

TAKE FLIGHT

March 2010 – Cub Scout Program Theme

Celebrate the Anniversary all Year Long!

100th Anniversary Cub Scout Program Helps

Get Cub Scouts excited about the history and the future of the BSA with 100th Anniversary Cub Scout Program Helps. There will be new activities for every month from September 2009 through September 2010. Visit ww2.scouting.org/100years/100years/CubScouts.aspx

2009 -2010 Cub Scout Program Helps

For your convenience, an individual month of Cub Scout Program Helps or the entire year's program may be downloaded as Acrobat PDF files at www.scouting.org. Check out ScoutSource and follow the Cub Scout links to Cub Scout Program Helps.

CHARACTER CONNECTION: COURAGE



Cub Scouts can find courage as they venture off into the wild blue yonder getting ready for their first flight (or anything else for the first time). It takes courage to do something for the first time and to forge new paths looking for knowledge and friends.

Know. Memorize the courage steps: Be brave, Be calm, Be clear, and Be careful. Tell why each courage step is important. How will memorizing the courage steps help you to be ready?

Commit. Tell why it might be difficult to follow the courage steps in an emergency situation. Think of other times you can use the courage steps. (Standing up to a bully is one example.)

Practice. Act out one of the requirements using these courage steps: Be brave, Be calm, Be clear, and Be careful.

Airline Themed Pack Meeting

(from Istrouma Area Council)

Try tying the opening, awards, and closing ceremonies together. Why not have the meeting room seating arranged like the seating on a giant airliner?

For a pre-opening activity, have everyone coming in issued a ticket. The opening is a call, announcing Cub Scout Air Lines flight number (your pack number) is ready for boarding. People board, (Cub Scout flight attendants check tickets) and all are seated and fasten their seat belts.

The Captain (Cubmaster in costume) announces the destinations of this flight and wishes all a pleasant trip. The aircraft takes off, flies all around the United States, landing at various cities to see a skit by that nationally famous den or to sing a song led by the Den Singers.

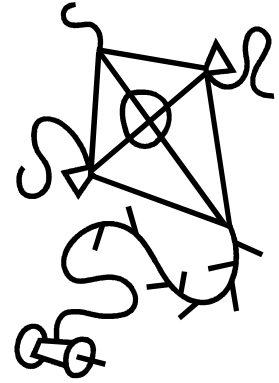
For the awards, the airplane lands at various places to see famous people (brand new Wolf Cub Scouts), takes off and lands somewhere else to see a Cub Scout who is receiving arrow points. The Captain might present each boy earning an award with some silver pilot's wings (cardboard cutouts spray painted or covered with aluminum foil) with his award.

At the end of the round trip flight, the aircraft returns home. Pilot announces that he was pleased to have all on the trip with him (that was the closing). The folks disembark and go home.

THEME-RELATED ACHIEVEMENTS

Tiger Cub:

- 1G – Visit an aviation museum.
- 5F – Learn why pilots must watch the weather. You watch too.
- Elective 6 – Learn an airplane or kite song.
- Elective 14 – Read a book about planes, kites or air travel.
- Elective 17 – Build a model airplane.
- Elective 41 – Visit an airport!

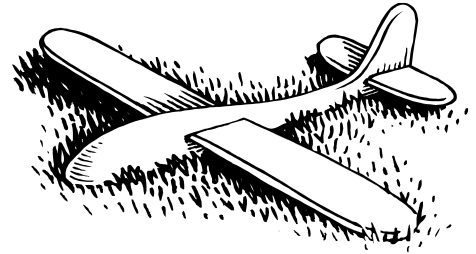


Wolf:

- 4f – Visit the historical 1940 Hobby Airport terminal.
- 10d – Read a book about aviation.
- 12a – Character Connection for Courage.
- Elective 4f – Play kite games, or paper airplane games outside.
- Elective 5a,b,c,d,e – Make and fly a kite!
- Elective 5g,h,i – Make a model airplane.
- Elective 6a,b – Visit a bookstore or library and pick out a fun book about flying. Read it.
- Elective 18f – Encourage your pack to have a summertime kite flying day and participate.

Bear:

- 3b – Read about a famous pilot or other aviation heroes.
- 3d – Visit the historical 1940 Hobby Airport terminal.
- 10a – Visit one of the museum or airports.
- 11g – Character Connection for Courage.
- 12d – Visit an airshow or fly-in.
- 17d – Use your computer to look up theme-related websites.
- 18e – Write a thank you note to the host of an aviation field trip.
- 21a,b – Build a model airplane and display stand.
- 21f – Build a model of an airplane.
- Elective 2 – Visit the weather center at the 1940 Hobby Airport Terminal.
- Elective 6 – Aircraft!



Webelos:

- Communicator 11 – Write a thank you for a field trip.
- Communicator 12 – Visit theme-related websites.
- Scientist 1, 6 – Learn about Bernoulli's Principle and perform related experiments.

GATHERING ACTIVITY

Candy Airplane *Adapted from FamilyFun.com*

Craft Materials: thin rubber band, peppermint Life Savers, Smarties, stick of gum, small stickers or markers

Instructions:

1. Thread the rubber band through the holes of two Life Savers, and then balance the roll of Smarties between them, across the rubber band.
2. For wings, balance the stick of gum on top, perpendicular to the Smarties, and pull the rubber band up and over each side of the gum to hold it all in place.
3. Decorate the wings with tiny stickers or a marker.



Tips: If smaller fingers are having trouble with all that balancing and stretching, have one person hold the candy in place while another works the rubber band up and over the gum.

SONG

The Astronaut's Plea

(from Baltimore Area Council)

(Tune: My Bonnie Lies Over the Ocean)

I went for a ride in a spaceship
The moon and the planets to see
I went for a ride in a spaceship
Now listen what happened to me.

Chorus:

Bring back, bring back,
Oh bring back my spaceship to me, to me
Bring back, bring back
Oh bring back my spaceship to me.

I went for a walk in my spacesuit.
The ship was controlled from the ground.
And someone in charge down at NASA
Forgot I was walking around.

Chorus

Jet Plane Cheer

Move your hand around yelling "Zoom, Zoom"
then add one big clap for the sonic boom.

Blast Off I

Everyone squats down in front of their chairs,
Start a countdown "10-9-8-7-6-5-4-3-2-1 Blast
off!" At blast off, everyone jumps up as high as
they can, roaring like a missile.

Blast Off Cheer III *(Baltimore Area Council)*

Count down from 10 to 1 and yell, "Blast off."
Nothing happens. Say "Oh well, back to the
drawing board."

Airshows and Fly-Ins

Although maybe not exactly in the month of March, there are several opportunities for field trips to local air shows or airport fly-ins. Visit the websites for details on these events:

- ▶ West Houston Squadron hosts a free Open House and Fly-In weekend usually in early April.
- ▶ The Lone Star Flight Museum hosts an airshow and open house usually in late April.
- ▶ The 1940 Air Terminal Museum usually has a special airplane and car display weekend usually in May.
- ▶ The Houston Airport System hosts open houses at the three city airports (Bush, Hobby, and Ellington) at various times. Visit their website at www.fly2houston.com .
- ▶ Annually in October is the Wings Over Houston Airshow, one of the top 5 air shows in the U.S. Visit their website at www.wingsoverhouston.com .

Museums

The Houston area is fortunate to have several very active aviation history museums and groups. These groups welcome Scout field trips! Visit their website or send email to the listed contact to make arrangements.

West Houston Squadron, Commemorative Air Force

(West Houston Airport)

Hangar houses 5 WWII squadron aircraft, plus other private warbirds and a small historical museum. They offer to host Scout groups for tours and presentations.

Website: www.westhoustonsgdn.org

Contact: museum@westhoustonsgdn.org

Gulf Coast Wing, Commemorative Air Force

(Hobby Airport)

Hangar houses the WWII B-17 Texas Raiders, plus other warbirds. They host Scout groups for tours of the hangar and aircraft.

Website: www.gulfcoastwing.org

Contact: info@gulfcoastwing.org

Lone Star Flight Museum (Galveston)

A premier aviation history museum with numerous vintage warbirds.

Website: www.lsfm.org

Contact: flight@lonestarflight.org

1940 Air Terminal Museum (Hobby Airport)

Tour the vintage art deco air terminal and control tower at Hobby Airport. Displays include photo and art galleries and a children's aviation toy gallery. Also offers a safe viewing area for the very busy Hobby Airport flight operations.

Website: www.1940airterminal.org

Contact: info@1940airterminal.org



Kite Flying

S.H.A.R.K. - South Houston Area Recreational Kites

A family-friendly group that meets for "fun fly's" on the 3rd Saturday of the month at several Houston-area locations. Members fly single-line kites, 2-line and 4-line stunt kites, and some very large ones too! They offer to host Scout groups for demonstrations and kite-flying talks. Or you can just come out and observe.

Website: www.kiteshark.org

Contact: kiteshark@flash.net

OPENING CEREMONIES

Take Flight Opening

Would you like to ride in a starship or a planet hopper, to walk on the moon or float through space, or be part of a space station crew? We may be doing some of these things one day. We can't be sure, but one thing is certain, the world will need good men and women in the future. And we can be sure we will fill that need if we remember to follow the Cub Scout Promise. Let's give this some thought as we stand and say the Cub Scout Promise together.

Let Us Be Thankful Opening (from *Baltimore Area Council*)

The United States has much to be proud of. One of the many things we can be proud of is the fact that America was first on the moon where Old Glory was placed as evidence of this eventful day. This indeed is something for all of us to be proud of. Let us be thankful for the courageous astronauts of America who helped make it possible for our flag to be flown on the moon, too. Please rise now and join me in the Pledge of Allegiance.

GAMES

Space Shuttle Relay

This is a traditional running race. Teams line up in adjacent rows. The first player races to a given point, (the moon, Saturn?) and back (to earth?) to tag the next player on his team, who then takes off running. The relay continues until the first person is tagged by last player on team.

Stunt Pilot Race

Form trios, with 1 boy facing forward, 2 facing backward, all linked at their elbows. Trios race to the "moon" with the one player facing forward, and back—with the two players facing forward (i.e., without turning around).

Keep the Satellite Up

Scientists rely on gravity and inertia to keep satellites in orbit. Your task is to keep the satellite from falling to earth. Using a beach ball, have Scouts start hitting it around and try to keep it off the ground. Then challenge them to keep it in the air for 20 orbits (hits), or 30 orbits, etc. Encourage them to develop some strategy (such as establishing "zones", or an order, etc.) to try to keep the ball up for as many hits as possible.

Aviator Day (Adapted from Santa Clara County Council)



Cub Scouts earn their wings as honorary Scouting pilots. Your awards person should make each boy a set of wings (made out of cardboard sprayed gold) which can be pinned to his chest with double stick tape, during your closing award ceremony. Call your opening ceremony "Take Off" and your closing a "Landing".

Set up various stations. Each Cub Scout should be issued a "Log "Book (index card) which is stamped at each station to show his participation.

Station 1: Navigator. Simple compass trail such as, "6 paces North, 12 paces East". Have messages, such as Soar High with Cub Scouts, at the end of trail to be reported back to Navigator for successful completion. Several different trails should be laid out with varying degrees of difficulty.

Station 2: Bombardier. Fill mismatched or discarded socks with flour to throw at a marked target. Points could be awarded for accuracy. Balloons might work for this too.

Station 3: Flight Attendant. Build a simple obstacle course (landscape timbers laid at 2 foot intervals, or a ladder laid on the ground) and have Cubs carry a small tray of plastic glasses filled with water. The tray should be carried waiter style - flat on the palm at shoulder level. Point systems should be developed for speed, amount of water spilled, etc.

Station 4: Gunner. Have Cub Scouts fire water pistols at targets from rope between two trees. The targets can be made from coffee can lids or margarine tub lids. Another option would be to have boys throw wet sponges at plywood target with airplanes painted on it. The holes could be "clouds".

Station 5: Precision Landing. Make paper airplanes and test accuracy of pilot and plane. Fly plane through tire hung from tree and/or land on poster board landing strip.

Station 6: Paratrooper. Have Cub Scouts make clothespin parachutes and test its accuracy and their skill by trying to land it on a target. They are allowed to 'adjust' its flight path by blowing on it only - no touching.

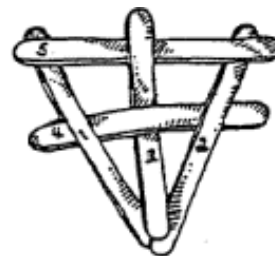
PROJECTS

Amazing Flying Machine

Materials: 5 Craft sticks (or tongue depressors)

Instructions:

1. Weave the 5 sticks together as shown.
2. Fly like a Frisbee.
The plane "explodes" on contact with the ground or other surfaces.
3. Assemble it again, and have more fun.

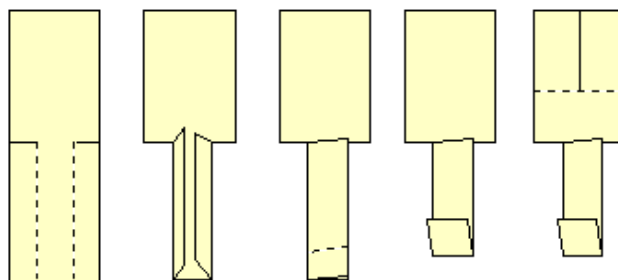


Paper Copter

Construct this paper helicopter from colored card stock (80 lb. paper).

Cut and fold as shown.

To make the copter spin faster, attach a large paper clip to the bottom flap or tape on a penny.



Kite Neckerchief Slide

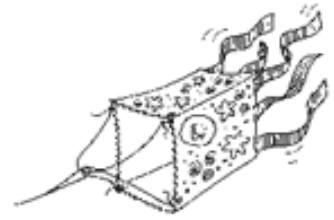


Cut kite shape from a foam meat tray or colored cardstock, approximately 2-1/2" tall x 2" wide. Decorate with markers, if desired. Tie two toothpicks together crosswise and glue. Cut point off picks to proper length for kite, and glue on kite. For tail, use 3" piece of package curling ribbon, glued in place on back. Glue slide ring on back of kite. Wind a small amount of kite string onto short piece of glue-covered toothpick and glue on front of kite for spool.

Paper Bag Kite

Materials:

Large paper bag, hole punch, paper ring reinforcements, scissors, string, paint or markers, stapler or glue, crepe paper streamers



Instructions:

- Punch a hole on each of the four corners of a large paper bag, at least one inch from the edge of the bag. Place a paper ring reinforcement on each hole.
- Cut two three-foot lengths of string and tie each end to a hole to form two loops.
- Cut another three-foot length of string and tie it through the two loops to create a handle.
- Decorate the bag with paint or markers.
- Add crepe paper streamers with glue or tape.

WEBELOS ENGINEER

Paper Bridge Competition (*Karen, Webelos Leader Pack 23, Suffern, NY*)

Materials:

2 rolls masking tape
2 stacks of newspaper (a good size Sunday paper will do)
4 chairs with backs
2 identical sets of books or blocks (for weight)

Divide the Den into two groups. Let an adult help each group if available. Give each group a roll of masking tape and a stack of newspapers. Set up the chairs in pairs about 4 feet apart. Each group must make a bridge using the materials provided that spans from one chair to the other. After a set amount of time (15 to 20 min), see how much weight each bridge can support without failing. The bridges may be a truss, suspension, or cable stayed bridge, but must span from one chair to the other without touching the ground in between.

WEBELOS ATHLETE

PULL OVER - This game is similar to tug-of-war – without a rope! Divide the Scouts into pairs. Each pair grasps right hands, braces their feet and each tries to pull the opponent over a center line on the ground. The game may be varied by changing hands.

GORILLA RELAY - Webelos Scouts spread their feet shoulder width, then bend down and grasp their ankles. They then walk forward, keeping their knees locked and their legs straight. Divide into teams, and run as a relay over a course of however long you want it to be.

TORTOISE AND HARE - Boys are in a circle, about three feet apart, and begin jogging slowly in place. When the leader calls, “Hare,” the tempo is stepped up, knees are lifted high, and the arms are pumped vigorously. When the leader calls, “Tortoise,” the tempo slows to an easy jog. Make changes swiftly for more fun.

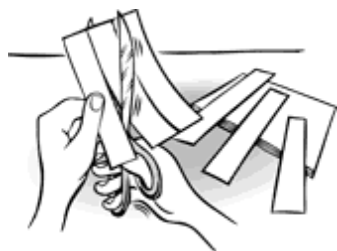
TREES IN THE WIND - Boys are in a circle facing counter-clockwise. They run slowly around the circle, bending left, right, forward, and back as though swaying in a breeze. On command, “Reverse,” they turn and run in the opposite directions.

INCHWORM - Boys assume push-up position. Holding their hands in place, they walk their feet up as close to the hands as possible. Then, holding their feet in place, they “walk” their hands out to push-up position again.

Hoopster

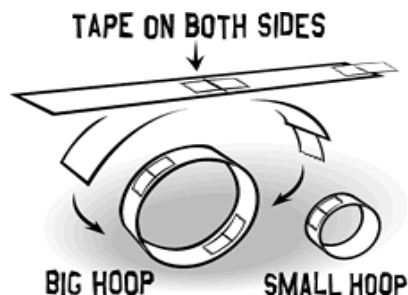
Materials: scissors, ruler, 3-x-5-inch file cards (or a file folder or some other stiff paper), clear plastic tape, plastic straws (not the kind that bend)

Instructions:



1. Cut a file card the long way into three equal strips. If you're using stiff paper, make three strips that are 1 inch wide and 5 inches long.

2. Put a piece of tape on the end of one strip. Curl the paper into a little hoop and tape the ends together.

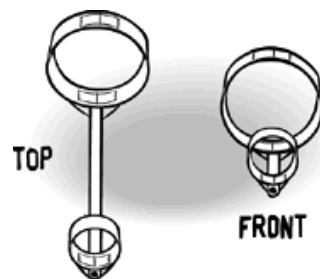


3. Put the other two strips end to end, so they overlap a little. Tape them together to make one long strip, and put another piece of tape on one end. Curl the strip into a hoop and tape the ends together.



4. Put one end of a straw onto the middle of a strip of tape. Put the big hoop on top of the straw and fold the tape up the sides of the hoop.

5. This part can be a little tricky. Put another strip of tape at the other end of the straw. Press the small hoop very gently onto the tape. Move it around until it lines up with the big hoop, then press the tape down firmly. Your Hoopster should look like the picture to the right:



6. Now comes the fun! Hold the Hoopster in the middle of the straw, with the little hoop in front. Throw it like a spear. It may take a little practice, but once you get the hang of it, your Hoopster will really fly!

7. If you want to experiment with Hoopsters, here are some other things you can try:

- Put a paper clip at the bottom of the small hoop.
- Make a really long Hoopster with two straws. Cut a little slit at the end of one straw and pinch it so it fits inside the other straw, then tape them together.
- Make a double Hoopster with two little hoops side by side on one end and two big hoops side by side on the other. (You'll need two file cards.)



ADVANCEMENT CEREMONY

Flying Saucers



You need several Frisbees (flying discs). Tape rank badges, arrow points, and other awards to the flying discs. Have a leader who is good at sailing the discs stand some distance from the awards table, preferably behind the audience. When the Cubmaster or a Webelos den leader has called forward the boys and their parents to receive their badges, he then calls for the appropriate awards from “outer space.” The assistant then sails a “flying saucer” to the front. (A few practice attempts are recommended!)

CLOSING CEREMONY

Astronaut Frank Borman’s Prayer

Have Cub Scouts and their families form a large circle.

The Cubmaster explains that he will be reading a prayer which was broadcast to earth by U.S. Astronaut Frank Borman while on a moon-orbiting mission in December, 1968.

The Cubmaster reads the following:

“Give us, O God, the vision which can see the love in the world, in spite of our failure. Give us the faith to trust Thy goodness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding hearts, and show us what each one of us can do to set forward the spirit of universal peace.”

CUBMASTER’S MINUTE

Courage

This month our Character Connection was COURAGE.

It took a lot of courage for the Wright Brothers to make the first airplane and try to fly it off that hill in Kitty Hawk, North Carolina.

And it took courage for astronauts to blast into space and walk on the surface of the moon.

It also takes a lot of courage for Cub Scouts to stand up for what they believe.

Doing your duty to God and your country, helping other people, and obeying the law of the pack... those decisions take courage, too.

You have courage every time you decide to do your best. It may not be what others around you choose, but the fact that **you** choose to do your best makes you a person who has courage.

I’m proud to know so many courageous Cub Scouts!



Paper Airplane website worth visiting:

<http://www.paperplane.org/>

<http://www.zurqui.com/crinfocus/paper/airplane.html>