

# The Great Outdoors

May, 1997 Roundtable



## **Pre-Opening**

The purpose of this game is to fill in all the empty category squares with words beginning with the letter for that line. If you cannot think of a name, leave the square blank and go on to the next. Then come back and fill in as many of the skipped blanks as you can. When time is called, the game ends and the players take turns calling out their list of names for each subject.

Score as follows: If 10 players participated and one player wrote a word no one else did, he gets 10 points. If five players used the same word, each gets only 2 points. If all 10 used the same word, each gets just 1 point. The player with the highest number of points is the winner.

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ANIMALS	FLOWERS	TREES	BIRDS	FISH
<b>F</b>				
<b>I</b>				
<b>E</b>				
<b>L</b>				
<b>D</b>				
<b>D</b>				
<b>A</b>				
<b>Y</b>				

## **Opening**

PERSONNEL: Cubmaster

Assistant CM, 2 DL

EQUIPMENT: Camping gear and outfits for each participant

1 binoculars

American Flag

Pack Flag

to one side and slowly walk through the audience (as they say their lines) to the front where they will ask everyone to stand for the Pledge of Allegiance (later at the end of the "skit")

CUBMASTER: (everyone starts walking slowly) It sure is nice to be here in the outdoors. All these trees, animals and fresh air.

ARRANGEMENT: The Flags are in front of the audience. The group of participants are off

ACM: (looking through binoculars) Hey, I think I see a big red bird up there!

1<sup>st</sup> leader takes the binoculars away as everyone continues to walk slowly toward the front)

1<sup>st</sup> Leader: Here, let ME see! Naw, it's a huge white bird of some sort.

(2<sup>nd</sup> Leader takes the binoculars away while everyone continues to walk slowly to the front)

2<sup>nd</sup> Leader: Boy, you don't know what you're talking about! It's not red OR white. It's big and blue and...what's this?!?!?! It has STARS!!

(CM takes the binoculars and everyone STOPS)

CM: Here, let ME see what you're all talking about. (Looks through the binoculars) C'mon you guys. (Motions for everyone to follow as they walk to the front) It's not a red bird, or even a white bird. What you are looking at is our nation's flag! (Turns to audience) Please join us in the Pledge of Allegiance.

### **Or This Opening**

With Scouts holding the letters spelling out "Nature" have each of them read the following:

N – is for nothing so beautiful as a forest in summer

A – is for animals that are free to run and play

T – is for tall pine trees that try to touch the sky

U – is for life under the rocks and logs in the woods

R – is for rivers that flow freely all year through

E – is for everything God for you and me

Please rise for the Pledge of Allegiance.

### **Games**

#### **You Can't See Me !**

Nature game, outdoors  
Equipment: A nature trail.  
Formation: Scatter

The object of this game is to allow the players the opportunity to pretend they are animals, trying to hide from Man. The group walks a given distance down a nature trail, while the leader explains the rules:

Each player is given time to hide along the trail. They may travel no more than 15 feet from either side of the trail, and may use anything in the natural environment to provide camouflage.

The leader waits about five minutes until all players are hidden. He walks the distance of the trail ONCE ONLY, and tries to find as many players as possible. After his walk, he calls out, and watches to see where all the successful 'animals' hid.

This game can be repeated many times, with different players taking the role of the searcher.

It is fun to talk about the hiding places that were the most successful, and how animals might protect themselves from predators.

#### **The Stalker**

Nature game, outdoors.  
Equipment: Blindfolds, stones.  
Formation: scatter.

Half the group is given blindfolds to wear. These players are placed in scatter formation within the boundaries of the playing area. A stone is placed between their feet, but not touching them.

The other half of the group (the ones that can see) begin to stalk the blindfolded players in an effort to obtain the stone from between their feet. In an attempt to pinpoint a stalker, the blindfolded players may point to a sound. If a stalker is there, the two players switch positions.

Stalkers try to collect as many stones as possible without being caught.

#### **The Stalker (Variation)**

Nature game, indoors  
Equipment: blindfolds, flashlight.  
Formation: scatter.

This is a terrific evening program variation to the original Stalker game. The players

protecting the stone between their feet are given flashlights. When they think they know the location of a stalker, instead of pointing to him, they flash the light in the direction from where they hear the noise. Each player is given three separate 'flashes' of light before losing his stone to the nearest stalker.

### Swamp

Nature game, outdoors.  
Equipment: pen and paper.  
Formation: small groups.

Divide the group into teams of 4 to 6. Each team a large piece of paper and a pen. Each letter in the word SWAMP stands for another word that describes something in nature:

**S** Stars

**W** Weather

**A** Animals

**M** Minerals

**P** Plants

On 'Go', each team writes down as many words as it can think of that relate to the word STARS. The only stipulation is this:

They must be able to SEE what they write down from where they are sitting (e.g., sky is where stars are seen; clouds cover stars on a dull night). Each team has five minutes to write down as many words as possible. The next five minutes are devoted to the word WEATHER, the next five to ANIMALS and so on until all letters of the word SWAMP have been given equal time.

At the end of the writing session, the leader tallies the number of words to see which team has the sharpest eyes, and the most vivid imagination (some teams may have to explain their rationale behind writing down certain words -- the leader may not understand how they relate to the 'master' word).  
Everyone exits.

### **Keeping the Cub Scout Promise Treasure Hunt**

Set-up: You will need nine (9) different "treasures", one for each clue shown below. These can be inexpensive items purchased at a dollar store or 5&10, or it can be a picture or cutout which you can

You'll be amazed at the boy's imagination.



### **Skits**

#### Lost Around the Campfire

First boy searches the ground around the campfire.

2<sup>nd</sup> boy: What are you looking for, maybe I can help you find it.

1<sup>st</sup> boy: I dropped my neckerchief slide.

\*\*you might want to add in more boys here.

2<sup>nd</sup> boy: Where were you standing when you dropped it?

1<sup>st</sup> boy: Over there. (he points into the darkness)

2<sup>nd</sup> boy: Then why aren't you looking over there?

1<sup>st</sup> boy: Are you kidding, it's too dark over there. You can't see a thing!

NOTE: This is even funnier when more than one boy helps in the "search".

#### No Skit

Scout #1: Oh, no!

Scout #2: What's the matter?

Scout #1 whispers to Scout #2: No one hears them.

Scout #3: What's the matter?

Scout #2 whispers to Scout #3. No one hears them. This continues down the line.

Second-to-last Scout says to last Scout: Oh no!!

Last Scout: What's the matter?

Second-to-last Scout: (whispers loud enough for everyone to hear) We don't have a skit!!

make yourself. For example, the first treasure can be miniature flags from the store. Have one of each treasure for each Cub Scout playing the game.

Prepare the clues using those given below with changes necessary to adapt them to your neighborhood, or make up your own clues. Make as many copies of each clue as there are Cub Scouts taking part in the hunt.

At the start of the hunt, the leader will give each Cub Scout a Number 1 clue. For the remaining clues, number envelopes 2 through 9; place clues in proper envelopes. Next, prepare containers, such as covered jars, baskets or boxes. In these jars, place the proper envelope of clues, along with the proper treasures. The 9<sup>th</sup> treasure will be placed inside a container (something with a cutout of Uncle Sam) where you want the Cubs to return.

Conceal these containers as planned according to your clues. Be sure to obtain permission from your neighbors to conceal the clues. At the close of the hunt, have all join in the Pledge of Allegiance or the Outdoor Code or something else appropriate before serving refreshments.

**Clue #1**

On this patriotic hunt you'll find your next clue in the backyard under a bush with a treasure for each of you.

**Clue #2**

Walk a little to where a neighbor keeps his car. You'll find a treasure and a clue in a corner in a jar.

**Clue #3**

Now look around you for a house with a porch nearby. And there behind the railing, treasure and clue you'll spy.

**Clue #4**

On a neighbor's patio, find a certain flowerpot. There you'll find another clue with a treasure you'll use a lot.

**Clue #5**

Now hurry on along your way til you come to a picket fence. Hidden near the gate's a clue and treasure won at great expense. (copy of Declaration of Independence)

**Clue #6**

Now's the time to turn your steps down a nearby path. Your next clue and treasure wait beside a bird bath.

**Clue #7**

Look around you for some stairs, look both left and right. The clue and treasure are hidden near the bottom, out of sight.

**Clue #8**

Hurry on your way now, to a huge shade tree. There, close beside the trunk, treasure and clue you'll see.

**Clue #9**

Your search for clues is over, and Uncle Sam stands guard over your remaining treasure, a pretty printed card.

**Advancement Ceremony**

Setting: Cardboard trees and bushes in the background. Several boys and adults dressed in casual clothes mill around, stand, then walk off.

Personnel: Cubmaster, Assistant CM

CM: Did you see all those people hanging around the park?

ACM: Yes, I wonder what they were doing?

CM: I don't know who they were, but I know they were swimming, playing, cooking, resting and, above all, having FUN!

ACM: Wow, I didn't know you could do all that in the park!

CM: You know, enjoying the great outdoors may mean different things to different people.

ACM: A young Bobcat starting his Cub Scouting adventure may be like a young seed just starting to grow. To him, the great outdoors may be just the property surrounding his house.

CM: His fun may be a swing set, a family BBQ or playing catch with Dad. We have several Cub Scouts who have earned the Bobcat rank.

ACM: Will the following boys and their parents please join us in the great outdoors? (read names)

CM: These Cubs, like a planted seed, have just started. Parents, I give you the Bobcat badge to present to your sons. (Have Bobcats and parents go back to their seats) A young wolf has gone beyond the Bobcat, like the seedling becoming a tree. His great outdoors extends into his neighborhood.

ACM: His fun could be bicycle riding, soccer games or visiting friends. We have several Cub Scouts tonight who have earned the Wolf Badge, the second rank in Cub Scouting. Will the following boys and their parents come out to the great outdoors? (read names)

CM: A Wolf Cub has accomplished more than the Bobcat. His experiences, skills and knowledge have begun to extend beyond his home. Parents, please present these Wolf badges to your sons. (Wolves and parents go back to their seats)

ACM: The Bear Scout, the third rank in Cub Scouting, has continued up the Scouting trail beyond the Wolf. He has become strong and straight as a young tree, not fully grown yet, but on his way. His backyard extends beyond his neighborhood into the town and country.

CM: His great outdoors could be fishing in a creek, a walk through town or a visit to a local park or zoo. We have several Cub Scouts who have met the challenges of the Bear and who will receive their awards tonight.

ACM: Will the following boys and their parents join us in the great outdoors? (Read names)

CM: The Bear has matured and endured the challenges of the Cub Scout trail. His experiences and knowledge are nearly complete. His backyard is beyond his neighborhood. Parents, please present these badges to your sons. (Bears and parents go back to their seats)

ACM: The Webelos Scout is coming to the end of the Cub Scout trail. He is a fully grown tree in the Cub Scout forest. He stands straight and tall.

CM: His great outdoors extends up and down the highways. His activities might include boating on a lake, hiking in the woods and camping overnight. He have several Cub Scouts here tonight who have met the Webelos challenges.

ACM: Will the following boys and their parents join us in the great outdoors? (Read names)

CM: The Webelos Scouts have almost completed the Cub Scout trail. They are knowledgeable, skillful and confident. Their great outdoors is almost limitless. Parents, please present these badges to your sons.

ACM: Please join us in congratulating these fine young Cub Scouts.

## Songs



### Nature Hike

Tune: Yankee Doodle

My Cub Scout den went out one day  
to take a nature hike.  
Before the trip was halfway through,  
I wished I'd brought my bike!

#### *Chorus*

Walking, walking through the woods,  
to study nature's wonders.  
Trying hard to be good Scouts,  
not making any blunders.

We learned about the trees and things,  
'bout bugs and birds and critters.  
But when your mom cleans pockets out,  
some things give her the jitters.

#### *Chorus*

### Outdoor Adventure

Tune: This Old Man

Birds and plants, rocks and trees,  
these are things that I can see.  
With my backpack, canteen,  
we are on the run.  
Outdoor adventure is so much fun.

Bushes, trains, boats and planes,  
cars are passing, changing lanes.  
With our field trips, outings,  
we are on the run.  
Outdoor adventure is so much FUN.

### Cubbing Days

Tune: In the Good Old Summertime

In the good old Cubbing days,  
in the good old Cubbing days.  
Cubbing with your buddy friends,  
gee, the fun is fine.

You join and Pack and then a Den,  
and have a wonderful time.  
So give three cheers – Hip, Hip, Hooray!  
For the good old Cubbing days.

### In the Outdoors

Tune: Clementine

In the Outdoors, in the Outdoors  
you will find your summer's fun.  
If you look at what's around you,  
you'll have fun till day is done.

After sunset, watch the stars shine.  
Nature's wonders you can see.  
Mother Nature's backyard's endless,  
always there for you and me.

Did you ever watch an ant work?  
Have you listened to the bees?  
Have you watched the birds build their nests  
high? And been thankful for the trees?

If you'll just look all around you,  
many new things you will find.  
If you'd only realized it,  
they were right there all the time.

### Cheers and Run-Ons



Class A: Clap rapidly in the following rhythm:  
1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2, 1-2, 1-2-3-4...  
(pause)..One big clap.

Class B: Just like the Class A except that on the  
last clap, you come back with your hands and  
make one big clap.

Class C: Just like the class B except that after  
missing the clap, you come back with your  
hands and make one big clap.

Giant Beehive: Tell the group to buzz like a  
bee. When your hand is raised, the volume

should increase. When you lower your hand the volume should decrease. Practice this at various levels.

Good Turn: Stand up and turn around.

The first person calls from out of sight "Hey Fred, look! I'm in the top of a 100 foot tall tree."  
The second person: "But Joe, we don't have any 100 foot tall trees in camp. First person: "Oh nooooo....", screams as he is falling.

A boy is sitting on the bank with a fishing pole in hand. There is a NO FISHING sign nearby. The game warden appears.  
Fisherman: Are you the game warden.  
Game warden: Yep!  
Fisherman: Just teaching him how to swim (pointing to the worm on the pole)

## Closing



May we always remember that, as we enjoy the Great Outdoors, to:

Take only pictures; leave only footprints