

Webelos

Scholar

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The Scholar badge is a difficult one to make fun because it is such a serious activity. Even though your Webelos may enjoy school, they also enjoy being away from school. Do everything you can to make your meetings exciting. The quality that a Webelos leader will find most helpful on this badge is the ability to listen to a boy and praise him for his school accomplishments. Advance planning is important to make this badge appealing to a 10-year-old.

Den Activities

1. Invite a schoolteacher to your den meeting. Maybe one the boys know, to talk about the importance of school.
2. Invite a grandparent to your den meeting to talk about how school was when they were children. If not a grandparent try a retirement home.
3. Have boys make a list of the things they like about school. And another list of the things they don't like. Discuss them.
4. Newspaper search - give each boy a newspaper and have them find stories about education.
5. Discuss a possible service project.
6. Discuss what it takes to be a teacher or educator.
7. Plan a skit or quiz show dealing with education.
8. Do some brainteasers, riddles, tricks, or puzzles.
9. Give a quiz on Scouting.
10. Have the boys make a daily time schedule and use it to determine if they are making the best use of their time.
11. Do role playing with the boys as teachers. See why and how they would handle certain situations.

Games

Name the States

Give each boy a piece of paper and pencil and have them write down all 50 states. The first one that has all 50 yells STOP and the other boys count up how many they have. You can make up your own game using colors or animals in the zoo. Set a time limit.

Spelling Mixer

Print large letters on 5"X8" index cards, one letter on each card. Do not use the letters J,K,Q,V, or Z. make several cards with vowels on them. Have a card for each person in the group. Three adults act as judges. On signal, people hold up their cards and rush around to find 2 letters that will make a 3-letter word. The 3 people lock arms and race to the judge, who writes the word on the back of their cards. Then they separate and rush back to find 2 more letters. This continues for 5 or 10 minutes. The winner is the person with the most words on his card.

Alphabet Game

Give each Webelos seated at a table a sheet of colored paper, a toothpick and 2 tablespoons of alphabet macaroni. The toothpicks are used to push the macaroni letters quickly into place on the colored paper. On signal, they are to begin making three letter words. The one who makes the most words in a given time is the winner

Brain Teaser

Take the number of toes on both feet. Multiply by the number of pints in a quart, add the number of months in half a year, subtract the number of thumbs on two hands, and divide by a dozen oranges.

Answer: 2

Fibonacci Numbers

The "wizard" supplies pencil and paper and asks his subjects to do the following. (Steps one through four are done in full view of the wizard):

1. List number 1 through 10 across the top of the page.
2. Choose any two numbers under 100 and put the first under the number 1 and the second under number 2.
3. Add them together and place the sum under number 3.
4. Add columns 2 and 3 to get number 4, 3 and 4 to get 5, and so on until the tenth column has been filled.
5. Add all the answers and secretly write the answer down on a piece of paper. (The "wizard" does a couple of computations on a piece of paper and, without looking at the subject's paper, reveals the same answer.)

HOW?

The "wizard" takes a shortcut: the only number he is interested in is in column 7. He multiplies that number by 11 and gets the answer.

Cab Driver

Suppose you are a cab driver. A lady with two suitcases hails you and asks to be driven to the railway station in a hurry. On the way there is an accident which results in a traffic jam. The lady gets impatient, jumps out of the cab, and runs to the depot. She had forgotten the suitcases. She missed the train and now she starts looking for the cab driver. She does not know his name. What was the cab driver's name?

Answer: His name is the same as yours, for "You are the cab driver."

Do You Know Your Alphabet?

What letter is:

1. A vegetable? (P)
2. A body of water? (C)
3. Part of the head? (I)
4. A female sheep? (U)
5. Part of a house? (L)
6. An actor's signal? (Q)
7. A drink? (T)
8. Command to a horse? (G)
9. An exclamation? (O)
10. An insect? (B)
11. A bird? (J)
12. A question? (Y)

Scout Law Dart Board

Using a dart board with the numbers one through twelve, have each boy, in turn, throw a dart at the dart board and score a point if he can recite the point of the Scout Law that relates to that number. If he is correct he gets one point and may continue throwing. The first boy to score 12 points wins. (The twelve points necessary may be any twelve points or the twelve different points.)

Pennies

Take the number of pennies in a dollar. Multiply by the number of thirds in a circle. Divide by the number of inches in a foot of string. Subtract the number of nickels in a quarter.

Answer: 20.

Windows

I walked up the street to the top of the hill and counted 50 windows on my right, I turned around and walked back and counted 50 windows on my left. How many windows did I count?

Answer: Fifty. The windows on my right going up were the same 50 that were on my left going back.

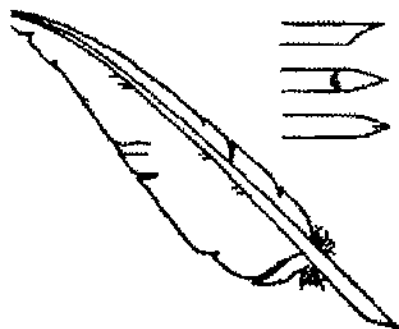
Projects

Make a Quill Pen

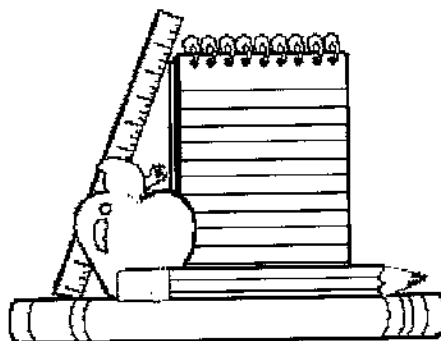
Materials:

Large bird's feather
Penknife

1. Obtain a large feather and strip off some of the feather if necessary from the fat end of the quill. This allows you to hold the pen comfortably in the writing position.
2. To form the pen point, cut the fat end of the quill at a slant curving the cut slightly.
3. The inside of the hollow quill should be smooth so the ink flows to the point. If necessary, clean the inside with a paper clip. The pen will now write with ink. The point sharpness determines the line width.



4. To get a varied line so that the harder you press the heavier the line, cut a small slit in the pen point 1/8" right up to the middle from the tip.
5. Practice and experiment with the pen. Try holding the pen at different angles or cut a different slant.



Tips on How to Talk to Your Teacher

A good conversation with your teacher can increase your chances of making better grades, participating in clubs, working on new projects or earning school awards.

1. Set talk goal and decide exactly what you want.
2. Prepare what you will say with a parent or friend. Make notes on information you might need or questions you need to ask.
3. Select a time when your teacher isn't busy. Make an appointment. Be polite, act natural and be honest. Ask for a chance to earn what you want and for suggestions on ways to improve your skills or behavior. Be sure to thank your teacher.
4. Check your attitude. Are you willing to work to improve?
5. After your talk, write down what you said and your teacher agreed on. Follow through on the suggestions and fulfill your commitment. Keep trying even if it's hard. If you need help, ask for it.

Teachers are people too; they respond to genuine interest and enthusiasm. They want you to be a success.

The following is a sample letter that can be sent to a Webelos scout's teacher.

Dear _____,

_____ is working at this time on his Scholar Activity Badge in our Webelos Den, Cub Scout Pack _____.

It is required that he does the following:

1. Have a good record in attendance, behavior, and grades at school _____
2. Take an active part in a school activity or service _____
3. Discuss with a teacher or principal the value of having an education _____

Would you please sign the above items that _____ has completed. If you feel he is not, could you please help me by discussing this with him and setting goals with him, so that he may be able to earn this activity badge?

I do appreciate the extra time this takes and feel _____ will benefit from it. If you have any questions please call me at home at 555-1000 or at work at 800-555-1001.

Thank you very much,

Webelos Den Leader
Heart of America Council

TEACHING KNOTS

Try to teach basic knots over an extended period. Do not try to teach them more than two knots in any given session. Most boys will start to get confused after the second knot.

Repetition is the key to teaching knots. Once you have introduced them, keep including the skills in various games and other activities. Using rope of two different colors helps some boys see more clearly how knots are correctly tied and lessens confusion. Boys will need your individual attention in learning and demonstrating these knots; so try to get some help in watching them tie them. Your den chief would be good at this. You might ask him to bring a fellow Boy Scout along who has earned the Pioneering merit badge to help out when you are teaching the boys knots.

GAMES

WHAT IT IS AND WHAT IT'S KNOT

Divide the group into two teams. On separate slips of paper, write the names of the knots you have learned. Place names in two jars--one for each team. On signal, the first member of each team draws a slip of paper. That player must act out what the knot is used for, and his teammates must try to guess the name of the knot. When the correct name is guessed, someone else from the team pulls out another knot name. The game ends when a team successfully guesses all the knots. If a player has difficulty acting out the use of a knot, he may replace it and draw another.

HOT KNOT (From "Games Galore," BSC publication)

All players sit in a circle, with the exception of one who has a rope. On signal he drops the rope at the foot of one of the players, at the same time calling out the name of a knot. He then commences to hop round the circle, while the knot is being tied. If tied correctly, the tier becomes the hopper.

KNOT STEP CONTEST

Have the Webelos Scouts line up side-by-side at one end of the room. Call out the name of a knot. Each boy ties the knot. Judges quickly check the knots. Each Webelos Scout who ties his knot correctly can take one step forward. Leader calls out another knot and the same procedure is followed. The first Scout to reach the opposite wall is the winner.

KNOT EASY

Divide the group into two teams. Give first player of each team a 12" length of clothesline rope. At a signal you give them the name of a knot. The captain ties the knot in the rope and passes it to the next in line. The second player unties the knot and passes it to the third player who ties the knot again and so on down the line. The first team to finish wins. The first player moves to the end of the line. The next round begins with a new knot.

COMPASS GAME

Players stand spread out around the room and orient themselves to north. Everyone except the caller and the referee is then blindfolded. The caller calls out a direction,

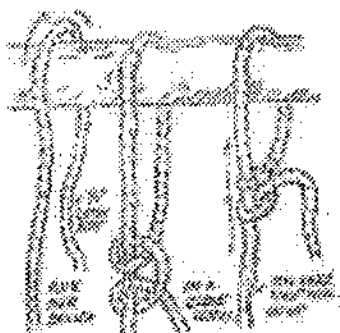
for example 'east.' All players point in the direction of east. The referee goes around and taps the shoulder of anyone not pointing in the right direction. These players are out. The game continues until one player is left.

TENT UP AND TENT DOWN

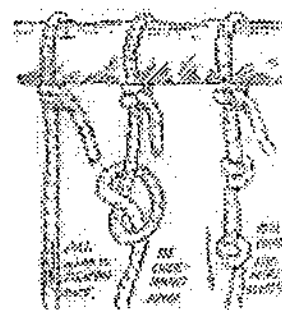
You will need one tent for each team. This is a good game for a boy and his parent or three to four boys for each team. Object of the game is to see which team can set up their tent in the fastest time and **THE TENT HAS TO STAY UP!**

ROPE SWING

You will need: 3/4" or thicker cotton rope; rubber tire (optional)

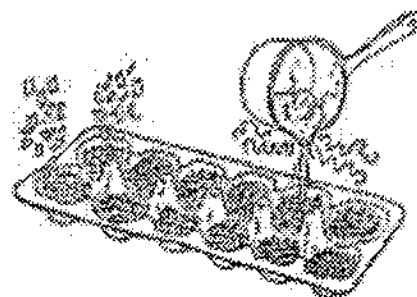


The rope is simply slung over a high but strong branch and fastened with a clove hitch. Overhand knots are tied at intervals down its length, giving a grip for feet and hands and making for quick climbing or swinging. Optional: Tie a rubber tire at the end for a swing.



EGG CARTON FIRE STARTERS

Fill cups of a cardboard egg carton with sawdust, dryer lint or shredded paper. Melt paraffin and pour into the cups. When it cools you can break into sections. One carton will make 12 starters. Take these starters to campouts and use them to start a campfire or charcoal briquettes.



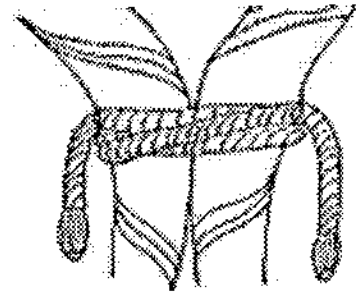
You can make these in your den but only with close adult supervision and assistance. Paraffin should always be heated in a double boiler of some sort and never over a direct or open flame.

CLOVE HITCH NECKERCHIEF SLIDE

You will need: 12" cord (1/8" diameter); 2 small beads; glue.

This is a very simple slide.

1. Whip or fuse the ends of the cord.
2. Glue beads to the ends of the cord.
3. If desired, decorate the cord with permanent markers. (stripes and the like)
4. To wear this slide, the Webelos Scout needs to learn to tie a clove hitch. He ties the slide around his neckerchief.



Through their work on the Readyman Activity Badge, your Webelos Scouts will be better prepared to handle emergency situations. They will also be better prepared to check for safety concerns which could help prevent those same emergency situations.

Contact a Scout troop to assist with the activity badge. They can lead first aid discussions and show techniques. Make sure you talk to the Scoutmaster about getting qualified Scouts to teach the topic.

SPECIAL SPEAKERS

A paramedic/EMT
911 Dispatcher
CPR/First Aid Trainer
Scout troop
Handyman

Police Officer
Doctor or Nurse
Civil Defense worker
Red Cross employee
Electrician

Fireman
Lifeguard/Water Safety instructor
Poison Control Center worker
Utility/Gas company employee
Bicycle shop employee

DEN OUTING

1. Visit a local emergency center in your area; fire station, police station, 911 dispatch center.
2. Visit a police, fire, or medical BSA Explorer Post in your area.
3. Visit a pharmacy and speak with the pharmacist.
4. Visit a bicycle shop.

GAMES

BANDAGE DEMONSTRATION

Equipment: As needed.

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

WHAT'S WRONG WITH ME?

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

SAFE BICYCLE RIDING TRUE OR FALSE QUIZ

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

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

SUNSCREEN EXPERIMENT

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

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

WHAT HAPPENED

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

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

SEVEN WAYS TO IMPROVE YOUR GRADE

1. Learn to listen--Concentrate on the speaker. You may miss important facts if you're not paying attention.
2. Develop good study habits--Have a study place away from distractions. Have supplies handy. Do your homework at the same time everyday so it becomes a habit.
3. Use the right reading technique--Slow careful reading is necessary when you must understand and remember.
4. Improve your vocabulary--Look up a word you don't know. Write it down. Note spelling, pronunciation and meaning.
5. Sharpen your writing skills--Organize your thoughts. Make sure your handwriting is neat. Double check spelling and punctuation.
6. Learn how to take tests--Study for a test ahead of time. **DO NOT CRAM.** Read all the directions and make sure you understand them. If there is an answer you don't know, skip it and come back to it later. Double check your work for careless errors before you hand it in.
7. Develop a positive attitude--This is most important. You are what you think you are. Think you are going to pass and you probably will.

When you really want something at school and you are willing to work for it, your teacher is the best person to help you.

GOLLY, OLOGIES!!

Do you know what field of study on which each of the following "ology" focuses?

- | | | | | |
|-----------------|--------------------------|----------------------------------|------------|--------------------|
| 1. Anthropology | a. plant | b. man | c. cars | d. ants |
| 2. Biology | a. life | b. stars | c. clouds | d. bicycles |
| 3. Archaeology | a. ancient civilizations | | b. stars | c. plants |
| d. sky | | | | |
| 4. Chronology | a. crowns | b. birds | c. man | d. order of events |
| 5. Cosmology | a. universe | b. plants | c. man | d. the future |
| 6. Dermatology | a. man | b. birds | c. skin | d. eyes |
| 7. Ecology | a. stars | b. organisms & their environment | c. eyes | d. money |
| 8. Egyptology | a. land | b. boats | c. Egypt | d. hands |
| 9. Entomology | a. plants | b. man | c. flowers | d. insects |
| 10. Psychology | a. body | b. mind | c. farming | d. baseball |

WORD CHAINS

Start with a word or picture. Add another word to form a compound word with a new meaning. To the second part of the compound word, add a third word. How long can you go? Here are a couple of examples:

PIN + CUSHION, CUSHION + COVER, COVER + STORY, STORY + BOOK
 or
 TRAIN TRACK DOWN HILL SIDE STEP LADDER

WORD PUZZLES

STAND I	N O	WHEEL WHEEL WHEEL WHEEL DRIVE	YOU J U S T ME
T O W N	RED COAT	CYCLE CYCLE CYCLE	ERIF
EGGS EASY	HEAD HEELS HEELS	R O RAIL D	GROUND FEET FEET FEET FEET FEET FEET
	CALM/STORM		
S T A I R S	DICE DICE	E L K C U B SAFETY SAFETY SAFETY SAFETY	R O ROADS D S

Answers: I understand; Upon; Four-wheel drive; Just between you and me; Downtown; Red overcoat; Tricycle; Back fire; (Eggs) over easy; Head over heels; Railroad crossing; Six feet under ground; Calm before the storm; Downstairs; Paradise; Buckle up for (four) safety; Crossroads.