

Cub Meeting Schedule: Week One

THEME: TRANSPORTATION - SAFETY

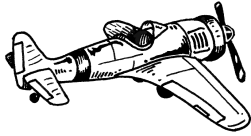
Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity <i>(See detail planning sheet)</i>	Identify Signs	_____
10 mins.	Opening Ceremony <i>(Details can be found in the Cub Leader's Handbook)</i>		_____
20 mins.	Theme Activity <i>(See detail planning sheet)</i>	Map Fill In	_____
10 mins.	Game <i>(See detail planning sheet)</i>	Sign Game (Relay)	_____
20 mins.	Theme Activity <i>(See detail planning sheet)</i>	Introduction to Transportation - Ways and Means of Transportation	_____
10 mins.	Game/Skit <i>(See detail planning sheet)</i>	Catch the Train Race	_____
10 mins.	Song/Story <i>(See detail planning sheet)</i>	Transportation & Safety Memory Game	_____
5 mins.	Six Meeting	Dues and Sixer Books	_____
5 mins.	Spiritual Fellowship <i>(See detail planning sheet)</i>	• Prayer	_____
5 mins.	Closing Ceremony <i>(Details can be found in the Cub Leader's Handbook)</i>		_____
15 mins.	Leader Discussion time	Review Meeting and Discuss Next Week's Plans	_____

Badge Links: Purple Star; Canadian Heritage; Disability Awareness; Cyclist; International Trade

Meeting _____

Notes: _____



TRANSPORTATION - SAFETY

GATHERING ACTIVITY: Identify Signs

Equipment:

- Enclosed Sign Page

How to Play:

- Distribute the sign template as the Cubs arrive and challenge them to match the symbols with the correct definitions. After everyone has had a chance to play, review the correct answers. Ask the Cubs what colours are used in warning signs. (Red and yellow mainly).

Answers:

No Fire.....#6	Wheelchair Access.....#8
Falling Rocks.....#3	Railway Crossing.....#4
Stop Light.....#5	Caution Electricity.....#9
First Aid.....#7	Biological Hazard.....#1
Radiation Hazard.....#2	

THEME ACTIVITY: Map Fill In

Equipment:

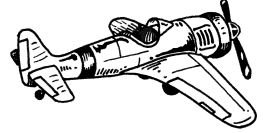
- Photocopies of maps (see template, page 8)
- Marker pens
- Pencils or crayons

Directions:

1. Trace the map of Canada with a marker before you start.
2. Find and draw or list the items below:
 - The names of all the provinces
 - The names of the territories
 - The capital city of each province and territory
 - The city where you live
 - Natural features:

Examples: The Rocky Mountains, The Appalachian Mountains, The Canadian Shield, The Great Lakes

3. List three regions and their major occupations.



GAME: Sign Game Relay

Equipment:

- 1 Photocopy of safety signs per six (See template)
- 1 Poster board per six
- Safety sign names on recipe cards (1 set per six)
- Sticky tac

Preparation:

1. Cut out each sign and glue to the poster board, leaving room at the bottom of each sign for a recipe card.
2. Put sticky tac on each name card.
3. Give one set of name cards to each six.
4. Place the poster board with the safety pictures on it on a table or attach it to the wall. Make sure that the sixes are separated so they don't see each other's work.

How to Play:

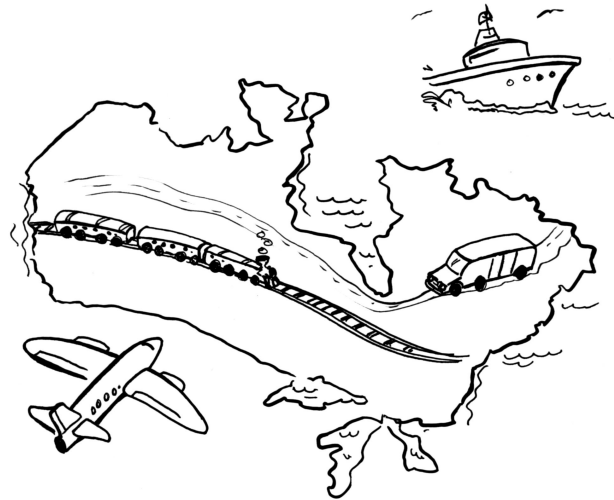
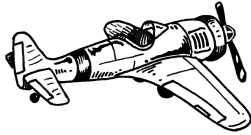
1. One Cub from each six takes one card and places it with the right picture on their poster board.
2. When the first Cub has finished, he/she runs back and tags the next Cub.
3. If one Cub does not agree with the decision made by another Cub, he/she is allowed to make one change per turn.
4. When all the names have been placed in the right positions, the Cubs sit down on the floor.
5. The first six to finish with all their names on the right signs wins.

Introduction to Transportation

Canada covers over 6,000,000 square kilometres, making it about the same size as Europe. It's divided into ten provinces and three territories. Across our country, there are six time zones, but thanks to several types of transportation, it is possible to travel through all of them in one day.

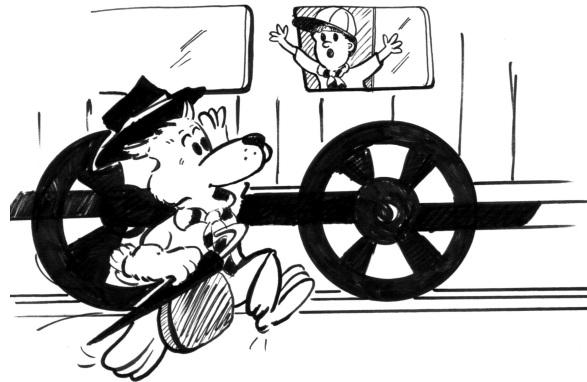
Transportation is crucial for Canada as the distance between major cities is vast. Canada borders on three oceans: the Atlantic on the east, the Pacific on the west, and the Arctic on the north. It has more coast line than any other country in the world. The coastal waters are as important for the fishing industry as the prairies are for agriculture and the mountains are for their mineral deposits. All these products have to be moved in some way.

Highways, railways, ships and airplanes move people and goods. Canada's economy depends heavily on trade with other countries. A proficient transportation network is essential to maintain a solid link with our trading partners.



Discussion

1. From their community, have the Cubs send something big to a far destination. Now do the same thing with something small. Discuss the most appropriate mode of transportation in relation to time, cost, size and easy access.
2. Select a destination that has no railway service. How would you send a large shipment? Add in other variants such as communities with no roads or limited access to shipping because of a long winter.
3. Discuss how you would trade with countries across the ocean.



GAME: Catch the Train Race

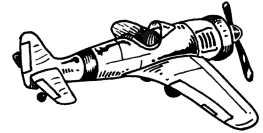
You're late leaving the house, and you must run the obstacle course, to catch the train before it leaves the station.

Equipment:

- One empty briefcase, one jacket, and one umbrella per relay team.

How to Play:

1. Set up the course. Mark a start line (home) and a finish line (train station). Halfway down the course, mark two lines one foot apart (railway tracks). When they reach the tracks, the Cubs must stop, look both ways, and cross the tracks. To make it more interesting, have a big box or chair that Cubs must crawl through.



2. Form the Cubs into relay teams. The first person takes the briefcase, jacket and umbrella.
3. Cubs must run the obstacle course holding the jacket over one arm, carrying the briefcase in one hand, and the open umbrella in the other hand. When they reach the tunnel, they'll have to put the umbrella down, drag everything through the tunnel, stand up, put the umbrella back up, and continue on their way. Once they reach the station, they must return and give all the props to the next person.
4. First team to "Catch the Train" wins.

GAME: Transportation and Safety Memory Game

Equipment:

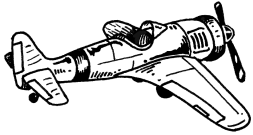
- 20-25 safety signs, toy cars, planes, boats, etc...
- Tray & towel
- Pencils & papers

How to Play:

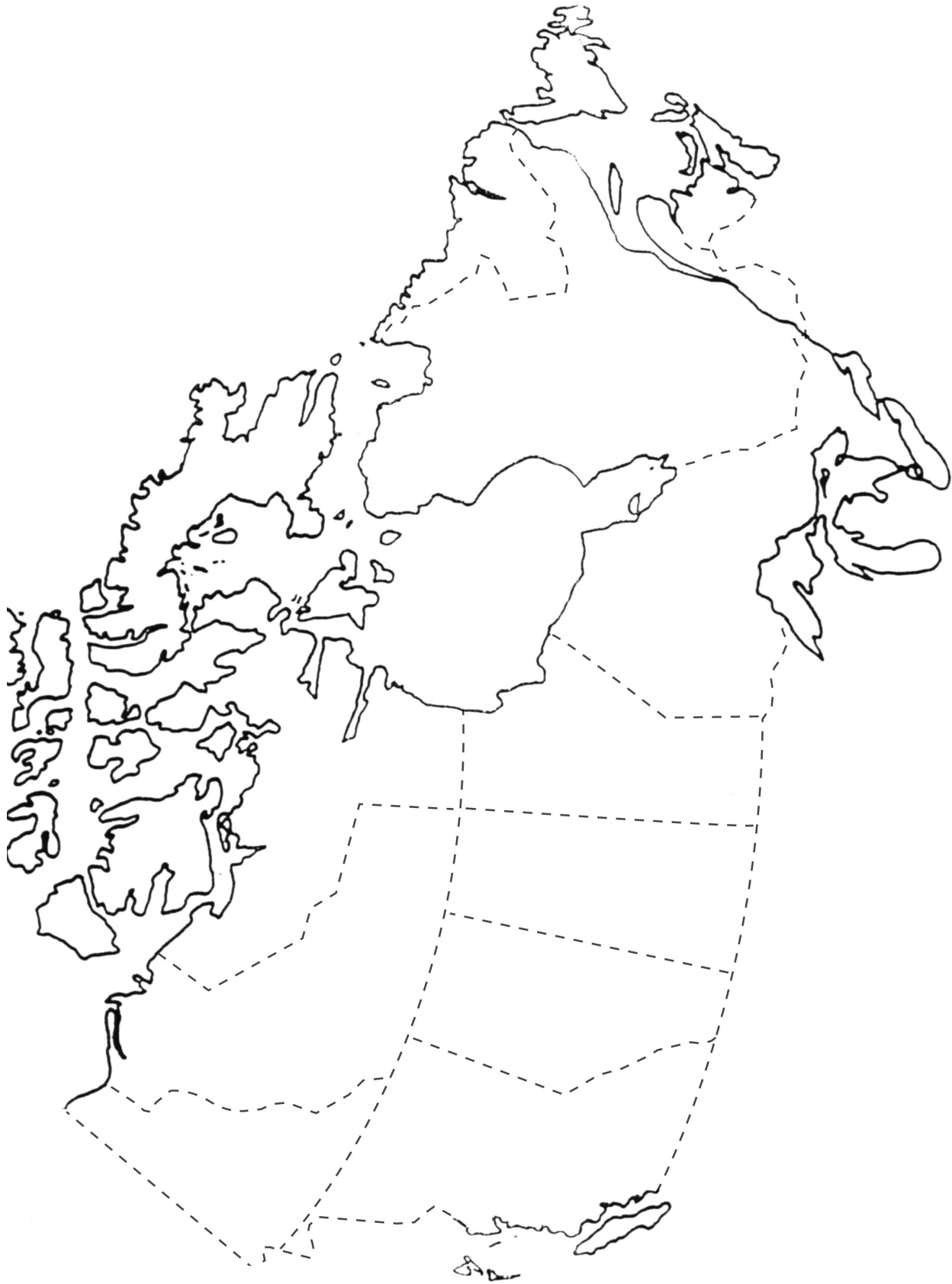
1. Place the 20-25 items on a tray. (Cars and safety signs are available at toy stores.)
2. Cover the items with a towel.
3. Give each Cub a pencil and paper.
4. Lift the towel off the tray for approximately two minutes for the Cubs to see them.
5. Cover them up again and have the Cubs sit quietly and list the items that they remember seeing.
6. After five or six minutes, let them check the tray and see which ones they missed.

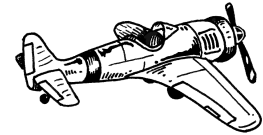
SPIRITUAL: Prayer

*May the road rise to meet you,
May the wind be always at your back,
May the rain fall soft upon your face,
And may the Lord hold you in the hollow of His hand.*



MAP OF CANADA





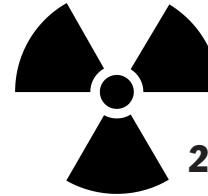
GATHERING ACTIVITY - IDENTIFY SIGNS

Match The Symbol With The Description

NO FIRE



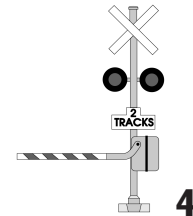
FALLING ROCKS



STOP LIGHT



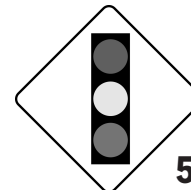
FIRST AID



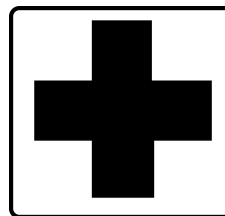
RADIATION HAZARD



WHEELCHAIR ACCESS



RAILWAY CROSSING

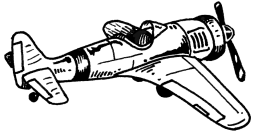


CAUTION ELECTRICITY



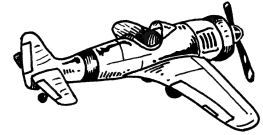
BIOLOGICAL HAZARD





GAME - SIGN GAME RELAY





Cub Meeting Schedule: Week Two

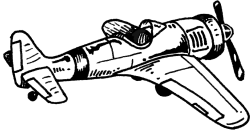
THEME: TRANSPORTATION - TRAINS

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity <i>(See detail planning sheet)</i>	True/False Quiz Mixed Up Words	_____
10 mins.	Opening Ceremony <i>(Details can be found in the Cub Leader's Handbook)</i>		_____
20 mins.	Theme Activity	Videos from the Canadian Railway Association. Discussion afterwards.	_____
10 mins	Game	Train Coming	_____
15 mins.	Theme Activity <i>(See detail planning sheet)</i>	Train Safety Poster	_____
10 mins.	Game/Skit <i>(See detail planning sheet)</i>	Videos-Videos from the Canadian Railway Association	_____
10 mins.	Song/Story <i>(See detail planning sheet)</i>	I've Been Working on the Railroad song	_____
5 mins.	Six Meeting <i>(See detail planning sheet)</i>	Railway Safety Promise	_____
5 mins.	Spiritual Fellowship <i>(See detail planning sheet)</i>	Recite Law/Promise	_____
5 mins.	Closing Ceremony <i>(Details can be found in the Cub Leader Handbook)</i>		_____
15 mins.	Leader Discussion Time	Review Meeting and Discuss Next Week's Plans	_____

Badge Links: Tawny Star; Family Safety

Meeting Notes: _____



TRANSPORTATION - TRAINS

GATHERING ACTIVITY: True / False Quiz

After the Cubs have completed the quizzes below, discuss the correct answers.

True or False

- | | |
|-------------|--|
| T ___ F ___ | 1. You should expect a train on any track at any time. |
| T ___ F ___ | 2. A train can suck you into it. |
| T ___ F ___ | 3. It's okay to put pennies and rocks on the rails. |
| T ___ F ___ | 4. Railway yards are fairly safe to play in because trains move slowly. |
| T ___ F ___ | 5. Trains can stop quickly if the engineer sees you on the tracks. |
| T ___ F ___ | 6. When crossing the tracks with your bicycle, always get off, stop, look, listen and walk across when safe. |

Mixed Up Words

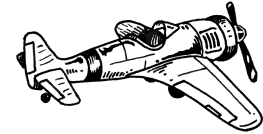
- PTOS, OLOK, NDA STEILN
This is something we must all do when we approach a railway crossing where the lights are flashing and the bells are ringing.
- ROCSS ACKTRS FAESLY
This is what we should do once we know for sure that there are no trains approaching.
- LAWK UYOR KIBE SOACRS
When you are riding your bicycle and you approach a railway crossing, this is what you must do.

Answers to True or False:

- TRUE. Expect the unexpected. Most people die on tracks close to home: they get too familiar with the crossing.
- TRUE. Don't stand nearby as it passes. Loose chains or rope on a train can also swing out and hurt you.
- FALSE! A train that hits objects on the rails sends them violently spinning away. Rocks or coins could blind, injure or even kill children standing nearby. Rocks or branches might even de-rail a train.
- FALSE! Many children get hurt each year in railway yards. Trains may move slowly, but engineers are very busy and aren't looking for running children.
- FALSE! A freight train with 130 cars travelling at a mere 50kph needs one and a half kilometres to stop. At 80kmp, it takes 2,500m to stop!
- TRUE. When crossing the tracks with your bicycle, always get off, stop, look, listen and walk across when safe. Don't ride across tracks. You might fall or catch a tire in the rails.
Take your time.

Answers to Mixed Up Words:

1. Stop, Look and Listen 2. Cross Tracks Safely 3. Walk Your Bike Across



These Videos are Available from any Office of:

The Canadian Railway Association or any of the Provincial Safety Councils.

1. Consequences
2. Rover the Railway Rabbit

Operation Lifesaver / Opération Gareautrain

Suite 1105, 800 René-Lévesque Blvd. West

Montreal, Quebec H3B 1X9

(514) 879-8558 (514) 879-1522

Provincial Sponsors / Parrainée à l'échelon provincial

British Columbia Safety Council

21331 Gordon Way, Unit #2225
Richmond, British Columbia V6W 1J9
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(604) 214-7434 Fax
Contact: Mr. B. Lowes

Saskatchewan Safety Council

445 Hoffer Drive
Regina Saskatchewan S4N 6E2
(306) 757-3197
(306) 569-1907 Fax
Contact: Mr. H. Toupin

Ontario Safety League

5045 Orbitor drive
Building 11, Suite 100
Mississauga, ON L4W 4Y4
(905) 625-0556
(905) 625-0677 Fax
Contact: Mr. B. Killian

New Brunswick Safety Council Inc.

Le Conseil de sécurité du Nouveau-Brunswick
440 Wilsey Rd., Suite 204
Fredericton, NB E3B 7G5
(506) 458-8034
(506) 444-0177 Fax
Contact: Mr. R. Carr

Alberta Safety Council

#201 - 10526 Jasper Ave.
Edmonton, Alberta T5J 1Z7
(780) 428-7555
(780) 428 7557 Fax
Contact: Mr. Bill Price

Manitoba Safety Council

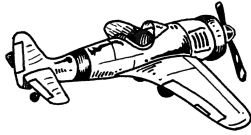
700 - 213 Notre Dame Avenue
Winnipeg, Manitoba R3B 1N3
(204) 949-1085
(204) 956-2897 Fax
Contact: Mrs. R. Borthwick

Quebec Safety League

La ligue de sécurité du Québec
2536, rue Lapierre
LaSalle, Quebec H8N 2W9
(514) 595-9110
(514) 595-3398 Fax
Contact: M.Y. Bastien

Nova Scotia Safety Council

2786 Agricola Street
Halifax, Nova Scotia B3K 4E1
(902) 454-9621
(902) 454-6027 Fax
Contact: Mr. T. Haney



GAME: Train Coming

Equipment:

- None

How to Play:

- Line the Cubs up in relay formation - but with their arms outstretched and hands touching the hands of the Cubs beside them. This creates Streets. By turning 90 degrees and touching the hands of the players now beside them, they now have Alleys.
- Select two players - one is the pursuer and one is the quarry. The pursuer chases the quarry down through the streets. Neither may break through the arms of those creating the streets.
- When the leader calls out "Train Coming", the Streets turn into Alleys. This changes the situation dramatically. Runners should be changed every minute or less to give the runners a break and everyone a chance to run.

THEME ACTIVITY: Train Safety Poster

Equipment:

- Poster board (one per six)
- Markers
- Crayons

Directions:

- Cubs are in sixes. Ask them to design a poster about train safety. Discuss good safety practices with the Cubs as they work.

SONG

I've Been Working on the Railroad

I've been working on the railroad,
All the live long day.
I've been working on the railroad,
Just to pass the time away.
Can't you hear the whistle blowing?
Rise up so early in the morn.
Can't you hear the captain shouting?
"Dinah blow your horn!"

Dinah won't you blow?
Dinah won't you blow?
Dinah won't you blow your horn?
Dinah won't you blow?

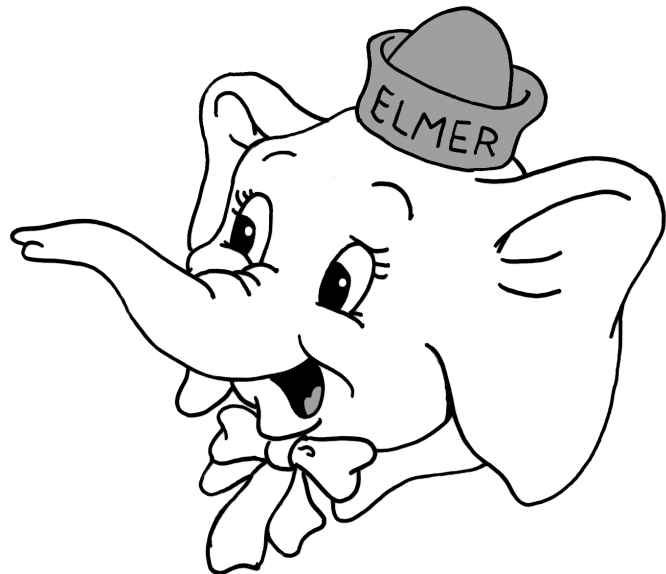
Dinah won't you blow?
Dinah won't you blow your horn?
Someone's in the kitchen with Dinah,
Someone's in the kitchen I know.
Someone's in the kitchen with Dinah,
Strumming on the old banjo. (And he's sing-
ing:)

Fee fi fiddle i o,
Fee fi fiddle i o,
Fee fi fiddle i o,
Strumming on the old banjo.
Source: Disney Sing-a-Long Songbook.

SIX MEETING

Discuss *Elmer's Railway Safety Rules* with the Cubs, then distribute a certificate to each one.
(See *Template*)

Elmer's Railway Safety Promise



"I will obey all railway signs
and signals."

"I will cross tracks only at the proper
crossing areas."

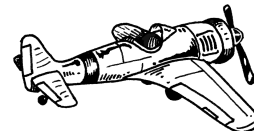
"I will always stop, look, and listen before
crossing railway tracks."

"I will walk quickly across tracks."

"I will avoid tracks where possible and
I will not throw objects at trains or place
objects on the rail."

NAME: _____

WITNESS: _____



Cub Meeting Schedule: Week Three

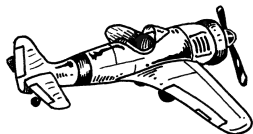
THEME: TRANSPORTATION - BOATS

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity <i>(See detail planning sheet)</i>	Morse Code Game	_____
10 mins.	Opening Ceremony <i>(Details can be found in the Cub Leader's Handbook)</i>		_____
20 mins.	Theme Activity <i>(See detail planning sheet)</i>	Periscope	_____
10 mins.	Game <i>(See detail planning sheet)</i>	Battleships	_____
20 mins.	Theme Activity <i>(See detail planning sheet)</i>	Boat Races	_____
10 mins.	Game/Skit <i>(See detail planning sheet)</i>	Decode Message	_____
10 mins.	Song/Story <i>(See detail planning sheet)</i>	Story	_____
5 mins.	Six Meeting	Dues and Sixer Books	_____
5 mins.	Spiritual Fellowship <i>(See detail planning sheet)</i>	Prayer	_____
5 mins.	Closing Ceremony <i>(Details can be found in the Cub Leader's Handbook)</i>		_____
15 mins.	Leader Discussion time	Review Meeting and Discuss Next Week's Plans	_____

Badge Links: Tawny Star; Purple Star; Recycling; Handicraft

Meeting Notes: _____



TRANSPORTATION - BOATS

GATHERING ACTIVITY: Morse Code Game

Morse code is code used to correspond before telephones and email were around. Because it could be transmitted electronically, messages were passed on quickly in this manner. The military continued to use it, until it was recently discontinued. It's still fun though, and a good way for Cubs to communicate when they are apart.

• is called "Dit" – is called "Dah" Each letter is separated by a "/"

If a mistake is made, send the erase signal of 8 "E's" and then repeat the word.

A space between each word is just a short pause.

At the end of the message, send "AR" which means end of message.

When the message has been decoded, send "R", which means message received.

Morse code can be spoken, by using dit and dah or communicated by whistles, flashlights, horns or whistling. Start with simple words, and as the Cubs' skill increases, expand the number of words.

Morse Code

A •–	J •– – –	S •••	2 •• – – –
B – •••	K – • –	T –	3 ••• – –
C – • – •	L • – ••	U •• –	4 •••• –
D – ••	M – –	V ••• –	5 •••••
E •	N – •	W • – –	6 – ••••
F •• – •	O – – –	X – •• –	7 – – •••
G – – •	P • – – •	Y – • – –	8 – – – ••
H ••••	Q – – • –	Z – – ••	9 – – – – •
I ••	R • – •	1 • – – – –	0 – – – – –

Example: Baloo: – ••• / • – / • – •• / – – – / – – – /

1. Decode the following:

• – / – • – / • / • – •• / • – /

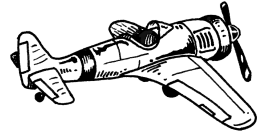
2. Decode the following: DAH DAH / DAH DAH DAH / DIT DAH DAH /
DAH DAH DIT / DIT DAH DIT DIT / DIT DIT

3. Write your name in morse code. _____

4. Write your six name in morse code. _____



(Answer: Mowgli)
(Answer: Akela)



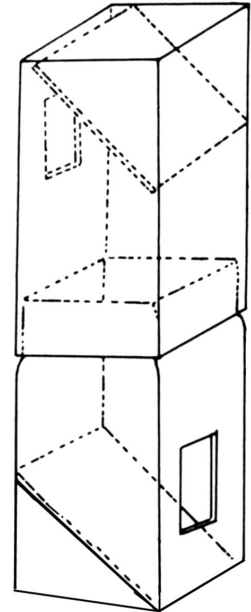
THEME ACTIVITY: Periscope

Equipment:

- Two 1 litre milk cartons
- Two small mirrors that can fit inside the cartons at an angle of 45 degrees.
- Sharp knife
- Tape

Directions:

1. Cut off the tops of both milk cartons.
2. On one side of each carton, about 4 cm. from the bottom, cut a window about 5 cm x 5 cm.
3. Slide a mirror into each carton, reflecting side up, so that it rests on the bottom at an angle of 45 degrees. If the mirror is too small, back it with stiff cardboard to make it big enough. If the mirror is too big, cut a slit in the carton the side opposite the window to take the excess. Tape the mirrors into position.
4. Fit one carton inside the other with the windows on opposite sides, so that the total length is about 40 cm. Tape them together.



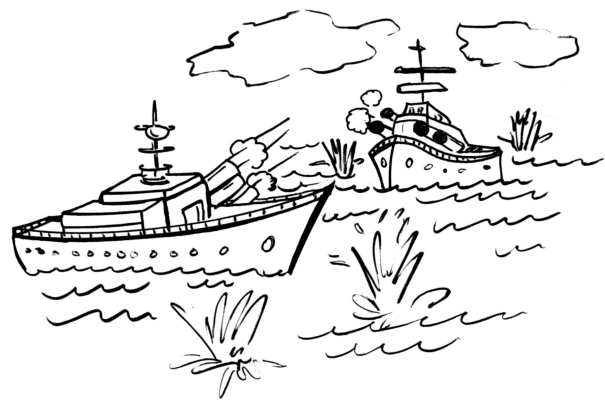
GAME: Battleships

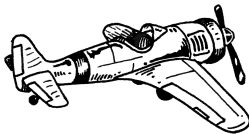
The game begins with everyone standing in the centre of the area. When the leader calls out one of the parts of the ship, all players must run to that designated area, or perform the correct motion.

The last person to reach the spot or perform the act, is eliminated and goes to help the leader prepare for the next game. Each time a different part of the ship is called, the last player reaching the site is eliminated, until one player remains.

- Bow:** The front of the playing area.
Stern: The back of the playing area.
Port: The left side of the playing area.
Starboard: The right side of the playing area.

- Submarines:** Players run to the centre of the playing area, lay down on their backs and lift one leg into the air.
Lifeboats: Players run to either side of the playing area, form a single line, sit down and begin to row.
Captain: Players run to the centre of the area and salute.





THEME ACTIVITY: Boat Races

Equipment:

- 1 Milk or juice carton, 1 drinking straw, 1 soft drink cup per Cub
- Scissors or knife
- Plastic wading pool filled with water, or a water location to race the boats in

Directions:

1. To build the boats, cut away one side of the carton as in *Figure #1*. Don't cut away too much as you want to have high sides. The top of the carton will create the pointed front or bow.
2. Make a hole just big enough for a straw, at the back or stern of the boat, as in *Figure #2*.
3. Poke a hole near the cup's bottom just big enough for the straw. Now install the drinking straw so one end sticks into the cup and the other end protrudes from the boat's stern as in *Figure #3*. Be sure that the end of the straw coming out the boat's stern is long enough that it will extend under the surface of the water. If it isn't, join two straws together.
4. To make the boat go, put the boat in the wading pool or lake. Place the cup in the middle of the carton, hold a finger over the end of the straw, and fill the cup up with water. Remove your finger, and the boat will move off across the pool.

How to Play:

- Once the boats are built, line them up and let the Cubs race. With no steering controls, the race will be interesting.

Variation:

Your local Scout shop sells Catamaran kits and crests.

Check out your 2010-2011 Scout Catalogue or shop online at www.scoutshop.ca.

Figure #1

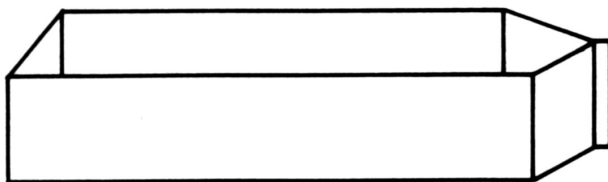


Figure #2

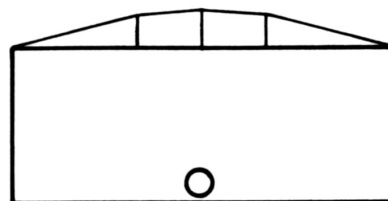
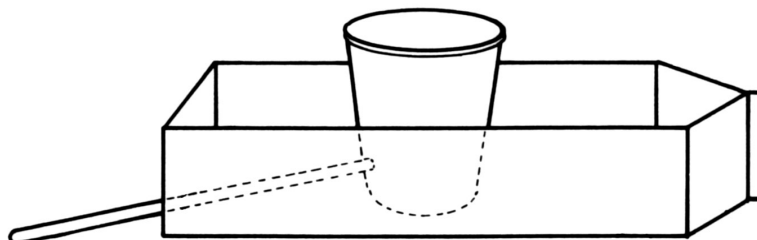
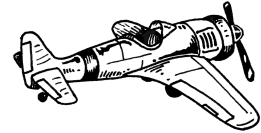


Figure #3





GAME: Periscope Decoding Game

Equipment:

- Periscope
- Pictures with morse code message (See template)
- Tape

How to Play:

The object of the game is to decode the morse code message, using the periscopes made previously.

1. The game is played in sixes.
2. A game card (picture) with a morse code message under it, is taped to the wall or side of a table.
3. The sixes are placed around the corner from the card.
4. Each person in the six, one at a time, uses his/her periscope to locate the card and tries to decode one morse code symbol.
5. When all the symbols are decoded, the Cubs put the message together to make up the word under the picture.

Answers:
Picture 1: Boat - S O S Picture 2: Train - H E L P

SONG/STORY: Story Relay

This is a great way to involve Cubs in story telling.

One of the leaders will start the story by saying something like...

“Last night as I was going into town, the two cars in front of me were having a discussion, AND...”

The Cub to the leader’s left in the story circle, has to add something else to the story.

As soon as that Cub says the word “AND”, it will be the next Cub’s turn.

When the story has gone around the circle and it is the leader’s turn again, the leader puts an end on it.

It is usual to limit each Cub’s contribution to one or two sentences.

SPIRITUAL

by Allen Morgan

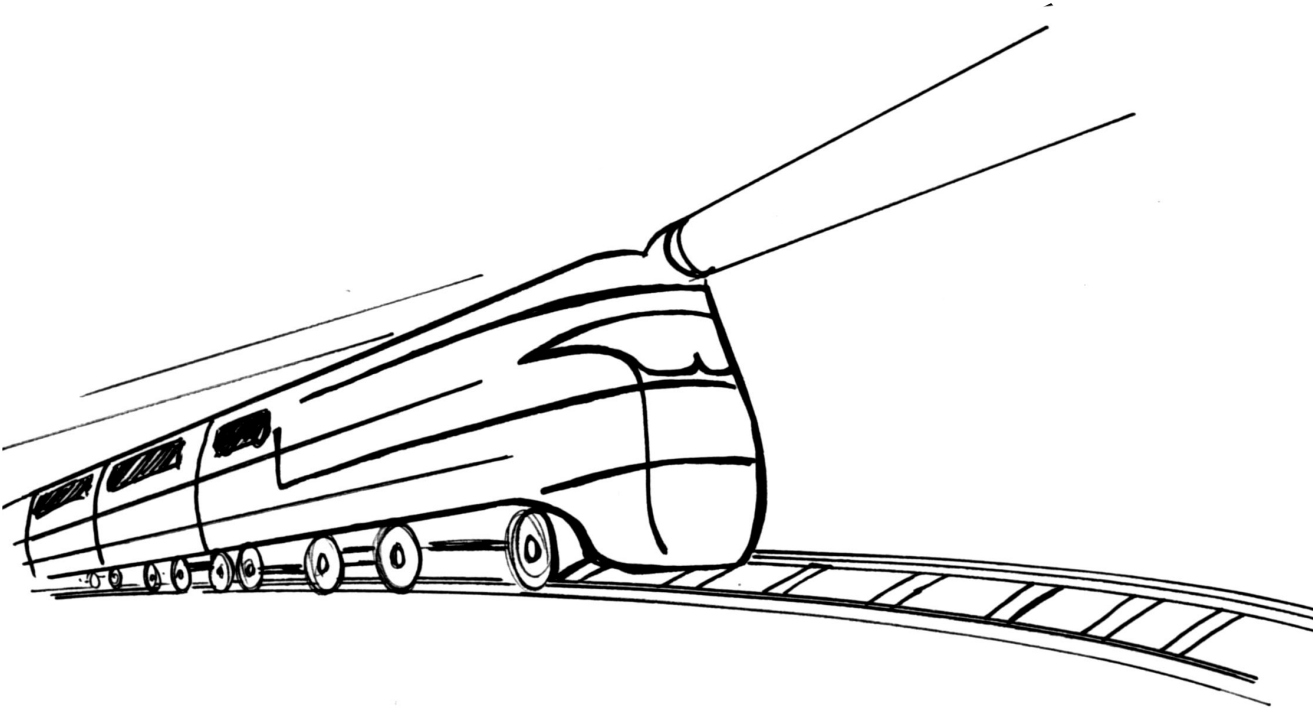
*“May the moon and the stars all lend you their light
as you sail away through the sea of night.*

*The night is quite wide when the sea is inside it,
so ride the right waves as you brave the night sea.*

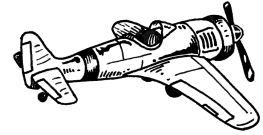
There are far away shores to explore and discover,

*Go. Discover them. I will wait here
for you to return with the morning.
Bring me the story of all that you see.
Good night, sweet dreams.”*

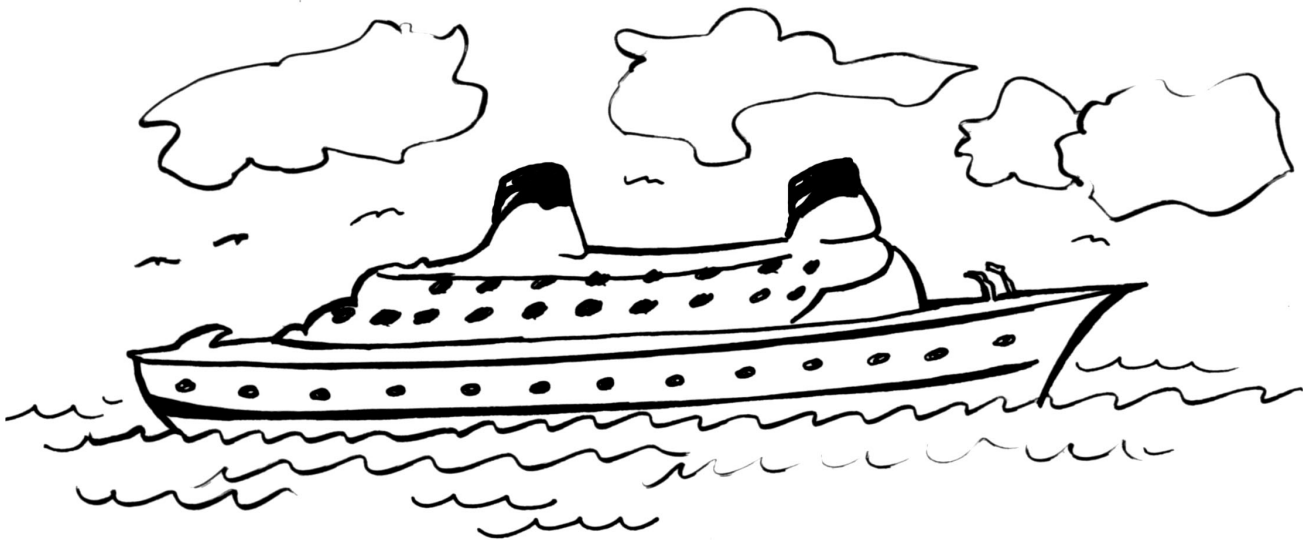
PERISCOPE GAME

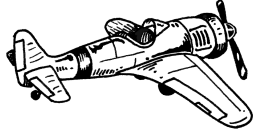


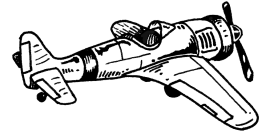
● ● ● ● / ● / ● — ● ● / ● — — ●



PERISCOPE GAME







Cub Meeting Schedule: Week Four

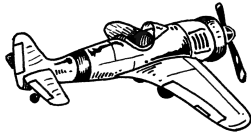
THEME: TRANSPORTATION - PLANES

Date: _____

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
10 mins.	Gathering Activity <i>(See detail planning sheet)</i>	Code Game	_____
10 mins.	Opening Ceremony <i>(See detail planning sheet)</i>	Theme Opening	_____
20 mins.	Theme Activity <i>(See detail planning sheet)</i>	Make Paper Airplanes	_____
10 mins.	Game <i>(See detail planning sheet)</i>	Fly Paper Airplanes	_____
20 mins.	Theme Activity <i>(See detail planning sheet)</i>	Video from Transport Canada	_____
20 mins.	Game/Skit <i>(See detail planning sheet)</i>	Skit-Simulate Flight	_____
5 mins.	Six Meeting	Discuss Safety	_____
5 mins.	Spiritual Fellowship <i>(See detail planning sheet)</i>	Poem	_____
5 mins.	Closing Ceremony <i>(See detail planning sheet)</i>	Theme Closing	_____
15 mins.	Leader Discussion time	Review Meeting and Discuss Next Week's Plans	_____

Badge Links: Tawny Star; Handicraft

Meeting Notes: _____



TRANSPORTATION - PLANES

GATHERING GAME: Code Game

In this game, each letter of the alphabet is replaced by a word.

As the Cubs arrive, give each Cub a phonetics sheet and have him/her code the names of their six, Akela and their own name.

They will need to keep their phonetics sheet for the theme opening.

Discuss the theme opening with the Cubs during this gathering game and inspection.

PHONETICS

A Alpha	J Juliet	S Sierra
B Bravo	K Kilo	T Tango
C Charlie	L Lima	U Uniform
D Delta	M Mike	V Victor
E Echo	N November	W Whiskey
F Foxtrot	O Oscar	X X-ray
G Golf	P Papa	Y Yankee
H Hotel	Q Quebec	Z Zulu
I India	R Romeo	

CODE

AKELA _____

SIX NAME _____

MY NAME _____

THEME OPENING

(To explain the opening and closing we have used the names of Red and White Six.)

The leaders should have already discussed the theme opening with the Cubs. Inspection has now been completed. The Cubs are waiting at their hangars (lair) to begin the opening.

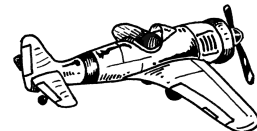
Akela: Sierra, India, X-ray, Echo, Sierra prepare for take-off.

Cubs: Alfa, Kilo, Echo, Lima, Alfa we are ready for take-off.

Akela: Romeo, Echo, Delta, flight cleared for take-off. Then, Whisky, Hotel, India, Tango, Echo, flight cleared for take-off.

The Cubs leave their hangar, following their sixer, using their arms as the wings of an aircraft, circling the meeting hall.

Akela: Sierra, India, X-ray, Echo, Sierra you are now cleared to land.
The Cubs take their place in the circle to begin Grand Howl.



THEME ACTIVITY: Paper Airplanes

GAMES: Fly Paper Airplanes

Airplane #1

Equipment: (Template Enclosed)

- Paper
- Crayons

Directions:

1. Colour your paper plane in crazy designs before you start. Be careful not to hide the dotted lines when you colour.
2. Fold along dashed line #1, then open up and lay flat.
3. Fold bottom corners in towards centre line #1, along lines #2 and #3.
4. Fold edges in toward centre line #1, along lines #4 and #5.
5. Fold the plane in half along line #1.
6. Fold both wings downward along lines #6 and #7.
7. Fold wing tips up along lines #8 and #9.
8. Make sure that wings do not sag downwards.
9. While in flight, if the plane:
 - Drops quickly - bend elevators upward.
 - Rises quickly - bend elevators downward.
 - Goes to the right - bend the rudder to the left.
 - Goes to the left - bend the rudder to the right.
10. Determine the balance point of the plane, usually a point equidistant from the front and the back of the plane. Hold the plane at this point with your fingers and launch. Make small adjustments back and forth until you get it to fly nice and smooth.

Airplane #2

Equipment: (Template Enclosed)

- Paper
- Crayons
- Paper clips or tape

Directions:

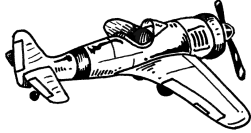
1. Colour your paper in crazy designs before you start. Be careful not to hide the dotted lines when you colour.
2. Fold your paper lengthwise on dotted line A. Open it up again.
3. Fold corners B and C to centre line.
4. Fold down left side on line D.
5. Fold down right side on line E.
6. You may need a paper clip or tape on the nose and tail for better flying.

Airplane #3

Equipment: (Template Enclosed)

- Paper
- Crayons
- Paper clips or tape

1. Colour your paper in crazy designs before you start. Be careful not to hide the dotted lines when you colour.
2. Fold your paper lengthwise on dotted line A. Open it up again.
3. Fold corners B and C to centre line.
4. Fold pointed end down on line D.
5. Now fold lines E and F to make another point.
6. Fold the little point that's left, up and over the fold of E and F.
7. Fold in half on line A.
8. Fold down flaps on line G & H.
9. You may need paper clips or tape for better flying.



Equipment:

- Small table
- Cloth tablecloth
- Masking tape

GAME: Aircraft Carrier:

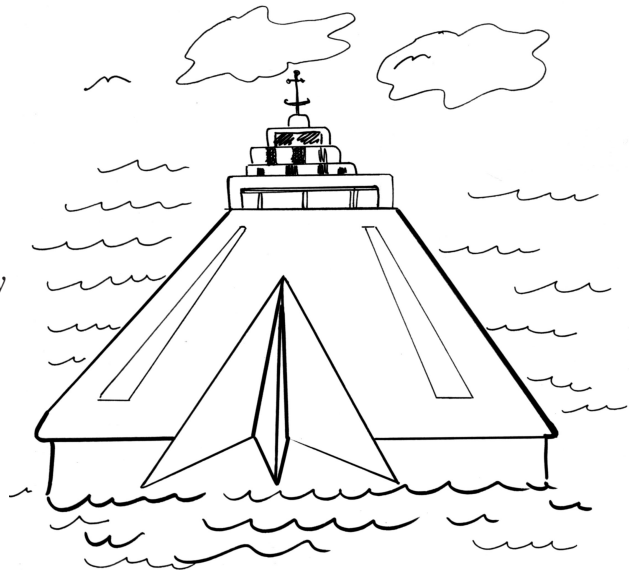
- Place a table in the middle of the floor. If the table is small, place a table cloth (not plastic) on it. Have the pack line up in single file about 3 to 4 metres from the table (Increase the distance as the Cubs get more experience). Let each Cub launch their plane, in turn, towards the aircraft carrier (Table). Keep track of successful landings. The Cubs then retrieve their planes and go to the end of the line. *This is repeated until all Cubs have had one or more equal number of turns.*

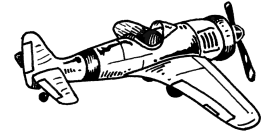
GAME: Runway:

- Mark off a target on the floor with masking tape.
- The target should be about the size of a garbage pail lid. Then, with masking tape, mark off lines on the floor on one side of the target, equal distances apart. Mark off the edges of the runway with masking tape. Give a point value to each line, with the point value increasing as you approach the target. The target itself will have the highest value. Have the pack line up in single file about 3 to 4 metres from the nearest line (increase the distance as they get more experience). Let each Cub launch his/her plane, in turn, towards the runway. A leader then notes down the points earned by the Cub, based on the location of the nose of the plane against the lines on the runway. Keep track of the points. The Cub then retrieves their plane and goes to the end of the line. *This is repeated until all Cubs have had one or more equal number of turns.*

GAME: Combo

- Play both games at the same time. Place the aircraft carrier on one side of the room, the runway on the other. Have the pack line up, in single file, in front of one of the targets. Follow the rules of that game. However, instead of going to the back of the line, they proceed to the next target and launch again. After they have completed their second launch, they go back to the end of the original line and repeat the process as often as has been agreed upon. *You can make a successful landing on the aircraft carrier equal to half the point value of landing directly on the target of the runway.*





VIDEO:

The following film “*To Be a Pilot*” is available from any office of the Transport Canada Aviation, Regional Safety Offices. For more information check out their web site: www.tc.gc.ca/ontarioregion/aviasafe.htm.

Atlantic

Box 42,
Moncton, NB E1C 8K6
506 851-7316

Quebec

700 Leigh Capr  l,
Dorval, QC, H4Y 1G7
514 633-2714

Ontario

4900 Yonge St., Suite 300,
North York, ON. M2N 6A5
416 952-2170

Prairie & Northern Region

344 Edmonton St.,
Winnipeg, MB, R3C 0P6
204 983-3152

63 Airport Rd, Suite 202,
Edmonton, AB, T5G 0W6
780 495-2258

Pacific

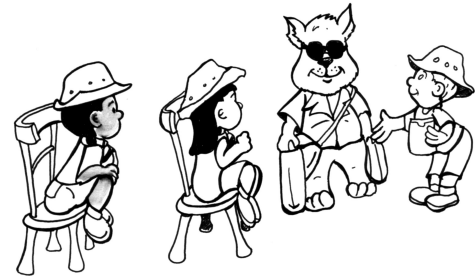
900 - 800 Burrard St.,
Vancouver, BC, V6Z 2J8
604 666-3518

SKIT: Fly Scoutair

This skit should be light, humorous and above all, fun.

Set Up:

- 2 Rows of chairs, one behind the other, in sufficient numbers for all the Cubs and the pilot in command.
- 1 leader to act as air traffic control.
- 1 leader to act as pilot in command.



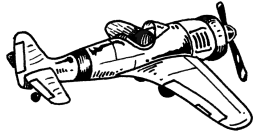
The aircraft call sign is CF-CUB (Charlie Foxtrot Dash Charlie Uniform Bravo) After the first radio contact, the last three letters of the call sign are used (e.g. Cub).

Scenario:

- Have one Cub volunteer to play the role of the flight attendant greeting the other Cubs at the cabin door and directing them to their seats. Once this is done, have another Cub give a passenger safety briefing through a simulated intercom (hold hands in front of mouth), while the flight attendant makes the appropriate gestures.
 - Ask the Cubs what they feel should happen next (Engine Start).
 - If the Cubs miss some steps, help them out. The steps in a flight are below (but not limited to this sequence).
- A) Boarding and Briefing.
 - B) Engine start and engine components check (*noise and dials*).
 - C) Taxi the aircraft to the runway in use. (*ATC clearance required. ATC is ground control.*)

Pilot: “Ground Control, this is *Charlie Foxtrot Dash Charlie Uniform Bravo*, request taxi clearance to runway in use.”

ATC: “Charlie Uniform Bravo cleared to taxi to Runway 36.”



D) Take-Off. (*ATC clearance is required: ATC is now the Tower.*)

Pilot: “Scout Tower, Charlie Uniform Bravo is ready for take off.”

ATC: “Charlie Uniform Bravo you are cleared for take off on runway 36. The winds are calm.”

E) Climb. Ask the Cubs how high the plane should climb. (At 3300 metres, the passengers could need oxygen if the aircraft is not pressurized.)

F) Cruise: Ask the Cubs where are we going? Do we have enough fuel? If the answer is no, do not allow the plane to crash. Plan for an intermediate fuel stop. Proceed to invite comments on the scenery - a duck passed us without flashing, or the little yellow car we see driving down the road, the clouds, etc.

Introduce turbulence from light to moderate to heavy and then back to calm.

G) Descent and approach: (ATC clearance is required.)

Pilot: “Scout Tower, Charlie Uniform Bravo requests approach clearance to Runway 27, etc.”

H) Landing: (Tower clearance required.)

Pilot: Charlie Uniform Bravo requests landing clearance, etc.

(Note to Pilot: make this a smooth landing that nobody feels.)

I) Taxi to Terminal: (Ground clearance required.)

Pilot: “Request taxi clearance to terminal gate 2.”

J) Intercom address thanking everybody for flying with Scoutair.

K) Engine shutdown.

L) Depart plane.

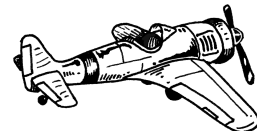
The above is only a guide. Improvise and have fun with this. Don't forget to cheer their efforts.

SPIRITUAL: Dancing the Skies (High Flight)

By: John Gillespie Magee

Oh! I have slipped the surly bonds of earth	My eager craft through footless halls of air.
And danced the skies on laughter-silvered wings;	Up, up the long, delirious, burning blue
Sunward I've climbed, and joined the tumbling mirth	I've topped the wind-swept heights with easy grace
Of sun-split clouds - and done a hundred things	Where never lark, nor even eagle flew -
You have not dreamed of - wheeled and soared and	And while with silent, lifting mind I've trod
swung	The high, untrespassed sanctity of space,
Hung in the sunlit silence. Hov'ring there	Put out my hand and touched the face of God.
I've chased the shouting wind along, and flung	

John Gillespie Magee was an American serving with the Royal Canadian Air Force; he was just nineteen years old when his Spitfire collided with another aircraft in the clouds in 1941. Among his personal effects was an envelope with this simple sonnet scribbled on the back.



THEME CLOSING

The Cubs are now waiting in their hangars for closing.

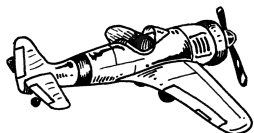
Akela: "Sierra, India, X-ray, Echo, Sierra prepare for landing."
The Cubs leave their hangars and circle the hall using their arms as the wings of aircraft.

Akela: "Land on runway Charlie, India, Romeo, Charlie, Lima, Echo."
The Cubs are now in the circle ready to start the Grand Howl.

Akela: Reads Spiritual

Akela "Sierra, India, X-ray, Echo, Sierra you are now cleared for take-off. Good Night and have a safe flight home."

A	Alpha	J	Juliet	R	Romeo
B	Bravo	K	Kilo	S	Sierra
C	Charlie	L	Lima	T	Tango
D	Delta	M	Mike	U	Uniform
E	Echo	N		V	Victor
F	Foxtrot	November		W	Whiskey
G	Golf	O	Oscar	X	X-ray
H	Hotel	P	Papa	Y	Yankee
I	India	Q	Quebec	Z	Zulu



SATURDAY CUB MEETING

Theme: TRANSPORTATION

Date: _____

Before the Trip:

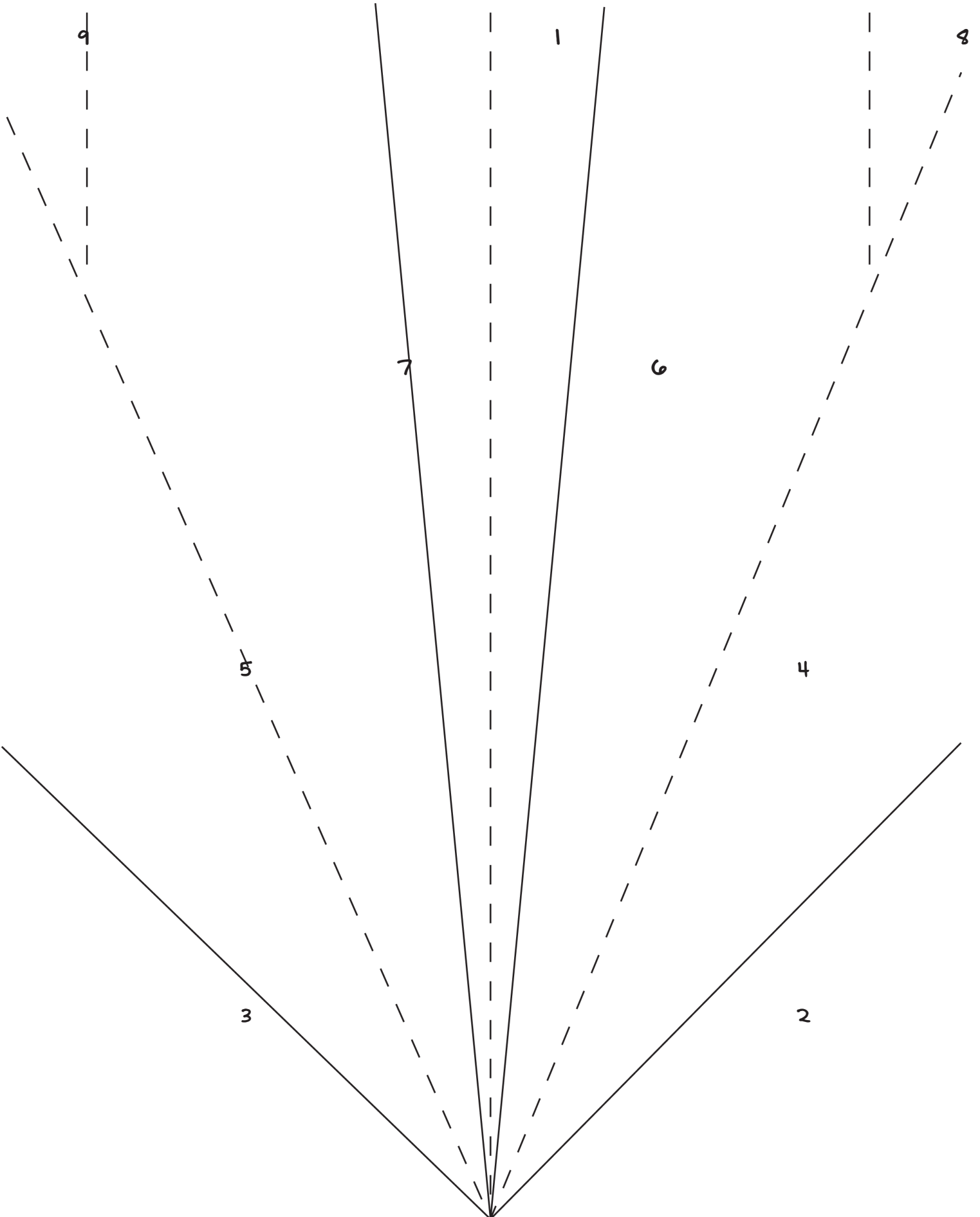
1. Obtain all the necessary permission/approvals from the Group Committee. Refer to the Camping/ Outdoor Activity Guide for more information and forms.
2. A permission slip signed by parents should be obtained for every Cub.
3. Ratio of leaders/adults to Cubs should be 1 - 3.

<i>Time</i>	<i>Activity</i>	<i>Program Details</i>	<i>Leader Responsible</i>
1:00 - 1:30	Travelling Time		Parent Drivers
1:30 - 3:00	Visit	Visit to a local Train Station, Airport, Harbour or Museum	All Leaders
3:00 - 4:00	Snack	Light Picnic Style Snack	Leaders & Parent Drivers
4:00 - 4:30	Travelling Time		Parent Drivers

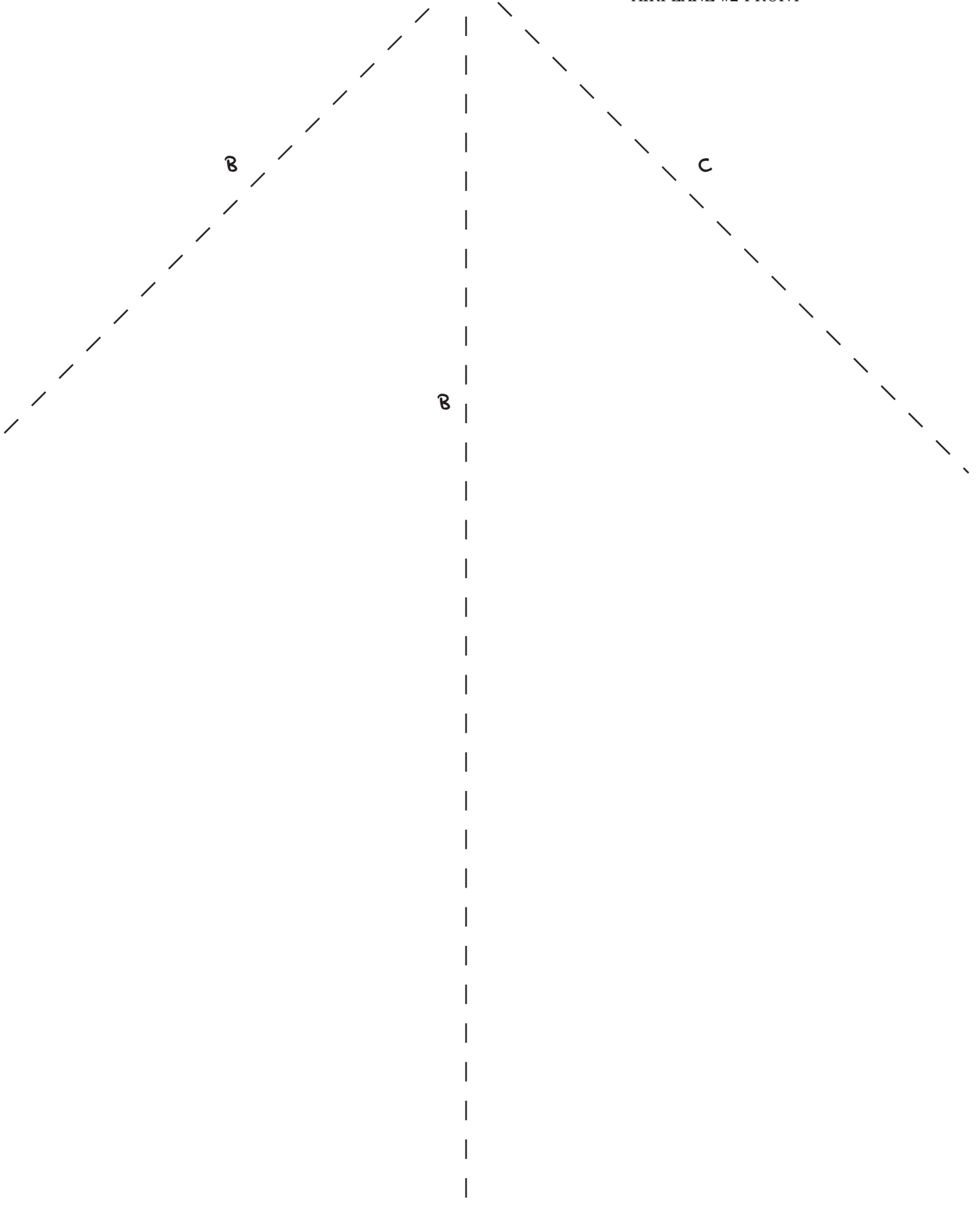
Badge Links:

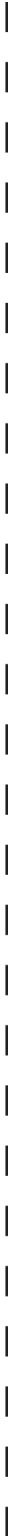
Visit: Blue Star #B4; Museum: Heritage #5

AIRPLANE #1

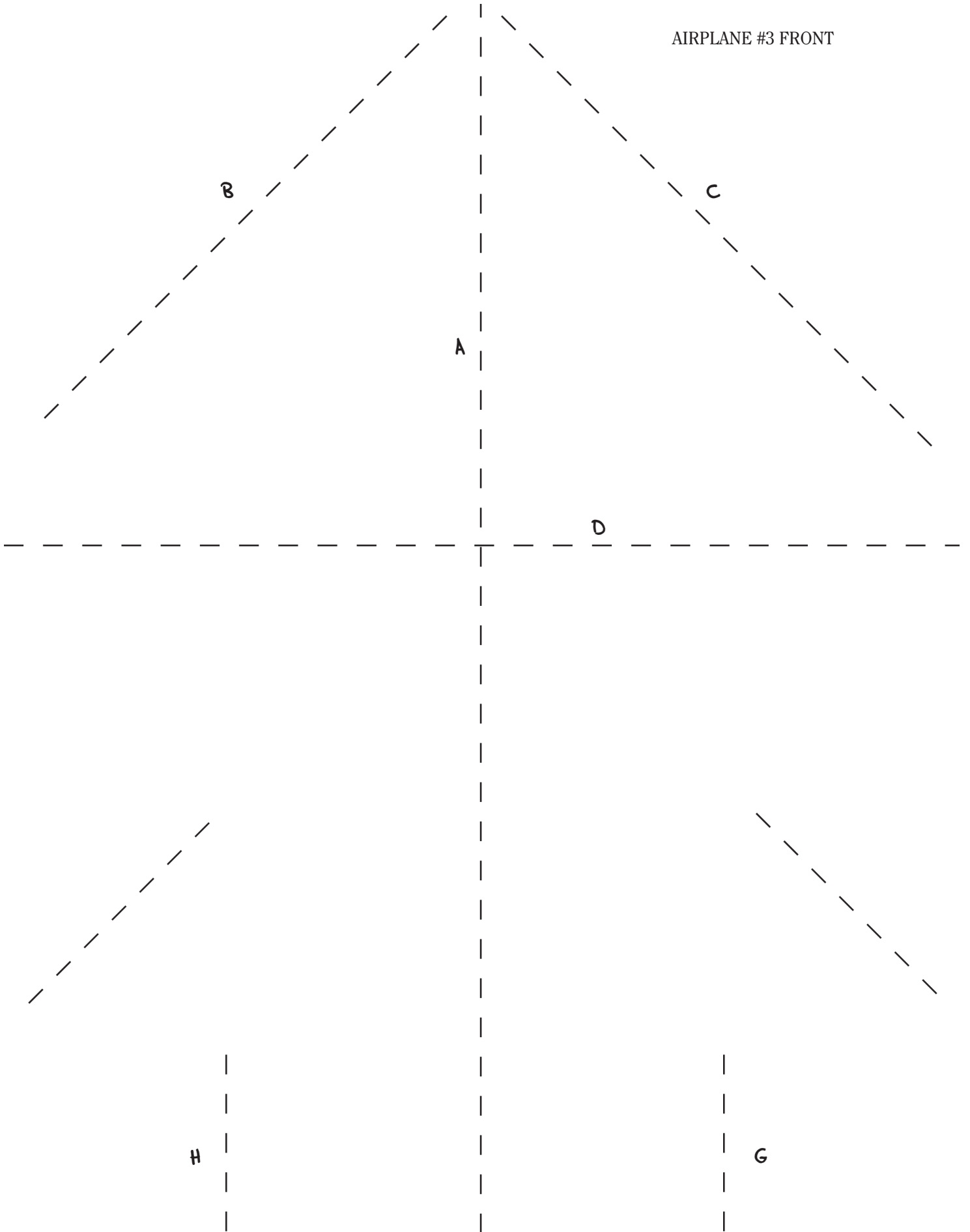


AIRPLANE #2 FRONT





AIRPLANE #3 FRONT



AIRPLANE #3 BACK

