden Guide Series*. Highly recommended.
- *Nature with Children of all Ages*, by Edith Sisson, Prentice-Hall Inc.
- *Handbook of Nature Study*, by Anna Botsford Comstock, Cornell University Press.
- Park wardens, rangers and naturalists.



OBSERVER BADGE

Theme: Christmas Bird Count

Program Link Activities: Every year around Christmas, bird clubs across North America participate in an annual winter bird watching event. The object is to record what kinds of birds are present in winter, as well as their numbers. During the school break or at a winter camp, take the Cubs out for half an hour or more. Which six can spot and then identify the greatest number of birds? You may wish to contact a local bird or naturalist club for advice or get your sighting in the official Christmas count record (Observer 2,3).

Theme: Plants Through the Seasons

Program Link Activities: Find an easily accessible place having a variety of plants throughout the year. This might be a local park or even a weedy back lot. Make plans to check this area several times a year to observe and record the plant changes taking place. You may want to take pictures (Photographer) or draw sketches (Artist). What plants live there? How are they surviving? What stresses do they face for survival (Naturalist)? Collect some leaves or small plants, then press and mount them on a card. By labelling the card and laminating them, you will create a teaching collection for future Cubs (Observer 4,6, Naturalist).

Theme: Animals I Have Known

Program Link Activities: Using a recording of bird calls, have each six develop and perfect various bird calls. Hold a competition to see which group can get the most realistic sound. Let the Cubs display their talents at a parent and Cub event. It's guaranteed to be a big hit (Observer 3, Naturalist).

Theme: Cub Weather Station

Program Link Activities: Build a weather station or plan a visit to a local meteorologist. Discuss how weather forecasters predict the weather. What are some signs of changing weather? See how this information compares with observations from an experienced outdoors person. What signs does a seasoned outdoorsman use to forecast weather changes? (Observer 8)

Observer Badge Resources

- Refer to Naturalist Badge resources.
- Audubon recordings of bird calls. Tapes available from the public library.





RECYCLING BADGE

Theme: Energy Conservation and Climate Change

Program Link Activities: Conduct an energy audit of your meeting place and around the neighbourhood. How many energy conservation methods can your Cubs spot? How does energy conservation help Climate Change? Some examples might include: using public transportation, keeping the family car well tuned, installing energy-efficient lighting, and insulating the home to reduce heating costs. Try to arrange a visit with someone from the power company to discuss energy conserving methods and the cost/benefits (Recycling A2,4,6).

Theme: Recycling/Reuse Emphasis

Program Link Activities: Bring in a sample of one day's garbage. Make sure it's clean! Challenge the Cubs to make a list of as many ideas as possible for reusing garbage instead of throwing it away. Discuss their ideas. Talk about why some of their suggestions are not being done. Invite someone who deals with public sanitation or community recycling to discuss ways to reduce garbage, and suggest how to reuse more items (Recycling B1,2,3,4,5).

Theme: Toxic Waste at Home

Program Link Activities: Ask the Cubs to define the term "toxic waste." You'll probably get answers that conger up images seen in the news or on cartoons. Make sure your Cubs know that toxic waste is anything that is very hazardous to humans and the environment. See if the Cubs can identify toxic items found at home. Examples might include pesticides, car oil, chemical cleaners, batteries and paints. Ask the Cubs to note if they have any of these things at home, and how they are stored. Discuss special handling precautions for various toxic substances. Ask someone who deals with public sanitation or hazardous waste (such as a firefighter) for ideas on how to properly dispose of this material (Recycling C2,5).

Recycling Badge Resources

- Scouts Canada's *Climate Change Program Resources* (Check out relevant links on Scouts' Canada's web page, www.scouts.ca)
- *The Canadian Green Consumer Guide*, McClelland and Stewart.
- *The Canadian Junior Green Consumer Guide*, McClelland and Stewart.
- *2 Minutes a Day for a Greener Planet*, by Marjorie Lamb, Harper Collins Publishing.
- Pitch-In Canada. This is a leading Canadian non-profit organization for educating the public about responsible waste management; it sponsors "Pitch-In Week" where hundreds of Scout groups participate in local clean-up projects (www.pitch-in.ca).
- Public Works Departments. These may have brochures on recycling and waste management for your community.



WORLD CONSERVATION BADGE

Theme: Habitat Search

Program Link Activities: Ask Cubs to choose a wild animal native to their locale. Tell them they are now responsible for helping this animal survive in the wild. In order to do this, the Cubs



must find out what kind of habitat the animal needs. A habitat has enough food, water, shelter and space for the animal to survive. Go on a hike and see if you can find the ideal habitat for the animal. If you can't find a suitable habitat, discuss how Cubs could improve local land to support more wildlife. What happens when the support for the habitat changes? (World Conservation 1,3,4,6).

Theme: Endangered Species

Program Link Activities: Similar activity as above, except the Cubs choose an endangered species (World Conservation 5).

Theme: Wildlife Real Estate Company

Program Link Activities: Your Cubs are employed by the above company. Their job is to go into their "sales territory" and find as many homes as possible to show potential customers. Cubs are given an area to search for animal homes of any kind. Who will be the top "sales rep"? (World Conservation 3) Discuss how changes in habitat affect where and what homes are found (World Conservation 1,2,4).

Theme: Pollution

Program Link Activities: Discuss how soil, water and air pollution can affect all living things. Take a hike outside around the meeting place. Look for different examples of pollution. Don't just consider garbage, but examine pollution sources such as oil from cars and roads, lawn fertilizers and garden pesticides, and car exhaust (World Conservation 7).

World Conservation Badge Resources

- Refer to Naturalist Badge resources.
- World Wildlife Fund. Excellent resources on endangered species and conservation (www.wwf.ca).
- Canadian Wildlife Federation. Excellent resources on conservation education in Canada. Distributes *Ranger Rick* and other magazines. Also coordinates Project WILD workshops and National Wildlife Week (www.cwf-fcf.org).
- Canadian Nature Federation. Works on behalf of naturalist groups across Canada. Can provide contact with local naturalist clubs. Produces *Nature Canada* magazine and other literature (www.cnf.ca).
- Ducks Unlimited Canada. Resources on wetlands conservation, waterfowl conservation and identification. Produces the *Conservator Magazine*. Also has a youth program called Greenwings which complements World Conservation Badge work (www.ducks.ca).
- Scouts Canada's *EcoSystems JUMPSTART* package; available at local Scout shops.
- *Owl* and *Chickadee* magazines.

Those Cubs who are really keen on Natural World activities may wish to try the advanced challenge of the Canadian Wilderness Award.



CANADIAN WILDERNESS AWARD (CWA)

Theme: Canada's Parks

Program Link Activities: Contact a local provincial or national park. Arrange either a visit or to have information sent to you. Let each Cub explore a different aspect of the park. Together with other Cubs working on this award, have them make a presentation to the pack (CWA 4).



Theme: Nature Camp

Program Link Activities: In conjunction with Cubs working on Natural World Badges, have CWA Cubs help teach other Cubs about nature. Let them work at different discovery stations set up around camp. When Cubs visit the station, CWA Cubs can explain a nature concept to them. Discovery stations can focus on different plants, habitats, track, nests or anything you find around camp (CWA 6).

Canadian Wilderness Award Resources

- Parks Canada. This department can provide general contact information for national parks and regional Parks Canada offices. For specific information on a national park, contact the park directly or the regional office of Parks Canada (www.parksCanada.gc.ca).
- Provincial Parks. Contact your provincial ministry of natural resources for further information on parks in your area.
- The Nature Conservancy of Canada. This organization can provide information on local areas in need of conservation preservation, and properties open to public access in your area (www.natureconservancy.ca).

THE OUTDOOR ACTIVITY AREA

Purpose:

To provide opportunities for Cubs to develop self-confidence and early leadership skills by introducing basic camping and other outdoor pursuits.

Goals:

The Outdoor Activity Area has two goals:

- To instruct Cubs on how to enjoy the outdoors safely.
- To introduce Cubs to various outdoor pursuits through age-appropriate activities based on simple skill learning and fun.



Mowgli says: Look on Scouts Canada's web site, www.scouts.ca for web links to some of the Star, Badges and Award requirements. You will also find archives of *Scouting Life Magazine* with helpful program ideas!

The Outdoor Activity Area is geared for helping 8-10 year old Cubs discover basic outdoor skills in a "learn by doing" environment. The Activity Area comprises the Green Star, Outdoor Activity Badges, the Canadian Camper Award, and the Canadian Heritage Trails Award. The following briefly describes each of these levels.

Green Star:

The Green Star provides a variety of basic and simple introductory activities for children who have had only limited experience with outdoor pursuits like camping, hiking and canoeing. Safety, and being prepared, form two key elements when building Cub self-confidence in outdoor activities. The Green Star deals with first aid kits, how to avoid getting lost, how to dress for the outdoors and other skills. As confidence grows through self-reliance, Cubs will find the outdoors less frightening. They will learn leadership skills for helping others.



Badges: These badges provide Cubs with a well-rounded, learning experience. The Camping Badge involves basic how-to skills for youth going on an overnight camp. Learning how to be comfortable in the outdoors will help make camping fun. Cubs will look forward to the event. Because Cubs rate camping as one of the top activities they anticipate most, don't be afraid of giving them too much. To a child, camping is a great adventure.

The Cooking Badge goes well with camping, since every camp involves eating. Too often, leaders make all the meals for the pack. The Cooking Badge gives Cubs an opportunity to experience the fun of cooking and develop early successes.

Many people associate hiking with camping, so the Hiking Badge gives Cubs the opportunity to learn safety tips and etiquette.

Living outdoors involves risk, which can be minimized through the Trailcraft Badge. Loss prevention and early survival training helps Cubs build self-confidence to participate in first-time outdoor experiences.

Since Canada is blessed with arctic weather for a good portion of the year, the Winter Cubbing Badge deals specifically with skills associated with being outdoors in the cold.

Your pack may have the opportunity to enjoy water-based outdoor activities. The Watercraft Badge provides basic boat safety skills.

The Fishing Badge provides opportunity to learn about a favourite outdoor pastime. It also teaches respect for nature.

Canadian Camper Award:

This award provides an opportunity for Cubs who are keenly interested in camping to focus their attention and energies. The award tests their cumulative skill and ability to prepare for more challenging camping experiences. Outdoor leadership also forms an integral part of this award, providing opportunities for Cubs to serve as peer models for inexperienced Cub campers. This award links to the Scout Voyageur level Outdoor Skills Award, and may be transferred to the Scout sash.

Canadian Heritage Trails Award:

Canada's history is linked to the waterways and overland trails used by Aboriginal peoples and early European settlers. By discovering historic trails, Cubs can apply their outdoor skills not only to a worthwhile activity, but also acquire an appreciation for Canadian heritage. This award links to the Scout Voyageur level Outdoor Skills Award and may be transferred to the Scout sash.

Now let's look at each achievement individually, and see how leaders can develop and link them to program ideas, themes and other activities.



Green Star Badge Links

You can find Green Star requirements in *The Cub Book*. Since each activity is linked to badge work, it would be useful to see how the linking actually appears. Green Star activities are linked as follows:

Green Star A Requirements

1. Camping Badge (compass work), Hiking Badge (map distance), Observer Badge (length of objects).
2. Camping Badge, Fishing Badge, Watercraft Badge (mooring).
3. Camping Badge, Fishing Badge, Hiking Badge, Trailcraft Badge, Winter Cubbing Badge.
4. Camping Badge, Cooking Badge, Fishing Badge, Hiking Badge, Trailcraft Badge, Watercraft Badge, Winter Cubbing Badge.
5. Camping Badge, Hiking Badge, Trailcraft Badge, Watercraft Badge, Winter Cubbing Badge.
6. Camping Badge, Fishing Badge, Hiking Badge, Trailcraft Badge, Watercraft Badge, Winter Cubbing Badge.
7. Camping Badge, Cooking Badge, Trailcraft Badge, Winter Cubbing Badge.
8. Camping Badge, Hiking Badge, Watercraft Badge, Winter Cubbing Badge.
9. Camping Badge, Fishing Badge, Hiking Badge, Trailcraft Badge, Winter Cubbing Badge.
10. Camping Badge, Fishing Badge, Hiking Badge, Watercraft Badge, Winter Cubbing Badge, World Conservation Badge.

Green Star B Requirements

1. Camping Badge, Hiking Badge.
2. Camping Badge, Cooking Badge, Winter Cubbing Badge.
3. Camping Badge, Hiking Badge, Trailcraft Badge, Winter Cubbing Badge.
4. Camping Badge, Hiking Badge.
5. Camping Badge.
6. Trailcraft Badge.

From this information, we can explore some possible program themes that might interest your Cubs and develop activities which incorporate Green Star requirements.



GREEN STAR

Theme: Buried Treasure

— Green Star A1,8,B1,3,4,5

Program Link Activities: Begin by showing Cubs how they can use different parts of their body for estimating distance (A1). The Cub's pace, or average step, can be measured by putting masking tape on the meeting room floor and marking off inches and centimetres. Get your Cubs to take a step on the tape. Measure the length of a step from the toe of the leading foot to the heel of the trailing foot. Cubs can also measure their thumb knuckle length as well. Show them how to use a compass for taking bearings. Ask your Cubs to sketch the meeting room or campsite using compass bearings and paces (B5). To give the map a scale, ask the Cubs to translate paces into the length of their knuckle. Draw the map to scale indicating the direction magnetic North lies. This activity helps show how cartographers draw a road or topographical map. Introduce the Cubs to these maps.



See if they can figure out direction and distances (A8). At camp, tell the Cubs you have discovered an old treasure map. The map consists of various compass directions, paces, trail signs and map symbols — clues indicating where the treasure can be found. Give each six a copy of the map and see how well they can use their distance and direction-finding skills (B4). You may want to try adding sun or star direction-finding activities (B3).

Theme: Camp Chef

— A7,B2

Program Link Activities: Introduce Cubs to some “fancy cooking” tricks. Examples might include: cooking an egg in an orange peel half; cooking an egg in a paper bag (the egg’s moisture prevents the container from burning); making a simple tinfoil dinner; or cooking bannock dough on a stick. For tinfoil dinners, give your Cubs some food choices. What would they like to put in the foil to make their meal more personal? Where rules restrict fires, use home recipes or freeze dried food, and cook over a camp stove.

Theme: Emergency Preparedness

— A3,5,6,9,B6

Program Link Activities: Outdoor activities are not without risk. Knowing how to prevent and respond to camp emergencies is an important Cub skill. Start by covering basic first aid (First Aider Badge) and get Cubs to make and know how to use a first aid/survival kit (A3). Introduce a weather discussion. What camp emergencies can occur due to weather conditions (e.g. hypothermia)? Show how to dress for changing weather conditions (A6,9). With this knowledge, discuss how to prevent getting lost and what to do if you do get lost (A5). At camp, set up activity stations simulating a camp emergency. Have each six respond by using their knowledge and first aid/survival kit. At one station, give the six material to build a shelter. See what they can construct (B6).

Outdoor Activity Badges

Once Cubs develop some basic outdoor skills, they may wish to pursue some of the Outdoor Activity Badges. Let’s see how to develop themes and activities for each badge.



CAMPING BADGE

Theme: Campout Preparation

Program Link Activities: Discuss how to properly pack for an overnight camp. Before the actual camp, schedule a meeting where the Cubs bring in their gear as if they were going to camp that night. Have the Cubs dump out their gear and discuss in their sixes what they brought and what is missing. Send home a short note to parents indicating what the Cub forgot so the youth brings it on the actual camp (Camping 3).

Theme: Meeting Place Overnight

Program Link Activities: For Cubs who have never gone camping before, going on an overnight camp takes a lot of adjustment. Introduce children to campouts by holding one in a safe, indoor environment. Arrange to have the pack spend the weekend at your meeting place or another suitable neighbourhood location. You can run pre-camp activities, such as how to make fires, setup



tents, and other skills. This is a gentle way to introduce Cubs to camping. It allows them to slowly adjust at their own speed. One evening, invite parents to an indoor campfire program to build up pack and parent spirit (Camping 5). Add to the camping flavour by setting up free-standing tents indoors, and sleep in them.

Theme: First Campout

Program Link Activities: Plan small group Camping Badge activities 4-5 weeks before going camping. Use the campout to put meeting knowledge into practice. Start with a simple overnight trip. Concentrate on the basics: setting up camp, cooking simple meals, and getting accustomed to a camp environment. Your next campout can be longer. It can build on the successes of the first camp. Remember to keep the experience age-appropriate and fun so Cubs look forward to the next camp (Camping 5).



Camping Badge Resources

- *Fieldbook for Canadian Scouting*, Scouts Canada. Highly recommended as a basic reference guide to outdoor Scouting activities.
- *Bear Attacks*, by Stephen Herrero, Winchester Press. Provides factual information on bears — a common concern with young campers.
- Scouts Canada's *Camping JUMPSTART* package. Available at local Scout shops.



COOKING BADGE

Theme: Canadian Heritage Bannock

Program Link Activities: Bannock — a traditional bread — dates back to early explorers. Today you can find many recipe variations. (A quick recipe involves mixing 250 mL of flour, 15 mL sugar, a dash of salt, 10 mL of baking powder, and enough water to make a dryish dough. Bake until golden brown on a stick over a fire or in a frying pan.) A box of quick biscuit mix (which has all the ingredients pre-mixed) is perfect for first-time campers. (Cooking 7).

Theme: Six BBQ

Program Link Activities: Purchase food suitable for making shish-ka-bobs, such as beef cubes, cherry tomatoes, green peppers and onions. Go on a survival hike where each six must use the contents of their first aid/survival kit to make a fire and boil water for instant soup in a tinfoil cup. When Cubs have completed this task, let them come to you for their shish-ka-bob pieces, which they can cook on a skewer over the fire (Cooking 11, Camping 5).

Theme: Chocolate Mania

Program Link Activities: Make your Cubs responsible for preparing chocolate desserts as you cook the main meal. Dessert-making can be combined with other cooking, such as baked apple or banana with melted chocolate, or S'MORs. A S'MOR is a roasted marshmallow sandwiched between two graham cracker cookies and a chocolate bar (or chocolate chips). So why is this treat called a S'MOR? Well, after eating one, you'll want to eat s'more (Cooking 8,9).



Cooking Badge Resources

- *The One-Burner Cookbook*, by Harriet Barker, Coles Publishing.
- *The Hungry Hiker's Book of Good Cooking*, by Gretchen McHugh, A. A. Knopf Publishing.
- *Fieldbook for Canadian Scouting*, Scouts Canada.
- *Let's Cook Dutch*, by Robert Ririe, Horizons Publishers.
- *Dutch Oven Cooking*, by John Ragsdale, Gulf Publishing Co. (Ragsdale is the North American authority on Dutch ovens.)



FISHING BADGE

Theme: Fishing

Program Link Activities: Bring in various kinds of fishing rods and reels for your Cubs to look at. You might arrange this activity through a local tackle shop or fishing club. Explain differences in tackle (e.g. for casting and fly fishing), and what fish can be caught with the outfits (Fishing 4). Set up a pail at one end of the meeting space. Let Cubs try casting a lead weight into it (Fishing 2).

Theme: Fisheries Resource

Program Link Activities: Arrange a visit to a fish hatchery or ask a conservation officer to speak at a meeting. Discuss what sport fish live in your area, and find out some of their habits and habitat (Fishing 3,4,6, Naturalist). Visit a place where the sport fish are found; discuss how you could improve the local habitat to support more fish, or how water pollution can affect the species (Fishing 6, World Conservation).

Theme: Ice Fishing

Program Link Activities: During a winter camp, get each Cub to build an ice fishing rig near a good fishing location (Fishing 2). Talk about safety rules when on ice or around open water (Fishing 1). Discuss fishing rules and regulations in your area, where to get a license and other ice fishing concerns (Fishing 5).

Fishing Badge Resources

- Fish and Wildlife Offices. Sometimes these can provide brochures on local sport fishing.
- Tackle and bait shops.
- Charter fishing companies.
- Fishing books in the library.



HIKING BADGE

Theme: Night Hike

Program Link Activities: Hiking at night thrills most Cubs — rarely do they have a chance to experience activities after normal bedtime hours (Hiking 6). Wait until it is very dark. Explain safety rules you expect Cubs to follow; use the buddy system for pairing Cubs up (Hiking 3). Discuss what to do if the Cubs get lost (Hiking 4). Plan some fun evening activities, such as star-gazing (Astronomer), identifying night animals (Observer, Naturalist), or just some fun games.

Theme: Mystery Hike

Program Link Activities: A crime of some sort has occurred and the pack has been called upon to solve the mystery by finding clues. By interviewing “witnesses,” collecting clues at the scene of the crime and finding secret messages left by the suspect, the Cubs can be involved in a wide-ranging, fun hike (Hiking 6).

Theme: Spiritual Hike

Program Link Activities: With input from parents and spiritual leaders from faiths represented in the pack, plan a hike that visits the different places of worship your Cubs attend. You may also wish to include other places of worship representing faiths not found in the pack. Walk to each place and discover what you can about each religion (Hiking 6, World Religions).

Hiking Badge Resources

- *Fieldbook for Canadian Scouting*, Scouts Canada.
- Local hiking clubs in your area.
- Trans-Canada Trail. When completed, it will span all of Canada with a 15,000 kilometre trail (www.tctrail.ca).
- Hiking tips for beginners (www.kidsdomain.com/sports/camp/tips.html)



TRAILCRAFT BADGE

Theme: Survival Kit

Program Link Activities: Using the list found in *The Cub Book* and the *Fieldbook for Canadian Scouting*, help your Cubs to assemble their own survival/first aid emergency kit (Trailcraft 3). During the next outing, provide an opportunity for the Cubs to use their kit.

Theme: Loss Prevention

Program Link Activities: Invite a police officer or search and rescue worker to talk about ways to prevent getting lost. Discuss some of the things Cubs should do before going on an outing (Trailcraft 1). Have each Cub make a footprint on tinfoil, as described in requirement 1c. Reinforce the point that no one will punish Cubs if they get lost. Many children who do become lost actually run and hide from searchers because they fear punishment. Tell your Cubs that adults want to find them safe and quickly.

Theme: Camp Lost

Program Link Activities: Plan a camp where Cubs can practise basic survival skills. Set up activity stations where your Cubs act as if they have just become “lost.” Go through the steps and actions Cubs should take to ensure their own safety and increase their chances of being found (Trailcraft 2).

Trailcraft Badge Resources

- Hug a Tree Program. Contact your local Scout office for this terrific program. It discusses safety issues and what to do if Cubs find themselves lost in the woods.
- National Search and Rescue Secretariat; this department has listings of provincial search and rescue agencies. It also has material on satellite tracking. (1-800-727-9414, www.nss.gc.ca)
- *Fieldbook for Canadian Scouting*, Scouts Canada.
- Scouts Canada’s *Emergency Preparedness JUMPSTART* package. Available at local Scout Shops.



WATERCRAFT BADGE

Theme: Safe Boating

Program Link Activities: Invite a police officer, power squadron, or Canadian Coast Guard member to the pack meeting to talk about safe boating. Discuss boat handling safety rules, required safety equipment, and recognizing hazards, such as changing weather (Watercraft 3,4,5).

Theme: Boating Emergencies

Program Link Activities: Arrange for the pack to go to a pool. Have the lifeguard or a knowledgeable water safety instructor show the pack the proper way to wear a Personal Flotation Device (PFD) (Watercraft 3). Let Cubs practise swimming in their PFDs, and going into the HELP and HUDDLE positions (Watercraft 7a,b). Also let them try performing reaching rescues with a paddle or pole, and throwing rescues with a rope (Watercraft 6).

Theme: Water Safety

Program Link Activities: Take the pack to a pool to learn water safety. Arrange for a lifeguard to talk to the Cubs about simple rescues. Let your Cubs practise performing rescues on each other until they know the procedures (Watercraft 6a, 6b).



Theme: Boating Adventure

Program Link Activities: Arrange a simple, flat water boating experience for the pack. Fun is the primary objective. Cover boating safety procedures and take the Cubs through some dry land training, such as practising canoe strokes. With adults in watch boats, help the Cubs launch their boats and move around on the water (Watercraft 2,3,4,5,6,9).

Watercraft Badge Resources

- *Drift, Boating Safety for Children*, by Colleen Politano and Joan Neudecker.
- *Song of the Paddle*, by Bill Mason, Key Porter Books. Excellent canoeing reference.
- *Path of the Paddle*, by Bill Mason, Key Porter Books. Excellent canoeing reference.
- Paddle Canada. Leading Canadian association on canoeing. Can provide information on books, canoe clubs, river cleanup campaigns and safety standards. Produces *Kanawa* magazine (www.paddlingcanada.com).
- Canadian Power and Sail Squadrons. Leading Canadian association for training in recreational power boating and sailing (www.cps-ecp.ca. 1-888-277-2628).
- *Small Craft Safety*, The Canadian Red Cross Society. Contact your local Red Cross chapter for information. (www.redcross.ca)
- *Safe Boating Guide*, Canadian Coast Guard. Contact your local station for information.
- *Boating Handbook*, Canadian Coast Guard. Contact your local station for information.
- *Safe Boating & Personal Flotation Devices*, Canadian Coast Guard. Contact your local station for information (www.ccg-gcc.gc.ca).





WINTER CUBBING BADGE

Theme: Winter Safety

Program Link Activities: Before taking the pack out on a winter outing, spend time talking how to prevent or recognize cold weather associated problems. Discuss how using the buddy system can help spot frostbite or early signs of hypothermia (Winter Cubbing 1). Get the pack to practise ice rescues by dividing up into sixes and stretching out one by one in a human chain across the floor to retrieve an object such as a treat or another Cub who has “fallen through the ice” (Winter Cubbing 1). Demonstrate how to dress in layers for winter outings (Winter Cubbing 2).

Theme: Nature in Winter

Program Link Activities: Once your Cubs know how to be safe during winter, take them on some short, outdoor day hikes. Look for tracks in snow, seed pods, insect galls, old bird nests and other things not seen when leaves block the view (Winter Cubbing 3, Observer).

Theme: Winter Campout

Program Link Activities: Introduce Cubs to some winter camping activities. You may wish to invite a Scout troop along to help give demonstrations. Let your Cubs build a snow shelter, go cross-country skiing or snowshoeing, or try outdoor cooking (Winter Cubbing 5).

Winter Cubbing Resources

- *Fieldbook for Canadian Scouting*, Scouts Canada.
- *The Ultimate Guide to Winter Camping* by Stephen Gorman. Published by The Globe Pequot Press.

Cubs who are really keen on camping may wish to try the advanced challenge of the Outdoor Activity Area Awards.



CANADIAN CAMPER AWARD (CCA)

Theme: Buddy Campout

Program Link Activities: Allow two Cubs to pick out their own campsite and set up their camp. Provide them with enough independence to live on their own and explore the area they have chosen. Ask them what observations they have made about the surrounding environment, and why they chose their particular campsite (CCA 5).

Theme: Camp Skills Camp

Program Link Activities: Set up activity stations around the camp; ask Cubs who are working on the Canadian Camper Award to staff them. Let them teach Cubs who come to the station a camping skill of their choice. Have the Cubs practise this skill while at the station (CCA 6). A Scout troop might agree to participate and staff activity stations (CCA 7).

Canadian Camper Award Resources

- *Fieldbook for Canadian Scouting*, Scouts Canada.
- Visit your local Scout Shop.





CANADIAN HERITAGE TRAILS AWARD

Theme: Heritage Hike

Program Link Activities: Choose a trail to explore that holds historic or heritage importance. Contact a local trail club or park for information on the trail. (Canadian Heritage Trails Award 3,4)

Canadian Heritage Trails Award Resources

- Canadian Heritage Rivers. Parks Canada has information on the Canadian Heritage Rivers System, and will identify which rivers are part of this network (www.parksCanada.gc.ca).
- *A Complete Guide to Walking in Canada*, by Elliott Katz, Doubleday Canada. This book describes hiking in Canada's national parks.
- Local parks carry their own hiking guides and books; check with the park office before hiking in a park.

THE CREATIVE EXPRESSION ACTIVITY AREA

Purpose:

To encourage Cubs to creatively explore and express themselves through activities which use imagination and innovation.

Goals:

The Creative Expression Activity Area has four goals:

- To develop a creative outlet for youth interests through the use of music, arts and crafts in the Cub program.
- To enhance youth awareness how they can use modern technology for creative expression.
- To stimulate and foster Cub literacy through activities which promote or require reading skills.
- To provide opportunities for Cubs to pursue a project from start to finish, thereby producing a sense of accomplishment.



Mowgli says: Look on Scouts Canada's web site, www.scouts.ca for web links to some of the Star, Badges and Award requirements. You will also find archives of *Scouting Life Magazine* with helpful program ideas!

The Creative Expression Activity Area is designed to help Cubs become creative thinkers through a variety of activities that promote innovative self-expression. The Activity Area comprises Tawny Star, Creative Expression Badges and the Canadian Arts Award. The following briefly describes each of these levels.





Tawny Star:

The Tawny Star provides simple projects to stimulate imagination for children with only limited experience with creatively solving problems. Too often adults give children pre-determined projects to work on; successful completion is judged by adult standards. The Tawny Star provides activities that leave the end product up to the Cub to decide. These experiences set the foundation for critical thinking skills needed later in adult life.

Badges:

These badges provide a well-rounded experience in creative expression.

The Artist Badge provides opportunities for illustration, painting and keeping a sketch journal. Interestingly, many famous naturalists include sketches with their environmental observations.

The Carpenter Badge combines practical woodworking skills with innovative projects.

The Computer Badge uses modern computers for creative purposes.

The Collector Badge introduces Cubs to a worthwhile hobby, and also gives them experience learning how to organize thoughts in a systematic and interesting manner.

The Entertainer Badge offers many opportunities for Cubs to get up and perform. Once they overcome initial shyness, the entire pack will be treated to some of the best entertainment available.

Model building is the theme of the Handicraft Badge. Here a Cub can create and build projects that are only limited by time and imagination.

For Cubs with an interest in music, the Musician Badge provides an opportunity for musical expression.

Children love to see themselves in pictures, and love taking pictures of everything they see. Photographer Badge activities show how Cubs can use photography in a variety of projects. For Cubs who do not have access to a camera, new disposable cameras (very inexpensive) may provide opportunities. While not being the most environmentally friendly product in terms of waste, a disposable camera does provide at least one opportunity for children to choose and take their own pictures.

Books provide a legacy of ideas and creative thinking. The Reader Badge opens up the library, and in fact the entire world, to Cubs. Perhaps one of the best things you can do for children is show them how to get their first library card.

The Canadian Arts Award

This award provides an opportunity for Cubs who are keenly interested in creative expression. As well, the award takes Cubs out of the meeting and focuses attention on creative expression in the community. This award links to the Scout Voyageur level Personal Development Award, and may be transferred to the Scout sash.

Let's now look at each achievement individually, and see how leaders can develop and link them to program ideas, themes and other activities.

Tawny Star Badge Links

You can find Tawny Star requirements in *The Cub Book*. Since each activity is linked to badge work, it would be useful to see how the linking actually appears. Tawny Star activities are linked as follows:

Tawny Star A Requirements

1. Carpenter Badge, Handicraft Badge, Gardener Badge.
2. Handicraft Badge, Artist Badge.
3. Computer Badge, Artist Badge.
4. Handicraft Badge, Carpenter Badge.
5. Handicraft Badge.
6. Handicraft Badge, Musician Badge.
7. Handicraft Badge, Carpenter Badge.
8. Artist Badge.
9. Artist Badge, Handicraft Badge, Photographer Badge.
10. Reader Badge.

Tawny Star B Requirements

1. Photographer Badge, Handicraft Badge.
2. Carpenter Badge, Recycling Badge.
3. Artist Badge.
4. Handicraft Badge, Carpenter Badge.
5. Handicraft Badge, Collector Badge.
6. Entertainer Badge, Reader Badge.

From this information, we can explore possible program themes that might interest your Cubs and develop activities which incorporate Tawny Star requirements.



TAWNY STAR

Theme: Pack Art Fair

— A9,B3,5

Program Link Activities: Art projects often become personal, family treasures. Provide the pack with a number of art media, such as paints, clay, paper-mâché or printing blocks. Give some guidance for making different kinds of artwork, and then stand back. Display the art at a parent night or other Cubbing event.

Theme: Code Breakers

— A3,8,10

Program Link Activities: A world famous spy needs the pack's help to decipher a group of mysterious pictures he has been given. Show each six a different picture and ask members to write or type up a brief description of what they see (A3,8). Translate this description into code and send it to another six to decode (A10). Have each six try to decode the other sixes' messages about their pictures. Can they guess what they're looking at?



Theme: Puppets

— A2,3,4,8,B1,4,6

Program Link Activities: Organizing a puppet or marionette show can be both fun and exciting. Incorporate this activity into visits to senior citizen homes, colony visits, and parent and Cub events. Have sixes write a short story on a subject of their choice (A3,8). From this story, your Cubs can create character puppets (A2,B4) and working props (A4). Practise and perform the story (B1,6).

Theme: Environmental Fair

— A1,2,3,4,5,6,8,9,B2,3,4,5

Program Link Activities: Have the pack plan and run an environmental fair or display. This activity can form part of a special Scouting promotional event or part of some other occasion (e.g. National Wildlife Week). Have each six work on a number of projects dealing with some aspect of the environment, such as bird or bat houses, water conservation posters, feeders, decorative objects from natural or recycled objects, or nature toys (A2,4,5,6,9,B2,4,5). Decorate your display (B3) and label the objects with a brief description identifying the objects, how Cubs made them, and their use (A1,3,8).

Creative Expression Badges

Once Cubs are comfortable with some basic creative skills, they may wish to pursue some of the Creative Expression Badges. Let's now look at how leaders can develop each badge into themes and activities.



ARTIST BADGE

Theme: Nature Journal

Program Link Activities: Get each Cub to buy or make a sketch pad from blank paper. Ask them to use their sketch pads when on hikes to draw their nature observations. This learning method helps children develop a keen eye for observation (Artist 2,3,4,5).

Theme: Jungle Book Comics

Program Link Activities: Read a story from *The Jungle Book*, then ask each six to develop a comic book from the reading. An alternative might involve asking Cubs to create their own new jungle story. If your members have access to a computer, they may be able to do some simple desktop publishing to make copies for each member of the six (Artist 1,6).

Theme: Holiday Greetings

Program Link Activities: Using a variety of different printing media (e.g. potatoes, wood or lino blocks), design greeting cards or pack event announcements. Send these out to friends of the pack or others who you invite to the event (Artist 7,9).

Artist Badge Resources

- Library books on drawing, painting and art.
- Craft or art supply stores.





CARPENTER BADGE

Theme: Workshop Safety

Program Link Activities: Before letting Cubs start their projects, brief them on the different types of tools available, describe what these tools are designed to do (and not do), and point out handling safety precautions. While your Cubs may have seen tools, probably they have not been allowed to use them at home. Many Cubs have little real experience beyond observation. Let your Cubs practise using tools on scrap wood or other suitable materials to develop proper handling skills before moving on to a project. Make sure you cover safety aspects —especially for eye protection and when using electricity (Carpenter 1,2,4,5).

Theme: Animal Shelters

Program Link Activities: Ask your Cubs to choose a local bird that nests in your area, and obtain nest box specifications for this species. Help your Cubs build and place the finished boxes. Cubs might also build bat houses if they live in suitable bat habitat (Carpenter 3).

Carpenter Badge Resources

- Library books describing carpentry projects.
- Sunset books.
- Local hardware or woodworking supply stores.
- Bat house directions: *The Leader Magazine*, October 1999, p.5.



COLLECTOR BADGE

Theme: Canadian History Through Coins

Program Link Activities: Get your Cubs to collect several hundred pennies. Line them up on the floor, grouped by year. See how the coins reflect Canadian history (e.g. when Queen Elizabeth ascended to the throne, the year of Canada's centennial, and 125th anniversary). (Collector Badge)

Theme: Sports Cards

Program Link Activities: Plan a visit to a sports card shop or arrange a visit with someone who collects cards. Discuss what makes the cards valuable, and what to look for when buying for collecting and investing.

Collector Badge Resources

- Various collecting books found in the library.
- Local collectors or commercial stores specializing in collectibles.



COMPUTER BADGE

Theme: Computer Search

Program Link Activities: Organize a hike through your neighbourhood to look for computers. How do businesses use them? If possible, include places that use robotics, automation, scanners and other hi-tech computer equipment (Computer 3).



Theme: Pack Publishing

Program Link Activities: Visit an office that uses desktop publishing, such as newspapers, magazine companies, publishing companies and specialized firms. Have the Cubs write a pack newsletter, and take them to see how it can be turned into a professional style publication (Computer 7).

Computer Badge Resources

- Computer stores.
- Personal computer magazines (e.g. *PC Magazine*).
- Computer programmers or users.



ENTERTAINER BADGE

Theme: Pack Banquet

Program Link Activities: For your next parent-Cub event, let your Cubs plan the entertainment. This might involve a pack band, skits, songs, puppet and magic performances, and recitations (Entertainer 1,2,3,4,5,6,7,8,11).

Theme: Multi-culturalism

Program Link Activities: Look at the many cultures found in Canada. Explore some of their traditional dances and songs. Chinese lion dances require a lion mask and costume. Cubs might want to make one. Agile Cubs with good stamina may try Ukrainian dancing (Entertainer 5,8,9, Canadian Heritage Badge).



Entertainer Badge Resources

- *Songbook*, Scouts Canada.
- *Campfire Book*, Scouts Canada.
- Song, musical instrument and dancing books found in the library.
- Professional entertainers, magicians and speakers.



HANDICRAFT BADGE

Theme: Jungle Village

Program Link Activities: Recreate a scale model of the jungle village mentioned in *The Jungle Book*. Let the Cubs' imaginations run wild (Handicraft 3).

Theme: Kite Flying

Program Link Activities: Let your Cubs choose a kite model from several designs. Work in small groups to build and decorate them. You may want to try building a two-line stunt kite for more aerial challenges. Remember to talk about kite flying safety rules, such as danger from power lines and stormy weather (Handicraft 8).

Handicraft Badge Resources

- Handicraft books found in the library.
- *One Hour Kites*, by Jim Rowlands, St. Martin's Press. Excellent resource describing a variety of kite models.
- Hobby clubs specializing in models (e.g. model railroading).



MUSICIAN BADGE

Theme: Pack Choir

Program Link Activities: Organize a pack choir for Cubs who enjoy music, but do not have access to music activities in school. Obtain sheet music for classical, pop, or holiday songs. Teach your Cubs what sheet music symbols mean, how to read the music and how to follow a beat. Practise singing a little at every meeting; give a recital or go carolling before Christmas (Musician 1,2,3).

Theme: Orchestra Trip

Program Link Activities: Many cities have both professional and amateur orchestras. Organize a trip to visit one, and talk with members of an orchestra to find out about their instrument, music and other facts. Ask a musician to teach your Cubs how to read music, keep a beat, and the meanings of different words used to direct how the music should be played (Musician 1,2).

Musician Badge Resources

- Music teachers and instructors.
- Music stores.
- Record stores.
- *Songbook*, Scouts Canada.
- Public library music books.



PHOTOGRAPHER BADGE

Theme: A Day in My Life

Program Link Activities: Ask Cubs to take pictures (or a video) during one day of their life, starting from the time they get up and continuing until bedtime. This activity could be used during a Cub campout, and the picture-taking shared by the Cubs in each six. Display the photos or the video at a parent-Cub event (Photographer B2).

Theme: My Town

Program Link Activities: How would you use pictures to describe where you live to someone? Get each six to take photos of the most important things to them. How do their pictures compare with photos from other sixes? (Photographer B2,6)

Theme: Safety Training

Program Link Activities: Ask your Cubs to pick a safety issue, then build a story board that effectively presents the safety message. Have each six develop scenes from the story board and take pictures (or a video of each scene. Use the pictures to tell the message at a Cub event (Photographer 2,3,4,8).

Photographer Badge Resources

- *Successful Nature Photography*, Collins Sons & Co.
- Camera and video camera stores.
- General photography books found in the library.
- *The Leader Magazine*, October & November 2003





READER BADGE

Theme: Community Resources

Program Link Activities: Visit a library. Talk with a librarian and find out what goes on behind the scenes. Ask the librarian to show your Cubs how and where to find a subject that interests the pack. Where would the children find reference books? Get each Cub to take out a library book, or bring home information describing how to get a library card (Reader 2,3).

Theme: Trivia Hunt

Program Link Activities: With the help of a librarian, create a subject or information trivia hunt. Take the pack to the library. After an orientation session where Cubs learn how to find information, give the youth a list of items they must find and describe. The list might include obscure names, people in history, places and food. Which six can find the most information? (Reader 2)

Reader Badge Resources

- Libraries and librarians.
- Book stores and book dealers.
- Publishing companies.

Cubs who are really keen on creative expression activities, may wish to try the advanced challenge of the Creative Expression Activity Award.



CANADIAN ARTS AWARD (CAA)

Theme: Careers in the Field of Fine Arts

Program Link Activities: Arrange a visit with a fine arts professional. This person might serve not only as a resource person, but also as a role model for Cubs interested in this field for future work (CAA 3).



Theme: Community Culture

Program Link Activities: Get involved with your partner or community planner by setting up a festive event. Ask Cubs who are working on this award to participate in a capacity suitable for their age (CAA 4).