

# The Story of Kim

Kim is the story of a boy written by Rudyard Kipling about 100 years ago. The boy's full name was Kimball O'Hara – the same as his Irish father. At age three, he was orphaned in India. He then grew up as a poor native boy would. Everyone knew him by his nickname, "Little Friend of the World." At about age 13, Kim became a Chela (disciple) to a Lama (holy man), and spent a year wandering around India with his master in search of the River of the Arrow.

During their travels, Kim and the Lama met a regiment of soldiers. The regiment's priest found out that Kim was the son of a soldier, and arranged for him to be sent to a boarding school.

During his first school vacation, Kim again wandered around India. While traveling he stopped to live for a while with a merchant. It's here that Kim first saw the *Play of the Jewels*, now known to us as *Kim's Game*.

Late in the story, some leaders who rules India sent Kim on a mission. He again met up with this Lama friend and traveled with him. The story ends by describing how Kim finished his mission and helped the Lama find the River of the Arrow.

Throughout the story, three qualities stand out about Kim. What are they? It is his:

- unswerving loyalty to his friends,
- quickness to learn, and
- resourcefulness in times of need.

These same qualities are found in your own Scout Law.

Do you want to learn more about Kim's life and times? You might find the book in your local library, or perhaps Akela has a copy of it.

## Kim's Game

Set out a number of small objects on a table, and cover them over – 15 to 20 articles are about right. When the cover is removed from the articles, the Cubs have one minute to look and memorize what's on the table. Then the cover is replaced. The Cubs must now go away and write down what objects were on the table. The group (or Cub) that has remembered the most objects is the winner. In the story of Kim, when he first tried the game, he did not do very well. He only improved after a lot of practice.

