

National Camping School 2019



“Beneath the Sea”

National Camping School’s Annual Theme Program
Each year a theme-related resource booklet is
produced and distributed through the
Cub Scouting National Camp Schools.
The material provided is designed to be used
in the districts and councils presenting
Cub Scout camping activities.

2019 Beneath the Sea Resource Booklet

Inside this Issue:
FUN!

Setting the tone for FUN!

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Gathering Activities/Fillers

Prayers

Opening & Closing
Ceremonies

Skits

Cheers/Applauses

Jokes/Run-ons

Songs

Games & Activities

Audience Participation

Crafts

Snack Ideas

Theme Related Ideas

Clipart

Upcoming Themes



Welcome!

The material in this resource booklet is designed to serve your district or council in providing tremendous Cub Scout day camping events!

Many resources were used to compile the information you will find in this booklet. THANK YOU to the leaders who sent in ideas and suggestions and THANK YOU to those who contributed to the resources used. We could not have done it without you!!!

We appreciate your help and all that you do for our scouts and day camp!!

BENEATH THE SEA - What a great adventure awaits you with this theme!

Dive right in – learn about the sea and the many creatures that live there and the things that grow there. Speaking of water – learn about water conservation.

Make an aquarium or a fish bowl. Whichever “adventure” you choose for your day camp, we hope that it will be one full of FUN and memory making opportunities for your campers.

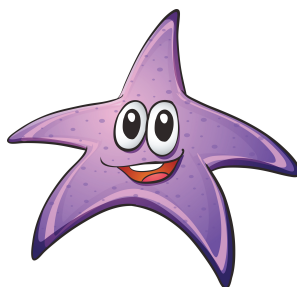
After all, there is so much for us to “sea!”

All materials in this booklet reflect the high standards of the BSA. Feel free to use (or modify) at your local Cub Scout camping activities to help take your activity over the top or “Beneath the Sea!”



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SETTING THE TONE FOR FUN!

Carefully set the tone for FUN from the very start! Starting with your communication with your staff, leaders and parents, to the way your camp looks when the campers arrive, make sure it is warm, welcoming and FUN!! If you are using a theme – use it early!!!

Some ideas for setting the tone:

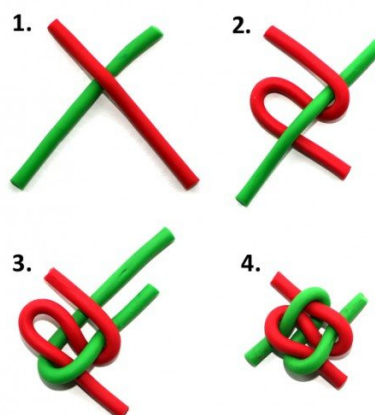
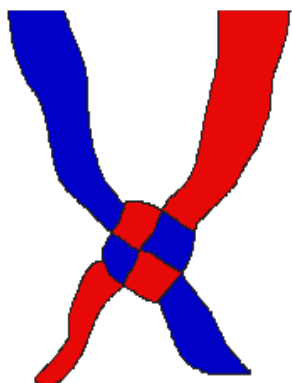
Make sure you use the theme throughout including station names, props, songs, skits and costumes.

Have a nametag decorating station on the first day. The scouts could also do their den flag and come up with their den yells at this station as well.

Line the walkway into camp with cardboard ships or fish that are found in the sea, each having one of the twelve points of the Scout Law on them.

Songs, den names and cheers should all be theme related. See page 6 for help with using the theme!

Instead of using neckerchief slides, how about tying a Friendship Knot. A picture and diagram to assist are below, but you can find many YouTube videos on how to tie them.



WORLD FRIENDSHIP FUND - The World Friendship Fund is administered by the Boy Scouts of America to help struggling Scouting associations in other lands. Have someone tell a story of how the World Friendship Fund has helped scouts in other countries. Collect money or have a fundraising project such as recycling and contribute the money toward the World Friendship Fund.

SPECIAL GUESTS - This could be a station or lunch time activity. Make sure the scouts thank all of those who attend by having a special cheer ready, theme related of course.

SETTING THE TONE FOR FUN!

Theme Ideas:

1. Have a fisherman, scuba diver, someone from a Maritime Museum, a Sea Scout, sailor or Navy Seal, come visit camp and share stories with the Cub Scouts. Talk about their careers, how they got where are and why they chose to do what they do.
2. Have an Oceanography Merit Badge Counselor or Boy Scout who has earned the Oceanography Merit Badge come and share what they learned. Maybe there is a Venturing Crew that does scuba diving in your area that could come and talk about diving, what they see when they are diving. They could bring their gear to show. Contact a local Sea Scout Ship to see if they can come and tell about their adventures in the water.

Additional Lunchtime Visitors – Zoo Keeper with animals; Reptile group; Search and Rescue Team; Venturers – tell the scouts about some of their high adventures; Troop or Boy Scouts returning from Philmont – have them bring their backpack that they used and some pictures; storyteller; police; police dogs; fire department; marine wildlife; historical society or museum docents; or any of the people mentioned in #1 above; Rock Hounds - talk about the adventure of finding rocks. Is there rock hiding in your area? If so, have the scout decorate a rock with a fleur de lei on it or other scouting picture. As above, make sure the scouts thank the guests or visitors – have a cheer ready for them to do.

Discipline Help - Help to keep the scouts focused and having fun . . . **THE ENVELOPE** is a good way to help do that! Each station or area should have an envelope that can be given to scouts needing a break. If you like, you can put nonsense paperwork inside. The scout delivers the envelope to the designated break area (maybe it is headquarters, the camp director, or whomever is patient and understanding). The envelope itself serves to let the recipient know that the scout needed a break. The recipient can give a snack, a drink; have the scout "try out" a craft/puzzle or other relaxing activity before being sent back with the envelope. Don't forget the buddy system!



CAMP STATION LOCATION NAMES

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

LOCATION	SO CALL IT	
PARKING LOT	Dock Boat Dock Dry Dock Boatyard Sediment Pier Sandbar	Harbor Drop Your Anchor On Deck Anchor Central Harbor Marina Ocean Floor
GATHERING AREA	Beach High Seas School Shipwreck Ocean Tsunami Scuba School Barnacle Bay Atlantis Dockside Tidal Pool	AT the Buoy Gangway Marine Center Pier Shark Tank Aquarium Cousteau's Calypso Main Deck Engine Room Navigation Station Seashore
PROGRAM STATIONS	Knots Currents Marine Biology High Seas Marsh Jetty Net Fishing (or making) Sea Urchins Raft Polynesian Islands	Adventure Bay 1000 Islands Octopus Tangle (games/knots) Pilot Planning (compass) Yaw Avoid (map/compass) Rope Run (knots & games) Nautical Center Jellyfish Junction Gilligan's Gadgets
FIRING RANGES	Whitecaps Seawall Triggerfish Tarpon Lighthouse Trident	Harpoon Habitat Offshore Territory
OBSTACLE COURSE	Ebb Tide Seven Seas Shells Barrie Lagoon Riprap Trenches Sunken City Ocean Crossings The E.A.C. (Eastern Australia Current-from Nemo) The Barrier Reef	Latitude/Longitude Relay Splash Central (water games) Scuba Station Lobster Lane Manatee Mountain Undersea Obstacles Canyons Riptide Relay Jellyfish Jam

CAMP STATION LOCATION NAMES

LOCATION	SO CALL IT
FIRST AID STATION	Sick Bay Sea Rescue Bump & Bruise Bay Undertow Medical Seven Seas Sick Bay O2 Bay Sea Floor Infirmary The Seabed Black and Blue Lagoon Band-Aid Bay Decompression Session
FOOD COURT	The Krill Manatee's Mess Hall The Briny Breaker's Biscuits Nourishment Galley Salt Marsh Fish Fry Deep Sea Diner Sea Life Surprise Corner Pearl Oyster Crustacean Cafe Fish & Chips Moby Dick's Grill Seaweed Neptune's Table Barnacle Bill's Dolphin Dinner Ocean Floor Diner
WATER FRONT	Barrier Reef Surf City Coral Reef Tidal Waters Shore Submarine Docking Intertidal Zone Treasure Dive Waves Surf Zone High Seas Currents Under Control Tides Swim Central Breakwater Davey Jones Locker Current Whitewater Way Dive Center Cliff Divers Scout Schooner
ADULT VOLUNTEERS	Jellyfish Deep Sea Divers Squid Starfish Stars Anemone King Neptune's Court Lobster Conch Clam Stingray Sharks
SCOUTS	Eels Sea Urchins Turtles Seahorse Swimmers Starfish Swordfish Surfers Sea Shells

CAMP STATION LOCATION NAMES

LOCATION	SO CALL IT
TRADING POST	Dune Sand Dollar High Tide Sea Chest Marco Polo Traders Sinbad's Locker Treasure Hunt Treasure Chest Deep Sea Delights Sand and Surf Whale of a Sale
NATURE	Kelp Forest Environmental Exploits Habitation Home For All Algae Marine Life Abalone Shell



GATHERING ACTIVITIES/FILLERS

Name tag making /decorating station! Or, flag decorating station!

Have a leader ready to sing some fun action or theme related songs! How about a Bean Game, Tangrams, theme related Beadie Critters.

Scout Law Toss!

Put one point of the Scout Law on a 3x5 index card or square piece of paper/card stock. On the reverse side, put the number of the point of the law as it falls in the sequence. Turn each of the 12 Scout Law cards over on a grid so that the number side is up. Place the cards in proper order – 1 through 12. Have each scout toss a beanbag or alternative onto one of the squares.

The scout who throws the bag must now say the point of the law on which their beanbag landed. If they do not know it, the next in line may answer. Continue until the grid is completed.

Scout Law Relay!

Have each of the 12 points of the Scout Law on a piece of paper or card stock – if you laminate them, they will last longer. Mix them up and lay them out on a table. Divide the group into teams (depending on the group size and number of sets of the Scout Law). Or this can be done individually.

One scout from each team will go up to the table and begin to put the Scout Law in order. The next scout will go up and select the second one, etc. until they are in order. If a scout goes up to the table and sees that the order is incorrect, the scout can correct it, but that is their turn. First team that has them all in order wins!

Splish Splash in a Bag

Materials: Pillowcase, rubber ducky, sponge, cup, plastic fish, water goggles, timer, paper, pencils, anything water or ocean related. Fill the pillowcase with assorted water items. Using the timer, allow each scout 10 seconds to reach in and feel what is inside. Each scout then writes down what he/she thinks is inside the bag. Remind the scouts to be specific. The scout with the most correct items wins.

Guess the Number of Fish Eggs: As the Cub Scouts enter camp, have a container that is full of “fish eggs” (small jelly beans) and allow the scouts to guess how many “fish eggs” are in the container. The winner is awarded the jar during the closing ceremony. Can do the same with seashells.

How Many Words – Give the scouts a piece of paper and a pencil. Ask them to see how many words they can make from the letters in the words BENEATH THE SEA! Make a list before camp so you can have some answers. Have your camp staff help come up with words.

School of Fish Gathering Activity

Pin pictures of fish on scouts and leaders as they arrive. Have cutouts of swordfish, tuna, trout, catfish, etc. On signal, they are to see which “school of fish” can assemble first. Could be a way to assemble dens.

GATHERING ACTIVITIES/FILLERS

Scavenger Hunt

Choose a word from the Scout Law and put the letters down the side of a piece of paper, with a line next to the letter. Have the cub scouts look around to see what they can find that starts with that letter. They can either sit in one area and look or walk around in a specific area. For example:

Keys

I _____

N _____

D _____

This can also be played during quiet time after lunch. Have each of the points of the Scout Law so that the scouts can choose the one they want to do.

Boy's Life Cover Puzzles

Cut the cover of Boys Life Magazine into puzzle pieces and have them on a table as the scouts and leaders arrive. Working together or individually, have the scouts put the puzzle together. You may want to put the picture on cardboard before cutting out to give them some weight. You can also use ocean scene pictures cut into puzzles.

Human Knot or Octopus Knot

Group of scouts make a circle and extend both hands into the center of the circle. The scouts then grasp the hands of two other people, but not the hands of an adjacent person. Without letting go of hands, the scouts try to untangle themselves. Grips may change and palms may pivot on one another, but contact must be maintained.

Standing Staves or Ship Masts

Will need one stave per scout. Have the scouts form a circle facing inward. Each player will hold a stave/mast upright in front of their body. When the leader calls, "Main mast!" all the scouts will move to the right leaving their stave/mast behind and trying to catch the stave/mast of the scout to their right. If the leader calls "Mizzenmast!" the scouts will move to their left and try to catch the stave/mast of the person to their left. Other variations – have the scouts bypass a scout and catch the next stave/mast.

Ocean Scramble - Unscramble the names of these things you will find in the ocean. Work with your den or other cub scouts.

- | | | | |
|------------|-------------|-------------|--------------|
| 1. NEACO | 2. ESA | 3. POCUSTUO | |
| 4. PHDOLIN | 5. RESAUTRE | 6. IPSH | |
| 7. LELSH | 8. CHBAE | 9. DNSA | 10. GEINVAAT |

ANSWER: 1. OCEAN, 2. SEA, 3. OCTOPUS, 4. DOLPHIN, 5. TREASURE, 6. SHIP, 7. SHELL, 8. BEACH, 9. SAND, 10. NAVIGATE

Identify Seashells – Have different seashells or pictures of seashells on a table. Have the name of the shell on pieces of paper and have the scouts match the seashell with the name.

GATHERING ACTIVITIES/FILLERS

Trading Cards – Make up trading cards – theme related with a picture of a fish on one side and fun facts about the fish on the other or use the Scout Law - a set of twelve cards with each one having a point of the Scout Law on one side and what it means on the other. Give each scout a set of cards (which ever the set contains number wise) that are all the same. If you are doing the Scout Oath, give a scout 12 cards of the word TRUSTWORTHY. The scouts will then have to go to other scouts and “trade” his/her card with them after introducing him/herself. In the end, all should have a full set of cards. This is a great way for the scouts to get to know each other and get excited about camp with a theme related activity. Below are trading cards that are for the Beneath the Sea theme. They fit on an 8 ½ X 11 landscape. You can put 8 on a sheet. Print picture on front and fun facts on the back. Print the cards on card stock to make them a little sturdier.

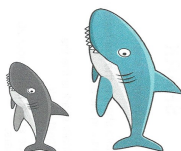
DOLPHIN

5



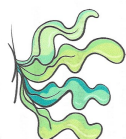
SHARK

6



SEA WEED

7



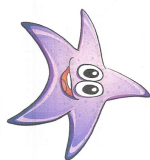
SEA SHELLS

8



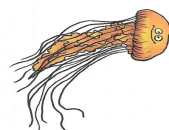
STARFISH

1



JELLYFISH

2



BLUE WHALE

3



MARINE RAY

4



SEA SHELLS

A sea shell is the hard protective layer that has been made by the animal that lives in the sea. It is part of the body of the animal.

Sea shells which are covered by a thin layer of beach, are empty because the animal has died and the soft parts have either decomposed or been eaten by another animal.

SEA WEED

Plants and algae that grow in the ocean, rivers, lakes and streams.

Some sea weed is a true flowering plant.

Seaweed does not have roots or leaves.

Seaweed is found where there is enough light to grow – within the first 655 feet of water.

Sources of food.

SHARK

Many species of sharks.

Mako shark is the fastest shark in the sea.

Whale shark is the biggest shark.

Blue shark lives about 20 years.

Seaweed is found where there is enough light to grow – within the first 655 feet of water.

Shark offspring is called a pup.

DOLPHIN

Dolphins belong to group cetaceans – evolved from land mammals.

Oceanic or true dolphins - 32 species.

Dolphins have a unique sense of hearing – ear openings are small slits.

Dolphins have excellent vision in and out of the water.

MARINE RAY

Most common are:

- Southern Stingray
- Spotted Eagle Ray
- Blue Spotted Ray

Most have barbs or stingers

Manta Rays do not have stingers

Stingray is diamond shape, ovoviviparous which means eggs develop and hatch inside the mother

Electric Rays are smaller than many types and stun with electric shock.

BLUE WHALE

Blue whales are mammals, warm blooded and have hair.

When they exhale the air rises more than 20 ft. through blow or spout. Is the largest animal on earth.

One of the loudest animals in the world.

JELLYFISH

Jellyfish are classified as cnidarians.

Blue whales are mammals, warm blooded and have hair.

4 main jellyfish groups:

- Siphonophores
- Scyphozoans
- Hydrozoans
- Staurozoans

Jellyfish are among the worlds simplest animals.

Some jellyfish have eyes

STARFISH

Starfish are sea stars – not fish

Can grow up to 40 arms.

Travel using tube feet.

Can regenerate lost limbs and do not have blood.

Thousand of species.

Have eyes.

Eat with their stomach inside out.

GATHERING ACTIVITIES/FILLERS

Beneath the Sea!

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

BEACH
DOLLAR
JELLYFISH
OCEAN
SAND
SEAWEED
TIDE

CLAMS
DOLPHINS
KRILL
POOL
SEA
SHELLS
WAVES

CURRENTS
HIGH
LOBSTER
REEF
SEASHORE
STARFISH

GATHERING ACTIVITIES/FILLERS

EXTRA SPECIAL!!!

You will need a game board and something for the scouts to move around the board - this can be a coin, small rock, bottle cap, etc. and two dice. Print this sheet for the scouts to follow. They can work by themselves or with a partner.

Instructions: Roll the dice. Move one square for each number and do the task or answer the question. If you are unable to complete the task or answer the question, move backward the same number you rolled. Good luck!

SQUARE #1 - NAME ONE OF THE REQUIREMENTS TO EARN THE BOBCAT RANK.

SQUARE #2 - WHAT AGE/GRADE IS ASSOCIATED WITH THE BEAR RANK? _____

SQUARE #3 - IN RUDYARD KIPLING'S "JUNGLE BOOK," WHO IS MOWLGI?

SQUARE #4 - HOW IS A FLAG TO BE PROPERLY DISPLAYED AT NIGHT?

SQUARE #5 - NAME THE INGREDIENTS OF S'MORES.

SQUARE #6 - A TRAVEL BUG IS: A) A BUG THAT LIKES TO TRAVEL, B) AN ILLNESS YOU PICKED UP ON YOUR LAST TRIP, OR C) A SMALL METALLIC TAG THAT GOES FROM CACHE TO CACHE WITH HUMAN ASSISTANCE. _____

SQUARE #7 - IS IT APPROPRIATE TO LEAVE YOUR HAT ON FOR A FLAG CEREMONY?
YES OR NO _____

SQUARE #8 - WHAT IS THE CUB SCOUT MOTTO?

SQUARE #9 - COMPLETE THE CRAFT PROJECT.

(See next page)

GATHERING ACTIVITIES/FILLERS

SQUARE #10 - THE INITIALS FTF STAND FOR WHAT (IN GEOCACHING)?

SQUARE #11 - DO WEBELOS DENS MAINTAIN A DEN NUMBER OR MOVE TO A NAME SIMILAR TO A BOY SCOUT PATROL? _____

SQUARE #12 - THERE ARE A DOZEN FLAGES ON DISPLAY FROM DIFFERENT YEARS (13 STAR, 36 STAR, ETC.), WHICH ONE DO WE SALUTE?

SQUARE #13 - WHAT IS AN OUTDOOR ACTIVITY THAT USES HIKING MAP AND COMPASS, PROBLEM SOLVING AND ELECTRONIC SKILLS, PLUS A LITTLE LUCK?

SQUARE #14 - WHERE DO YOU FIND THE LINE "I WILL DO MY BEST?"

SQUARE #15 - WHAT IS THE TIGER CUB MOTTO?

SQUARE #16 - WHAT IS THE ONLY CUB SCOUT AWARD THAT CAN BE WORN ON THE BOY SCOUT UNIFORM? _____

SQUARE #17 - WHAT IS THE ONLY NON-SCOUTING AWARD THAT CAN BE WORN ON THE CUB SCOUT UNIFORM?

SQUARE #18 - COMPLETE THE PENNY PUZZLE.

SQUARE #19 - WHAT DOES THE WORD "WEBELOS" STAND FOR?

SQUARE #20 - WHAT IS THE THEME FOR DAY CAMP?

PRAYERS

We Give Thanks

We give thanks for being here together in the name of Scouting. We ask to have clean hands, clean words, and clean thoughts. We ask that we learn to work hard and play fairly. We ask to see the needs of others so we may help. We ask for strength to do a Good Turn each day and to live up to our promises. *Amen*

We thank You, God, for the loveliness of nature,
Which is Your special handiwork.
Everything is wonderfully made with such care.
Help us understand our world,
So we can help take care of the things You have made,
And keep them beautiful as You meant them to be.
Amen

We thank you God, for our day camp, and for all the
scouts and families who are touched by Scouting.
Make us strong as we work together
and help other people and as we do our duty to You and our country.
Help us to remember to live by the Scout Oath and Law. Amen

Philmont Grace

For food, for raiment,
For life for opportunity,
For friendship and fellowship,
We thank thee oh Lord.

NEATH THESE TALL GREEN TREES

Neath these tall green trees we stand
Asking blessings from Thy hand.
Thanks we give to Thee above
For Thy help and strength and love.

LET'S JOIN HAND

(Tune: Mary Had a Little Lamb)
Let's join hands and give our thanks,
Give our thanks, give our thanks,
Let's join hands and give our thanks,
Give our thanks to God.

GOD IS GREAT

(Tune: London Bridge)
God is great and God is good
God is good, God is good.
Let us thank him for this food, Alleluia.

PRAYERS

BLESSING HYMN

(Tune: Edelweiss)

Thank you God, for this day,
Bless all those who greet it.
May your love glow with peace,
May your love go forth from us.

Friendship and peace, may they bloom and grow,
Bloom and grow forever,
Bless our friends, bless our work
Bless each of us forever.

THE SEA BASE (Florida Sea Base) GRACE

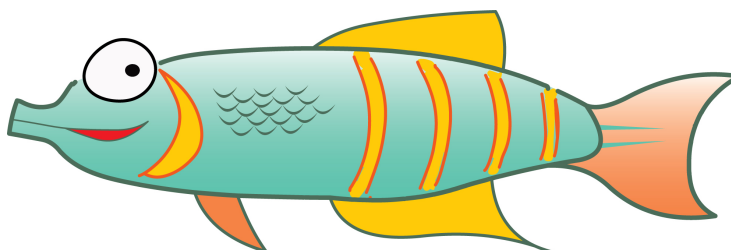
Bless the Creature of the sea,
Bless this person I call me,
Bless these Keys, You made so grand,
Bless the sun that warms this land,
Bless the fellowship we feel,
As we gather for this meal.
Amen

THE SUMMIT GRACE

For this time and this place,
For Your goodness and grace,
For each friend we embrace,
We thank Thee, Oh Lord.
Amen

There is an opportunity for the Cub Scouts to earn a Duty to God patch while attending camp. Here is how one camp did it - Cubs attend Duty to God sessions for four days, and then attend a Scouts' Own on Friday, put on by the Webelos. Cubs are presented with a segment of the Duty to God puzzle patch, and after attending Day Camp for four years; they will have assembled the complete puzzle.

Visit the P.R.A.Y. website for information on the Duty to God puzzle patches as well as the Duty to God Summer Camp Program. <https://www.praypub.org/Data/Sites/1/media/resource-library/promotional-resources/summer-camp-dtg-program.pdf>



OPENING AND CLOSING CEREMONIES

OPENING CEREMONIES

Getting your camp off to a good start is very important. An opening ceremony, whether it involves one or many, is a great way to start your day! You can recite the Scout Oath and Law, do the Pledge of Allegiance, or have an opening that includes props and speaking parts for the Cub Scouts. Whatever you chose to do, an opening ceremony will let those attending know that camp is ready to set sail!! Keep it simple and moving as the scouts came to have fun!!

Please keep in mind that the openings provided below will give you ideas that you can use – they can be modified to fit what is going on in your camp. Your adventures may keep you on the beach or take you into the ocean to “sea.” Whatever you do, make it fun and memorable for the Cub Scouts and leaders attending!

Note: If you will be reciting the Scout Oath and Law, have it written on a flip chart and put it up front where all can see or have it on the back of the Cub Scouts name tag so that they will be able to recite it along with the group. Let’s help the Cub Scouts do their best!

UNDER THE SEA

Camp Director and a group of Cub Scouts enter. The Camp Director is holding a globe. Each Cub Scout has a smaller globe. The flag should be placed on the stage area to the right of the speakers.

Camp Director: Take a look at this globe. The blue represents the water. Our day camp will learn a lot about what lies beneath the water or what we call the sea. There are a variety of living creatures – many that are majestic and large and some that are very very small that can’t be seen with the naked eye. Let’s take a look

Cub #1: We could look for a great white shark – they live up to 70 years and can weigh 4,500 pounds.

Cub #2: Or we could look for jellyfish – some species weigh approximately 4 pounds and can swim 5 mph. They can reach a length of 10 feet.

Cub #3: How about looking for Fire Clownfish – they are really small and can be pets.

Cub #4: I want to look for a spotted eagle ray – they have a wing span of 10 feet and have long tails.

Cub #5: Have you heard of the silky shark? They are the most abundant sharks and are very large.

Cub #6: The creatures of the sea are just like us, fast, slow, big and small. I look forward to learning about the sea and what lives there at our Camp! Hope you are too!

Camp Director: Let’s stand and say the Pledge of Allegiance.

Opening Ceremony: WAVES OF FUN

Personnel: 10 Cub Scouts.

Equipment: Cards with the letters WAVES OF FUN.

The Cub Scouts come forward and stand across the stage spelling the words WAVES OF FUN. One at a time they will read the following:

W – Wet and wild the water can be,

A – Appealing to all when it is hot,

V – Visiting the ocean to discover new things,

E – Everyone learning a lot.

S – Searching for undiscovered place

OPENING AND CLOSING CEREMONIES

O – Ocean floors are full of things,
F – Few we will ever see.

F – Finding things really interesting to all
U – Understanding how to keep it protected.
N – New things to explore and discover.

SEA

Have three scouts hold up cards spelling out SEA as they say:

S stands for SEARCH. We search the ocean to learn and understand what is there!

E stands for EVERYONE. Everyone has a part in keeping our ocean clean and the fish and plants that live there safe.

A is for ATTITUDE. An attitude of helping others, being friendly, courteous and kind, will help guide us to do our best!

WELCOME TO DAY CAMP

Open with the Pledge of Allegiance followed with Scout Oath and Law.

Props:

Scout Oath & Law on poster or flip chart

Large map or globe (use to show north, south, east and west)

Large compass made out of cardboard or small one to hold in your hand

After the opening, let the cub scouts know that this week (duration of camp) they will be learning about the sea. There are many fish and plants that live there. Our world is covered with water - to the North, South, East and West. But before we begin, let's find our direction. (You can have a compass that you are looking at or make a large one out of cardboard that you can use for a prop or use the sun in the sky to assist finding the direction). Show the scouts where East and West are and how you were able to identify that direction. Then north and south. Divide the scouts into four groups – north, south, east and west. Have the north group face the east group and say, "Welcome to Day Camp!" The east group will face south group and say, "Welcome to Day Camp!" The south group will face the west group and say, "Welcome to Day Camp!" and the West group will face north and say, "Welcome to Day Camp!" When all groups are done, the camp will yell, all together "Welcome to Day Camp!"

ROLE CALL OR DEN YELL OPENING

Give your den yell – proud and loud!

I MADE A PROMISE

CUB SCOUT 1: I made a promise—I said that in whatever I did, I would do the very best I could.

CUB SCOUT 2: I made a promise—to serve my God and my country the best I could.

CUB SCOUT 3: I made a promise—to help other people the best I could.

CUB SCOUT 4: I made a promise—to obey the Scout Law the best I could.

CUB SCOUT 5: Today at day camp, I promise to do my best.

OPENING AND CLOSING CEREMONIES

CUB SCOUT 6: I am a Cub Scout.

CUB SCOUT 7: Please stand and join us in reciting the Scout Oath

SMILE

Preparation: Make and hold up a sign with the word SMILE written on it.

NARRATOR: A smile costs nothing—but creates much. It happens in a flash, but the memory sometimes lasts forever. It cannot be bought, borrowed, or stolen, but it is something that isn't any good until it is given away to someone else. So, if you meet someone who is too weary to smile, give that person one of yours. No one needs a smile quite as much as the person who has none left to give. Let's give out LOTS of smiles today as we learn new things and make new friends.

OUTDOOR CODE

A preassigned den presents the colors and leads the camp in the Pledge of Allegiance. After the Pledge of Allegiance, have a den do the following skit. Have the Outdoor Code on a flipchart where everyone can see it.

Cub Scout 1 is dressed as a fisherman with a life jacket, hat, and a stick with a string and a hook made out of a pipe cleaner. Cub Scout 2 has green crepe paper streamers taped to him/her. Cub Scout 3 makes himself/herself look like a starfish by standing in a jumping jack position (he/she can wear a large yellow T-shirt if desired). Cub Scout 4 is dressed in a red T-shirt and holds large claws made out of poster board. Cub Scout 5 has white crepe paper streamers taped to him/her. Cub Scout 6 has scales cut out of aluminum foil taped to him/her. Cub Scout 7 has a gray cardboard fin taped to his/her back and wears a big smile.

CUB SCOUT 1: I am Captain Courage! I go out to sea to discover sea life. What will I find in the ocean? I must cast out my fishing line and see. Will it be a sea monster or a piece of seaweed? (Cub Scout 1 casts the line, which is caught by Cub Scout 2.)

CUB SCOUT 2: I am just some seaweed, as you can plainly see. There is no reason to be scared of me. (Cub Scout 2 stands next to Cub Scout 1.)

CUB SCOUT 1: What will I find in the ocean? I must cast and see. Will it be a sea monster or a starfish family? (Cub Scout 1 casts the line, which is caught by Cub Scout 3.)

CUB SCOUT 3 (Hops out with legs apart and arms outstretched.): I am just one starfish, not a family. I live in the ocean and you don't need to fear me. (Cub Scout 3 stands next to Cub Scout 2.)

CUB SCOUT 1: What will I find in the ocean? I must cast and see. Will it be a sea monster or a lobster or a flea? (Cub Scout 1 casts the line, which is caught by Cub Scout 4.)

CUB SCOUT 4: I am a lobster and I live in the sea. Some of your friends like to call me yummy. (Cub Scout 4 stands next to Cub Scout 3.)

CUB SCOUT 1: What will I find in the ocean? I must cast and see. Will it be a sea monster or a fish called Jelly? (Cub Scout 1 casts the line, which is caught by Cub Scout 5.)

CUB SCOUT 5: I am a jellyfish and I live in the sea. My tentacles can sting, but they are there to protect me. (Cub Scout 5 stands next to Cub Scout 4.)

OPENING AND CLOSING CEREMONIES

CUB SCOUT 1: What will I find in the ocean? I must cast and see. Will it be a sea monster or a fish with shiny scales? (Cub Scout 1 casts the line, which is caught by Cub Scout 6.)

CUB SCOUT 6: I am a fish and I live in the sea. When the sun hits my scales, I look all shiny. (Cub Scout 6 stands next to Cub Scout 5.)

CUB SCOUT 1: What will I find in the ocean? I must cast and see. Will it be a sea monster or a shark with big teeth? (Cub Scout 1 casts the line, which is caught by Cub Scout 7.)

CUB SCOUT 7: I am a shark and I live in the sea. Sometimes divers come and swim with me. (Cub Scout 7 stands next to Cub Scout 6.)

CUB SCOUT 1: All you sea creatures return to the sea. There is no need for you to fear me. For I am a Cub Scout as you can plainly see, and the Outdoor Code is a guide to you and me.

Have the audience join in to recite the Outdoor Code.

Outdoor Code

As an American,
I will do my best to
Be clean in my outdoor manners,
Be careful with fire,
Be considerate in the outdoors,
And be conservation minded.

AMERICA—The Song

Have the words printed and handed out or on a flip chart so that all can join in.

CUB SCOUT 1: What makes our country so special?

CUB SCOUT 2: America is special because it is a land of liberty. Liberty means freedom.

CUB SCOUT 3: We can choose how we do our duty to God. We can say what we think in public. We have free education for all.

CUB SCOUT 4: We can choose our own jobs. And we have civil rights, like voting and trial by jury.

CUB SCOUT 5: A special song was written to celebrate the freedoms we have. In 1831, Samuel Smith wrote the words to “America” for a children’s Independence Day program in Boston.

CUB SCOUT 6: The first verse of the song tells of the love we have for our country because of the freedom we enjoy.

CUB SCOUT 7: The last verse is a prayer asking God to protect our free country.

CUB SCOUT 8: Stand and join us in singing “America, the Beautiful.”

BADEN-POWELL

NARRATOR: In 1907, Baden-Powell took 21 scouts with him to Brownsea Island, off England’s southern coast, for what was to be the world’s first Scout camp. It was successful beyond his wildest dreams. Because of this beginning, Scouting was organized in America and in many other countries. Today, there are more than _____ Scouts and Scouters from _____ countries around the world. Time changes many things, but the aims of Scouting are the same today as when it was started. Please stand, give the Cub Scout sign, and say the Scout Oath.

OPENING AND CLOSING CEREMONIES

SEVEN SEAS

Preparation: Make six large cutout silhouettes of ships. Print the following words, one word per silhouette, on them: SCHOLAR-SHIP, FELLOW-SHIP, FRIEND-SHIP, SPORTSMAN-SHIP, WORKMAN-SHIP, and STATESMAN-SHIP

CUB SCOUT 1: We would like to tell you about the six ships of Scouting.

CUB SCOUT 2: Scholarship is very important on the sea of education.

CUB SCOUT 3: Fellowship stands for cooperation and unity.

CUB SCOUT 4: Friendship is the most beautiful ship of all. It is true blue, and its flag is golden.

CUB SCOUT 5: Sportsmanship stands for all that is fair.

CUB SCOUT 6: Workmanship represents the best that a person can give.

CUB SCOUT 7: Statesmanship represents wise guidance and unselfish interest.

CUB SCOUT 8: These six strong and sturdy ships will help you brave the sea of life. Three cheers for the Scouting ships!

SCOUT LAW

I'm a Cub Scout, and you'll see

I'm as **trustworthy** as can be.

I'm **loyal** to my den (camp) and pack,
Don't worry friends; I've got your back.

I'm **helpful** too as you can see,
Need something done? Just call on me.

A scout is **friendly**, see someone new?
Shake hands and say "How do you do?"

A Scout is **courteous**, so we say,
Please, thanks and excuse me, right away.

Be **kind** to animals large or small
On two legs or four, we take care of them all.

Following directions is the Cub Scout way.
A Scout is **obedient** every day.

See this smile? It's here to stay.
A Scout is **cheerful** night and day.

Learning to save our money is nifty,
Watching those pennies is called being **thrifty**.

OPENING AND CLOSING CEREMONIES

A Scout is **brave** in the face of danger,
Face down this bully, don't talk to that stranger.

Clean says a Scout washes his hands and face,
And keeps friendly words in their proper place.

Being **reverent** means that we like to show,
We're thanking God wherever we go.

CLOSING CEREMONIES

As an opening ceremony is important in starting your day, a closing ceremony will let everyone know that the camp day is over. Whether the closing is done by the Cub Scouts, is a Camp Director's Minute or thought of how the day went, it will bring your camping day to a close! You can use any of the opening ceremonies above by just changing some of the words.

SMILE

Preparation: Make and hold up a sign with the word SMILE written on it.

Camp Director: A smile costs nothing—but creates much. It happens in a flash, but the memory sometimes lasts forever. It cannot be bought, borrowed, or stolen, but it is something that isn't any good until it is given away to someone else. So, if you meet someone who is too weary to smile, give that person one of yours. No one needs a smile quite as much as the person who has none left to give. Thank you all for sharing your smiles at camp today.

COMPASS

Preparation: Hold a compass in your hand as you give this talk.

Camp Director: How many of you have ever held and used a compass? Are you able to find which way is north? In Scouting, we have another type of compass. It's called the Scout Oath and Law. It is an excellent guide for making decisions in life. Whenever you are wondering what to do, say the Scout Oath and Law. It will not always give you an easy answer. Sometimes you'll have to really think it through to make your decision. But chances are, it will help you know the right thing to do.

COMPASS PRAYER

CUB SCOUT 1: From the south, we feel warmth and are secure.

CUB SCOUT 2: From the north, the chills of life come and we learn to adapt.

CUB SCOUT 3: From the east, we see the rising sun and the promise of a new day of life.

CUB SCOUT 4: From the west, we see the setting sun and the peace of night.

CUB SCOUT 5: Look up for hope in all the mysteries of life.

CUB SCOUT 6: Look down for the security and life the earth gives.

CUB SCOUT 7: Look inside yourself to find you in all your splendor.

CAMP DIRECTOR: Until we meet again!

OPENING AND CLOSING CEREMONIES

DO YOUR BEST

NARRATOR: When we say the Scout Oath, the words “Do my best” are some of the first words we say. Let’s stop for a minute and think about these words. What does the word “best” mean? (Let the scouts answer.) That’s right—it means to do something better than we have done it before. You are the only person who knows whether you have done your best. Think about the meaning of this oath and decide that you will always “do your best,” no matter what you are doing. Thank you for doing your best at camp today! (This can be an opening by ending with “Let’s all do our BEST!”)

THE OUTDOOR CODE

Have the Outdoor Code written on a flip chart for all to see. Have the scouts recite.

As an American,
I will do my best to
Be clean in my outdoor manners,
Be careful with fire,
Be considerate in the outdoors,
And be conservation minded.

BROTHERHOOD CIRCLE CLOSING

Have the camp form a circle. Each scout places his/her left arm around the shoulder of the scout on their left and their right arm around the shoulder of the scout on their right.

Camp Director: Now may the Great Master of all Scouts be with us until we meet again.

WE MEET AS CUB SCOUTS CLOSING

Have the scouts form a circle.

Camp Director: We meet as Cub Scouts [Tiger Cubs - Webelos Scouts], we part as friends, as now we leave, our day camp day ends. Let this circle be a token of friendship, as Akela guides us home.

LIVING CIRCLE CLOSING

All day camp participants form a circle and turn to their right, each placing their left hand into the center of the circle, palm facing downward. Each person grasps the thumb of the person behind them, making a complete circle with the group. Everyone’s right hand is held straight up in the Cub Scout sign. Pump joined hands up and down seven times as all say the camp yell! You can also use the Scout Oath, Scout Law, Cub Scout motto, or your own personal words in place of the camp yell.

BOND OF FRIENDSHIP

You will need a 12-inch piece of string or rope for each Cub Scout. Adults and Den Chiefs can assist with tying the knots. Scout Oath posted for all to see.

Camp/Program Director: Every seaworthy Cub Scout knows how tie a square knot. Join us in making a circle. Join your rope in a square knot with the person on your left. Place your left hand on the knot and your right hand in the Cub Scout sign. This circle represents the bond of friendship we have in scouting and developed here at day camp. Please join me in saying the

OPENING AND CLOSING CEREMONIES

Scout Oath. Suggestion – if you know you will be doing this closing, have the square knot be a knot the scouts will learn at one of the stations or at quiet time after lunch so that they are prepared for the closing.

CLOSING THOUGHT

Camp Director: Now may the great captain of all Scouts, who created the seas and all things that live therein, and who gave us dominion over them, be with us till we meet again. Amen

DO YOUR BEST!

Camp Director: We have had a great day at camp. Here is a thought to take home with you - Work while you work, play while you play; one thing at a time that is the way. All that you do, do with all your might; Things done halfway are not done right. Go out and do your best!

LIVING CIRCLE

Have the scouts form the Living Circle then say the following: Let this circle be a token of friendship not broken, like the vast ocean that surrounds us. As through our Cub Scouting we do roam, towards our ultimate horizons that guide us home.



SKITS, CHEERS/APPLAUSES, JOKES, RUN-ONS AND SONGS

Incorporating skits, cheers, run-ons and songs is a great way to add pizzazz to your Day Camp. They allow the scouts to share their talents and have some FUN, burn off some energy and learn something new!

POSITIVE VALUES - Fun is an important element of Scouting, but we must remember that everything we do with our scouts should be positive and meaningful. Activities should build self-esteem, should be age-appropriate, and should not offend participants or the audience.

SKITS

Skits appeal to Cub Scout-age youth.

Skits are a great way to add fun and camaraderie among the campers and dens at Day Camp. They help channel a scout's imagination and give him or her a chance for creative expression. Participation in skits helps build confidence and teaches the importance of teamwork and cooperation.

Tips for Skits

A few simple rules to remember when using Cub Scout skits are:

1. Keep it simple!
2. Keep it short—usually no more than two to three minutes.
3. Avoid long dialogue and memorized lines.
4. Use simple costumes and props.
5. Every scout in the den should participate.
6. Be sure the audience can hear. It cannot be too loud!
7. Use skits that are of a positive nature and that reflect the values and purposes of Cub Scouting.
8. Practice, practice, practice!

The skits below can be used as the scouts plan for their closing program at the end of camp. Using Skits on a Stick, let the scouts come up with their own skit to share. Remember: Always preview all skits before the scouts perform them.

SKITS ON A STICK

You will need four different color popsicle sticks or a way to designate each category - one color for CHARACTER, one color for SETTING, one color for PROBLEM and one color for the SCOUT LAW. Using the example below, write on each of the popsicle sticks. Using different colors will allow you to put the sticks in one container. If they are not color coded, you will need to put them in different containers. Have one scout in the den pick a red, yellow, blue and green popsicle stick. Using the information on the popsicle sticks, the scouts will create a skit. Don't forget the theme - add information that is related to the theme – character can be a fish in the sea; setting can be the sea, in a submarine, in a ship; problem can be a sinking ship, dirty ocean, lost diver, etc. Let the scouts have some fun and show off their creativity!

SKITS

SKITS ON A STICK (con't)

CHARACTER - RED

Actor
Anteater
Army Sergeant
Astronaut
Bank President
Barber
Batman
Bear
Boxer
Brain Surgeon
Bus Driver
Car Salesman
Cheerleader
Circus Ringmaster
Cook
Doctor
Drama Teacher
Fireman
Football Player
Forrest Ranger

SETTING - YELLOW

At a Baseball Game
At a Football Game
At a Gas Station
At an Amusement Park
At McDonalds
At School
At the Beach
At the Circus
At the Empire State Building
At the Ice Skating Rink
At the Police Station
In a Castle
In a Cave
In a Classroom
In a Closet
In a Jungle
In a Pig Pen
In a Spaceship
In a Teepee
In a Tree

PROBLEM - BLUE

Arrow
Baseball
Bat
Bewitched
Bubble Gum
Bug
Candy
Corn
Crowded
Fat
Fortune
Gold
Heavy
In a Stew
In the Dark
Locked In
Luck
Magic
Money
Mud

PENQUINS SKIT

Cast: Bus driver, penguins (scouts dressed in black trash bags) and a police officer.
Driver with a busload of penguins chugs across the stage. Police officer stops the driver.

Police: "Where are you taking these penguins?"

Driver: "I'm taking them to the beach."

Police: "Penguins don't need to go to the beach. Why don't you take them to the zoo where they belong?"

Driver: "Good Idea!"

The driver changes direction and goes off stage with the penguins. Shortly the driver returns back on stage with the penguins – all carrying towels and lotion and wearing sunglasses and beach hats. The police officer stops him again.

Police: "I thought I told you to take these penguins to the zoo!"

Driver: "I did! They had a great time so now I am taking them to the beach!"

SHIP AHOY

Characters: Narrator plus two Cub Scouts

Setting: The narrator stands in the middle with the two Cub Scouts facing each other at opposite sides of the room.

SKITS

NARRATOR: Through the pitch-black night, the captain sees a light straight ahead on a collision course with his ship. He sends a signal -

CUB SCOUT 1: Change your course 10 degrees east!

NARRATOR: The light signals back -

CUB SCOUT 2: Change yours, 10 degrees west

NARRATOR: Angry, the captain sends -

CUB SCOUT 1: I'm a navy captain! Change your course, sir!

NARRATOR: Comes the reply -

CUB SCOUT 2: I'm a seaman, second-class. Change your course sir!

NARRATOR: Now the captain is furious and he signals—

CUB SCOUT 1: I'm a battleship! I'm not changing course!

NARRATOR: To which there's one last reply—

CUB SCOUT 2: I'm a lighthouse. Your call.

NO FISHING SKIT

A scout is sitting on the bank with a fishing pole in hand. There is a NO FISHING sign nearby. The game warden appears.

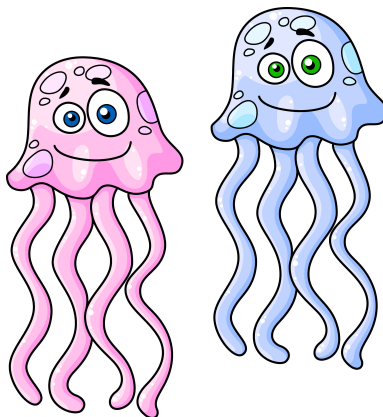
Fisherman: "Are you the game warden?"

Game Warden: "Yep!"

Fisherman: "Just teaching him how to swim." (pointing to the worm on the pole)

ICE FISHING

Two scouts come in and act like they are cutting the ice to fish. They stand or sit fishing for a minute. Then from somewhere offstage they hear a voice, "There are no fish there." After hearing this they are amazed and wonder where the voice came from, but decide to move. Then the two make another hole and start fishing again. Again they hear the voice "There are no fish there." Again they are puzzled! This continues once more and once more they move. After making their hole and start fishing this time they hear, "This is the ice rink manager, there are no fish here!"



CHEERS/APPLAUSES

Cheers and applause are a great way to say “great job” to those who are doing their best! Always make sure they are positive and sincere!

THUMBS UP APPLAUSE: Hold your hand in front of you. Make a fist, hold your thumb up, and say, “Great job!”

ROUND OF APPLAUSE: Audience members clap while moving their hands in a large circular, clock- wise motion.

RAINSTORM APPLAUSE: Extend one hand palm up. Using your other hand, start by tapping one finger at a time, and then adding the number of fingers you tap, increasing the sound to simulate a rainstorm starting and building to all hands clapping. Then decrease the storm by slowing down the action one finger at a time.

BSA APPLAUSE: Divide group into three sections, giving each a letter to yell. Point to each and have them call out their letter. After going through a few times, hold arms open and have all say “BSA!”

DAY CAMP CHEER: Divide the group in half. One side will yell “Day” and the other will yell “Camp.” All together “Day Camp!”

SURFBOARDERS CHEER: Pretend to be riding a surfboard, run it onto the beach, jump off, spread arms wide, say “Success!”

DIVER’S CHEER: Same idea as Surfboarders Cheer, but jump off and say “Kersplash” - “Perfect!”

THE WAVE CHEER: Start with one side and let the wave go around the room twice.



JOKES

Cub Scouts LOVE to be silly. Jokes are a great way for them to be just that. Below are some theme related jokes that they can use at camp. Boys Life Magazine is a great location to find other scout appropriate jokes as well!

Where do fish keep their money?
In a riverbank!

What is the strongest creature in the sea?
A mussel!

What do fish and maps have in common?
(They both have scales!)

How do oysters call their friends?
On shell phones!

What did the beach say to the wave?
Long tide, no sea!

What did Cinderella wear when she swam in the ocean?
Glass flippers!

Why did the octopus cross the road?
To get to the other tide.

What happens when you throw a green rock into the Red Sea?
It gets wet.

What kind of hair do oceans have?
Wavy!

What did the magician say to the fisherman?
Pick a cod, any cod!

What's the most popular TV show in the ocean?
Whale of fortune!

How do you make an octopus laugh?
With TEN-tickles!

What did one tide pool say to the other tide pool?
Show me your mussels.

JOKES

H to O

Teacher: What is the formula for water?

Student: H, I, J, K, L, M, N, O

Teacher: Whoever told you that?

Student: You did! You said it was H to O

What fish would an actor like to be?

Starfish

What fish should wear a crown?

Kingfish

What fish might say, 'Bow-wow'?

Dogfish

What fish can play in a band?

Drum fish

What fish might chase a mouse?

Catfish

What fish may be found on a boat?

Sailfish

What fish is the best fish of all?

Angelfish

Why did the boy throw water out of the window?

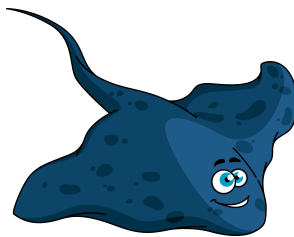
He wanted to see a waterfall.

Where do ships go when they are ill?

To the "docks"!

Where do you find an ocean without water?

On a map!



RUN-ONS

Cub Scouts enjoy doing run-ons. These are quick ways to involve everyone at a particular location. They are not only quick, but also snappy and fun. The scouts can have fun creating their own! Keep them positive.

Sun Fishing:

One scout, wearing sunglasses, walks out with a fishing pole. He/she keeps tossing the fishing line into the air. Another person enters and asks: "What are you doing with that fishing pole? There's no water around here." The first person tosses the line into the air again and says: "That's OK. I'm trying to catch a sun fish."

CUB SCOUT 1: Do you know the best way to communicate with a fish?

CUB SCOUT 2: No, what is the best way to communicate with a fish?

CUB SCOUT 1: Drop it a line.

CUB SCOUT 1: Do you know what one wave said to the other?

CUB SCOUT 2: No, what did one wave say to the other?

CUB SCOUT 1: Nothing, it just waved.

CUB SCOUT 1: Do you know what time it is when 12 sharks chase one tuna?

CUB SCOUT 2: No, what time is it?

CUB SCOUT 1: Why, it is 12 after 1 of course.

CUB SCOUT 1: Do you know what you get when you cross an electric eel and a sponge?

CUB SCOUT 2: No, what do you get when you cross an electric eel and a sponge?

CUB SCOUT 1: Why, a shock absorber of course.

CUB SCOUT 1: Do you know what fish lights up the sky?

CUB SCOUT 2: No, what fish lights up the sky?

CUB SCOUT 1: A STARfish.

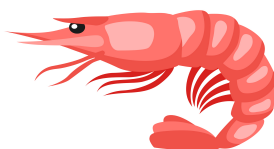
CUB SCOUT 1: Do you know which bus crossed the ocean?

CUB SCOUT 2: No, which bus crossed the ocean?

CUB SCOUT 1: Why, Christopher ColumBUS of course.

CUB SCOUT 1: How come rivers are so rich?

CUB SCOUT 2: Because they have so many banks.



SONGS

Singing is fun! It builds spirit, enthusiasm and helps build camaraderie! Theme related songs help build on the enthusiasm as well. Circulate the camp songbook to the packs early in the recruiting process to increase participation in singing. Lyrics of all songs should reflect the values and ideals of Scouting.

Tips for Leading Songs -

1. **Choose it** - Select songs to fit the occasion—action songs, quiet songs, patriotic songs, etc. Songs with simple words and tunes encourage participation.
2. **Know it** - Practice before leading it.
3. **Teach it** - Tell the name. Teach the tune and words. You may need to provide song sheets. Teach the songs you will use during the week as part of your program!
4. **Sing it** - Sing it through once. You may have to sing a line or a verse to get them going.
5. **Pitch it** - Set the pitch so everyone starts out on the same key.
6. **Lead it** - Smile at the group and relax. Show enthusiasm and confidence. Use simple hand motions to start the group singing. Keep the time with simple up-and-down or back-and-forth hand motions. Don't stand fixed in one spot.
7. **Stop it** - If the group makes a bad start, stop and start over.

Here is a song to start the day off right:

When the Camp Begins to Sing

Tune: When the Saints Go Marching In

Oh when the camp* begins to sing,
Oh when the camp begins to sing.
Sometimes we can't tell who's the loudest,
When the camp begins to sing!

*Substitute the word camp with the names of the dens. Get a little competition going to see who can sing the loudest.

Octopus's Garden

I'd like to be under the sea
In an octopus's garden in the shade
He'd let us in, knows where we've been
In his octopus's garden in the shade

I'd ask my friends to come and see
An octopus's garden with me
I'd like to be under the sea
In an octopus's garden in the shade

We would be warm below the storm
In our little hideaway beneath the waves
Resting our head on the sea bed
In an octopus's garden near a cave

SONGS

We would sing and dance around
Because we know we can't be found
I'd like to be under the sea
In an octopus's garden in the shade

We would shout and swim about
The coral that lies beneath the waves
(Lies beneath the ocean waves)
Oh what joy for every girl and boy
Knowing they're happy and they're safe
(Happy and they're safe)

We would be so happy you and me
No one there to tell us what to do
I'd like to be under the sea
In an octopus's garden with you
In an octopus's garden with you
In an octopus's garden with you

Three Tiger Fish

Tune: Three Blind Mice

Three Tiger Fish,
Three Tiger Fish,
See how they swim,
See how they swim

Their tails go left
And their tails go right,
Their gills breathe in
And their gills breathe out.

Did you ever see
Such a slippery sight,
As Three Tiger Fish?

Yellow Submarine (by the Beatles)

In the town where I was born
Lived a man who sailed to sea
And he told us of his life
In the land of submarines

SONGS

So we sailed up to the sun
'Til we found the sea of green
And we lived beneath the waves
In our yellow submarine.

We all live in a yellow submarine
Yellow submarine, yellow submarine
We all live in a yellow submarine
Yellow submarine, yellow submarine

And our friends are all aboard
Many more of them live next door
And the band begins to play

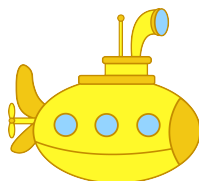
We all live in a yellow submarine
Yellow submarine, yellow submarine
We all live in a yellow submarine
Yellow submarine, yellow submarine

Full speed ahead, Mr. Boatswain, full speed ahead!
Full speed it is, Sergeant!
Cut the cable, drop the cable!
Aye-aye, sir, aye-aye!
Captain, Captain!

As we live a life of ease (a life of ease)
Everyone of us (everyone of us) has all we need (has all we need)
Sky of blue (sky of blue) and sea of green (sea of green)
In our yellow (in our yellow) submarine (submarine, ah-ha)

We all live in a yellow submarine
Yellow submarine, yellow submarine
We all live in a yellow submarine
Yellow submarine, yellow submarine

We all live in a yellow submarine
Yellow submarine, yellow submarine
We all live in a yellow submarine
Yellow submarine, yellow submarine



SONGS

Baby Shark

Actions: Wrists together, opening and closing hands as a small mouth

Baby Shark, do, do, do, do, do, do
Baby Shark, do, do, do, do, do, do
Baby Shark, do, do, do, do, do, do
Baby Shark!

Mama Shark – elbows together, open and close
Papa Shark – use full arms, open and close
Grandma Shark – full arms, closed hands (no teeth)
Surfer Dud – surfing actions
Saw Baby Shark – see above
That's the end – wave good-bye!

Lobster Mash

Tune: Monster Mash

I was down by the ocean late one night
When my eyes beheld an unusual sight
Hoard of lobsters began to rise
And suddenly to my surprise

(They did the mash) They did the lobster mash
(They did the mash) It was a seaside smash
(They did the mash) It caught on in a flash
(They did the mash) they did the lobster mash

From my front-row seat at sandcastle west
To the briny deep, beyond the wave crests
The fish all came from their humble abodes
To share in the dance and twinkle their toes

(They did the mash) They did the lobster mash
(They did the mash) It was a seaside smash
(They did the mash) It caught on in a flash
(They did the mash) They did the lobster mash

The dolphins were having fun, the party had just begun
The guests included Marlin and Nemo, his only son.
The scene was rocking, all were digging the sound
Of the lobster claws clicking as all twirled around.
The whales and jellyfish were starting to scream
When a wave crashed loudly, and I awoke from my dream

SONGS

(Of the mash) It was the lobster mash
(Oh yes the mash) It was a seaside smash
(You know the mash) It was gone in a flash
(It was the mash) My dream lobster mash.

Shipwrecked Cub Scouts

Tune: Gilligan's Island Theme

Our pack/camp set sail on the sea one day,
In search of coins of gold.
A group of hearty Cub Scouts,
and leaders true and bold.

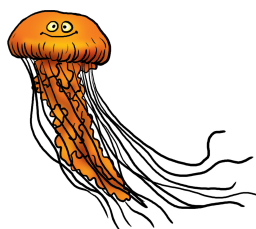
The weather started getting rough,
The tiny ship was tossed.
If not for the courage of our Cubmaster/Camp Director,
The whole pack/camp would be lost.

Our boat touched ground on a rocky isle
And up walked a tall old man.
He tossed a towel to dry us off,
And raised high his right hand.

He said, "You're a sharp pack/camp of Cub Scouts,
Your courage brave and sure,
To sail out on a sea like this
On a Scouting adventure."

He gave directions to get home.
We set sail with good cheer.
We reached home with the setting sun,
And tied up to the pier.

We looked in the bottom of the boat
And saw the old man's towel.
His name was stitched along the hem,
The name was Baden-Powell.



SONGS

My Turtle Swims Sideways Song

Tune: Pomp and Circumstance

My turtle swims sideways. (Make a swimming motion to one side)
Your turtle swims upside down. (Tilt your head back and make a swimming motion upwards)
My turtle swims sideways. (Make a swimming motion to the side again)
Our turtles swim all around (Make swimming motion turning around and around)

Ocean

Tune: Take Me Out to the Ball Game

Take me out to the ocean,
Take me out to the sea,
Show me the foamy waves rolling there
As I breathe in the salty air!
Let me look, look, look at the ocean
See the sea and explore
For its fun to dive from the top
To the ocean floor

I Can't Swim

Tune: Jingle Bells

Jellyfish, lobsters, eels
All live in the sea
Let's take a dive
And go down deep
To see what we can find.

Tiger fish, Turtles, snakes,
Sandbars and shipwrecks,
But I can't swim, so I'll observe,
From here on the boats main deck!

Explore

Tune: Deep in the Heart of Texas

Mystery
Beneath the sea
Clap 4 times
Let's take a dive and explore!

SONGS

Great whites and tigers,
Are sharks you'll see,
Clap 4 times
Let's take a dive and explore!

Seaweed, coral too,
Mussels, clams and eels
Clap 4 times
Let's take a dive and explore!

So much to see,
For you and me!
Clap 4 times
Let's take a dive and explore!

Skin Diver's Song

Tune: Sailing, Sailing

Diving, diving, into the ocean blue,
With flippers, and mask and oxygen gas
We'll have adventures true!

Search Beneath the Sea

Tune: Mary had a Little Lamb

I went on a submarine,
Submarine, submarine
I went on a submarine,
To search beneath the sea.

I got to see a sea turtle,
Sea turtle, sea turtle,
I got to see a sea turtle,
That lives beneath the sea.

Mussels, crabs and lobsters, too,
Lobsters too, lobsters too,
Mussels, crabs and lobsters, too
Live beneath the sea

Urchins, dogfish, octopi,
Octopi, Octopi
Urchins, dogfish, octopi,
Live beneath the sea

SONGS

So many things for us to see,
Us to see, us to see,
So many things for us to see,
Beneath the deep blue sea!

Popeye the Sailor Man

I'm Popeye, the sailor man.
I'm doing the best I can.
I eat all my spinach,
I fight to the finish.
I'm Popeye, the sailor man.

Scouting Thunder

Tune: Scotland the Brave

We put the "out" in Scouting,
We hike the trail to Eagle
We lift the light of Scouting over the world.
We'll never be hiked under,
Listen to our SCOUTING THUNDER,
We are the light of Scouting over the world.

Cub Scout Friendships

Tune: Edelweiss

Friendships near, Friendships far,
Friendships made here in Cub Scouts.
Find a place in your heart,
For the memories you made here.
Think of them often and you'll laugh and smile,
Laugh and smile forever.
Friendships near, friendships far,
Friends and memories of Cub Scouts.

Cub Scout Harmony

Tune: I'd Like to Teach the World to Sing

I'd like to teach the world to sing,
In Cub Scout harmony,
Cub adventures would be the thing,
That everyone would see.

SONGS

Each Tiger, Wolf, Bear and Webelos,
Is doing all they can,
To "Do Their Best" with all the rest
Of Cub Scouts in the land!

Give a Gift

Tune: I'd Like to Teach the World to Sing

I'd like to give the world a gift
That all men will be free
And though I'm just a growing scout
There's things that I can see.

I see that Scouting is a way
To start to understand
That caring, helping, smiling, learning,
We share across the land.

And so I'll tell you there's a fight
That you can give to me
Please help me grow in mind and spirit
To be what I want to be.

He's Got the Whole World in His Hands

He's got the whole world in his hands,
He's got the whole world in his hands,
He's got the whole world in his hands,
He's got the whole world in his hands,

He's got the Teeny Tiny Tigers in his hands...
He's got the Brand New Bobcats in his hands...
He's got the Wiggle Worm Wolves in his hands...
He's got the Big Brave Bears in his hands...
He's got the Weary Working Webelos in his hands...
He's got the Dedicated Den Leaders in his hands...

America

America, America,
How can we tell you how we feel?
You have given us your treasures,
We love you so!

(Repeat as a round)

SONGS

Cub Scout Smile

Tune: John Brown's Baby

I've got something in my pocket,
It belongs across my face,
I keep it very close at hand,
In a most convenient place,
I'm sure you couldn't guess it,
If you guessed a long, long time,
So I'll take it out and put it on,
It's a great big Cub Scout smile.

My Bonnie Lies Over the Ocean

My Bonnie lies over the ocean,
My Bonnie lies over the sea,
My Bonnie lies over the ocean,
Oh bring back my Bonnie to me.

Chorus:

Bring back, bring back, Oh bring back my Bonnie to me, to me,
Bring back, bring back, Oh bring back my Bonnie to me.

The winds have blown over the ocean,
The winds have blown over the sea,
The winds have blown over the ocean,
Oh bring back my Bonnie to me.

Chorus

The Princess Pat

Tune: Sippin' Cider

(A repeat-after-me song, with hand motions that go with each line)

The Princess Pat (do an Egyptian with arms out, one leg up)
Lived in a tree (form a tree with hands)
She sailed across (make wave motion)
The seven seas, (with hands, hold up 7 fingers, then make a C with one hand)
She sailed across (wave motion again)
The channel, too, (hands straight down for channel, then the number 2)
And she brought with her (one hand motioning over shoulder)
A rig of bamboo. (pick up heavy bag from the ground and sling it over the shoulder)

SONGS

(Chorus)

A rig of bamboo, (pick up bag, throw over shoulder)
Now what is that, (holds hands out one at a time, palms up, asking a question)
It's something made (pound fists together as if hammering)
By the Princess Pat (the Egyptian step)

It's red and gold, (swing right hand in a circle)
And purple, too, (swing left hand in a circle)
That's why it's called (cup hands around mouth, yell out 'called')
A rig of bamboo. (bag over shoulder)

Now Captain Jack (military salute)
Had a mighty fine crew, (multiple salutes)
They sailed across (wave motion)
The channel, too, (hands straight down, then the number 2)
Now their ship sank, (hold nose, bend knees)
And yours will, too, (point to audience, then #2)
If you don't have (shake head, shake finger)
A rig of bamboo. (bag over shoulder)

Cool Cat Beat

[This is a syncopated rhythm chant more than a song. Call each group forward to join in the chant. Groups can be individuals, dens, other groups, e.g. Red Patrol, Camp Staff, Camp Director. By the end of the song, everyone should have joined in the group.]

Hey there, _____, you're a real cool cat,
You've got a lot of this and a lot of that,
We all think that you're real neat,
So come on down and do the Cool Cat Beat.

[Everyone points alternately left and right with their hands in the air]
A-h-h-h-left, chicka chicka chicka chicka chicka, [point left]
And a-right, chicka chicka chicka chicka chicka, [point right]
Turn around, chicka chicka chicka chicka chicka, [turn in a circle]
Get down, chicka chicka chicka chicka chicka.

SONGS

A-Roost-Ta-Sha

Chorus:

A-roost-ta-sha, a-roost-ta-sha, a-roost-ta-sha SHA!

A-roost-ta-sha, a-roost-ta-sha, a-roost-ta-sha SHA!

Thumbs Up! (echo)

Wrists together! (echo)

A-roost-ta-sha, a-roost-ta-sha, a-roost-ta-sha SHA!

A-roost-ta-sha, a-roost-ta-sha, a-roost-ta-sha SHA!

Thumbs Up! (echo)

Wrists together! (echo)

Elbows In! (echo) (keep adding the motion)

Chorus

Thumbs up! (echo)

Wrists together! (echo)

Elbows In! (echo)

Head back! (echo)

Chorus

(Keep going back to the beginning, adding one motion each time and doing the chorus.)

During the chorus, kids are moving to the beat.)

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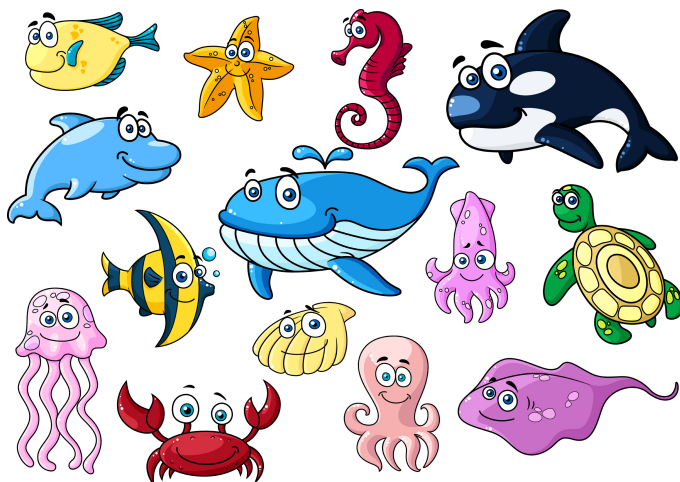
Knees together....

Toes together....

Buns out....

Eyes closed....

Tongue out



GAMES AND ACTIVITIES

Games are a great way to teach scouts about teamwork, playing fair, doing ones best AND having FUN! Scouts do not require prizes, nor do they care if the game is not finished. They like games! Some tips – choose an appropriate game – one that is right for the age level and playing area; be prepared – have everything you need; start positive – start the game with enthusiasm – make it look fun! Explain the rules and make sure everyone can hear them; make the instructions brief. Demonstrate or do a dry run if needed. While the game is being played, watch for ways to adjust the game if necessary; end the game BEFORE it reaches its peak of enjoyment; delay setting a winning score and REACH FOR LASTING RESULTS. Lord Baden Powell said, “Scouting is a game - with a purpose!” Sportsmanship and fair play fit into what it is we are trying to accomplish in Scouting.

We have included games that you can use at Day Camp or adapt to be used at Camp. While deciding which ones will work at your camp, think about how they can be modified for the different levels of scouting. Sometimes changing the size of the ball or rolling instead of throwing, will allow the game to be played by all! Be creative and have FUN!

TRIP ON THE WATER – Scouts sit in a circle and the first scout says, I took a trip on the ocean and saw a _____. (First scout names something that begins with an A. The next scout names something that begins with B. This continues on until the entire alphabet has been used.) If a scout cannot name something that involves the sea with his/her letter, move on to the next scout. Set a time limit to name a person, place, or thing.

BUCKET BRIGADE RELAY - Divide scouts into two teams. Give each team two pails, one filled with water and one empty. Place the empty bucket some distance from each team. On signal, the first player in each team carries the full pail to the empty one and pours the water into it, and then returns to the next person in line with the full pail. The next player repeats the same actions, and so on until all have carried the water. This is not a speed contest. The winning team is the one that has the most water in one pail when all the members have finished.

GO FISH - Trace six to ten fish on construction paper and cut out. Attach a paper clip to the top of each fish. Draw eyes, mouth, and fins with a marker. Tie a magnet to a 15-foot length of string. Tie the other end of the string to a stick. Place the fish in a box or old fish tank. To make the game harder, put the fish in a metal coffee can (the magnet sticks to the sides and the fish drop off). See how many fish you can catch by having the magnet catch on the fish paper clips. Whoever catches the most fish in a given time limit wins.

EEL RACE - Choose teams of four. Everyone gets down on their hands and knees and the teams line up behind their leader. The second member grasps the leader by his/her ankles, and the player behind him/her grabs hold of his/her ankles, etc. When the starting signal is given the eel's race across the room, turn around and return to the starting point without breaking the hand and ankle hold.

CAPTURE THE TURTLE - Divide scouts into two teams that line up facing each other 20 feet apart. Each team member is given a number. A leader tosses a large rubber ball in the middle of the play area and calls out a number. The opposing players with that number race for the ball. The player who gets it and

GAMES AND ACTIVITIES

returns to their place without being tagged by the opposing player scores one point. When both players are back at their places, the leader calls out another number. For a real scramble, call all numbers at once.

IN THE SEA - Arrange players in a circle. Have the leader, call out "in the sea" when this is done all players are to jump into the circle. When the leader calls "on the beach" all players then jump back out of the circle. Anyone making a mistake is out of the game. The last player is the winner.

SCHOOL OF FISH - Pin pictures of fish on people as they arrive. Have cutouts of swordfish, tuna, trout, catfish, etc. On a signal, they are to see which "school of fish" can assemble first.

CRAB RACE: This activity requires a hula-hoop for each group of four scouts. Have each group of four climb inside a hula-hoop, back to back. The teams must then race to a finish line. The scouts must keep their hands outside the hula-hoop while they race, holding it up only with their bodies.

SPONGE RELAY RACE: You'll need 2 sponges, 2 buckets, 2 bowls and water. Have players line up in two teams and the players at the front of each row hold a bucket of water with the sponges in it and the players at the end of each row hold a bowl. The first player takes a wet sponge out of the bucket and hands it to the next player and so on till it reaches the last player in the row who squeezes the water out of the sponge and into bowl. He/she then races it back to the front and puts it back into the bucket starts over again. Play continues until the water is gone or a certain time is up. The team, who has the most water in the bowl at the end, wins the game.

QUARTER DROP: Have the players form 2 teams. For each team, place a gallon jar 2 to 3 feet in front of the line. Fill each jar with water and place a smaller glass jar in the bottom of the gallon jar. Have each player try to toss a quarter or iron washer into the jar and into the smaller jar.

SINK THE BOAT: Provide a bucket filled with water and float a small pie plate on it. Have players stand back about 5 feet and give them 5 small balls made of aluminum foil. (Foil is easy to retrieve because it floats.) Players take turns throwing 5 balls. Give points for each ball that lands in the pie plate and stays there when thrown from the starting line.

FISHING GAME: Give each player a soda straw. On the floor place 15 or so paper fish. Fish are caught by suction. See who can catch the most fish. Play this game in a relay fashion, having a "fish pond" some distance away from the starting line.

FORTY WAYS TO GET THERE: Divide the players into two or more teams. On signal, the first player on each team runs to the finish line and returns. The next player on the team must get to the finish line using a different method (e.g.. backwards, bunny hops, hopping on one leg, crab walk, etc.) Each player on the team must use a different way of getting to the finish line. The emphasis is on fun and ingenuity. Make it theme related – crab walk, swim, etc.

OVER AND UNDER THE WAVES: Divide teams equally and line up in relay formation. The first player on each team is given a large ball. On signal, he/she passes the ball overhead to the second player who

GAMES AND ACTIVITIES

passes it between his/her legs to the third, who passes it overhead, and so on to the end of the line. The last player runs to the head of the line and passes it as before. The first team back in its original order wins.

PENNY DROP: Pour water about six inches deep in a bucket and drop in a dime. Each player is given six pennies. In turn, players drop their pennies in the water, trying to cover the dime with the penny. The successful player wins the dime.

WISHING WELL: Will need a pie pan, tub of water, pennies or small rocks/pebbles. This tossing game is played by placing a light pie pan so that it floats in a tub of water. Each player stands at a distance of six or eight feet and attempts to toss the pennies or pebbles, into the pie pan. Each one that lands and remains in the pan is worth a point.

KNOT-STEP CONTEST: Line up players; each has a piece of rope. Call out the name of a knot. Each player ties the knot. Judges quickly check the knots, and those players who have tied them correctly can take one step forward. First player to reach the finish line is the winner. This game can be adapted for each age group – just change the type of knots that must be tied.

FLOAT THE NEEDLE: Have a bowl of water and a needle and challenge scouts to try to make the needle float. After they have tried and failed, place a small piece of tissue on water and the needle on top of that. As the tissue gets wet, it will sink to the bottom. The surface tension of the water will allow the needle to remain afloat.

SAILBOAT RACE: Materials: String, cone shaped paper cups, poles.
Divide the scouts into groups. Stretch several strings across room, with one cone on each string. Attach to poles if necessary. You will need as many strings as you have groups. Line up the groups so half of each group is on each end of one string. On signal, the first person in each group blows the cone from one end of the string to the other. The teammate at the other end then blows the cone back down the string. Continue until all group members have blown the cone.

OCEAN WAVE: Arrange chairs in a circle, one for each player. Have all but one player take a seat in the circle, leaving one seat empty. Have the last player stand in the center of the circle. He or she is "It." Play begins when "It" calls, "slide left" or "slide right", and the players who are seated must move to the left or to the right, as directed. Players continue to slide, one chair at a time, until "It" gives the command to stop. "It" attempts to take the vacant seat (which is constantly changing as players move.) "It" can change the direction of the "wave" at will, by calling "slide left" or "slide right." When "It" gets a seat, if the "wave" was sliding left, the person on the right of "It" becomes the new it, and vice-versa.

WATER RELAY: Equipment: One pitcher for each team, large tub of water, ladles or large spoons.
Place pitchers at one end of a field, or at least 30 feet from start line. Identify each pitcher for each team. About 12 to 15 feet away have a large container of water. The scouts divide into two teams. Mark a reasonable level on the pitchers for the scouts to fill. Using the ladles or spoons, the scouts dip into the tub of water, walk quickly to their team's pitcher, and pour the water into it. The players run back to the

GAMES AND ACTIVITIES

next scout in line and hands off the ladle. The game is over when one team fills the pitcher past the predetermined line.

WATER OVER THE SHOULDER: Have Cub Scouts evenly divided, about four or five Cubs on a team. Give each scout the same size paper cup, at least 9 or 10-ounce size. Fill the cup of the first scout in each line as full as possible. Have them pour the cup over their shoulder, either one, and the Cub Scout behind them tries to catch as much water as possible. Continue down the line in the same way. The team with the most water in the last Scout's cup wins. Replay the game, moving the last Cub Scout up to the front. Play as many rounds as time permits.

OCTOPUS TAG: All players stand in line, holding hands, spread out & the furthest ends are boundary lines "Ocean." (mark if needed) Octopus calls "I am the Octopus, full of black potion - Let's see if you can cross My Ocean!" - Fish run across, Octopus trying to tag. Tagged before reaching other side, Become Crabs, leaving one foot planted as they try to also tag players running by. Tagged = Crab! Octopus & Crabs chant again & game continues - Last Fish tagged Becomes new Octopus!

THE BOAT IS SINKING GAME

Designate one person to be the captain. Everyone else is crew. The captain says, "The boat is sinking. Each lifeboat can hold (number) people. Group yourselves!" The crew must group themselves into whatever number the captain says. The captain just repeats this process over and over.

QUICKSAND

Any number of players, long piece of rope

Join hands, forming a ring around the quicksand. On a signal, the players all try to pull as many of the other players as possible into the quicksand while keeping out of it themselves. As soon as a player steps into the quicksand, they are out of the game. The game continues until only one-player remains.

BLANKET BALL

Any number of players, two sheets or blankets, two balls or large soft objects (even rolls of toilet paper work well). Form two groups. Group members grab hold of a blanket's edges, with a ball in the center of the blanket. Players practice throwing the ball up and catching it by moving the blanket up and down in unison, trying to get the ball as high as possible. After the groups have developed some skill in catching their own ball, they toss the ball toward the other group to catch on their blanket. Groups continue throwing the balls back and forth. *Variation:* Try using water balloons outdoors on a hot day.

HARBOR MASTER

Level playing area, any number of players, blindfold

One player is blindfolded and is a Ship; another is the Harbor Master. The rest of the players spread themselves throughout the playing area as Buoys. Buoys may not talk or move, and the Harbor Master must remain at the finish spot ("port"). Using only his/her voice, the Harbor Master must guide the Ship safely through the harbor to the port. Switch roles and repeat the game.

GAMES AND ACTIVITIES

ISLANDS

Any number of players, large playing area, several hula hoops (or old T-shirts or open newspapers), portable tape player with marching music if music is desired. The leader explains that everyone is a swimmer in an ocean, that hula hoops represent islands, and that while the music is playing (or the leader is clapping), swimmers must swim in the ocean. When the music (or clapping) stops, however, or when the leader calls "Shark attack!" swimmers should immediately get onto an island because the sharks are near. (Swimmers should get on an island in a designated period of time.) The object is to save all the swimmers, not to eliminate any of them.

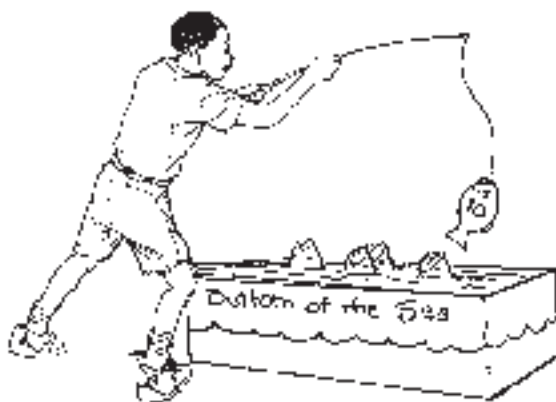
During the next round, the leader removes one of the islands. As play continues, the number of islands gets smaller, so it will be increasingly difficult for swimmers to stand on an island. Players may have to depend on a friend to hold them up so they don't lose their balance and fall off the island (outside of the hoop). All swimmers need to be out of the water for the group to succeed. Encourage players to help each other get on and stay on islands, rather than shove each other off to make more room.

CRAB RELAY - Divide the players into equal teams. The first player in each line sits on the floor with his/her back to the finish line. On a signal, he/she "walks" backward on his/her hands and feet with his/her body parallel to the floor. When he/she reaches the other end of the room he/she stands up, runs back, and touches off the next player, who repeats the crab walk action.

CASTING RELAY - Even number of players, fishing rod with plug, target

Each player in turn casts a fishing plug at a target. As soon as he/she scores a hit, he/she gives the rod to the player behind him/her and goes to the rear position on his/her team. The team back in its original order first wins.

FISHPOND GAME



Materials: Broom handle or dowel for fishing pole, string Hooks (coat hanger wire, magnets, safety pins, fence staples, eye hooks, or paper clips), fish (cardboard, felt, or thin wood) Acrylic paints and brushes, cardboard boxes (ocean bottom or stream), a hook, line, and a fishing pole can make for an infinite variety of games. Make hooks from coat hanger wire, paper clips, open safety pins, or magnets.

Instructions: Attach the hooks to the string, and the string to the pole.

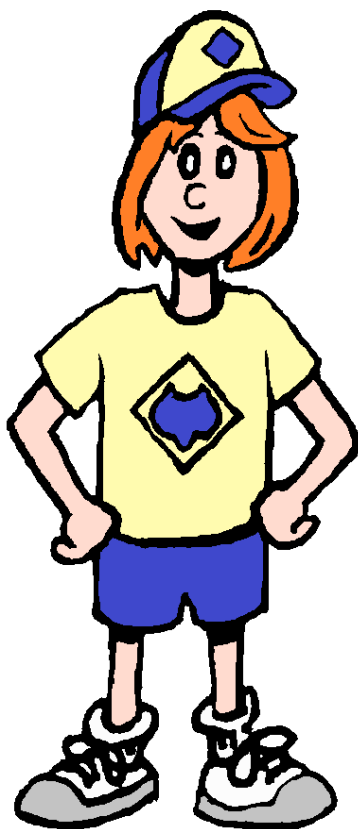
GAMES AND ACTIVITIES

Cut the fish from felt, cardboard, or thin wood. Each fish needs some type of fastener for the hook—such as small nails, fence staples, eyehooks, or magnets—so that players can catch the fish by hooking them and lifting them from the “water.” Use a cardboard carton as shown or a piece of corrugated cardboard laid flat on the floor for the ocean bottom or trout stream. Players can paint the fish and the water with water-based paints. Mark fish with different “weights” for points, or assign different colors for different point values. *Variation:* Add balloons and mousetraps to the fishpond.

LIFE BOATS

Materials: music, several sheets of paper

Spread out pieces of paper, less than the number of players, on the floor or ground. While the music is playing (Theme related music - Yellow Submarine, Under the Sea) the players move around, preferably some distance away from the lifeboat (which is sheets of paper). When the music stops, the players must try to stand on one sheet of paper but no more than two on one lifeboat. If they do the boat sinks and the players are out of the game. Remove boats as they sink.



AUDIENCE PARTICIPATION

The beauty of day camp is it brings both scouts and adults/leaders together to have fun! It is important to make sure that you include everyone in your programs, your songs, and your closing programs. If the scouts see that EVERYONE is participating, they are more likely to participate as well. HAVE FUN!

Rhythmic Exercise

Everyone stand.

Now, hands on your hips, hands on your knees,

Put them behind you, if you please.

Touch your shoulders, touch your nose,

Touch your ears, touch your toes.

Raise your hands high in the air,

At your sides, on your hair,

Above your head as before

While you clap, one-two, three-four.

Now hands upon your head again,

On your shoulders, around you spin.

Then you raise them up so high.

And make your fingers quickly fly.

Then you stretch them out toward me,

And briskly clap them one, two, three.

Waves of Fun

Divide the group into four smaller groups and assign each group one of the words listed below. Read the story pausing as each of the key words is read. When one of the words is read, the group assigned to that word stands and makes the appropriate response

Wave(s) – Do the wave (going from left to right, scouts and parents stand up one row (vertical) at a time and wave their hands.

Fun – Hip hip hooray

Pack Meeting – I love Scouting

Bobby – Come join us!

Tim – When's the first meeting?

It was time for the next **pack meeting** and **Bobby** wanted to invite **Tim**. He wanted **Tim** to join the pack and have as much fun as he had. **Bobby** talked to **Tim** and his parents and they agreed to come to the next **pack meeting**.

The theme for the month was **Waves of Fun** and it was going to be an outdoor **pack meeting** full of **fun**, games, ceremonies and food. **Bobby** couldn't wait for the **pack meeting** to start. He waited at the door for **Tim** and his parents to arrive. Once they did, **Bobby** and **Tim** took off. There were quite a few things to keep them busy while they waited for everyone to show up. **Tim's** parent's walked around to see the

AUDIENCE PARTICIPATION

different displays that the Cubs and Webelos brought to the **pack meeting**.

The theme, **Waves of Fun**, provided opportunities for a variety of projects throughout the month.

After the gathering, everyone sat down and waited for the opening flag ceremony. **Bobby's** den was a part of it and he stood proud on the stage as **Tim** and his parents watched. Then there were games and skits, songs and recognition. And then the food – boy was it good.

Tim and his parents had such a good time at the **pack meeting** and were quite impressed with the activities, the projects and how welcome they felt. It was time for the **pack meeting** to come to a close. **Tim** was invited to be a part of the closing ceremony for the **Waves of Fun pack meeting**. **Tim** stood tall and proud on the stage as his parents and his friend **Bobby** watched. That sealed the deal. **Tim** was going to join the pack, he couldn't wait. **Tim** was hoping that every **pack meeting** would be as much **fun** as the **Waves of Fun pack meeting**.

Bobby and **Tim** spent the next couple of years having lots of **fun** in Scouting, recruiting more of their friends and helping their pack to grow!

Left/Right Stories

Have the group either stand or sit down. Give something to each scout that they can pass around during the story. It can be a patch, a coin, a sticker or anything theme related. When the story is over, they get to keep the item they end up with. Here's how it works - when the group hears the word "left," they will pass their item to the left. When they hear the word "right," they will pass it to the right. These stories are always lots of fun!!

I Went to the Sea to See What I Could See – Silliness!

I went to the sea to see what I could see and the only thing to see was a fish starring back at me. To the left there was a shark, to his left was a whale, to my right was a salmon and left of him was a jellyfish with a really long tail. There were birds flying above us to the left and to the right. And then the sun was in the sky providing the right kind of light. I left my fishing pole at the house miles away. Along with that I left my lunch I packed for a long day. How many fish are in the ocean, I just don't know! But right after I got in my boat, I hit my right big toe. Or was it the left one, no it was the right. I love to see the ocean during the day and at night. This story is so silly, is it left or is it right, or is it right or is it left, no I think that it is right, cause I am right. Fishes to the left of me, fishes to the right, now is a good time, to wish you all a good night.

If I Could Live in the Sea

If I could live in the sea, how would my left, I mean life, be? I would get right up in the morning and go out for a swim, first making sure I haven't left anything that I would need. I would need to remember which way I went cause I am new to the ocean life and learning the right way to do things. I would glide around the ocean, to the left, to the right, up and down and back to the left and then to the right. I would swim right to my fellow fishes to see if they could come out to swim as well. They gave me directions, which I followed very closely – left, right, up and down, left and then right. Yep – made it.

AUDIENCE PARTICIPATION

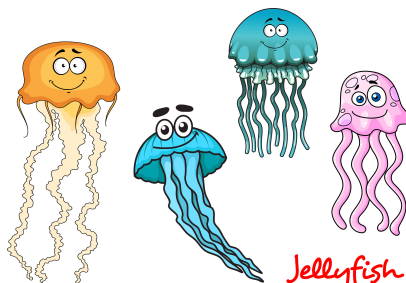
Off we went, swimming once again to the left and to the right gliding effortlessly through the deep blue sea. There was so much to see – other fish, lobsters, funny looking fish, eels, and on and on. I was just amazed. We had a lot of fun, but realized that it was time and I needed to get right home! Oh no, now I have to remember how to get back home.

Right, left, right, left, down and up, right and left. Or is it left, right, left, left, right, up and down and then left. Nope, it was right, left, right, left, down and up, right and left. Yep, that was it and I made it home safely. I may try that again tomorrow as I got it right!

Electric Eel Slide

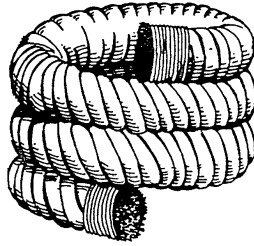
Wyatt, Conner and AJ were at their den meeting and their den leader was asking for suggestions for something they could do at their next Pack Meeting. “Right” said Wyatt. “That is in two weeks.” The den leader asked the scouts what they wanted to do, sing a song, do a skit or play a game. “How about we do an audience participation story?” asked one of the scouts. We could come up with something fun that has to do with the theme, Under the Sea. We want to make sure that no one gets left out. “Right” said Wyatt. “There is this thing called the Cha Cha slide – it is a song. Slide to left, slide to the right, to the left this time, to the right. Right foot one stomp, left foot one stomp, slide to the left, slide to the right, criss cross.” Conner said, “I like that, how about if we change it up and call it the Electric Eel Slide. We can slither, and bob up and down, go left, go right.” “That sounds like fun,” says AJ. The den leader agreed and said lets make it happen. “I will leave up to the den to put their heads together and come up with an Electric Eel Slide that will be fun and no one in the Pack will be left out.”

At the Pack meeting, AJ, Conner and Wyatt introduced the Electric Eel Slide. AJ started the story, “The eel is slippery and slides around, to the right, to the left and upside down. So much so, that there is a dance, that we will teach you if you want to take the chance.” Wyatt continued, “It’s a dance with some moves, either fast or slow, whichever one you choose, get ready, set, go!” Conner was next “To the left three times, to the right three times, left foot one step, right foot two steps, slide to the right, slide to the left, and hop! Hop to the left, hop to the right, slide to the left and slide to the right. Right foot stomp, left foot stomp, hop on both feet and turn around!!!” “There you have it,” said Wyatt. “How about if we go a little faster?” Conner went through the moves once more, but this time a little bit faster. “To the left three times, to the right three times, left foot one step, right foot two steps, slide to the right, slide to the left, and hop! Hop to the left, hop to the right, slide to the left and slide to the right. Right foot stomp, left foot stomp, hop on both feet and turn around!!!” By the time Conner was done teaching the dance a little bit faster, EVERYONE was having a good time. The den did what they said they would do, they had fun and NO ONE was left out!



CRAFTS

Rope Neckerchief Slide



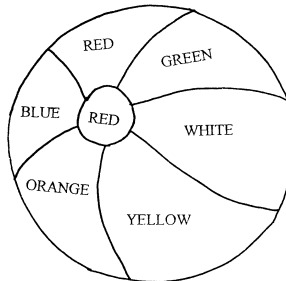
Materials:

A piece of rope about 8-inches long and a whipping cord

Instructions:

Whip both ends of the rope. Lay a bead of low temp glue along the rope and coil the rope in a circle. It may be easier if you wrap the rope around a 1/2" dowel, being careful not to glue the rope to the dowel.

Beach Ball Neckerchief Slide



Materials:

One half-ball-shaped wood piece 1 1/2" diameter* (available at a craft store); or Styrofoam ball; Acrylic paint or permanent markers; 1/2" section of 1/2" PVC pipe; thick craft glue or low temp glue gun.

Instructions:

Paint the wood or Styrofoam piece like a beach ball. Let it dry. Glue the PVC pipe section onto the flat side of the 'beach ball'.

Seashore Tie Slide

Materials:

Small clear plastic container (film canister), sand, small shells, small aquarium plant (plastic), water, food coloring, hot glue and waterproof glue

Instructions:

Fill the container with your sea "treasures". In a cup, mix the water with 1 drop of green or blue food coloring. Pour the mixture in to the container but do not fill to the very top. Spread waterproof glue around the inside of the edges of the container lid. Place the lid on the container and run another line of glue around the outside edges of the lid to seal in contents. Let dry. Using hot glue or plastic cement, attach a PVC ring to back to complete the tie slide.

CRAFTS

Fish Tank Neckerchief Slide



Materials:

Empty Tic Tac container, construction paper, glue, scissors, colored fish tank beads, plastic gravel or craft melting beads, PVC pipe ring

Instructions:

Carefully remove lid from Tic Tac container. Inside glue blue construction paper to the back. Spread glue on the bottom of the container and put in the colored fish tank beads, plastic gravel or craft melting beads as a colorful base. Use construction paper to make small fish and underwater plants. Glue the plants and some of the fish to the inside of the box. Put them on both the front and back of the box to give the tank a dimensional look. Glue PVC pipe ring to the back.

Shell Tie Slide

Materials: Medium-large clamshell, rhinestones, craft paint, PVC ring, tacky glue, plastic cement or hot glue, sealant

Instructions:

Decorate the shell with rhinestones using strong glue such as tacky glue or plastic cement. Paint with craft paint. Hot glue a PVC ring to back of the shell. Seal to complete.

Compass Neckerchief Slide



Materials:

Toy Compass, 10" Suede Cord, 3 Pony Beads, 4" Pipe Cleaner, Low Temp Glue Gun

Instructions:

Hot glue suede cord all around compass. Leave both ends hanging from the compass. Cut ends into a

CRAFTS

point to make stringing pony beads easier. Slide both ends into one pony bead and push it all the way to the compass. String one pony bead onto each end. Tie knot to secure. Trim. Hot glue a 4" piece of pipe cleaner on to back of compass to twist into a neckerchief slide.

Nautical Coasters



Materials:

Rope, tape, string, sandpaper, tin can, glue

Instructions:

To fit a standard size glass, use a tin can about 2½" across for a mold. Invert can and coil a small circle of rope on top. Tie with string to hold. Continue to coil rope to cover top. Wrap rope around sides of can for about 2 inches, taping to hold. Cover with glue. When glue is dry, remove can and tape, sand well.

Beaded Neckerchief Slides

Weave a neckerchief slide to match your uniform.



Materials:

30 Pony Beads, 24" 1mm Black Round Elastic, White Glue

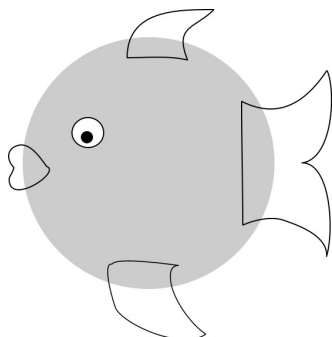
Instructions:

Cut elastic cord into 24" lengths. Stiffen ends with white glue. String the first row of three beads onto cord and push to the center of the cord. Lace the 2nd row of beads onto one cord. Lace the other cord through the same beads in reverse order. Pull both cords snugly. Continue with the next row of beads until you have laced rows. Loop beads around and string one cord through first row of beads. Tie cords together pulling tight. Put a dab of white glue on knot. Let dry, then trim the lace.



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CD Fish Craft



Materials

Two old CDs, acrylic paint, paintbrushes, beads, white card stock, construction paper or fun foam cut fins, lips, and eyes, scissors, hot glue gun

Instructions

Paint the silver (unprinted) sides of the CD's to look like the sides of a fish. Use brush strokes to make scales. Cut the fins, lips, and two eyes (one for each side) from the construction paper. Glue the fins and lips to the printed (unpainted side of the CD) as shown in the diagram above. Apply more glue and glue the second CD to the first so the printed sides of the CDs and the paper parts are on the inside and the sides you painted are on the outside. Glue an eye to each side.

WAVE MAKER



Materials:

Empty clear plastic soda bottle, blue or green food coloring, and plastic fish

Instructions:

Fill a clean, empty, clear plastic soda bottle half full of water. Add some blue and/or green food coloring, twist on the lid and shake it to mix the coloring well. Now add vegetable oil nearly to the top (leave about 1" air space) and plastic fish (if you want). Swirl the bottle while it is standing up or lay it on its side to watch the waves. Try creating large bubbles by turning the bottle over and over a few times. Really shake it up to create millions of tiny bubbles.

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UNMIXABLE WATER

Materials:

2 identical baby food jar, faucet, red and blue food coloring, index card or playing card

Instructions:

Working in an area that is waterproof, fill one jar with hot tap water, and add a drop of red food coloring. Fill a second jar with cold water and add a drop of blue food coloring. Slowly add more hot water to the red jar, until the water seems to bulge over the rim.

Lay an index card on top of the red jar and tap gently. In a swinging motion, turn the jar over. The card will prevent the water from spilling out. Place the upside down red jar on top of the blue jar. Have an assistant hold both jars steady as you pull the card out. Although a thin purple line forms where the colors meet, the red and the blue water will not mix.

Why it works? Because hot water, like the hot air in a balloon, tends to rise. That's because it's less dense than cold water (the molecules in the hot water move faster and stay farther apart). So, the cold water stays in the bottom jar, while less dense hot water floats above. Now, what do you think would happen if you put the cold blue water on top?

SAND PAINTING

Do this outside where you don't mind the sand. Designs should be simple. Younger scouts may want to outline their designs with sand rather than filling it. How about writing their names with sand?

Materials:

Sand, several plastic containers with lids, food coloring, newspaper, heavy tag board or cardboard, pencil, glue

Instructions:

Put sand in the plastic containers and add a few drops of food coloring - a different color for each container. Cover and shake the containers or stir until the sand is completely colored. Spread the colored sand out on newspaper for a few minutes and let it dry while you color more. Using the pencil, draw a design on the tag board or cardboard. Spread glue on the outline of the design. Cover the outline with one color of sand. Shake the excess sand back into its container. Spread glue onto another area of the design, and then fill it in with another color of sand. Repeat until the entire design is complete. Allow to dry (about an hour). Attach a small piece of string like a loop on the back and hang on the wall.



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Waterscope

With this devise, Cub Scouts can see the wonders of the underwater world.

Materials:

Two or three small fruit juice cans, small dish or jar (plastic or glass), 1" wide waterproof adhesive tape; thin wire

Instructions:

Remove both ends from cans. Punch holes near ends of cans so they can be wired together. Align the seams of the cans, placing them end-to-end and fasten with wire and waterproof tape. Scouts can watch the movements of fish or study underwater rocks or plants from the waters edge or a boat. The water scope eliminates surface reflection and allows them to see directly under water.

Permanent Sand Castle

Materials:

2 cups of sand, 1/3-cup wheat paste (hardware store), 1 cup of water

Instructions:

Mix the sand and wheat paste powder with your hands in a large bowl. Add the water and stir everything up until it has the consistency of clay. Bring out the cookie cutters, paper cups, cans, spoons, forks, and knives to sculpt this clay into fabulous creations. Use a piece of plywood or cardboard as a base if you are making a sand castle. This clay may take several days to dry.

GLASS SEA ART



Materials:

Glass jars, Gallery Glass Paint #17049 Aqua, sharpie paint pen, sand, small shells

Instructions:

Paint a design on the outside of the jar. You can outline or add additional designs with the sharpie. After it dries, fill the jar with the sand and shells.

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Materials:

Baking soda dough (recipe below), silicone mat or parchment paper, cookie cutters, round tip needle or nail dotting tool, paint brushes, white acrylic paint, tropical blue paint or paint color of your choice, thick art paper to fit inside picture frame (if mounting), silver nail polish, clear acrylic spray, newspaper or something to cover your table surface.

Instructions:

Combine 2 cups of baking soda, 1 cup of cornstarch and 1 ¼ cup water in a pot and heat on medium heat. Continue to constantly stir the ingredients until the mixture begins to thicken. It will take several minutes to do so. When the mixture starts to come together and looks like mashed potatoes, scoop it out onto a Silpat mat or parchment paper to cool down. Cover it with a damp cloth until it is cool enough to handle. Keep a damp cloth on the unused dough to keep it moist while sculpting. Once cool, roll out dough into ¼" thick sheet and use cookie cutters to cut shapes or free hand design your shapes. To make the starfish, take 5 balls and use your thumb and pointer finger to shape and flatten into triangles. Take the triangles and combine them together, pinching the edges on both the front and back into the shape of a starfish. Smooth out the edges where the pieces connect to keep from getting cracks in the seams. Once complete, you can start to decorate your starfish. You can use the round end of a pin or the end of paintbrushes to make decorations on the starfish.

Sand dollars can be made using a circle cutter and decorated using a pinhead and a butter knife. The coral can be made free hand. Once done, bake at 175 degrees on Silpat mat or parchment paper for 45 minutes to 1 hour. Let cool. The dough can be air dried for 2 – 4 days. While the shapes are cooling, you can be creative and paint them. Let the paint dry and seal with a clear acrylic spray.

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Sea Slime Recipe



Materials:

1/2 cup Elmer's clear glue, 1/4 cup Elmer's slime activator, about 1 teaspoon blue glitter, about 1 teaspoon turquoise glitter, small jar

Instructions:

Pour the glue into a bowl. Gradually add the slime activator, mixing with your hand. Mix in the glitter. Play with it right away or put it in a mason jar for later or to take home.

Coffee Filter Stingray



Materials:

Coffee Filters, Dot markers or washable markers, plastic wiggle eyes, glue

Instructions:

Fold the coffee filter in half and using a pattern for a stingray, cut the stingray out. Dampen the coffee filter. Using the markers, press down on the filter and let them bleed onto the coffee filter. When done, add a tail as shown in the picture above.

Recycled Rain-Gutter Regatta

Materials:

Clay (in case some of the boats will need ballast to keep from flipping over), two long rain-gutters (get from hardware store)

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Materials for the boats:

Plastic water bottles, cereal boxes, paper, empty chip bags, juice boxes, tape (One for each team), scissors (One for each team)

Instructions:

Group the scouts into teams of two or three. Lay out the rain-gutters and fill them with water. Show them the materials and explain that they are building boats to race in the rain-gutters. Don't give them too many instructions. Let them discover how to do this on their own.

Explain they can use wind power to propel the boats, but they may not touch them while racing. Give them some time to work on their boats. Let them practice in the rain-gutters and refine their designs. When done, have a race.

Beaded Rainbow Fish

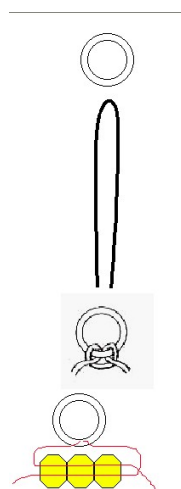
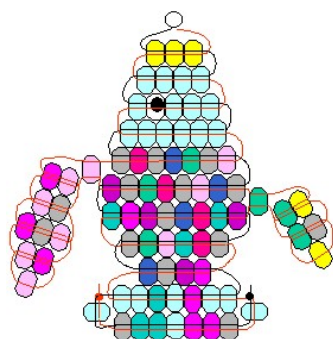


Materials:

22 light blue pony beads
15 metallic silver pony beads
9 lavender pony beads
8 medium purple pony beads
6 sea foam green pony beads
6 teal pony beads
5 yellow pony beads
4 hot pink pony beads
4 royal blue pony beads
4 purple pony beads
1 white pony bead
1 key ring or lanyard hook
2½ yards ribbon, cord or plastic lacing
Black sharpie marker or craft paint pen for drawing on center of eye.

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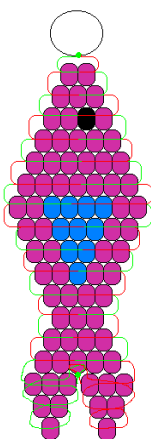
Pattern:



Instructions:

Begin by folding your ribbon or cord in half. Using a half hitch, secure it to a key ring or lanyard hook as shown in the diagram. Stiffen each end of the ribbon or cord with scotch tape. The ends should resemble the ends of a shoelace. This will make it easier to lace on the beads. Using the pattern as a guide, lace and weave the beads onto the ribbon or cord as shown in the diagram above. Make sure that you pull the strands tight after completing each row. Finish by tying off with a double knot. Some patterns may have two knots. The knots are shown on each pattern as small circles. Trim off the excess ribbon or cord and secure the knot(s) with a drop of craft glue.

Another fish pattern



Materials:

- 3 yards cord or plastic lacing
- 70 pony beads, any color
- 10 pony beads, contrasting color (for fin)
- 1 black pony bead (for eye)

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SAND CLAY RECIPE



Materials:

2 cups sand, 1 1/2 cups plain flour (all purpose), 1 cup warm water, 1 1/4 cups salt

Instructions:

Mix together the sand, flour and salt in a large bowl and slowly add the warm water, mixing as you go with a large spoon. This is a dough recipe and as with all dough, the measurements of dry ingredients can really make a difference to the stickiness/ dryness of the finished dough, so add the water carefully and just balance it out if it feels a little too sticky by adding some more flour or sand.

Once it is all combined, take it out of the bowl and begin to knead it on a lightly floured surface. It will take less than a minute to come together into a soft and pliable ball very similar in feel and consistency to play dough or salt dough. Proceed to roll, cut and air or oven dry the sand clay in the same way as salt dough from this point forward.

It's important that they are not too thick or else it takes too long for them to dry hard and they can remain a little doughy in the middle. If you find they are hard on the top but not underneath, gently turn them over. You can try adding a clay glaze over the top to seal them and/or make them shiny, or you can leave them as is.

PAPER ROLL FISH



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Materials:

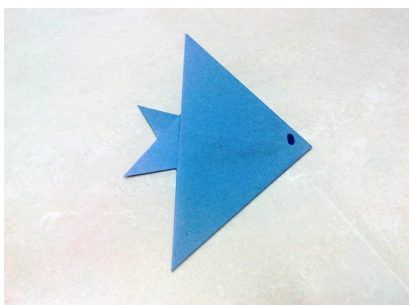
One painted recycled cardboard tube per fish (you can use a paper towel roll cut down to size or a toilet roll, both will work), Paint to decorate, googly eyes and glue, permanent marker, scissors

Instructions:

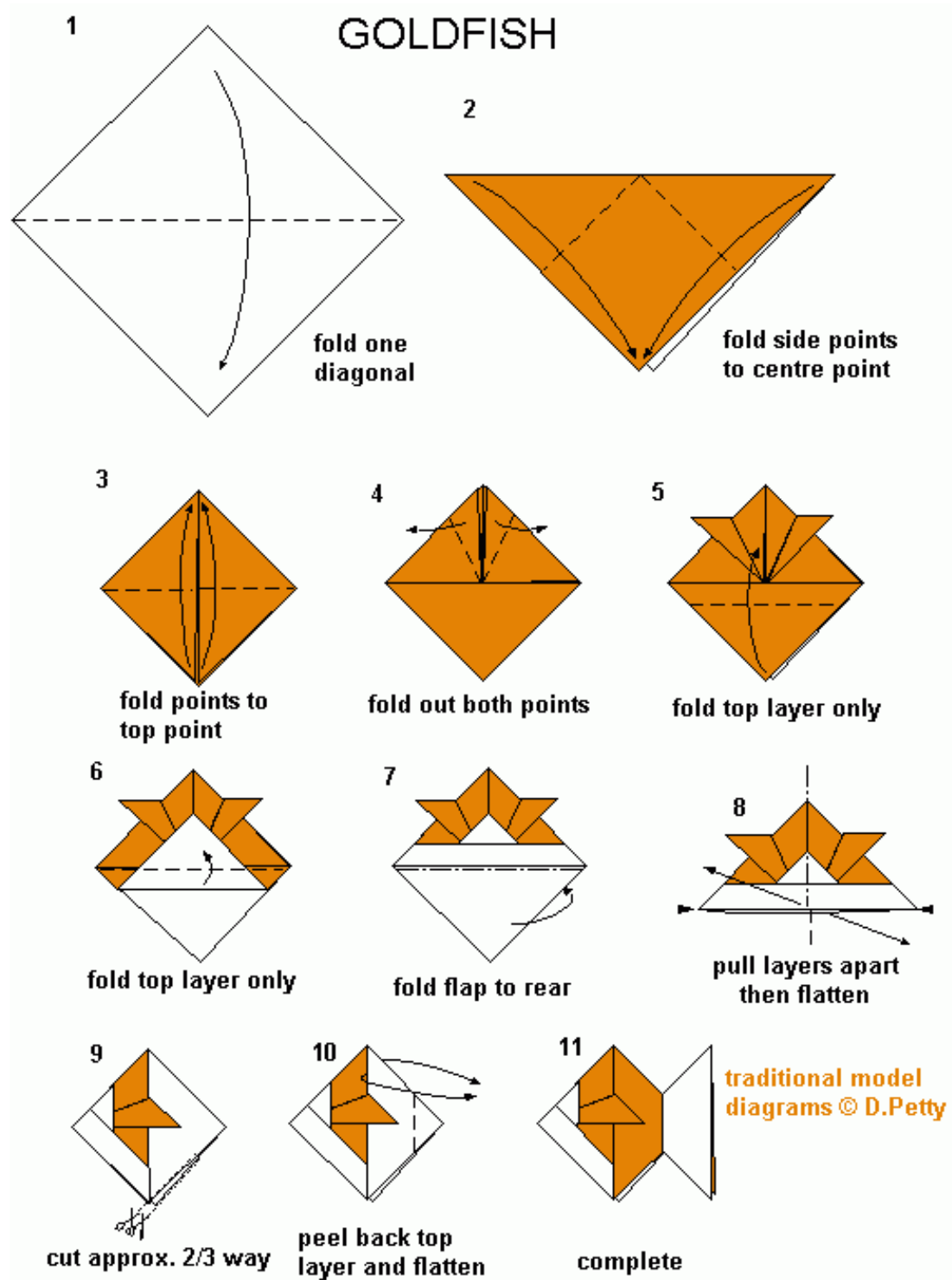
Flatten your cardboard tube. Cut a rounded end for the fish's head and two slits at an approximate 45° angle for the tail. Fold the angled cut inwards both forwards and backwards and then tuck it inside the fish to create the tail (see video or photos if this sounds confusing). Decorate your fish with paints and allow to dry. Glue a googly eye onto each side and draw on a mouth with a marker

ORIGAMI

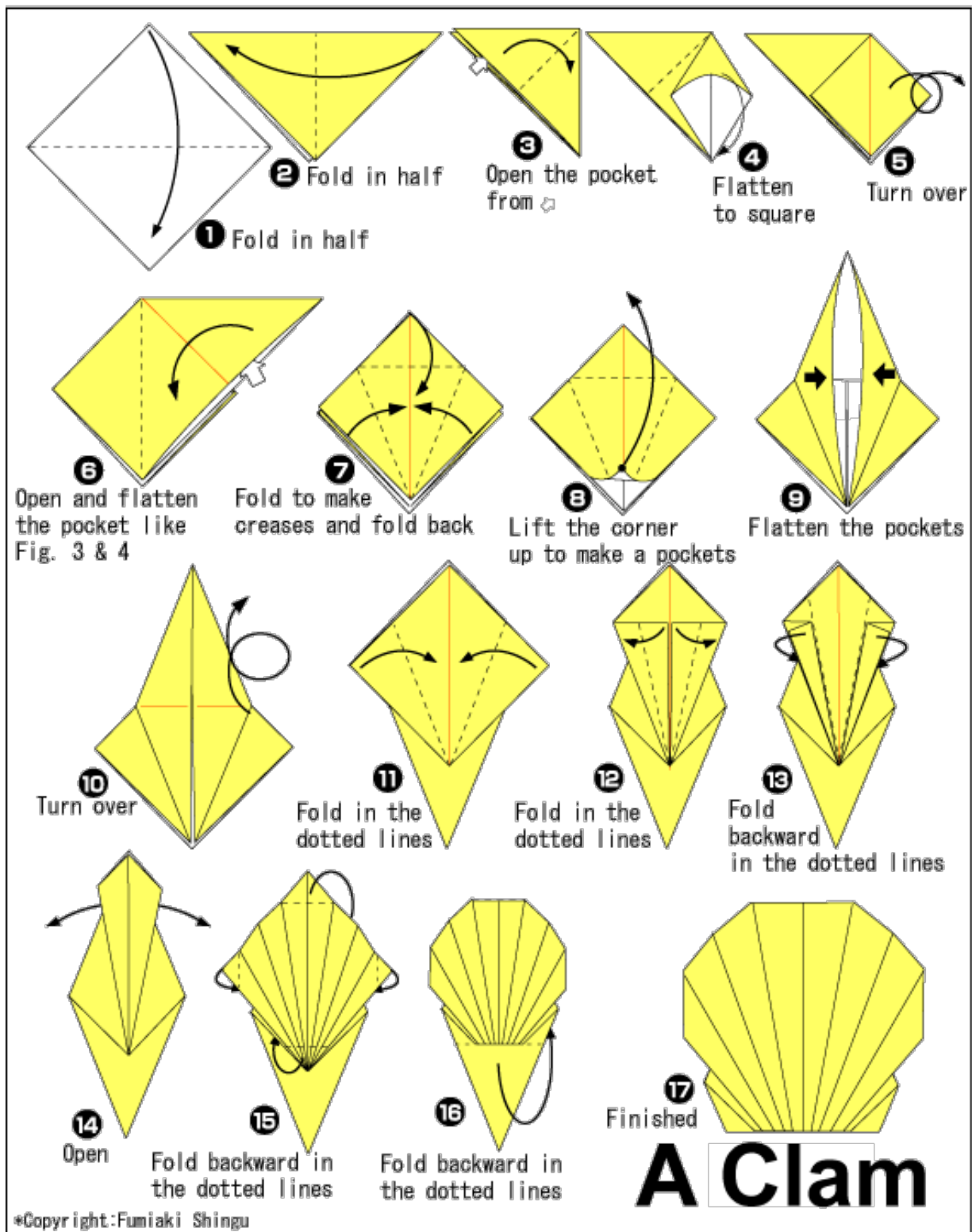
This is a fun craft for the scouts to do and provides a craft for all age levels. There are so many different things that can be made from origami. Books and the Internet provide ideas and instructions! Search Sea Creatures and you will find lots to choose from. There are a few below.



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WINDSOCK

Decorate a windsock to fit any theme. Use blue streamers on gold paper for the blue and gold banquet, or red and white streamers on blue paper for a patriotic theme.

Materials:

4-by-16-inch paper, crepe paper streamers cut into 3-foot lengths, four pieces of string or yarn 12 inches long

Instructions:

Decorate paper using markers, crayons, or stickers, leaving a 1/4-inch edge. Make a cylinder with the paper, securing with transparent tape. Tape, glue, or staple streamers around the bottom edge of the cylinder. Punch four evenly spaced holes around the top. Tie one end of the strings through each hole, and tie the other ends together to make a hanger for the windsock.

TIN CAN LANTERN

Tinsmiths used tin piercing to make items such as lanterns, charcoal heaters, and cabinets. This craft requires careful supervision by adults but makes a “keeper craft” the scouts will truly enjoy.

Materials:

Clean tin can, any size Paper, pencil, scissors, water 2-by-4 scrap lumber, duct tape, hammer, flathead nails, small candle and holder

Instructions:

Make a paper pattern that will fit around the tin can. Draw a design of dots that will be punched through the can with a hammer and nail. Keep the dots of the design far enough apart so that the can doesn't bend during punching. The spacing will depend on the size of the can and the age level of the scouts. Fill the can almost full with water and freeze solid. After the water is frozen, wrap the paper pattern around the can and tape in place. Use two 2-by-4-inch pieces of scrap lumber slightly longer than the can to make a “frame” along both sides of the can. Secure the ends of the frame with duct tape. This frame will brace the can during punching and still allow it to be rotated. Use a hammer and sharp flathead nail to punch holes in the can following the design. The nails must be sharp or the can will bend. Keep extras on hand and replace as needed. After the ice melts, dry the can. Place a small candle and holder in your lantern. Votive candles work well. If you want a top for your lantern, you can punch a design into an aluminum funnel. The funnels are sturdier than the cans so they won't need ice to hold their shape during the punching.



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The Sealed World

This can be done if your day camp is near water, or can be done ahead of time to display in your nature area.

Materials:

Large wide-mouth glass jar (1 gallon minimum), a large marshy area near the edge of water, paraffin or tape

Instructions:

Put about 1 ½ inch sandy soil or sand in the bottom of the jar. Plant five or six water plants in the soil. Fill the jar to where the neck narrows with water from the pond, lake, etc. The water may look lifeless but actually it contains plankton – tiny plants and animals. The water may take several days to clear. Add a snail and two minnows not more than 1" long. Put the screw top on the jar and seal it with paraffin or tape.

Note: Keep the jar where it will get indirect sunlight, so that the sun does not warm the water. With no further attention, the sealed world should sustain itself almost indefinitely.

What is happening: The green plants use light, minerals from the soil, water and the carbon dioxide exhaled by the fish and snail. The plants exhale oxygen that is needed by the plankton, fish and snail. The fish eat the plankton, but the tiny plankton keep multiplying so fast that the food supply will last a long time. The snail eats plankton too, but is a scavenger that also feeds on tiny plants growing on larger plants and the glass. In this way, a balance is struck in the sealed world, which may continue for a long time.

SEA LIFE PAPERWEIGHT

Materials:

Plastic starfish, large shell, seahorse or other sea life creature

Plaster of Paris: box lined with plastic and filled with damp sand, plastic pail, water, spoon, soft brush, newspaper, and clear sealant.

Instructions: Cover work area with papers. Place box on papers. Press the starfish or other objects into the damp sand. Carefully remove the object and see its impression in the sand. Mix the plaster and water in the pail following the directions on the box. When mixed thoroughly, pour into the impressions in the sand. Let dry. Lift out the plaster mold and brush off the excess sand. Spray with a clear sealant. Admire your "naturally creative creation!"



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Plastic Egg Floating Fish



Materials:

Plastic Easter eggs, foam sheets, glue gun, googly eyes

Instructions:

Glue the plastic eggs together. Be careful when using hot glue on plastic as it can melt easily. Do not let the gun get too hot. Cut pieces out of the foam for the different fins. Squeeze a bead of glue onto the end of the back fin. Let the glue cool for a few seconds & add to the fatter part of the egg. Add the top fin & googly eyes. Add the side fins to each side of the egg.

Catch a Fish Game



Materials:

Water bottle with lid, string, fun foam, glue, piece of wood for fish, or hard plastic fish, googly eyes

Instructions:

Cut the top part of the bottle off leaving on the lid. Cut a whole in the lid so that the string will through. Tie a knot at the end of the rope. Decorate the bottle with the fun foam. Paint the “fish” and add googly eyes, fins etc.

Snack Ideas

Oyster Cookies with Pearls

Ingredients:

Vanilla wafers (2 for every “oyster”)
White frosting
Silver cake decorating candy

Directions:

Coat flat underside of wafer with icing. Place silver “pearl” on the edge. Add a dab of icing to opposite side of pearl. Put second wafer into dab, so it stands at about a 45-degree angle.

Seaweed on a Stick



Place green grapes on long skewers. Put in jar with blue glass rocks on the bottom.

Fish Pudding



Use crushed graham crackers on the bottom. Next add pudding that has been tinted blue. Add some gummy fish to finish it off.

Snack Ideas

Fish Pretzel Sticks



Tint white frosting blue. "Frost" the pretzel stick with the blue icing. Add gold fish. You can also add crushed graham crackers to have "sand pretzels."

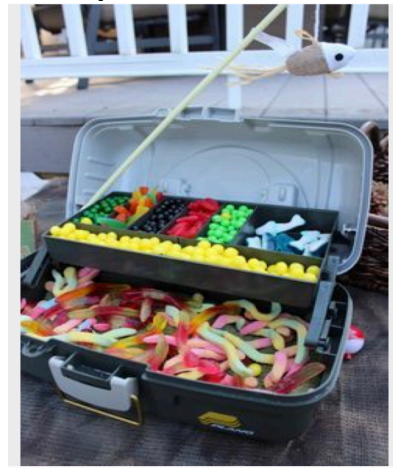
Fish Bait



Serve Goldfish with a Fish Net



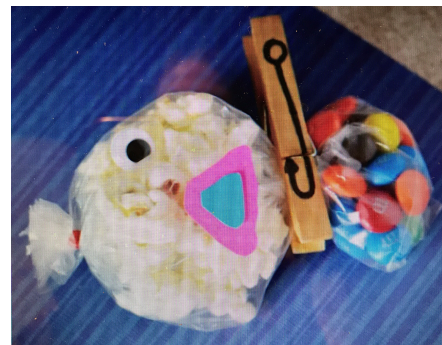
Candy Dish in a Tackle Box



Ocean Graham Crackers



Fish Treat Bag



Theme Related Ideas

Cut out fish, crabs, whales, dolphins, anything that is Under the Sea theme related and tape them to a string of yarn or rope making garland to decorate your room or outside area.

Below are some other decorating ideas.



Undersea entry



Wall decoration with crepe paper seaweed, net, fish and starfish.



Oysters made out of paper plates or painted coffee filters and Styrofoam balls

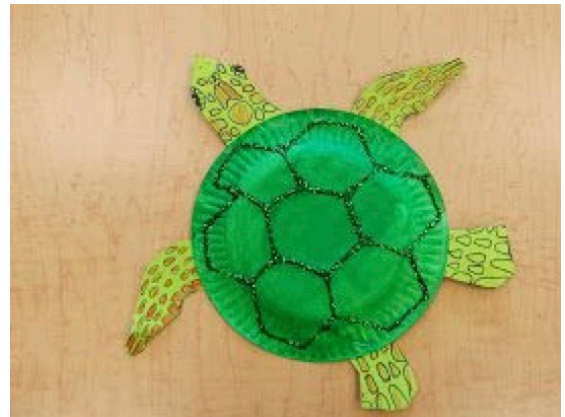


Jellyfish entryway decoration made with paper and crepe paper.

Theme Related Ideas



Seahorse made out of a paper plate



Turtle made out of paper plate



A look into the sea!



Theme Related Ideas



Seaweed decoration made out of crepe paper



Octopus made out of paper plate and construction paper



Seaweed made out of pool noodles

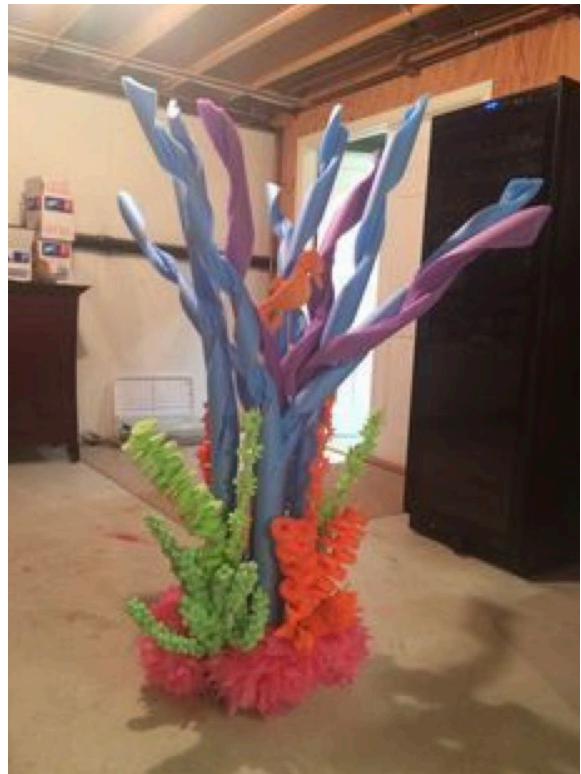


Fish made with paper and straws

Theme Related Ideas



More pool noodle seaweed



Jellyfish made with a bowl and crepe paper



Fun under the sea scene

Theme Related Ideas



Under the sea theme decorations made with crepe paper and construction paper for fish and starfish



Seaweed



Jellyfish made with plastic bowl and shower loofa

Theme Related Ideas

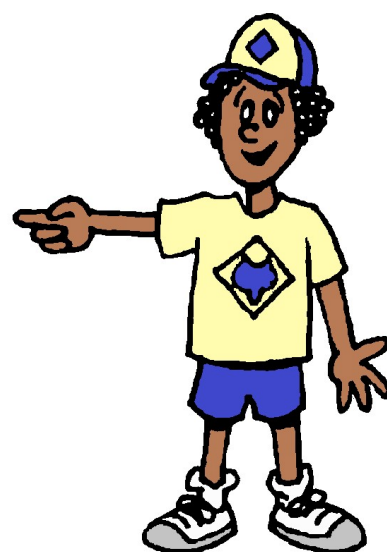
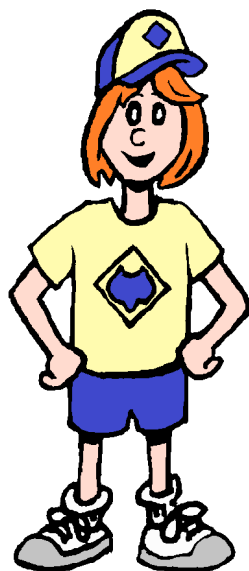
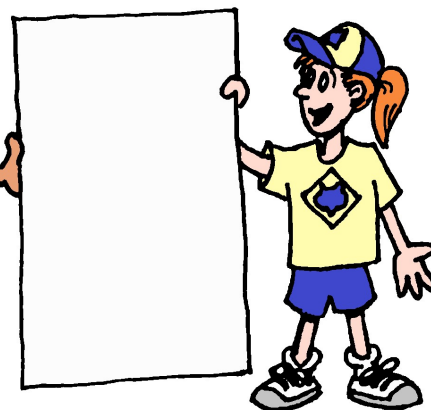


Jellyfish made with shower cap and ribbon

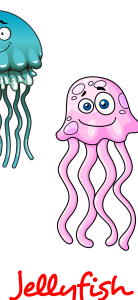
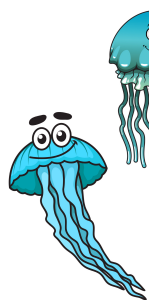
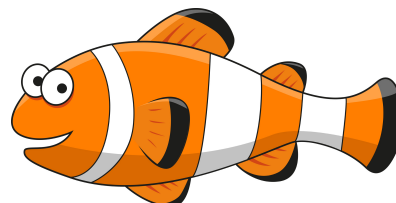
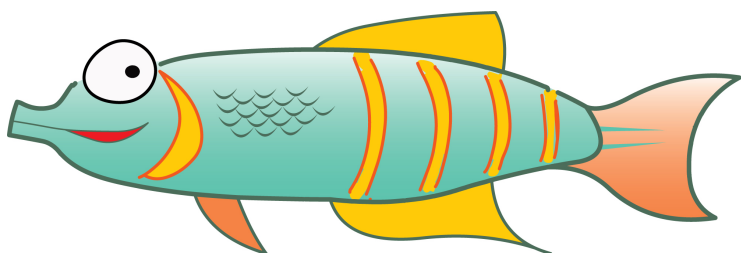
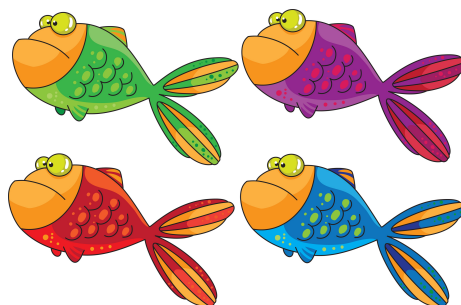
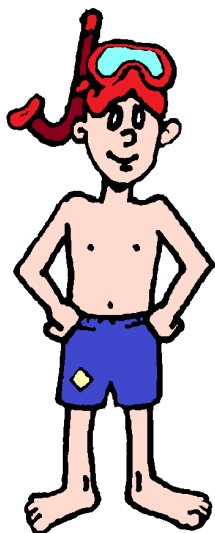
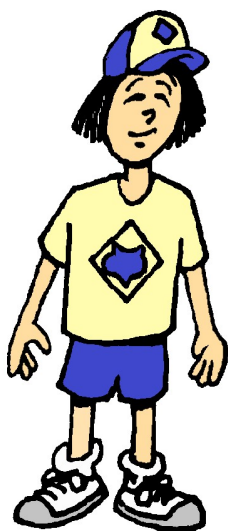


Tissue paper fish – How about making one from a shower loofa?

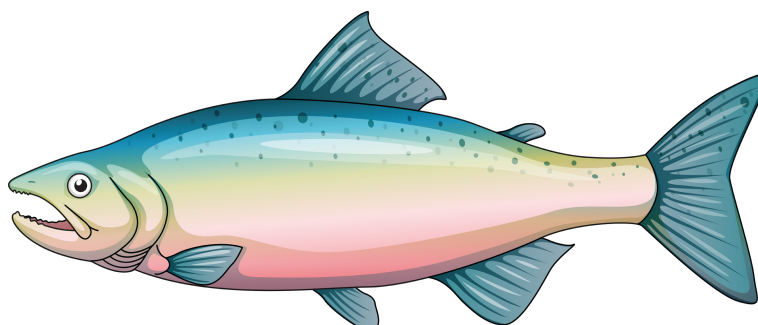
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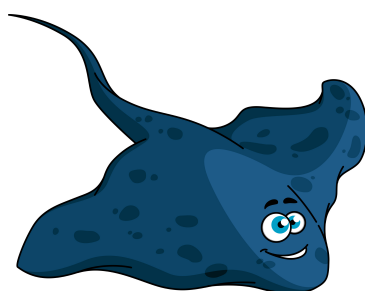
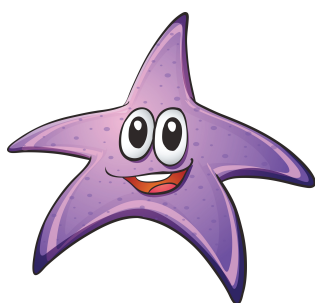
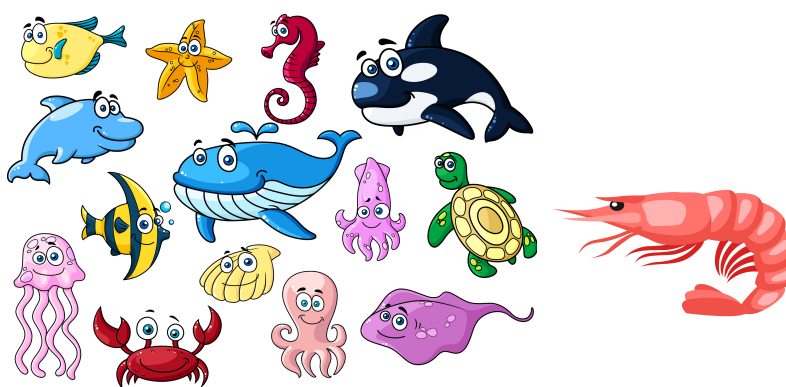
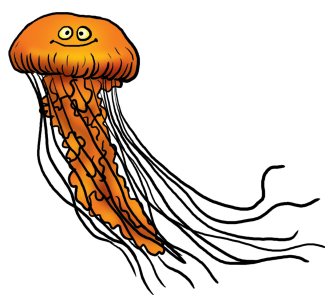
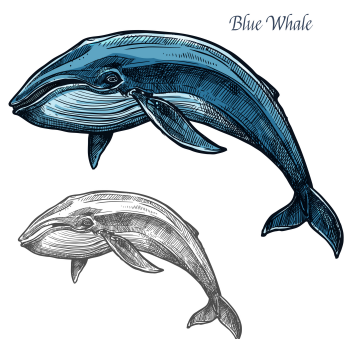
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Jellyfish



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Upcoming Themes

Questions, comments, ideas? We would love you to share them with us. Please contact Toni Welch at bufalost@cwo.com or bufalost@jimsoffice.org.

Upcoming Themes:

- 2020 – Down on the Farm
- 2021 – Weird Science
- 2022 – Wild West
- 2023 – Off to the Races