



# HOWLING AT THE MOON



## RATIONALE FOR ADVENTURE

This adventure will give Cub Scouts an opportunity to become comfortable speaking in front of others. It will also serve as a foundation for organizing and performing a campfire or pack meeting program.

## TAKEAWAYS FOR CUB SCOUTS

- Working together to share ideas
- Being part of a team
- Learning to cope with stress, fear, and anxiety
- Participating in a campfire or pack meeting program
- A Scout is helpful, cheerful, trustworthy.



## ADVENTURE REQUIREMENTS

*Wolf Handbook, page 68*

Complete the following requirements.

1. Show you can communicate in at least two different ways.
2. Work with your den or family to create an original skit.
3. Work together with your den or family to plan, prepare, and rehearse a campfire program to present at a den meeting or pack program.
4. Perform your role for a den meeting or pack program.

## NOTES TO DEN LEADER

Meeting 3 is where the families in your den come together to perform. In this den meeting plan, the meeting is designed to be a campfire. You may do this activity at a den or pack meeting. Make sure that all of the Scouts' families are invited as soon as the time and location are arranged, and that any needed props are provided or brought by the Scouts.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

# MEETING 1 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- "Paper Route" game items (Gathering)
  - One door mat or small rug
  - One newspaper per Scout, rolled and secured with tape
- Items for the obstacle course activity (e.g., pool noodles, hula-hoops, rope, sports cones) (Activity 1)
- Copies of the Cub Scout motto sign language demonstration from the *Wolf Handbook* (one per Scout, Activity 2)
- One talking stick, prepared before the meeting (see Meeting 1 Resources)
- Poster board or whiteboard for recording the den's campfire plans (Activity 3)



## GATHERING

Play the “Paper Route” game (see Meeting 1 Resources).

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Have the denner call roll. Each Scout should respond with a different friendly greeting.

## TALK TIME

- Introduce the Howling at the Moon adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Introduce the talking stick (see Meeting 1 Resources for instructions on how to make one). Then have everyone take turns sharing something about their favorite game or movie while they are holding the stick. Remind them that the holder of the stick is the only one who can talk at that time.

## ACTIVITIES (REQUIREMENT 1)

First, invite the Wolf Scouts to howl like wolves. Then say: “Howling is one way that wolves communicate. Let’s find other ways to communicate with each other.”

### ◆ Activity 1: Obstacle Course

- Have the Scouts go through an obstacle course around the room or outdoors, using the items you collected. Divide them into teams of two, with one Scout wearing a blindfold and the other player leading that Scout through the course.
- The first time around, seeing players each hold their partner’s arm and can speak directions. Then they switch roles and go through the course again. This time, seeing players DO NOT speak and use only their hand to guide their partner.
- Remind everyone that a Scout is helpful and trustworthy. Blindfolded Scouts should be able to trust that they are being led in the right direction.
- After each team has gone through the course twice, ask these questions:
  - “What did it feel like to close your eyes not knowing where you were going?”
  - “How did you feel when you had to be the ‘eyes’ of your buddy?”

### ◆ Activity 2: Silent Howl

- Now it’s time for the “silent howl”—speaking with our hands. Pass out copies of the Cub Scout motto in American Sign Language (ASL) from the *Wolf Handbook*. Talk about times when this language is needed (communicating when one person is deaf or hard of hearing). Then learn together how to say the motto using ASL.
- Next, divide the Scouts again into teams of two. Have each pair come up with a word, phrase, or sentence using hand signals. Then spend some time reflecting together on how easy or difficult this was to do.

### ◆ Activity 3: Campfire Program

- As Wolf Scouts, the members of the den will plan, prepare, and present their own campfire program to be performed at the event you have chosen such as a campfire, den meeting, or pack meeting. Start a discussion about this by asking, “What do we need to do first?” Chart their ideas on the poster board or whiteboard and save it for the next meeting, when the Scouts will complete their plan. The key takeaway should be to have an opening, skits and/or songs, and a closing.



## CLOSING

- Gather everyone in a circle. Then pass the talking stick around, and have every Scout share their favorite thing about being a Cub Scout.
- Close with a grand howl.

## AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Record completion of requirement 1.
- If plans are in place for the time and location of the Wolf den campfire (Meeting 3), share this information with the Scouts' families.

# MEETING 1 RESOURCES

## PAPER ROUTE (GATHERING)

**Materials needed:** one door mat or small rug; one newspaper per Scout, rolled and secured with tape

Set up the mat or rug—or an area marked off as “door mat”—and a throw line before starting. The Scouts line up single file behind the throw line. Then Scouts each take a turn throwing, trying to hit the door mat with their newspaper. See who can get the most accurate throw. (You can also give one point for each time the newspaper lands on the mat.)

## TALK TIME

This is one option for making your talking stick.

### Materials needed:

- 10-12" stick approximately  $\frac{3}{4}$ " or a wooden dowel
- Thin cord (jute twine will work)
- Feathers
- 30 craft beads (colors of your choice)
- Paint pen
- Hot glue gun and glue (Only adults may use the hot glue gun.)



### Directions:

- Decorate the dowel the way you like. Look for opportunities to make the decorations meaningful. For example you may want to have 12 beads tied onto lacing or a paracord to represent the 12th point of the Scout Law. Remember to use the square knot or other proper knots. Keep in mind that this project will be handled by the Cub Scouts, so make sure your decorations are secured well:

# MEETING 2 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
  - Jokes from *Boys' Life* magazine, printed and cut out. (Jokes should be ones that can be acted out.)
- The following items from Meeting 2 Resources:
  - Symbolic campfire, prepared before the meeting

- One copy of the den skit planning sheet
- Run-on scripts, one copy per Scout
- Pencils
- Talking stick
- Poster board or whiteboard for listing campfire ideas
- One copy of the Campfire Program Planner (in Meeting 2 Resources)
- Copies of the Cub Scout motto sign language demonstration from the *Wolf Handbook* (one per Scout, Closing)

## GATHERING

- As the Scouts arrive, divide them into teams of two; if you have an odd number, one of them can be paired up with the den chief or the assistant den leader. Give each pair a joke from *Boys' Life* magazine and have them practice converting the jokes to skits or run-ons for their program. Then have them practice by performing the prepared run-ons in Meeting 2 Resources.
- Run-ons may be done in two different ways. (1) Two Scouts walk on to the stage together like they are having a conversation, stop in the middle to perform their lines, then walk off together. (2) One Scout is already on stage and the other runs into the scene. Then they exchange their lines and both run offstage.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

## TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.

## ACTIVITIES

### ◆ Activity 1: Skit Writing (Requirement 2)

- Have the Scouts write at least one original campfire skit using the den skit planning sheet. Let everyone work together on a single skit or divide them into groups to create two skits—as long as each Scout has a part to perform.
- To keep the activity moving along, it may be best to have the den chief write down the lines as the Cub Scouts create them. Also, as the den leader, you must make sure the material remains positive in its tone and is in the spirit of the Scout Oath and Scout Law. If you see something negative, ask the Scouts what part of the Scout Law does the material reflect.

### ◆ Activity 2: Skit Rehearsal (Optional)

- Have the Scouts run through their skit(s) one or two times. If you have two groups, let one be the audience while the other group performs.
- Talk about the role of an audience: A good audience is quiet, listens, keeps still, hands to self, etc. Applause (or a howl!) at the end gives performers recognition for “doing their best.” Remember, “a Scout is cheerful” and can show support by laughing at jokes in the skit or answering questions if the performers ask for audience participation. If time allows, teach a cheer the audience can add to their applause.
- Remind the performers to speak clearly, slowly, and loudly enough that everyone can hear. They should face the audience, and remember, this is their moment to enjoy being a star!



### ◆ Activity 3: Campfire Planning (Requirement 3)

- Using the Campfire Program Planner, have the Scouts prepare the rest of their campfire. Tell them that you, as the den leader, will help with some parts of the campfire, but that they will be responsible for the good cheer, skits, and songs. Pass the talking stick around so everyone can suggest activities while you list their ideas on the whiteboard. Then write the final plan in the program planner.
- Rehearse the program—where to enter, exit, etc. As you do this, list all the props and costumes that will be needed and make plans for having these ready.

### CLOSING

- Bring everyone together in a circle, and remind them of the time and place of their campfire presentation. Then recite the Cub Scout motto—“Do Your Best”—using the sign language they learned from the previous meeting. Follow this with a grand howl.
- Confirm that the Scouts’ families know the time and location of the next meeting, and make sure all the props and refreshments will be ready.

### AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 2 and 3.
- Work together to clean up the meeting place.

## MEETING 2 RESOURCES

### GATHERING

#### Run-On Scripts

- Make two copies of these scripts for each pair of Scouts in the Gathering.
- Run-ons may be done in two different ways:
  - Scout 2 is already on stage, and Scout 1 runs into the scene. Then they exchange their lines, and one or both Scouts run offstage.
  - Scout 1 and Scout 2 walk on to the stage together like they are having a conversation, stop in the middle to perform their lines, then walk off together.

#### Run-On 1

Scout 1 (running on stage, yelling): They’re after me, they’re after me!

Scout 2: *Who* is after you?

Scout 1: The squirrels, of course.

Scout 2: Why are squirrels after you?

Scout 1: They think I’m nuts. (Runs off stage.)

#### Run-On 2

Scout 1: Hey, [Scout 1’s name], do you know why the Cub Scout put a trumpet in the freezer?

Scout 2: No, why did the Cub Scout put a trumpet in the freezer?

Scout 1: The Cub Scout wanted to play cool music.

#### Run-On 3

Scout 1: Hey, [Scout 1’s name], do you know the quickest way to double your money?

Scout 2: No, what’s the quickest way to double your money?

Scout 1: Fold it in half!

(Scout 2 shakes head, looking annoyed.)

#### Run-On 4

Scout 1: What travels faster, heat or cold?

Scout 2: Heat, of course.

Scout 1: How do you know that?

Scout 2: Heat has to travel faster, because you can *catch* a cold!

#### Run-On 5

Scout 1: Hey, [Scout 1's name], why are fish so much smarter than some fishers?

Scout 2: That's easy. Because fish travel in schools!

#### Run-On 6

Scout 1: Hey, [Scout 1's name], why did you eat that dollar?

Scout 2: Because it was my lunch money.

(Scout 1 shakes head in frustration.)

### TALK TIME

Symbolic Campfire

#### Materials:

- 8 pieces of wood, 2"x12"
- 12 nails, 3½"
- Hammer
- Red cellophane or tissue paper
- Flashlight

#### Directions:

1. Nail together the pieces of wood in the pattern above.
2. Insert red cellophane—or red, yellow, and orange tissue paper—in the center.
3. Place the flashlight, with the light facing up, in the center so it shines up through the cellophane.



## ACTIVITIES

### Den Skit Planning Sheet (Activity 1)

Theme (or the story's message):

**Skit title:**

Number of actors (total number of the Scouts in den):

*Briefly describe what happens as each part this outline is played out in the skit.*

*Note: Keep it simple. Keep it short (three to five minutes). Keep it in good taste.*

A Scout (or a group of Scouts) wants something:

The Scout (or group) starts to reach that goal:

Obstacles stand in the way:

The Scout (or group) uses knowledge to achieve the goal:



# THE CAMPFIRE PROGRAM PLANNER

1. In a campfire planning meeting, fill in the top of the Campfire Program sheet (over).
2. On the Campfire Program Planner (below), list all units and individuals who will participate in the program.
3. Write down the name, description, and type of song, stunt, or story they have planned.
4. The master-of-the-campfire organizes songs, stunts, and stories in a good sequence, considering timing, variety, smoothness, and showmanship.
5. The master-of-the-campfire makes out the Campfire Program sheet (over).
6. Copies of the program are given to all participants.

[illegible][illegible]

| Campfire Program Planner |             |      |      |
|--------------------------|-------------|------|------|
| Group or Individual      | Description | Type | Spot |
| Opening                  |             |      |      |
| Closing                  |             |      |      |
| Headliner                | Main event  |      |      |
| Song leader              |             |      |      |
| Cheerleader              |             |      |      |



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# CAMPFIRE PROGRAM

Place \_\_\_\_\_  
 Date \_\_\_\_\_  
 Time \_\_\_\_\_  
 Camp director's approval \_\_\_\_\_  
 \_\_\_\_\_

|                           |                   |
|---------------------------|-------------------|
| Campers notified          | Area set up by    |
| Campfire planning meeting |                   |
| MC                        | Campfire built by |
| Song leader               | Fire put out by   |
| Cheerleader               | Cleanup by        |

| Spot | Title of Stunt, Song, or Story | By | Time |
|------|--------------------------------|----|------|
| 1    | Opening (and fire lighting)    |    |      |
| 2    | Greetings (introduction)       | MC |      |
| 3    | Sing            Yell           |    |      |
| 4    |                                |    |      |
| 5    |                                |    |      |
| 6    |                                |    |      |
| 7    |                                |    |      |
| 8    |                                |    |      |
| 9    |                                |    |      |
| 10   |                                |    |      |
| 11   |                                |    |      |
| 12   |                                |    |      |
| 13   |                                |    |      |
| 14   |                                |    |      |
| 15   |                                |    |      |
| 16   |                                |    |      |
| 17   |                                |    |      |
| 18   |                                |    |      |
| 19   |                                |    |      |
| 20   |                                |    |      |
| 21   |                                |    |      |
| 22   |                                |    |      |



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# MEETING 3 PLAN

## PREPARATION AND MATERIALS NEEDED

- Make sure all Scouts and families know the time and place of the performance or campfire.
- Ensure that the families in your den will bring any props or other items they need.
- Complete the Campfire Program Planner with all sections filled out.
- Cub Scout Vespers, printed in large letters on a poster board
- Confirm transportation to and from the event is in place, if different from your normal den or pack meeting.

## GATHERING

As the Scouts arrive, gather them together to rehearse the skit(s) and run-ons. Review the order of the program, and remind each Scout of what they will be doing.

Set up the campfire. If indoors, use a mock campfire; if outdoors, you may do a real campfire. Remember that liquid fuels are not allowed in Scouting.

## OPENING

- Welcome families to the "Wolf Den Campfire."
- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

## TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Discuss the upcoming pack meeting, where the Scouts will perform their original skit.

## ACTIVITIES (REQUIREMENT 4)

Wolf Scouts perform their skit(s), run-ons, and the rest of the campfire program.

## CLOSING

Have everyone sing the Cub Scout Vespers, to the tune of "O Tannenbaum" (or "O Christmas Tree").

*As the night comes to this land,  
On my promise I will stand.  
I will help the pack to go,  
As our pack helps me to grow.*

*I will always give goodwill.  
And follow my Akela still.  
And before I stop to rest,  
I will do my very best.*

## AFTER THE MEETING

- Serve refreshments.
- Record completion of requirement 4 (to be finalized following performance at the pack meeting).
- Work together to clean up the meeting place.
- Confirm that the Scouts' families know the time and location of the pack meeting.

Upon completion of the Howling at the Moon adventure, your Wolves will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.

