

# THE CUB SCOUT EXPRESS

September 2007

Comanche District,  
Capitol Area Council

Lisa Smith  
Cub Scout Roundtable



## OPENINGS AND CLOSINGS

### FREEDOM TRAIN

**Equipment:** Large pieces of cardboard from office furniture stores, refrigerator cartons, etc., opened flat with the plain side painted with or decorated with markers to represent the appropriate train car. Cubs could simply march across stage with appropriate signs hung around necks describing cars.

**Setting:** Cub Scouts come on stage each holding a large cardboard picture of appropriate train car.

**Engine:** This is the engine that represents our Government that keeps us on the right track.

**Coal Car:** This is the coal car that represents the people who supply the energy to run our Government.

**Gondola Car:** This is the gondola car that represents the open minds of the people who supply the energy to run our Government.

**Tank Car:** This is the tank car that represents the energy to produce the ideas in the open minds of the people who supply the energy to run our Government.

**Box Car:** This is the box car that carries the food from our farmers, that helps produce the energy to supply the ideas in the open minds of the people that run our Government.

**Caboose:** Last but not least, this is the caboose that represents Scouting, which trains the boys with fantastic energy, who eat the food from our farmers and grow to men who produce the energy to supply the ideas in the open minds of the people that run our Government.

**Cubmaster:** This train is unique, in that it runs on Freedom, the freedom that has made this country the strong nation that it is today.

(The engine could have a small American flag posted in a proper place and the caboose could bear the Scout emblem. The other cars can be decorated appropriately.)

Please stand and join me in the Pledge of Allegiance.

---

### PACK TRAIN

**Equipment:** A cardboard train with an engine, coal car, passenger car (s), and a caboose.

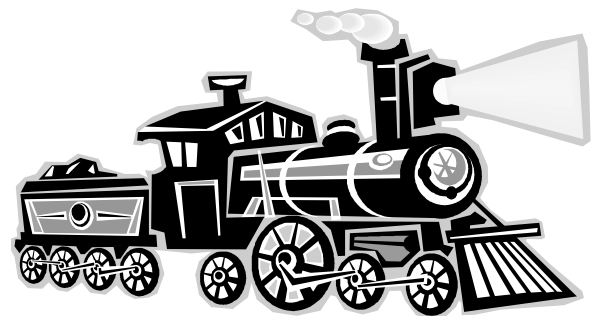
The Cubmaster comes out carrying the engine: “just as the engine on a train, leads the train and pulls it down the track, the Cubmaster and den leaders lead the pack and pulls it towards success.”

A committee member comes out with the coal car: “As the coal car gives our train the fuel to go, the pack committee gives the fuel or helping hand to make our pack go.”

Several boys come out with the passenger car and in unison say: “We are here as passengers on this pack train, we appreciate all the work the pack leadership does for us.”

A set of parents come out with the caboose and say in unison: “Although we represent the caboose, we are very important in the pack in supporting our sons and the leadership of the pack just as the caboose does for the train.”

---



## TRAIN HISTORY OPENING

Needed: 9 scouts with picture boards of trains of various types (mine carts, steam engines, locomotives, passenger trains, electric trains etc.) (Can be modified for smaller dens.)  
Have the Cubmaster or Den Leader stand to the side and blow a train whistle for attention and then yell "AIII Abbbboooarrddd!"

Scout #1: The first trains were mine carts that were pulled by men or animals filled with ore from mines.

Scout #2: In 1825, George Stephenson, a former engine mechanic, made the first locomotive called the Active, it pulled railroad cars carrying a total of 450 people at a speed of 15 miles per hour.



Scout #3: By 1829, George Stephenson had improved his steam engine and the Rocket, traveled at 36 miles per hour.

Scout #4: Railroad lines sprang quickly across the world and goods and people could travel further and faster than ever before.

Scout #5: In 1830, The Best Friend of Charleston hauled a train of cars beginning railroad transportation in the United States.

Scout #6: In 1888, Frank J. Sprague introduced the first electric trains, Many large cities such as New York and Chicago have electric train systems called Els.

Scout #7: In 1934, the diesel engine was invented and put into use for trains.

Scout #8: In 1971, Amtrak became a fast and reliable passenger service.

Scout #9: Tonight we welcome our new and returning scouts for a new year of fun in scouting!  
Please stand with me and be welcomed aboard with the Pledge of Allegiance.

## RAILROADS OF OUR COUNTRY

NARRATOR: Railroads have played an important part in the history of our country.

CUB 1: Passenger trains have carried people across the plains and prairies.

CUB 2: People searching for new lives, or just visiting friends and family.

CUB 3: Freight trains have helped to transport goods throughout this great land.

CUB 4: Things that have helped to build great cities and small towns.

NARRATOR: As we learn about trains tonight, let's remember all of the things that have helped to make our country great. Please stand and join me as we salute the flag of the United States of America.

## **TRAIN ROBBERY OPENING CEREMONY**

Set up: Cardboard train or stagecoach; Cub Scouts dressed as robbers with guns, hats and neck scarves over their faces; train conductor; man from Wells Fargo; train passengers (as many as needed); hold-up men (as many as needed); sheriff; posse (as many as needed). (See the “Train Robbery Advancement Ceremony” and “Train Robbery Closing Ceremony” for where some of these parts will be needed.)

WELLS FARGO MAN: Mr. Conductor, guard this money with your life. I hear someone will try to hold up the train.

CONDUCTOR: Don't you fret none, I've never lost a payroll yet.

PASSENGER: Does this train go as far as Columbus? This is a bad stretch of road. Will it be safe?

CONDUCTOR: Don't you fret none. I've never lost a passenger either.

(A short time later, train is in motion, indicated by people rocking in seats.)

WELLS FARGO MAN: Mr. Conductor. I see some fellers chasing this here train.

CONDUCTOR: Land sakes! I think those are part of the Cub Scout gang. Take cover boys!

HOLD-UP MAN #1: Stop this train or I'll shoot! (Train stops.)

HOLD-UP MAN #2: Throw down that box and make it fast!

HOLD-UP MAN #3: Let's get this to the boss so the awards can be given out. (Boys leave with box while the train continues offstage.)

---

## **TRAIN ROBBERY CLOSING CEREMONY**

(Justice prevails)

Set up: The Cubmaster continues to look through his box; he hears a noise outside—the posse has arrived.

SHERIFF: Come out, Cubmaster, or we'll come in and get you.

(The Sheriff and posse take the Cubmaster off to Jail.)

SHERIFF: (As they take the Cubmaster away.) You should know that crime doesn't pay. Thus ends the saga of the Old West.

---

## **“STAY ON THE RIGHT TRACK”--CUBMASTER'S MINUTE**

There are many different trains--passenger trains, that carry you through this great country, freight trains that haul goods to consumers like you, and even tourist trains that show you what riding a train was like many years ago.

All of these trains are different, yet they have something in common--they all run on tracks. A train, as large and powerful as it is, can go nowhere without tracks to guide it.

Like these trains, we are all different. But we all need tracks to guide us along. These tracks are faith in God, love of family and service to others.

This month, Cub Scouts, let's pledge to do our best to stay on the right track. Show your faith in God by living your religion. Show your family how much you love and appreciate them through your words and deeds. Give cheerful service to all you meet. Stay on the right track and you'll go far.

---

## CUB SCOUT TRAIN CLOSING

Props: Train cars from “Cub Scout Train Opening” above.

**Adult Leader:** (Holding engine) Today I am a Scout leader, but when I was their age, I was a Scout. I came on board as a leader, to pass on to these boys the fun I had as a boy.

**Den Chief:** (Holding next car) Today I am a Boy Scout, but before that I was a Cub Scout. Cub Scouting was fun, and it prepared me to be more independent and confident.

**Webelos Scout:** (Holding next car) Today I am a Webelos Scout. I was a Wolf and Bear where I learned to have fun with my family. Now I am learning more fun things to do with my den.

**Cub Scout (Wolf or Bear):** (Holding next car) Today I am a Cub Scout. I came on board to have fun and do things with my family and friends.

**Tiger Cub:** (Holding Caboose) Today I am a Tiger Cub, and my fun has just started.

**All:** All aboard for never-ending Fun!

---

## CHEERS

**Casey Jones Applause:** Close fist and make circular motion while saying “Chug a Chug a Chug” Then say “Whooo, Whooo.”

**Conductor’s Yell:** Pull whistle Cord and then Yell Whoo Whoo! (then) ALL  
ABBBBOARRDD!!

**Freight Train:** To simulate a freight train approaching from a distance and then fade off again, use a 4 beat hand clap with the first beat of each grouping of 4 loud and then the following 3 softer beats. The train can speed up, slow down, stop, and start with varying tempo. Throw in a few train whistles for effect.

**Little Engine Cheer:** Start “I think I can, I think I can...” slowing down gradually. Then (reaching the summit) “YES! I KNEW I COULD, I KNEW I COULD!” (getting faster).

**Little Engine Cheer 2:** Start “I know you can, I know you can...” then “YES! I KNEW YOU COULD, I KNEW YOU COULD, I KNEW YOU COULD!!”

**Locomotive Applause:** Begin by slapping your left arm slowly with your right hand. Gradually increase the speed, working down over the left palm to the ends of your fingers. Then place your right hand over your eyes as if peering into the distance. Imitate a train whistle, “Whooo-who, Whoo-who”.

**Roundhouse Applause:** All stand, turn in a slow circle, and say “What a great trip!”

**Train Applause I:** Divide audience into two groups. When you point to each group, they clap. Go faster and faster, then pull the string and blow the whistle, “Toot, toot!” or “Whoo-oo!”

**Train Cheer II:** Divide the pack into three groups. First group yells, “ALL ABOARD!” Then second group yells, “CHUGA, CHUGA, CHUGA, CHUGA.” Finally third group yells, “TOOT, TOOOOOT!”

**Welcome Aboard:** Motion with your hand and say “Welcome Aboard!”

## ADVANCEMENT CEREMONIES

### TRAIN TRACKS!

CM: Look, Wolf tracks!

ACM: No, they're Bear tracks!

CM: There are no bears around here. They must be Bobcat tracks!

DL: You're wrong, there are both Bear and Wolf tracks!

[All start pushing and wrestling, shouting at each other, "Wolf!" "Bear!" and "Bobcat!" The other Den Leaders walk on stage, carrying a light in front and making a train whistle sound].

Leaders: Run! They're Train tracks! [Leaders stop at the end of the stage]

CM: But over here we do have Bobcat tracks! Look! They must have been made by [read names of the boys who have earned the Bobcat rank]. Would these boys and their parents please come forward to receive their Bobcat pins.

ACM: And here, we have some Wolf tracks [repeat process for each Wolf].

DL: At last, we also have some Bear tracks [repeat process for each Bear].

All: And we don't have to run away from these tracks!



### TRAIN ROBBERY ADVANCEMENT CEREMONY

Set up: Cubmaster dressed in a western hat and bandana is going through the box taken in the train robbery. He asks his deputy (awards chairman) to call his men to receive their awards from the hold-up.

CIJMASTER: Call the Younger Gang to come in now. (Awards chairman calls Cubs receiving the Wolf or Arrow Points.)

CUBMASTER: Come in boys and receive your silver dollars for your good work today. (The awards can be wrapped in aluminum foil.) Now I want to see the Buckskin Boys. (Awards chairman calls in all the boys receiving the Bear or Arrow Points.)

CUBMASTER: You have earned a fair share of today's haul. I have chosen to reward you with diamonds taken from the box. (These can be from white poster board cut in the shape of a diamond with the award taped to the back.) Now I want to see the Webelos who are my most loyal Scouts. They shall receive the most favored treasure in the box. (Awards chairman calls the boys receiving Webelos Activity Pins.)

CUBMASTER: The Webelos have traveled with the Pack for many years and their loyalty cannot go unrewarded. For you men I have bags of gold. (These are made of scrap material with awards tied inside.)

## NEW ENGINEER (CUBMASTER) INSTALLATION

**Arrangement:** The new Cubmaster is asked to stand in the front of the room. Five committee members line up side by side behind, if possible, all wearing a conductor's hat. Each committee member presents him with a giant train ticket with a word on it. The Committee Chair stands in front with the Cubmaster.



**Committee Chair:** A Cub Scout pack is like a train. For a train to run well and stay on track, it needs an engineer, conductors and other support workers. It's the engineer's job to keep the train going in the right direction and to keep it on track. On the train called Cub Scout Express No. (pack number), that's the Cubmaster's job, with the support of the committee, other adult leaders and parents.

Tonight, I'm pleased to introduce to the pack our new Cubmaster, (CM's name). And we have some tickets to give him.

**Com. Member #1:** I present you with **RESPONSIBILITY**, for great will be your responsibility as our engineer.

**Com. Member #2:** I present you with **KNOWLEDGE**, for knowledge of the best procedures of Cub Scouting will help guide us to work with you for the success of the pack.

**Com. Member #3:** I present you with **HARD WORK**, for that is one of the foremost qualities of success.

**Com. Member #4:** I present you with **ENTHUSIASM**, for nothing great was ever accomplished without enthusiasm.

**Com. Member #5:** I present you with **GRATIFICATION**, for that will be the reward for your efforts.

**Committee Chair:** (Presents an engineer's hat and a "Cubmaster" patch) It is a pleasure to present you with these symbols of your office as the Engineer of the Cub Scout Express No. (pack number).

**Committee Chair:** **ALL ABOARD!!** (They all line up behind the Cubmaster and exit)

---

## TRAIN ADVANCEMENT

**Props:** Train engine and card cut out of poster board. Mark each car, Tiger, Bobcat, Wolf, Bear, Webelos, and Arrow of Light. Attach awards on appropriate cars.

**Cubmaster:** As your Cubmaster, I act as the Cub Scout Train's engineer--leading you on to do your best. Your den leaders are the train conductors providing ideas and direction. Your parents are all the railroad workers, providing support and love. You Cub Scouts are the train cars. Together we travel from one station to another as you advance through the Cub Scout ranks. First we have the Tigers. (Presents awards to Tigers) (Proceeds as needed through Bobcat, Wolf, Bear and Webelos)

---

## MODEL TRAIN CEREMONY

Place a small model train set on a table or stage so that the train goes behind a curtain, through a tunnel, or something similar to keep only ½ of the track visible to the audience. Have the assistant Cubmaster sit behind the curtain or tunnel so that he can put the awards on a flat car. As you call each boy and his parents forward, the assistant Cubmaster will put that boy's awards on the flat car, and turn the switch, carrying the awards in front of the curtain.

**CUBMASTER:** Tonight, as our train pulls into the station, it is carrying very important freight. This freight represents hard work and dedication to the Scouting ideals. The first freight unloaded at the station tonight is that belonging to the Bobcats. They Cub Scouts have just begun their journey along the Scouting trail. Will the Bobcats and their parents please come forward? These awards are tokens to help them always remember the Cub Scout Promise and its meaning.

(The Cubmaster takes the freight off of the train, and presents it to the parents, who present it to the boys. Shake the Cub Scouts' hands, and congratulate them on a job well done.)

**CUBMASTER:** The next freight to be unloaded tonight belongs to those boys who have earned the rank of Wolf. Will the prospective Wolves and their parents please come forward? These awards represent additional work and more advanced levels of achievement. These boys are continuing their journey along the Cub Scouting rails.

(The Cubmaster takes the freight off of the train, and presents it to the parents, who present it to the boys. Shake the Cub Scouts' hands, and congratulate them on a job well done.)

**CUBMASTER:** The next freight belongs to the boys who have earned the rank of Bear. Will the prospective Bears and their parents please come forward? To earn the rank of the Bear, the boys must learn to pick and choose which advancements they wish to do. They must work hard, and desire to achieve this new rank. These boys have passed yet another station along the Cub Scouting rails.

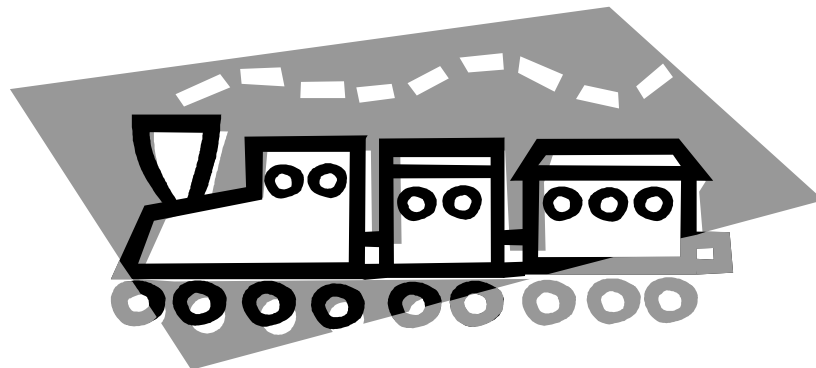
(The Cubmaster takes the freight off of the train, and presents it to the parents, who present it to the boys. Shake the Cub Scouts' hands, and congratulate them on a job well done.)

**CUBMASTER:** This freight is for the boys who have earned the rank of Webelos. They have been faced with more choices and challenges as they continue their Cub Scouting Journey. They have performed their tasks well, and deserve our respect for a job well done.

(The Cubmaster takes the freight off of the train, and presents it to the parents, who present it to the boys. Shake the Cub Scouts' hands, and congratulate them on a job well done.)

Use this same format to present any Arrow of Light awards, leader awards, or thank you awards for parents or other helpers.

---



## SONGS

### **SHE'LL BE COMIN' 'ROUND THE MOUNTAIN**

Sing each stanza making appropriate motions and sounds. Then at the end of each stanza, repeat all previous sounds and motions.

She'll be comin' 'round the mountain when she comes, "Whoa, Whoa!" (*Pulling whistle cord*)  
 She'll be comin' 'round the mountain when she comes, "Whoa, whoa!"  
 She'll be comin' 'round the mountain  
 She'll be comin' 'round the mountain  
 She'll be comin' 'round the mountain when she comes,  
 "Whoa, whoa!"

She'll be drivin' six white horses when she comes, "Whoa back!" (*Pulling back on the reins*)  
 She'll be drivin' six white horses when she comes, "Whoa back!"  
 She'll be drivin' six white horses  
 She'll be drivin' six white horses  
 She'll be drivin' six white horses when she comes,  
 "Whoa back!, Whoa, Whoa!"

We will all go out to meet her when she comes, "Hi, Babe!" (*Waving*)  
 We will all go out to meet her when she comes, "Hi, Babe!"  
 We will all go out to meet her  
 We will all go out to meet her  
 We will all go out to meet her when she comes,  
 "Hi, Babe!, Whoa back!, Whoa, Whoa!"

We will kill the old red rooster when she comes, Hack, Hack!" (*Chopping*)  
 We will kill the old red rooster when she comes, "Hack, Hack!"  
 We will kill the old red rooster  
 We will kill the old red rooster  
 We will kill the old red rooster when she comes,  
 "Hack, Hack!, Hi Babe!, Whoa back!, Whoa, whoa!"

We will all have chicken an' dumplings when she comes, "Yum, Yum!" (*Rub tummy*)  
 We will all have chicken an' dumplings when she comes, "Yum, Yum!"  
 We will all have chicken an' dumplings  
 We will all have chicken an' dumplings  
 We will all have chicken an'dumplings when she comes,  
 "Yum, Yum!, Hack Hack!, Hi Babe!, Whoa back!, Whoa, whoa!"



## I'VE BEEN WORKING ON THE RAILROAD

I've been working on the railroad  
 All the livelong day,  
 I've been working on the railroad  
 Just to past the time away  
 Can't ya hear the whistle blowing  
 Rise up so early in the morn  
 Can't ya hear the captain shouting  
 "Dinah, blow your horn!"

Dinah, won't ya blow  
 Dinah, won't ya blow,  
 Dinah won't ya blow your horn!  
 Dinah, won't ya blow,  
 Dinah, won't ya blow,  
 Dinah, won't ya blow your horn

Someone's in the kitchen with Dinah,  
 Someone's in the kitchen I know,  
 Someone's in the kitchen with Dinah  
 Strumming on the old banjo singing:  
 Fee Fie Fiddlio,  
 fee fie fiddlio  
 Fee fie Fiddlio  
 Strumming on the old banjo

---

## DOWN AT THE STATION

Down by the station, early in the morning,  
 See the little puffer bellies all in a row.  
 See the engine driver turn the little handle,  
 Chug! Chug! Whoo! Whoo! Off they go!  
 Down by the station, see the little Tiger  
 Cubs,  
 Bobcats, Wolf Cubs, Bears and Webelos  
 Working on advancements, having fun  
 together.  
 Getting on the Scout Train and off they go!

---



## SKITS

### THE TICKET LINE

Four people are standing in line waiting to buy a train ticket.

Person #1: Wow, I hear this train ride is great.

Person #2: I've been waiting six months to go on this train ride. I can't wait for it to start!

Person #3: Hope the tickets aren't all sold out.

Person #4: I wonder when the ticket window will open to sell tickets. I've been standing here for twenty minutes.

(Person #5 walks up to the front of the line. The four others get upset.)

Person #1: Hey, you can't butt into line. We were here first!

Person #2: Back to the end of the line, buddy!

Person #3: The nerve of some people!

Person #4: We were here first!

(They push him to the end of the line. Person #5 tries again and again with the same result.)

Person #5: I give up! They can get someone else to open this ticket window!

---

### THE RAILROAD CROSSING

Props: Two ropes laid parallel in front of the acting area to represent a railroad track.

Father: (Addressing the mother) Be there a train from the North today?

Mother: (To first child) Be there a train from the North today?

(Each family member passes this same message down the line to the Conductor, who thumbs through his big book.)

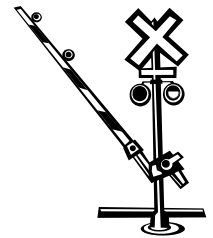
Conductor: No. There's no train from the North today. (speaking to last child.)

Last Child: (To the next child in line) No there's no train from the North today. (This procedure is repeated, with message being passed back up the line until it gets to the Father.)

Father: (Addressing the mother) Be there a train from the South today? (The same procedure is repeated with the conductor responding negatively. The Father then asked about trains from the East and West, with the message being passed from person to person. When the last message gets back to the Father, he says...)

Father: O.K. It's safe to cross the railroad tracks.(The family proceeds to walk across the tracks).

---



### DANGEROUS BANANAS

Set Up: Two gentlemen were riding a train for the first time. They each had brought along lunch to eat on the trip. One man had two bananas, so he offered one to his friend. They began to peel the bananas and the one man takes a bite as the train enters a tunnel.

1st man: "Have you eaten your banana yet?"

2nd man: "No"

1st man: "Well, don't touch it! I took one bite and I went blind".

(You could turn off lights as first man takes bite of banana)

---

## WAITING FOR THE TRAIN

- 1st Boy: Say, what does a box car carry  
2nd Boy: Boxes filled with clothes and toys and tools.  
3rd Boy: What does a flat car carry?  
4th Boy: Big pieces of equipment.  
5th Boy: What does a tanker car carry?  
6th Boy: Gasoline and oil and milk.  
7th Boy: What does a refrigerator car carry?  
8th Boy: Fresh meat, fruit and vegetables.  
9th Boy: Say, what does a chew train carry?  
10th Boy: Oh, that's simple. It carries bubble gum!!
- 

## TRAIN DEPOT ADVENTURE

PAUL - "WOW! Great! Neat!"

TRAIN – "Choo Choo, Chuga Chuga"

TRAIN DEPOT - hold nose and say "Now arriving on Track 5." Or "Ticket Please"

DEN - "Yea, Cub Scouts!"

When Paul heard that his den was going on a field trip to the Train Depot, he was really excited. Nothing was more fun for Paul than Trains, and Train Depots were full of them! The den prepared for the field trip to the Train Depot by learning about Trains and engineers and the other types of jobs that people do at Train Depots and on Trains. They played with a model train set and talked about how the den should act when they went on the field trip. It was decided that the den would use the buddy system and each Cub was paired with a buddy for the trip. Paul's buddy was to be John. They were good friends and Paul was pleased. The whole den could hardly wait for the Train Depot day to arrive.

Finally, the great day came. Paul met with the rest of the den at the Den Leader's house. She and her assistant divided the boys between the cars and made sure everyone was in his seat belt. But Paul noticed something. John was not there. When Paul asked the Den Leader about it she told him that John was sick and would not be able to go to the Train Depot to see the Trains with the rest of the den. This made Paul sad for about two minutes. He was too excited to be down for long.

Soon the den arrived at the Train Depot. The boys and leaders met with their guides and soon they were looking all over the Train Depot. They saw the baggage area, the security area, and learned about how trains were scheduled. They were a little unhappy when the den was not allowed to take a long ride in a train, but when the guide told the den that they would be able to go onto a real Train, Paul, especially was very happy.

It was hard squeezing all the den members into the Train's engine. Paul slipped into the engineer's seat as the guide pointed out all the controls. He was fascinated by the Train and did not notice when the rest of the den went on with the tour without him. Remember, his buddy wasn't there. Suddenly, Paul, found himself all alone. He ran out of the Train and into the main Train Depot, but the den was nowhere to be seen. Just before he began to cry a security officer found Paul. This time being in the security room of the Train Depot was not so much fun. He was really glad when his Den Leader answered the Train Depot paging system and found out where he was. It was a Train adventure none of the den, and especially Paul, would ever forget.

---

## GAMES

### RAILROAD STATIONS

You will need a box of toothpicks and sheets of red, white and blue paper (unequal number of each color with the total sheets equal to the number of players), and music "I've Been Working on the Railroad" (optional). Place the sheets of colored paper around a large circle, one for each player. Have the players stand next to one sheet with one foot on the paper. Start the music or have the players sing the song. The players begin marching around the outside of the circle in time to the music. At the word "Stop" from the leader (or stop the music), each player must have one foot on a sheet of paper. If a player misses a sheet, those who are standing on the same color as the player are considered missed too and do not receive a toothpick each. Those whose colors are all occupied will receive toothpicks. Continue playing. At the end of a limited play, count the toothpicks each player has collected.

---

### GRAND CENTRAL STATION

Line up chairs facing each other and have the boys sit in them. Tell them they are now in a subway. Add 4 or 5 standees to the car and they are ready for the ride. The conductor shouts, "Grand Central Station. All Change". Whereupon everyone dashes out of the 'car' from one side and re-enters it from the opposite side, rushing to get a seat. When all have re-boarded, the next stop to be announced is "South Ferry, Everyone Transfer". This means that the passengers simply exchange seats with the passengers sitting on the opposite side. The boys who are standing try to get seats.

---

### CASEY JONES TRAIN RELAY

Divide into teams (dens, if played at pack meeting). Line the teams up for a relay race. Have each team member lock arms around the player ahead of him. On signal, the teams race ahead in a joined line. If a line ("train") breaks, it must reform before proceeding. When a team returns to its starting position, the head of the line (engine) leaves the line and joins the end of the line as The number 2 player becomes the engine and leads the train for another sprint. This continues until the original engine is at the front of the line again. The first team to finish wins.

---

### ALL ABOARD

Materials: An old towel or rag or a pre-constructed platform about 2 feet x 2 feet.

The goal is to get everyone in the group to stand on the towel or platform without touching the ground around it. You can start with the towel unfolded, and gradually increase the challenge by folding it into smaller and smaller pieces. The only restriction is that you may not "stack" more than one person on another.

---

## LOOSE CABOOSE

One player is designated to be the loose caboose that tries to take the flag from the end of the train. The train is formed by 4-5 players standing single file, each holding onto the waist of the person in front of him. The last player in line has a flag hanging from the rear pocket or belt. **DO NOT TIE IT TO THE BELT!** The train tries to keep the loose caboose from pulling the flag from the last player's pocket by twisting, turning, and moving around. If the caboose is successful in taking the flag or if the train breaks their hold on each other trying to avoid the caboose, the front player becomes the loose caboose. The other boy joins the end of the train. If you have more than one train in play, any loose caboose can chase any train. Be careful—hands should be placed on the waist. Tell the boys not to grab shirts, belt loops or pants pockets, as one good jerk could cause an accidental disrobing or destruction of clothing!

---

## CROOKED TRACKS

1. Draw a crooked line on the floor with chalk. It's "train tracks".
  2. The object of the players is to walk along the "train tracks" looking at it through binoculars turned upside down.
  3. The player who walks the "train track" the fastest is the winner.
- 

## THE TRAIN NAME GAME

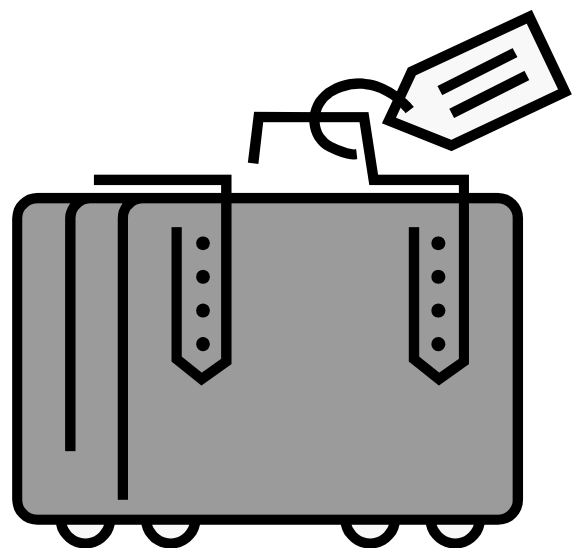
All the boys should be standing in a circle. Five Cubs make a train, and they move around the circle. Each train should approach a boy and say, 'Do you want to be part of my train?' Once the Cub says 'yes', you then ask their name. Once you know their name, you repeat it five times jumping right to left, swinging their arms and legs in a jumping jack fashion. After yelling their name five times, you yell reverse and you turn around so the boy can grab on. Once you've found someone, you move on to the next boy and repeat the procedure.

---

## BAGGAGE CAR RELAY

Have the dens line up for a relay, each with a suitcase filled with the following clothing: dad's old hat, trousers, shirt, and jacket or overcoat. on signal, the first boy in each den races with the suitcase to the center of the room, dons the clothing, then scrambles back with the suitcase to the starting point. He then takes off the clothing and repacks it in the suitcase. The next boy repeats the performance and so on until all have finished. First den through is the winner.

---



## CRAFTS

### CANDY ENGINE

#### Materials Needed

- Pack of gum
- Roll of Lifesavers
- One caramel
- Four hard peppermint candies
- One Hershey's' Kiss
- Glue or Royal Icing (see recipe below)

#### Instructions

1. Leave all candy in their wrapping. If you use glue, this is not edible. If you use Royal Icing (which dries like glue), it is edible.
  2. Glue the roll of Lifesavers onto the pack of the gum.
  3. Glue a caramel on top the Lifesavers near one end.
  4. Glue the Hershey's' Kiss to the front to be the smokestack.
  5. Glue the peppermints to the side of the gum to form the wheels.
- 

### ROYAL ICING

#### Materials Needed

- 2 large egg whites
- 1 teaspoon vanilla extract
- 4 cups confectioners' sugar
- Mixer

#### Instructions

1. Use the mixer to combine the egg whites and vanilla and beat until frothy.
  2. Add confectioners' sugar gradually and mix on low speed until sugar is incorporated and mixture is shiny.
  3. Turn speed up to high and beat until mixture forms stiff, glossy peaks. This should take approximately 5 to 7 minutes.
  4. Best if used immediately but can be stored in an airtight container in fridge for up to 3 days.
- 

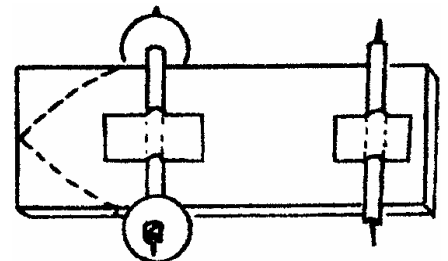
### ANIMAL CRACKER CIRCUS TRAIN

#### Materials Needed

- Animal cracker box
- A drinking straw
- Scrap cardboard
- Two round toothpicks
- Tape

#### Instructions

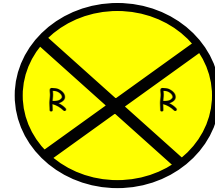
1. Cut off the lid and top flaps at the folding line.
  2. Draw four circles about 1 1/4" diameter out of scrap cardboard.
  3. Make a small hole in the center of each wheel.
  4. Cut the 2 pieces of straw about 1 1/2" long.
  5. Tape the straw pieces to the bottom of the box.
  6. Put a toothpick through the straw. Attach wheels.
- 



## RAILROAD CROSSING NECKERCHIEF SLIDE

### Materials Needed

- Lids from plastic milk container
- Yellow paint (if the lids are not already yellow)
- Black permanent marker
- ½ inch piece of 1 inch diameter PVC pipe



### Instructions

1. Paint the lids yellow (unless they came yellow).
  2. Use the black marker to draw an “X” across the circle. On either side of the center, draw a large R.
  3. Glue the PVC pipe to the back to form the ring of the neckerchief slide.
- 

## MODEL TRAIN

### Materials Needed

- |  |   |
|--|---|
| • Soda can (washed and dried)  | • Pencil                                      |
| • 2 empty boxes (like a Jell-O brand pudding box in size) or one box about the same total size | • Scissors                                    |
| • Small empty spool  | • 4 Cardboard circles or 4 film canister lids |
| • White chenille stick (pipe cleaner)  | • Craft sticks                                |
| • Cardstock  | • Black paint                                 |
| • Construction paper   | • Paintbrush                                  |
| • Glue   | • Hot glue                                    |

### Instructions

1. Before the meeting, glue the end of the soda can to the large side of the pudding box. Then glue the other box next to the first box. This is the main body of the engine.
2. Have the Scouts paint the engine body black. Set aside to dry.
3. Take the chenille stick and twist around the pencil. Stick one end into the hole in the spool. Glue on top of the can to form the smokestack.
4. Cut a triangle piece of cardstock for the cow catcher for the front of the train. Glue to the front of the train.
5. Cut out windows for the engineers’ cabin out of cardstock. Glue to the side of the box.
6. Cut out four cardboard circles (or use film canister lids). Glue them to the sides of the train. Use a craft stick to connect the two wheels on each side.

With additional small boxes and cans, additional cars for the train can be made.

---

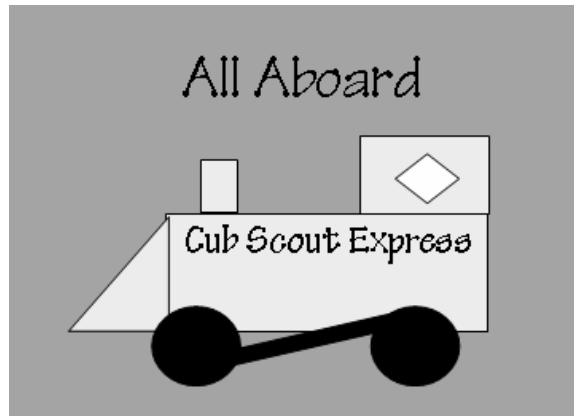
### TRAIN INVITATION

#### Materials Needed

- Construction paper (Blue, yellow, black)
- Scissors
- Glue stick
- Markers
- Cub Scout insignia stickers (available at the Scout Shop)
- Insert (see below)

#### Instructions

1. Fold a piece of blue construction paper in half.
2. Out of yellow construction paper, cut out a large rectangle, a small rectangle, a right triangle, a square. Refer to the drawing to glue the pieces to form the body of the train.
3. Place the sticker on the engineers' cabin (the square piece).
4. Out of black construction paper, cut out 2 circles and one long thin rectangle. Glue to the train to form the wheels.
5. Use a marker to write on the train "Cub Scout Express".
6. Above the train write "All Aboard"
7. Inside the card, glue the insert.
8. Fill it the card and give to a friend to recruit him to join Cub Scouts!



Come join  
 \_\_\_\_\_  
 on the Cub Scout Express.

Our next meeting is  
 Date: \_\_\_\_\_  
 Time: \_\_\_\_\_

We meet at \_\_\_\_\_.

Please call \_\_\_\_\_ at  
 \_\_\_\_\_ if you have any questions.

## TRAIN MAGNETS

### Materials Needed

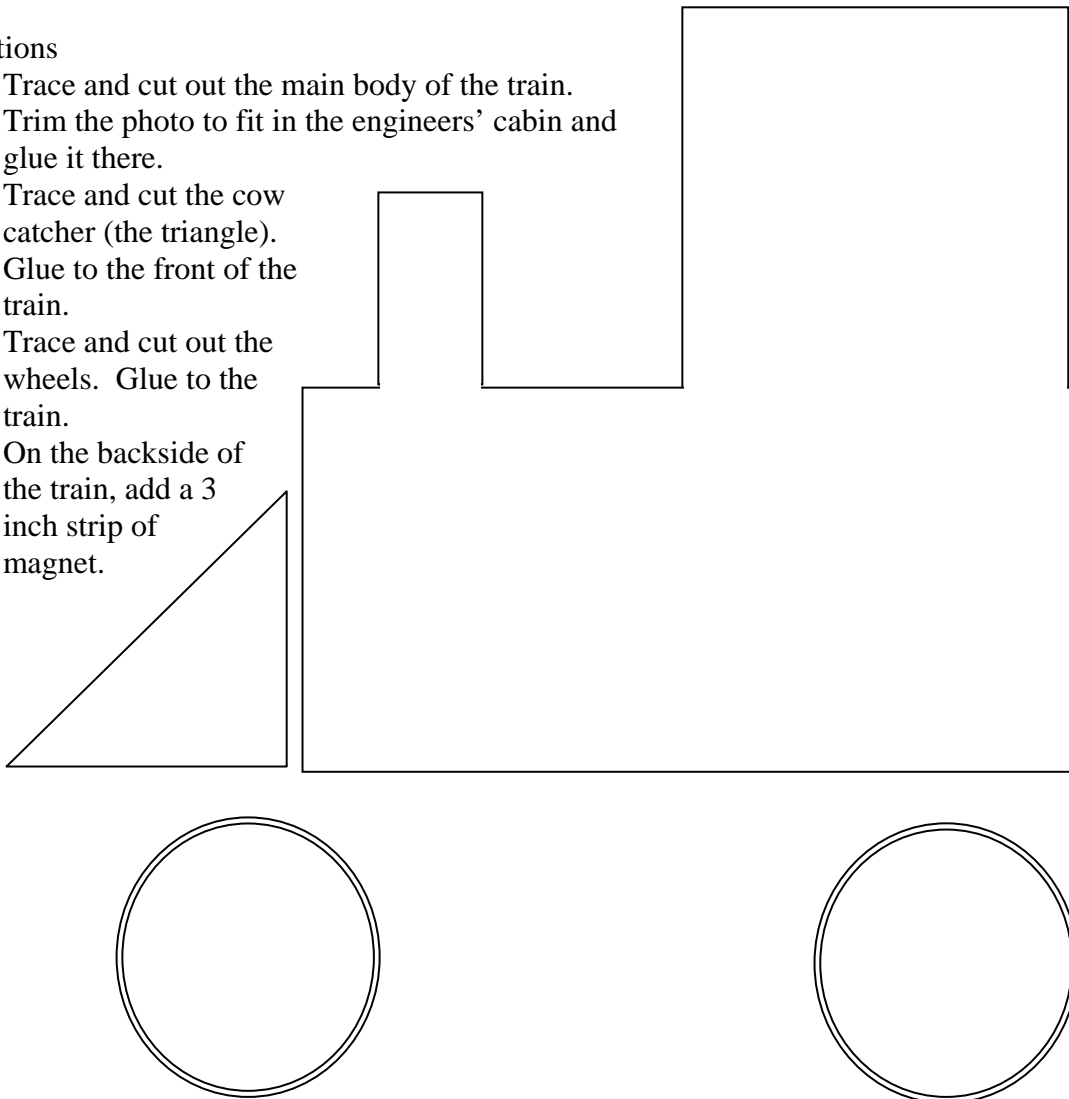
- Craft foam
- Magnet strips (found in most craft departments)
- Markers
- Glue
- Photos of Cub Scouts
- Pattern pieces (see below)

### Before the meeting

1. Ask each Scout to bring a picture of himself. Or you could take a quick picture and get them printed during the week.
2. On a copier, enlarge the pattern pieces by 200%.

### Instructions

1. Trace and cut out the main body of the train.
2. Trim the photo to fit in the engineers' cabin and glue it there.
3. Trace and cut the cow catcher (the triangle). Glue to the front of the train.
4. Trace and cut out the wheels. Glue to the train.
5. On the backside of the train, add a 3 inch strip of magnet.



## CITIZEN ACTIVITY BADGE

### AMERICA'S SYMBOLS QUIZ

1. The right hand of the Statue of Liberty holds a torch.
2. Which is taller – The Statue of Liberty or the Washington Monument?
3. What words are inscribed on the ribbon held in the mouth of the eagle on the Great Seal of the U. S.?
4. In the Great Seal, what is the eagle carrying in its talons?
5. What denomination of currency has the Great Seal printed on it?
6. How many people can get inside the head of the Statue of Liberty?
7. What is the official U. S. Motto?
8. Francis Scott Key was inspired to write the “Star-Spangled Banner” when he saw the flag still flying over what fort?
9. Name the four U. S. Presidents carved in the Mt. Rushmore memorial in South Dakota.
10. The Declaration of Independence says that all men are created?

Answers: 1 – Book, 2 – the Washington Monument, 3 – E pluribus unum (one out of many), 4 – Arrow symbolizing war and an olive branch of peace, 5 – the \$1.00 bill, 6 – 40, 7 – In God We Trust, 8 – Ft. McHenry, 9 – George Washington, Thomas Jefferson, Abraham Lincoln and Theodore Roosevelt, 10 – Equal.

---

### CITIZENSHIP TEST

Directions: Two teams face each other with a wide space between them. The leader asks each player a question about the Declaration of Independence, the Star-Spangled Banner, the President, Vice-President, Governor, or other fitting subject. A correct answer entitles that team to move one step forward. An incorrect answer passes the question to the other team. The first team to cross the other team's starting line is the winner.

---

### NEWSPAPER STUDY

Materials: One current newspaper per team

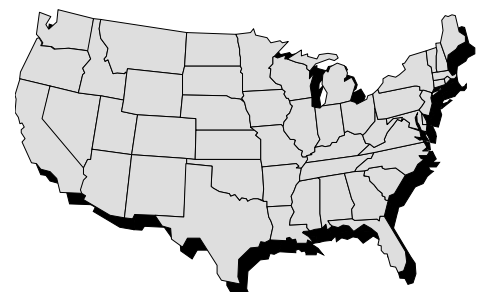
Directions: Divide the boys into teams. On signal, each team starts a search for news items that definitely illustrate the Scout Law. The team with the most clippings in a given time is the winner.

---

### UNITED STATES

Have the boys make a list of as many states as they can remember. After five or ten minutes, the one with the longest, accurate list wins.

---



## **DEN MEETING IDEA**

### **FIRST DEN MEETING**

Tell your Webelos that a chain of islands has just been discovered near Hawaii. You and your Webelos have been asked to settle these islands and form a new government. Each Webelos will establish his own city within his own territory. You bring out a map of these islands and let each boy pick out his own territory. Send home with each of your Webelos, an 18" by 18" white linen material and some heavy wire. The material is for making their territorial flag (felt pens work very well). The wire is for making their branding iron. Each Webelos should also have a list of the following types of government:

- MONARCHY
- DICTATORSHIP
- DEMOCRACY

They should return the following meeting with the definitions of each of these.

### **SECOND DEN MEETING**

Have the Webelos put their flags on display when they first arrive (a clothesline across the room does fine). Discuss with your Webelos the types of government they want for "Solebew." I always try to sell them on the idea of a dictatorship, but so far I have not had any supporters. Voting is a fun part. You might suggest that only people who drive Ford pickups can vote. If they don't agree with that, how about only white males who own property can vote?---No. Okay, how about men only can vote? If not, what about any adult regardless of sex, race or religion?

After your Webelos have decided who gets to vote, then they need to decide, will it be an open or closed ballot? You have just established your first two laws.

Now, It's time for the Webelos to vote for two (2) flags (open or closed voting?--check your law). Each Webelos will usually vote for his flag first and another one second. Tally the votes and the winning flag just determined the location of your capitol.

Each Webelos will mark his territory on the map with his brand emblem. ( Felt pens on Avery circle tags works great; the circles can than be removed if you want later on) Save the branding irons for the Third Meeting.

### **THIRD DEN MEETING**

Being boys, the Webelos are going to get hungry. So, we're going to talk about what foods are growing on our islands--coconuts and sugar cane. Will anything else grow there? If we had an Agricultural Department, they could research the area and find out for us what other foods we could grow there. Since our islands have no animals, we might want to make an arrangement with the US Government to bring in some McDonald's hamburgers. If we're trading with other countries, perhaps we'll need to establish a foreign policy.

We'll need a Commerce Department to work out the transportation of our sugar cane and coconuts. Maybe we could trade with Japan for some Toyota trucks?

We can't trade coconuts for trucks, so we'll need a monetary system. We'll call that the Treasury Department. Our currency is called "rallod" (which is "dollar" spelled backwards). A tax system is necessary in order to pay the salaries of all the employees working in these various departments. The exciting time has come when the Webelos will use their branding iron to brand a leather pouch, their wooden notebooks and any other items they would like.

---

## COMMUNICATOR ACTIVITY BADGE

### “HEAR, HEAR!” GAME

This is a game identifying sounds. The Webelos den leader or den chief produces sounds from behind a screen while the Webelos Scouts listen. As each sound is produced, tell the boys to write down what sounds they heard. Have the boys write their guesses as specific as possible. Examples of sounds are:

sandpaper rubbed on wood	removing groceries from plastic bag
deck of cards being shuffled	opening an envelope
manual egg beater in water	opening a can of soda
golf ball bouncing on wood floor	harmonica
cutting into an apple	adding machine

---

### GOING TO A PARTY

The leader starts off by saying, “I’m going to a party. Everyone needs to come along. I’m bringing APPLES AND SAUSAGES. What are you bringing?” Each boy answers in turn what they will bring to the “party.” The trick is that their answer must begin with the first letter of their first name. Do not give away the secret. Let the boys figure it out as they continue to guess. Soon they will catch on, but they should not reveal the secret when they guess it.

Example: Leader’s name is Allen Smith

Leader: I’m going to a party and I’m bringing apples and sausages.  
 Teddy: I’ll bring a chair.  
 leader: No, you can’t bring that.  
 Frank: I’ll bring a Frisbee.  
 Leader: Good, Frank can come along.  
 Johnny: I’ll take my dog, Rex.  
 Leader: No sorry, Rex can’t come.  
 Teddy: Can I bring a toothbrush?  
 Leader: You can bring a toothbrush.

---

### NOW IT’S TIME

Cast: As many characters as desired.

All stand in a line in front of the group. All stand or sit in the same position. First person asks, “Is it time?” Each person down the line asks this question to the last person who says, “No.” This is passed back up the line. This is done several times until the last person says “It’s time.” This is passed up the line. Then everyone changes position. This can be done by moving an arm or leg, standing or sitting. (Be sure the movement is arranged a head of time with all participants.)

---

## COMMUNICATIONS CALISTHENICS

Not all communication is verbal. Prepare 3x5 cards with emotional phrases or statements written on them. Place the cards in a container so that the boys can draw them out. Each boy, in turn, draws a card and then must convey what it says without using any verbal language or sounds. The boys may use body language and facial expressions only.

Some expressions:

Come over here!  
 Stop!  
 That smells bad!  
 I'm tired!  
 That smells good!  
 Help!  
 OK!  
 I need to use the bathroom

I'm thirsty!  
 I'm choking!  
 Watch out!  
 Go away!  
 Be quiet!  
 What time is it?  
 Listen to me!

Some facial expressions to try:

exhausted  
 confused  
 ecstatic  
 suspicious  
 angry  
 frustrated  
 sad  
 confident

happy  
 embarrassed  
 disgusted  
 frightened  
 depressed  
 lonely  
 surprised  
 shocked

---

## MRS. MACGILLCUTTY'S CAT

The leader starts, "Mrs. MacGillicutty's cat likes summer, but not winter." Boys can ask if her cat likes other items. The trick here is that each item the cat likes has double letters and what it dislikes is an item similar or related but does not have double letters.

Examples:

Likes hammers, doesn't like nails  
 Likes ladders, doesn't like steps  
 Likes letters, doesn't like mail  
 Likes Bill, doesn't like Lucy  
 Likes rooftops, doesn't like ceilings

---

## PIG LATIN

Try Pig Latin with your den. Move the first consonant sound to the end of the word and add "ay" to it. For example, "pig latin" becomes "igpay atinlay" and "cub scout" becomes "ubcay outscay." For words that start with vowels, add "ay" at the end; so "achievement" becomes "achievementtay."

---