



The Scouting Scope

The aim of this resource-based newsletter is to give **Scouters of every section** a more focused look at some of Scouting's more fun and challenging tasks that Leaders and program builders face in the 21st century. All of the information contained in this resource is from the amalgamated file of Jeff Melvin (chief-editor and contributor). I encourage you to follow the PPP rule with this resource

(Print, Promote, and Pass-along).

You will find that the information in this newsletter will have locally "Field Tested" ideas on GAMES, SONGS, PROGRAM ACTIVITIES, STORIES, MEETING PRAYERS, GROUP CHALLENGE, AND SCOUTING QUOTES that are prepared for use in your programs. If improper credits are given to a contribution, then please feel free to contact me at scouting@canada.com. Best of luck with your planning on the adventure trail.

Program Activities: Feature article

HOW TO KEEP THEM...

ARE YOU DOING YOUR PART?

Scouting attracts many members for many reasons, but not all of them stay. Some leave because they aren't having fun and do not feel part of the group. Perhaps the way the program is run does not enable them to set and achieve personal goals. They may not be given enough opportunity to contribute meaningfully. There may be changes in family circumstances, including moves out of the area. Friends and other activities can also lure them away if they are not getting what they want from Scouting.

What can we do to keep our young members coming back? We can offer them fun and friendship, give them a chance to set and reach their own goals, allow them to be independent and responsible, and provide a complement to family life. The bottom line is that is fairly easy to do if you think about it.

Fun with Friends

Fun is the ability to squeeze enjoyment out of every task, job, or challenge. To have fun is to be happy while doing these activities. A lesson infused with fun becomes a game. See if you can remember some of the fun, exciting, happy, and sometimes hilarious things that have happened to you in Scouting. Were these happenings planned or spontaneous? Think about what you personally find fun. Ask the youth what they find fun.

Now think about your last few Scouting activities. Whether you were holding a fundraiser, doing a service project, working on badges, or teaching a skill, did you have fun doing it? If not, lighten up. Scouting is a game, not a science. If you're not having fun in Scouting, chances are your Scouts aren't having fun either. Scouts need to feel accepted by their peers and by you. You can take the lead by being a friend to every one of them.

Personal Goals

Do you really know what your Scouts' interests and hobbies are? If not, ask. Ask individuals, patrols, the entire troop, then give Scouts the chance to choose, set, and achieve goals.

Start small. Give them the time, space, and materials they need to do the job. Offer support and encouragement. If they make mistakes, great. That means they're learning something. Help them get up, dust themselves off, and set out towards the goal again. In this way, you provide success rather than failure.

Independence & Responsibility

Let Scouts do things. Set a personal rule: "I will never do for them something my Scouts can do for themselves." Judge carefully so that you don't give them more than they're ready for. After all, you don't want to put them behind the wheel of a car before they get their driver's license. They need to be prepared if they are to be successful. Imagine a Scouter ordering a Scout to cook popcorn over a Coleman stove. The Scout burns it and the leader yells at him. The Scout is held accountable, even though Scouter didn't give him independence to select his own challenge or the information he needed to do the job responsibly.

Accountability is not responsibility. Before your Scouts can become responsible, they need to know what to do, decide how to do it, and carry it out to the best of their ability. Our job as leaders is to support them through the process. We need to believe in them so that they can be confident. We need to encourage their efforts and back them when they run into problems with parents or peers.

We don't hand Scouts independence and responsibility; we allow them to take it from us.

Now, let's go back to Bill at his first troop meeting. The meeting is wrapping up and the Scouts are in a horseshoe.

"Who would like to close the meeting tonight?" the leader asks.

"I will," says Troy, Bill's patrol leader. He moves to join the leaders at the front.

"Please take off your berets for closing thoughts," he begins. "Let's think about the fun we had tonight, playing ball tag, making our patrol boxes, and planning for the bike hike. Let's think about the new Scouts like Bill who had a chance to learn about Scouting and make some new friends. Oh, and remember the hike on Saturday. It'll be a blast!"

"How was your first meeting?" asks Bill's mother as he bounds through the back door and heads to the fridge.

"It was a blast!" he says. "Can I go hiking Saturday?"

From: jim.speirs@canrem.com (Jim Speirs)



Why Kids Join Scouts

The editor of the UK Scouting magazine (David Easton) has a column called "Chips With Everything..!". In the April '95 issue he posed this question (somewhat rhetorically, since he provides the answer too) ...

"Why do they join..?"

"A youngster joins us because he wants to sleep in a tent ... because that's what Scouts do!"

"He doesn't care how he puts it up and, should it fall down in the night, or he gets wet, he'll find out why and do it differently next time - that's the education - a result of the fun! That's the magic of Scouting!"

"Scouting is not part of the formal education system and never should be. It is part of a non-formal educational process. In effect, it's a learning from life, from new experiences, from challenges, from adventures, from friendship, from disappointments, from triumphs, and, above all, from that all important desire to learn for oneself ... because we WANT to ... not because we have to!"

"That's the fun which is, I believe, the essence and magic of Scouting!"



An optimist may see a light where there is none, but why must the pessimist always run to blow it out?

- Michel De Saint-Pierre -

Games for Your Meeting

TRAMP'S TEA-PARTY

•Type: Circle

•Equipment: Knife, fork, scarf, gloves, old hat, dice, parcel wrapped in newspaper, cake of chocolate in the parcel.

Cubs sit in a circle with the parcel, clothes, knife and fork in the centre. Each cub throws the dice in turn. When a six is thrown the thrower goes to the parcel, puts on the clothes, and begins undoing the parcel, using the knife and fork. As soon as another player throws a six, he takes the clothes off the first player, and proceeds to put them on himself and continues undoing the parcel. The dice is meanwhile being thrown, and the centre player is constantly changing. When the chocolate is unwrapped the player may eat it using the knife and fork.

INDIAN FILE DODGE BALL

•Type: Circle

•Equipment: Large ball

The players are in a circle, with one Six in the centre. The Six in the centre is in file formation, grasping each other round the waist or on the shoulders. The whole file is free to move in any direction, but the grip must not be broken. The players in the circle endeavour to hit with the ball the back player of the file below knee height. The ball should be passed around or across the circle to the player best suited to throw, and not just thrown haphazardly by anyone. The person scoring a hit goes to the front of the file and the hit one takes his place in the circle.

SHUNTING TAG

•Type: Pack

•Equipment: Nil

Players in files of threes, gripping the waist of the one in front, forming a train with engine in front, tender and wagon behind., there is also one loose wagon to approx. each three trains. The object is for the unattached wagon to hitch on at the back of a train, the engine then becoming a loose wagon and the tender becomes the engine. Trains may twist and turn to prevent the loose wagon hitching on. If it drags, reduce playing area or increase the ratio of loose wagons.

DOG AND POSSUM

•Type: Circle Game •Equipment: Two different bean bags

The Cubs form a circle. The Leader takes one bean bag (possum) which he starts on it way round the circle. A moment later he starts the other bean bag (dog). The dog must catch the possum before it reaches the starting point.

Program Ideas and Hints (Handy Man Theme)

- At a hardware store, visit the repair shop, and acquaint the youth with a few specific and varied sections in the store, like electrical supplies and hand tools.
- Arrange a presentation at a well equipped home workshop.
- Build a sawhorse.
- Arrange for a local mechanic to visit your group or visit his garage. Perhaps he can show your group the safe way to change a tire, light bulb and to check the oil and transmission

fluid.

- Put on a bicycle rodeo for your pack or colony.
- Check with the local fire chief or poison control center to find out how to store household cleaners and materials so that they will be safe from small children,
- Check the garage or storage shed in your house to ascertain the tools or implements are properly and safely stored.
- Have a clinic on the care and repair of bicycles. Set it up like a shop and have each youth bring their bike and do repairs, etc.
- Have each youth bring a tool to a group meeting and demonstrate the different ways to use them, as well as any safety tips that they can provide.
- Hold a nail hammering contest. See who can hammer a nail in the fewest number of strokes.
- Have a family car inspection

Songs & Yells

Almost: With hands far apart, bring them rapidly together but miss just before meeting each other.

Archery: Mimic shooting an arrow, then call out, "Bull's Eye!"

Apollo: Shout: Countdown, 10 - 1 !! BLASTOFF! then with your hand gain orbit and even out. Then say, "BEEP, BEEP, BEEP, BEEP."

Avon Lady: Point a forefinger and shout, "Ding, Dong!"

Scout Wetspers (for a rainy day at camp)

Tune: Scout Vespers (Oh, Tannenbaum)

Softly falls the rain today
As our campsite floats away.
Silently, each Scout should ask
"Did I bring my SCUBA mask?
Have I tied my tent flaps down?
Learned to swim, so I won't drown?
Have I done, and will I try
Everything to keep me dry?"

A LAUGH PROVOKER

(Tune: Battle hymn of the republic)

It isn't any trouble Just to s-m-i-l-e,
It isn't any trouble just to s-m-i-l-e,
If ever you're in trouble
It will vanish like a bubble,
If you only take the trouble just to s-m-i-l-e.

Second verse:----- G-r-i-n-grin.

Third verse:----- G-i-giggle-e.

Fourth verse:----- L-a-u-g-h.

Fifth verse:----- Ha-ha-ha-ha-ha.

It isn't any trouble, T'-READ! the B-I-B-L-E.
It isn't any trouble, T'-READ! the B-I-B-L-E.
If ever you're in trouble
It will vanish like a bubble,

If you only take the trouble, T'-READ! the B-I-B-L-E.

Scouters' 5 (meeting stories)

1: Making a Difference

Try this interactive Scouters 5 to generate discussion...try to memorize the steps or use a small queue card.

Have everyone stand in the audience.

Have everyone cross their arms.

Have them look which arm is on top.

Ask them to re-cross their arms so that the "other" arm is on top.

Ask them what they feel...

The response is typically "different, weird"

Ask "which way is CORRECT?, right on top or left on top?"

They may balk at the word CORRECT (which is good).

Ask "which way is WRONG" The answer typically is neither way is right nor wrong.. just different.

You now can tell them that each one of us is different.

If you can work with each other's difference, then you will make a difference in the world.

#2: When night ends...

"How can we determine the hour of dawn - when the night ends and the day begins?" the rabbi asked of his students.

"When, from a distance, you can distinguish between a dog and a sheep?" one of his students suggested.

"No" the rabbi answered.

"Is it when you can distinguish between a fig tree and a grapevine?" another student asked.

"No" he replied.

"Please tell us the answer, then" said the students.

"It is when you can look into the face of a human being and have enough light to recognize in him your brother," the wise teacher replied.

"Until then, it is night, and the darkness is still with us."

#3: Everybody's Canoe...

A young Indian brave was busy at work carving a canoe out of a log. As he worked, members of the tribe passed by. Everybody had a piece of advice to offer the young man. "I think you are making your canoe too wide," one of them said. The young brave, wishing to show respect for the advice of an elder, narrowed down the canoe. A little later, another warrior stopped by. "I'm afraid you are cutting the stern too full," he said. Again, the young brave listened to his elder and cut down the stern.

Very soon, yet another member of the tribe stopped, watched awhile, then said, "The bow is too sheer." The young brave accepted this advice as well and changed the line of the bow. Finally the canoe was complete and the young brave launched it. As soon as it hit the water, it capsized. Laboriously he hauled it back onto the beach. Then he found another log and began to work anew.

Very soon, a member of his tribe stopped by to offer some advice, but this time the young brave was ready. "See that

canoe over there?" he asked, pointing to the useless craft on the beach. "That is everybody's canoe." Then he nodded at the work in progress. "This one," he said, "is my canoe"

#4: The Traveller and the Tracker...

Once a Traveller and a Tracker set out to explore the world together. As they wound their way through the wilderness, the Traveller was amazed at the Tracker's habit of pausing several times a day to pray.

"Why do you pray to something intangible?" the Traveller asked. "How do you know there is a God?"

Now the Tracker was very skilled in noticing things and, through the years, had gained much insight reading the smallest signs. And he answered the Traveller this way:

"I know there is a God when I see the leaves turning yellow. I know there is a God when a trout jumps at a fly, and when grass waves in the dry wind. I know there is a God when clouds shade my head and the stars wink at night."

"So you see," said the Tracker, "I know there is a God, for I can see his footprints throughout the Universe."

SKITS

(entertainment)

1. The Lawnmower Sale

Here is a good one "to get" your favorite Scout Leader with.

Need: 3 or 4 boys as lawnmowers, 1 Salesman, and 5 or 6 customers
Lawnmowers on hands and knees in a row. Salesman standing around talking about lawnmower sales:

"Lawnmowers, Good Condition, Sale today only. Come and try them"
Customer 1: (walks in) "Hey I'd like to buy a lawnmower. Can I try one?"

Salesman: "Sure give this one a pull" Takes customer to a lawnmower.

Customer 1: Pulls imaginary cord on mower, Lawnmower starts up (Scout makes noise and moves off stage with Cust. 1 pushing...

Repeat the above for (n - 1) lawnmowers. On the last mower, mower won't start, spits and sputters... This happens for all remaining customers. The salesman may even give it a try. Disgusted and concerned

about the sale of his last mower, the salesman asks for a volunteer from the audience... Many hands will

go up, but salesman will select someone special like Council Executive, Scoutmaster, Commissioner,

or Camp Director ... This person will come up and mimic what the others tried to do... Of course the

mower starts up immediately and moves off stage..

Salesman turns to audience: "I guess all it needed was a big jerk!"

All exit

The Magic Doctor's Chair

Pay close attention here.

Need: 5 scouts (1 as doctor, 4 patients). Two chairs.

Scene begins with doctor sitting on one of the chairs.

First patient enters twitching their left arm.

DOCTOR: "And what's wrong with you sir?"

Patient 1: "As you can see doctor I have this terrible twitch"

DOCTOR: "Just sit on my magic chair and you'll get better"

The patient sits on the chair and stops twitching, but the doctor's left arm starts twitching.

Patient 1: "Oh thank you doctor. you cured me"

The patient leaves, the doctor still twitching calls for the next patient.

DOCTOR: " Next "..... "And what's wrong with you sir?"

This patient has the hiccups. The process of sitting in the chair is repeated. The doctor now has a twitch and the hiccups.

The third patient is called in, both his legs keep flicking in the air. The process is again repeated so that

the doctor now has a twitching arm the hiccups and both legs flicking in the air.

The doctor now calls patient four. This patient looks quite normal, enters and sits in the magic chair.

DOCTOR: "And what may I ask is wrong with you sir?"

Patient 4: "I've got a terrible case of the runs doctor"

The doctor runs off the stage holding his stomach.

You can give without loving, but you cannot love without giving.
- Amy Carmichael

TID-BITS...

Hiking The Fun Way

Youth are fascinated by everything in nature. Take advantage of the season and take your Colony, Pack, or Troop. Hikes do not mean you have to go to the mountains or woods; you can have fun hikes anywhere, even in the middle of a big city. Here are a few ideas and games. Try a few ideas at one outing.

MONOGRAM HIKE:

Find three or more objects beginning with your initials.

TREE HIKE:

See how many different kinds of trees you can find. Get descriptions of bark, seeds, leaves, etc.

BIRD WATCHING HIKE:

Describe the birds they see; size, coloring, beak type, where they are. Take a bird identification book or someone who knows birds.

INDIAN HIKE:

Practice walking like Indians, as quietly as possible, in a single file.

SOUND HIKE:

Hear and identify all sounds heard along the way.

WATER HIKE:

Follow a stream or brook. Look for all sorts of water life such as 'skater' bugs, tadpoles, fish, etc.

HOMES HIKE:

Look for nature's homes, like nests, holes, spider webs, etc. (Don't disturb them! Don't put your hand in a place you can't see, either.)

MAP HIKE:

Make a sketch of your route as you proceed.



Meeting Prayers

PRAYER

God, sometimes I hold something small in my hand... a piece of moss or a budding twig, and - peering closely at this tiny world - I feel a sudden wonder. Help me to remember that you made these worlds, and countless others, and...in remembering...come closer to you. O God, we thank Thee today for the world in which you have placed us; for the universe whose vastness is revealed in the blue depths of the sky; whose immensities are lit by shining stars beyond the strength of mind to follow. We thank you for the beauty of our earth, for the sweetness of the flowers, the solemnity of the stars, the sound of streams and swelling seas, for stretching lands and mighty mountains which rest and satisfy the soul, the purity of dawn which calls us to holy dedication, and the peace of the evening which speaks of everlasting rest. Above all, we thank you for the dignity you have bestowed upon every human being as the crown of your Creation. Give us the grace to let the light of your glory shine through us, in our action, words and thoughts. Amen.

(weekly memorized poem)

Lord this evening, now I pray. For Strength to do my best each day.
In serving others, may I see; that I am really serving thee. Fit me oh Lord, with thy Great Love, so that I may be a better Cub.

Leadership

O Lord, grant that we may so carry out in our lives the spirit of the Scout Law that we may teach it to others by living it ourselves. Grant also, O Lord, that we may understand the true meaning of Service for others, and humbly follow the great example of Our Lord Jesus Christ. Amen.

Prayers For Use In The Brotherhood of Scouts, p.43

For Harmony Amongst Ourselves

Father, we pray for harmony; as we seek to preserve in our Scouts the natural spirit of mutual good will, help us to show them a true example. Grant that the relations between all Scouters may ever be those of hearty cooperation and true affection. Let no class, race or policy divide us. Let personal ambition be far from us, and may we ever regard it as our chief privilege to serve You in this holy labor; through Jesus Christ our Lord. Amen

The Final Thought to Take Home

Show me the leader and I will know his men. Show me the men and I will know their leader.

- Arthur W. Newcomb -

" The Distance from failure to success is never been longer Than the bridge of HOPE."

" Be not afraid of going slowly,
Be afraid of standing still."
- Chinese Proverb -

" We are often so caught up in our destination
That we forget to appreciate the journey,
Especially the goodness of the people we meet
along the way. Appreciation is a wonderful
feeling, don't overlook it."
- Unknown -

" We fail because deep inside we want to.
We rise when we have no alternatives.
Extinguish your alternatives
And you have no where to go but UP !!"

Please send your
ideas and hints to
SCOUTING@canada.com

