

Chapter 1 - All About Scouting



To understand how Cubbing can meet a Cub's needs, let's examine what Scouts Canada is trying to accomplish. We'll look at Scouting's Principles and Mission, then see how Cubbing meets the Principles and Mission through the Cub program goals. Finally, we'll see how to turn these into activities for Cubs through Scouting's Practices.

Scouting's Principles

Scouting is based on three broad principles, which represent its fundamental beliefs.

Duty to God

This is defined as: "Adherence to spiritual principles, loyalty to the religion that expresses them and acceptance of the duties resulting therefrom."

Duty to Others

This is defined as: "Loyalty to one's country in harmony with the promotion of local, national and international peace, understanding and cooperation," and "Participation in the development of society, with recognition and respect for the dignity of one's fellow-being and for the integrity of the natural world."

Duty to Self

This is defined as: "Responsibility for the development of oneself." This is in harmony with the educational purpose of the Scout Movement whose aim is to assist young people in the full development of their potential.

Scouting's core philosophy and values are expressed by the Principles. These form a "code of ethics" for how Scouting expects all members to conduct themselves while participating in activities.

Cub Promise, Law and Motto

The Cub Promise, Law, and Motto express the Principles in Cub terms.



The Cub Promise

I promise to do my best
To love and serve God;
To do my duty to the Queen;
To keep the Law of the Wolf Cub pack;
And to do a good turn for somebody every day.



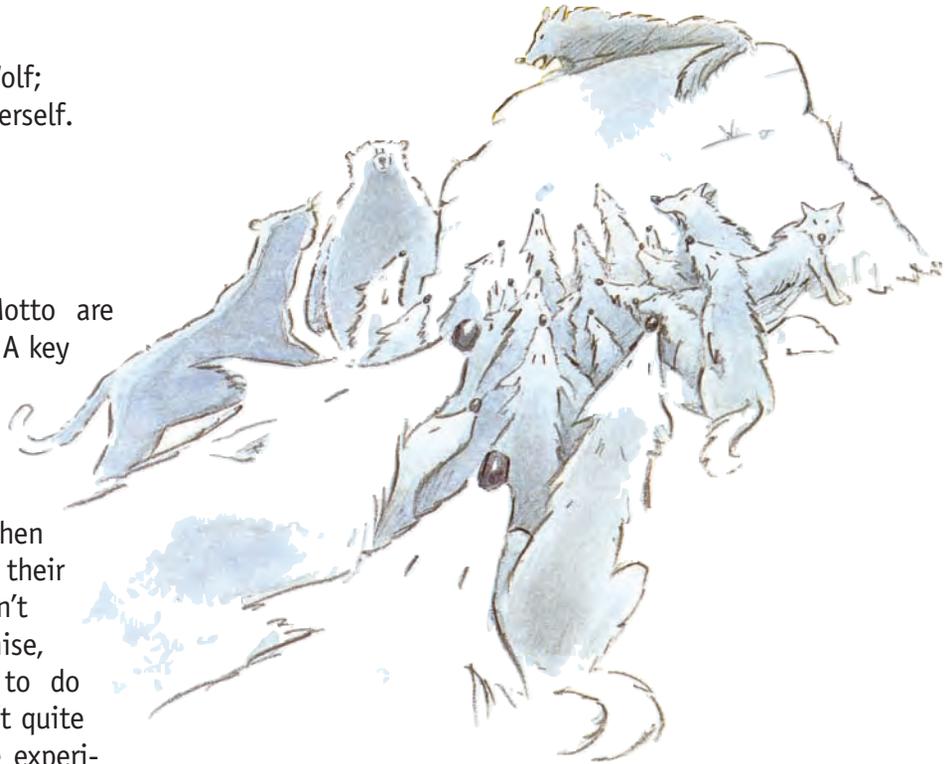
The Cub Law

The Cub respects the Old Wolf;
The Cub respects himself/herself.

The Cub Motto

Do Your Best

The Promise, Law and Motto are explained in *The Cub Book*. A key phrase of the program is expressed in the Motto "Do Your Best." Cubs are active. We can guarantee that there will be times when they do not live up to their promise. Although we can't make them keep the promise, we can encourage them to do their best and, if they don't quite succeed, to learn from the experience and try again. For this very reason, "Do Your Best" is the Cub Motto.



Scouting's Mission

Scouting's Principles are put into action and focus through our Mission Statement, which follows:

"The Mission of Scouting is to contribute to the education of young people, through a value system based on the Scout Promise and Law, to help build a better world where people are self-fulfilled as individuals, and play a constructive role in society."

This is achieved by:

- Involving them throughout their formative years in a non-formal educational process.
- Using a specific method that makes each individual the principal agent in his or her development as a self-reliant, supportive, responsible and committed person.
- Assisting them to establish a value system based upon spiritual, social and personal principles, as expressed in the Promise and Law.

The following text provides a short explanation of some of the key words used in the first paragraph of the Mission Statement. These explanations constitute the framework for Scouting's specific educational approach, described in the three points (appearing as bullets) of the Mission Statement.



Program Goals

Program goals are the long-term benefits Scouting hopes youth will receive from participating in a section program. The goals reflect the developmental needs of a child in a particular age range. The Cub program, for example, represents a stage of personal development in the life of an 8 to 10-year-old child. In combination with the other sections, Scouting actively contributes to the ongoing development of young people, as reflected in the Mission.

Program goals also serve as a program evaluation tool. After planning and conducting a section program, leaders should refer back to the related program goals to see if the needs of the child were actually met through the activities.

Program Standards

Scouts Canada has developed Program Standards to assist leaders planning, conducting and evaluating the programs. These standards have been set at a reasonable level to ensure that Cubs across the country consistently receive the fun, challenging, outdoor program for which they joined Scouting. The standards can be found in Chapter 4.

Cub Program Goals

The Cub program sets forth goals for meeting the Mission and Principles at a level appropriate to the age range of Cubs. Together, the programs for all the sections combine to develop the whole person, and an in-depth appreciation and commitment to the Mission and Principles of Scouting. To meet the Mission and Principles of Scouts Canada in the Cub program, the following goals guide activities that encourage Cubs to:

- Express and respond to God's love in their daily lives
- Do their best
- Keep fit
- Satisfy their curiosity and need for adventure and new experiences
- Be creative and develop a sense of accomplishment
- Make choices
- Develop a sense of fair play, trust, and caring
- Work together in small groups, and experience being a leader
- Participate in outdoor activities
- Learn about the natural world and their part in it.



Program Practices

As you will see, Scouting's Practices govern the structure of the Cub program. Learning by doing is a critical part of the program.

Scouting's Practices are defined as a system of progressive self-education including:

- A Promise and Law;
- Learning by doing;
- Membership in small groups;
- Progressive and stimulating programs;
- Commitment to the values of doing one's best, contributing to the community, respecting and caring for others, contributing as a family member;
- Use of outdoor activities as a key learning resource.

The use of Scouting's practices in program development is discussed more fully in the chapter dealing with program planning.

Scouts Canada's Program Policy Structure



Basic Terminology

As a new Cub leader, you will join a team of Scouters to share the fun, responsibilities and satisfaction of running a Cub pack. They will likely give you a jungle name representing a character in Rudyard Kipling's *The Jungle Book* – the source of Cubbing's background atmosphere.

Before you get underway, here is a brief explanation of some terms you will frequently encounter as you move down Cubbing's jungle trail:



Akela

The leader of the wolf pack in *The Jungle Book*; it is the name given to your pack's leader – the Scouter responsible for its overall performance.



Bagheera

The cunning, swift and fair black panther in *The Jungle Book*.



Baloo

The big bear, Mowgli's teacher in Rudyard Kipling's *The Jungle Book*.

Charter

A formal agreement between Scouting and a partner that grants the partner permission to use Scouting's programs. It is renewable annually and can include more than one section.

Chil

Taken from *The Jungle Book*, Chil is a big bird, the Kite.

The Cub Book

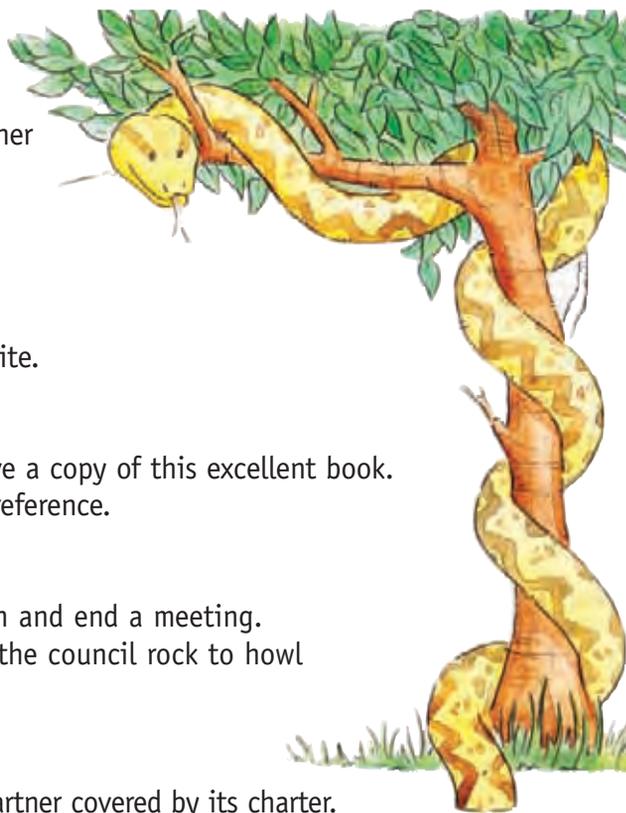
The handbook written for Cubs. Each Cub should have a copy of this excellent book. Leaders should also have one for program planning reference.

Grand Howl

The ceremony most commonly used in Cubs to begin and end a meeting. The Grand Howl represents wolves gathered around the council rock to howl a welcome to Akela, the old wolf.

Group

Encompasses all sections, the group committee and partner covered by its charter.



Group Committee

The administrative body acting on behalf of the partner who holds the charter for your group.

Group Commissioner

The volunteer responsible for the operation of the group.

Hathi

In *The Jungle Book*, Hathi the elephant befriends Mowgli.



Kaa

Kaa is the rock python in *The Jungle Book*.



Keeo

An older Cub assigned to a Beaver colony as a link between colony and pack. Keeo serves as a member of the colony's leadership team.

Kim

An older Scout assigned to the Cub pack as a link between troop and pack. Kim serves as a member of the pack's leadership team.

Leadership Team

The group of leaders who deliver the program to your Cubs. It can include adult Scouters, Kim, Venturers, Scouters-in-Training and activity leaders.

Mang

Mang is a bat in *The Jungle Book*.

Mowgli

The young boy adopted by the wolf pack in *The Jungle Book*.



The Old Wolf

Another name given to Akela.

Pack

Cubs and leaders organized as one unit under a group charter (e.g. a Cub pack or the 4th ABC Cub Pack).

Raksha

The mother wolf in *The Jungle Book* who adopts and raises Mowgli.



Rikki

Short for Rikki-Tikki-tavi, the mongoose, from *The Jungle Book*.



Sona

In *The Jungle Book*, Sona is a bear.

Section

One of seven divisions of Scouting programs – Beavers (5-7), Cubs (8-10), Scouts (11-14), Venturers (14-18) and Rovers (18-26). Each section has a separate, but inter-related, program. Two other programs, SCOUTS about (ages 5 – 10) and Extreme Adventure (ages 14 – 17) are offered through Scouts Canada.

Second

A sixer's second, or assistant.

Shared Leadership

The style of leadership that shares the responsibilities for developing, delivering, and administering Cubbing's programs.

Six

A subdivision of the pack made up of five or six Cubs.

Sixer

The Cub appointed by leaders, or elected by Cubs, to represent a six.

Sixers' Council

A meeting of sixers, seconds and the Cub leadership team to discuss pack programs and activity ideas.

Totem

A figure of a wolf's head on a stand, usually made from plywood or scrap materials.



Fun and Adventure



If you ask Cubs what they want from Cubbing, they'll probably answer, "Fun!" If you ask what they mean by the word "fun," they might mention playing games, making things, going on camping trips, hikes and other outdoor adventures.

They probably won't say that they want to grow as responsible members of society, or learn to do their best, or develop a sense of fair play. Cubs don't think very much about these things, but they need them as much as they need fun. Cubbing will help youth learn these qualities in a fun way.

Leaders like to have fun, too. It's fun putting physical fitness and playacting into your program by combining them in an activity where Cubs pretend to be Mowgli running through a jungle obstacle course in search of the "red flower." It's fun to help a six make up a new game for the pack, even when you are really helping them learn about leadership and the need for rules.

The trick is to find a way to teach Scouting Principles and present Cub program goals in a fun way. This book is designed to help you build fun and adventure into your pack program.

Uniform



Mowgli Says: Work with your Cubs to have a flexible approach to where and how often the uniform is worn.

Scouts Canada has uniforms for each of its different core program sections. Although the uniform used to play a more prominent role in Scouting, research has shown that many young people don't like it, and that it can be a significant barrier to youth considering Scouting as an extra-curricular activity. Youth members and leaders still agree the uniform has a place in Scouting, but youth members must play an active role in deciding the proper times and places to wear it.

It's appropriate to wear the uniform for official ceremonies, parades, investitures, Scout-Guide Week events, etc. The uniform isn't essential for all regular meetings, and isn't appropriate for most camping and outdoor activities.

Scouts Canada has introduced affordable, attractive and functional active wear appropriate for outdoor activities. Check with your local Scout Shop or our online catalogue for more information.

WOLF CUB

WOLF CUB SHIRT MEMORANDA:
Insignia Equivale sunt (in both directions)
One insignia per Scout. Two stripes for five.

Scouting Awards
Order
Awards
Service
Scout
Crest
Scout
Crest
Scout
Crest
Scout
Crest

World Scout Badge
3007 Emblem
Scout Crest
Flag Strip
Pockets
Language Strip
Religion in Life Emblem
Scout-Plane Emblem
Life Emblem
Call Active Award
Activity Badges
Agency Awards
Wool Conservator Badge
Agency Awards
Registration Patch
Service Stripes
Red (dark) and Yellow Stripes

Activity insignia may be worn on both sides of the shirt!

A Approved for wear (by Council Commissioners) in November 2005 (implemented May 2006) and available in Scout Shops for those youth and adults registering in 2006/07, 2007/08. Those members may wear the 3007 emblem as long as they are members of Scouts Canada.

Note: This emblem is available in Scout Shops as a set (including Lapel Pin)

ADULT LEADER

Appropriate Service/Pastor Membership Identification
Equivale sunt in both directions

World Scout Badge
3007 Emblem
Scout Crest
Flag Strip
Pockets
King's Scouts, Guides, Scout, Chief Scout, Guides, Veterans, Award Recipients, Placement of Special Badges
Registration Patch
Service Stripes

Scouting Awards
Order
Awards
Service
Scout
Crest
Scout
Crest
Scout
Crest
Scout
Crest

World Scout Badge
3007 Emblem
Scout Crest
Flag Strip
Pockets
King's Scouts, Guides, Scout, Chief Scout, Guides, Veterans, Award Recipients, Placement of Special Badges
Registration Patch
Service Stripes

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Note: In the case of the 3007 Emblem it is approved in addition to the 3007 Emblem. It should be placed position on the outside (as shown right).

B Approved for wear (by Council Commissioners) in November 2005 (implemented May 2006) and available in Scout Shops for those Adults who have received Insignia (and/or Guides' Scout, Chief Scout or Guides' Veterans Award) as a youth member.

Note: Both symbols **A** and **B** are available in Scout Shops as part of a set (including Lapel Pin and Crest). Pricing varies from location.