



THE DAYS OF KNIGHTS

NCS
TASK FORCE

2014



Welcome to “The Days of Knights”

National Camping School’s Annual Theme program!

“One Team, One Theme”

Each year a theme-related resource booklet is produced and distributed through the Cub Scouting National Camp Schools. The material is designed to be used in staging NCS, as well as in the districts and councils presenting Cub Scout camping activities.

Inside this issue:
FUN!

Location Names

Gathering Activities

Skits

Cheers

Run-ons

Songs

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Clipart

Tips on Abolishing Boredom

Be ready for the years to come! Adopt the region’s theme schedule now for the next few summers and see how it works. We’ll provide a similar resource booklet for each theme and you’ll be well on your way to another successful year!

Table of Contents

The material in this resource booklet is designed to serve your district or council in presenting tremendous Cub Scout camping events, AND in support of those dedicated Scouters in your area and across the region who staff National Camping School.

The first section includes material especially useful for council and district events. It will include the items listed on the next page. All material reflects the high standards of the BSA. Feel free to use at your local Cub Scout camping activities.

The second section is geared more to the presentation of National Camping Schools, but may be useful locally as well.

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NCS Station Location Names

Show off your theme from the moment they arrive! Posting signs and using theme names to refer to the different locations puts some immediate fun and spirit into your camp – before the fun *really* begins!

LOCATION	SO CALL IT. . . .
PARKING LOT	Draw Bridge Stable Lancelot's Parking Lot Royal Carriage House
GATHERING AREA	Round Table Camelot Throne Room Coronation Park Castle Grounds Royal Tournament Field Coronet Courtyard
PROGRAM STATIONS	Squires Training Camp Knights' Challenges Hamlets Falconry Villages
FIRING RANGES	Escapades of Excalibur Swords & Scabbards Archers Arcade Sir Galahad's Gallery Armory Dagger Dare
OBSTACLE COURSE	Conquest of Conquerors Dungeons & Dragons Knights vs Knaves Running the Gauntlet

NCS Station Location Names

LOCATION	SO CALL IT. . . .
TRADING POST	Sir Mordred's Moneychangers The Bazaar The Marketplace
FIRST AID STATION	Ye Olde Alchemist Jousted & Jostled Busters and Bruisers Bench
FOOD COURT	Lady Lidia's Libations Sir Eldred's Eatery Grog Bucket Ale Pail Dragon's Flagon
WATER FRONT	Sir Lancelot's Lagoon Moat Little John's Lakefront Robin Hood's Rowers
ADULT VOLUNTEERS	Wayfarers Minstrels Troubadours Counts/Countesses Leaders-in-Waiting Knaves
SCOUTS	Squires Knights Questers Merry Men Cavaliers Musketeers



Gathering Activities



Welcome to
National Camping School
We're glad you're here!

Tasks to work on before the opening:

1. Decide on a den identification
 - A large piece of poster board has been provided for your den
 - As a group, please discuss and create your den crest.
- Resources are on your table and at the resource area.
2. Create your personal nametag. Please add your name and an element from your den's identification (if you choose).
3. Complete the camp sheet. Share information about each den member's camp theme and the level of completion of pre-planning. You will need this information shortly.
4. Please share those questions that you want answered on the 3 x 5 cards on the table. Post them on the "Town Crier" bulletin board.
5. We'll be lowering the castle gate at 9 am.

Opening Ceremony: Grand Knights Opening Parade

The first tournaments started out as mock battles – simple contests between knights. They slowly evolved into more elaborate, exciting, and expensive affairs. A mass of tents were set up on a level field outside of a town or castle. People came from all around to watch from the gaily decorated stands and pavilions. The knights hung up their shields outside the pavilions, adding to the color. When all was ready, a fanfare of trumpets marked the opening of the games. Then all the knights marched forward.

Have all the Cub Scouts assemble outside jousting arena. Remind them of the proper use of swords. With the help of den leaders and den chiefs, boys line up single file, with the Webelos bringing up the rear. One Webelos den carries the US and pack flags.

Before the Cub Scouts enter the arena, read this opening:

NARRATOR: In medieval times where rode through the forest in which is now a corner of London, a powerful knight, clad in shining armor with lance and helmet and plumes. Like his rider, the great war horse was protected by armored trappings. At the knight's side rode his

Gathering Activities

squire, a young knight in training, and behind him came his hand-picked patrol of men-at-arms, strong and brave, a gallant band, alert and ready to help the poor and defend the weak. (*Play music such as "Pomp and Circumstance", "The British Eighth", or "Scotland Forever". Cub Scouts parade in and form a semicircle in front of the audience.*)

NARRATOR: Such were these knights of old who lived by a simple but majestic code. (*Cub Scout knights now raise their swords and the narrator reads the Knights Code of Honor. This could be written on a scroll to be unrolled and read.*)

NARRATOR: History and song are full of their deeds. These knights of high ideals made the first steps toward freedom. Their descendants were law-abiding and industrious pioneers who laid the foundation of our nation. (*Now the Webelos Scouts advance with the flags and stand at attention facing the audience with the Cub Scouts in the semicircle behind the colors. Everyone is asked to join in saying the Pledge of Allegiance.*)

THE KNIGHT'S CODE

*Defend the poor and help those who cannot
defend themselves.*

Do nothing to hurt or offend anyone.

*Be prepared to fight in the defense of your
country.*

*At whatever you are working, try to win honor
and a name for honesty.*

Never break your promise.

Gathering Activities

KNIGHTS OF THE ROUNDTABLE (OPENING CEREMONY)

Set Up – Narrator dressed as King Arthur; 7 Cub Scouts; candelabra with 7 candles and cards with parts written on table

Narrator: Welcome, knights of the Roundtable. Just as the knights of olde had their code of conduct, so the young knights of Cub Scouting have their code, the Cub Scout Promise. A Cub promises to Do His Best.

Cub #1 – (lights 1st candle) To do his duty to God and his country

#2 (lights 2nd candle) To help other people

#3 (lights 3rd candle) To obey the law of the pack

Narrator: The young knights also abide by the Law of the Pack

#4 (lights 4th candle) the Cub Scout follows Akela,

#5 (lights 5th candle) the Cub Scout helps the pack go

#6 (lights 6th candle) the pack helps the Cub Scout grow

#7 (lights 7th candle) the Cub Scout gives good will.

Narrator: You may now join the other Knights and let the tournament begin.

THE KNIGHT'S CODE OPENING CEREMONY

Set up: After a blast of trumpets, a single file row of Knights march in with flag. Flag is posted and boys lead the Pledge of Allegiance. Trumpet blasts again, boys form a half circle, facing the audience. Then they recite the Knight's Code. Each Cub has a card with his part on back in large print and an appropriate picture on the front.

#1 – Be always ready with your armor on, except when you are taking your rest at night.

#2 – Defend the poor and help those that cannot defend themselves.

#3 – Do nothing to hurt or offend anyone.

#4 – Be prepared to fight in the defense of your country.

#5 – At whatever you are doing, try to win honor and a name for honesty.

#6 – Never break your promise.

#7- Chivalry requires that youth should be trained to perform the most laborious and humble offices with cheerfulness and grace, and do good unto others.

CAMELOT OPENING CEREMONY – STAFF INTRODUCTION

[Equipment needed – three candles, trumpet music]

[Leader dressed as Merlin the Magician, Cub Scouts/Staff dressed as Knights]

Merlin: To you who over countless years hold aloft the honor and spirit of Scouting, I bring greetings. I am Merlin the Magician. Tonight I am commissioned by my liege and lord, King Arthur, to take you back through the years to the court of Camelot. All you need to do to make the journey safely is to close your eyes upon command, and keep them closed until you hear

Gathering Activities

the sound of trumpets. It is most important that you do so, for if you open your eyes too soon, you will be lost somewhere between the before and the beyond, and might not make it home. We are ready now.

First, I light the magic fires, and with the lighting, I bestow on each of you these magic powers.
I light the fire of Honor. [Light first candle.]
I light the fire of Duty. [Light second candle.]
I light the fire of Courage. [Light third candle.] Now close your eyes.

Oh magic fires burning great,
Take us swiftly through time's gate,
Let us through the centuries fly,
'Til, yea, a thousand years go by,
Now close your eyes 'til trumpets sound,
For only then is Camelot found.

[Repeat softly, fading away.] Close your eyes 'til trumpets sound,
For only then is Camelot found.

[fading more] Only then is Camelot
[A trumpet fanfare sounds, and the knights march in.]
WELCOME TO CAMELOT, KNIGHTS!

Skits

The Days of Knights

Opening Skit

National Camping School

Welcome to Camelot, I am King _____. I wish to welcome you to the Days of Knights. We will be setting off on our quest soon. We will travel through time to the days of yore. (That means a really long time ago.)

When we depart, you must close your eyes to insure a safe journey. If you dare to open them during our journey, I cannot guarantee your safe arrival. If you do not follow the instructions and you open your eyes, you will be lost between the here and now, and the days of yore. This quest is only for the fittest and strongest of Knights. When we have safely arrived, I will instruct you to open your eyes.

The quest we are attempting to take will lead you to the discovery of the Holy Grail! But beware: there are enemies who have been trying for years to obtain our secrets. We must be on guard throughout our quest to insure that these rascallions do not succeed. (That's the bad guys.) And of course, we're always on the lookout for stray dragons. Keep your fire extinguisher handy. [Hold up a squirt gun.]

So now's it's time to begin our journey. Tighten your sashes, adorn yourselves with your armor, and secure your belongings to your saddle. The weather should be good for travel. For your own safety, you must close your eyes and keep them closed until I instruct you to open them. (Play theme music such as a trumpet fanfare for 30 seconds)

You may open your eyes. Welcome to Camelot [or Cubalot or other suitable name]

CUB SCOUT SKIT TIPS:

Generally, there are four parts to a skit or puppet show.

Goal: You want something – friendship, a gold mine, to win a battle.

Commencement: You start toward the goal – by horseback, on foot, or by using your head.

Obstacle: Something stops you – a secret enemy, a false friend, a crocodile.

Obstacle overcome: you achieve your goal through an act – of kindness, bravery, wisdom, or magic.

Skits should be no longer than two or three minutes. Every member of the den should have a part, and all of them should offer their ideas. Costumes may be as simple or as elaborate as you wish. [E.g., from a sign hanging around the actor's neck proclaiming "Dragon" to a paper mache dragon head. Either will work.] Keep the dialogue short. Avoid ridicule of any person or group. Everything should be pre-approved. Keep a set of speaking parts written on cards to facilitate last minute replacements in the skit.

Songs, Cheers & Run-Ons

OPENING CEREMONY

(Each Scout has a small poster in the shape of a shield with the letter he represents on the front and his lines on the back.)

NARRATOR: In the days of olde, Knights represented attributes like hope, trust, bravery, and living by a code that was above all else. Today our knights have a code that guides them as well. Here is our Den Code:

K is for Keeping the Scout Law;

N is for Noticing the world around me;

I is for Investigating new ideas;

G is for Giving – to others, to my family, to my Pack, and to my community;

H is for Helping others whenever I can, wherever I am;

T is for Taking care of myself.

(All in unison) We are the Knights of Den ____.

AUDIENCE PARTICIPATION

Whenever the words **BRAVE SCOUT** are read, Webelos respond with “Do Your Best”. When the word **KNIGHT** is read, the Bear Scouts respond with “shining armor”. When the word **DRAGON** is read the Wolf Scouts respond with “Hot Stuff”. When the word **KING** is read, the Tiger Scouts respond with “Hail to the King”.

Once upon a time, there was a **BRAVE SCOUT** who wanted to be a **KNIGHT**. He knew that for a **BRAVE SCOUT** to become a **KNIGHT**, he must complete a special challenge determined by the **KING**. So the **BRAVE SCOUT** who wanted to be a **KNIGHT** went to see the **KING**. The **KING** told the **BRAVE SCOUT** that if he wanted to be a **KNIGHT** he must bring the **KING** a scale from the **DRAGON**. Whatever should he do? This was indeed a difficult challenge.

The **BRAVE SCOUT** knew there was a fierce **DRAGON** that lived in a cave about an hour’s hike away. The **BRAVE SCOUT** knew how important it was to always be prepared, to hike with a buddy. Off they went to the cave of the **DRAGON**. They were really scared; **DRAGONS** can be scary, you know.

As the **BRAVE SCOUT** and his buddy crept into the **DRAGON’S** cave, the **BRAVE SCOUT** noticed that the cave was damp and cold, and there was no campfire to warm it up. The **DRAGON** was holding his throat, moaning. The **BRAVE SCOUT** swallowed hard, gathered his courage, and stepped in front of the **DRAGON**. “Why are you holding your throat, Sir? It’s cold and damp out; why don’t you warm yourself by fire?” **DRAGON** answered, “I went swimming in the moat, and caught a cold. My throat hurts so bad, I’m breathing fire! I was never allowed to join scouting as a young **DRAGON**, so I don’t know how to make a campfire.” The **BRAVE SCOUT** answered, “I think my buddy and I can help, Sir.” So the **BRAVE SCOUT** built a fire for the **DRAGON**, and made him a cup of tea to quench the fire in his throat. In exchange for his good deed, the **DRAGON** rewarded the **BRAVE SCOUT** with one of his scales.

Songs, Cheers & Run-Ons

The **BRAVE SCOUT** and his buddy returned to the castle and presented the scale to the **KING**. The **KING** was so impressed with the young Scout, he **KNIGHTED** the young man on the spot. From that point forward the **BRAVE SCOUT** would be known throughout the land as SIR CUBALOT. (The scout kneels before the King and the King taps him on the shoulders with a sword.)

CUB KNIGHTS OF THE ROUND TABLE – LEFT/RIGHT STORY

(Before the story begins, give each Cub Scout a token. As each direction word is read, the boys hand the token in the direction of the story, and switch back and forth. At the conclusion of the story, everyone gets to keep the token.)

The Cub Knights arrived **right** before the Pack meeting was to begin. In their shining armor, they couldn't wait for the meeting to begin. They traveled from far and near, coming from the north and south and **left** and **right** or **right** and **left**, depending on how you look at it. Anyway, they came out in great numbers. The Cub Knights in attendance included: Sir Lucan - a most loyal and trusted Cub Knight, Sir Lancelot – the greatest knight of all and **right** hand Cub Knight of King Akela, Sir Galahad – a great knight and the **left** hand Cub Knight of King Akela, Sir **Right** – the Cub Knight that always seemed to be **left** behind, Sir **Left** – the Cub Knight who was always ready to go so he would not be **left** behind, Sir Smarty – the Cub Knight that was always **right**, Sir Conner, Sir Mathias, Sir Wyatt and many more who were loyal to King Akela. King Akela checked his list of loyal Knights to make sure that all had arrived and that no one would be **left** out.

They were called to enter the great room and as they did, their eyes opened with amazement. **Right** before their eyes was a humongous round table. To the **left** of the roundtable was the great King Akela. The Cub Knights were called by King Akela to sit around him - to the **left** and **right** of him. To answer their questioning looks, King Akela explained – “The table that we sit at tonight to create our Basic Rules of the Cub Knights is round. We sit at a round table to enforce the concept of equality. A round table offers no head of the table; we who sit at this table are all equals. We ALL do our best for the kingdom.”

King Akela and the Cub Knights sat down, ready to begin. Cub Lancelot and Cub Galahad sat to the **right** and **left** of King Akela. The other Cub Knights sat around the table, to the **right** and the **left** of them. Sitting next to the King was a great honor, so to make sure that everyone had an opportunity to sit to either the **left** or the **right** of King Akela, a sound would be made every so often. When the sound was made the Cub Knights would stand up and move to the **right** or the **left** or to the **left** or the **right**, depending on what the noise indicated. A whistle meant move to the **right**. A clap of the hand meant move to the **left**. If you heard them both at the same time, it was up to the Cub Knight to move to either the **left** or the **right**. This sometimes caused confusion amongst the Cub Knights and someone was always **left** standing. The Cub Knight **left** standing would look to the **right** or **left** and find an empty chair and sit down. This was time consuming but the Cub Knights enjoyed it. The Cub Knights would then sit back down and carry on with their meeting until the sounds were made again.

The Cub Knights got **right** to work and came up with their Eight Basic Rules of the Cub Knights of the Round Table,

- Show compassion to all
- Always help others
- Do your duty to God and your country

Songs, Cheers & Run-Ons

- Help your community
- Do a good turn daily
- Support your Den & your Pack
- Always hug your mom
- Do your best!

When the Eight Basic Rules were voted upon and accepted the Cub Knights jumped **right** out of their chairs and ran around the tables. The great King Akela was the only member **left** sitting in his chair. He watched the Cub Knights with excitement. Whistles blew and hands were clapping. The Cub Knights didn't know which way to go. They ran to the **left**, then to the **right** while others ran to the **right** and **left**. They were bumping into each other, but they didn't care. The night was a success! They finally came together at the **right** side of King Akela. Together they cheered "Long live King Akela!"

THE SAD TALE OF SIR LANCELOT

Props needed: table & chair, notepaper, small table, salt shakers, sign for stairs, broom, pail, rope, stamps, matches, pitcher, whisk, iron, banana, whistle, chalk, signs for players to wear representing their characters

Cast: Narrator, Lady Prudence, Sun, Horizon, Curtains (2), Sir Lancelot, King Arthur, Grenadine, Darkness, Hours (2)

Narrator: The curtains part, and our play is on. [Curtains side-step slowly to the sides of the stage.] It was early morning and the Sun rose [Sun stands up]. Sir Lancelot, son of a rich Englishman, sat in his father's castle. He was pouring over his notes, [make pouring motion with pitcher over notepaper]. He was anxious to whip them into shape [use whisk]. Finally he rose, muttering curses.

Lancelot: "Come hither, Grenadine," he cried. Grenadine came tearing down the stairs. [Grenadine tears the stairs sign] and tripped into the room [trips over a rug].

Grenadine: "Did you call?" she asked.

Lancelot: "Yes," he answered. "Where is Lady Prudence?"

Grenadine: "She is in her chamber."

Lancelot: "Bring her to me at once," he commanded. Grenadine flew to do her master's bidding. [Make flying motions with arms.]

Narrator: While waiting for Lady Prudence, Sir Lancelot crosses the floor [make chalk marks on the floor] once, twice, thrice. Then he sat down and stamped his foot [pastes stamps on bottom of shoe.] Soon, Lady Prudence came sweeping into the room [Pru comes in with broom, sweeping the floor.]

Lancelot: "Lady Prudence, for the last time, will you join my clan and live in my castle?"

Prudence: "Oh, no, no, no."

Lancelot: "Ah, curses! Then I will lock you in the tower until you agree."

Prudence: "Sir, I appeal to you. [Peels the banana.]

Lancelot: "Your appeal is fruitless." [Takes banana from her, eats it, and hands back the empty peeling. Leaves the room.]

Narrator: Lady Prudence turned a little pail [turns over pail], and flew around in the agony of fear. [makes flapping motions with arms around the room.] She knew Sir Lancelot meant what he said. If only King Arthur would come. He would save her. Would he come in time?" The hours passed [Hours cross each other on stage.] Finally she took her stand [moves table to center stage], and scanned the Horizon. [Horizon moves back and forth while Pru scans with hand motions.] Suddenly a whistle sounded from below. [Blow whistle from under the table.]

Prudence: Oh, King Arthur, is that you?

Songs, Cheers & Run-Ons

Arthur: Yes, it is I! Throw me a line. [Throw him a rope.]

Narrator: Arthur gallops into the room.

Arthur: Oh, Lady Prudence, he cries, pressing her hand. [presses her hand with the iron]

Narrator: At that moment, Sir Lancelot enters the room. Angered at the sight of the two, challenges King Arthur to a duel. They assault each other. [sprinkle salt on each other from shakers.] After a moment, Lancelot realizes he is beaten [picks up the whisk] and gives up the match. [hands matches to Arthur.]

Arthur: Come, Lady Prudence, join my clan and live at my castle. There are none who will challenge me now. [Arthur puts the rope around her neck like a leash and leads her from the room.]

Narrator: The hours pass. [Hours cross each other across the stage again.] The Sun sets. [Sun sits down.] Darkness falls. [Darkness falls down.] Our story has ended. [Curtains meet center stage and put hands together.]

CLOSING

[Eight Cubs Scouts in knight costumes each recite one line of the verse.]

If I had been a knight of yore,
I would have opened up the door
For queens and ladies to pass through,
I would have been trustworthy, true,
I would have ridden giant steeds,
Doing great important deeds,
Today there are no knights about,
And so I have become a SCOUT.

Songs, Cheers & Run-Ons

THE KNIGHT'S DAY

KNIGHT: Charge!
MAIDEN: Tee, hee (wave a handkerchief in front of face)
STEED: Neigh, Neigh (stamp a foot)
KING: Your Highness
DRAGON: I'm Breathing Fire

In the days of olde, when KNIGHTS were bold, and DRAGONS covered the land,
The gallant KNIGHT rode upon his STEED and approached the castle so grand,
There a KING arose, all filled with woes, upon whom did he call?
The brave, true KNIGHT for his KING did fight, taking battle to one and all.
Now in this land, a DRAGON tall, did terrify the fair MAIDENS so.
They cried and wailed, "Oh my, oh my, has anyone let the KING know?"
The KING was shook at the courage it took, to slay a DRAGON so,
He called the KNIGHT upon his STEED and bade the KNIGHT to go.
"Douse the DRAGON and save us all!" the regal KING did decree.
Douse that DRAGON and save us all, save the fair MAIDENS and me!"
So off the KNIGHT rode, that KNIGHT so bold upon his mighty STEED,
"My STEED and I, with lance held high, will do this courageous deed."
The KNIGHT met the DRAGON on the field of battle, and at the KING's request,
Took the DRAGON for a swim in the moat and doused the DRAGON's breath!

ANYTHING GOES!

Give each boy a letter or two and have him come up with a something ***Knight-related*** that starts with the assigned letter. Place it where the corresponding letter is.

A _____ B _____ C _____ D _____ E _____
F _____ G _____ H _____ I _____ J _____
K _____ L _____ M _____ N _____ O _____
P _____ Q _____ R _____ S _____ T _____
U _____ V _____ W _____ X _____ Y _____
Z _____

The other day I saw **A** and **B** walking down the **C**. I said **D** to them but they didn't say **E**. **F**, I said, and ran after **G**. Again I yelled **H**. This time they heard me. When they stopped, I saw they had a **J** and a **K** with them. 'We can't talk now. We are going to **L** this and **M** is waiting for it.' So I said good-bye and went to lunch. At the **N**, I had an **O** and **P** and got in my **Q** to go. When I got there, I found I had lost my **R**. Then I knew it was going to be a bad **S**. So I picked up my **T**, **U**, **V**, **W** and **X**, said so long to my **Y**, got on my **Z**, and went home.

*An alternate way to present this is to issue the letter on a 3x5 card. As the story is read, the member of the audience with that letter stands and adds his word to the story.

Songs, Cheers & Run-Ons

ARCHER APPLAUSE: Shoot an arrow into the air. Wait for 5 seconds and then yell, "Bulls Eye!"

Three Musketeers Cheer: Leader shouts: "All for one"; the audience answers, "And One for All."

LIMERICKS (USE AS RUN-ONS)

There once was a knight from Salome,
Who rode his horse far from his home,
When the horse took a fright
He dumped off the poor Knight,
Who had to walk home with a moan.

There once was a Kingdom Unfair,
Its ruler he gave not a care,
Then a knight brought the light
With the Scout Law so right,
Now seeing a frown is so rare.

KNIGHTS IN SHINING ARMOR

(Marine's Hymn – From the Halls of Montezuma)

We are Knights in shining armor,
And our swords are made of steel,
We will fight for King and country,
We will shout and show our zeal.

(chorus)

We are good knights, we are strong knights,
But we seldom have good days,
Cause our armor's getting rusty,
And our shields get in the way.

Met a dragon in the courtyard,
His hot breath would make you shout,
Took him swimming in the river,
Now his fiery breath is out.

Songs, Cheers & Run-Ons

KNIGHTS OF THE DEN

(Tune: Alouette)

Chorus:

We are Scout Knights,
We are all the Scout Knights
Ever ready, we always do our best.

Leader: Do you have your helmets strong?

Scouts: Yes, we have our helmets strong!

Leader: Helmets strong.

Scouts: Helmets strong.

All: Ooooooh,

Chorus

Leader: Do you have your shields before?

Scouts: Yes, we have our shields before!

Leader: Shields before.

Scouts: Shields before.

Leader: Helmets strong.

Scouts: Helmets strong.

All: Ooooooh.

Leader: Do you always do your best?

Scouts: Yes, we always do our best!

Leader: Do your best!

Scouts: Do our best!

Leader: Shields before.

Scouts: Shields before.

Leader: Helmets strong.

Scouts: Helmets strong.

All: Ooooooooooh.

Chorus.

Actions:

Helmets: using both hands, form a dome on head

Shields: thrust arm forward as if holding a shield

Do your best: make the Scout sign (two fingers extended)

Alternate to Alouette tune:

We are [insert rank – Tiger, Wolf, Bear, Webelos] Knights,

Songs, Cheers & Run-Ons

We are all the [insert rank] knights,
Ever ready, we always do our best.

Leader: Do you see the Tiger Knights?

Answer: Yes we see the Tiger Knights!

Leader: Tiger knights!

Answer: Tiger knights!

(Continue and add each rank.)

MERLIN'S MAGIC RING TRICK (Cub Scout Magic, pg 108)

Tie a string 2 feet long to make a loop. Put one of the looped ends through a ring to the center of the loop. Ask a Cub to hold up his fingers; slip the ends of the loop over his fingers. Can you remove Merlin's ring from the loop without moving your fingers?

Halfway between the ring and your helper's left finger, put a hand over the loop and pick up the string part that is on the far side. Bring this part as you bend over your helper's right finger and the loop end as well. (The bend brought over must go over the outside loop end on the finger.) Slip this end off and the ring will be freed while the loop is still on both fingers. (The picture in the Cub Scout Magic book will help.)

THREE BRAVE KNIGHTS

(Tune: Three Blind Mice)

Three brave knights,
Three brave knights,
Stand tall and proud,
Stand tall and proud,
Their swords and shields are shiny and bright,
For king and country they're ready to fight,
They live by the code and stand for what's right,
Those three brave knights.

MAID MARION APPLAUSE: Tell the audience they are going to cheer until the handkerchief touches the ground. Hold the handkerchief in the center, hold your head up, point your nose in the air, put the other hand on your hip, then drop the handkerchief.

CRUSADERS CHEER: Shout "For King and Country!"

KNIGHT RUN-ONS

Boy 1: What do you call it when all the knights trade horses?

Boy 2: I don't know, what?

Songs, Cheers & Run-Ons

Boy 1: The knight shift.

Boy 1: What was Camelot?

Boy 2: I don't know, what?

Boy 1: A place to park your Camel.

Boy 1: What was Camelot famous for?

Boy 2: I don't know, what?

Boy 1: Its knight life.

Boy 1: When was King Arthur's army too tired to fight?

Boy 2: When they had too many sleepless knights.

Q: Where did knights learn to kill dragons?

A: At knight school.

Q: Why did the King go to the dentist?

A: To get his teeth crowned.

Q: There are many castles in the world. Who is strong enough to move one?

A: A chess player.

Q: Where do knights go to grab a bite to eat?

A: To the all knight diner.

Q: What did King Arthur listen to every evening at six?

A: The knightly news.

Q: Sir Knight, are you running from an enemy? I thought you didn't have fear of sword, lance, or ax?

A: That's true, but this villain has a can opener.

Q: Why was the period between the tenth and fifteenth centuries A.D. called the Dark Ages?

A: Because it was Knight time.

Q: Why did Robin Hood only steal from the rich?

A: Because the poor don't have any money to steal.

ST GEORGE WAS A KNIGHT

(Tune: Row, Row, Row Your Boat)

St. George was a knight

Riding far and wide,

Songs, Cheers & Run-Ons

Doing good for one and all,
Around the countryside.

Ride, ride, ride you knights,
Forward for the cause,
Scouting's light is shining bright,
Obey our Scouting Law.

KNIGHTS OF SCOUTING

(Tune: Frere Jacques)

Knights of Scouting, knights of Scouting,
Yes we are, yes, we are,
Living by the Knight's Code, helping all our brothers,
Knights we are, knights we are.

KNIGHTS SONG

(Tune: Hey, Look Me Over)

Knights of the kingdom
Dressed in their gear
They're in their armor
Shiny clear from here,
Nothing dull about it,
Sparkling all the time,
'Cuz I've got a page and a squire, too, to make my armor shine,
And so I wear all my metal,
Proud as can be,
Knights come to watch,
Oh, how they envy me,
So come everyone, see the knights so brave,
As to the King they call,
"All for one, and One for All."

CUB QUEST

(Tune: This Old Man)

Knights of old, stories tell,
Lived their code of honor well,
Brave and loyal, helpful, strong and true,
And they'll be respectful, too.

Like the knights, Cubs today,
Pledge to live a helpful way,
God and country's honor is our quest,

Songs, Cheers & Run-Ons

And we pledge to do our best.

WHEN YOU ARE A KNIGHT

(Tune: Farmer in the Dell)

When you are a knight,
Good is what you do,
The Knight's Code is the thing you use,
To live your whole life through.

When you are a scout,
Good is what you do,
The Cub Scout Law is what you use
To live your whole life through.

COME A-JOUSTING

(Tune: Are You Sleeping)

Come a-jousting, come a-jousting,
Cub Scouts all, Cub Scouts all,
Out into the Courtyard,
Out into the Courtyard,
Hear the call, hear the call.
We come marching, we come marching,
Knights of Yore, Knights of Yore,
Out into the battleground,
Out into the battleground,
Men of war, men of war.

COME TO THE CASTLE

(Tune: Down By The Station)

Come to the castle early in the morning,
See the Lords and Ladies lined up in a row.
See the prince and princess leaving in their carriage,
People throw confetti as they go.

Come to the castle early in the evening,
See the King and lovely Queen sitting on their thrones.
See the Knights in armor coming from a battle,
See the captured dragons rattling their bones.

Songs, Cheers & Run-Ons

KNIGHTS ARE WE

(Tune: Great Chicago Fire)

One fearsome dragon had a cold up in his head,
That fire-breathing scorcher woke up in his bed,
He let out a big sneeze, and he lit the farmer's shed,
There'll be a hot time in the old town for knights.
WATER! WATER! WATER!

BRAVE KNIGHT

(Tune: B-I-N-G-O)

There was a knight so brave and true,
And Brave Knight was his name-o.
B-R-A-V-E
K-N-I-G-H-T
B-R-A-V-E
And, Brave Knight was his name-o.

Dressed in armor, shiny and blue,
And Brave Knight was his name-o.
Clap-R-A-V-E
Clap-NI-G-H-T
Clap-R-A-V-E
And, Brave Knight was his name-o.

He taught new Knights the Cub Knight way,
And Brave Knight was his name-o.
Clap-Clap-A-V-E
Clap-Clap-G-H-T
Clap-Clap-A-V-E
And, Brave Knight was his name-o.

To do their best each and everyday
And Brave Knight was his name-o.
Clap-Clap-Clap-V-E
Clap-Clap-Clap-H-T
Clap-Clap-Clap-V-E
And, Brave Knight was his name-o.

To shout their den cheer really loud,
And Brave Knight was his name-o.
Clap-Clap-Clap-Clap-E
Clap-Clap-Clap-Clap-T
Clap-Clap-Clap-Clap-E
And, Brave Knight was his name-o.

Songs, Cheers & Run-Ons

And do the gold and blue so proud,
And Brave Knight was his name-o.
Clap-Clap-Clap-Clap-Clap
Clap-Clap-Clap-Clap-Clap
Clap-Clap-Clap-Clap-Clap
And Brave Knight was his name-o.

KNIGHTS

(Tune: Row, Row, Row Your Boat)

Knights, Knights, Knights we are
We serve and do our best!
In our armor, standing proud,
A cut above the rest.

Knights, Knights, Knights we rock!
We always do our best,
We help others, do good deeds,
Then we take a rest!

ROUND TABLE

(Tune: She'll Be Comin' Round the Mountain)

There's a meeting at the Round Table tonight,
There's a meeting at the Round Table tonight,
There's a meeting at the table,
There's a meeting at the table,
There's a meeting at the Round Table tonight!

King Akela & the Cub Knights will be there!
King Akela and the Cub Knights will be there!
King Akela and the Cub Knights,
King Akela and the Cub Knights,
King Akela and the Cub Knights will be there!

They'll develop rules to help them do their best
They'll develop rules to help them do their best,
They'll develop rules to help them,
They'll develop rules to help them,
They'll develop rules to help them do their best!

When their done they will all stand and yell yahoo - we did our best!
When their done they will all stand and yell yahoo - we did our best!
They will stand and yell we did it,
They will stand and yell we did it,
When their done they will all stand and yell yahoo – we did our best!

Songs, Cheers & Run-Ons

KING ARTHUR

(Tune: Flintstones Theme)

Arthur, meet King Arthur,
He's the King of Camelot, you see,
From the great round table,
He set his mark in history,
Let's ride with the knights from Camelot,
We'll go jousting with Sir Lancelot,
When we're with King Arthur,
We know we'll have a good time,
With Merlin's tricks fine,
We'll have a great Knight time.

CHIVALRY: THAT'S A PART OF ME

(Tune: Happy Wanderer)

I am a knight so brave and bold,
I fight for liberty,
I always try to do what's right,
That's just a part of me.

(chorus)

Chivalry, do my best,
Bravery, pass the test,
Loyalty, above the rest
They're all a part of me.

I do whatever Arthur asks,
He is the king, you see,
And I am glad to serve him well,
He can depend on me.

(chorus)

Defend the poor and helpless, too,
That's all part of my creed,
I try to live this every day,
In thought and word and deed.

(chorus)

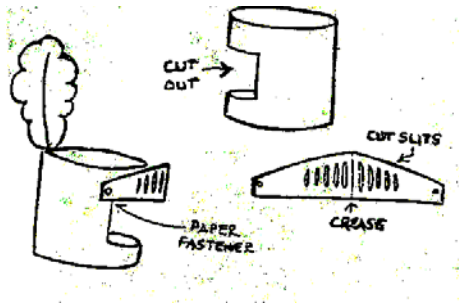
Oh, may I so live every day,
That as the sun goes down,
I can say I did my best
My life is honor-bound.

(chorus)

Costumes--Helmets

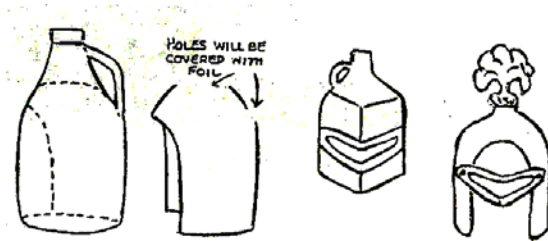
Method 1:

Use a three-gallon ice cream carton. Cut out the face opening. Spray paint silver. Cut face guard from cardboard. Cut out slits. Fasten face guard to helmet with paper fasteners.



Method 2:

Use a round one-gallon bleach bottle. Use a square one-gallon plastic bottle for a visor. Cut two sides from square bottle. Add plume made from foil or crepe paper.



Method 3:

Use a piece of stiff paper. Fit around the head. Cut and fold tabs around the top. Cut two slits for eyes and one for breathing. Paint and tape together. Cut strips in construction paper and roll together; stick in a hole in the top of helmet for a plume.



Crafts

CHAIN MAIL VEST

Use six-pack soda holders. Staple three holders together along the long sides. Repeat to make another set. Staple two sets end-to-end for the front and two for the shoulders. Staple the remaining two holders to the top outside of the front and back pieces. Spray paint silver. Use yarn or string to lace up sides.

COAT OF ARMS

Knights wore bold colors on their tunics and shields so everyone knew who they were. Only seven colors were used: gold, silver, red, blue, green, black, and purple. Using these colors, boys can decorate their tunic with a symbol they choose. The tunic can be a pillowcase which is cut for head and arms. Place cardboard between layers of tunic while painting to keep colors from bleeding through. Another choice is to cut out symbols from felt or foam and glue on tunics.

BAS RELIEF SHIELD

Overlay a cardboard shield with cardboard cutouts of each knight's special symbol. Glue them to shields. Cut heavy duty foil several inches larger than the shield. Gently crumple it and straighten it again, forming creases. (Caution, as heavy duty foil cuts skin easily!) Center the foil over the shield and smooth out from the center gently, emphasizing the cutouts. Tape foil edges to the back of the shield. Paint with matte black paint. When dry, carefully rub a kitchen scrubber or fine steel wool over the design to remove paint from the smooth areas.

FAMILY/DEN BANNER

Materials: assorted felt rectangles, decorative cording, craft glue, liquid embroidery
Trim the large piece of felt into pennants, one for each family or den member. Make an extra for the center of the banner and glue on letters to spell your family/den name. Decorate pennants with a variety of felt shapes to represent each member. Use liquid embroidery to inscribe a motto. To assemble the banner, place the completed pennants on a flat surface, spacing them about 3 inches apart. Run a bead of glue along the upper edge of each one. Lay the cording on top of the glue. Use these to decorate the tournament area.

CROWNS

Materials: craft paper, scissors, crayons, markers, glue, stapler, clear tape, ornamentation such as jewels, sequins, stickers, pom-poms
Cut the craft paper into 8" x 30" lengths. Have each Scout decorate his crown with the ornamentation. Use scissors to make points on the crown if desired. When decorated, staple the crown to the right size. Use the clear tape to cover the staples.

CASTLE NECKERCHIEF SLIDE

Materials: film canisters or 2" pieces of PVC, scissors, paint

Crafts

Cut card stock paper ½" larger than the film canister/pipe. Decorate card stock with windows, door. Paint lines to resemble bricks.

DRAGON ART

Scouts take off one shoe and sock. Put paper on the floor and draw around foot. Turn the outline into a dragon by adding a head, legs, a tail, and fire.

PLASTIC ARMOR

To make armor cut rectangles about 3x4 inches (or larger if you don't want to piece too many together.) Punch holes in the edges, paint gray, and connect the pieces with yarn. Decorate as desired. Assemble like for a breastplate and a back plate, leave sides open, and connect front to back with yarn. When worn as a costume, wear over sweats.

DRAGON

Make your dragon as short or as long as you wish. Add jewels or sequins to dress it up.

Materials: egg carton, hole punch, black paint, pom-poms, glue, ribbon, scissors, yellow paint, wiggle eyes, red felt scrap, 2 jingle bells, craft paint and brushes or crayons

Directions:

1. Cut the cups apart on the egg carton.
2. Even out the edges so the cup will sit evenly upside down.
3. Paint the inside of one cup black for the inside of the mouth.
4. Paint the outside yellow.
5. Using as many cups as you wish, paint the outside yellow. Let dry.
6. Hole punch 2 holes in each cup directly across from each other.
7. Lace the ribbon through the holes to tie the dragon together.
8. Tie a jingle bell on each end of the ribbon.
9. Glue the head on the dragon.
10. Cut a red tongue out of felt and glue inside of the mouth.
11. Glue pom-poms on top of head.
12. Then glue 2 wiggle eyes attaching them to the pom poms.
13. If you like, you can add a leash through the hole of the dragon to walk it around.
- 14.

CASTLE BUILDING - (A VARIATION ON THE GINGERBREAD HOUSE)

Supplies needed - graham crackers or chocolate ice box cookies, icing, large marshmallows, ice cream cone cups, a variety of candies, miniature paper candy cups (optional), Gummy worms and bugs (optional)

Paper plates Construction -

1. Place one whole graham cracker flat on the plate. Glue (with icing) 1 large marshmallow to each inside corner. (since this is the castle dungeon, you may place gummy worms and bugs in this level to eat later)
2. Glue another cracker on top of the marshmallows to make the treasure chamber (place a small paper candy cup on this level filled with M&M's other candy). Repeat the above step with marshmallows and

Crafts

another whole cracker. Repeat the process 2 more times until the floors reach the height of a graham cracker standing on its side.

3. Glue a cracker standing upright on longer edge to the front and back of the castle. Adjust the size for the sides by breaking a cracker in half and glue these to the sides.
4. Add towers by gluing ice cream cone cups to the side of the castle with the wide, open side, up.
5. Allow the children to decorate the castle with candy that they can glue on with icing.
6. Write each child's name on an open area of the paper and set them aside to be taken home as a party favor.

COAT OF ARMS

Materials - Strips of bleached muslin 9 or 10" wide and 36" Dowel pieces, rulers, or plastic clothes hangers, Sharp point, permanent markers, Glitter, glue, foam pieces, sequins, Tracers (for younger children) in the shape of crowns dragons, swords, shields, wizard hats etc.

Pre party preparation:

1. Cut lengths of muslin and fold in half so that you have a wall hanging that is 9 or 10" wide and 18" long
2. Hang over a hanger, ruler, or dowel piece and sew a seam across the material to hold it in place. (sections can be hot glued together, or use a liquid stitch). If you are using dowels or rulers, you will need to tie a piece of yarn or ribbon to form a hanger.

At the party:

3. Each child creates a "Coat of Arms" by drawing their design onto the muslin with a marker, then tracing with glitter glue. Decorate with "jewels" and foam shapes. For younger children, have the Sir or Lady and name so that they can trace over with glitter glue. Tracers will also help them to create their hanging and they can experiment with placement before using the marker and glitter glue. Be sure that the name is on the hanging and set aside to dry and then be taken home as a party favor.

PORTABLE OUTDOOR CUB SCOUT CENTERPIECES

One very good reason for using themes at Cub Scout events is so the boys' powerful imagination can be carried away in an adventure. One way to enhance the adventure is to use costumes and settings that visually carry the theme throughout the event. A themed centerpiece, if the district or council is fortunate to have one, is a valuable asset but may be a stationary structure on council property or too expensive to acquire and/or maintain. Here is new idea being tested this year hopefully ready for implementation within the next year.

A PORTABLE CUB SCOUT THEME CENTERPIECE

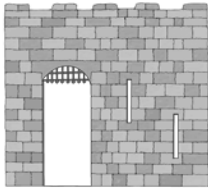
Here is a concept that has certain advantages for Cub Scout events:

- Showcase made from easily available components
- Relatively inexpensive
- Durable
- Versatile
- Portable, and
- Ease of theme use

Crafts

COMPONENTS

The centerpiece (or “stage”) is assembled on a straight leg shade canopy of 8x8 or 10x10. Hanging walls are fabricated from canvas, muslin or vinyl panels. Five (5) theme stages have been chosen as test structures.



Complete castle walls have been made so far.

PORTABILITY

The walls are dismounted, rolled and put into a vehicle. The canopy and frame are bundled into the zippered case and all the decorations are likewise transported. Daily put-up and take-down is quite feasible.

Plans are not yet available nor are detailed instructions however, these are being prepared.

Photo album of test stage:



EGG CARTON CROWN

Cut the lid from a cardboard egg carton and discard. Cut the carton lengthwise through the six egg cups on one side of the carton, and discard the narrower strip. Repeat with other side. Draw a line lengthwise down the middle of the remaining piece. About 1” from one end of the piece, poke scissors through the carton. Cut down the line, stopping about 1” from the other end. Open out the sides of the carton to form a crown, and adjust for size. Decorate with paint, sequins, jewels, paper/foam cutouts, or glitter.

CHAIN MAIL VEST

Materials needed: 14 plastic six-pack soda holders, stapler, spray paint, string

Staple three holders together along the long sides; repeat to make three more sections. Staple two sections lengthwise for the front and two for the back. Staple the remaining two holders to the top outside of the front and back pieces to form the shoulders. Paint the vests silver. Use string or yard to lace up the sides.

JEWELLED MEDALLION

Cut a cardboard shape for the medallion. Paint the backing gold or silver. Decorate the backing with jewels or beads. Make a loop at the top for the chain. Make a chain of paper clips linked together long enough to go around neck. Hang royal medallion around neck.

Games

Dragons were a real hazard in medieval times. They guarded their pots of gold jealously and would pounce on unwary travelers and eat them, either raw or toasted with their fiery breath. Your task is to vanquish the dragons you meet today: for each dragon you overcome, you will receive a token:

DRAGON 1

This is a dragon with fiery breath. Before you can get your token, you have to put out its flames so it can't burn you up. Use the water pistols provided and shoot out the flames of all the candles: each member of the team must take a turn.

DRAGON 2

This dragon leaves footprints and other clues as to where it has been. Before you can get your token you will have to follow the dragon's trail and bring back a dragon's egg as proof that you have found its nest. Follow the trail - a different color for each team - and bring back ONE egg.

DRAGON 3

This is a dragon who is afraid of other dragons. Before you can get your token, you will have to frighten it away with another dragon. Using the materials provided and working together as a team, create a really big and fearsome dragon.

DRAGON 4

This dragon lives in the heart of an impenetrable labyrinth. Before you can get your token you will have to find your way through the labyrinth. Take it in turns to guide the loop along the wire - if it buzzes the next Scout takes over and starts again.

DRAGON 5

This is a dragon with an insatiable appetite. Before you can get your token, you have to feed it so it will be too full to eat you. Throw the beanbags into the dragon's mouth one by one: each member of the team must take a turn.

DRAGON 6

This is a dragon which can be overcome with a magic spell. Before you can get your token, you will have to create the spell. The spell can be made by finding six things which begin with the letters D,R,A,G,O and N. Do NOT collect any living creatures as they will break the spell and you will have to start it all over again!

When you have all six of your tokens, bring them to the Castle and you will be able to exchange them for a Pot of Gold.

EQUIPMENT :

- 1) water pistols & bucket of water for refills, candles or night-lights, matches
- 2) tissue paper "footprints" and Kinder Surprise eggs - different colors for each team.
- 3) boxes, newspapers, cartons, yoghurt pots, toilet roll tubes etc. string, glue and cellotape

Games

- 4) electric "buzzer" game (touch sides and make light buzz.)
 - 5) bean bags, dragon "target" with hole for mouth.
 - 6) no equipment needed
- Pot of Gold : Dish with chocolate coins, foil-wrapped sweets etc.

KNIGHTS AND DRAGONS

Three boys make up the Dragon, with one as the head and the others as the body. The second and third boys hold on to the belt of the boy ahead with both hands. The remaining boys are Knights, who try to grab the Dragon's tail and hold on for a count of five. The Dragon tries to avoid this by running and whipping its tail. When a Knight succeeds in holding on, he becomes the Dragon's tail and the head becomes a new Knight.

Variation: At the end of the Dragon's tail, the final player tucks a bandana into his belt or back pocket. At the signal, the dragon begins chasing its tail, the object being for the lead person to snatch the bandana from the last person. When the tail is captured, the head becomes the last player and wears the bandana, while the second in line becomes the new head.

PARRY & THRUST

You need a 6' piece of foam pipe insulation. Have all the players form a circle around you with about 4' between each player. Move the sword in a circle, moving high and low so the players must decide whether to jump over or duck under the sword to avoid getting hit.

SPOON JOUSTING

Each player has a small potato and two tablespoons. In one spoon, he carries the potato. He uses the other as a sword to try to knock the potatoes off the spoons of the other players.

BALLOON RACE

Divide the players into equal teams. Every member of the same team should have the same color 9" balloon. Each player blows up his balloon, but doesn't tie it off; hold it by the neck. The first player lets go of his balloon; the next player advances to where the first balloon lands to launch his balloon, and so on until all players have launched their balloons. The team that moves furthest from the starting spot wins.

DRAGON BALL

You will need a large inflated beach ball. Scatter the group in the field. The objective is to hit the dragon ball as many times as possible before the ball strikes the ground. A player cannot hit the ball twice in succession, and one point is scored for each hit.

SPEAR THE RING

Bend coat hangers into circles and hang at different levels. Using oblong balloons, twist into swords for each Scout. Scouts try to spear as many rings as possible in the allotted time. Each boy tries to improve his score each time he takes a turn.

Games

BLIND MAN'S BLUFF

One player is selected as 'It', and 'It' is blindfolded. Players are encouraged to come as close as possible to 'It' without getting caught.

JINGLING (opposite of Blind Man's Bluff)

Everyone is blindfolded except the person selected as 'It'. 'It' has a string of bells. Whoever can catch "It" is "it" for the next round.

KNIGHTS TOURNAMENT

Have a variety of challenges to prepare the Scouts to become knights. At the end of the tournament, have a simple "knighting ceremony and present each boy a medal that shows that he did his best.

JOUSTING

Materials: 2 milk crates or sturdy stools

Place the two crates roughly a boy's arm length apart. Place a Cub on each crate. Have them grasp each other's right wrist and place the left arm behind them. On "Go", the boys try to pull each other off the crate.

ARCHERY PRACTICE

Materials: ping pong balls, plastic spoons, a basket or bowl for a target

Establish a throw line. The players use a spoon to toss the ping pong balls into the target. Each player gets 5 shots.

ARMOR DONNING CONTEST

Materials: Adult clothing

Establish a starting point and divide the group into teams. Each player races to a pile of clothing and must get all of their armor on, then race back to the starting point, then remove all their armor for the next player.

BROOMSTICK TWISTS

Have two boys of similar height and weight grasp a broomstick held horizontally with both hands. Each tries to touch the end of the broomstick to the floor.

CANNONBALL WAR

Equipment: Stack of newspaper, a basket or box for each team

Divide the play area into sections. Divide the players into teams. On "Go", each team wads newspapers into cannon balls and throws them at the other team's basket. As the cannon balls from the other team lands in their courtyard, they can be thrown back. When time is called, the team with the least number of cannon balls in their courtyard is the winner.

MOAT CHALLENGE

Materials: pre-set safe area. Draw two lines around the safe area to create the moat.

Games

Set up an area with the castle safe zone placed in the middle. Place a marker outside, and then another line 2-3' farther out. The challenge is to jump the moat and land in the safe area. To increase the difficulty level, vary the size of the jumping space. Assign points for the amount of distance from the outside of the moat to the safe area.

CASTLE BOWLING

Materials: six half-gallon milk cartons, scissors, construction paper, glue, markers, small ball
Using scissors, remove the pointed top of the milk cartons. Set up in triangle pattern and take turns bowling the cartons down.

CORN TOSS

Players attempt to toss ten kernels of corn into a muffin tin placed on a table about 4 feet away. For variation, take an egg carton and assign number values to each of the sections.

KNAVES

Players are seated in a circle with a beanbag in the center. The leader assigns each a letter in order around the circle to spell KNAVES (or CUBS, KNIGHTS, etc). There must be enough players to have at least two for each letter. The leader calls out one of the letters and everyone with that letter runs around the outside of the circle and back through the place they were sitting and into the center. The object of the game is to try to be the first to snatch the beanbag.

CONE RACES

Thread conical paper cups or hats onto a thin, smooth cord stretched between chairs or posts. Each team member blows a cone to the end of the cord, brings it back by hand, and tags the next player on his team. The first team to have all players complete the process wins.

FEATHER RELAY

Each player throws a long feather javelin style toward the finish line. As soon as it lands, he picks it up and throws it again from that spot. This continues until the feather is thrown across the finish line. Then the player returns the feather to the next player and play continues until all members of the team have thrown the feather.

MACE TOSS

Construct a mace using two wiffle balls and twine about 18" long. Each player needs a stick about 10" long. Each pair of players toss the balls & string, using only the stick to catch it. Levels of difficulty can be increased by increasing distance, tossing over a barrier, etc., as players gain more skill. If an odd number are playing, toss in a circle.

HIKES

Sealed Order Hike: Divide boys into groups. First group lays trail using notes that give directions on where to go and what to do on the way.

Games

Shadow Hike: Walk only in the shadows. This may require some jumping. (Don't plan this hike at noon since that is when shadows are the shortest.)

String Hike: Follow a string laid out in advance. Have nature objects along the way to identify.

DRAGON TAG

Four Scouts link arms, forming a chain. They are the Dragon and must remain linked at all times, even when running. The aim of the game is for the dragon to run and catch as many Scouts as possible by forming a circle around them. A Scout who is captured must link arms with the others forming the Dragon and help to capture the remaining Scouts. The game goes on until everyone has been tagged and is part of one long dragon.

THE KNIGHT

The boys stand in a circle with the Knight in the center. Boys call "Knight, are you ready?" The Knight answers "No, I'm putting on my boots," and pantomimes putting on his boots. The others imitate. Again, they ask, "Knight, are you ready?" He replies that he is putting on his armor, helmet, gloves, etc., each time pantomiming putting on the item, while the others follow suit. The Knight finally answers, "Yes, I'm ready and here I come." The players rush to a goal line while the knight tries to tag them. If any player is tagged, he becomes the knight.

TREASURE QUEST

This is a game within a game. Provide each player with a treasure bag with their name on it, which they will carry throughout the game. The object of the game is to get to the treasure chest by completing the challenges of the Quest. Each clue will lead the Crusaders to a task game and at the end of the game, a new clue leads to the next game. Winner of each level receives a special prize (such as a small paper crown or a ribbon to tie to their arm) and the others get a smaller prize like candy or a toy to place in their treasure bag. After the last game, have a map so that the treasure seekers can pace off and find the treasure chest hidden under a table or in a closet. Chest contains party bags for the guests. Sample of game can be:

1. Pin the tail on the dragon.
2. Tournament relay (players in two lines - first player must put on all the clothes in a basket, run to the back of the line, undress and pass the clothes back up to the front by having each player pass the pieces under their legs to the front player. Game continues until all of the players have had a turn. First team finished, wins.
3. Troll toss - paint faces on tops of rounded clothes pins. Enlarge the opening on a 1/2 gallon milk carton and place on the floor in front of the back upright of a straight chair. Have the players kneel on the chair, each one having 3 clothes pins. Players try to drop their trolls into the carton. At the end of the game, the team with the most "Trolls" in the carton wins the game.

HOW MANY MILES TO CAMELOT?

One player is selected as 'It', and is blindfolded. All players stand in a line and ask for directions. 'It' tells each of them how many paces forward, backward, left, or right they must go, and they must stay in position. 'It' is then led to the starting point. When he thinks he is where the other players are, he tries to tag one. Players are allowed to duck and sway to avoid being tagged, but must not move their feet. The tagged player becomes 'It' for the next game.

Games

VARIATION: Scatter players at random points in the playing area. 'It' starts in the center, and tells players how many steps they can take, and what size, and in what direction. Then 'It' tries to follow his own directions and tag a player. If he is unable to tag a player, 'It' may give a new set of directions which the players must follow. 'It' should try to give directions to bring players closer to him.

HUMAN CHECKERS

Give each player a red or black flag. Mark the playing field like a checker board. Each team has a lead who is directing players. If there is a call for one player to jump another, the player must stoop down so the other can jump over him. Once players reach the opposite end, that player is kinged by receiving a paper crown.

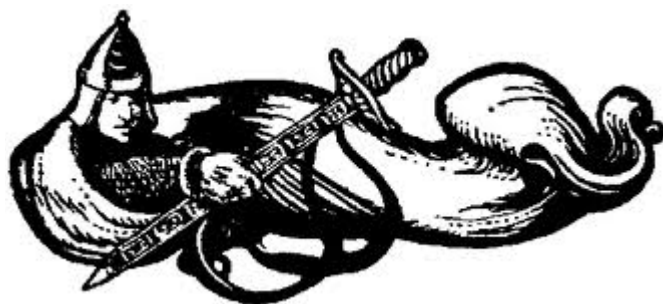
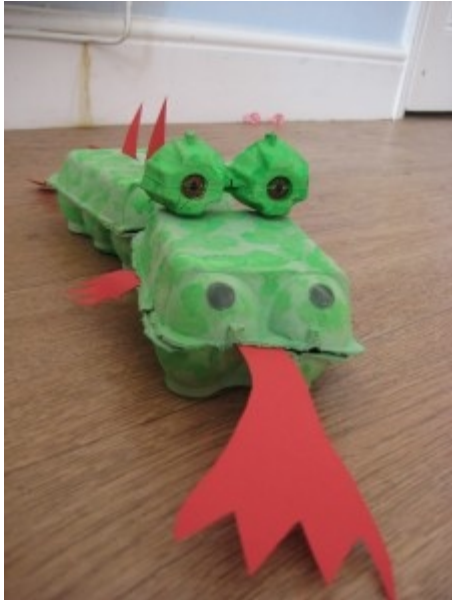
HUMAN TIC TAC TOE

Mark the playing field into nine squares like a tic tac toe board (or twelve squares if you need to expand the play into "Quattro" depending on the size of your group.) The field can be marked with rope, tape, or by using the correct number of chairs. Each team member is given a piece of paper to display to indicate his team. The lead player directs where each player on his team goes on the playing field. The first team to get three/four in a row wins.

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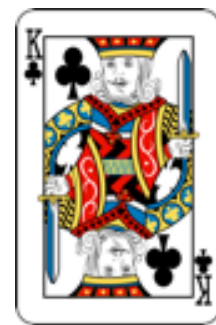
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K is for **KNIGHT**



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Abolish Boredom.....

Presentation Pizzazz

Change of presentation styles & techniques – Nothing is more boring than session after session of Power Point slides or 100 versions of Jeopardy. Help your training team utilize many different styles and training aids.

Change of scenery – without sacrificing too much time for relocation, use whatever your site has to offer by way of outside locations to break up the monotony of always sitting in the same place at the same table, etc.

Make note-taking easy. Provide handouts with key phrases printed, with one or two words missing in the phrase. Or provide an outline format with main bullet points filled in, and blanks for fine points under each main topic. Have participants can fill in the blanks as the presentation continues.

Lead into your topic by creating a trivia quiz to test the participants' knowledge of the subject. This can stimulate discussion and you've automatically created a handout. This is especially good for flag etiquette or uniforming.

Create a list of statements about your topic, and include some that are obviously false. Then play "Can you spot the imposter?" by having the audience identify the false statement. Make these increasingly harder as the game progresses, thereby stimulating discussion. This is especially good for topics such as uniforming, health & safety, youth protection, and others that deal with many rules & regulations.

Use costuming to reinforce the topic. For example, provide sunglasses or flashlights to the audience to adequately prepare them for a "spotlight" on important information.

Use a funny skit, run on, stunt, or response story to open a session. Use one that introduces the topic and brings out a key point – like a paragraph's topic sentence. For example: Use a skit to change "No way – no how" to "Know Way – Know How;" or other plays on words to provide a segue to your topic.

Toss candy/trinkets into the audience based on correct responses. As always, be aware of peanut or other allergies.

Use unique ways to divide the audience into working groups. Print on slips of paper things like the four lines of the Law of the Pack, the Cub Scout Promise, or "mates" like salt/pepper, socks/shoes, lock/key. At a given signal, the participants have to find their "mates" or the rest of the Law of the Pack, etc., to form working groups. "Mates" can be based in the learning experience so even this exercise educates: retention contributors (advancement, camping, training) all in one group, for example.

Use "stage whispers" if you are asking for responses.

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Have a co-presenter “accidentally” reveal responses to the audience. This is a fun way of bringing out the information if participants aren’t far in the subject matter.

Use phonics to highlight your point:

Alliteration – repeating the first consonant – Budgets in the black bring big bonuses by behaving brilliantly.

Assonance – repeating vowel sounds – Stay and play all day, okay? Beating the heat is a neat treat: sunscreen beats sunburn.

Consonance – repeating consonant sounds at other than the first letter of the word – Jack and the pack will come back for their snack attack.

Acronyms make good memory tools: KISMIF!

Keep it simple, make it fun.

Keep it secret, make it fail.

Kids in Scouting, men in future.

Create a song. Reinforce your message by creating a song to help reinforce and facilitate learning. Always use songs found in the BSA songbook or approved for BSA use from the Public Domain. Provide words for the participants so they can sing along. Songs with action are usually well received.

Use “Burma Shave” signs to lead into the training area to create interest. A sample:

Our Heroic Quest begins,
We learn the camp school way,
We work at having fun,
Cub Scout fun is here to stay;
Welcome to NCS!

Hand out a trinket as part of your summary of the session.

Shoelaces at the end of the budget session indicate that they are in control of the “purse strings”.

Bite size Snickers because everyone needs to “snicker” from time to time.

Gum, caramel, or taffy can encourage the audience to “chew this over”.

A key chain can give them the “key to understanding”.

A slinky can remind us to be flexible.

If you use your imagination, these spirit awards (sometimes called “dingle dangles”) can provide good reinforcement for your topic.

Abolish Boredom.....

Staff Pizzazz

Create an interchange of information and have the staff learn more about each other. Use introductory games during staff development:

Staff identifies three specific interesting things about themselves. Gather in a circle and each person shares those items with the group. Later, ask who remembers the individual who fits that description.

Change the “Going to the moon” game to fit the Knights theme of “Going to Catch a Dragon”. Change the first person’s line to: “My name is Sam, and I’m going to take a sword.” The leader answers, “Yes, you can join me on our quest.” The next person says, “My name is Dave and I’m going to take a spear.” The leader says, “No, I don’t think you’re ready to join the quest.” Solution? The individual must announce that they are using an object or item that begins with the same letter as their first name.

Have all introduce themselves by stating two true statements and one false statement. Then the rest of the team must guess which is false.

ICEBREAKERS

Name Signals

First you have to think of your name (pause for the laugh). Then the players are to think about a signal that describes them. It can be something they like to do or something they are wearing, like glasses. E.g., Jan wears glasses and her signal is hands circled around her eyes. Bob likes to fish, his signal is pretending to fishing. Jan makes the signal for Bob and calls his name. Bob calls the signal for another player and calls their name. On it goes until the last player makes Jan’s signal and ends the game. Speed it up and let the laughter begin.

Group Juggle

Materials Needed: 5 hand size balls

3 Balls alike (recommend Koosh type balls easy to hang onto)

1 Ball different color but alike to the 3 before

1 Ball different textured (recommend Koosh type ball)

Game:

- Circle the players together and have everyone say their name. One player begins as they make eye contact with another player and call their name and throw the ball. Once they have thrown, they make a cross on the front of themselves with their arms indicating that they have played. Ball can be thrown in any direction or across the circle. Once the ball has come back to the first player try the game again to make sure they have it and see if you can go faster this time.
 - Now try three balls going consecutively around following the same pattern as the first ball.

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- With a different color ball see if the players can go in the reverse direction of your pattern.
 - Now add back in the 3 balls going in the correct order.
 - If you dare, try adding the different textured ball sending it **around the circle** this time.
 - Really daring? Try all 5 balls at once!
- ORDER: 1 around, 3 in order of first, 1 in reverse

Debrief: This is a good example of multitasking and being pulled in all directions. People wanting this and wanting that from you – how did you handle it? What was going on in your head as you played the game? What was the experience like and how can we achieve a better experience?

Important messages from the game:

*Making eye contact -Taking care of each other-Making each other look good (total team effort)
Slowing down to make sure your connecting with whatever ball/info you send and receive.*

Staff Recognition Pizzazz

Be sure your staff is recognized. See the NCS syllabus for ideas. In addition, at evening staff meetings, be sure to review the positive things that occurred.

During the day find time to interact with each staff member. One idea: deliver a bottle of chilled water to each one, or a novelty item to remind them they are appreciated.

Staff introductions may be done at the opening session, but may be added to when that staff member makes a presentation in front of the combined group. Note that you don't have to be the director to do this. Every staff member can participate in recognizing their peers.

Boy Pizzazz - Abolishment of Boredom – Examples to use “Back Home” to influence Boy Behavior

Model different methods of keeping the audience engaged as they wait for the beginning of a session and demonstrate different methods or activities that can occur to distract the learners from the waiting process. These will provide additional materials that the participants will be able to duplicate in their camp situations when they return. These may be used during the gathering hour of the first day of NCS, the evening gathering the night prior, Cracker barrel time, passing time before the next session begins, etc.

Small zip bags with activities:

Tangrams (see *Cub Scout Leader How-To Book* for a pattern). Pre-cut the paper, provide topic suggestions, and have participants create designs. In the Camp School environment, use patterns related to the theme.

Abolish Boredom.....

Beans Instructions: pick up one bean at a time and place it on the back of the other hand; compete with others to get the most on the back of the hand.) Have participants do the activity, then lead a Core Value discussion as a segue into the next topic.

Paper fillers (word search, crossword puzzle, coloring sheets - all theme related) Word Search makers are available online – you put the words in. Use theme-related words.

Additional paper fillers: Mad libs (fill in the blank stories), matching memory games (create cards with two of each picture; turn the cards over, and each individual turns two-at-a-time upright. If they match keep the cards, if not turn them back over. Individual with the most matches, wins.)

BEADIE critters. Each individual is provided a bag with pre-cut string, pre-counted beads, and directions to create a bead animal or object related to the current jungle theme (horses, wagons, canoe, oxen, etc). Patterns are available online at sites such as <http://www.chadisrafts.com/fun/beadie.html> or makingfriends.com. Individuals may continue to work on their objects during the duration of the school.

Simple Activities and Projects

Friendship bracelets are created by tying knots in hemp or by stringing beads on lanyard. The “friendship” concept is that another individual helps the first to tie their knots, as the bracelet is put onto the individual’s wrist. Prepare neckerchief slides of plaster. These can be colored with markers while waiting. Easy and inexpensive to prepare: pour mixed Plaster of Paris into plastic candy molds (found at craft stores).

Games

- ✓ Puzzles (easy puzzles in a box)
- ✓ Deck of cards for card games
- ✓ Print out a small booklet of games (use the Cub Scout Leader How-To Book as a resource), that can be given to each leader and ready at a moment’s notice to engage the boys.

Activities & Songs

- ✓ Have the *Cub Scout Songbook*, *Cub Scout Sparklers* and/or a Camp songbook prepared in-house, available for quick reference.
- ✓ Have a series of repeat-after-me songs available.
- ✓ Suggest that dens/individuals spend any “down” time by fine tuning the skit, song or presentation they will make at the camp-wide campfire.
- ✓ Scavenger hunt: Prepare a list of items to be searched for. For Jungle theme – a leaf that looks like a lizard, a stick that looks like a snake. Activities such as this can be done before sessions or during meal times. Select a time to have participants reveal their completed list and award prizes for participation.

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- ✓ People scavenger hunt: Find the staff member who knows how to do a theme-related activity (such as constellation identification). Do this with a variety of skills. Prepare the list ahead of time by surveying your staff for correct responses. Before Camp begins, prepare a sign-up sheet with topics and have each staff person indicate if they have experience with that skill.
- ✓ Create a trivia quiz based on the theme. E.g. Why did King Arthur make the Round Table round? This can be effective with specific topics such as flag etiquette or uniforming.

Spirit Awards/Tokens

To reinforce topics (or in a camp setting the completion of a task, den recognition, or individual recognition), prepare spirit tokens (dingle dangles) that can be added to den flags, necklaces, pins, or nametags. Each should have a mechanism for attaching onto the object:

- ✓ Tokens can be theme-related items like whistles, plastic coins, plastic compasses, or small cars.
- ✓ Check online sources such as Oriental Trading or US Toy, or visit a local dollar store.
- ✓ Foam core cut into shapes related to the theme or topic
- ✓ Stiff felt cut into shapes related to the theme or topic. Easy to write words such as "Scheduling" "Camper Security" etc.
- ✓ Cardstock paper with a bulls-eye on it may be prepared for all who participate in BB gun shooting or archery.
- ✓ Four inch lengths of lanyard with an assortment of five colored beads. A small object may be also added
- ✓ Foam "beads" are available in a variety of designs related to sports, seasons, animals or nature objects.
- ✓ Conchos serve as a good start to a spirit token, bookmark or key ring. Simply add leather string and beads.

And on to 2015.....

The theme for 2015 is “Take Flight”, and I know your imaginations will truly take flight working with this great theme. This can encompass everything from birds to rockets, from airplanes to ostriches, balloons to pterodactyls. The sky’s the limit!

Questions, comments, ideas? Make next year’s Resource Booklet even better! Contact dennis.kampa@ge.com or debbiespohn@att.net. This booklet is a production of Cub Scouting National Camping School Task Force and Resource Team and is only as good as the material submitted. All are encouraged to submit ideas and materials, although the editors reserve the right of refusal on all submissions.

Please use the resource material to embellish your theme. We’ll be back with another Resource Booklet for next year’s theme. If you have any ideas to share, please send them to the address above. We’ll put the best ones together and share the wealth!