OCTOBER—THRIFTY

A-CAMPING WE WILL GO

A SCOUT IS THRIFTY. HOW DOES "A CAMPING WE WILL GO" RELATE TO THIS POINT OF THE SCOUT LAW?

Everyone loves a campfire—gathering together to share silly songs, thoughtful stories, and (perhaps) gooey s'mores. This month, discover the fun of camping with Cub Scouts, whether it happens indoors at your regular meeting place or outdoors at a Scout camp. Camping doesn't need to be complicated or expensive; it can be made simple by reusing and repurposing items you already have. Be sure to include an opportunity for Tigers to participate in a song or a skit during this month's meeting to complete the Tigers in the Wild adventure.

NOTE TO CUBMASTER

Pack meetings are best when they are no more than an hour and a half in length. Pack meeting plans are guides and can be adjusted to fit the needs of your pack.

You might consider setting up tables or areas for each den to display pictures and items made during this month's adventure.

BEFORE THE MEETING

Set up tables or areas for the den adventure displays (see above), if applicable.

Be sure the following materials are available for the meeting:

- Flags for the flag ceremony
- Large posters of the Scout Oath and Scout Law displayed in the front of the room or a projection of the words onto a screen or the wall
- Materials for the gathering activity, the Right Way/Wrong Way Campsite
- Signs that say, "Wow, that is thrifty!" and "Oh no, not that!" for the audience participation
- Awards for the recognition ceremony

GATHERING

As Scouts and their families arrive, have them go to the Right Way/Wrong Way Campsite, which should be in place before the meeting begins. Have Scouts find five camping items that are right because they show "A Scout is thrifty." Also have Scouts identify five items at the campsite that are wrong. Ideas for the campsite are in the Resources section of this plan.

OPENING CEREMONY

The flag ceremony is led by a preassigned den. They will present the colors and lead the pack in the Pledge of Allegiance.

Thrifty Campout

A preassigned den performs the opening skit.

Cub Scout 1: "Our Cubmaster has challenged us to find our thriftiest camping tips to share with our new families for the pack campout."

Cub Scout 2: "I know—they can freeze gallons of water so they don't have to buy ice for their coolers."

Cub Scout 3: "They can use tongue-and-groove pliers instead of pot holders, if they already have them. Those work great."

Cub Scout 4: "We can tell them to shop at garage sales. Mr. Scott got his camp stove at one for just $5."

Cub Scout 5: "We can also suggest they sign up for online alerts for sales on tents."

Cub Scout 6: "Laundry lint makes good tinder for a campfire. My family always takes a plastic bag of it when we camp."

Cub Scout 7: "They can make waterproof matches by dipping them in clear nail polish. Remember, Cub Scouts shouldn't handle matches."

Cub Scout 8: "They can make a box oven to bake food; they won't need to have a camp stove."

Cub Scout 1: "I think we have great ideas to share."

All: "A Scout is thrifty!"

◇ OPENING PRAYER

"May we always remember to be thrifty both indoors and outdoors. Please help us remember that we can be thrifty each and every day by reusing items and by not wasting, even when we are camping."

◇ WELCOME AND INTRODUCTIONS

The Cubmaster welcomes new families, visitors, and special guests by introducing them to the pack and thanking all who helped plan and prepare for the pack meeting.

The Cubmaster then reviews the correct answers for the Right Way/Wrong Way Campsite and explains why the "right way" items are thrifty and why the "wrong way" items are poor choices.

◇ DEN DEMONSTRATIONS

If there is a den that needs to do some type of activity at a pack meeting for the completion of an adventure, please insert the activity here.

◇ AUDIENCE PARTICIPATION

The Campfire

This story is full of mistakes often made in campfire safety, but—since we are also focusing on being thrifty while camping—it will also give examples of being thrifty. Three adults should lead this exercise. One will read the story, one will hold up a sign that says, "Wow, that is thrifty!" and one will hold up a sign that says, "Oh no, not that!" The helper with the first sign holds it up when something is thrifty so the audience can shout, "Wow, that is thrifty!" This helper then makes a commentary about why that particular practice is thrifty. The helper with the second sign holds it up when there is a fire safety mistake so the audience can shout, "Oh no, not that!" That helper should then correct the story reader by telling how to make the situation safe.

Suggestions for what the sign holders should say are included with the directions to raise the signs. If the story reader and the sign holders can improvise some give-and-take dialogue, the message will have more effect. It may also help for the reader to stop when he or she comes to a part where signs should be raised and dramatically point to the correct sign.

Narrator: "Once upon a time, a group of boys and some adults went camping. The boys were excited because they would be spending the whole weekend outdoors. They would get to set up tents that they borrowed from the Boy Scouts."

Helper 1: *(raises sign)* "Wow, that is thrifty! Borrowing tents instead of buying is a good way to save money."

Narrator: "They would also get to eat food outdoors and have a campfire; they could hardly wait. As soon as they got to the campsite, two of the boys set up their tent next to where they knew the campfire would be because they wanted to be warm at night and close to the cooking."

Helper 2: *(raises sign)* "Oh no, not that! You can't do that. Sparks from the fire might catch the tent on fire."

Narrator: "The next two boys set up their tent a little bit away from where the cooking fire would be; they had learned their lesson from the first group. They began gathering sticks and piling them inside their tent because they wanted to be warm all night too."

Helper 2: *(raises sign)* "Oh no, not that! You can't do that. Never have an open flame inside a tent."

Narrator: "Two more boys set up their tent and hung their liquid fuel lantern in the center of it. They knew how dark it could be inside a tent at night, and they wanted to read their Scout books in bed."

Helper 2: *(raises sign)* "Oh no, not that! You can't do that. NO open flames are allowed inside a tent, even if it is a lantern—only flashlights."

Narrator: "Then one of the adult leaders gave them a water bottle with a head lamp attached to use as a reading light."

Helper 1: *(raises sign)* "Wow, that is thrifty! You repurposed items you had to make what you needed."

Narrator: "Finally, everyone got the idea and set up their tents in a semicircle a safe distance from the fire with all the lanterns outside and the kindling laid neatly by the designated fire area. The area was in an established fire ring a safe distance from overhanging branches. It was time to begin the cooking fire. All the boys helped collect firewood. One of the adults told them to arrange the wood by size, but the boys thought that was silly so they just dumped it by the fire."

Helper 2: *(raises sign)* "Oh no, not that! You can't do that. It is best to arrange firewood by size so the correct pieces are close at hand and easy to get to when building the fire."

Narrator: "After rearranging all the firewood, the boys were told they could build the fire. They did it exactly like they had been taught. And it was a beautiful fire lay. They started to light the fire …"

Helper 2: *(raises sign)* "Oh no, not that! You can't do that. An adult should light the fire. And don't light the fire until a shovel and a bucket of water or sand are close by in case the fire gets out of hand or for when you are ready to put it out."

Narrator: "After they had the bucket of sand …"

Helper 1: *(raises sign)* "Wow, that is thrifty! You used the sand because it was already here and free."

Narrator: "… and shovel nearby, they lit the fire using dryer lint as a fire starter."

Helper 1: *(raises sign)* "Wow, that is thrifty! Dryer lint is a great, free fire starter."

Narrator: "But after a while, it started to go out. They were reaching toward the lantern fuel to pour it on the fire …"

Helper 2: *(raises sign)* "Oh no, not that! You can't do that. Never use liquid flammable substances around a fire. It might make the fire flame up and burn somebody."

Narrator: "Finally, the fire was burning correctly, but it would be some time before the coals were ready for cooking. One of the boys grabbed a stick from the fire and began writing his name in smoke in the air."

Helper 2: *(raises sign)* "Oh no, not that! You can't do that. What goes in the fire, stays in the fire."

Narrator: "As the fire burned down, one of the boys decided to see whether he could jump over it."

Helper 2: *(raises sign)* "Oh no, not that! You can't do that. No running or playing near the fire."

Narrator: "The fire burned down, the boys cooked and ate their foil dinners, and things quieted down. The adults breathed a sigh of relief. It looked like everything was going to be OK and the boys had learned their lessons. After dinner, the adults stoked up the fire again and had a wonderful campfire—singing songs and telling stories."

Helper 1: *(raises sign)* "Wow, that is thrifty! We had fun and it was all free."

Narrator: "And, as the flames grew low again, they shared some quiet reflections. When it was time for bed, the boys wanted to put the fire out. They poured the bucket of sand on the fire and turned to go to bed."

Helper 2: *(raises sign)* "Oh no, not that! You can't do that. You must stir the fire and be sure that all the embers are out and cold to the touch."

Narrator: "With the fire completely out, the day was done and sleeping bags were unrolled. Now the adults were sure the boys knew that, even though a fire is a wonderful thing with many uses, it must be treated carefully or it can become harmful. The End!"

RECOGNITION

Adventure Loops and Pins:

(Note: Adventure loops and pins can be presented at a meeting or as immediate recognition in the den.)

By den, call the names of those Cub Scouts who have completed the month's adventure to come forward.

- Have the den leader pass out the awards to the boys as they receive a Cub Scout handshake from the Cubmaster.
- If time allows, invite the den leader or den chief of the den to speak about the adventure work done for that month, and have the den stand and be recognized.
- Use a positive cheer to recognize their accomplishments.

Other options:

- Have the den stand and be recognized or come forward to receive certificates for the adventure they have completed. This option would be appropriate for a den that has already received the adventure loop or pin.
- Adapt the advancement ceremony for the month's theme into an adventure loop presentation if no rank badges are being presented.

◇ RANK ADVANCEMENT

Cubmaster: "Many of us think of s'mores when we think of camping. They are oh-so tasty, like the bow on a camping-trip present. Tonight we have a special tray of s'mores for all of our Cub Scouts who have earned their rank badges this month."

The Cubmaster calls Scouts by name to come forward along with their parents or guardians to receive their special "s'more," starting with those earning the rank of Bobcat, then Tiger, Wolf, Bear, Webelos, and finally Arrow of Light. The Cubmaster shakes hands with the Scout and then hands the "s'more" to the parent or guardian to hang on the left pocket button of the Scout's shirt. After each group has received their rank awards, have the pack give the group a cheer. Cheers are listed in the Resources section of this plan.

CUBMASTER'S MINUTE

"We participated in many activities this evening that focused on camping and on being thrifty when you are camping. 'A Scout is thrifty' is the ninth point of the Scout Law. In addition to saving money and reusing and repurposing items, we know that being thrifty also means to protect and conserve our natural resources. We should never waste water, take things that belong at the campsite, or leave trash. Remember the old Scout saying, 'Take only pictures; leave only footprints.'"

CLOSING

The preassigned den performs the "Let's Go Camping" closing ceremony.

Cub Scout 1: "We like camping, and we think it is fun."

Cub Scout 2: "We know we can be thrifty when we camp."

Cub Scout 3: "We don't put food in our tents; it attracts animals."

Cub Scout 4: "We practice obeying all of the rules of the campfire."

Cub Scout 5: "We are looking forward to our next campout."

Cub Scout 6: "We hope that you will join us for more camping fun."

Cub Scout 7: "We love camping."

Cub Scout 8: "See you at our next campout."

The preassigned den retires the flags.

RESOURCES

Gathering—Right Way/Wrong Way Campsite

Choose five ideas from each category below when you set up your campsite.

Right Way Ideas (things that show "A Scout is thrifty" on a campout):

1. A gallon jug labeled "ice," placed inside a cooler.
2. A plastic sandwich bag filled with dryer lint. (Label the bag "fire starter.")
3. A box oven. (See the directions in the *Webelos Den Leader Guide.)*
4. An old shower curtain used as a ground cloth under the tent.
5. Newspapers rolled into "logs" and secured with masking tape for campfires.
6. A dishwashing station with reusable utensils inside to wash.
7. Plastic candy containers labeled "salt" and "pepper."
8. A sleeping bag made from folding a blanket into thirds.
9. A bucket of sand labeled "fire extinguisher" next to the fire.
10. A homemade tic-tac-toe board with rocks painted different colors as the markers.
11. A headlamp attached to a water jug labeled "reading lamp."



Wrong Way Ideas (things that should not be done when camping):

1. A fake campfire built near the tent. (A fire that is too close can set the tent on fire.)
2. A candle in the tent with a flame made from red construction paper to show that it is lit. (Never have a flame in a tent; it can cause a fire.)
3. Food in the tent. (Animals may come inside the tent to get to the food.)
4. An empty aerosol can labeled "insect repellent" next to the fake campfire. (The can could explode if it gets too hot.)
5. A toy ax or an ax made out of poster board placed on a lawn chair. (Axes are only used in a safe area, and leaving it on a chair is dangerous.)
6. A tent left unzipped. (This welcomes bugs, animals, and rain.)
7. Trash scattered around the campsite. (A Cub Scout is clean in his outdoor manners.)
8. Food left out on the table. (Consider making a raccoon out of poster board to sit next to the food as a reminder that leftovers attract animals.).

Advancement S'mores

Materials (per award):

- Two 3-inch squares of tan craft foam
- One 3¼-inch square of brown craft foam
- One large cotton ball
- 2½ inches of jute cording or yarn
- Hot glue gun
- Hot glue sticks
- Craft glue
- Double-sided tape or duct tape rolled into a circle
- Permanent marker
- Awards to be presented

Instructions:

1. Fold the jute cording in half to form a loop. Then hot glue the ends to the corner of one of the tan squares of craft foam.
2. Place the brown craft foam over the jute, and use craft glue to attach it to the tan square.

3. Spread the cotton ball so it extends almost to the edge of the brown foam, and use craft glue to secure it in place.
4. Glue the second tan square on top of the cotton ball to make a "s'more."
5. Attach the award to the "s'more" with a piece of double-sided tape, making sure that the tape keeps the award in place when held up and moved as if it is on the shirt of an active Cub Scout. *(Note: Make sure the award is right-side up as the loop is at the top of the "s'more.")* Write the Scout's name, the date, and the name of the award on the back side of the "s'more."

Cheers

Stars in the Sky: Look up at the sky and say, "Twinkle, twinkle, twinkle, what a grand sight!

Campfire: Dance around the campfire. Start raising your knees very high as you dance, and then say, "Ow, eek, ouch, hot, hot, hot coals!"

Campfire Crackle: Look around, pretending to gather some wood and tinder. Begin building your fire. Pretend to light the fire by striking the match on a rock. As the fire starts, say, "Crackle, Crackle, Crackle."

Compass: Take your compass out of your pocket. Hold it in front of you to get your bearings. With your other hand, point to the person or group you are recognizing and shout, "WAY TO GO!"

Cricket: Click your thumbnail and fingernail together.

Backpackers: Pretend to pick up a backpack and put it on your back. Lean over and say, "Heavyweight stuff!"

Backwoods: Pretend to slap at mosquitoes that are landing (and biting) all over your body.

Big Rainstorm: To simulate rain, have everyone hit one finger of his left hand with one finger of his right hand. Gradually increase the intensity of "the storm" by increasing the number of fingers hit together. (Hold up the desired number of fingers as a signal each time the storm is picking up strength, and decrease the number as the storm passes.)

Flapjack: Pretend to slide a spatula under a pancake, then throw it up into the air and nod your head three times up and down as if watching the pancake flip. Then catch it with the spatula and say, "Wow!"

Good Turn: Stand up and turn in a circle while saying, "Tigers Do a Good Turn Daily!"

High Country: Everyone takes in a deep breath through the nose and claps hands on their chests, as if enjoying the fresh air.

Marshmallow: Put your marshmallow on a stick, hold it over the fire. It catches fire. Hurry and blow it out, then cool it. And say, "Just right!"

Owl: Hoot, hoot, hoot.

Rabbit: Place your hands on your head to resemble rabbit ears. Wiggle your nose and hop three times.