# Cub Meeting Schedule: Week One

**Theme:** Jungle

**Date:** ____________

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
<th>Program Details</th>
<th>Leader Responsible</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 mins.</td>
<td>Gathering Activity</td>
<td>Wolf Head Woggle/ Collect Bones (dues) (See detail planning sheet)</td>
<td></td>
</tr>
<tr>
<td>5 mins.</td>
<td>Opening Ceremony</td>
<td>Jungle Opening in the dark (See the Pack Resource Book)</td>
<td></td>
</tr>
<tr>
<td>10 mins.</td>
<td>Game</td>
<td>Mowgli Game (See detail planning sheet)</td>
<td></td>
</tr>
<tr>
<td>15 mins.</td>
<td>Story time</td>
<td>Mowgli’s Acceptance into the Pack (The Jungle Book)</td>
<td></td>
</tr>
<tr>
<td>20 mins.</td>
<td>Craft</td>
<td>Start Lair Curtains (See detail planning sheet)</td>
<td></td>
</tr>
<tr>
<td>10 mins.</td>
<td>Game</td>
<td>Jungle Name Game (See detail planning sheet)</td>
<td></td>
</tr>
<tr>
<td>10 mins.</td>
<td>Song/Dances</td>
<td>Baloo Dance (See the Pack Resource Book)</td>
<td></td>
</tr>
<tr>
<td>10 mins.</td>
<td>Six Meeting</td>
<td>Discuss Opening &amp; Closing Jungle ceremonies</td>
<td></td>
</tr>
<tr>
<td>5 mins.</td>
<td>Spiritual Fellowship</td>
<td>• Recite Law/Promise</td>
<td></td>
</tr>
<tr>
<td>5 mins.</td>
<td>Closing Ceremony</td>
<td>Jungle Closing in the dark (Details in the Pack Resource Book)</td>
<td></td>
</tr>
<tr>
<td>15 mins.</td>
<td>Leader Discussion time</td>
<td>Review meeting &amp; discuss next week’s plans</td>
<td></td>
</tr>
</tbody>
</table>

**Badge Links:**

**Meeting Notes:**

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JUMPSTART: Cubs Canada
JUNGLE

GATHERING ACTIVITY: Wolf Head Woggle

Method One

Equipment:
- Vinyl or leather pieces, scissors, hole punch, butterfly paper fasteners (3 per woggle)

Instructions:
1. Trace the wolf head (see template) onto the vinyl and cut out. Older Cubs can do this step themselves.
2. Cut out a band, 1 inch by three inch.
3. Punch holes in the woggle for the eyes, and corresponding holes in the band.
4. Using the paper fasteners, push them through the eye holes, through the band and fasten in the back.
5. Punch two holes at each end of the band for the third fastener.

Options:
- Instead of using paper fasteners for the eyes, use moveable eyes from craft stores or dome fasteners from fabric stores. A strip of velcro could be used to fasten the band instead of the third paper fastener.

Method Two

Equipment:
- Turkey necks (each turkey neck yields six to 10 bones. The larger the turkey the better, and the more useable bones you get), black and red felt, glue, small beads with centre holes so that you can thread them onto a wire for the eyes, black spray paint, fine coloured wire (the type found inside telephone cable is a good weight).

Instructions:
Before the meeting:
1. Boil turkey necks until you can easily remove all meat and cartilage from the bones. One neck consists of several separate pieces of bone, each of which looks remarkably like the head of a wolf. Remove the bones from the pot and rinse with warm water until all meat and cartilage is gone.
2. Spread the bones on newspaper and set it in a warm place to dry for a day or two. (Caution: make sure the place is out of reach of your pet dog or cat.)
3. Spray paint bones black. Let dry overnight. If necessary, apply another coat and let dry.

At the meeting:
4. Cut two small triangles of black felt and glue on for ears. Cut a small tongue from the red felt. Glue the tongue into the mouth-like opening you’ll find near the bottom of the bone.
5. From the back of the bone, thread the wire through the two eye holes. Slip the beads onto the wire and feed the wire back through the holes to secure the eyes. Then form a wire loop at the back of the woggle, making it the size you need to hold your scarf in place. Reinforce the loop by coiling the wire around it until you have the thickness you like.
**GAME: Mowgli Game**

*Equipment:*
- Cloth Mowgli, 2 chairs for goal areas, 2 hockey sticks

*How to play:*
1. Have the Cubs choose a partner and stand across the room from each other, forming two lines.
2. Give each set of partners a number, 1,2,3,4 etc.
3. Place a cloth Mowgli in the centre of the room. Form a goal post at the other two ends of the room and place a hockey stick in front of each goal area.
4. Upon calling out a number, ie. #4 - the two Cubs with the number 4 race to their goal area, pick up their stick, run to where Mowgli is, and attempt to get Mowgli to their goal post. After scoring, the sticks are returned to their goal area, they rejoin their side, and another number is called.

*Rules:*
- Sticks must not be lifted more than 6 inches off the floor.
- No checking.
- Give every number a chance to play.
- Winning team is the one with the most goals.

**THEME ACTIVITY: Lair Curtains**

*Equipment:*
- Old sheets
- Fabric paint
- Newspapers (a lot of)

*Instructions:*
1. Spread the newspapers on the floor before the Cubs start to paint. You might want to have them wear painting clothes for this meeting.
2. Give each six a sheet to use for its own lair curtains. Cubs may want to decorate it with the symbol of their six, or their animal, or their interpretation of stories of the jungle. Allow them the freedom to design their own curtains.
GAME: Jungle Name Game

Equipment:
- Cards with Jungle names on the front, and explanation of animal on the back of the card. Safety pins.

How to Play:
- Pin cards, with the explanation facing outwards, on the back of the Cubs. Cubs are allowed to ask one question of another Cub. If Cubs answer correctly, they can ask another question. If Cubs answer incorrectly, they move on to another Cub. When Cubs have correctly identified their card, they ask a leader to turn their card around and pin it on their front. Then they continue to play the game.
- Some questions to ask: Am I an animal? Do I have fur?

Suggested Names to use:

Akela ......................... The Leader of the Pack
Red Flower ................... The Fire
Banderlog .................... The Monkey People
Kaa ............................ The Rock Python
Shere Khan ................... The Tiger
Bagherra ...................... The Black Panther
Hathi ........................... The Elephant
Mang ........................... The Bat
Chil ............................. The Kite Bird
White Hood ................... The Cobra
Rikki-Tikki-Taavi .......... The Mongoose
Mowgli ....................... Man Cub (boy)
Toomai ....................... Elephant Boy

Baloo .......................... The Big Brown Lazy Bear
Kala Nag ........................ The Elephant
Mysa ............................. The Water Buffalo
Grey Brother ................... The Wolf
Raksha .......................... The Mother Wolf
Ahdeek .......................... The Reindeer
Seonee .......................... Wolf Pack Name
Tabaqi .......................... The Jackal
Red Dog .......................... Wild Dogs
Singum .......................... The Lion
Buldeo .......................... Old Man Story Teller
Waingunga ........................ The River
Suggema ........................ The Mosquito
### Cub Meeting Schedule: Week Two

**Theme: Jungle**

**Date:** ____________

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
<th>Program Details</th>
<th>Leader Responsible</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 mins.</td>
<td>Gathering Activity</td>
<td>Jungle Word Search&lt;br&gt;Collect bones (dues)&lt;br&gt;(See detail planning sheet)</td>
<td></td>
</tr>
<tr>
<td>5 mins.</td>
<td>Opening Ceremony</td>
<td>Jungle Opening in the dark&lt;br&gt;(See Pack Resource Book)</td>
<td></td>
</tr>
<tr>
<td>10 mins.</td>
<td>Game</td>
<td>Mowgli and Bagheera Game&lt;br&gt;(See detail planning sheet)</td>
<td></td>
</tr>
<tr>
<td>15 mins.</td>
<td>Story</td>
<td>Kaa’s Hunting&lt;br&gt;(The Jungle Book)</td>
<td></td>
</tr>
<tr>
<td>20 mins.</td>
<td>Craft</td>
<td>A Jungle Totem&lt;br&gt;(See detail planning sheet)</td>
<td></td>
</tr>
<tr>
<td>10 mins.</td>
<td>Game</td>
<td>Skin the Snake Game&lt;br&gt;(See detail planning sheet)</td>
<td></td>
</tr>
<tr>
<td>10 mins.</td>
<td>Song/Dances</td>
<td>Hunger Dance of Kaa the Python&lt;br&gt;(See detail planning sheet)</td>
<td></td>
</tr>
<tr>
<td>10 mins.</td>
<td>Six Meeting</td>
<td>Discuss lessons learned from story</td>
<td></td>
</tr>
<tr>
<td>5 mins.</td>
<td>Spiritual Fellowship</td>
<td>• Recite Law/Promise&lt;br&gt;• Prayer</td>
<td></td>
</tr>
<tr>
<td>5 mins.</td>
<td>Closing Ceremony</td>
<td>Jungle Closing in the dark&lt;br&gt;(See Pack Resource Book)</td>
<td></td>
</tr>
<tr>
<td>15 mins.</td>
<td>Leader Discussion time</td>
<td>Review meeting and discuss next week’s plans</td>
<td></td>
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</tbody>
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**Badge Links:**

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**Meeting Notes:**

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JUNGLE
GATHERING ACTIVITY: Jungle Word Search

- Words may be found either from right to left, left to right, up or down or diagonally, backwards or forwards.

- Circle each word. Letters may be in more than one word.

- Find the following words: (Baloo is there twice)

  KAA  MANG  RIKKI-TIKKI-TAVI  COUNCIL ROCK
  SEEONE  BALOO  LAIR  TABAQUI
  BANDERLOG  RAKSHA  BAGHEERA  BALOO
  CAMPFIRE  MOWGLI  SHEREKHAN  CHIL
  AKELA  HATHI  GRANDHOWL  JUNGLE
  TOTEM  PAWS  CLAWS  BONES
  DANCES  HUMAN  MOON  CUB
  LAW  HUNT  CAVE  PACK
  WOLF  BEAR  PYTHON  BAT
  SIX  BOY
GAME: Mowgli And Bagheera

Equipment:
- 2 balls, different colours

How to play:
1. Stand the Cubs in a circle. Name them alternately, “Mowgli” and Bagheera”.
2. Start throwing the balls around the circle - Mowgli throwing to Mowgli, Bagheera throwing to Bagheera. One ball tries to overtake the other ball.

THEME ACTIVITY: A Jungle Totem

Materials:
- Five plain paper cups (styrofoam works too)
- One wooden or yellow plastic clothespin
- One small feather and two larger feathers (or construction paper from which you can cut out large feathers)
- Two craft or popsicle sticks
- A stone or small sealed plastic bag of sand to use for weight
- Grey, black, brown, yellow and red felt
- Three pairs of googly eyes
- One yellow pipe cleaner or chenille
- Black marker, scissors, glue or tape
- Patterns for tracing wolf, bear and panther head (Cubs might like to create their own patterns)

Instructions:
1. Prepare the beak for Chil the Kite who is on the top of the totem. Working from inside the cup, 25 mm up from the rim, push through the prongs of the clothespin to protrude like a beak.
2. Start with the base cup rim down and glue the bottom of the second cup to the bottom of the base cup. Before adding more cups, place a stone or a small bag of sand in the second cup to give the totem stability. Glue together the remaining cups rim to rim and bottom to bottom as shown.
3. Make felt cut-outs of a wolf (grey), bear (brown), and panther (black) head. Decorate the cups with the jungle characters.
A) Chil the Kite: Poke a small feather into the top of the cup and hold in place with a bit of glue or tape. Poke a craft stick in each side of the cup to make the wing base. Glue feathers on the sticks or cut paper feathers to cover them. Glue on googly eyes.

B) Akela the Wolf: Glue on a grey felt wolf head. Cut out and glue on yellow felt eyes and a black felt nose. Add snout, ear and eye detail if desired with black magic marker.

C) Baloo the Bear: Glue on brown felt bear head. Cut out and glue on black felt nose. Glue on googly eyes and add snout and ear details with black magic marker.

D) Kaa the Python: Wrap a yellow pipe cleaner or chenille around the cup and glue into place. If you use a chenille strip, cut it so that a wide section forms the head and a narrow section the tail. Glue on tiny googly eyes and a red felt tongue.

E) Bagheera the Panther: Glue on a black felt panther head. Cut out and glue on yellow felt eyes and a red tongue.

GAME: Skin The Snake

Equipment:

- None

How to Play:

1. Form into sixes, standing behind each other, legs apart.
2. Players hold the left hand of the player behind them by passing their right hand back between their legs.
3. On “Go!”, the last player lies down and the rest move backwards, passing over him/her. As players reach the next player lying down, they lie down too.
4. When the last player lays down, he/she gets up and moves forward over the others, pulling them up after him/her.
5. Players hold hands the whole time. First team up wins.

For more difficulty, make the teams larger by combining sixes.
## Cub Meeting Schedule: Week Three

**Theme: Jungle**

**Date: _____________**

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
<th>Program Details</th>
<th>Leader Responsible</th>
</tr>
</thead>
</table>
| 10 mins | Gathering Activity     | Teach Reef Knot  
|         |                        | Collect bones (dues)  
|         |                        | *(See detail planning sheet)*                                                    |                    |
| 5 mins  | Opening Ceremony       | Jungle Opening in the dark  
|         |                        | *(See Pack Resource Book)*                                                       |                    |
| 10 mins | Game                   | Bringing Home the Elephant ; (“Hathi” Game)  
|         |                        | *(See detail planning sheet)*                                                    |                    |
| 15 mins | Story                  | Tiger, Tiger  
|         |                        | *(The Jungle Book)*                                                              |                    |
| 20 mins | Craft                  | Finish Lair Curtains  
|         |                        | *(See detail planning sheet)*                                                    |                    |
| 10 mins | Game                   | Shere Khan’s Hunt  
|         |                        | *(See detail planning sheet)*                                                    |                    |
| 10 mins | Song/Dances            | Shere Khan’s Death Dance  
|         |                        | *(See Pack Resource Book)*                                                       |                    |
| 10 mins | Six Meeting            | Discuss lessons learned from story                                              |                    |
| 5 mins  | Spiritual Fellowship   | • Recite Law/Promise  
|         |                        | • Prayer                                                                        |                    |
| 5 mins  | Closing Ceremony       | Jungle Closing in the dark  
|         |                        | *(See Pack Resource Book)*                                                       |                    |
| 15 mins | Leader Discussion time | Review meeting and discuss next week’s plans                                    |                    |

**Badge Links:**

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**Meeting Notes:**

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**GATHERING ACTIVITY: Reef Knot**

This is also called a square knot and it's probably one of the most common knots to use. You use a reef knot to tie together two ropes of the same size or to tie on a bandage or an arm sling properly. The little verse that goes with it describes what you do with the two ends of the rope as you tie it.

*It says “left over right and right over left.”*

**GAME: Bringing Home the Elephant Hathi**

*Equipment:*
- A piece of knotting cord for each Cub, one chair for each team

*How to Play:*
1. Cubs line up in teams, with each Cub holding a piece of knotting cord. Put chairs (one for each team) at the other end of the Den (as far away as possible). Tir a piece of cord to each chair.
2. At the word “Go!”, the first Cub from each team runs to an elephant (chair), and attaches a cord with a reef knot to the cord already tied there.
3. As soon as he/she is finished, he/she calls for the next Cub, who runs and joins another cord on, and so on until all the team has attached cords.
4. Then the leader shouts “right”, and they all drag their elephant back to the starting point.
5. First team to be standing behind their elephant wins.

*NOTE:* This game could be played outdoors, using a piece of wood for Hathi.

**GAME: Shere Khan’s Hunt**

*Equipment:*
- None

*How to Play:*
- The woodcutter’s family (all the Cubs but one) are asleep in a line across a field or room. (they are sitting down, eyes closed, arms crossed, legs folded)
- Shere Khan (the one Cub) is behind them.
- When he lets out a “ROAR!”, the woodcutter’s family can jump up and scatter to safety at the other end of the field.
- Those caught by Shere Khan join him on the next hunt. Continue until all the woodcutter’s family are caught.
## Cub Meeting Schedule: Week Four

**Theme:** Jungle

**Date:** _____________

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
<th>Program Details</th>
<th>Leader Responsible</th>
</tr>
</thead>
</table>
| 10 mins. | Gathering Activity | Wolf or Paw Print Book Mark  
Collect bones (dues)  
*(See detail planning sheet)*          |                    |
| 5 mins.  | Opening Ceremony  | Jungle Opening in the dark  
*(See the Pack Resource Book)*          |                    |
| 10 mins. | Game              | Lost in the Jungle Game  
*(See detail planning sheet)*          |                    |
| 15 mins. | Story time        | How Fear Came  
*(The Jungle Book)*                    |                    |
| 20 mins. | Craft             | Elephant Forget Me Not  
*(See detail planning sheet)*          |                    |
| 10 mins. | Game              | Kim’s Game  
*(See detail planning sheet)*          |                    |
| 10 mins. | Dances            | Bagheera’s Dance  
*(See Wolf Cub Leader’s Handbook)*      |                    |
| 10 mins. | Six Meeting       | Review last four week’s of program                                              |                    |
| 5 mins.  | Spiritual Fellowship | *Recite Law/Promise*  
*Prayer*                                      |                    |
| 5 mins.  | Closing Ceremony  | Jungle Closing in the dark  
*(See the Pack Resource Book)*          |                    |
| 15 mins. | Leader Discussion time | Review meeting & discuss next week’s plans                                       |                    |

**Badge Links:**

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**Meeting Notes:**

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GATHERING ACTIVITY: Wolf Or Paw Print Book Mark

Equipment:
• Several colours of felt, ribbon 1/2 to 1 inch wide, and glue.

Instructions:
1. Choose a pattern or design one of your own.
   Cut two of each for a front and a back.
2. Cut a length of ribbon at least 1 to 2 inches longer than the book.
3. Glue the pieces together, placing the ribbon between the front and back pieces. Let glue dry.
   (For the wolf paw, use the Cubs’ six colour as the background colour.)

GAME: Lost In The Jungle

Equipment:
• Pieces of paper with jungle names written on them.
  You can use the same name more than once.

How to Play:
1. Hide the pieces of paper over the play area.
   Be sure to define the boundaries if playing outside.

2. 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.
   They are not to tell anyone when they find the animals.
   At Akela’s call, the Cubs return.

3. One by one, the Cubs describe the animal they found without saying its name.
   The others try to guess which animal each found.
THEME ACTIVITY: Elephant Forget-Me-Not

Equipment:

• For each elephant you will need: 1 film cannister; grey felt; pipe cleaner; 2 moving eyes; length of elastic; glue; scissors; peanut

Instructions:

1. Trace the patterns onto the felt and cut out.
2. Glue the body around the film cannister and trim to fit.
3. Glue the ears at the seam of the body.
4. Glue the eyes on the front of the body.
5. To make the nose, twist the pipe cleaner on a small object like a knitting needle. Glue below the eyes.
6. Cut a slit in the top of the canister lid and thread elastic through to use as a hanger.
7. Place a peanut inside and hang off wrist.

GAME: Kim’s Game

Equipment:

• Ten objects that the Cubs are familiar with, pencil and paper for each six.

How to Play:

1. Place the objects where the Cubs can gather around and quietly memorize them for two minutes.
2. Cover up the items, take them away, and send the Cubs back to their lairs where they must write down as many objects as they can remember.
   This can be done either individually or as a united effort from each six.
WOLF WOGGLE I

Paper Fastener

band

PAWPRINT BOOKMARK

wolf
paw
Elephant Forget Me Not

#1 Felt Feet

#2 Felt Ears