

The SCOUTS SCOPE

Compiling Rudimentary Resources
of SCOUTING for all Sections

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The aim of this UNOFFICIAL, 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

Pointers For Powerful Planning of Your Scouting Meetings

The best (and funniest) advice you will ever receive on being a Effective Leader is POOF! You're 9 (or whatever the age is of your group. Think like it! Act like it!

While a great method, and a valuable planning tool, this doesn't give much insight on how to run your WEEKLY group meeting! To that end, here are some helpful little hints to add a little spice to your meetings, or revive a tired program!

THE BEST SHOW ON EARTH

First, don't think of your meeting as a 'meeting'. Start to think in terms of a one-night show, a production. Meetings are dull. We go to them every day and rarely (if ever) look forward to them. A show, however, is entertainment! People want to be entertained, and while they'll forget to go to your meeting, they'll remember that they have tickets to your show!

PLAN

As a Leadership Team, you should plan your meeting agenda out beforehand. Remember: **"Failure to plan is planning to fail!"** Include everything from the pre-opening to clean up, and the responsible person(s) for each item. Make sure that those responsible people get a call beforehand to remind them that they need to bring or do something.

Further, you'll need to plan for faults or minor issues. What if someone forgets the flag? What if a speaker doesn't show? Have a backup in mind.

Set an example to your Leaders and your youth by wearing your uniform and looking your best. Your personal pride will be mirrored by your Group, and soon enough you'll have few if any problems with the youth and Leaders looking just as good!

SNAZZY OPENINGS

Plan a pre-opening activity, especially if youth members tend to show up late. The youth will soon realize that they're missing something by not being on time, and pressure the parents to arrive early. Another thing that contributes to lateness is not starting your meeting on time. If nothing is missed by being late, why be there on time?

DELIVERY

Make sure to make eye contact with your group. Glance down at notes if you use them and absorb what you're going to say, then look up and say it, instead of looking down and reading to the group. Scan the room slowly. If you don't like speaking to groups, pick people you know in the audience, fix on them, and talk as if you were talking directly to them, and switch every few sentences.

Don't position your audience too far from the activity that you are trying to explain. Distance makes it tougher to see and hear, while proximity creates an intimacy and means it's more difficult to not pay attention to what's happening.

Prepare newsletter or notices weeks before you do an activity, so that the parents know what you are doing for themes and events. Invite them to come help or visit; this how we interest people in becoming new Leaders. Be sure that parents are well informed so that you can get your ultimate response at meetings. Everyone has busy schedules; so be fair by allowing them to plan ahead too. Some groups have even put out a bi-monthly point form newsletter in order to keep the parents informed as well as the Leaders on what is going on. **Rule of thumb: the easier it is the better the response!**

THE MORE THE MERRIER

Don't be afraid to share the stage with others. One person talking (or even joking) for an hour can get dull, but when you add another personality to the stage, you add interest. And there are more things that you can do as a speaker when you're sharing the spotlight.

A proven technique that works well involves Leaders at the front and back of a room. The speaker at the front delivered the information and facts. The speaker at the back of the room asked questions, sometimes silly, sometimes serious, while moving from one side to the other. The effect was that the audience couldn't fix on the rear speaker - they would have been spinning in their chairs! Instead, they focused on the message from the primary presenter. Because the conversation took place "over the heads" of the audience, everyone in the room heard everything

Be sure that everyone knows at least 2 weeks prior to meeting for what they will be doing precisely. This will allow them to put their own personal spin on it. **TRUST ME, IT WORKS!** Put yourself in the shoes of a Leader or parent who does not know exactly what is going on...it would be similar to walking into a room at your office and seeing all your employees sitting there watching and waiting for you to do something; although you don't know what you are supposed to do. **Plan your work, and work your plan!**

HAVE FUN-Channel the energy

Don't be afraid to make a fool of yourself, but don't lose the boys respect. Remember that you're nine, but you're still in charge and need to maintain control. That doesn't mean that you can't be the butt of a joke, play the victim of a prank, or tell a lame joke.

One of the most effective ways of keeping an audience's attention is to break up your meeting into "bite sized chunks". There are a couple of ways to do this. Try to at least 2 games during your meetings. Your first game should be a steam-off game. This will allow you burn off the access energy in order to allow you to do a activity that may require listening skills or concentration. I recommend the Leaders playing the games with the youth; but you must consider whom your playing with and that you have to be cautious at all times to be sure that you don't "run over" a small child. Play another circle or quiet game towards the end of the meeting in that involves skill building or listening skills.

Look at your meeting as a mountain. You have to make it climb up to a climax and then come down the other side to the flat ground.

Another successful and fun activity to use is a trivia or current events question at the opening gathering. Challenge the Six or

Patrol with the trivia and perhaps award the winning six with a cookie or item. This put a challenge to your meeting.

RECOGNITION

Just as our parents told us growing up- be sure to say thank you! Scouting is no different. Be sure to say thank you to all guest speakers, parents, and Leaders whom do something special at your meetings. There are several ways to do this....use your imagination. Set an example. Make it a surprise.

A simple thank you to the group can make the difference between a valuable resource you can depend on time and again, or a disgruntled parent or leader who won't help out. "Stroking" someone's ego may give incentive for others to pitch in, too. **Just be sure to remember everyone, and recognize everything!**

It's more important to be able to listen in one language then it is to be able to speak 10 different languages.

- Life is like a Taxi Ride... -

SHARE THE LIMELIGHT

Let your boys (and leaders) entertain the group by performing skits, magic tricks, puppet shows, run-on skits, telling jokes, or reading and acting out stories. Provide or ask one or 2 youth to be involved in the delivering of the program next week. This is how leadership is moulded. Give them responsibility a little bit at a time. In this way they contribute to the Group- remember, "The Youth are the seeds of the movement!"

CLOSING

Close your meeting formally, either with a Scouters' 5 (5 minute story usually with a lesson), prayer or reflection, a song, a brief closing custom, or some combination of the above. Don't forget to ALWAYS start and finish your meeting the appropriate opening and closing (ie: River Banks, Grand Howl, etc.)

Above all, a successful meeting is short (60-120 minutes), moving, and upbeat. Incorporate the more important elements into your program early on, so that if you find yourself running late you can skip or edit things. Put announcements at the end. If you put enthusiasm and 100% into your meeting; then you will get all of it back in exchange. That is good Scouting Sense!

Games for Your Meeting

Happy Trails Scavenger Hunt

Objective - To find a variety of items outdoors and write or speak about them. Youth can be divided into two teams or work individually. Look for items easily found in the area where you will be. Some examples:

- Listen for 2 nature sounds.
- Look for a flying insect.
- Find a flower (don't pick it).
- Roll a log or stone and record what is under it.
- Find a feather or spot a bird. What color is it?
- Look for a ground insect.
- Look for animal tracks.
- Find a pinecone or 10 pine needles.
- Spot a spider web.
- Look for trash and remove it from nature.

→Find something neat in the sky.

Winners can be youth or team with the most items, or creative finds, etc. Set a time limit.

Match It or Know It

Divide the group into two teams. Allow each team 15 mins. to collect nature objects (leaves, twigs, seeds, nuts, etc.) and take them back to their side. Then have one scout from each team go to the opposite side with an article. If the opposing team can name it, award 1 point; if they can match it from their collection, award 2 points. The highest scoring team wins.

Leave No Trace

"Hikers" line up behind a starting line 15 feet away from a turning line. Each boy has two pieces of cardboard. On signal, each boy places his cardboard pieces on the ground, one in front of the other, and puts one foot on each. He is to cross the "trail" without leaving any footprints. Also, he is to pick up "garbage" left on the trail (cup, napkin, foil piece, etc.). To move, he picks up the rear cardboard and moves it in front of the other piece, then steps onto it. Players continue to move forward in this fashion until they reach the turning line, then turn around and return to the start line. This race can be done in teams or individually.

Pass the Lifesavers

For this relay race give each scout a soda straw to hold in his mouth. On signal, a lifesaver is passed from one straw to the next down the line of players until the last player has it. (a tooth pick is sometimes easier)

Program Ideas and Hints

Thing-A-Ma-Jig

You'll need a couple piles of scrap materials like toothpicks, straws, index cards, tacks, lids, film canisters, wood pieces, cardboard, string, etc. Divide the boys into two teams. Be sure each player gets a few "things" to help build the Thing-A-Ma-Jig. On signal, a player uses one of the items to start the Thing-A-Ma-Jig. In turn, each player adds an item until all items are used. They are done when they can name the Thing-A-Ma-Jig and tell what it is (or does).

Probability Theory

You'll need a penny for this. There aren't too many things a penny can buy these days, but it can be used to test the theory of probability. Can you predict how many times "heads" will show up? The theory of probability states that "heads" will probably show up one once of every two times if you flip the penny, on average. Let each member boy flip the coin once and tabulate your results. Go around again and tabulate your results. Repeat the process a third time. With increasing number of trials, the theory is more likely to be proven.

Can You Build It?

You'll need a couple sets of plans, and some Legos or blocks. Divide the youth into two groups (or even pairs if you have enough materials). Half are engineers and half are builders. The engineers have to explain the instructions to the builders to get the project done. The catch is: the engineers can't touch the Legos and the builders can't see the plans. To make it more challenging, the builders must ask the engineers only yes/no questions.

What Does It Make?

You'll need an item that you can take apart, such as a toy car or an old alarm clock. Keep the items simple, or it will be too difficult and the members will lose interest. Take the item apart into a number of pieces and place it on a tray under a cloth. Lift the cloth and let everyone look at it for 10 seconds (no touching). Then ask them to write down what they think it is. If no one guesses correctly, repeat the display for a 20 second period. Continue until someone guesses. Ask them what parts helped them guess correctly and which parts made it difficult to figure out.

Songs & Yells

Balloon Cheer: Pretending to blow a big balloon, you put your hands to your mouth and puff laboriously. You spread your hands slowly apart at each puff, then fling your arms out, yelling 'BANG'.

Barber Shop: Make a razor sharp motion on the palm of your left hand with your right hand, turning your right over with each stroke. Don't forget the barber's flourishes.

Beaver: Cut a tree by tapping front teeth together, slap your tail by slapping a palm against your thigh, then yell, "TIMBER!"

Bee: Put arms straight out and pretend to fly, while going "Buzz-z-z-z, Buzz-z-z-z."

HIKING NEAR, HIKING FAR

(Tune: Over Hill, Over Dale)

Hiking near, hiking for,
Put a bug inside a jar,
As the scouts go hikin' along.

Step'n high, stoop'n low,
'Hey, we ain't your average Joe!'
We're just Scouts a hikin' along.

We're just Scouts a hikin' along!

Home on the Range

(Wolf Cub Version)

Oh give me a home
Where the Wolf Cubs can roam,
Where the Beavers, Wolves, and Scouts play.
Where Wolf Cubs all learn,
Easy and fun badges to earn,
And I'll show you one messy living room!
Home, home on the range,
Where the Beavers, Wolves and Scouts play.
Where Wolf Cubs all learn, easy and fun badges to earn,
And there aren't enough hours in the day.

Scouters' 5

(meeting stories)

#1: During the French Revolution

During the French Revolution, the "common people" were intent on ridding themselves of all vestiges of the Royalty and nobility. The Reign of Terror ensued and all nobility was hunted down. Some were allowed to leave the country, however most were executed at the guillotine. One nobleman in particular had sent his family into hiding in hopes of saving them. Soon he was caught. The crowd searched in vain for his family, but they were well hidden. Threats were made but he

always replied, "I'll never tell!". Finally the crowd dragged him to the guillotine and offered to let he and his family leave the country if he would only disclose their location. Again he replied "I'll never tell!". They dragged him up onto the platform next to the horrible machine and asked him again. Still he replied "I'll never tell!". They laid his neck across the cutting board and asked him once more. Again he replied "I'll never tell!". They slowly hoisted the blade and again asked for the location of his family. Weakly he replied " I'll never tell". They waited to see if his resolve would fail, he remained silent. Just as the executioner pulled the release and the blade began to fall the Count called out "Wait, I'll tell, I'll t....."

The moral to this story, don't hatchet your Count before he chickens!

#2: SPORTSMANSHIP

Probably some of you will earn the Sportsmanship badges this month. If so, the first thing you'll have to do, is understand what sportsmanship is, because it's the first requirement. I'd like to read you a little story from the Sports merit badge pamphlet which sums up sportsmanship very well. Here's the story.

"In 1940, an underdog Dartmouth football team played powerful Cornell, which needed only one more victory for a perfect season and a number-one ranking in the country. Trailing 3-0 Cornell scored a controversial touchdown that the Dartmouth players insisted was made on an extra "fifth down". However the referee counted the touchdown, and Cornell won 7-3.

But after the game, Cornell officials watched the game on film and saw that, indeed their team had been allowed an extra play. They immediately sent a telegram to Dartmouth stating that they could not accept the victory. It went into the record book as a 3-0 victory for Dartmouth."

That little story tells us what sportsmanship really is. It is the desire to play hard and to win - but to win fairly - and if you lose, to accept defeat with good grace. Let's remember that during our Sports Tourney and throughout our lives. Also remember, that to be a good sport you have to lose to prove it.

#3: TWO LITTLE WORDS

Cubs, here's a little quiz for you: What's the most welcome two-word sentence in the English language? Some of you might say, it's "We won!" Others would vote for, "Here's money!" But I think the most welcome two-word sentence is "Thank you."

It isn't used as often as it should be. How often do you use it? And how often do you say thank you to the persons who are closest to you, your mother and father? How often do you say it to your friends or even strangers when they do something for you?

It's so easy to forget, especially if the Good Turn is done by somebody in your family. Too often we take for granted the many things our parents and other family members do for us. Next week we're going to have a family night for members of our families. Here's a challenge for you. Between now and then, see if you can find some reason to say thank you every day to some member of your family. You may be surprised how they will react.

A simple thank you costs nothing, but it means so much to those who matter most to you. And remember, manners maketh man and can be the difference between you being just another Cub and one who earns himself respect from those around him.

#4: SMILIN' IN THE RAIN

A long time ago, a joker said, "Everybody talks about the weather, but nobody does anything about it." That isn't really true anymore because scientists can seed clouds with chemicals to make rain fall - if there are clouds, that is.

Next week we're going to be outdoors, possibly in foul weather, for our Foul-Weather Cook-Out (or See'n'do). It may be snowing or raining cats and dogs while we're out there, but we'll be there just the same because this is not a fair weather troop.

It may not be as much fun as being outdoors on a sunny summer day, but it's part of outdoor life, and as Scouts we belong outdoors. As long as you have a poncho, warm clothes and a pair of dry socks and underwear in your pack, you can enjoy bad weather, too.

At least I hope you can. I like to see Scouts smiling in the rain because a real Scout is cheerful even when things aren't 100% perfect.

The weather, and life, aren't always predictable. One of the lessons you should be earning as Scouts is to be prepared for foul weather as well as fair.

So the key words for next weeks outing are "Be Prepared" and "A Scout is cheerful." If you follow that advice, you'll have a fine time, no matter what the weather is.

SKITS **(entertainment)**

Every Litter Bit Camp staff members enter, find litter on the ground and complain to each other about the thoughtlessness of campers. Then a boy enters, eating candy and throwing trash all over the ground. The staff members rush him, beat him with clubs and fists, and then lift him from the ground by the collar and ask in a threatening tone, 'Now what have you learned by this experience?' 'That every litter bit hurt!' comes the pained reply.

Good News Sergeant lines up his men, then reports to an officer to get the day's orders. He salutes the officer, returns to the men, and says: 'Orders of the day. Men, we have some good news and some bad news. First, the good news. Today we all get a change of underwear.' The men cheer. 'Next, the bad news. John, you change with Mark Joe, you change with Frank...'

Sock Soup

Cast: Cook, campers (adjust to your den size).
Props: Pair of socks, Big pot, Stirring spoon, Campstool, Spices (salt, pepper, etc.)

Scene: A cook is sitting and stirring the pot, with the socks hidden inside.

Camper: (walking up to the cook) Whatcha' cookin'?

(Cook gives camper a disgusted look. He hands the camper the stirring spoon for a taste.)

Camper: It needs something. (The camper adds the spices of his choice.)

(The dialogue continues with all of the Cubs getting a chance to participate as campers.)

Last camper: This soup is just right!

Cook: (scooping out his socks) I guess my socks are clean!

All of the campers fall down and pretend to be sick to their stomachs

If we listen better, then history would not have to repeat itself.

TID-BITS...
Gathering Activities

As we mentioned in the feature article...plan a gathering activities. By implementing good gathering activities, you will ensure that the youth will be on time because they won't want to be late!

What Animal Am I?

Put the names of different animals on self-stick notes or small slips of paper. As each person arrives, stick or pin on an animal name to their back. People then try to figure out what animal they are by asking other people how they would care for that animal.

What is a Wolf Cub made of?

- Something to keep tools in _____
- A corn stalk _____
- A type of macaroni _____
- A school child _____
- Part of an apple _____
- Edge of a saw _____
- Used by carpenters _____
- Part of a clock _____
- Branches of a tree _____
- Opposite of head _____
- The biggest part of the giraffe _____
- What the tortoise raced with _____
- Part of a river _____
- A young cow _____
- When two pipes meet _____
- Used on Valentine's Day _____
- What we think with _____
- A type of watch _____

Answers:

- 1. Chest, 2. Ears, 3. Elbow, 4. Pupil, 5. Skin, 6. Teeth, 7. Nails, 8. Hands, 9. Limbs, 10. Foot, 11. Neck, 12. Hair, 13. Mouth, 14. Calf, 15. Joint, 16. Heart, 17. Brain, 18. Wrist

Meeting Prayers
(Scout Prayers, UK)

Promise (Cubs)

Thank you, Heavenly Father, for the opportunity of serving you and of carrying out our duty to you and to the Queen. Help us to keep the Wolf Cub Law, and make us ready to do our good turns at all times. Through Jesus Christ our Lord. Amen

Someone whom is sick

Loving Father, we would remember.....in our prayers tonight. We know that he is unable to be with us (because.....)

Comfort him/her and help him to know that you are always with him, loving, healing, and caring. May he gain courage them at all times. Help them to know the love of Jesus. Amen.

MEDITATION

Sanctify our campsite with your presence and joy. By the spirit of affection and service unite our Scouting families, that they may show your praise in our land and in all the world.

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

The Final Thought to Take Home

Making up your mind is similar to making up your bed- it helps to have someone else on the other side.
- Anon. -

" If don't have a sense of humour; you may not have any sense at all."

" Most of us will not be able to do great things, but we do small things in great ways. "
- Chinese Proverb -

" There are two things to aim for in life :
The first is to get what you want,
The second to enjoy it when you get it,
Only the wisest of mankind achieves the second. "
- Marthiens and Teresa - Australia

Please send your ideas and hints to

SCOUTING@canada.com

