

# Indian Nation

November 2007

Webelos Activity Badges:

Craftsman  
and  
Readyman

Comanche District,  
Capitol Area Council

Lisa Smith  
Cub Scout Roundtable  
[lisabackussmith@prodigy.net](mailto:lisabackussmith@prodigy.net)

## OPENING & CLOSINGS

### CLIFF DWELLERS OPENING CEREMONY

Equipment: Cave wall with drawings on it (use a large piece of paper taped to a wall or a refrigerator box. Drawings of the words in large type are from the Wolf Elective 10 and should be done ahead), council fire, simple Native American regalia for the participants.

Personnel: Den Chief or den leader, Cub Scouts

Set up: The room is in semi-darkness and the council fire is burning. Cubs stand near cave wall ready to point to and tell the story of the drawing, the den chief or den leader stands out in front of Cubs and after his part steps back, so boys can be seen and heard.

Den Chief: Tonight we enter a place where many have been before us. They have left for us a history of time past. We will tell all of our brothers the words we see.

1<sup>st</sup>: Many of our BROTHERS meet in COUNCIL at this CAMP.

2<sup>nd</sup>: We come and HEAR a WISE MAN who sometimes speaks in a BIG VOICE.

3<sup>rd</sup>: We have others, MEN and WOMEN who give DIRECTIONS and teach many BOYS.

4<sup>th</sup>: We learn of the beauty of our land, of the RIVERS and LAKES.

5<sup>th</sup>: The BIRDS, DEER, and BEAVER which are the creatures whose homes and lives we need to care for.

6<sup>th</sup>: We learn to stay away from BAD things and MAKE PEACE with our BROTHERS.

7<sup>th</sup>: After a time we will move on and LOOK to new days. May the great SPIRIT bless your TEEPEE and CAMPFIRE.

Den Chief: The message left for us, tells of many good things. It is good we follow. Let us now begin a new night of fun and brotherhood---for this is the spirit of Cub Scouting.

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### NATIVE AMERICAN OPENING

Set-up: Four boys in Native American clothing, carrying artificial torches; an artificial campfire which can be lit by an electrical on/off switch; artificial torches can be flashlights with orange or red cellophane

CM: (dressed as Chief) Let the North Wind enter.

CS 1<sup>st</sup> : (enters with torch and goes to the campfire) The North Wind brings the cold, builds endurance.

CM: Let the South Wind enter.

CS 2<sup>nd</sup> : (enters with torch and goes to the campfire) The South Wind brings the warmth of friendship.

CM: Let the East Wind enter.

CS 3<sup>rd</sup> : (enters with torch and goes to the campfire) The East Wind brings the light of day.

CM: Let the West Wind enter.

CS 4<sup>th</sup> : (enters with torch and goes to the campfire) The West Wind brings night and stars.

CM: The four winds will light our council fire.

(All four boys touch the artificial torches to the fire at the same time. At that moment, the switch is turned on, lighting the bulb in artificial campfire.)

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## INDIAN OPENING

Personnel: 6 Cubs dressed as one Indian Chief, one medicine man, three Indian braves, and one in Cub Scout uniform.

Props: Artificial campfire, tom-tom, rattle for medicine man, and a small American flag.

Setting: Three Indian braves and medicine man are seated around fire; Indian chief is standing.  
Boy in uniform is off stage.

Indian Chief: (Raising arms outstretched toward the sky) Oh great father in the sky, listen to my people.

First Brave: (Raises arms toward sky) We thank thee, Great creator for the light of the sun each new day.

Second Brave: (Raises arms toward sky) We thank thee, for the beauty of the world and the plants and animals we enjoy.

Third Brave: (Raises arms toward sky) We thank thee for the night and the rest it brings.

Indian Chief: Oh, Great Father of all Cub Scouts, bless us and be with us today.

Medicine Man: (Jumps up, shakes rattle, and as the tom-tom beats, shouts) Rise up all you braves. Rise up, our white brothers!

Cub Scout: (Enters carrying American Flag, which he presents to the Indian Chief) This is the most beautiful flag in the world. It stands for freedom, Liberty, and happiness. Take it, Honor it, Respect it and love it always, for it is your and mine.

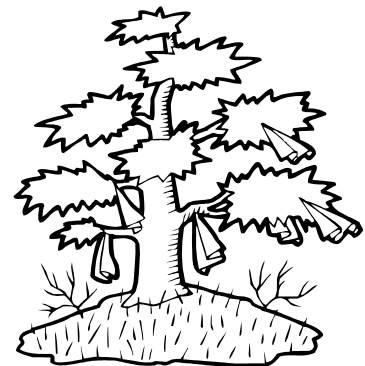
All: (Lead everyone in the Pledge of Allegiance.)

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## NATIVE AMERICAN BLESSING

Walk as tall as the trees,  
Be as strong as the mountains,  
Be as gentle as the Spring Wind,  
And the Great Spirit will always be with you.

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## OH GREAT SPIRIT

Props: Indian Chief costume to be worn by the Cubmaster. This is best recited with arms raised towards the sky.

"Oh, Great Spirit, whose voice I hear in the winds and whose breath gives life to all the world. Hear me. I come before you, one of your many children. I am weak and small. I need your strength and wisdom. Let me walk in beauty and make my eyes ever behold the orange and red of the sunrise. My ears sharp so I may hear your voice. Make me wise, so I may learn the things you have taught my people, the lessons you have hidden under every rock and leaf. I seek strength, not to be superior to my brothers, but to be able to fight my greatest enemy-myself. Make me ever ready to come to you with clean hands and straight eyes, that I may always walk in your light."

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## INDIAN PACK OPENING

Narrator: As we all go about our busy lives, rushing from one place to another, today let us think back about five hundred years ago, before America was discovered.

(Cubs in Indian dress march in one by one.)

1<sup>st</sup>: The first true Americans were the Indians.

2<sup>nd</sup>: When Columbus discovered America, there were over 300 different tribes speaking many different languages.

3<sup>rd</sup>: Some Native Americans were hunters and moved about often following animals. Others were farmers and lived in one place.

4<sup>th</sup>: Some lived in teepees made of skins. Others lived in pueblos made of baked bricks, while others lived in hogans.

5<sup>th</sup>: Many names of cities and counties are Native American words. Places such as Michigan and Kansas are an Indian words.

Narrator: Today we honor the rich heritage passed down to us from the Indians, our first Americans. As we all stand and recite our pledge to the flag, let us remember that they are a part of our melting pot of Americans.

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## LESSONS FROM THE NATIVE AMERICANS

"Today in our den meeting we honor the Native Americans who dwelt in this land before the white man came. Let us learn from them:

To be brave when courage is called for.

To be strong when our strength is needed.

To be quick to help our brothers.

To respect the land we live on and the animals we live among.

And to listen to the words of the Great Spirit that we may grow in wisdom.

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## GOOD NIGHT CUB SCOUTS

GOOD (right hand palm downward moves upsweep from waist to right shoulder level, outward)

NIGHT (both palms together, under left cheek head inclined to the left)

CUB (thumb and index finger form circles, held at top edge of head-one around ear-puff cheeks)

SCOUTS (right hand shades eyes, as in scouting position in the plains)

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## AN INDIAN PRAYER

Let me walk in beauty and make my eyes ever behold the red and purple sunset.

Make my hands respect the things you have and my ears sharp to hear your voice.

Make me wise, so that I may understand the things you have taught my people.

Let me learn the lessons you have hidden in every leaf and rock.

I seek strength, not to be greatest enemy – myself.

Make me always ready to come to you, with clean hands and straight eyes.

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## ADVANCEMENT CEREMONIES

### SPIRIT OF AKELA

Props: Ceremony board or log with three small candles or light sticks, and one large candle, tom tom, artificial council fire.

Setting: Tom tom beats. Akela enters and walks behind the fire. Akela gives Cub Scout sign and tom tom beating stops.

Narrator: "Akela was the big chief of the Webelos tribe; tall, stalwart, straight as an arrow, swift as an antelope, brave as a lion- he was fierce to an enemy but kind to a brother. Many trophies hang in his teepee. His father was the son of the great yellow sun in the sky. He was called the "Arrow of Light". His mother, from whom he learned those wondrous things that mothers know, was called "Kind Eyes". He began to understand the signs and calls of the Webelos tribe. Then he was taken on little trips into the forest among the great trees and streams. Here, from the wolf, he learned the language of the ground; the tracks and the ways to food." (At this point, Akela lights the large candle representing the "Spirit of Akela", and using that, lights the small Wolf candle.)

AKELA: With this candle, representing the Spirit of Akela we light the trail of the Wolf. From the signs along the Wolf trail, I see that the following braves are ready for advancement to the Wolf clan of Akela's tribe" (Akela calls names of boys receiving the Wolf badge and arrow points. They come forward and stand before the council fire. Akela presents their awards)

Narrator: "Then from the big, kindly bears, he learned the secret names of the trees, the calls of the birds the language of the air"

AKELA: (Lighting Bear candle) "With the Spirit of Akela" we light the Bear trail. From the signs along the Bear trail, I see that the following braves are ready for advancement in the Bear clan of Akela's tribe." (He calls forwarded boys who are receiving Bear badges and arrow points.)

Narrator: "But before he could become a Scouting brave on his own, he had to prove himself by trying out new skills, performing certain tasks and passing test of accomplishments."

AKELA: (Lighting Webelos candle) With the spirit of Akela we light the trail of the Webelos. From the signs along the Webelos trail, I see that the following braves have shown their skills in... (He calls names of boys receiving activity badges, and indicates which badges they earned)

AKELA: "From the signs further on down the Webelos trail, I see that the following braves have proven themselves worthy to wear the Arrow of Light, the highest award in Akela's tribe. (He calls forward boys who have earned the Arrow of Light award. Upon presenting these awards the tom tom begins to beat again at a rapid pace. Drum stops)

AKELA: "From the four winds, Akela hears that your braves are doing well along the trails that will lead you into Boy Scouting. Now will all Cub Scouts stand and repeat with me the Cub Scout Promise?"

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## CAMPFIRE ADVANCEMENT CEREMONY

The Indians settled down at night and usually had a campfire for cooking and for warmth. It takes several ingredients to make a campfire. To start, you have to find some small sticks or twigs. (Have Bobcat candidates bring in some twigs or sticks and place on the ground while you discuss their accomplishments and present badges.)

The next ingredient is to add kindling to get the fire going. (Have Wolf candidates put kindling on the fire while you discuss their accomplishments and present badges.)

The next step is to add the fuel to the fire. We do this by adding wood. (Have Bear candidates bring in wood and place on fire while you discuss their accomplishments and present badges.) The Webelos Scout adds to his knowledge and Scouting experience by completing activities. The fire will not burn unless more wood is added. (Have Webelos place more wood on the fire while you discuss their accomplishments and present badges.)

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## AKELA'S SCALE ADVANCEMENT CEREMONY

Props: Ceremonial board consisting of arrow with three candles on a balance. Advancement awards. Personnel: Cubmaster, Den Chief, Den Leader



Setting: This would be appropriate for inducting Tiger Cubs but can easily be expanded to include presentation of all the rank awards.

Cubmaster: Will the candidates and their parents please come forward and face the pack. (*They do so*) You boys and your parents have come to be inducted into our Cub Scout family as members of Pack - You are ready to start your adventure along Akela's trail, together with your friends and their parents.

Here is the arrow (*points to ceremonial board*) that points the way along the trail. The awards you can earn along the trail are Bobcat, Wolf, Bear, Webelos, and Arrow of Light. The two parts of the Cub Scout program that cannot be seen are the value of things you will learn and the good times you will have. (*Lights candle in the middle*) This is the Scale of Akela. Both the parents and the Cub Scouts are important to keep the scale in balance.

Cubmaster to Den Chief (Name) will you light the candle representing the Cub Scouts? (*Lights candle on feather.*)

Cubmaster to Den Leader: (Name) will you light the candle for the parents? (*Lights candle on arrow point.*)

Cubmaster: If the boy does not do his part, the scale is out of balance and the program goes downhill (*Removes candle representing boys, then replaces it.*) On the other hand, if the parents' part is taken away, the scale is out of balance in the other direction and the Cub Scout loses his way along Akela's trail. (*Removes candle representing parents, then replaces it.*) So, you see, to keep the Cub Scout program in balance, both Cub Scouts and parents must take part in the activities by coming to all the meetings, following the leaders, and advancing from point to point along Akela's trail.

Now, boys and parents, please repeat the Cub Scout promise with me. (*Repeat promise*)

(If these same boys have completed the requirements for the Bobcat Award, it is presented at this time. Advancement person can call each group of awards recipients forward with their parents to be presented their badges by the Cubmaster.)

Cubmaster: Congratulations to all our Cub Scouts as they advance along Akela's trail and thank you to our parents and leaders who make the program come alive for the boys.

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## ACHIEVEMENT COUNCIL

Equipment: Artificial campfire, drum, Indian costumes

Leader: The Cub Scouts are ready for the Indian Achievement Council. *(The lights go out, the "fire" is lit, and to the beat of a drum, the Cub Scouts form a circle. Their arms are folded and costumes are worn with pride. Stand in circle until the drum sounds on an extra loud beat, signaling them to be seated. The Cubmaster comes forward, dressed in a blanket and headdress.)*

Cubmaster: Let the Chiefs (Den Chiefs) bring forward those who would be Wolves in the tribe. *(Brings boys forward.)*

Den Chief: Akela, these members of the tribe seek their Wolf Badge.

Cubmaster: Cub Scouts, you have followed wisely the path from Bobcat (or Tiger) to Wolf. You have done much good hunting and if the tribe is ready we will present you with your Wolf Badge

Cub Scouts: We are ready.

Cubmaster: Then let the parents of these tribe members enter the Council Circle. *(Parents come forward.)* It is you who have guided these tribal members to the honor, which he is about to receive. Cub Scouts, always follow these guides wisely for they can point the way through life. I, Akela, request you to present the Wolf Badge to your own son. *(The parents join in presenting the badge and congratulating the boy. Other badges are also awarded to boys receiving awards at all levels. Follow guidelines above.)*

Cubmaster: We have come to the close of our ceremony. But, before we close our council circle and put out the fire I have more awards to present. Will each den bring their coup stick (den flag) forward. I will tie a feather on each coup stick, one for each den member who has gained a new rank or passed an achievement this month. Good work, young braves.

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## MEETING WITH THE CLANS

Equipment: You will need a council fire, shields (Wolf clan and Bear clan), spears (may eliminate use of spears), awards.

Akela: We meet at this council fire to honor the members of this tribe who have passed their tests of skill and knowledge since last we gathered. Warrior of the Wolf Clan, read the names of those braves who have met the requirements to join the Wolf Clan.

Wolf Clan Warrior: I hold the shield and spear of the Wolf Clan. The following braves have met the challenges we set for them. *(Read Names.)*

Akela: Will these Cub Scouts and their parents (guardians) please approach the council fire. *(Cub Scouts and adults come forward.)* Warrior, read the challenges these braves have completed. *(Read)* I ask the Den Leaders, have your braves met their tests?

Den Leaders: *(Remaining seated, respond by shaking rattle or beating drum.)*

Akela: The sign of the Wolf Clan will be presented to you with honor. Wear it with pride.

Wolf Clan Warrior: *(Gives award to parents to present to boy, along with any arrow points that may have been earned.)*

Akela: *(Announces the names of the boys who are receiving arrow points in addition to badge.)*  
 (For awarding the Bear badges, repeat ceremony substituting the Bear Clan in place of the Wolf Clan. Use Bear shield and spear.)

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## MORE ADVANCEMENT IDEAS

1. Use Halloween makeup to paint boys faces. Can even have a parent do painting. Associate different colors or drawings to requirements met to earn awards
  2. Totem: Stand a dowel in a wood block. Punch hole in cup and decorate appropriately. Stack cup to top, bottom to bottom. Place awards in cups. Remove cups to give awards. Each boy receives a decorated paper cup from the dowel
  3. Arrows made out of dowels. Use heavy paper, clay or Styrofoam plate for the arrowhead. Drill holes in a short 2 x 4 and insert arrows with points up. Attach award to arrows.
  4. Make a large trophy skin to hold awards or individual trophy skins.
  5. Make coup sticks for each boy leather or wood can be notched as each rank he has earned so far. Decorate with sharpie pens, beads, and feathers. Or make large one with sections for each rank. Put all boys names next to their present ranks.
  6. Take feather out of war bonnet and present to each boy receiving an award.
  7. Drum- We'll beat the drum to let everyone know how proud we are you earned your.....
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## APPLAUSES

### ARROW OF LIGHT

Hold your hands out in front of your left side. Make an arc by moving your hands over your head to your right side while saying "Whoosh".

### BOW AND ARROW

Make a motion as if shooting an arrow and say, "Zing, zing, zing" Pretend to release an arrow with each zing.

### CAMPFIRE

Dance around the campfire. Start getting knees up quite high and then say, 'Ow, ecch, ouch, hot, hot, hot coals.'

### CANOE

Pretend to paddle canoe leisurely. Yell, "Other Indian tribe is attacking." Now paddle extremely fast.

### FLAMING ARROW

Take arrow from quiver. Light arrow, Shoot arrow. Start hitting yourself and yell, "Yeow."

### DRUM

Beat on your legs and say, "Tat-a-tat-tat" 3 or 4 times, then beat twice on your stomach, saying "Boom-boom."

### KNEE CLAP

Clap hands on knees while hopping from one foot to another. Be sure to raise knees high

### ECHO

"Well done, well done, well done!" Say as if echoing back.

### COYOTE

Start by yipping like a coyote, "Yip, Yip, Yip", getting faster and louder each time and then at the end of the third YIP howl.

### GERONIMO

Tap hand against mouth and say WOO, WOO, WOO, GERONIMO!

### WAR DRUM

Beat on your chest saying, BOOM, BOOM, BOOM!!!

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## SONGS

### WEAVE, WEAVE, WEAVE NEW CLOTH

(Tune: Row, Row, Row Your Boat)

Weave, Weave, Weave new cloth.  
 In and out thread flies  
 A shuttle, a shuttle, a shuttle, a shuttle  
 Keep us warm at night.  
 Throw, throw, throw a pot  
 Squish the clay to knead  
 Twirl around, twirl around, twirl around  
 Smooth as it can be.  
 Build, build, build a house  
 A-do-be stands the best,  
 Make a brick, make a brick, make a brick  
 On the cliffs it stand the test.

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### AKELA'S COUNCIL

(Tune: Clementine)

When Akela holds his council,  
 And the campfire's all a-glow,  
 We'll form a friendship circle,  
 As we sing so sweet and low.  
 O Akela, brave Akela,  
 True & fair Cub Scouts we'll be.  
 To our Promise and the Pack Law,  
 We will pledge our loyalty.

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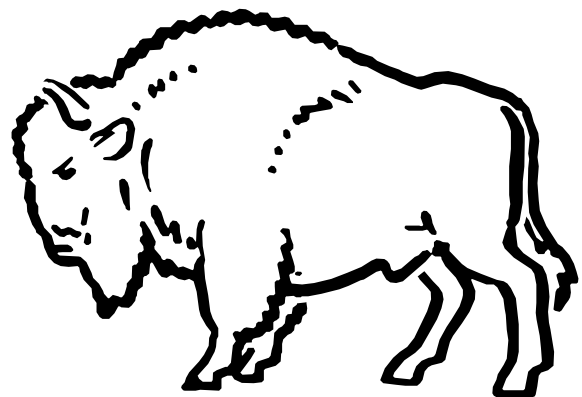
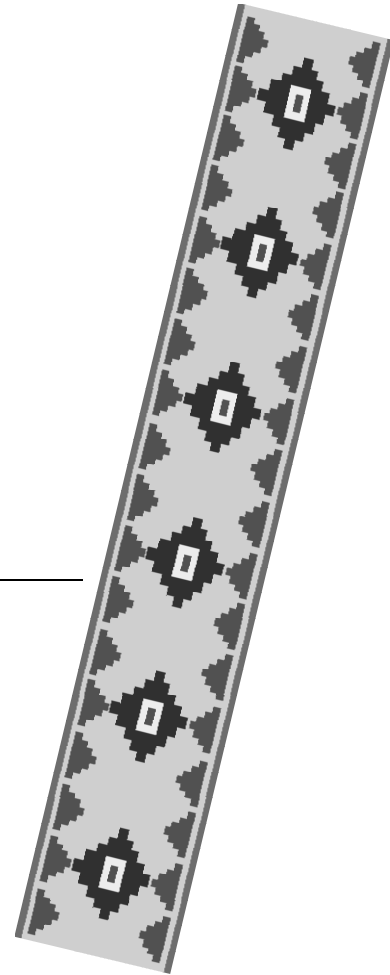
### HOME ON THE RANGE

Oh give me a home,  
 where the buffalo roam,  
 Where the deer and the antelope play.  
 Where seldom is heard  
 a discouraging word,  
 And the skies are not cloudy all day.

#### Chorus:

Home, home on the range,  
 Where the deer and the antelope play.  
 Where seldom is heard,  
 A discouraging word,  
 And the skies are not cloudy all day.

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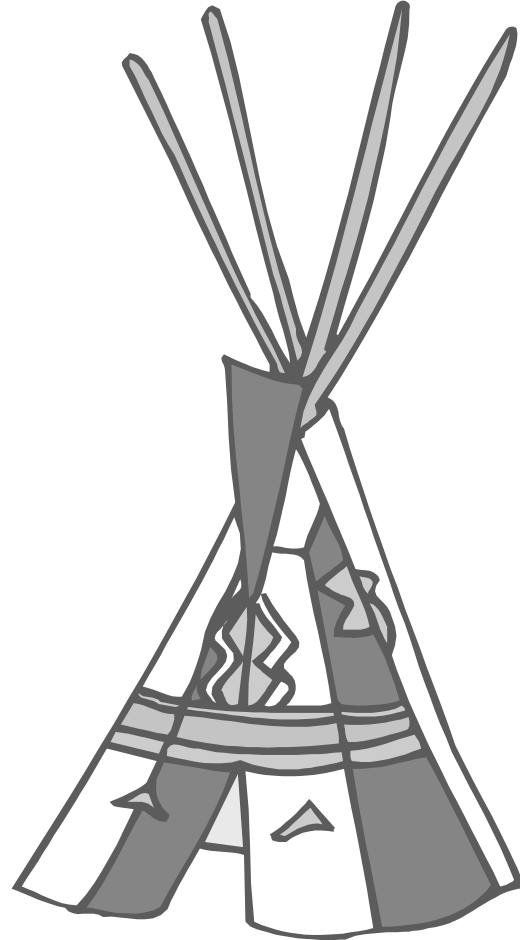
**CUB SCOUT INDIANS** (Tune: On top of Old Smokey)

Down in the basement,  
 Of the den leader's house,  
 The Cub Scouts were working,  
 As still as a mouse.  
 They made bows and arrows,  
 And headdresses, too.  
 They were going to be Indians,  
 Creek, Blackfoot and Sioux.

They painted their headbands,  
 In red, green and blue,  
 And some of the Cub Scouts,  
 Had painted arms, to..  
 they made shields and breechcloths,  
 And moccasins too.  
 And a big Indian Teepee,  
 Large enough to walk through.

Pack meeting night came.  
 They arrived on the scene,  
 All dressed up like Indians,  
 Painted red, blue and green.  
 They danced and sang war chants,  
 Around the campfire,  
 They had an Indian contest,  
 No one seemed to tire.

The room was all filled,  
 With excitement and noise.  
 No one could believe,  
 Those wild Indians were boys.  
 When the wild Indians got home,  
 The parents all said,  
 They were glad that their boys,  
 Were now Cub Scouts instead.

**INDIAN TAPS** (Tune: Taps)

Great spirit come,  
 With beat of drum.  
 Journey now,  
 With each one,  
 Great spirit please.  
 Till each one,  
 Of your tribe,  
 Reach their teepees.

## SKITS

### **INDIAN HUNTING BEAR**—audience participation

The audience follows the Narrator in the actions below as the story is read. It works really well to make posters saying what the actions are so that the audience does not forget!

INDIAN - Place hand on head with fingers sticking up for feathers  
 WALKS - Make walking sounds by slapping legs  
 SAW/SEE- Shade eyes and look around  
 CROSSES BRIDGE – Pound fists on chest  
 JUMPS - Raise hands above head as if jumping  
 SWIMS - Swish palms against each other  
 SLAMS - Clap hands once  
 RUNS - Slap legs as fast as you can

### **NARRATOR:**

Once upon a time there was a brave little INDIAN. He said to his happy little INDIAN friends, "I'm going hunting to find a grizzly bear." So he WALKED out the gate and he SLAMMED it. He hadn't WALKED far until he SAW a rabbit. But he didn't SEE a bear. So he WALKED on. Soon he came to a bridge and he CROSSED the BRIDGE. He hadn't WALKED very far and he SAW a deer. But he didn't SEE a bear. So he WALKED on. The brave little INDIAN came to a ditch. He couldn't step across, so he backed up. He said: "I'll JUMP the ditch," and he RAN, faster and faster. He JUMPED and he landed on the other side of the ditch. He hadn't WALKED very far until he came to a river. He JUMPED into the river and SWAM across. He got out of the river and WALKED on. He WALKED up a little hill, and just then he SAW the bear! He quickly turned around and RAN down the hill. He JUMPED back into the river and SWAM Across quickly. He JUMPED out of the river and RAN on. He quickly CROSSED the BRIDGE. On the other side he SAW a deer, but he RAN on. When he got home, he RAN through the gate and SLAMMED it. He told his INDIAN friends, "I SAW a bear!" The other little INDIANS just said, "HA!"

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### **THE INDIAN & THE SNAKE**

As a young boy, often times, Indians are sent away, in search of a vision. This was the case of this one particular young Indian boy. He started to go up to the top of the mountain in search of his vision ... And as he climbed up the mountain, the air got cooler and cooler ... And he came upon a snake laying in the path. The snake was shivering, and said to the young Indian boy. "Please help me ... I can't move, I am so cold that I can no longer make it any further down the mountain." The young Indian boy said to the snake "No way! You're a snake, if I pick you up, you'll bite me!" The snake replied ... "No, no I won't, I promise I won't bite you if you'll only pick me up and help get me down the mountain..." So the young Indian boy picked up the snake, put him in his shirt, continued climbing to the top of the mountain in search of his vision ... When he got back down to the bottom of the mountain, he reached in, took out the snake, and the snake bit this young Indian boy. The boy replied to the snake "Hey! You bit me, you said that if I'd help you out, that you wouldn't bite me!" the snake replied to the young Indian boy ... "But you knew what I was when you picked me up!"

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## HOW DOGS CAME TO THE INDIANS

Two Ojibwa Indians in a canoe had been blown far from shore by a great wind. They had gone far and were hungry and lost. They had little strength left to paddle, so they drifted before the wind. At last their canoe was blown onto a beach and they were glad, but not for long. Looking for the tracks of animals, they saw some huge footprints which they knew must be those of a giant. They were afraid and hid in the bushes. As they crouched low, a big arrow thudded into the ground close beside them. Then a huge giant came toward them. A caribou hung from his belt, but the man was so big that it looked like a rabbit. He told them that he did not hurt people and he like to be a friend to little people, who seemed to the giant to be so helpless.

He asked the two lost Indians to come home with him, and since they had no food and their weapons had been lost in the storm at sea, they were glad to go with him. An evil Windigo spirit came to the lodge of the giant and told the two men that the giant had other men hidden away in the forest because he like to eat them. The Windigo pretended to be a friend, but he was the one who wanted the men because he was an eater of people. The Windigo became very angry when the giant would not give him the two men, and finally the giant became angry too. He took a big stick and turned over a big bowl with it. A strange animal which the Indians had never seen before lay on the floor, looking up at them. It looked like a wolf to them, but the giant called the animal 'Dog.' The giant told him to kill the evil Windigo spirit. The beast sprang to its feet, shook himself, and started to grow, and grow, and grow. The more he shook himself, the more he grew and the fiercer he became. He sprang at the Windigo and killed him; then the dog grew smaller and smaller and crept under the bowl.

The giant saw that the Indians were much surprised and please with Dog and said that he would give it to them, though it was his pet. He told the men that he would command Dog to take them home. They had no idea how this could be done, though they had seen that the giant was a maker of magic, but they thanked the friendly giant for his great gift. The giant took the men and the dog to the seashore and gave the dog a command. At once it began to grow bigger and bigger, until it was nearly as big as a horse. The giant put the two men onto the back of the dog and told them to hold on very tightly. As Dog ran into the sea, he grew still bigger and when the water was deep enough he started to swim strongly away from the shore.

After a very long time, the two Ojibwa began to see a part of the seacoast which they knew, and soon the dog headed for shore. As he neared the beach, he became smaller and smaller so that the Indians had to swim for the last part of their trip. The dog left them close to their lodges and disappeared into the forest. When the men told their tribe of their adventure, the people though that the men were lying. "Show us even the little mystery animal, Dog, and we shall believe you," a chief said.

A few moons came and went and then, one morning while the tribe slept, the dog returned to the two men. It allowed them to pet it and took food from their hands. The tribe was very much surprised to see this new creature. It stayed with the tribe.

That, as the Indians tell, was how the first dog came to the earth.

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## SMOKE SIGNALS

1<sup>st</sup> scout "Hey George, look over there, smoke signals"

2<sup>nd</sup> scout "Oh yes Mike, what do they say?"

1<sup>st</sup> scout, pretending to look away through binoculars, says very slowly, "Help... My... Blankets... On... Fire.

1<sup>st</sup> scout looking back at 2<sup>nd</sup> scout, "Help my blankets on fire"

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**YAPOOCHA**

A tribe of "Indians" is dancing around their fire, while the "Chief" sits cross-legged to one side. After a while they all stop dancing, and one approaches the chief. "Oh great chief, is it time for Yapoocha?" The chief looks up at the stars and the moon, then shakes his head. "It is not yet time for Yapoocha". The dance continues for a while, then stops and someone else approaches the chief and asks the same question. Once again the chief looks at the stars and the moon and answers, "It is not yet time for Yapoocha". The dancing carries on again, then stops and yet another person approaches the chief. This time the chief looks at the stars and moon, pretends to think hard for a moment, then says, "Yes, now is the time for Yapoocha!" (The "Indians" then make a line, and start dancing the "Hokey Pokey" - "Yapoocha left hand in, Yapoocha left hand out...")

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**THE GREAT FATHER MOSQUITO**

One time there lived a giant Mosquito. He was bigger than a bear and more terrifying. When he flew through the air, the Sun couldn't be seen and it became dark as night. The zooming of his wings was wilder than a storm. And when he was hungry, he would fly into a camp and carry off an Indian or two and pick their bones clean. Again and again the Tuscarora tried to destroy the wild beast but their arrows fell off him like dew drops off a leaf. They did not know what to do.

So the chief and the medicine men in the tribe ordered a big meeting to pray to the Great Father in Heaven to take pity on them and help them destroy the monster Mosquito. They burned great fires and they sang, and they danced and they prayed.

The Great Father in Heaven, the Sky Holder, heard their loud cry for help and decided to come to their rescue. He came down from the sky, looking for the monster to battle with him and destroy him.

The great Mosquito heard this and he knew he could not beat the Sky Holder, so he decided to run away. He flew and he flew and he flew so fast no one could see him. He was faster than lightning. The only sound was the wild zooming of his wings through the air. But Sky Holder was after him just as fast.

The giant monster flew around lakes, over rivers and over mountains toward the East Sky Holder kept after him, never tiring.

When Sun was going down in a red mist at the end of the sky, the great monster came to the large lakes of the East. He turned to look and saw the Great Father was coming nearer.

Swiftly and wildly, at the speed of eagles, the monster flew toward the Salt Lake and there the Sky Holder reached him. The battle was short and the monster Mosquito was destroyed. His blood splattered and flew in all directions. And... a strange thing happened. From the blood were born small mosquitoes with sharp stingers.

No sooner were they born than they attacked Sky Holder without fear. They stung him so hard he was sorry for what he had done, but he could not undo it. These small mosquitoes with the sharp stingers multiplied a thousand fold.

It happened long ago, but to this day we have thousands of mosquitoes with sharp stingers.

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**HOW INDIANS TELL TIME**

An emcee announces the next skit as "How Indians Tell Time". A number of Scouts acting as Indians then come out and begin to shout and holler very loud. On a signal, they stop and put a hand to their ear to listen, hear nothing, they begin to shout again. This is repeated until, when they are listening, someone offstage hollers "Be quiet down there! Don't you know it's 2 o'clock in the morning?" The Indians smile and leave.

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## GAMES

### RATTLESNAKE TAG

This is played by Plains, Woodland, Northwest Coastal, and Southwest tribes. Since rattlesnakes are found throughout the Americas, this game was developed in many forms by numerous tribes. Arrange Cub Scouts in a circle about 20 feet in diameter. Blindfold two contestants, the snake and the hunter. Give the rattler a tin can containing some pebbles or a maraca and stand the two players on opposite sides of the circle. At given intervals, about 15 seconds, the group hisses. The rattlesnake needs to rattle at each hiss. The hunter tries to touch the snake. To win the game after this happens, select a new rattler and hunter.

IMPORTANT safety precaution. Since the players are both blindfolded, they need to move slowly and carefully, listening to each other. If the chief (you) shouts "STOP" all action MUST freeze.

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### WASHO HOOP AND SPEAR

Many tribes played this game. The object is to throw the spear through the rolling wheel. The Washo Indians made their hoops by bending a twig or shaping into a circle 12 inches in diameter and stringing it with rope "spokes" Cub Scouts can use an old bike or tricycle wheel for a hoop and a broom handle for a spear.

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### INDIAN HIDE OUT

One Indian hides while the rest count to 100. When the group finishes counting, they set out to hunt. Whenever anyone finds the hider, he watches for a chance to join him, while still hiding from the rest. As each new hunter finds the group, he also crowds into the hiding place. When the last hunter discovers the hiding spot, the game starts over. The first hunter becomes the hider.

---

### BAREFOOT MARBLE RACE

Boys remove shoes and socks. Place two marbles on the starting line in front of each boy. On signal, he grasps the marbles between his toes and walks to the finish line. If he drops a marble, he must stop and pick it up with his toes before continuing.

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### AMERICAN INDIAN STONE TOSS

Materials: Six flat rocks about as big as your hand, Eighteen stones about the size of walnuts

Only play this game outdoors. Arrange six flat rocks roughly one foot apart in a row on the ground. Put a smaller stone on top of each flat stone. Give each player six small stones. Each player, in turn, should stand behind a throwing line twelve feet away and toss his six stones. Observers must stand out of the line of fire. Score five points for each stone knocked off. The highest score wins the game.

---

### APACHES AND CREEKS

Divide the boys into two tribes. One tribe goes to sleep, except one brave who is the sentry. The other tribe creeps up on the sleeping Indians from behind bushes and tries to tag them. When the brave on guard spots the other tribe, he cries, "Look out!", and the sleeping tribe jumps up and tries to tag the other tribe. Each tagged Indian becomes a member of that tribe. Game ends when the opposing tribe all become members of the first tribe.

---

**COMMANCHE GIVEAWAY**

This Commanche game starts with the leaders, or chief drawing a circle on the ground. The players stand inside the circle, the leader outside. He throws small sticks (craft sticks are the right size) one at a time into the ring in rapid succession. The players try to grab as many as they can. This game taught warriors to be alert and quick.

---

**BEAT THE RAP**

Items needed: A leader, a timer, a score keeper, a gavel, 12 thumbnail sized rocks

The contestants, one at a time, pick up as many of the dozen rocks that have been placed on the floor as he can in 10 seconds. He may use only one hand, and the rocks must stay in that hand. The timer calls "go" to start and "stop" at the end of 10 seconds. The scorekeeper keeps a record of the rocks picked up and held at the end of that time. winner is the one that held the most rocks.

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**TURKEY FEATHER RELAY**

Divide the group into relay teams. First player on each team holds a long turkey feather. At the signal, each throws his feather, javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again from that spot. When it finally crosses the finish line, he picks it up, runs back to, and hands the feather to the next team mate. Each team should use different colored feathers. The first team to all cross the finish line and to return to the starting position flaps their arms and gobbles like triumphant turkeys.

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**INDIAN SKILLS RELAY**

This is a relay game of different skills used by Indians. Each post a different skill.

**POST #1 *Crossing the River***

Make 5-10 stones out of cardboard. Space these 2-3 feet apart. Participants must cross over without stepping off or they will need to start over and try again.

**POST #2 *Make a bedroll***

*How to Book, page 8-35*, shows 2 different ways to fold a bed roll.

**POST #3 *Climb the ladder***

Climb the ladder, fetch a squirrel (stuffed toy) at the top to put in the pot to cook for dinner.

**POST #4 *Rope Tag***

Tie the horse to the post with a slip knot. (Have a stick horse, or just the rope close to a horizontal pole)

**POST #5 *Fire***

Stack the wood for the fire. Have pieces of wood in a heap. Have them stack the wood in teepee style. Then knock over to put out the fire.

**POST #6 *Shooting Arrows***

Shoot an arrow at a deer. Have a deer cutout across the way. Give the participants a toy bow and arrow (one with a soft tip, or suction tip) Retrieve the arrow.

**POST #7 *Bead Stringing***

String 10 beads of a leather strap. Put a leather strap or thread on table with a bowl of beads.

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**INDIAN TOSS BALL**

Make ball by fastening a strong 10-inch cord to an old tennis ball or softball. Each boy lies flat on his back with his shoulders resting on a starting line. Holding the cord of the ball in his hand and arm at his side, he swings the arm up and over his head and throws the ball behind him as far as he can. Boys mark their point where the ball lands.

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**TRAILS**

Two groups each mark a trail through a designated area without harming or defacing the environment (*for example, by using small rocks in a certain formation, broken sticks found on the ground, small dots of flour, etc.*). The two groups meet back at a starting point at an agreed-upon time and try to follow each other's trail.

---

**LOG CABIN ON A POP BOTTLE**

Divide the boys into two groups. Give each boy 10 toothpicks. The object is for each player to alternately place a toothpick across the top of a pop bottle until the stack falls. His side must then take all the toothpicks knocked off. The first side to get rid of all their toothpicks wins. If a player knocks one toothpick off, he picks up just that one toothpick

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**BLIND HORSE TURNABOUT**

Divide players into teams of two. Player #1 is the backseat driver and player #2 is the "blind horse" with a paper bag over his head. The horses and riders line up at the starting line about 30 feet from the finish. On signal, horses start moving. The rider directs his horse with verbal signals (*bear right, whoa, go left, etc.*). The rider may not touch the horse. The first horse to finish wins.

---

**JACK STRAWS**

You need 25-30 six-inch long drinking straws and a wire hook. The hook may be made by straightening a paper clip into a J-shape. Dump all the straws in a pile on the ground or table. Players take turns. Each tries to lift out as many straws as he can without disturbing any of the others. When any straw moves except the one he is trying for, his turn is over and the next boy plays. Winner is the one who gets the most straws.

---

**INDIAN DIRT BALL**

Divide Cub Scouts into two teams and give each boy a yardstick or rolled up newspaper. Place a tennis ball in the middle of the playing area. On the sound of the whistle each team will try to maneuver the ball to their goal, with their yard sticks, to earn points (*usually 1 point per goal*) while the other team tries to steal the ball and make a goal of their own. The ball cannot be batted across the playing area. It must be rolled across the floor to the goal. Strict rules are needed for this on the handling of the yard sticks or newspapers.

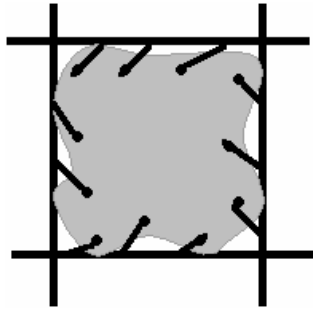
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**LOG-ROLLING RELAY**

Divide into two teams. On signal, first boy on each team uses dowel or broomstick to roll log to turning line 20 feet away and back. Others repeat the action. Logs may be two-foot sections of six-inch logs, or make logs by taping two round oatmeal boxes together.

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## CRAFTS



### DRYING HIDE SLIDE

Glue and lash 4 round toothpicks together, making a square frame, as shown. 'Sew' a small leather piece on the frame to look like a drying hide. Glue or attach a 1/2" PVC pipe ring to back

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### TOTEM POLE NECKERCHIEF SLIDE

Materials: 3 1/2" piece of 3/4" PVC pipe, Felt or paper, Poster board or an old plastic bottle or lid, markers or paint

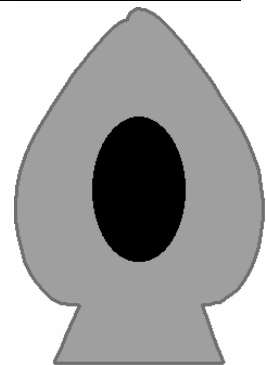
Cut a 3 1/2" piece of 3/4" PVC pipe. You can cover totem with paper, felt, or paint. Attach a set of wings near top of totem pole made from poster board, an old plastic bottle or lid. Decorate with markers or paint.

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### TURQUOISE ARROWHEAD SLIDE

Materials: aluminum pie plate, clay, pen, adhesive, turquoise paint, scissors, varnish or spray sealer, 1/2" PVC pipe

Draw arrowhead shape on the aluminum pie plate. Cut out shape. Make marking on the arrowhead with the pen. Make a clay bead. harden and then paint turquoise. Varnish bead Glue the bead to the arrowhead. Attach 1/2" PVC pipe to back.



### INDIAN HAT

Collect some bird feathers or cut them from colored paper. Then cut a stiff paper strip, long enough to fit around your head. Cut notches at each end that fit into each other. Line up the feathers in a row on the inside and tape them down.

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### PAINTED TOTEM POLE

You can make a totem pole from a broomstick. Cut a 7 inch long piece off. Smooth it with sandpaper and paint Indian designs on it. Cut hard paper in the shape of double wings, paint them and paste them on the upper end of the pole. For the base, you can nail a polished wooden block to the pole and shellac or varnish the whole thing.

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### POCKET DREAM CATCHER

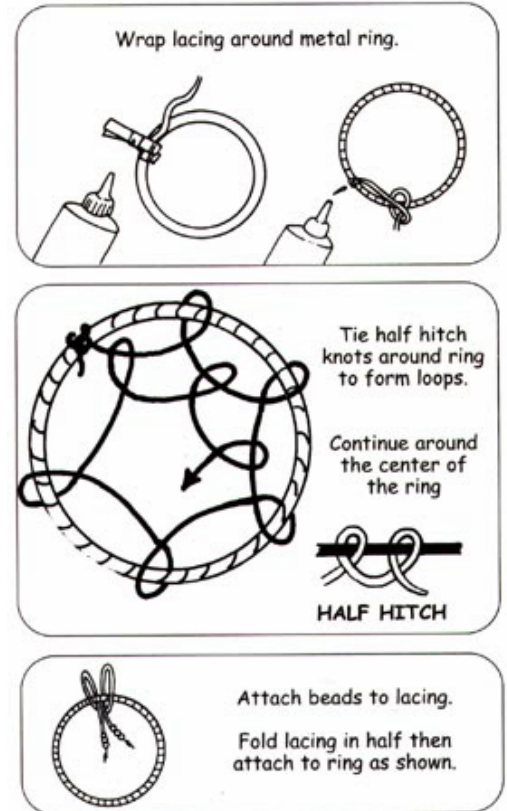
Materials: tacky glue, 1 ¼" key ring (or you can use the plastic rings from soda bottle tops), assorted pony beads, embroidery floss or yarn, safety pin, scissors

Cut a 6 yard piece of yarn or floss. Slip one end in the split of the ring to hold in place. Wrap the lacing around the metal ring. Glue the end to the lacing where they meet.

Roll a 1 yard piece yarn or floss loosely into a ball. Knot one end of yarn around the metal ring then seal the knot with glue. Tie approximately four half hitches around the ring. Pinch each completed knot as you begin the next. Add a half hitch next to the knot where you began. Then begin tying half hitches in the middle of the cord you already added. Double knot the cord in the center of the webbing then seal knot with glue. Cut off excess cord.

Cut a 4" length of yarn. Knot ends together and insert one end of loop through metal ring at the top. Draw knot through loop and pull tight. Add a pin.

Cut three 4" pieces of yarn. Fold each piece in half and tie to ring bottom using a half hitch. Lace a pony bead through both ends and knot in place. Cut off excess.



### HAND CARVED ARROWHEAD

This is a great first whittling project because the shape of arrowheads varies greatly.

Materials: Plaster of Paris, cup, spoon, molds, rings, knife, paint and brushes

First, make a small box about 2"x3"x3/4" thick. Use a rigid plastic that is easily cut and folded. Overhead projector plastic works well. Use tape to seal the corners so they don't leak. See the instructions for mixing plaster. Mix the amount of plaster that you will need and pour it into the mold. Fill molds about half full of plaster and put a PVC ring about a third of the way down from one of the 2" ends. Remove the arrowhead blank from the plastic mold after the plaster has hardened. Let it dry at least a day before carving. Then you can paint it with acrylic paints. Be sure to paint the back so the plaster doesn't come off on your neckerchief. Make the arrowhead so that the point faces down when worn.

To make this project go faster consider mixing instant powdered tempura paint in the plaster. This eliminates the need to paint it.

## INDIAN CORN BEAD PROJECT

Materials: Tri-beads (gold, orange, burgundy, brown, yellow), Tan or brown chenille stems, round beads, ribbon , raffia

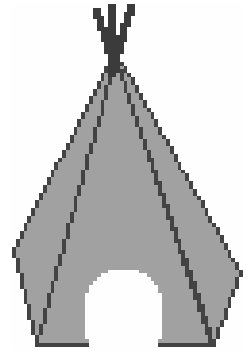
Cut the chenille stem into three equal parts. Start with a round bead on a stem and hook the end to keep the beads on. Put on 13 tri-beads to look like Indian corn. Repeat for remaining two. Twist the tops together with a few strands of raffia and tie a piece of ribbon around to hide the twist. A magnet or pin back can be glued to the back.

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## TEPEE

Materials: 5 straight twigs (about a foot long each), yarn, twine, or a rubber band, large brown paper grocery bag, scissors, pencil, crayons, tempera paint, or markers, tape

1. Bind the twigs together toward the top using yarn, string, or a rubber band. Leave about 3 inches of twig at one side of the string. Do not bind the twigs too tightly.
2. Gently adjust the twigs so that they form a teepee shape.
3. Holding the teepee above a piece of scrap paper, trace the outline of one side of the teepee. This will be your template for making the teepee.
4. Cut out your triangular template.
5. Open up a large paper bag along its seams.
6. Lay your triangle template on the opened bag and trace its outline.
7. Trace the triangle 3 more times with the long edges touching.
8. Cut out this large polygon along the outside edge. Cut a door on one edge.
9. Decorate the teepee using crayons or markers.
10. Fold the paper along each of the pencil lines. Then form the paper into a teepee shape and tape the edges together.
11. Snip off the top of the teepee (the twigs will go through this hole).
12. Put the twigs into the teepee. Tape the twigs into place - each twig is taped along a fold line.



## SAND PAINTING

Materials: wooden board or cardboard, glue, colored sand

Instructions:

1. Use a wooden board or a piece of cardboard.
  2. Draw your design on the board and decide what colors you want where,
  3. NOTE DO NOT work in too large of an area or the glue will dry before you get it all covered.
  4. Put glue in all the places that are the same color
  5. Then cover with sand.
  6. Shake off excess sand, give that a few minutes to dry before starting on the next color.
  7. Spray with a clear coat of spray varnish.
-

## NATIVE AMERICAN BUFFALO ROBE

Materials: brown tempera paint, other tempera paint in assorted colors, large sheets of brown Kraft paper or large Kraft paper bags (cut down side and across bottom to use large interior area.), bucket, water, paintbrushes, newspaper

Instructions:

1. Cover work area with newspaper
  2. Tear (do not cut) the shape of a buffalo or cow hide from the brown Kraft paper or bag
  3. Crumple paper well with hands
  4. Immerse 'hide' in bucket of water to which 1 cup of brown tempera paint has been added.
  5. Knead 'hide' gently but firmly in water/paint solution
  6. Lay 'hide' out to dry on newspaper/butcher paper
  7. Paint symbols or designs onto 'hide' using various colors which may or may not relate a story or series of events and let dry
- 

## BIRCH BARK CANOE

Materials: brown construction paper or brown paper from a grocery bag, crayons, tempera paint, or markers, scissors, yarn, hole puncher

Instructions:

1. Fold the piece of construction paper in half the long way.
  2. About a half-inch from the fold line, make another fold.
  3. Do this on both sides of the original fold. The paper should now look a bit like a capital "W." The folds will be the bottom of the canoe.
  4. Draw a canoe shape on the paper (make sure the folds are on the bottom of the canoe).
  5. Cut out the canoe shape and punch a few holes on each end.
  6. Using yarn, weave through the holes.
  7. Push the folded floor flat so that the canoe sits upright.
- 

## TEEPEE PIGGY BANK

Materials: Heavy cardboard,  
1 gal or larger bleach bottle,  
paint, glue

Directions:

- Cut top half of bleach bottle off and discard bottom.
  - Cut circle of cardboard to fit bottom and glue on.
  - Paint as a teepee.
  - Remove lid and glue three sticks in the hole.
  - Cut a slot in the back for money.
  - The handle on bottle is a handle for the bank.
  - Decorate.
- 



## **INDIAN COSTUMING IDEAS**

### *Tomahawk*

- Cut blade from cardboard or wood.
- Be sure that there are no sharp points.
- Secure to handle with twine.

### *War Shirt*

- Use a man's old shirt as a basis for the shirt.
- Cut off collar and cuffs.
- Then you can draw on the shirt with markers.
- You can use fabric glue to glue on fringe or sew.

### *Moccasins*

- Get a pair of brown socks.
- Cut away the top part of the sock.
- Fold a quarter of an inch hem on the outside to make a casing for a drawstring.
- Use an old shoelace or piece of colored yarn for a drawstring.

### *Anklets*

- Cut 10-inch lengths of yarn and loop over shoe laces as shown.
- Tie around ankle.
- You can also add bells for dancing.

### *Fringed Wristlet*

- Cut from felt or vinyl.
- Glue or sew a five-inch wide fringe to one end.
- Add ties to hold in place.
- Decorate with Indian designs using markers.

### *Arm Bands Or Gauntlets*

- Cut from a paper cup.
- Use permanent marker to decorate.
- Use a hole punch and yarn for fringe.

### *Vest*

- You can cut a vest from an old shirt, pillow case or paper sack.
- Color with markers and enjoy.

### *Wooden Drumstick*

- Use a 12 inch wooden dowel.
- Pad end with cotton.
- Cover with a piece of cloth cut into a circle.
- Tie with twine.

### *Tom-Tom Drum*

- Made from tin cans or Ice Cream buckets.
- Stretch and lace muslin over opening.
- Decorate with markers or paints.

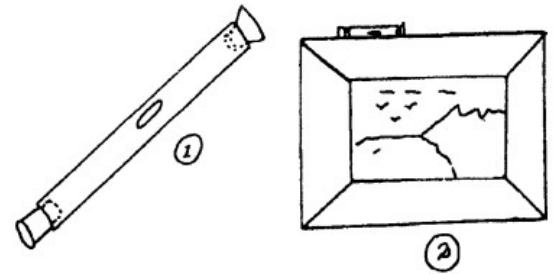
## CRAFTSMAN ACTIVITY BADGE

### WHERE TO GO AND WHAT TO DO

- Visit a furniture factory, sawmill, lumberyard, or cabinetmaker.
- Visit a tannery or leather goods manufacturer.
- Demonstrate the proper care and use of tools.
- Demonstrate metal work, using a tin snips and vise.
- Have a nail-driving contest.
- Make a tool chest.

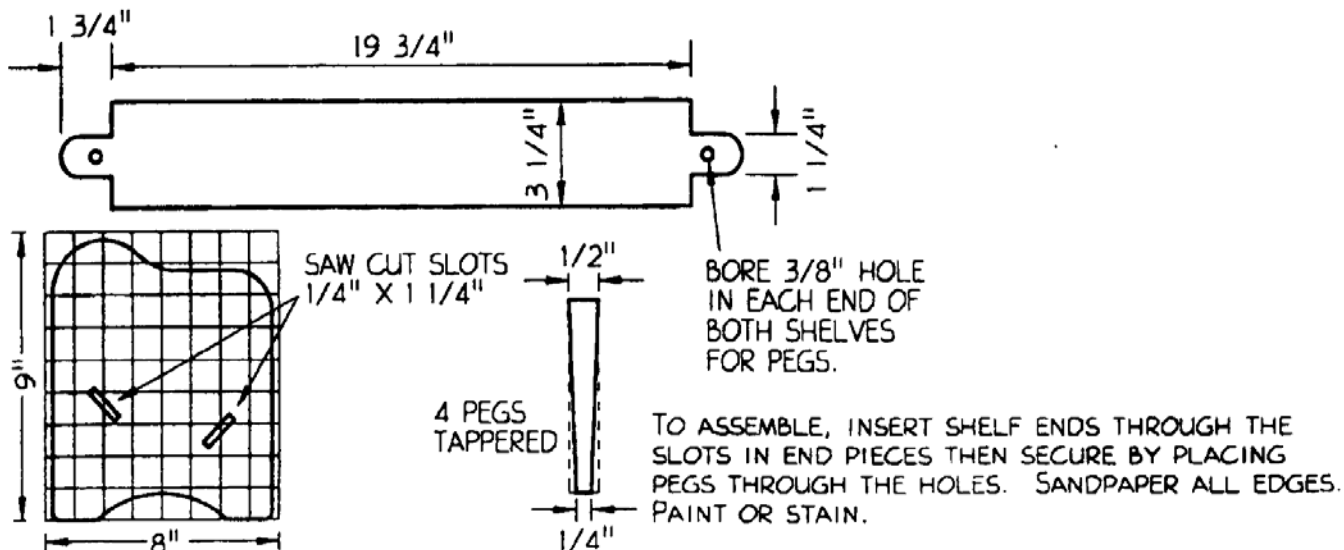
### CARPENTER'S LEVEL

1. You can make a carpenter's level out of a glass tube - like dentists use or the kind of plastic tube a toothbrush comes in.
2. With the vial from the dentist's office, remove one rubber cork from the end. Rinse tube out good and then fill almost full of water and replace cork.
3. With a glass or plastic tube, cork one end, fill nearly full with water, then cork the end. (pic 1.)
4. Lay tube on a flat surface. If this surface is perfectly level, the bubble inside the tube will be exactly in the middle. If the surface is not quite level, the bubble will be off center one way or the other. (pic 2.)



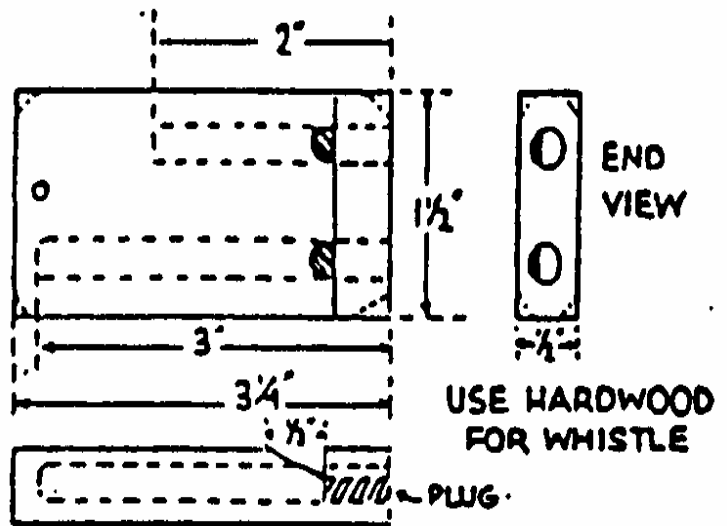
### BOOK TROUGH

Copy picture and enlarge. Then trace diagram of book ends onto 3/8" board or plywood. Cut shelves from measurements. Make ends identical by clamping together before cutting and finishing.



### TWO-TONE CODE WHISTLE

You can work out a series of code signals with this two-tone code whistle. The twin tones make it penetrate a long distance. Each hole may be used independently or both may be blended. Walnut, maple or birch are good hardwoods to use. Make sure the holes are completely free of sawdust. Round off all edges and sand it smooth, then attach a neck strap lanyard long enough so that you can tuck the whistle into your shirt pocket.

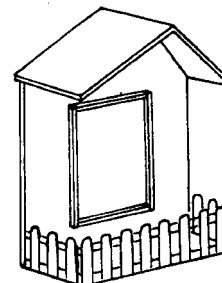


Note that the plugs are flattened off at the top. Plugs should make a tight fit for the best resonance.

1. Drill holes as indicated in piece of hardwood. Cut air escape notch.
2. Insert 1/4-inch plugs flush to straight cut of notch. Cut off excess wood.

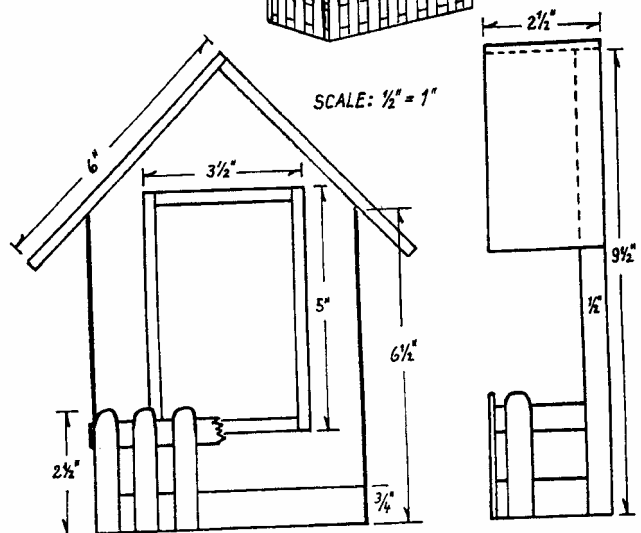
### PICTURE FRAME HOUSE

- 1 Floor 3/4" x 2" x 6"
- 1 Back 1/2" x 6" x 9 1/2"
- 1 Rooftop 1/4" x 2 1/2" x 5 3/4"
- 1 Rooftop 1/4" x 2 1/2" x 6"
- Cut popsicle sticks for fence
- 1/4" x 1/4" sticks for picture frame



SCALE: 1/2" = 1"

- 1 Floor 3/4" x 2" x 6"
- 1 Back 1/2" x 6" x 9 1/2"
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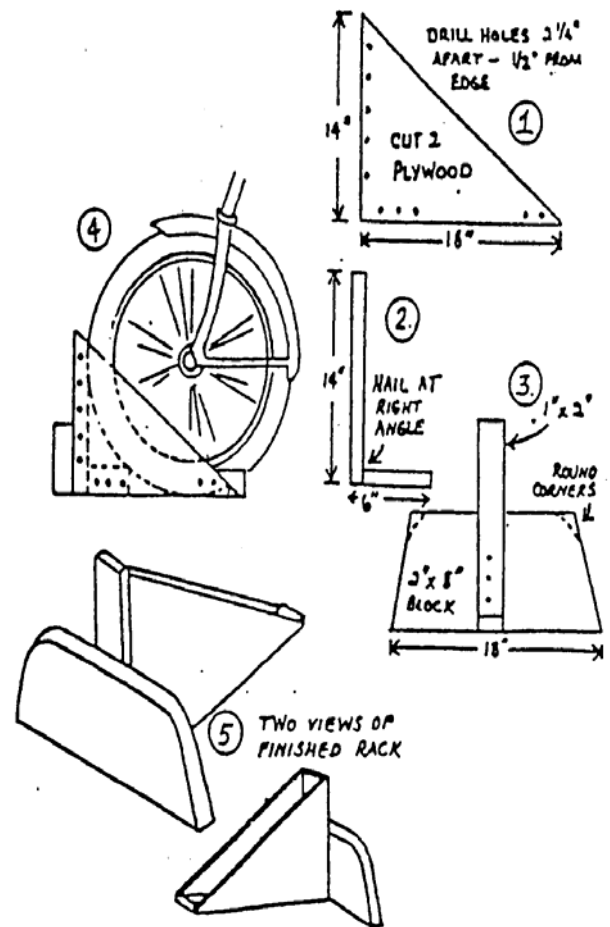


### PERSONAL BIKE RACK

**Materials:**

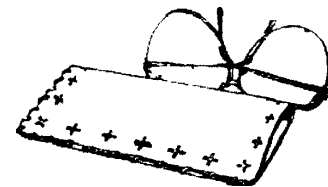
One 14" x 18" piece of 1/2" plywood;  
 One 1" x 2" x 2'; one 2" x 8" x 18"  
 No. 6 flathead screws (1-1 / 4" long);  
 Six-penny nails;  
 Varnish or paint;  
 White glue or powdered resin glue.

1. Cut plywood triangles. Drill holes as show with a 5/32" drill bit. Paint or varnish the inside of plywood at this time. It will be difficult to do after rack is assembled.
2. Cut the 1" x 2" pieces. Nail the two longest pieces at right angles.
3. Cut the 2" x 8" piece. Attach the nailed 1"x2" with screws. Paint or varnish the 1" x 2" now. (Note the right angle is fastened to the 2" x 8" with screws from inside.)
4. Fasten the plywood triangles in place with screws through pre-drilled holes. Don't forget the small piece of 1" x 2" that joins the tips of the triangle.
5. Sand and complete paint or varnishing the piece.



### LEATHER EYEGLASS CASE

1. Measure eyeglasses and cut leather (a piece approximately 6" x 6") so glasses fit easily when case is folded.
2. Fold leather and punch holes for lacing using the running stitch.
3. Cut simple design into head of a large nail with a file; then file off nail point.
4. Dampen leather and use small hammer to tap the design on.

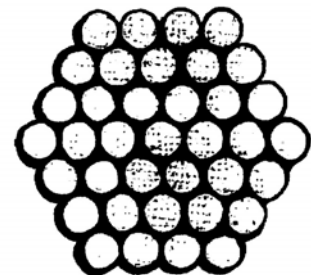


### WOODEN TRIVET

**Materials:** 1 dowel, 4' long, 1" diameter for each Webelos, table saw, sandpaper, waxed paper, carpenter's glue felt (approx. 6"X6")

Before the meeting - Cut the dowel into slices about 1 1/4" thick, using the table saw. You will need 37 pieces for each Webelos.

1. Sand any rough edges.
2. Lay a piece of waxed paper on the working surface. It can be easily removed from the trivet after the glue has dried.
3. Begin gluing the slices together as shown in the picture.
4. When glue has dried, pull away waxed paper and cut the felt piece to fit the back of the trivet.
5. Glue felt in place.



## READYMAN ACTIVITY BADGE

### FIREMAN'S DRAG RELAY

Equipment: Neckerchiefs; participants divided into 2 teams

Two teams – half the members of each team are firemen, the other half are victims and are laying on their backs. On signal, the first fireman runs up to his victim, ties his wrists together with a neckerchief, and pulls him back to the starting line with the fireman's drag. He touches off the next fireman, who then rescues his victim. First team to bring in all their victims wins.

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### STRETCHER RACE

Equipment - Two staves, one blanket, and one inflated balloon for each team.

*Teams line up in relay formation with two victims from each team lying from 30-70 feet in front of the team. On signal, two members of the team run up to the first victim with the blanket and staves, make a stretcher, and put the victim on it. When carriers are ready to lift the stretcher, a judge places the inflated balloon on the victim. The victim is carried to the starting line without the balloon falling off (to ensure care if handling the victim). If the balloon falls off; the judge counts off 20 seconds, places the balloon back on the victim's chest, and the team continues on its way. When they reach the starting line, the second team from the group dismantles the stretcher and runs forward to bring in the second victim using the same procedure and rules as the first team. The first team to bring the second victim over the starting line is the winner.*

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### PRESSURE PAD RELAY

Equipment - Each boy using his own neckerchief

One boy lies about 30 feet in front of the team with arterial bleeding" of the left wrist. There is one judge for each victim. On signal, the first boy from each team runs up and applies a pressure pad over the simulated wound. When correct, the judge yells "off", the boy removes the pad and runs back to the team, tags off the next boy who repeats the operation.

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### BANDAGE DEMONSTRATION

One member of the den is the patient, the rest are first aiders. On signal, first boy runs to patient and ties head bandage and runs back. Second ties across the chest; third, thigh; fourth, ankle; fifth, arm sling; sixth and seventh transport patient to starting line. NO TIME ELEMENT. Base scoring on excellence.

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### WHAT'S WRONG WITH ME?

Write down several different accidents or afflictions. (Examples: A broken leg, a nose bleed, choking, shock) Place these in a hat and have the boys draw them out one at a time. The boy that drew will have to act out that particular problem. The first boy to identify the problem must show how to treat it. He then gets to pick and act out an accident.

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**IDEAS FOR DEN ACTIVITIES**

1. Invite a local E.M.T, nurse or doctor to a den meeting They can cover requirements #1 through #5 in this badge.
  2. In coordination with the Aquanaut Activity Badge, study the Safe Swim Defense. Be sure Webelos can explain it and its importance.
  3. Invite a police officer to a Den meeting. Ask him to speak on bike and/or car safety. See Traveler activity badge for car safety rules.
  4. Visit a fire station. Have a fireman talk to the Webelos about the need for a fire escape plan. Have Webelos draw up a home fire escape plan.
  5. Discuss home safety hazards. This coordinates with the Family Member activity badge requirement #3.
  6. Join a local Troop meeting when a first aid demonstration is being given. Call Scoutmaster – They're going to do it sometime during the year.
  7. Give a talk to younger Cub Scouts (Wolves, Bears) on 6 rules of safety to remember while riding in a car.
  8. Put together a first aid kit for you Pack to take on outings.
  9. *Stage a mock disaster involving injuries and have the boys treat the injuries. This could be done in conjunction with a patrol from a nearby Troop with the Scouts demonstrating more complicated skills and acting the part of the injured.*
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**SAFE BICYCLE RIDING QUIZ**

1. A bicycle should be ridden on the right hand side of a street.
2. Bicycle riders should obey all traffic signs and signals.
3. Stop signs are round in shape.
4. Pedestrians have the right-of-way on sidewalks and crosswalks.
5. Bicycles should be “walked” across busy intersections.
6. The signal for a right turn is stretching the right arm straight out.
7. Riding a bicycle at night without a front light or rear reflector is unsafe.
8. It's safe for a bicycle rider to carry a passenger.
9. You don't have to stop at an intersection if there is no traffic.
10. Hitching a ride on another vehicle is safe if the driver is careful.
11. Bicycle riders should give a hand signal before making a turn or stopping on the street.
12. It's safe to ride a bicycle that is in poor condition if you are a good rider.
13. If you're riding bicycles with friends, you should go single file.
14. Your chain should be loose enough to slip off easily.
15. It's okay to ride a bicycle in either direction on a one-way street.
16. If you live in the country, it's okay to ride on either side of the road.
17. Even a good rider should “walk” his bicycle through heavy traffic.
18. The faster you ride, the safer it is.
19. Bicycle riders should stay at least 3 feet away from parked cars.
20. If you don't ride on busy streets, you don't need a horn or bell.

Answers: 1. True; 2. True; 3. False, they have 8 sides. Railroad crossing signs are round. 4. True; 5. True; 6. False, it's extending the left arm, with forearm raised and the palm of the hand facing forward; 7. True; 8. False; 9. False; 10. False; 11. True; 12. False; 13. True; 14. False; 15. False; 16. False; 17. True; 18. False; 19. True; 20. False.

***SUNSCREEN EXPERIMENT***

You will need: Plastic wrap, scissors, photosensitive paper (e.g. Sunprint, available at toy or hobby stores); tape; sunscreens with different SPF numbers.

1. Cover the photosensitive paper with plastic wrap slightly larger in size and if necessary tape the wrap in place. Don't expose the photosensitive paper to bright light yet.
2. Paint on top of the wrap with different sunscreens. Label the SPF number of each sunscreen.
3. Place the photosensitive paper in bright sunlight. Leave in the sun for the specified duration of time.

**WHAT HAPPENED:** The areas where there was no sunscreen became lighter colored, while the area covered with sunscreen did not change color as much. The greater the SPF, the less color change. The ultraviolet rays from the sun caused the chemicals in the paper to react. Sunscreen contains chemicals that do not allow the ultraviolet rays to get through. The higher the SPF number, the more protection you will get from the ultraviolet rays.

Don't forget your sunscreen when you play in the bright sunlight. Be prepared.

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**BAND-AID SLIDE**

Material: thin piece of wood or tongue depressor, pipe cleaner, band-aid, clear contact paper

1. Cut a thin piece of wood or tongue depressor the shape of a Band-Aid.
  2. Make 2 holes in the middle and make a pipe cleaner ring.
  3. Then stick on a real Band-Aid and cover.
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**IDEAS FOR SPEAKERS**

Paramedic/EMT  
 Police Officer or Fireman  
 911 Dispatcher  
 Doctor or Nurse  
 Lifeguard/Water Safety instructor  
 CPR/First Aid Trainer  
 Poison Control Center worker  
 Red Cross employee

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