

February Monthly Character Connection – Resourcefulness

Banquet Name Tags

Materials: Popsicle sticks, tacky glue, macaroni letters, pin backs

Directions:

- Before the meeting date, paint or dye popsicle sticks blue.
- At the banquet, pour the macaroni letters out in a large cake pan or tray.
- Have the banquet attendees to pick out the letters of their name and glue them to the popsicle sticks. (*Note: some health food stores have colored macaroni letters available.*)
- Glue a pin back to the stick and wear as a name tag.
- Some craft stores sell shorter (2½”) sticks.

Gathering Activity: How Many Words?

Using macaroni alphabet letters from the name tag activity, give each table a pile of about 50 letters. Allow a given amount of time (from when they sit down until the CM says Now) to make up words with the letters. See which table has the most words. They get dessert first!

ACTIVITY: Fashion Show

This can be quite hilarious if performed for others to watch. Divide group into teams of about 4 persons each. Give each team a bundle of newspapers and a package of pins. They select one person from their team to be the model. The others dress him in a newspaper costume, tearing the paper where necessary and pinning the pieces in place. Do not provide scissors. The most sensational costume wins a prize.

GAME: “And then”... Game to Turn Back the Clock

A great old-fashioned activity – and it requires Resourcefulness! Explain that you are going to tell a story – but everyone will have a chance to add to it. Good starting sentences begin with “Long ago” or “Many years ago” or “One dark night” or “Once Upon a Time... Each person adds a sentence or two – and ban any references to modern technology or standard action movies or games. If needed, the leader can jump in and re-direct the story to a creative and imaginative story line.

GAME: What If?

Games that have more than one way to play encourage kids to think and tap into their resourcefulness. You can adapt almost any game to be a “What If” one. Explain the game, or have the boys go over the rules for a well-known game. Now come up with some “What If... changes to make to the game. There are no wrong answers to these kinds of questions. The idea is to suggest changes in the rules, the equipment, the playing area, the number of players, how the team is formed – then challenge the boys to play the game using the new changes. After you play the game, ask the boys which way was easier, more fun – and ask them why. Then let the boys come up with their own “What If” games to try.

The Untouchable Hand:

Ask someone to put your hand where your other hand can’t touch it. (They need to place your hand on your opposite elbow. Left hand on right elbow and vice versa)

GAME: What Would You Do?

Divide the players into teams. Provide each team with a pencil and paper. One person in each team is a scribe. Leader shows an item and asks the question below. Instruct teams to come up with as many answers as possible. Recognize teams with the most answers and unique ideas. Question: "You use this [item] for [normal use of the item]. What would you do if you don't have [the item]?"

Examples of items and uses:

- Pen for writing
- Phone to call your friend
- Clock to tell time
- Umbrella to shield you from rain
- Sleeping bag to use at a campout
- Scissors to cut things
- Bag to carry things
- Tissue to blow your nose

SKITS

Tips for Great Scout Skits and Songs

1. Keep them short - never longer than 3 to 5 minutes so that they can be easily memorized.
2. The younger the scout, the simpler the skit should be.
3. Homemade skits or songs may seem funny to the writers but often are not funny to the audience.
4. Use cue cards and lyrics if you need to. Rehearse until everyone is comfortable and knows their parts.
5. Everyone has to speak or sing loudly and clearly.
6. Avoid gross, vulgar, or un-Scout-Like topics or content. Many old topics should never be used today. Grey Area Guidance tells us that fat, ugly, ethnic (*German submarine jokes are not understood today. The Cubs are at least the third generation after WWII. The soldiers were their great-Grandparents*) or handicapped jokes, skits, or songs have no place in Scouting. Check out "Gray Area Guidance" at http://inquiry.net/outdoor/campfire/gray_areas.htm
7. Have a Master of Ceremonies to keep skits and songs moving. Keep your program fast paced and get everyone involved!
8. All dens get an applause! No matter what! Remind leaders at your committee meetings and encourage applause after every den skit, song or display. They are all in training to learn and not be scared of public speaking. Something that they all need though out school and life!
9. Ask before dens do something what they are doing (and before leaders start practicing it with their dens) to be sure everything is appropriate. Remind them of their time limits as well.
10. If your skit has someone as the brink of a joke never ever have a Scout play that part no matter how good natured they are. That's what the Cubmaster or leader who has agreed to do it is for. (*And make it obvious the person is in on the joke and knows it is coming*)

Planning a Puppet Show

Week 1 -

Come up with a theme or use the theme "Imagination Station" to let the boys write their own script for a puppet show. Encourage them to each participate and come up with different ideas that can be used. Make sure that there will be enough parts for each boy to use for their puppet.

Week 2 -

Decide on what type of puppets will be used. Keep it pretty basic to ease making the pattern and cutting out a puppet for each boy. If it's a person cut the pattern from flesh or pink felt, a dog, from tan or brown felt, etc. Then let the boys create their puppets with various odds and ends of felt, material, button, sequins, or whatever you can come up with. Ask for donations of odds and end from their parents or families. Glue the edges of the hand puppets together with low temp glue guns or thick tacky glue. Let them have fun with the glue to create their own puppets.

Week 3 -

Get a large appliance box and cut it so it has a front and two sides that will bend as wings to hold the box upright. Cut a large square hole in the front to form the window for your puppet show stage. Let the boys decorate the front of the box to go along with the theme of your script. If you're brave they could even paint it with poster paints.

Week 4 -

Practice, Practice, Practice! Make sure each boy knows their parts and cues so that they will be able to perform a puppet show for your pack meeting. The boys love to perform and this will be a project that they will remember for many years! Give each boy the chance to be an announcer, emcee, or narrator for your show! If your boys have been learning about magic tricks this would be a great time for them to show your den their talents in the magic area or save the stage and use it at a later date for a magic show that the boys can put on.

Some prop ideas: an empty oatmeal box with a cut out front oval can become a hollowed out log when covered when brown paper then cut out a silhouette of a bunny or squirrel and glue inside the oval. Tip a card table on its side and put a scene on it.

Puppet Making Tips

Scrap Puppets

Scrap puppets are fun, easy and quick to make. Give an old sock a fresh look. Dress up a paper bag. Paint a face on an old wooden spoon and decorate it. To make finger puppets start with an old glove. Cut off the fingers - you know have 5 puppets ready to decorate. Use buttons, beads and pom-poms to make eyes and noses. Bottle caps and jar lids make hats or eyes or ears.

Popsicle Puppets

Take a Popsicle stick and paint the eyes, nose and mouth. Use lace to make the dress and wool yarn for the hair. OR Draw any kind of character you want - a dog, cat, person, or anything. Cut it out and color it; then glue it to a Popsicle stick. You can also make a family and friends for your puppet.

Bee Puppet

Put pom-poms on a yellow sock as the eyes. A pipe cleanerserves as the antennae.

Cereal Box Puppets

Cut one side of a SMALL cereal box in half (width) and fold the box towards the uncut side. This forms the mouth; your fingers fit into the top jaw; your thumb fits into the lower jaw. Add eyes, lips, and hair. Drape scarf over your arm for clothes.