

Tracking Nature
A collection of nature activities,
games, crafts, ceremonies and songs.

Dee Dee Cobb
Linda Sherwood

Middle Tennessee Council
Nashville, TN

TREES OF THE FRAGRANT FOREST

(For six children. As they take their places upon the stage, those in seats recite the first stanza.)

Trees of the fragrant forest,
With leaves of green unfurled,
Through summer's heat, through winter's cold,
What do you do for our world?

First: Our green leaves catch the raindrops
That fall with soothing sound.
Then drop them slowly, slowly down;
'Tis better for the ground.

Second: When, rushing down the hillside,
A mighty freshet foams,
Our giant trunks and spreading roots
Defend your happy homes.

Third: From burning heat in summer
We offer cool retreat,
Protect the land in winter's storm
From cold, and wind, and sleet.

Fourth: Our falling leaves in autumn
By breezes turned and tossed,
Will rake a deep orange-carpet warm,
Which saves the ground from frost.

Fifth: We give you pulp for paper,
Our fuel give you heat;
We furnish lumber for your homes,
And nuts and fruit to eat.

Sixth: With strong and graceful outline,
With branches green and bare,
We fill the land through all the year
With beauty everywhere.

All: So Listen! From the forest
Each one a message sends
To children on this glorious day
"We trees are your best friends!"



When You Walk Through Woods

When you walk through woods, I want you to see
The floating gold of a bumblebee,
Rivers of sunlight, pools of shade,
Toadstools sleeping in mossy jade,
A cobweb net with a catch of dew,
Treetop cones against the blue,
Dancing flowers, bright green flies,
And birds that put rainbows in your eyes.
When you walk through woods, I want you to hear
A million sounds in your eager ear;
The scratch and rattle of wind-tossed trees,
The rush as a timid chipmunk flees,
The cry of a hawk from the distant sky,
The purr of leaves when a breeze rolls by,
Brooks that mumble, stones that ring,
And birds that teach your heart to sing.
When you walk through woods, I want you to feel
That no mere human could make this real,
Could paint the throb of a butterfly's wing,
Could teach a wood thrush how to sing,
Could create these wonders of earth and sky;
There's something greater than you or I.
When you walk through woods and the birches nod,
Please, meet a friend of mine named God.

—Anon

TRACKING NATURE

Nature provides an abundance of ways to fulfill our scouts needs to explore, run and have fun within the program. Take every opportunity to work your rank advancement program within the natural setting of backyards, school yards, and area parks. In addition to this handout, utilize all the BSA resources that are available. They include, but are not limited to, the Wolf, Bear, Webelos or Scout Handbook, Cub Scout Program Helps, The Cub Scout How-To Book, and Woods Wisdom. Listed below are Rank Requirements you can achieve by using nature games, activities, crafts, songs, ceremonies and hikes. Be creative and track down as many ways as possible to use nature for your whole program.

RANK	REQUIREMENT	DESCRIPTION
TIGER	Big Idea #3	Discover Nature & Energy
WOLF	Achievement 6 Achievement 7 Achievement 8 Achievement 10 Elective 1 Elective 2 Elective 3 Elective 5 Elective 11 Elective 12 Elective 18 Elective 19 Elective 20	Start a Collection Your Living World Cooking and Eating Family Fun It's a Secret Be An Actor Make It Yourself Sparetime Fun Sing-along Be An Artist Outdoor Adventure Fishing Sports
BEAR	Achievement 5 Achievement 6 Achievement 10 Achievement 12 Achievement 15 Achievement 16 Elective 1 Elective 2 Elective 9 Elective 12 Elective 15	Sharing Your World with Wildlife Take Care of Your Planet Family Fun Family Outdoor Adventures Games, Games, Games Building Muscles Space Weather Art Nature Crafts Water and Soil Conservation
WEBELOS	Activity Pins	Aquanaut Artist Communicator Craftsman Forester Geologist Naturalist

IN THE BACKYARD

(Clementine)

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

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

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

If you'll just look all around you,
Many new things you will find.
If you'd only realize it,
They were right there all the time.

THE CHIGGER SONG

(Polly Woolly Doodle)

Oh, there was a little chigger,
And he wasn't any bigger,
Then the wee small head of a pin.
But the bump that he raises,
Just itches like the blazes,
And that's where the rub comes in.

Comes in, comes in,
That's where the rub comes in.
But the bump that he raises,
Just itches like the blazes,
And that's where the rub comes in.

HOW PECULIAR

(Battle Hymn of the Republic)

A busy buzzing bumble bee was busily buzzing by,
 A busy buzzing bumble bee was busily buzzing by,
 A busy buzzing bumble bee was busily buzzing by,
 And they all went marching home.



CHORUS: Glory, glory, howpa how peculiar,
 Glory, glory, howpa how peculiar,
 Glory, glory, howpa how peculiar,
 A busy bumble bee was busily buzzing by.

One hedgehog edged up the hedge, as the other hedgehog edged down ...

A spider spied a spider on another spider's back ...

One flea fly flew up the flue, while the other flea fly flew down ...

One warm woolly worm wiggled up the wall, the other warm woolly worm wiggled down ...



One sly slug slithered up the slide, the other sly slug slithered down ...

One black bug bled blue-black blood, the other black bug bled blue ...

One black bear backed up the bank, the other black bear backed down ...

One eager eagle eased under the eaves, the other eager eagle eased out...



BOY SCOUT	Eagle Requirements	Environmental Science
	Merit Badges	Swimming Agribusiness Animal Science Astronomy Atomic Energy Bee Keeping Bird Study Botany Chemistry Fishing Forestry General Science Geology Insect Life Mammals Nature Oceanography Plant Science Pulp and Paper Space Exploration Veterinary Science Weather Wilderness Survival Fish & Wildlife Management Reptile & Amphibian Study Soil & Water Conservation

ANIMAL ANTICS

Can you cluck like a chicken, meow like a cat, bark like a dog, or howl like a wolf? If so, your scouts are in luck! You will need four or more scouts to play this game. Make a sound, say, a cat's meow. The scouts then begin acting like cats---arching their backs, stretching, pouncing, and so forth. When everybody seems content to lie in the sun, start clucking. The players then start doing chicken antics---walking with their arms folded like wings, bobbing their heads as if they are pecking for food, and anything else they imagine a chicken might do. If you call out an animal sound and someone forgets to change their behavior, they are out of the game until the next round. Continue this until only one scout is left, at which point that scout becomes the caller and you join the other scouts. So what will you do when your scout makes the inaudible howl of a crayfish?

ANIMAL CIRCLE

Form a large circle. Each person in the circle identifies themselves by the name of an animal who starts with the same first letter as their own name and then shows an action the animal would make. Go around the circle a couple of times: Say your name, animal name and do the animal action. Then go around: say your name, animal name and action and then do someone else's. Put hand on head until you are recognized. The person cannot be called on once recognized.



BIRDS FLY

Scouts stand, placing hands on hips. The leader says that various animals fly. Players make flying motions with their elbows if the animal named can fly. They remain motionless if the animal named does not fly. When a scout makes a false move or motions, he sits down. To add to the confusion, the leader should call names rapidly and move elbows every time.

NATURE ALPHABET

List nature objects in the area with a name beginning with each letter of the alphabet. Discuss these nature objects afterwards.

SHADOW TAG

Play a game of tag, but instead of touching the other person, whoever is designated "it" tries to "touch" the others' shadows with his own.

BIRDS IN THE WILDERNESS

(Old Gray Mare)

Here we sit like birds in the wilderness,
Birds in the wilderness, birds in the wilderness.
Here we sit like birds in the wilderness,
Waiting (to be fed or for the rest to come, etc.)

Waiting to be fed, waiting to be fed.
Here we sit like birds in the wilderness,
Waiting to be fed.

Continue with:

Verse 2 - Frogs on a lily pad.

Verse 3 - Flies on a garbage can.

Verse 4 - Fleas on a hound dog.

IT'S AN INSECT COVERED WORLD

(It's a Small World)

It's a world of centipedes, a world of moths,
It's a world of katydids, a world of wasps,
There's so much that we share,
That it's time we're aware,
It's an Insect Covered World.

CHORUS: (sing 4 times)

It's an Insect Covered World.

It's a world of beetles, it's a world of fleas,
It's a world of caterpillars, and a world of bees,
In this world that we know,
There is so much to show,
It's an Insect Covered World. CHORUS

It's a world of snakes and a world of snails,
It's a world of turtles and a world of whales,
Big or little, great or small,
It's a wonder to us all,
It's Mother Nature's World. CHORUS

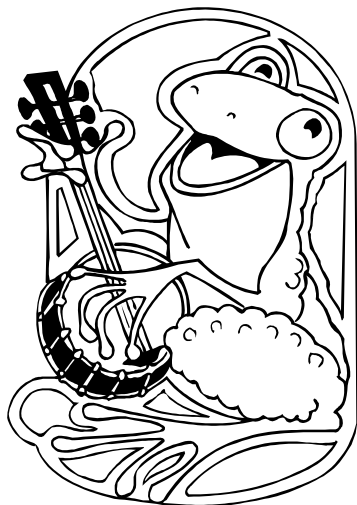
H-O-P-P-Y (Bingo)

There was a boy who had a frog,
And Hoppy was his name - o.
H-O-P-P-Y, H-O-P-P-Y, H-O-P-P-Y,
And Hoppy was his name - o.

He found him in the pond one day,
A tiny little tadpole.
H-O-P-P-Y, H-O-P-P-Y, H-O-P-P-Y,
And Hoppy was his name - o.

He watched this tadpole every day,
And saw him grow in many ways.
H-O-P-P-Y, H-O-P-P-Y, H-O-P-P-Y,
And Hoppy was his name - o.

Then one great morn he saw it true,
His tadpole was a frog brand new.
H-O-P-P-Y, H-O-P-P-Y, H-O-P-P-Y,
And Hoppy was his name - o.



ANIMAL HOMES RELAY RACE

Divide the group in half. Give each group a name, such as polar bears and grizzly bears. Explain that these two groups are not in competition with each other, because they generally live in different habitats. The polar bear lives on the coast and the grizzly lives inland. (This is a generalization.) Place four containers that represent four different habitats -- forest, field, edge of the forest, water -- at an appropriate distance from the groups. The distance should be shorter for younger, longer for older children. These containers should be labeled, and can be decorated creatively.

Place animal flash card or pictures in two piles in front of the groups. There should be at least one card per participant. The participant should be able to read the picture. Have the groups line up in a relay race fashion. Explain that they must, one person at a time, pick up an animal card/picture, race down to the labeled boxes and place it in the box where the animal might live. They then must race back and tag the next person in their group, who then repeats the procedure. You can vary the activity by having the participants walk, crawl, hop, run, etc. After all the cards have been placed in their habitat box, gather the participants around to talk about who lives where. After reviewing, the participants may gather that most animals travel between many different habitats.

BE A TREE

Lie down under a tree and look up. Imagine what it feels like to be a tree. Home to birds, squirrels and insects. Think about fluttering in the wind like a leaf and falling to the ground. Imagine that you are a drop of water traveling up the tree from the roots. Imagine that you are the highest branch. What would you do between the branch and the ground? How are we different? What is this tree saying to you? How old do you think the tree is? Do you think it was here when you were born? When your parents were born? When Tennessee became a state? When the car was invented? Will this tree lose its leaves this fall? Is its wood useful to us?



CLOCK CHORUS

This activity shows that each species of bird has its own song and its own favorite time to sing. Lead a brief discussion of the general times of day when birds sing. Give each scout an index card with one of the following possibilities written on it:

Robin: "cheerio cheery me cheery me"	(4 am)
Ovenbird: "teacher-teacher-teacher"	(4 am)
White-throated sparrow: "poor Sam Peabody-Peabody-Peabody"	(4 am)
Eastern meadowlark: "sweet spring is here"	(5 am)
Eastern wood pewee: "pee-a-wee"	(5 am)
Redwinged blackbird: "konk-la-ree"	(5 am)
Yellowthroat: "witchity-witchity-witchity"	(6 am)
Blackcapped chickadee: "chick-a-dee-dee-dee"	(6 am)
Red-eyed vireo: "going up -- coming down"	(6 am)
Yellow warbler: "sweet sweet sweet I'm so sweet"	(6 am)
Chestnut-sided warbler: "pleased-pleased-pleased to meet you"	(6 am)
Goldfinch: "potato chip -- potato chip"	(7 am)
Phoebe: "fiby-fiby"	(7 am)
White-breasted nuthatch: "yank-yank"	(7 am)

Ask all to check their cards for the name of the bird, what its song sounds like, and when it starts singing. Scouts practice the songs. Leader moves the hands of the clock from midnight to noon. If no clock is available, make one of the scouts a human clock with their arms indicating the time. As the appropriate time arrives, the respective birds should begin singing. By 7 a.m. all birds should be singing, and around noon all should quiet down. If desired, the clock can progress until evening when songs are often sung again.

SHADOW MIME

Shadows make the perfect mime figures---after all, they are mute and can be highly animated. Put on solo or group mimes. You can either decide ahead of time what everyone will be doing, or simply do a spontaneous act.

MISTER MOSQUITO

(Polly Woolly Doodle)

Mister Mosquito is hunting for me.

Buzz . . (slap)

"You'll taste good when I catch you," says he.

Buzz . . (slap)

Now he is close and he lights on my arm.

Buzz . . (slap)

Mister Mosquito will do no more harm.

Buzz . . (slap)



TO THE WOODS

(It's Off to Work We Go)

Hi ho, hi ho, it's to the woods we go.

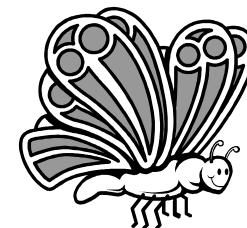
To catch some snail on backwoods trails,

Hi ho, hi ho, hi ho.

Hi ho, hi ho, it's in the woods we go.

To gaze at stars, won't hear no cars,

Hi ho, hi ho, hi ho.



Hi ho, hi ho, it's through the woods we go.

To search the skies for butterflies,

Hi ho, hi ho, hi ho.

Hi ho, hi ho, out of the woods we go.

We'll pitch our tent, our legs are spent,

Hi ho, hi ho, hi ho.

THERE AIN'T NO FLIES ON US

(The Farmer in the Dell)

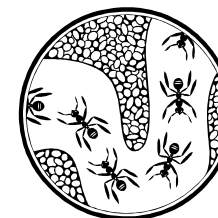
There ain't no flies on us.

There ain't no flies on us.

There may be flies on the other guys,

But there ain't no flies on us.

(Chiggers, ticks, bugs, etc.)



COMING OF THE FROGS

(Battle Hymn of the Republic)

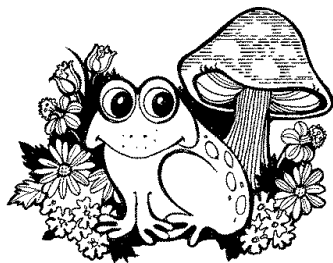
Mine eyes have seen the horror of the coming of the frogs,
They are sneaking through the swamps, they are lurking in the logs.
You can hear their mournful croaking through the early morning fog,
The frogs keep hopping on.

CHORUS: Ribbet, ribbet, ribbet, croak, croak.
Ribbet, ribbet, ribbet, croak, croak.
Ribbet, ribbet, ribbet, croak, croak.
The frogs keep hopping on.

The frogs have grown in numbers and their croaking fills the air.
There's no place to escape because the frogs are everywhere.
They've eaten all the flies and now they're hungry as a bear.
The frogs keep hopping on. CHORUS

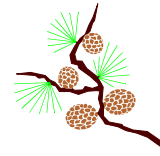
I used to like the bullfrogs, liked to feel their slimy skin,
Liked to put them in my teacher's desk, and bring them to our Den.
Now they're knocking at the front door,
I can't let those frogs come in.
The frogs keep hopping on. CHORUS

They have hopped into the living room and headed down the hall.
They have trapped me in the corner and my back's against the wall.
And when I open up my mouth to give a warning call,
This was all I heard: CHORUS.



PINE CONE BATTLE

You will need twice as many pine cones as players. Divide boys into two equal teams, each about 20 yards from a dividing line. At the signal, the battle starts with each player throwing as fast and as far as he can. At a signal, all stop and cones are counted. Those lying beyond the 20-yard mark score two. Others score one.



HUMAN OBJECT MATCH GAME

Collect an assortment of man made objects, such as those listed below. Place them in a decorated box or a bag. Dump them onto the ground and ask all the participants to take one object and then try to find something in nature that matches their object, in any way (color, shape, function). Ask what the object reminds them of: How is it useful to people, other animals, plants? Can it be put back exactly where it came from? The answer is no! People change their environment. We are part of the natural world and must take responsibility for our actions. When people look carefully they can see more. Suggested items: sponge, rubber band, emery board, popsicle stick, film can, photo/slide, plastic spoon, metal spoon, paper, pencil, tweezers, clothespin, bottle cap, safety pin, penny/coin, paper clip, straw, key, deodorant, watch, soap, sun visor, string, cup, ruler, measuring tape, etc.

KIM'S GAME

Gather a group of objects and place them under a blanket or sheet (or a bandanna or in a box, etc.). Have the participants sit around the blanket in a circle if possible. (If the group is too large, you can adjust the seating arrangement. Everyone must be able to see the blanket.) Lift the blanket off and give the participants three seconds to look at the objects. Put the blanket back quickly and ask them what they saw. Try it again. Then pass around the objects' one at a time, and talk about them. Conclusion: First impressions are not the whole picture! Keen observation takes practice.

LISTEN TO A TREE

Pick a tree about 4-5' diameter in the spring and let your scouts listen to the trunk with a stethoscope. They will hear a 'heartbeat'. During winter, tree sap flows to the roots of the tree. In the spring, as the weather warms, the sap flows back up the tree and throughout the branches. It is the movement of the sap you hear.

CODE OF NATURE

What does "acorn, acorn, acorn, pebble, maple seed mean?" To a squirrel, probably lunch. To your scouts, it might mean something like, "Jump three times, run through the sprinkler, then have a glass of lemonade." Here's a natural sign language that can be used with scouts of all ages. First, have scouts gather objects abundantly available in the area – seeds, leaves, rocks, etc. Next, show how to assign an action or a word to each object. Then let the fun begin! For younger scouts, keep things simple. If red leaves mean "hop," and twigs mean "clap your hands," then hold up a red leaf in one hand followed by the twig in the other. Once your scouts get the hang of it, increase the complexity. Older scouts will enjoy deciphering more complex natural "sentences" laid out on the ground and acting out the silliest messages (see if you can get your scouts flapping their arms around the area while yodeling)! Reverse the process and have your scouts compose a message for you. Quick----rock, leaf, pine cone, leaf, rock. Well, get going!

ANIMAL TRACKING STATION

Visit an animal tracking station. Are there any tracks? Can you identify them? What attracts animals to this area? What do you think uses a salt lick? Why? How does rain effect this area? Do animals come to feed when it is raining? Where do they go when it rains? Is there any evidence of wildlife in the area around the tracking station? Feathers, fur, animal droppings, nests in the trees, ant holes, etc. Leader Hint: Boy Scout Handbook page 286



To make a tracking station: Clear an area the size you wish to use and then lay down newspapers (this will prevent weeds from growing later). Cover with landscaping fabric and then place your logs, landscaping timbers or rocks around the outer edges. Fill in the area with sand. Place a salt lick (or a wooden stake with a baby food jar attached) in the middle. If using a baby food jar, punch small holes in the lid and put peanut butter or tuna in the jar to attract wildlife. Smooth the sand over with a trowel or board, then check the station every day to see what has visited your station. A sandy volleyball court or sandbox makes a great temporary station.

BUG BOX BUILDING SONG

(Home on the Range)

Oh, give me a home, where the crickets do roam,
Where woolly worms and bugs are at play.
Where seldom is heard, the croak of a bird,
And the sky's are quite sunny all day.

CHORUS: Home, home on the range,
Where the bugs and crickets do play,
Where Bobcats are great,
The best of top-rate,
And Den (number) is quite Scouty all day.

Oh, give me a box, for the best of my bugs,
And I'll fasten it quickly, you'll see.
My friends are set free, to play on my knee,
And to scurry back home as they please. CHORUS

GAGOON WENT THE LITTLE GREEN FROG

Gagoon went the little green frog one day,
Gagoon went the little green frog.
Gagoon went the little green frog one day,
And his eyes went ga-ga-goon.

CAMPFIRE'S CLOSE

('Til We Meet Again)

By the blazing council fire's light,
We have met in comradeship tonight,
Round about the whispering trees
Guard our golden memories;

And so, before we close our eyes in sleep,
Let us pledge each other that we'll keep,
"Till we meet again.



OUTDOOR ADVENTURES

(I'm A Little Teapot)

There's a little campfire in the pit.
Hear it crackle, see it spit.
All the little Cub Scouts gather round,
Muddy Knees upon the ground.

TAPS

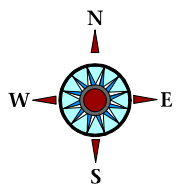
Day is done, gone the sun,
From the lake, from the hill, from the sky.
All is well, safely rest,
God is nigh.

Thanks and praise, for all our days,
'Neath the sun, 'neath the stars, 'neath the sky.
As we go, this we know,
God is nigh.

OLD MA NATURE

(Auld Lang Syne)

From East to West
From North to South
Ma nature's backyard lies;
Discover things you've read about
Just use your ears and eyes.



TAKE ME OUT TO THE FOREST

(Take Me Out to the Ball Game)

Take me out to the forest.
Let me hike in the wild.
Show me a skunk and a few bear tracks,
I won't care if I never come back.

But it's look, look, look, at your compass,
If it rains, then it pours.
And it's ouch, slap, sting and your bit
In the great outdoors!

CATERPILLAR RACE

Line up groups in single file. The first Cub Scout in each line places his hands on the ground. Each teammate behind him bends forward and grasps the ankles of the player in front of him. On signal, the columns move forward in this position. When the last player in the column crosses the finish line the team has completed the race, provided that their line is still intact. The first team to complete the race wins.

ELBOW TO ELBOW

When your group is waiting for the program to begin, call out "everybody get elbow to elbow, put your elbows on someone else's elbow!" The leader needs to begin first and quickly, so the students will copy the motion. People should take a step backwards, so everyone can fit into the circle. Just for fun, stand knee to knee for a moment too. This is a fun way to get a group into a circle formation. The element of surprise can get a group together quicker than other ways. For many children, elbow to elbow can be much easier socially than holding hands in a circle. Circles can be related to nature and to the interdependence of humankind. Think about water cycles, tree rings, birth and death, etc.

FOREST LEAVES

Den is divided into two teams that line up on opposite sides of a chalk line on which a dozen or so leaves are laid. On signal, both teams attempt to blow the leaves across to the other's territory. The winning team has the fewest leaves on their side at the end of 2 minutes. Scouts can be asked to identify the leaves before beginning the game.

NATURE SCAVENGER HUNT

Give the scouts these directions: "Your Leader is desperately ill and the following are needed within the next 10 minutes to make a get well potion.": 6 pine needles, 2 pine cones, 4 live ants, 5 leaves, 2 blades of grass, etc. Whoever gets the largest number of items in the 10 minutes is the winner.

SHADOW CHARADES

Buddy up. See if one scout can guess what kind of animal or activity the other scout is portraying with their shadow. Then switch places and let the other scout do the acting.

WINTERGREEN LIFESAVERS

This activity should be done in the dark. Wintergreen Lifesavers "Light Savers" have the peculiar quality of sparking when ground between the teeth of a smiling mouth. At the right moment, the leader bites and grinds the lifesaver, sending greenish-yellow sparks flying. Pass out a lifesaver to each member of the group and watch the sparks fly! The chemical process is known as TRIBOLUMINESCENCE, "light given off from crystals due to pressure."

NIGHT SOUNDS

One of the first things you notice outside at night is how many noises there are. There are a lot of noises that are special to the night. Even the normal everyday noises seem a lot louder. There are a couple of reasons for this. Since you cannot see a lot, most of your attention has shifted over to the sound department. You notice sounds that you normally would not. Also it has been shown that the human sense of hearing is more acute at night. Secondly, sound travels further at night. The reason has to do with the fact sound travels longer distances in denser materials. As the sun goes down, the air gets more humid. This happens because evaporating water is not dried so rapidly. As the night progresses, the air gets damper and denser. So sounds naturally travel further in this thicker air.

NOAH'S ARK

This is best played by a pack-size group. You will need a 3x5 card for each player. Write the name of the same animal on each pair of cards. (In other words, if you have 30 players, you will need two cards each for 15 different animals.) Pass out the cards and tell each player to keep their animal a secret. Then collect the cards. On signal, all players begin acting out the typical movements and sounds their animal makes. They try to find their mate. The game ends when all animals are paired off.



SHADOW HIDING

Buddy up---can one scout hide his shadow behind another so that the other person's shadow is the only one showing? Can they align themselves so that one scout's body is behind the others, but his arm shadows add an extra pair of limbs to the other's shadow? (Make a great "shadow creature".)

DIALOGUE OF A MAN AND A TREE

- The Man: Why do you grow so tall, tree,
Way up there in the sky?
- The Tree: I love the heights that are clean and free
Where the lonely eagles fly,
Where the crane and the hawk can nest with me,
And my friends, the geese, go by.
- The Man: What do you use for food, tree,
To make you grow and grow?
- The Tree: I live on a diet of Nature's best
From my roots deep down below;
I never go hungry, I rest and rest
And wait for the rain and the snow.
- The Man: How do you grow so strong, tree,
Sturdy and straight and true?
- The Tree: I live in the light of the sunshine
And yearn for the sky's deep blue;
The clean, sweet air is always mine,
And the cold winds help me too.
- The Man: How do you live so long, tree,
So much longer than man?
- The Tree: I've geared my days with the Creator's ways
Since ever the world began.
There is no death when life keeps faith
With nature's wonderful plan.

--Vincent Godfrey Burns
Poet Laureate of Maryland, 1965

ABC - XYZ

This ceremony will require seven participants - - one narrator and six Cub Scouts. Each Cub Scout will need a large card with the appropriate letter on the front in super - large lettering. Print the words on the back of each card for the boys to read.

Narrator: To study nature is to learn about our environment and how we can protect and preserve it now and or the future.

Boy "A": Action - Take action to keep the world around you at its best. Take NO action that will destroy it.

Boy "B": Beauty - We are blessed with the beauty of nature all around us.

Boy "C": Citizenship - Practice good citizenship by caring about the appearance of your neighborhood and home town.

Boy "X": "X" is the unknown factor. What will happen if we don't all work together to preserve our environment?

Boy "Y": You - It is up to you to set the example for others.

Boy "Z": Zest - go about your projects with zest and enthusiasm. Walk hand in hand with Mother nature. She will always be your friend.



MY BACKYARD

Cub #1 My backyard is a wondrous place --

I can stake a claim or contemplate space.

Cub #2 I can pitch a tent and sleep in the rain,

Or listen to the whistle of a far away train.

Cub #3 I can throw a ball to Mother or Dad,

Or just be alone when I get mad.

Cub #4 I can plant a garden or climb a tree,

Or get my dog, Ralph, to chase a Frisbee.

Cub #5 Sometimes we even have Den meetings there.

I've finished my Wolf and started my Bear!

Cub #6 Yeah, the backyard's the place where I run

When I really want to have some fun.

TREE TAGGING

Divide den into two teams. Give each team 20 strips of cloth or paper and pen. Object of the game is for the teams to tag as many different kinds of trees as possible within 100 feet of the starting point, making correct identification. Set a time limit. At the end of the time, the winners are the team with the most correct tags.

THE TRACKER

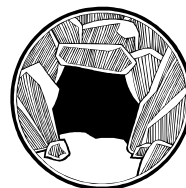
Form a large circle, sit down Indian style. In the middle of the circle place some nature objects (pine cones, rocks, feathers, leaves, bark, etc.). The Tracker will go out of the room while someone from the large circle rearranges the objects (they can place them anywhere within the circle) and then the Tracker will come back into the room. Considering his vast amount of study into tracking, he will be able to tell the group who moved the objects. He will use the lighting in the room, the tracks left, the rearrangement of the articles and where placed to tell them who did it. (Actually, what happens is the person who is the Tracker has prearranged with someone in the group to help. The person sitting in the circle will sit and do every action that the person who rearranged the articles does. The Tracker will watch his spy to help identify the person who moved the objects- after a while of observation, the Tracker will declare who rearranged the items.)

WHAT IS IN THE BOX?

Fill a box with as many different nature objects as you can find. Place the box in the center of your group. Remove the lid and let the scouts observe the objects for 30 seconds to 1 minute. Then place the lid back on the box. As a group see if you can name all of the items that were in the box. Compare the list the scouts gave, written or orally, to what is actually in the box.

ANIMAL HOMES HIKE

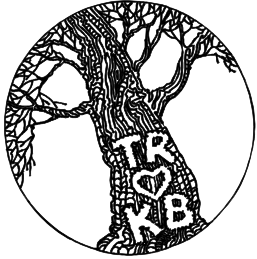
If you were a bird, where would you raise your family? What would you build your nest out of that you can find in this area? If you were a squirrel,



where would you raise your family? What food is there for a squirrel family? Do you see any homes for other animals, birds or insects? Where?

TREE CHARADES

Pass out pieces of paper, each with a cause for death or destruction of a tree. Tell the scouts to not tell anyone what their paper says. Explain they are to act out their item when called upon. They can have the help of another leader in the group to act out the subject. The rest of the group will



try to guess the answer. They have 1 minute to do their subject. Afterwards, the leaders will help with the acting if the subject has not been guessed correctly. Reflecting time: after the charades, take a few minutes to discuss the subjects. Covering the cause of wildfires and how to prevent them completes one of the Webelos requirements in Forester. Causes: fire, hail, floods, termites &

insects, bears, beavers, loggers, tornado, wind, old age, construction, no sun, too much sun, lightning, damage to bark (cutting initials into tree or graffiti).

UNNATURAL TRAIL

An activity to introduce the concepts of camouflage and adaptation. Choose a 40 - 50' section of trail and place along it 10 to 15 manmade objects. Some of them should stand out brightly like flashbulbs or balloons. Others should blend with their surrounding and be more difficult to pick out. Keep the number of objects you've planted a secret. The scouts walk over the sections of trail one at a time, with intervals between them, trying to spot (but not pick up) as many of the objects as they can. When they reach the end of the trail, they whisper how many they saw. If no one saw all of them, tell everyone how many were seen but there are still others. Then let them start over. End the game with a discussion of the ways camouflage coloration helps animals. Then go on a search for small camouflaged animals (insects, spiders, etc.)

KASHA MU BUKONDI (From Africa)

Means "Antelope in the Net". Den forms a circle by joining hands around one Cub Scout, the Antelope. The Antelope tries to break through the circle. When he does, all the others, Hunters, give chase. When the Antelope is tagged, he joins the circle and the Hunter that tagged him first becomes the new Antelope.

NATURE ADVANCEMENT

Equipment:

A three-foot high tree limb with several branches, set as if it were a tree in a can of mortar; green paper leaves (made with thin wire frame and with wire stem sticking out -- put a Cub Scout's name and the award he has earned on each leaf); badges and arrow points.

Personnel:

Cubmaster, Webelos den leaders, boys who have earned awards and their parents.

Cubmaster:

This little tree is a symbol of the natural beauty of our land. It also represents Cub Scouting. It takes a long time for a beautiful tree to grow. In the same way, it takes a long time for a Cub Scout to advance from rank to rank with help from his parents. Today we will see how much prettier this Cub Scouting tree will be when we put some leaves on it. Each of these leaves represents the time and effort put into their advancement work by our Cub Scouts and parents.

Call forward boys who are receiving Wolf badges and arrow points with their parents. Give badges to the parents to pin on their son's uniform, and ask each boy to attach his leaf to the tree. continue in the same fashion for Bear and Webelos awards.

Cubmaster:

Each of you has helped to nurture our Cub Scouting tree. Just as trees endure for many years, so the values you have gained from working on achievements, electives, and Webelos awards will last you a lifetime. May you always stand strong and tall like a tree and be a beautiful resource for our land.

NATURE'S MIRACLES

You will need six participants for this ceremony -- one narrator and five Cub Scouts. Write each verse on the back of a cutout of a tree.

Narrator: Each one of us is one of nature's miracles -- a natural resource. Together we make up families, whether large or small.

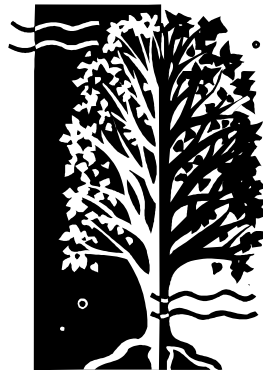
Cub #1: There is one thing in God's beautiful world
That means a lot to me.
It symbolizes much of life --
It is a lovely tree!

Cub #2: With roots so deep in God's rich earth.
It's not disturbed by weather - -
Like families with faith in God
Who live in peace together.

Cub #3: Its trunk, the body strong and firm,
Like parents anywhere - -
To guide, control, direct, sustain,
The offspring which they bear.

Cub #4: The branches, which like children, spread
In every known direction - -
Until the fruitage of their growth
Has reached its full perfection.

Cub #5: And so a tree appears to me
The gem of God's creation;
As it portrays our families
Which constitutes a nation.



SCAVENGER HUNT

Each group will take the list and try to find as many items as possible. The team leader can mark off those items found. If the item belongs in nature please leave it there. The group as a whole should see the item. After the scavenger hunt, gather as a group in a circle and share what was found. Discuss the items not found. Why were they hard to find? Were there any items found that did not belong? How do you think they got here. Were there any items not on the list that were found? What was the most unusual item found?

6 pine needles	cave salamander	2 pine cones
bubble gum wrapper	4 live ants	1 twig
2 butterflies	a large boulder	a handful of sand
an animal track	squirrel nest	a yellow flower
4 leaf clover	a sign of pollution	a noise maker
a poisonous plant	bird feather	moss
a spider	seed	2 white flowers
10 big smiles	raccoon	large mouth bass
channel catfish	firefly	wild strawberry owl
pellet	fossil	signs of a rabbit
Red Cedar bark	square stem plant	tree with flowers
fuzzy leaf	flower with 3 petals	purple flower
green flower	something beautiful	red flower
red plant	a bone	something soft
someone with freckles	acorns	bird nest
galls	signs of pollution	something
weathered	a thorn	poke berries
an alien species	an edible flower	something sharp
a worm	arrowhead	seed with wings
plant with thorns	Sweet gum fruit	bird droppings
bird egg	Redbud seed pod	bird food
a berry	pure white rock	sow bug
5 different leaves	snake skin	worm food
something that floats	Mayflies	dandelion
stars	moon	clouds
jet trails	crickets	shells
pecans	maroon flower	maple leaf

FIND 'EM

Each scout is given a written list of things that may be spotted along a hike route, with a point score for each. First player to find one reports to the leader and is given the appropriate score. Examples: bird's nest (do not remove it), 10 points; oak leaf, 2; cardinal, 10; linden tree, 5; dandelion, 1; poison ivy or poison oak, 10 (with bonus of 10 points for not touching it)!; any animal track, 15.

SPOTTING MOTHER NATURE

Ask the scouts to watch for things that grow, crawl and fly. Make a list of them. The scout with the most items on his list wins.

IDENTIFY WILDLIFE IN THE AREA

Sit down in a circle with your backs toward the center. For 2 minutes do not talk. Look out over the area you are in. Watch the trees, open areas, sky and around any fences or buildings for wildlife. At the end of 2 minutes you will list all forms of wildlife you see. Do not include any humans, or plants. Have your team leader write down what you see. Leader Hints: Wolf book page 170, Boy Scout Handbook page 284 (you may want to read this to your group, or review & tell them).

INVESTIGATING A ROTTEN LOG

This is a resting place in the woods. Look! What living things do you see on this log? What insects? Are any white? Why? What could live inside? Could a bear live here? A squirrel? A snake!? Peel off some bark, are there any insect tracks?

INSPECT AN INSECT



After collecting insects, ask your group to inspect their insects up close. If available, use hand lenses. Ask the following questions: What do you notice first? Can you see wings? Can you see legs? How many pairs can you see? Are all legs the same length? Which, if any are longer? Is its shell shiny? Are there hairs on the insect's body? Does it have antennae? How long are they? Look at its eyes. Do they seem made up of

hundreds of dots? Can you see its mouth parts? Is any part of the insect moving? Which part(s)? You may even ask the group to draw their insects.

OUTDOOR CODE

Equipment: Four posters as indicated below with lines written on the back; US flag.
Personnel: Cubmaster, four Cub Scouts, color guard.
Cubmaster: For our opening ceremony, we present Scouting's Outdoor Code.
It beings, 'As an American, I will do my best to:'

First Cub Scout: (carrying poster showing trash)

Be clean in my outdoor manners.
I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.

Second Cub Scout: (carrying poster of fire)

Be careful with fire.
I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

Third Cub Scout: (carrying poster of a wild animal)

Be considerate in the outdoors.
I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

Fourth Cub Scout: (carrying poster of a forest)

Be conservation-minded.
I will learn how to practice good conservation of soil, waters, forests, and minerals, and I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities.

Cubmaster: Let us keep this pledge in mind as we enjoy the outdoors. Den _____ will present the colors.

Color guard presents colors and leads Pledge of Allegiance.



THE FLY

- Characters: Several passersby.
- Setting: A park or public setting with a bench or chair. A sign of a familiar park could be posted.
- Action: A Scout is reading a newspaper while seated on a park bench. An imaginary fly is buzzing around. A voice off stage can make the buzzing noises. Very annoyed, the Scout swats the fly, pretends to see it and pick it up. He places it onto the bench, gets up still annoyed, and leaves. A passerby comes along, sees the dead fly, and pretends to pick it up. He announces that he is pulling off its wings. He replaces it on the bench and leaves. Another passerby does the same and tells the audience that he is pulling it's feet off. Others come and remove the antenna, head, etc.
- Ending: A new passerby comes along, sees the footless, wingless, headless body of the fly and excitedly says, "Oh goody! A RAISIN!" and pops it into his mouth. He smiles and exits!

THE TRACKERS

Carrying all the gear needed to make plaster casts, Joe and Moe are out in the wilderness looking for tracks.

- Joe: Some tracks! A raccoon passed here.
- Moe: Those are bear tracks!
- Joe: No they aren't, they're raccoon tracks.
- Moe: Bear tracks!
- Joe: Raccoon tracks!

(The argument continues, getting louder and louder. Quietly start a tape of an approaching train. Gradually increase the volume and end with a train whistle, pounding wheels, Joe and Moe yelling "Aaargh!" and lights out.)

INSECT HUNT

Using your group bug hut, collect as many insects as you can. Identify what kinds you collected and write down the number you found. After you are through, let the insects go. Leader Hint: Boy Scout Handbook page 302 - 317. Create a sense of excitement by releasing all the insects at the same time. Have a leader read the following poem as a release ceremony.

Fly away, crawl away, run away, hop
You're free to go -- I'm not going to stop
You from living your life
You deserve to be free
Thanks for sharing this time with me.

MICRO HIKE

Take a hula hoop or length of rope with ends tied together and throw it out into the open area beside you. (If there are a lot of scouts, divide into groups. Then have each group compare what they found to the other groups.) Get down on your hands and knees and explore the area where the hula hoop or rope lands. Use a magnifying glass or bug box to investigate closer. What plants are here? Are there any flowers? What colors are in the area? What animals? What insects? Are there any tracks? Are there any homes? Is there an ant hole? What kinds of rocks are here? Is the ground wet or dry? Leaders, explore the area to see what is there. Ask additional questions you think might stimulate the discussion. Talk about what has been found.

OBSERVATION HIKE

Find a tree as tall as you are. Find a tree with long, pointy buds. Feel the buds, feel the bark. Find a tree with round, red buds on it. Feel the buds. Find a tree with gray bark. Feel it. Find a tree with very, very rough bark. Feel it. Find a tree with holes in it. Are the holes big or little? If you were an animal with an itch, which tree would you rub against?

ONE-LEAF TRAIL

A trail is laid by using one kind of leaf as a marker and letting the stem point in the direction to be followed. At the end of the trail, the players hunt for the tree whose leaves were used.

MICRO HIKE (“Honey I Shrunk The Kids”)

A fun way to do a micro hike is to have the group team up in 2's or 3's, with each group choosing an interesting area to explore. They are then given the following instructions: Has everyone here seen the movie “Honey I Shrunk The Kids!”? We are going to pretend that we are as small as the kids in that movie and are exploring the area we land in. I want you to work together for about 3 minutes to create your own story of what is happening in your area. When you have created your micro story, as a group sit down next to your area and raise your hand. When all groups are ready, we will visit each site to hear your adventure. Give each group about 5 minutes to finish, give a 1 minute warning and then gather all the groups to start telling their adventures. The stories should be most interesting!

SMELL HIKE

Lie down on your back with your heads together like the center of a daisy. Is the sun shining? Are there any clouds? Take a deep breath, what does the air smell like? Spring breeze, rain coming, a fall day, etc. Turn over on your stomach. Look down. Do you see any plants? Can you find any animals? Smell the field and the earth.



SOUND HIKE

This is a resting place in the field. You are a guest in somebody's home. Mice live here. What else might live here? Close your eyes and face toward the wooded area, do not talk. Hold your fist up in the air and each time you hear a sound that is not man made raise a finger. Listen! (allow the group to listen for a while) What sounds did you hear? Now, put your hands behind your ears and cup them toward the front of your face, close your eyes and listen. Did the sounds seem louder? Did you hear any different sounds? What were they? Why do animals like deer and wolves have pointed ears?

TASTE HIKE

Pretend that you are a small field mouse. Where could you hide from a larger animal? A field mouse likes to eat seeds, berries, a few small insects, and grass. Look for a seed, a berry, a small insect. Do you think a field mouse could live here? A mouse eats grass seed. Did you ever eat grass seed? Which one of you ate grass seed for breakfast?

THE WORM

CHARACTERS:

One leader, several Cub Scouts in uniform, one Scout to play a whiny role.

SETTING:

The Scouts are marching through the woods. Cubs may want to have staves or back packs on for props. A sign stating a local forest would be helpful to the audience.

ACTION:

The Scouts pretend to be marching along a “wooded area”. The last Scout stops and announces that he sees a worm on the ground.

Leader: That's interesting. Okay, let's go.
Scout: No, you touch it.
Leader: No, I'm not going to touch a worm. Let's go.
Scout: Touch it or I'm going to hold my breath until I die. (The Scout takes a deep breath, holds it, and bugs out his eyes.)
Leader: (After a few seconds) Awe, for Pete's sake! I touched the worm! Are you happy now? Get in line.
All Scouts: (line up, but the last Scout is still looking at the worm.)
Scout: Cut it in half.
Leader: (The leader looks irritated) No
Scout: Cut it in half or I'll hold my breath until I die! (He starts to hold his breath.)
Leader: Okay, okay, okay! I'll cut the worm in half. Now let's go.
All Scouts: (line up except the last Scout.)
Scout: Eat half of it.
Leader: Are you crazy????
Scout: Eat half the worm or I'll.....
All Scouts: (say in unison) “hold your breath until you die!!!!”
Leader: (The now frazzled leader pretends to eat half. He/she makes a terrible face as if it tastes awful!)

ENDING:
Scout: (Begins to cry and howl loudly.)
Leader: What's wrong NOW??! I touched the worm, I cut it in half, and I even ATE half of it. What could possibly be wrong now?
Scout: You ate MY HALF!

THE CAMPFIRE MEMORY GAME

The Leader says the line, then the group repeats.

One hen.

One hen; two ducks.

One hen; two ducks; three squawking geese.

One hen; two ducks; three squawking geese;
four limerick oysters.

One hen; two ducks; three squawking geese;
four limerick oysters; five porpoises.

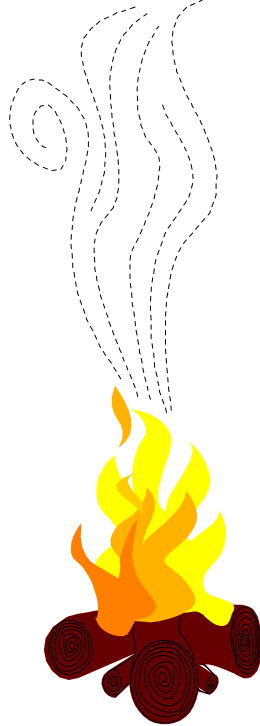
One hen; two ducks; three squawking geese;
four limerick oysters; five porpoises; six pairs of
tweezers.

One hen; two ducks; three squawking geese; four limerick oysters; five
porpoises; six pairs of tweezers; seven thousand Macedamians in full battle
array.

One hen; two ducks; three squawking geese; four limerick oysters; five
porpoises; six pairs of tweezers; seven thousand Macedamians in full battle
array; eight brass monkeys from the ancient sacred crypts of Egypt.

One hen; two ducks; three squawking geese; four limerick oysters; five
porpoises; six pairs of tweezers; seven thousand Macedamians in full battle
array; eight brass monkeys from the ancient sacred crypts of Egypt; nine
apathetic, sympathetic, diabetic, old men on roller skates with a marked
propensity towards procrastination and sloth.

One hen; two ducks; three squawking geese; four limerick oysters; five
porpoises; six pairs of tweezers; seven thousand Macedamians in full battle
array; eight brass monkeys from the ancient sacred crypts of Egypt; nine
apathetic, sympathetic, diabetic, old men on roller skates with a marked
propensity towards procrastination and sloth; ten lyrical, spherical, diabolical
denizen of the deep, who stalk about the corners of the qui, qua, and the
quod, all at the same time.



TOUCH HIKE #1 (grass or field)

Which green plant do you see the most of? Pick a grass leaf. How does it feel? What can you do with it? Can you eat the grass? What animals eat the grass? Can you find any of them nearby? Can animals use it to build homes? Which ones? Can you make a noise with the grass? Do animals make a noise when moving through the grass?

TOUCH HIKE #2 (rock with lichen on it)

Look for a plant growing on a rock. Feel it. Describe how it feels. This is a lichen. (You could have moss instead.)

TOUCH HIKE #3 (tree with mushrooms)

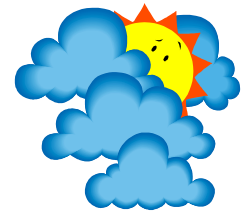
Look for an old tree with things growing out of it. Feel them. Smell them. Describe what you felt and smelled. These things are called fungi or mushrooms.

HIKE THROUGH THE WOODS

We are in the woods. How do you feel? How is it different from the field? Smell the woods. Does it smell different from the field? Is it hot or cool? Is it sunny or shady? Look for animal homes -- in trees, under rocks, under logs. Be sure to put back any rocks or logs you move. Listen for any sounds. (Birds, insects, crickets, animals moving) Walk slowly and see what you can find!

WEATHER WATCHING

Lay back on the ground and look up. What type of clouds do you see? Is it sunny, cloudy, or rainy today? What will the weather be like tomorrow? Do the plants & trees tell us anything about the weather?



NIGHT TRAIL

In the dark, cubs follow a string onto which different objects have been tied at intervals. Their job is to identify the objects by touch, and to remember all of them when they report in at the end of the trail. It can be an individual effort, or a collective challenge for groups.

WHAT'S THE LARGEST NATION IN THE WORLD?

Imagination.

VISIT A DEAD TREE

In front of you are several trees. One in particular is the home to many creatures. It is the dead one, can you find it? Stand back and look the tree over. Use a magnifying glass to investigate the tree up close. What do you think lives here (raccoons, squirrels, opossums)? What is that on the sides of the tree? (Fungus) Is it alive? How can it be alive and the tree be dead? What made those holes? Do you see any spider webs? Are there any insects in the web? Are there any insects around. Are there signs or tracks from the insects? Do you think this tree would be a good place for termites to live? Look around the area. Are there bird nests or others homes for animals in this area? Are there any holes in the ground for chipmunks, groundhogs, or ants? What may have lived here before it fell (birds, caterpillars, squirrels)?

INDOOR COLOR HIKE

Give scouts color swatches to match with colors found inside. Put up nature posters to add variety and interest.

PROGRESSIVE RAINSTORM

Form a circle and sit down. Start with one person and add as the motion goes around the circle. When the motion reaches the starter, change to the next motion until all have been done. Close eyes and listen for your turn. Snap, light clap, hard clap, pound/stamp floor, hard clap, light clap, snap.

COLOR HIKE

Take your group to an area that has lots of plants and trees with varying colors. Use color swatches from a paint store, or other source, to help identify colors in nature. Buddy up within your group and then hand out color swatches. Ask each team to find 1-2 items in nature that have the same or similar colors. When everyone has found their items, gather as a group to have a show n' tell session. The teams can take the group to their items and show the resemblance. Discussion can also be around why you did not find certain colors today. It may be the season, or the color combination is not natural. Remember, primary colors are red, yellow, and blue; Secondary colors are orange, green and violet. All colors in nature start from these colors. White and black added cause the shades and tones of nature.

Campfire Opening: MOSQUITO

Try this at the opening of a campfire. Each of the eight speakers holds up a large card showing their letter. You can spell out just about any word that has meaning to the people at the campfire.

M is for the memories we share tonight — the memories of camp.

O is for the opportunities we have to grow together, to learn new skills, and to share fellowship around this campfire tonight.

S is for the super things we have done here and the super people we have met and made our friends.

Q is for the quiet times we experience together — times to reflect and give thanks.

U is for the ultimate peacefulness of the outdoors.

I is for the inspiration we receive from nature and from our friends.

T is for the terrific leaders who have been with us at camp.

O is for "On with the Show!"

Put them together, and what do you have? MOSQUITO!

A BENEDICTION

May the silence of the hills,
The joy of the wind,
The music of the birds,
The fire of the sun,
The strength of the trees,
And the faith of youth,
In all of which is God,
Be in our hearts now and evermore.



MAGIC MUD

One: Did you ever wonder, as you pass
A little stretch of mud and grass,
What Nature may be hiding there,
Within this spot a few feet square?

All: Let's gather 'round and take a look,
And, like the pages in a book,
We'll study it with open eyes,
Can soil like this hold a surprise?

(All get down on hands and knees in a semi-circle around an imaginary patch of ground or piece of cardboard painted black and green. Each player is assigned one or more of the two-line stanzas. Some of the items may be held up as they are found. For "mud" chocolate pudding is fun! Or, actually perform this outside at a day camp or camp out! All line up for final stanza.)

1: Here's a freshly patterned animal track
Where a rabbit hopped across and back.
2: I see a stream of busy ants
Carrying tidbits as they dance.
3: Look, a feather blue and gray
Dropped off by a screaming Jay.
4: Sprinkled here are sprouting seeds
From lofty elms and sprawling weeds.
5: A pebble smoothed by action slow,
Formed a million years ago!
6: In a puddle spot not yet dried out,
A water beetle swims about.
7: And here an eager plant is set—
An early-blooming violet.
8: A wiggle worm comes up to twitch,
No one knows which end is which!
9: The mud itself, with food stores vast,
From life that grew in ages past.
10: It's not all Nature mud reveals—
Here's a candy wrapper and two toy wheels.
11: There's something moving, what's up now?
I'll pick it up...a BEE!! Ow Yow!
12: Quick, here's some mud upon the spot,
To take away the soreness and hot.
ALL: In mud, there's stone and living things,
Healing power for bitter stings.
Through it flows the earth's life blood,
Our soil is really MAGIC MUD

STAR DANCING

Lie down on your back, look up at stars and blink as fast as you can. The effect is a sea of dancing stars.

BIRD CALLS

While in an outdoor setting, take advantage of nature. Each bird has its own unique call or song. Have the scouts listen for them and start pointing them out. Some examples are:

Chestnut-sided warbler: I wish to see Miss Beecher

Bobwhite: Bob White!

Greater yellowlegs: Dear! Dear! Dear!

Whippoorwill: Whip poor will

Ovenbird: Teacher-Teacher-Teacher

Cardinal: What-cheer-cheer-cheer

Black-capped Chickadee: Chick-a-dee-dee-dee



BUBBLES

Materials needed: Baby swimming pool, Bubble mixture, Miscellaneous bubble wands and hula hoops. Set up the pool with the bubble mixture. Lay out the various wands and let the scouts just play for a few minutes with them. Encourage the scouts to share and to be careful of suds in the eyes or mouth. After they have just played for a while, give them some activities to do: Who can make the biggest bubble? Who can make the most bubbles? Start at this point and hold your wand out to your side, who can walk the farthest with bubbles still coming out? Hold the wand in front of you and pull up toward the sky. Now, hold the wand to your side and make an arch to the other side. Spread out, and make a circle with your wand. Blow a bubble and follow it. Explore the area where it lands. Did it get any insects wet? Did it land on ground or pavement? Did it break when it landed or stay whole? Why?

HEAVENS BELOW

We have all said, "Oh, look at all the stars above!" In reality, they are all around us. We are just small creatures, clinging to the surface of a dirt ball, wheeling through space. Try this. Outside, lie on your back looking star ward. Remember you are lying on the surface of the earth. Feel the curve in your back? Like on some fun ride, you are spinning around in space. You stick to the surface because of gravity. Now imagine that you are looking down into space rather than up at the stars. Nothing but gravity holds you in place. Pretty scary, isn't it?

GROUP JUGGLE

Materials needed: 1 - 10 balls different sizes (beach ball, volley ball, tennis ball, etc.) Form a large circle. Establish ground rules: Call the persons name to whom you are throwing the ball; Make eye contact when throwing the ball the person; pass the ball underhanded. Leader throws a ball to a person, then that person throws the ball to another person who has not received the ball, continuing until all in the circle have received and thrown the ball. Last person throws the ball to the leader. Once this has happened the leader starts the ball again around the circle just like before. After a few have received the first ball, start a second ball, third ball, etc., depending upon how large the group is. Keep in same direction and always passing to the same person as before. At some point when the leader receives the balls back, they may stop starting them around again. When all balls have returned to the leader, the game is through.

LIGHT POLLUTION

Look up into the sky, just above the horizon. At night, in the city, there is a warm glow that can be seen for miles. This glow is what many call light pollution. The lights on our street corners and parking lots, along with our own homes are shining up into the sky. Wasted energy is going to places that do not need it. Tougher environmental regulations require specific lighting in new construction sites. Do you have lights in your yard that are polluting?

PASS THE CAN

Materials needed: 2 large #2 cans, pitcher of water. Form a large circle and then sit down. Leader asks all participants to stretch their legs out toward the center of the circle and to spread out so they are not touching each other. The leader then shows the group how they can hold the can with their feet, and how they can pass the can from one person to another without using their hands. Start the can around the circle and let it go around twice in one direction. Then tell the group to reverse the direction of the can. Let it go around twice. After the can has gone around twice, let it go another time, but add the second can going in the opposite direction. Let the 2 cans go around the circle a couple of times. The tricky part will be when the two meet, one will need to pass over and the other under. Then once they have returned to the leader add water to the cans and challenge the group to make it around the circle without dropping any water, especially when they have to cross the path of the other can!

POTATO (OR GUM ERASER) PRINTS

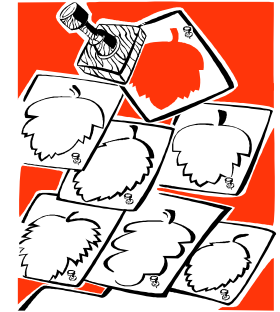
Cut a design in a potato or gum eraser, either by hollowing it out or the opposite in vas relief. Press in ink or paint and stamp on paper.

SPLATTER PRINTS

Place leaf or object on construction paper. Hold piece of wire screening about 6 inches above object. With small amount of tempera paint on toothbrush, paint over screen. Small specks of paint will be thrown on exposed portions of the paper, forming a design around the object. Remove the object and then frame or mount as desired.

INK PAD LEAF PRINTS

Put a leaf, vein side down, on your ink pad. Cover it with a piece of newspaper and rub your hand back and forth over it. Then put the leaf, ink side down, on a clean sheet of paper. Put a newspaper over it again and rub.



RUBBER STAMPS

Endless possibilities for fun. Collect various animal, insect, and track examples. Use different color ink pads. Use on plain paper, create gift tags, greeting cards, book markers, name tags, etc.

NATURE JOURNAL

Use cardboard for the covers and blank paper for the filler. Lace together with pieces of yarn, string, twine or lacing. Decorate the cover with paint, rubber stamps, sticker, markers, etc. Paint, draw or write about things you see in nature. You don't need to be a great artist to sketch nature.

TRACK CAST

On a hike, take along a baggie with Plaster of Paris, an extra baggie, a bottle of water, two paper clips and a long, narrow strip of cardboard. Once a track is found, clean away loose particles of soil, twigs, and leaves carefully. Encircle the track with the cardboard and press the circle into the mud or sand. Hold the cardboard circle together with a paper clip, if needed. Mix the plaster in the mixing bag and pour it into the circle to about ½ inch high. Allow ½ hour to harden. You can insert the paper clip into the back of the plaster while it is still wet. This can be used as a display hook later. When dry, carefully lift the plaster and remove the paper circle.

DRY LEAF COLLECTION

Put each leaf between a separate sheet of newspaper. Put several folds of newspaper on top of and underneath the sheets you are using to press the leaves and put something heavy on top until the leaves are pressed out and dry. An old telephone book works well too!

CRAYON PRINT (Leaf Rubbings)

Lay a leaf on the table with vein side up. Put a clean sheet of paper on top of it. Hold the leaf in place with your hand and make parallel strokes back and forth over the leaf with your crayon until the print shows on your paper.

WAX LEAVES

Melt paraffin in a double boiler. When it is melted, turn off the heat. Dip one leaf at a time into the melted wax. Shake off the extra drops of wax into the pan. Hold the leaf until the wax hardens, then lay it on waxed paper. Using this method, you can get the leaves in their green color or in the brilliant colors of Autumn.

SUN PRINTS

Purchase solar graphic paper from a local craft or nature shop. Collect small objects from nature (leaves, rocks, flowers) and place on paper. Expose to sunlight, then stop the process in a bowl of water. Once the picture is developed, you have a permanent outline of your nature collection.

BOOK MARKERS

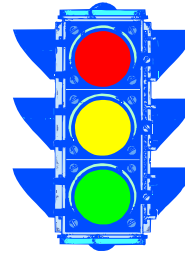
Make a book marker with items collected on a hike. Place leaves, dried flowers, ferns, etc., on the sticky side of clear contact paper. After arranging design, cover with a piece of construction paper, then fold over contact paper towards the back of the construction paper to seal the project. Add interest and variety by adding nature postage stamps or rubber stamped pictures to the construction paper, along with the nature items.

NATURE ZOO

Collect leaves and other small things from outside. By joining twigs and leaves together with modeling clay, you can make your favorite or imaginary animal. Leaves can be legs, ears, tails, or even a head. What else can you use to make an animal head? If you can find them, pine cones make great animal bodies.

RED LIGHT - GREEN LIGHT

"It" stands at one end of the room with his back to the others at the opposite end. "It" shouts, "Green light!" and counts rapidly to 10. While he is counting, the other players may run toward him. At the end of the count, "It" calls, "Red Light!" and turns around quickly. The other players must freeze in place at the sound of "red light." If "It" spots players still moving, he sends them back to the starting line. Then he turns his back, calls, "Green Light!" and counts again. The first player to reach "It's" line becomes "It" for the next round.



(The bigger the playing area for this game, the better.)

RELAY RACES

Divide the scouts into two groups. First decide on the length of the relay races. You may want to line up one half of each team at either end of the course so each member runs one leg. Or you may want the scouts to run from the starting line to a set destination and back again, where they touch the next runner's hand. Relay races do not have to involve just running, however. You can have the scouts crawl backward like spiders, hop on one leg, skip, walk, balance a block on their noses, or run while singing "Mary Had a Little Lamb." When the race is over, the winning team gets to choose the next kind of race.

RED ROVER

Divide the scouts into two groups and have them line up, holding hands tightly. The two groups face each other about twenty feet apart. Each side has a "caller." The caller from one side shouts, "Red Rover Red Rover send [name] right over." If scout A's name has been called, he runs to the opposite side, aiming for what he thinks will be the weakest connection. His goal is to break through the line. If he succeeds, one person from the opposing side must return with him and join his ranks. If he fails, he joins the caller's side. The caller from the opposite side then shouts, "Red Rover...." And the process continues. Whichever side has the most players at the end of playing time wins the round. Players can devise sneaky running strategies and use psychological tactics to spice up the game. Your job –supervise and make sure Red Rover doesn't take to the air or burrow underground.

SHERE KAHN

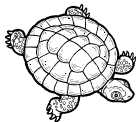
(The Tiger Game; it is also known as Pom-Pom-Pullaway.) One Cub Scout is Shere Khan, the tiger. All others line up against a wall. Shere Khan stands in the center of the play area. The object of the game is to cross to the opposite goal without being tagged. To start the game, Shere Khan says, "Who's afraid of Shere Khan?" The others space towards the opposite side. All Cub Scouts tagged help Shere Khan tag the remaining players. The last one caught becomes Shere Khan the next time. Variation: With a big field and a large number of players, half can be Shere Khans and half men.

SIMON SAYS

One scout plays "Simon," and the others stand facing him. Simon instructs the others to perform an action by saying, "SIMON SAYS, do this," then demonstrates what is to be done. The other scouts must imitate Simon. If Simon only says "Do this" while showing the action, the other players are NOT supposed to imitate their leader. Anyone who does so then steps out of the game. Players must also step out if they fail to imitate a certain action when they're supposed to. Simon's strategy is to get the game moving so quickly that the players fail to notice when he just says "Do this" before demonstrating an action.

TUG OF WAR

What better way for a group of scouts to blow off steam than a tug of war? Organize the scouts into two sides of equal strength and heft. Mark the lines the team will have to cross to win. Check the area for any rocks or hard or sharp objects, then let the two sides tough it out. (Check at camp headquarters for the rope.)



TURTLE TAG

To insure safety, player must be on his back with all fours in the air. The scout who is "it" counts to ten and the "turtle" must hop up and run at least ten steps before again assuming the turtle position. If "it" can tag a player before he is "safe", they exchange places and the other scout becomes "it".

ATTRACTING FIREFLIES

When a flying firefly flashes, count two seconds (one Mississippi, two Mississippi) and then, holding a small flashlight close to the ground, turn it on for one second. Almost immediately, the firefly will turn and approach you. Continue the responsive flashing, and soon the firefly will land on your hand.

BUILD A BIRD NEST

It's pretty amazing how with only two feet and a beak, birds are capable of weaving all sorts of different sized materials into nests, daubing some with mud for added strength, and lining many with softer materials such as their own down or plant fluff. Watch birds building their nests to learn some of their techniques. Then try to build a nest yourself. Gather up the same sorts of materials that birds find—dried grasses, twigs, scraps of paper and other trash, and even some of the materials that you have put out for the home builders. With your own two hands, weave all these bits and pieces into a nest. You can appreciate how skilled birds really are, and how patient they must be to take on the task of nest building year after year. It's not as easy as it looks, is it?

PEANUT BUTTER FOOTPRINTS

Spread peanut butter (thinly) on a piece of cardboard. Place the cardboard outside overnight. The next day, look for bird or other animal footprints in the peanut butter.



ROCK OUT

Look for things around you that can be used as musical instruments. From just tapping a tree with a stick to rubbing two rocks together, you can make interesting sounds. Each scout should make an instrument and play it while singing a song everybody knows.

POCKET KIM'S GAME

Needed: Items from each scout's pocket. A challenge of sorts. Using only the items found in their pockets, a team is given one minute to put together 20 objects to show the other team. The other team will study the objects for 30 seconds and then all the objects will be covered. The team has one minute to name or list as many of the objects as possible. One point for each correct answer.

EARTH - WATER - AIR - FIRE

Cubs sit in a circle with the person in the middle being "It". "It" points his finger at one of the players on the circle while shouting either "Earth", "Water", "Air" or "Fire". He then starts counting to ten. The person to whom he points must answer appropriately before "It" reaches ten. If "Earth" is called, then he must name a four-legged animal. If "Water" is called, he must name something that lives in the water. If "Air" is called, he must name a bird or flying insect. If "Fire" is called, the player must remain silent.

CLUB SNATCH (OR STEAL THE BACON)

Form two lines facing each other about 25 feet apart. Place an Indian club, bowling pin, or bean bag in the center. Count off the Cub Scouts in each line from opposite directions. The leader calls out a number and the opponents with that number run to the center. The object of the game is for a Cub Scout to snatch the club and get back to his side without being tagged by the one with the same number from the other side. Score two points if a player brings the club back without being tagged. Score one point for the opposing team if the snatcher is tagged.

DUCK DUCK GOOSE

All the scouts except one sit in a circle facing each other. The remaining scout goes around the circle, tapping each scout gently on the head and saying "duck." When the "tapper" says "goose," the scout whose head was just touched jumps up and chases the tapper around the circle. The tapper in turn tries to get all the way back to the goose's spot without getting tagged by the goose. If the tapper succeeds, the goose becomes the new tapper and the game continues. But if the goose catches the tapper, the tapper continues his walk around the circle.

ELEPHANT, PALM TREE, MONKEYS

Leader shows each symbol for each animal to the group.

Elephant: One person in middle hangs down and sways to represent the trunk. Two persons (one on each side) lean toward trunk and spread arms in arch to represent the ears.

Palm Tree: Three persons stand tall and raise arms to represent the palms, they sway back and forth to represent the wind blowing in the limbs.

Monkeys: Three people who represent Hear No Evil, Speak No Evil, See No Evil. Hear covers their ears, See covers their eyes, Speak covers their mouth.

The leader stands in the middle of the circle. They go around and point to a person, the people in that threesome then do their symbol. If they do not do it by the time the leader counts 1-2-3, then the leader chooses one of them to change places with him. They then swap places and the game continues.

LICHENS

Have you ever noticed a tree that seems to be growing right out of a rock? The tree owes something to the lowly lichen, which paved the way for its growth. Lichens are those gray-green crusty plant forms that grow on rocks. They grow there without dirt, and actually consist of two plants that live together and support each other. One plant is a fungus, the other an alga (the singular of "algae"). As the lichens grow, they break down the surface, forming dirt so that larger plants like mosses can grow, followed by small leafy plants. Eventually trees grow there. You can explore the world while looking for these wonderful path blazers. The three main types to look for are crustose (these look like crust), foliose (appear like crumpled paper) and fruticose (which have the appearance of small plants with stems). How many can you find in this area? Here is a saying that will help you remember the process: "Alice Algae and Freddie Fungus took a Lichen to each other; but now they say their marriage is on the rocks."

THE BEAT MASTER

Form a large circle. Sit down and face inward. Choose someone to be the BEAT MASTER. Their duty is to lead the beat and to change the beat or the way the beat is being presented without the person who is "IT" figuring out who they are. When assigning the duty, have "IT" leave the room. Instead of yelling, "O.K., we're ready," try having the group rapidly slap their legs and then shout, "OLE!" The group's duty is to follow the BEAT MASTER'S cues without giving away who he/she is. *Beat ideas:* snap fingers, clap hands, clap hand on knees, clap hands on arms, clap floor. Repeat the movement several times and then change to another. Then vary it by changing quicker.

BLANKET GAME

Materials needed: Blanket, rope. Assign 1 person for each end of the rope. Drape blanket over the rope. Divide into 2 groups, one group on each side where no one can see the other team. One person from each team goes up to their side of the blanket and squats down. The rope holders drop the rope & blanket and the first player to correctly identify who the other player is wins for their side. The loser is captured by the winning team. Keep playing until one team has only 1 player. This game is a great way to get to know your neighbors.

TWIG ART

Gather as many odd-shaped, funny-looking twigs as you can find. Old, gnarled twigs are especially good. Lay out the twigs to form letters, designs, or pictures. Use the natural bends and twists of the twigs to help form the shape you want.

LEAFY PAPERWEIGHT

Paint one side of a small leaf with poster paint. While the paint is still wet, press the leaf wet side down on the rock. Carefully lift up the leaf, repeat several times to complete the pattern. After the prints have dried, coat the rock with clear nail polish (or Modge Podge) to preserve the design.

NATURE NOTES

Find flowers, flat leaves, and pieces of grass. On a table, arrange the objects in different ways, until you make a picture the way you like it. Paste your picture down onto the front of a blank notecard with dabs of glue. Then, write a note to your favorite person on the inside and give the card to them.

BIRD FEEDERS

String up peanuts in the shell, cheerios, pieces of fruit and old bread. Hang from a tree branch you can see from your window. Neighborhood birds will flock to taste your treats.

MAKE A RAINBOW INDOORS

Fill a glass with water (make sure it is full to the top) and set it on a window sill in bright sunlight. It should project over the inside ledge just a bit. Put a white sheet of paper on the floor beneath the window, and a rainbow will magically appear on the paper.

THUMBPRINT CRITTERS

No two thumb prints are the same. Your thumb print is a one-of-a-kind! Let's make 'em even more special, let's make 'em come alive! First get a simple ink pad, paper and a thumb! Then press firmly onto the pad and make a print onto the paper. Let the print dry, then decorate with pens, markers, etc. Have fun!

MEMORY HUNT

Divide den into two teams. Each team is seated facing the same scene. For two minutes, all team members study the view in front of them, trying to memorize all plants, trees, and animal life (including insects, birds and amphibians). Do not include man or man made items. At the end of two minutes, both teams turn around and make lists of everything they remember. Longest correct list wins.

SNOWBALL BATTLE

This is a great activity to do during the winter months when you want to get outside for a little while. You may wish to do this towards the end of your meeting! Divide your group into 2 teams. Assign a battle position directly opposite of the other team and at least 30 feet apart. Have each member of the team make a specific number of snowballs (4-5) and place them on the ground in front of them. Spray the teams snowballs each a different color (this can be accomplished by mixing a few drops of food coloring in with water in a spray bottle). At a given signal, each team tries to reach the other team with their snowballs. After all have been thrown, points can be given to the team who reached the other team, or who went the furthest off course-- or whatever you wish to award. It will be easy to tell what is from the other team, since they are colored.

SPONGE RELAYS

1. **Sponge Relay.** At the front of each team will be a bucket with water and sponges beside it. At the back of each team will be a bucket with a line marked on the outside. On go, each member, starting with the first one in line, will fill the sponge up and take it to the empty bucket and squeeze it out. Rotate through the team members until the race is over. The winner is the team who fills their bucket above the line first. The den leader may want to be the judge for this event.
2. **Sponge Toss.** Line 3 empty buckets up side by side. Fill one more bucket with water and place sponges on the ground next to the bucket. Each scout takes a turn filling the sponge with water and trying to throw it into one of the empty buckets. At the beginning announce how many tries each scout will get, then let each have a turn. After the first rotation is through, if there is more time left for the game, let them continue.
3. **Create your own game.**