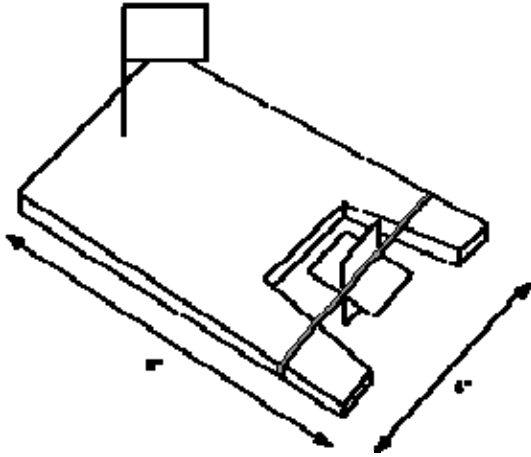


Gathering Activity:

Rubber Band Power

Materials: small pieces of soft wood (1"x4" pine), manual cutting tools (coping saw appropriate for work on wood (no power tools), boat pattern (create your own), pencils, rubber bands, Sharpie marker, colored pencils or markers.



Instructions:

1. Pre-cut wood to approximate boat size for scouts.
2. Transfer patterns to wood. Use carbon paper or trace to another sheet of paper, blacken the backside of the tracing with a #2 pencil or crayon and then trace over the pattern with a dull pencil.
3. Cut your pattern (boat or bug) out of the wood being sure to include the notches for the rubber band.
4. Decorate the boat or bug with colored markers or pencils.
5. Stretch the rubber band between the legs. A thin rubber band that fits without stretching much is essential.
6. Slip the paddle wheel in the middle of the rubber band loop and wind up gently. Placing the paddle wheel off center will cause the boat/bug to travel in circles.
7. A toddler's swimming pool is the ideal place to release your bugs. Try having a Den race.

Opening Ceremony

Audience hums "Row, Row, Row Your Boat" softly as each Scout walks to the front telling their "story"

Cub Scout 1: I sailed the sea, fishing for food to feed the nation. Helpful am I

Cub Scout 2: I sailed the sea, diving to discover the secrets of the deep blue. Brave am I.

Cub Scout 3: I sailed the sea, transporting items to the US citizens from far away. Courteous am I

Cub Scout 4: I sailed the sea, serving our country in the US Navy where I always did my best. Please rise and join me in the Pledge of Allegiance.

Opening Prayer

Ship Building is the process of many working towards the goal of a fully functional ship that works better than expected. At this time we give thanks to all of the shipbuilders in our lives who instill values into our hulls to help us grow. May God guide us all on a safe journey, wherever we may sail. Amen

Grace

Blessings Of This Day

(Tune: "Gilligan's Island" Theme)

We thank Thee, Lord for giving us
The blessings of this day;
For friends and food and family,
And showing us the way.
The bounty that you set before
Us, proves to us you care.
We praise you, Lord, for showing us
Your presence everywhere.
So, join us at this table, Lord,
As we prepare to dine.
All that we have is sent from you;
And all we have is thine.

(Lyrics copyrighted 1996 by Clare Mansfield, GWRC)

Cubmaster Minute:

As I look across all the Cub Scouts that are with us this evening I am reminded of how much like an iceberg a Cub Scout is and can be. Icebergs roam the oceans like a Cub Scout roams the woods and trails. We only see 1/8th of an iceberg above the water with 7/8th being unknown to us below the water. Each of you boys have only just begun to show your potential with most of what is yet to come still hidden below the surface.

Sometimes as a Cub Scout you do not feel like you are something or someone that makes a difference. You hear things like "you're just a child" and "wait until you are older." I encourage each of you boys to think of the icebergs. It was an iceberg that in 1912 sunk a boat that most said was unsinkable. A ship that was as long as the Empire State Building is tall. A ship called the Titanic.

So parents and Scouts always look to the future because these boys' potential is still hidden, like the icebergs, just below the surface.

Games

Ship's Rutter:

Have two teams. Each team forms a boat with one person as the Captain, whose hands are free, and everyone else grabs the belt of the Cub in front of him. The last Scout is the "Rutter" and has a neckerchief tucked in his back pocket. Teams cannot let go and break their chain. The object of the game is for the Captain of each team to grab the Rutter of the other boat.

Rain Gutter Regatta

follow direction as per BSA

Motorized Boat Races

this is a fun adventure to do on a local lake, or even a local pool

Life Preserver Throws

(use in the yard):

Throw a weight attached to a rope. Points are awarded for both distance and accuracy

Whale Ahoy!

York Adams Council

Equipment: 1 paper or sock ball or beanbag

Formation: Scatter

One boy is selected to be the 'whale', he may run freely about the room. The rest of the Cubs each choose a position and since they are 'rocks in the sea', they may not move. The aim is to 'harpoon' the 'whale' by hitting him with the ball. Whoever hits him takes his place as the next 'whale'.

The skill of the game lies in passing the 'harpoon' from 'rock to rock' in an endeavor to corner the 'whale', rather than the Cubs taking random shots. This is good training in playing for the game rather than for the individual.

TRAINING TIP

Remember for your new leaders – Fast Start training and Youth Protection training is available on-line -

Fast Start training

<http://www.scouting.org/cubscouts/faststart/>

Youth Protection Online

<http://www.scouting.org/pubs/ypt/ypt.jsp>

Cheers

Pirate Cheer: "Arrrrgh!" and put index finger in the shape of a hook above your head.

Sailors Cheer: "Coming about!" and swing your arm over the top of your head in a circle.

Submarine Cheer: "Glub...Glub...Glub" as you sink to the floor.

Wave: Rise and raise arms above head then sit back down, as done at sports events.

Motor Boat: Pull on starter cord a few times while fluttering tongue on roof of mouth. Then start the sound of a motor boat.

Baltimore Area Council

Buccaneer Applause: "Yo, ho, ho and a bottle of Coke",

Deep Sea Diver Applause: " Blubb, Blubb, Blubb".

Water Cheer: "How, How, How, Water, Water, Water, Glug, Glug, Glug, Ah-hhh"

Clam Clap: Ask everyone to roll up his sleeves in preparation for this strenuous applause. Double up your fists with your left arm in front of your face and right arm overhead. Then silently open and close your right fist.

Motorboat Applause: Flutter tongue on roof of mouth.

Seal Applause: Extend your arm straight out in front of you and clap with stiff arms while saying, "Arf, arf, arf, arf

Beach Cheer: Divide your audience into 3 groups. When you point to group 1, they yell "Sand." When you point to group 2, they yell "Surf" And when you point to group 3, they yell "Sun."

Recognitions

Recognize your "Ship Builders" with themed items to recognize their hard work they have already done so far in the Scouting year. Suggested ideas for recognition are:

Compass - "Finding our way"

Bell - "Making our presence known (good for Pack promoters)

Captains Wheel - "Steering us in the right direction."

Whistle - "Calling us to order"

Mop - "Always ready to swab the deck"

Hammer - "Building character"

Handkerchief - "Keeping our sails whole"

Hand held fan - "Keeping the air in our sails"

Cubmaster Minute

Red at Night

Baltimore Area Council

Sailors of old had a simple saying that reminded them to watch for weather signs: "Red in the morning, sailors take warning; red at night, sailors delight." Our Cub Scouts have a simple saying too that can guide them, it's "Do Your Best." Remember it and apply it in all that you do.

Activity Idea:

USS *CAVALLA* (SS-244, later SSK-244 and AGSS-244)

USS *STEWART* (DE-238)

Seawolf Park
Pelican Island
Galveston, Texas 77552

Advancement Ceremony

Sailing Adventures Voyageur Council

Cubmaster (CM): When a boy wanted to be a sailor, he would hire himself on as a cabin boy. There he learned the terminology of the ship. He learned his knots and the rigging.

Assistant Cubmaster (CA): When a boy wants to become a Cub Scout, he must learn the basics of Scouting. When he learns the Promise, the Law, the sign, the salute, the handshake, the meaning of Webelos, and the motto, a boy becomes a Bobcat. Will the Bobcat recipients please come forward with their parents?

(Present awards to parents to pin on their son.)

CM: A sailor boy's knowledge of the waterways did not end with his ship. As he traveled along the waterways, he saw many different types of ships and their uses. His world became larger.

CA: So too, does a Cub Scout grow. He learns about his national flag, about his family and world, about tools, and about many other things. It is then that he is recognized as a Wolf. Would our Wolf Cubs and their parents please come forward?

(Present awards to parents to pin on their son.)

CM: A sailor even today has to know the methods of ship communication, whether it be flags or radio. He needs to know about radar.

CA: A Bear needs to be more aware of his Duty to God and how to worship, more about wildlife and the environment, more about family life and more about strengthening his body. Will our Bear rank recipients and their parents please come forward?

(Present awards to parents to pin on their son.)

Webelos Leader 1: A sailor soon learns about river currents and tides. He learns to use these to travel. A Webelos Scout must earn several different kinds of activity badges to help prepare him for the future. Will our Webelos and their parents please come forward?

(CM presents awards to parents to pin on their son.)

WL #2: finally, a sailor has a destination, a goal; he must know where he is and how to get where he is going. He used landmarks along the waterways, the constellations and the North Star to guide him. He uses a compass and a sextant to chart his course. So, too, does a Webelos Scout. He has earned more activity badges to give him skills for the future. He has visited Boy Scout troops, as he plots his course. He has filled out a Boy Scout application form. He is deciding on his goal, maybe even a Eagle Scout. Will our Arrow of Light recipients and their parents come forward?

(Cubmaster presents awards to parents to pin on their son.)

Fishing Trip Voyageur Council

Setting: The Cubmaster, or other leader, is recounting the events of his recent fishing trip relating it to Cub Scouting.

Props: Cubmaster will need clothing for fishing, a pole that is hooked up with a magnetic hook. Cub River (some type of tub container to be the fishing hole).

Place advancements on the fish as described below before the meeting.

Cubmaster: Well, before I tell you who are getting awards tonight, I want to tell you about my latest fishing trip. You all know that any good fisherman will get up before dawn to prepare himself to go fishing. That is when this day started for me. There are seven things I have to do to get ready for a fishing trip, and as I was doing these things, I remembered the 7 requirements that my son had to do to get his Bobcat Badge. Just like I prepared to go fishing, my son had to prepare himself to be a Cub Scout.

Call up Cub Scouts and their parents who are getting their Bobcat Badges. Scouts, here at Pack _____, we are really proud of your accomplishment of completing the 7 requirements for the Bobcat Badge. And just like I have to have a license to go fishing, you have to become a Bobcat to go on in Scouting. Scouts, tonight I'm presenting your parents with your Bobcat Badge. When they give it to you, I want you to always remember how you prepared yourself for Scouting.

Present badges on pretend fishing licenses to the parents.

Well, let me continue on with my fishing trip. You won't believe the trouble that I had! Before I even got to the river, I got lost, and had to look at a map. I then had to make a phone call because I forgot to leave a note to let my family know where I was going to be. Then, once I was at the river, things didn't get any better. I dropped my bait bucket, I cut my finger. I got knots in my fishing line, I even had to go back to the car for the lunch that I had packed. But you know, some nice things did happen to me too. The day was beautiful, birds were out singing in the trees, and the trail to the lake was clean. I saw some really neat plants growing along side of the path, and I found a really great rock for my son's collection. Oh, yes you are probably wondering what all of

this has to do with Scouting. Well, as I was having all of these problems I remembered the 12 Achievements that Cubs have to do to get their Wolf and Bear badges. And you know, some of the things that they had to learn I needed that day. The first aid for my cut finger, the knots in my line, and the lunch I did remember to pack. In Cub Scouts, boys get a really good understanding of nature and how to take care of the land around them. That path was so clean I bet some fisherman who had been in Cub Scouting had come before me. So I did go fishing, and caught (insert number of Wolf and Bear advancements that you have) really nice fish. Here let me show you. Cast your line into Cub Lake and catch fish for the Wolf badge(s), and the Bear Badge(s)

Call up the Cubs with their Parents. Scouts, you are receiving your Wolf Badge tonight, and, along with your parents, your Pack is really proud of you and the work you have done. Congratulations. Scouts, you are receiving your Bear Badge tonight and you have shown us that you take your Cub Scouting seriously. Congratulations.

Well, my fishing trip continued on for a few more hours and I continued to think about Cub Scouting. I thought about how each of the Webelos Scouts earns the different Activity Badges, the badges give the Scout a taste of what Boy Scouting will be like. They just sort of cover what a Scout that is in 4th and 5th grade needs to know. Will our Webelos leader please come up here tonight? I'm going to go fishing and see if I can find any Webelos Activity Badges down here. Yes, there does appear to be a few. Have Webelos Leader give out the badges to the boys. I want to thank each one of you tonight for coming along with me on this trip, Scouting and fishing sure do have a lot in common, and don't you agree?

CANNON BALL

Cubmaster: Long ago the cannon ball was used in battles among ships to reach their goals. This evening we honor the Cubs who have reached their Scouting goals. Their leaders have filled the cannon balls you see here this evening with the achievements according to ranks. I call to the "deck" at this time the Tiger leader to reward the hard work of the boys.

Tiger leader comes up and calls each boy to the deck who have achievements and recognitions. After all boys are present, they have their time to swing at the cannon ball and receive their awards.

This repeats until each den has completed breaking open their "cannon ball"

Directions to create cannonballs for the ranks:

This advancement ceremony is based on the firing off cannon balls at the various ranks. The cannon balls are made of paper mache and the dens when they break the balls open will find their monthly advancement in individual snack size Ziploc bags inside. Color each cannon ball with the color of the Rank (Tigers - Orange, Wolves - Red, Bears - Green, Webelos - Blue)

To make the paper mache:

Step One

1. Blow up a balloon and tie a knot at the end. Then, place the balloon on the 10-inch bowl for stability while working.
2. Take newspapers and tear (don't cut) into strips about 1 inch wide and about 6 inches long (you tear so the strips have fairly rough edges and that helps to make a smooth overall surface).

3. Pour paper mache paste into a disposable bowl and dip the newspaper strips into the paper mache paste. Then, spread them at an angle (and overlapping) onto the balloon thoroughly covering it.

4. Continue doing this until the balloon is completely covered with one layer of paper. It'll take up to 24 hours to dry.

5. Cover your leftover paper mache with saran wrap so that it won't dry out. If it does, then add some warm water.

Step Two

1. After your first layer has dried, take a long piece of strong yarn or string, double it so that it is even stronger, and wrap the midpoint of the string around the bottom of the balloon, pulling the ends up to the top. Then tape it to the balloon in a few places and knot together the ends of the string 6 inches above the top.

Step Three

1. Now, with strips of comics, cover the balloon (including the string) placing the strips at a different angle from the first layer (using different colored strips lets you distinguish one layer from the next, ensuring a uniform overall thickness - that's why we've changed to comics :-).

2. Again, allow the second layer to dry.

Step Four

1. After the second layer is dry... Guess what? Yup! A third layer - remember that the kids are going to be hitting on it so it must be strong.

2. Cover the balloon with newspaper strips (we're back to newspaper...), covering in yet another angle. You should smooth over any rough edges that might come about.

Step Five

1. This is where you cut a 2-inch square hole on the top. But don't cut all four sides of the hole - only three sides so that it will be like a flap and you'll be able to close it later.

Step Six

1. This is where you start decorating! You can decorate however you like. Choose colors that suite your theme, add different colored tissue squares and glue them all around, add streamers, etc. Have fun with this step!

Step Seven

1. Make sure the inside of the piñata is completely dry before you fill it (so that the awards won't stick to the sides).

2. After filling the piñata, tape the flap that you made and cover with more decorations.

Paper Mache Paste:

This is the recipe for a smooth, light paste that is very easy to work with.

Combine 1/2-cup all-purpose flour and 2 cups cold water in a bowl. Add this mixture to a saucepan of 2 cups boiling water and bring it to a boil again.

Remove from the heat and stir in 3 tablespoons of sugar. Then, let it cool (it will thicken as it cools). Once it cools, the paste is ready for use.

(Try to make only the amount of paper mache paste you need. Even in the refrigerator, paste spoils quickly.)

Songs

Row, Row, Row Your Boat

Row, Row, Row Your Boat
Row, Row, Row your boat
Gently down the stream
Merrily, Merrily, Merrily
Life is but a dream.

- Recommend that you break into three groups and sing as a round

A Sailor went to Sea

A sailor went to sea, sea, sea
(move hands like a wave)
To see what he could see, see, see
(hand to your forehead as if looking)
But all that he could see, see, see

Was the bottom of the deep blue sea, sea
,sea.

Cub Scout Sailing Song

To the tune of "Blow The Man Down"

Chorus:

We're Cub Scouting sailors, we sail the blue seas.

Yo, Ho, Scouting's for me.
We search for lost treasures, and sing merrily.

Take it from me, it's fun on the sea.

Verse 1:

Now hoist up the rigging and anchors aweigh.
Yo, Ho, Scouting's for me.
There's swimming and fishing and fun games to play.

Take it from me, it's fun on the sea.

(Chorus)

Verse 2:

First Tiger, then Wolf, next to Bear,
Webelos.

Yo, Ho Scouting's for me.
The Arrow of Light is our quest, we must go,
Take it from me, it's fun on the sea.

(Chorus)

Run on Jokes or Skit

Q: Where does a boat go when it's sick?
A: To the dock!

Q: How do you sink a submarine?
A: Send a diver to knock on the back door!

Q: What do you call a ship's gunner who has no hair?
A: Cannonbald!

Q: What is a pirate's favorite country?
A: Arrrrrrrrgentina!

Q: What kind of lights did Noah have on the ark?
A: Floodlights!

Q: What's a pirate's favorite restaurant?
A: Arrrr-by's!

Q: What's the pirate movie rated?
A: Arrgh!

Q: Where is Captain Hook's treasure chest?
A: Under his treasure shirt!

Q: Why are pirates, pirates?
A: Because they just arrrrgh!!!

Q: Why couldn't the pirates play cards?
A: Because the captain was standing on the deck.

Q: Why was the fisherman mad at the computer?
A: Because he wasn't getting any bytes!

Q: How can you tell that the ocean is friendly?
A: Because it waves!

Q: How do you cut the sea in half?
A: With a sea saw!

Q: How does the ocean pay its water bill?
A: With sand dollars!

Q: What did the Atlantic Ocean say to the Indian Ocean?
A: "Try and be more Pacific!"

Q: What did the Atlantic Ocean say to the Pacific Ocean?
A: Nothing, they just waved.

Q: What did the tree wear to the swimming party?
A: Swimming trunks!

Q: What do you wear on the beach?
A: Sand-als!

Q: What kind of bus crossed the ocean?
A: Christopher ColumBUS!

Q: What kind of hair do oceans have?
A: Wavy!

Q: What lies at the bottom of the ocean and twitches?
A: A nervous wreck!

Q: Where did the seaweed find a job?
A: In the "Kelp Wanted" section!

Q: Who was voted best dressed in the ocean?
A: The swordfish - he always looked sharp.

Q: What happens if you throw a green brick into the Red Sea?
A: It becomes wet.

GAME

Ships in the Fog Alapaha Area Council

Divide the den into two teams and line them up relay fashion at one end of the room. For each team set up a series of obstacles - chairs, tables, stools, and so on - between them and the other end of the room. Blindfold the first player on each team. On signal, he starts for the other end of the room, trying to avoid the obstacles. His teammates may call out directions (go right, left, etc.) When he reaches the other end of the room, he takes off the blindfold and runs back to touch off the next player, who is already blindfolded. Continue until all team members have raced. First team finished wins.

Activity Idea:

San Jacinto Battleground State Historic Site

3523 Battleground Road
LaPorte TX 77571
281/479-2431

Skit

Opening is a couple of old time sailors (circa 1492) swabbing the deck. In comes Christopher Columbus.

1st Sailor: "Captain, when are we going to reach land? It has been so long that we have been at sea."

2nd Sailor: "Captain Columbus the men are sick and our food is very low. Will we ever reach the Indies?"

Captain Columbus: "This has been a long and hard journey, but I know we will make it. You have been true to our voyage and faithful to our mission. I know that God will see us through."

Sailors mumble "thank you" and continue to swab the deck as Christopher Columbus looks to the horizon.

From off stage is heard "Land Ho! Land Ho!"

Captain Columbus: "I told you to have faith, there is the shore within sight!"

1st Sailor: "Captain, how can you be sure this is the Indies?"

Captain Columbus looks into the audience and winks: "Of course this is the Indies, can't you see the Indians?"

Know To Whom You're Speaking (A Skit)

The captain of a ship saw what looked like the lights of another ship heading toward him. He ordered his signalman to contact the other ship.

The message was "Change your course 10 degrees to the south".

The reply was: "Change YOUR course 10 degrees to the north."

Then the captain said: "I am a captain, so you change YOUR course 10 degrees to the south."

The reply was: "I am a seaman first class - change YOUR course 10 degrees to the north."

This last exchange infuriated the captain, so he signaled back: "I am a battleship - change YOUR course 10 degrees to the south."

The reply was: "I am a lighthouse. Change YOUR course 10 degrees to the north!"

BOWSPRIT	BRIG	BULKHEAD
CAPTAIN'S CABIN	HULL	FIGUREHEAD
FORECASTLE	GALLEY	HATCH
HOLD	JIB	KEEL
MAIN BOOM	MAINMAST	QUARTER DECK
RIGGING	RUDDER	SAILS
TILLER	SHROUDS	WHEEL

C	T	K	H	T	S	A	M	N	I	A	M	E	S
B	A	Q	C	U	I	W	H	E	E	L	A	T	H
C	U	P	K	E	B	R	O	U	O	W	I	I	R
D	N	L	T	F	D	O	L	X	L	J	N	R	O
A	U	M	K	A	P	R	D	E	D	L	B	P	U
E	O	V	E	H	I	G	E	R	T	E	O	S	D
H	A	T	C	H	E	N	N	T	H	E	O	W	S
E	E	R	L	A	Z	A	S	I	R	K	M	O	Y
R	D	E	O	G	T	T	D	C	G	A	H	B	E
U	Q	D	U	I	C	I	K	S	A	G	U	B	R
G	O	D	W	G	A	L	L	E	Y	B	I	Q	N
I	F	U	I	O	X	I	J	L	U	M	I	R	P
F	O	R	E	C	A	S	T	L	E	S	O	N	E
R	B	I	J	S	T	H	E	L	A	R	Z	Y	D

Activity Idea:



Pier 21, Number 8
Galveston, Texas 77550
409-763-1877

elissa@galvestonhistory.org

Walking Regatta

Materials:

Boxes, large enough for the scouts to get into (paper boxes are sturdy)
Boat patterns
Rope, twine, string or ribbon
Cardboard or poster board (pieces should be large enough to cover sides of boxes)
Glue (hot glue is quicker but good old Elmer's will work just as well)
Scissors (for leaders as well as for scouts)
Pencils for tracing
Crayons, markers, or paints for decorating the "boats"

Prepare ahead of time:

- Gather materials.
- Cut string into 36" lengths (2 for each boat).
- Prepare each box by cutting the bottom and top from each box. What remain should be the four sides so that the scouts can put the boxes on and still walk around.
- Punch two holes in the front panel and back panel of each "boat".
- Prepare patterns see attached. Each pattern should be enlarged so that it will cover the sides of the cardboard boxes. Use the grid system of an overhead projector.

At the den meeting:

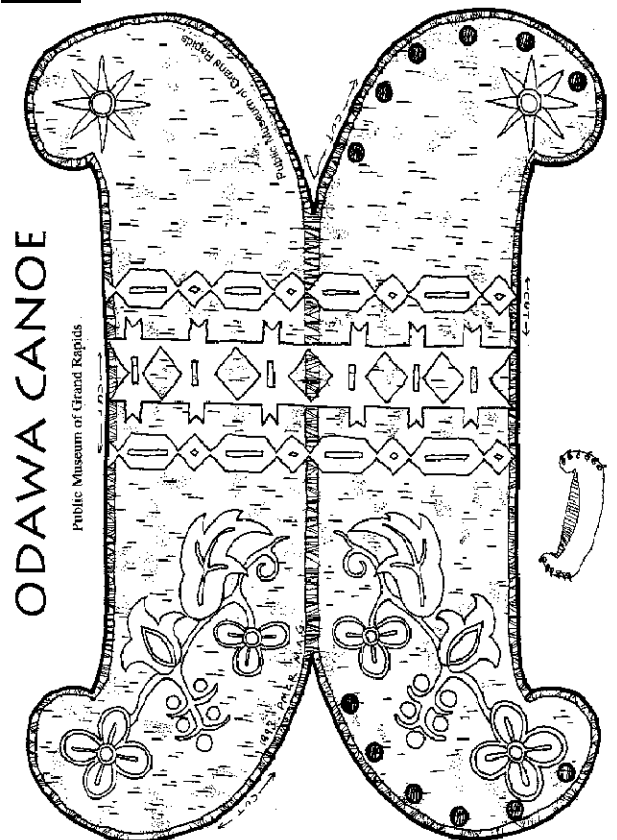
1. Explain the plan to the scouts. Having the steps written on a piece of poster board may be helpful since the scouts work at different rates. It may keep you from explaining the project to each one individually.
2. Have them work in teams of two to trace 2 of each pattern chosen. Because the patterns are large one scout needs to hold the pattern still while the other traces the pattern.
3. Scouts cut out the patterns, and decorate as desired.

4. After patterns have been colored glue one pattern to each side of the box.

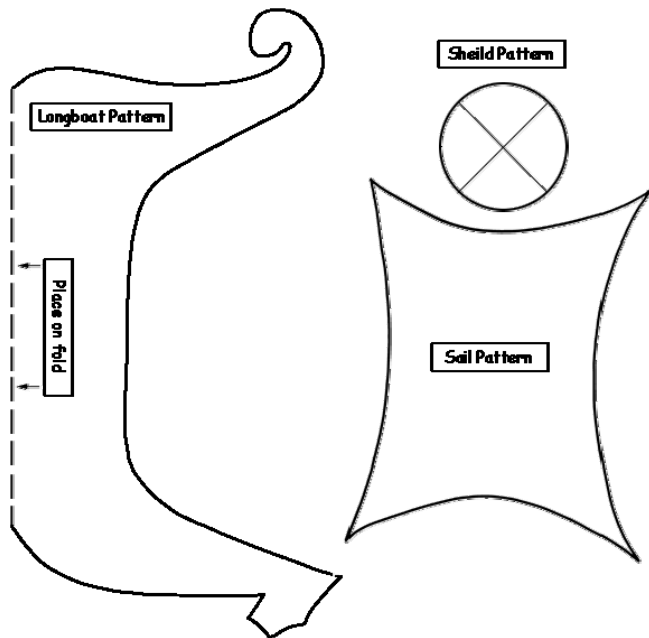
Attach string to the boats, strings should be knotted on one end, threaded through left back hole then front left hole, and knotted on the other end. Repeat for the right side, so you have created shoulder straps and the boats can be worn.

(If you are really ambitious you may also want to make hand holes on left and right so scouts could also hold boats.)

Canoe



Viking Ship Pattern



GAME

Port & Starboard:

Sam Houston Area Council

One player is chosen as the captain. He calls out orders to the rest of the players who are the crew. If a player does not follow an order correctly, he is out. (This decision is made by the captain who is always right.) Layout the room like a boat, with a US flag posted at the bow.

Orders that the captain can give:

- **Hit the deck:** lay down on your stomach
- **Attention on deck:** salute and yell, "Aye, aye captain!" -- players may not move now until the captain gives the order of, "At ease!" (i.e. even if the captain gives a different order such as "to the ship" the crew must continue to remain at attention until told "at ease")
- **Four men in a boat:** the crew must form groups of four, huddle up and sing "Row, row, row your boat." Anybody who is not in a group of four is out.

- **Clear the deck:** everyone must have their feet up off the floor
- **Scrub the deck:** everyone on their knees scrubbing
- **Captain's Quarters:** everyone run to touch the captain.
- **Man-over-board:** Players must find a partner as quickly as possible. One partner must lay on their stomach while the other places their foot on their partner's back. Boys without a partner or pairs that are too slow are eliminated.
- **Up Periscope:** Every player falls on their back and sticks one leg in the air, twisting their foot side to side. The slowest ones to make a periscope can be eliminated.
- **SHARK!!!!:** Everyone must run to a designated base (multiple bases can be used). The last player to the base is eliminated.
- **Crow's nest:** All players must find a partner. The lighter player piggybacks on their partner's back. Those without partners or who assemble the crow's nest too slowly are eliminated.
- **Three men in a tub:** boys form groups of three and sit on the floor with their hands clasped in a circle. The players who are the odd-man-out are eliminated.
- **Sick turtle:** Everyone falls onto their backs and waves their hands and feet in the air.
- **To the Bow:** Run to the front of the boat
- **To the Stern:** Run to the back of the boat
- **To Port:** Run to the left side of the boat
- **To Starboard:** Run to the right side of the boat.
- **Row the Boat:** Each player finds a partner. Partners sit face to face, hold hands, and pretend to row a boat. Players who can't find partners or who are too slow to start rowing are eliminated.

Paper Boat
Alapaha Area Council



Follow the instructions below to make a paper boat.
Try sailing these boats in a puddle, by blowing on them.
Begin with a square sheet of paper.

	<p>1. Fold the paper in half.</p>
	<p>2. Crease one side of the folded paper.</p>
	<p>3. Fold in the corners as shown.</p>
	<p>4. Fold half of the paper over.</p>
	<p>5. Turn it over.</p>
	<p>6. Fold down the corners.</p>
	<p>7. Fold in half.</p>

	<p>8. Make creases, then open from the top and flatten.</p>
	<p>9. Fold ends to middle and make creases. Open again, keeping creases in place.</p>
	<p>10. Crease the sides as shown to help the boat stand up.</p>

Activity Idea:

Jump aboard the Sam Houston for a one and a half-hour tour of the ship channel, and learn about the interesting history of the port while you view ocean-faring freighters, ships and barges. In Galveston, take the Colonel Cruise and enjoy a tour of Galveston Bay from the deck of a paddle-wheeled steamboat. The interior of the boat is also a museum.

Driving Directions: From Houston, travel Interstate 45 (Gulf Freeway) to Galveston Island. Exit 61st Street. Turn right on 61st. Continue down 61st to Seawall Blvd. Turn right. Continue down Seawall Blvd. to 81st Street. Turn right and follow the signs to Moody Gardens.

Webelos Corner

Scavenger Hunt-

Arrange a tour of a local government building. Make up a scavenger hunt based on the example below.

Contact the public relations department if you need help or visit the building yourself to make up the game.

Upon arrival at the building, divide the Webelos into teams.

Set a time limit and place to meet to compare answers.

1. What is the town mayor's name?
2. Draw a fast picture of the state flag.
3. What is the name of the room where the city council meets?
4. What are the office hours of the Water Department
5. What is the phone number of the building?
6. Find out what job one person does in the building?

FEMA Freebie:

<http://www.fema.gov/kids/freebie.htm>

Activity Book: Let's Have Fun with Fire Safety (9-1548)

Brochure: Family Disaster Supply Kit

Coloring Book: Disaster Preparedness - Ask for: 8-1123

Door Knob Hanger: Fire Safety. Ask for 5-0200

Book: Adventures of Julia and Robbie - Ask for FEMA 344

Brochure: Wildfire-Are you Prepared? 5-228
L203 Brochure: Safety Tips for Hurricanes
0-17 L 105

Brochure: Tsunami! The Great Waves of the West Coast 0-332 L194

Write to:

FEMA

P.O. Box 2012

Jessup MD 20794-2012

Or Call 1-800-480-2520 or

FEMA items cannot be shipped outside of the U.S.

Hidden Pictures

Baltimore Area Council



Easter or Easter

Can you find these **Hidden Pictures**



parrot



spyglass



ice cream sundae



head of a dog



rabbit



mug



sailboat



bucket



candle



fish



hawk



protractor



key



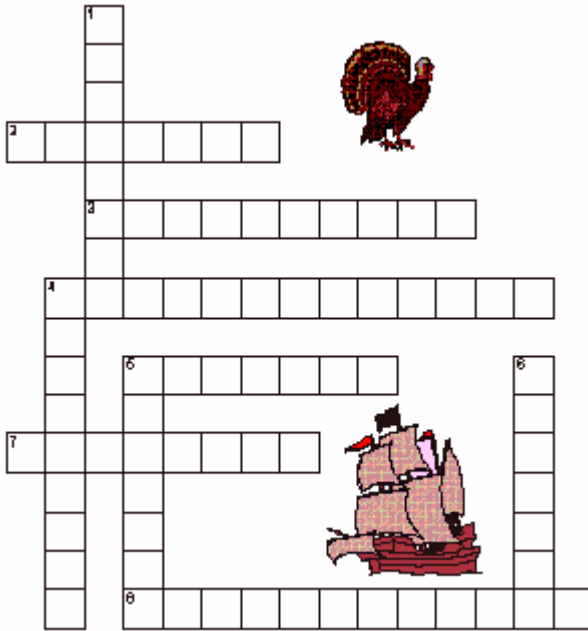
brace and bit



banana

Pilgrims Crossword Puzzle

Goldenrod District, Mid-America Council



Across:

- 2 - The Pilgrims originally came from this country
- 3 - The part of the country where the Pilgrims settled eventually became known as this, in honor of the home country
- 4 - The Pilgrims settled in what would eventually become this state
- 5 - The colony is close to this large peninsula
- 7 - Name of the Pilgrim colony
- 8 - Holiday started by the Pilgrims

Down:

- 1 - Originally the Pilgrims were supposed to start their colony in what would later become this Mid-Atlantic state
- 4 - Name of their first ship
- 5 - Agreement that was signed on their trip
- 6 - Another name often used for the Pilgrims

Cast Aways Word Search

R B J N P Y A H M Y S Y T F T
 H I O P H G F W C W T A G K W
 R Y J G Y R F A E Y A T Y F K
 J D N K C H U L L H R C H C I
 L I F E J A C K E T B H E G W
 D S L I A S N L G S O D H I S
 S E D I S T R O P K A K S P I
 B U E T B D D Y E I R O E M U
 B E B C A K K F F S D E S T T
 S U A M E O K S X I D U S S T
 Z C Q M A N B A E B W N A A P
 A N C H O R V L O P N Q P M H
 Z E I T D Y I A I W O K M O M
 X S S Q T Y T N E A Y R O D A
 J G S Z O J K C E Z S H C L S

- ANCHOR
- BEAM
- CANOE
- COMPASS
- DECK
- DINGHY
- HULL
- KNOTS
- LIFEJACKET
- MAST
- PORTSIDE
- ROPES
- SAILBOAT
- SAILS
- SKIS
- SPEEDBOAT
- STARBOARD
- SUBMARINE
- YATCH

- Answers:**
Down:
 1 - Virginia
 4 - Mayflower
 5 - Compact
 6 - Puritan
- Across:**
 2 - Cape Cod
 3 - New England
 4 - Massachusetts
 5 - Cape Cod
 7 - Plymouth
 8 - Thanksgiving