

# the leader

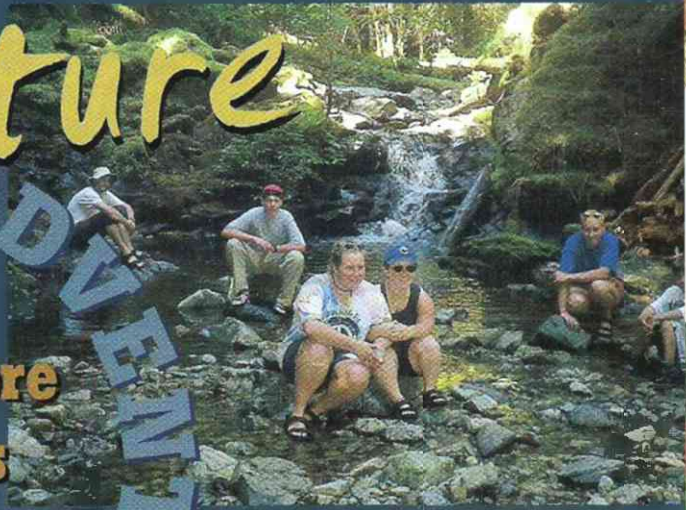
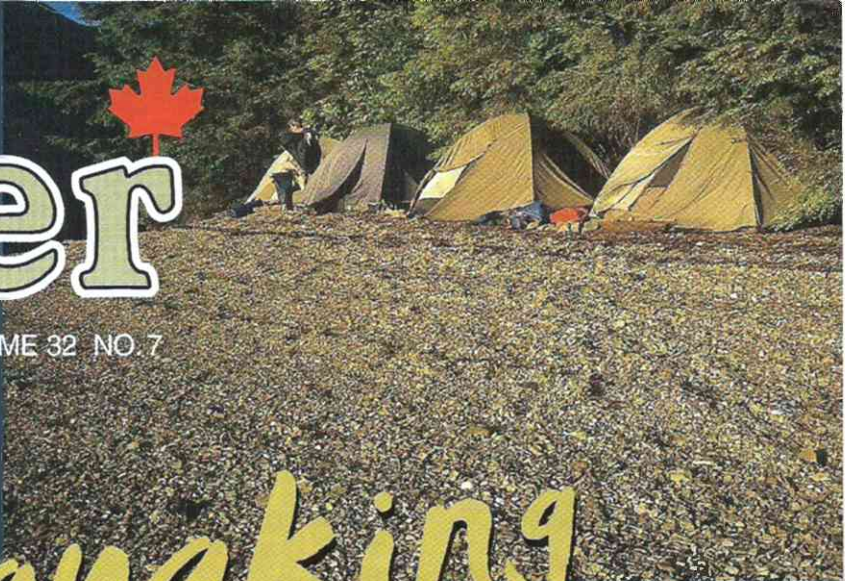
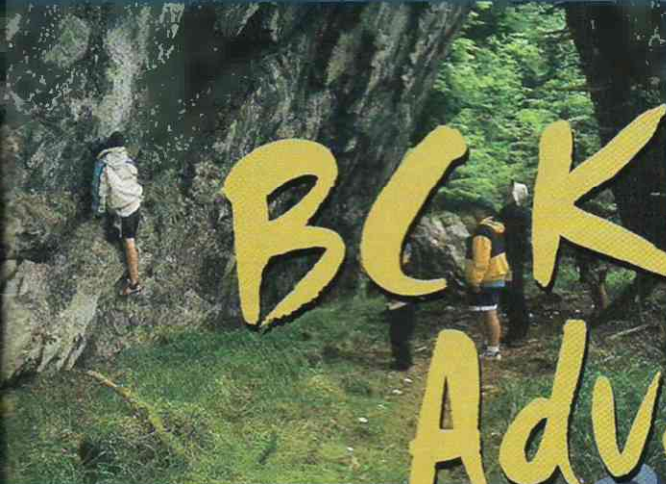
MARCH 2002

VOLUME 32 NO. 7

## BC Kayaking Adventure

**1st Glenmore  
Venturers  
(Kelowna, BC)**

AMORY - ADVENTURE  
- AWARD -



WORLD YOUTH DAY - VENCLIMB - PASSOVER THEME



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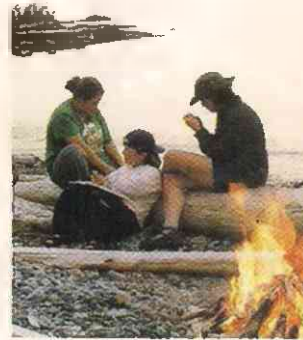
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## AMORY ADVENTURE AWARD

# Queen Charlotte Islands Kayak Adventure:

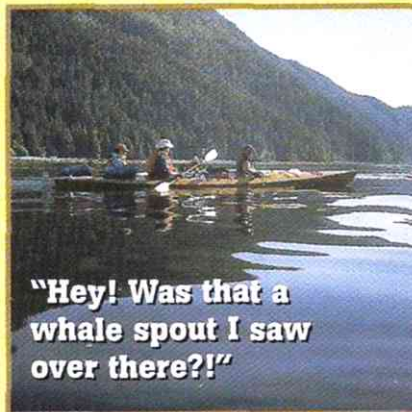
### "If You're Breathin', You're Paddling"

by Susie Mackie

**A** FANTASTIC KAYAK adventure drew teens from the 1st Glenmore Venturers (Kelowna, BC) to the Queen Charlotte Islands in British Columbia. Their rolling trek along the Pacific coast, visiting some of Canada's most incredible heritage sites, earned them third place in the 2001 Amory Adventure Awards. This is their story.

For over ten thousand years the Haida people have been the 'watchers' of the rainforests of Gwaii Haanas, or the Queen Charlotte Islands. Throughout the thick web of trees misted by rain, numerous abandoned

village sites still stand. These villages are called Watchmen sites, attended by 21st Century guardians appointed to protect the natural and cultural heritage of this location from culture-seeking tourists.



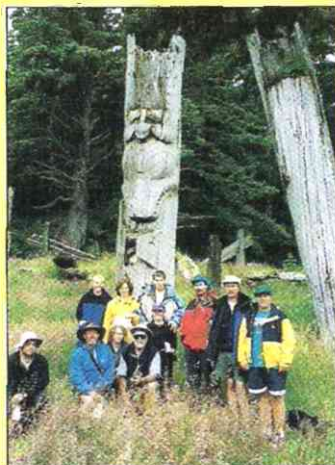
The heritage sites and the breathtaking scenery that surround them piqued the interest of Venturers from the 1st Glenmore Company; as a group they were eager to explore the mysteries of this fascinating terrain.

All preparations began in the fall before their great trip. After a long winter of discussing the logistics and feasibility of the trip, reservations were made and enough kayaks were rounded up for twelve people. Three tandem kayaks (two-seaters) and six singles proved enough to transport the group.

On a sweltering day in early July, the group members left their homes at 8 a.m. to drive to Prince George, BC. From there they went on to Prince Rupert, taking an eleven-hour ferry ride - choppy enough, at times, to make several Venturers sick. Gratefully, the company camped that night on solid ground just past Queen Charlotte City in a place called Kagan Bay.

#### "Adventure Awaits!"

On a rocky beach the next day, the teens loaded their boats with enough gear and food for the remainder of the trip, and pushed off into the waves. They needed to paddle through the Carmichael Passage before the tide



Haida totems helped make this trip a cultural smorgasbord.



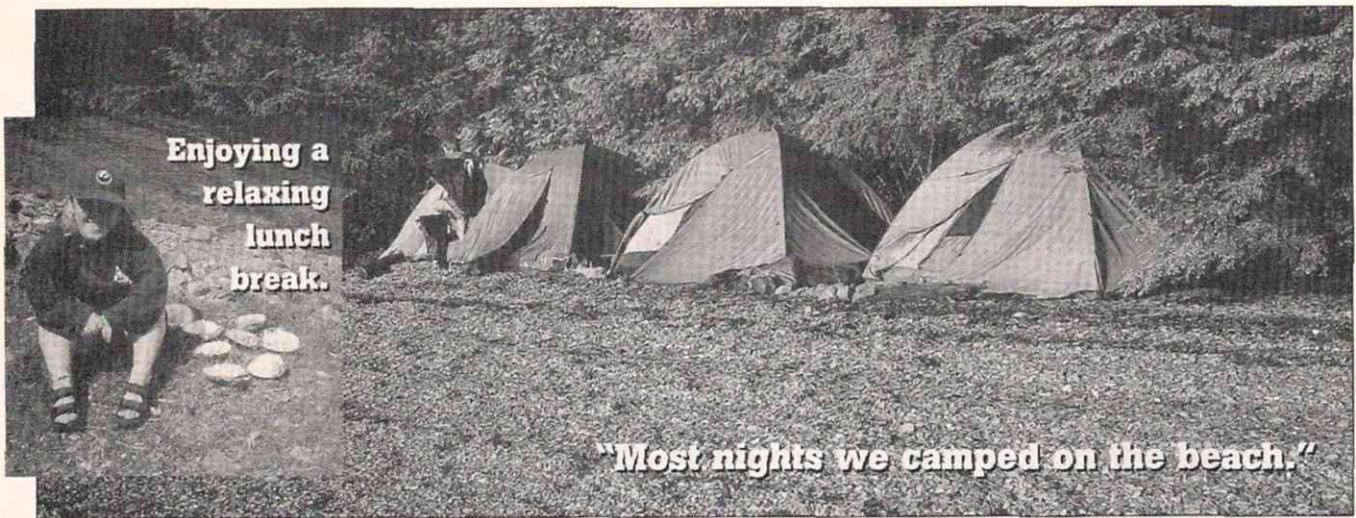
Getting ready to set out.



Trails led directly to these incredible heritage totems.

Photos: 1st Glenmore Venturers





flowed in against them. In fact, later in the day, the water proved so low that in places the Venturers had to get out and pull their boats.

This part of the adventure brought its own fascination – the low tide revealed views of secret marine life usually hidden by blue depths of water: starfish, sunstars, batstars, crabs, urchins, anenomes, and all types of fish in coloured splendour.

The next day, the Venturers visited a Haida family that treated them to an afternoon of hospitality, topped with a delicious seafood stew for lunch. Afterwards, the group paddled further to a pebble beach and camped. Here, settled around a campfire and clutching mugs of steaming hot chocolate, they reflected on their kayak adventure so far. "Hey! We've paddled almost 24 kilometres," said one youth. "The weather's been great the entire time."

### The Power of Restless Water

After considerable effort the Venturers reached their initial goal: Tanu, the first of the Watchmen sites. Skeletal shells of longhouses and fallen totem poles were all that remained of the villagers of long ago. After an afternoon inspecting this fascinating site, the group prepared to leave, but the surrounding waters had another idea. As the boats entered the water, breaking waves hit, swamping one of the kayakers and tearing a hole in the bow of another.

After making repairs and fighting their way through mounting waves, the teens finally made camp at Skudas, a mossy embankment with a pebble beach and abundant bugs. They had paddled 19 kilometres.

Paddling proved even worse the next day when the Venturers pointed

their kayaks across Juan Perez Sound. After hours of paddling against grueling wind and choppy waves, they stopped for lunch at a small bay inhabited by hundreds of sea urchins. The youth were forced to wait until the wind died down, but finally the petulant and fickle waters calmed enough to allow them passage to their next campsite at Murchison Island. The beach there proved sandier than others; the forest above was a thick and mossy rainforest. Exhausted, the group finally gave in to sweet sleep.



### Luxurious Bathing

Hotsprings Island was the second Watchman site, named for its bubbling hot springs. Even on such a warm and sunny day, the group felt marvellous bathing in the comfort of the soothing hot waters. The Venturers spent an enjoyable afternoon fishing from their kayaks, catching enough fish to feed the group for dinner.

By 5:30 a.m. the next day, the group was paddling through Juan Perez Sound, past Kat Island to the mouth of the Burnaby Narrows where the teens set up camp. Unlike the rainforests they had visited earlier, this wooded area was more open and spacious; a sparkling creek ran alongside their campsite. Everyone spent a relaxing evening reliving the adventure so far, and fell asleep to lapping musical sounds from nearby water.

Next morning, a misty fog surrounded their campsite. The water lay eerily calm, and an eagle's screech broke the forest's silence. What a perfect place to hold a Scouts' Own, deep in a quiet forest cathedral. After a magical ceremony, group members set off on the final leg of their voyage. From the boats, the teens sighted a black bear foraging for tasty seafood along the water's edge, and a young buck deer swimming across the waves right in front of their kayaks! Deer also walked unafraid through their next campsite across Carpenter Bay, at Kaidju. It was here the Venturers chose a motto for their water adventure: "If you're breathin' you're paddlin!"

Anthony Island, a Watchmen's site and the group's farthest destination, did not disappoint. As the Venturers paddled the final five kilometres to the island, a pod of spouting minke whales welcomed them. What a thrill!

Later, after hiking leafy trails through the ruins of a Haida village, the Venturers were amazed to find 30 totem poles standing in testament to the civilization of old.

### Homeward Bound

Next day, tired but exhilarated, the Venturers paddled homeward through a heavy mist. Arriving at Raspberry Cove they met a charter boat and finished with a six-hour ride back to Moresby Camp. A zesty throng of saucy porpoises, frolicking in delight around the boat, entertained everyone. What a terrific finish to a challenging kayak adventure! ^

— Susie Mackie works at the National Office.



# “Passover Offers Many Outstanding Program Ideas”

from Leader files

**J**EWISH PEOPLE WILL BE CELEBRATING PASSOVER starting on the evening of March 27 and continuing to April 3, 2002. If you've never tried a Passover theme, now's the time.

We've adapted parts of the JUMPSTART Passover theme package below to fit both Beavers and Cubs, then added more games and crafts. (If you've never seen JUMPSTART packages, check them out in your local Scout Shop.)

## Background

Passover commemorates the Jewish people's passing from slavery in Egypt, to freedom, though it also has agricultural origins. (It celebrates the harvest of barley, the first of the ancient agricultural year's cycle of crops.) The children of Israel lived peacefully in Egypt for many years, helping the nation prosper. But after some years a Pharaoh arose who decided to make the Jewish people slaves. During this period and the following reigns of Ramses II and Merneptah, the Jewish people had to work hard to build Pharaoh's cities and pyramids. God heard the cries of the slaves and sent

Moses to speak to Pharaoh to let the Jewish people go. Pharaoh refused, so God sent many terrible plagues to the land of Egypt. Each plague, however, passed over the Jewish people (hence “Passover”) without harming them.

Finally, after the tenth plague, Pharaoh ordered the Jewish people to leave immediately. As the Israelites reached the Red Sea, Pharaoh changed his mind and ordered his army to bring back the slaves. In terror the Israelites raced to the Red Sea, where God parted the waters to allow His people to pass over to the other side. Following hot on their feet, Pharaoh's army thundered down into

the dry Red Sea bed. God closed the waters over Pharaoh's army, freeing the Jewish people for good.

Highlights of the Passover observance include eating matzoh throughout the festival, and the festive meal (Seder) ushering in the holiday at which the Passover story (Haggadah) is read. Seder (SAY-der) means “order,” since the Haggadah follows a set pattern for observance and eating. Jewish people observe Passover for eight days.

During Passover, Jewish people do not eat food that contains leaven or yeast, such as bread. This restriction is to remind Jews of the hasty departure from Egypt when there was no time to let any bread rise. The home is meticulously cleaned to get rid of all leaven crumbs. Any products containing leaven (called hametz) are put away in a cupboard. Traditionally, the night before Passover there is a ceremony called “the Search for the Leaven.” This search provides great fun and is usually conducted by children. Since the house has been thoroughly cleaned in preparation for Passover,

“Jewish people had to cook and eat in the open for 40 years. We're making our lunch over small fires.”



Photo: Ron Zimmerman

parents scatter a few bread crumbs in various spots in the home. Using a feather, wooden spoon and candle (or flashlight), the children search and sweep up any crumbs they find. The house is then declared ready for Passover. The Search for Leaven is also a symbolic reminder that we should take time to search the crevices and crannies of our hearts for ill feelings or deeds.

### Plague of Frogs

One plague God sent to Egypt to force Pharaoh to free the Israelites was an infestation of frogs.

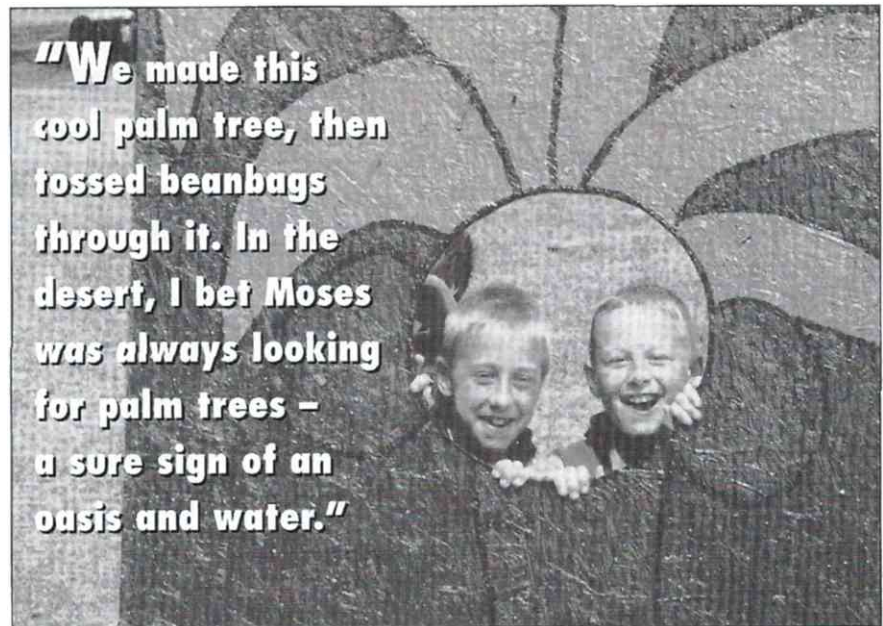
Line Beavers up in lodges and have them leap-frog over each other to the end of the meeting hall. The first lodge to reach the end sits down and yells out, "RIB-BIT!!"

For Cubs, set up a simple obstacle course over chairs, under tables and through giant hoops. Starting in relay formation, the first two Cubs in each line leap-frog over each other at least four times before reaching the first obstacle, which they climb through or over. On the other side they leap-frog each other at least four more times before reaching the second obstacle. They continue leap-frogging four times before each obstacle until the end. Then they race back to their teammates and the next pair starts.

### Froggy Masks

Beavers and Cubs will make different frog masks with this craft.

Beavers will need paper plates, green and black paint, glue, cotton batting, scissors, string, ribbons and stickers. Start by cutting out large eye and nose openings in the plate. Then let the Beavers decorate the plate



**"We made this cool palm tree, then tossed beanbags through it. In the desert, I bet Moses was always looking for palm trees - a sure sign of an oasis and water."**

Photo: 4th Courtesy Group

however they wish making colourful frogs. Stick cotton all over the paper plate, and colour it with green paint. Glue on ribbons and put on stickers. (See diagram)

When finished, punch holes at opposite ends of the pie plates, and thread the string through. The sting will keep the masks on young faces.

For Cub masks, you'll need large paper grocery bags, green paint, cotton batting, and scissors. Paint the grocery bag green, then cut out very large holes for eyes. Glue on cotton balls and paint them green. Finish by painting on frog-like features with the black paint.

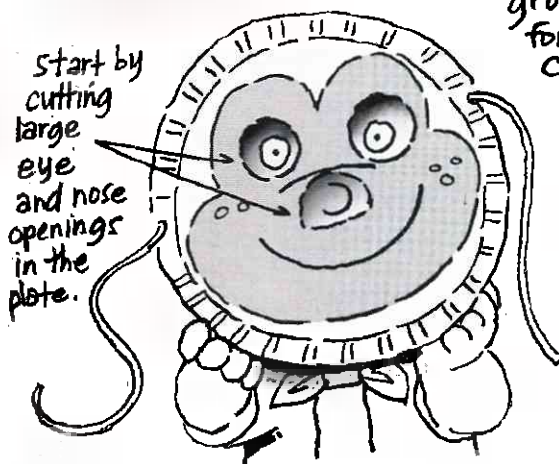
### Passover Foods

Before your meeting, gather or make the following foods. At the end of your Passover theme, enjoy these snacks.

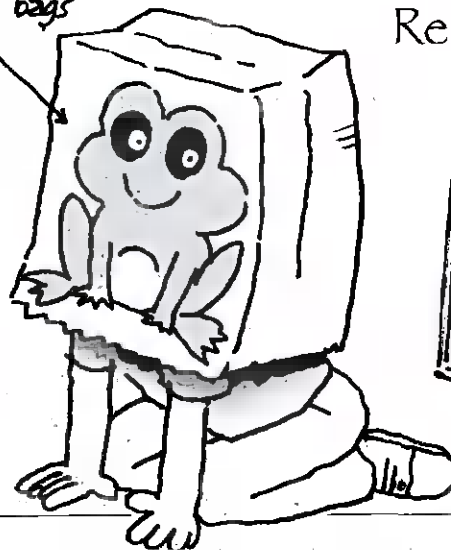
- Matzoh: large crackers sold in boxes.
- Gefilte fish: ground fish (usually whitefish) mixed with matzoh meal to make fist-size balls. Slice them up so every child can have a taste.
- Macaroons: come in many flavours in tall cans. A real treat.
- Haroset: break up a piece of matzoh and put a spoonful of haroset on it for eating. Here's the recipe for haroset. Mix in a large bowl 10 Delicious apples (peeled and cut into fine pieces), 250 mL raisins, 45-60 mL of honey, 500 mL grape juice (to moisten the above ingredients), and cinnamon to taste.

Refrigerate overnight so the grape juice can soak into the apples.

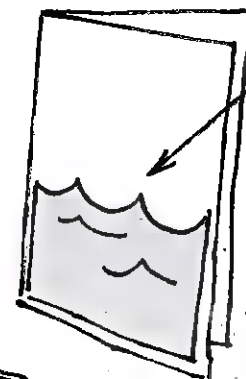
## Froggy Masks



Use large paper grocery bags for Cubs.



## Red Sea Picture



Draw waves or cut blue paper to resemble waves. Then glue them on.



### "Out You Go!"

After the last plague hit Egypt, Pharaoh ordered the Israelites out of the country. They left very quickly, expecting Pharaoh to change his mind. When the Israelites were approaching the Red Sea they heard chariots coming after them, turned around and sure enough it was Pharaoh! Moses prayed to God, and He separated the Red Sea for His people to rush through. When Pharaoh tried to follow, God sent the waves crashing down on the Egyptian army. That was the end of Pharaoh!

Organize chariot races using wagons. Two Beavers or Cubs pull the chariot with one person (Pharaoh) riding in it. In relay formation, kids race against other teams to the opposite end of the meeting hall and back, where they switch positions so everyone eventually gets to be Pharaoh. If a chariot tips over, the players must return to the start and begin again.

### Red Sea Picture

Red Sea pictures require white and blue construction paper, markers, scissors and glue.

Holding a piece of construction paper lengthwise, fold the edges so they meet in the middle of the paper. On the outside, draw waves or cut blue paper to resemble waves; glue them on. Open the fold to resemble the parting of the Red Sea and draw the Jewish people fleeing from Pharaoh. Your Beavers or Cubs can



## PASSOVER WORD SEARCH PUZZLE

**P**hotocopy this word search and get your Cubs to race in sixes to see who can find all the words in the least amount of time. Appearing horizontally and vertically, the words are: festival, pharaoh, red, sea, Elijah, Seder, slave, Egypt, Moses, God, and hametz.

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

After completing the word search, talk about how God helps us when we call out to Him, as the Jewish people did at the Red Sea.

draw people walking, riding on animals and carts, and carrying their belongings. (See diagram on page 7.)

### Hunt for Hametz (a Game)

Scatter bread crumbs around your meeting area. Give each lodge or six a number of white turkey feathers (available at craft stores), wooden spoons and flashlights. Send the Cubs and Beavers off to look for crumbs; when

they find them, they must sweep them onto the wooden spoons using the feathers, then bring them to a leader. Beavers should try to make a large pile of crumbs, while Cubs can compete against other sixes to see which group can find the most crumbs.

After the game, a leader should make sure all the crumbs are swept up. They'll attract insects and mice – and that's not nice!

## MORE PASSOVER IDEAS

If you'd like more Passover theme ideas, see the Beaver Spring JUMPSTART package that deals with St. Valentine's Day, St. Patrick's Day, Easter, and Passover. It includes many more Jewish cultural activities from this festival.

**The Israelites never had to build a lean-to in snow while camping in the desert. Their challenge was heat and water, not cold.**

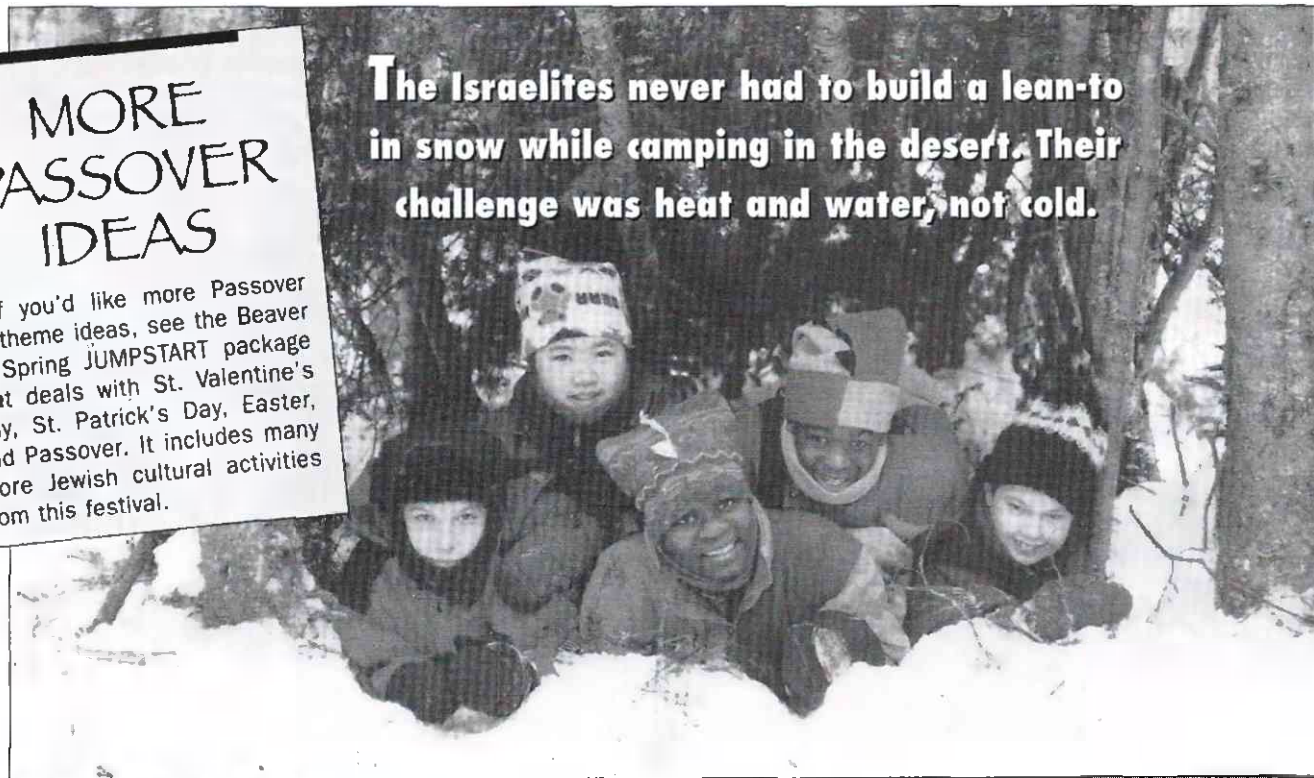


Photo: Steven Kahner



### Race to the Red Sea

Divide your group into two teams. The first team represents the Israelites; the other represents the Red Sea. Give the first team (the Israelites) a five-second head start, then send the second one (the Red Sea) after them. Any players caught by the Red Sea must join that team to pursue the Israelites. Continue to play until the Israelites reach the safety on the other side of the hall. Then switch roles and race back again.

### "Let My People Go"

Jewish people love to sing and dance. Here's a song they sing to help keep their culture vibrant and alive.

When Israel was in Egypt's Land,  
Let my people go!  
Oppressed so hard  
they could not stand,  
Let my people go!

### Chorus

Go down Moses,  
way down in Egypt's land;  
Tell old Pharaoh, "Let my people go!"

The Lord told Moses what to do,  
Let my people go!  
To lead the children of Israel thro',  
Let my people go!

### Chorus

When they had reached  
the other shore  
Let my people go!  
They sang the song of triumph o'er  
Let my people go!

### Chorus

### Brimming Over with Possibilities

When planning your own Passover theme, go to a library and look for these great books: *Matzoh Mouse*, by Lauren L. Wohl; and *The Four Questions*, by Ori Sherman and Lynne Sharon Schwartz. Why not ask a rabbi to attend your meeting to explain some of the customs and perhaps lead several games?

Spring is an excellent time for Beaver and Cub sleepovers. Why not combine a Passover and Easter theme? You might even make the sleepover a linking event. Your Passover theme could include making Egyptian mummies (wrapping toilet paper around a Beaver or Cub). How could you work this into a relay race? Ask your kids. They're sure to have some ideas.

Bring lots of boxes to your program. Israelite slaves helped to build some pyramids. Let your kids pile boxes one on top of the other and make cardboard pyramids. Bring along lots of paint to colour the mountainous artwork. Other kids might want to draw large posters of Jewish people leaving Egypt, or they could draw pictures on construction paper and cover them with mac-tac to make an interesting placemat.

Passover is a festival that's rich in tradition and heritage; it offers countless program possibilities. Dig in!  $\lambda$

### Program Links

Cubs: World Religions Badge,  
Purple Star, Handicraft Badge,  
Artist Badge



## JUMPSTART PACKAGES: They're Problem Solvers!

Have you seen the JUMPSTART program packages available in Scout Shops coast-to-coast for Beavers, Cubs and Scouts?

They provide everything you need to run a full month of outstanding programs, including games, crafts, songs, and other activities.

You'll find Beaver JUMPSTART packages with themes ranging from Dinosaurs, Outer Space, Halloween, and Nature, to Beach Party, Spring, Family and Farm.

Cub JUMPSTART packages range from Knights of Olde, Pirates, Rock-Hounds (rock collecting), and Emergency Preparedness, to Bicycle Safety, Jungle, and Ecosystems.

Scout JUMPSTART packages cover themes like Hiking, Pioneering, Team Building, Water Fun, Map and Compass, and Outdoor Cooking. All packages tie into appropriate badge work.

If you're a busy Scouter or a brand new leader needing direction, JUMPSTART packages can provide lots of immediate help.

**Build a rope bridge – a different way to cross the Red Sea – and set up relay teams racing against Pharaoh's army.**

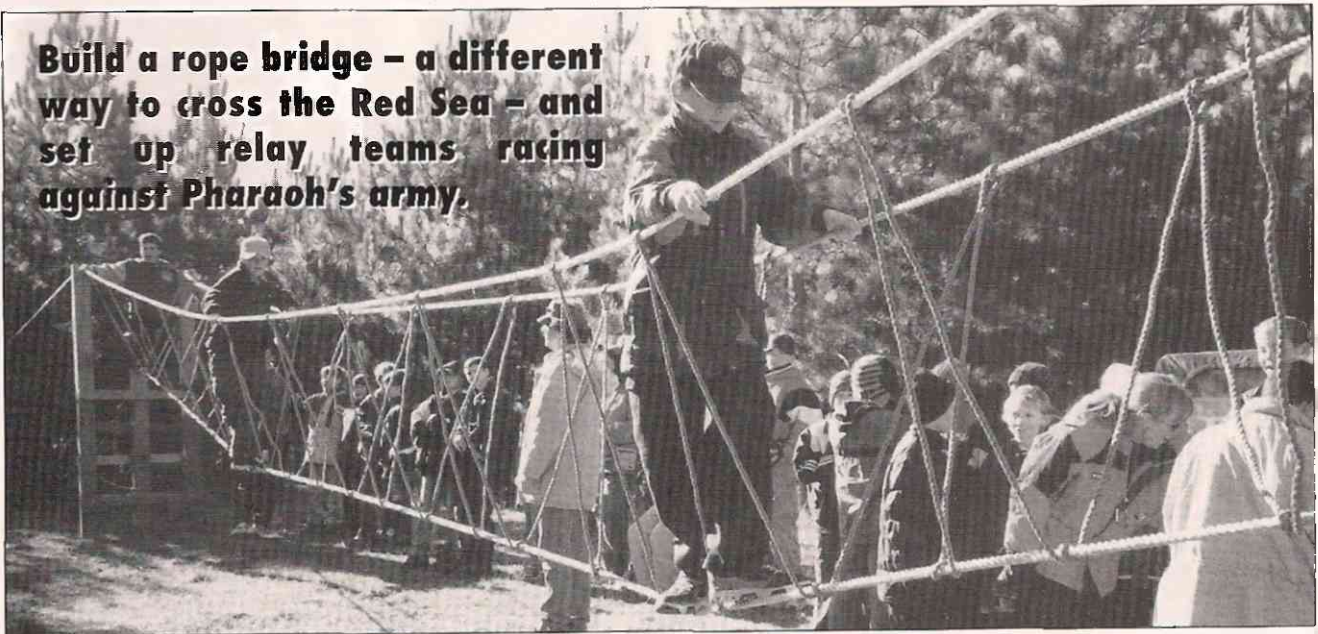


Photo: Sharon McDaniel



# “ON RAPPEL!”

## Run an Outstanding and Safe Rock-Climbing Program

*by Rod Wilson*

*Digital photography by Rod Wilson*



**V**ENTURERS FROM VOYAGEUR REGION (ON) have headed for the hills each autumn since 1994 for "VenClimb" – a progressive program that introduces youth to the sport of rock-climbing. But VenClimb is much more than an annual outdoor activity camp. It's a comprehensive, progressive program that encourages safety and development of rock-climbing skills. As well, it hopes to foster a life-long involvement in the sport.

Local rock-climbers have enjoyed the rock faces of Gatineau National Park for many years. (It's within an easy hour drive of Ottawa.) Although these hills, which soar 300 metres above the nearby Ottawa River, do not offer the majesty and scale of Canada's western mountainous regions, they do offer an impressive range of climbing difficulty: from beginner to expert.

High peaks leading to alpine plateaus are not major requirements necessary to learn rock-climbing, and for Venturers these local hills offer a significant challenge over the indoor climbing gyms frequented by Scouts and Venturers across the country. But rock-climbing carries considerable risk and much of the program must focus on being prepared, training for all participants before arriving at the camp, emergency preparedness, and overall safety.

### **Safety Preparations: Start Early**

VenClimb is usually held at the end of September or early October; planning starts in June. We prepare to accommodate approximately 50 to 80 youth in a nearby farmer's field where everyone camps out under the stars, not far from the hills.

Early registration is mandatory; it allows us to plan and train in all aspects of safety well in advance of the actual weekend. (We will not allow anyone who isn't fully trained to climb – no exceptions!) VenClimb is the last topic discussed at the regional advisor's meeting before the summer break, and the first topic raised when things pick up in the fall.

Once we know the number of companies and participants, we scrutinize the skill levels of the advisors. Our VenClimb on-hill activities are guided by several certified climbing instructors.

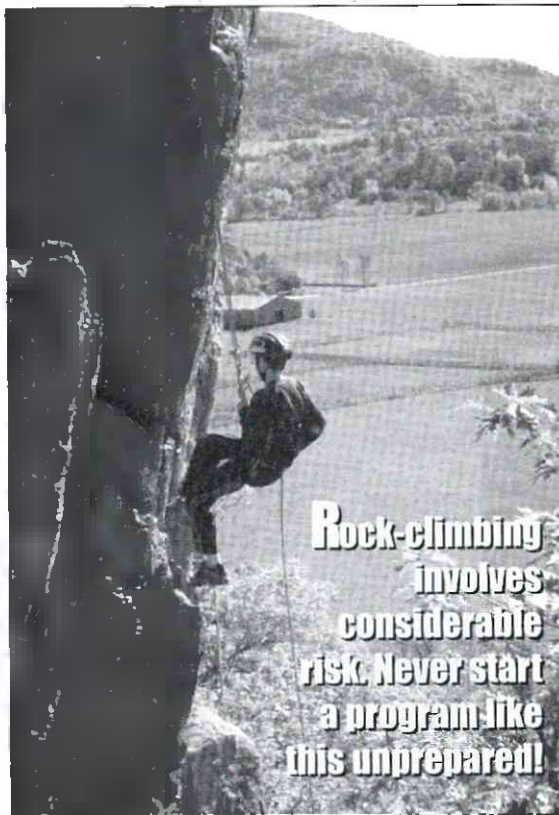
Our climbmaster for the past several years has been Mr. Alan Dimond, an ORCA (Ontario Rock-Climbing Association) certified alpine instructor. We have other

ORCA certified instructors, and several experienced rock-climbers involved, but only one climbmaster. Included in our skills inventory are advisors with:

- Standard First Aid Certification
- Wilderness First Aid Certification
- Search and Rescue Skills.

With 50 to 80 youths taking part, a major requirement is to make sure that *all* adults on the climb are trained in all aspects of climbing safety, and assigned specific roles which they train and rehearse constantly until the tasks become almost second nature.

On-site cell phones play an important role. They are preprogrammed to the local emergency services, and all participants know where to find both them and the safety equipment. An emergency backboard is brought along just in case of back injuries.



### **Advisor Training**

All advisors meet for at least three training sessions prior to the VenClimb weekend. The first session involves an indoor session to re-familiarize everyone with the equipment, rules and guidelines as well as safety procedures. Knots unique to climbing are taught and practised until the advisors can do them without hesitation. Everybody becomes familiar with climbing harnesses and safety checks at these sessions. We also practice belay techniques with climbing ropes stretched out across the floor or secured to stairways. We rehearse and practise climbing, belaying and second belay in detail.

Advisors pay great attention to maintaining discipline during formal dialogue between climbers and belayers. Keeping the climbing youths focused and "on task" has never been a problem

at past VenClimbs because of the vigilance of our trained leaders. Once you know what to look for, recognition of even the slightest error is obvious to all. This year's session lasted over three hours and proved both fun and instructional for all leaders.

### **On-Hill Training Sessions**

Follow-up training sessions take place on the hills; again, it's for advisors only. At this time the leaders receive detailed instruction on how to adopt specific strategies for setting up climbs. We discuss everything from where to climb, to specifics on how to carry out the climb safely. We review key climbing rules constantly, just so no one will ever overlook them.

One fundamental climbing rule involves helmets. Everyone on or near the hill must wear one. We don't allow anyone to even approach a climbing area without one. Why? Loose stones and rocks are easily dislodged as people climb a hill. Even a small rock can do severe damage if it hits someone's head, neck or shoulders.



## On-Line for Success

Advisors set up all safety lines; on steeper slopes or precipitous edges everyone must be clipped to them. Our participants check their own harnesses and tie in's, as well as have a fellow climber check them.

During these advisor training sessions, the climbing routes are set up exactly as planned for the youth. Experienced climbers know that safe climbing relies on redundancy, and eliminating any single failure point. VenClimb has never strayed from this practice; it's resulted in an outstanding safety record.

Once all ropes are set up and in place, the advisors are able to learn

## Safety: The First Priority!

**R**ock-climbing and rappelling are safe when everyone follows the rules. Here are some for you to watch out for.

- ☞ Always have a safety harness on each person climbing or rappelling. If the youth makes a critical mistake, the extra rope held by several adults on the ground will lower him or her to the ground safely.
- ☞ Before your climbing and rappelling camp, spend weeks going over safety procedures, first aid, knots and physical/mental preparation with a qualified instructor.
- ☞ If your Scouts or Venturers aren't ready for the challenge, don't hesitate to cancel or postpone the activity.
- ☞ Have plenty of extra parent volunteers present who have taken part in pre-camp activities, and know what to expect.
- ☞ Encourage youths to try rappelling, but don't 'push' too hard. Most people know their limits. Respect them for whatever decision they eventually make.
- ☞ Remember to tell others where you're going and when you'll be back.

about the climbs themselves, get advice from those more experienced, hone personal climbing skills, and review all planning aspects of the event.

Often we run two separate climbs:

- Part 1 for less experienced climbers
- Part 2 for more experienced youths.

This particular year we decided just to run a Part 1. Next year the skill level of our Venturers will be higher, and perhaps we'll be able to return to a doubled barreled approach.

## Pumping Up the Youth

Prior to our big climb weekend, advisors review all details with their youth, starting and ending with safety issues. Over the years we've prepared a participant's manual that is available for others to see. (View it by surfing to: [http://www.ncf.ca/~ad554/VenClimb\\_Manual.pdf](http://www.ncf.ca/~ad554/VenClimb_Manual.pdf).) At a meeting immediately before the climb, we review the contents of this manual as well as all safety measures and procedures

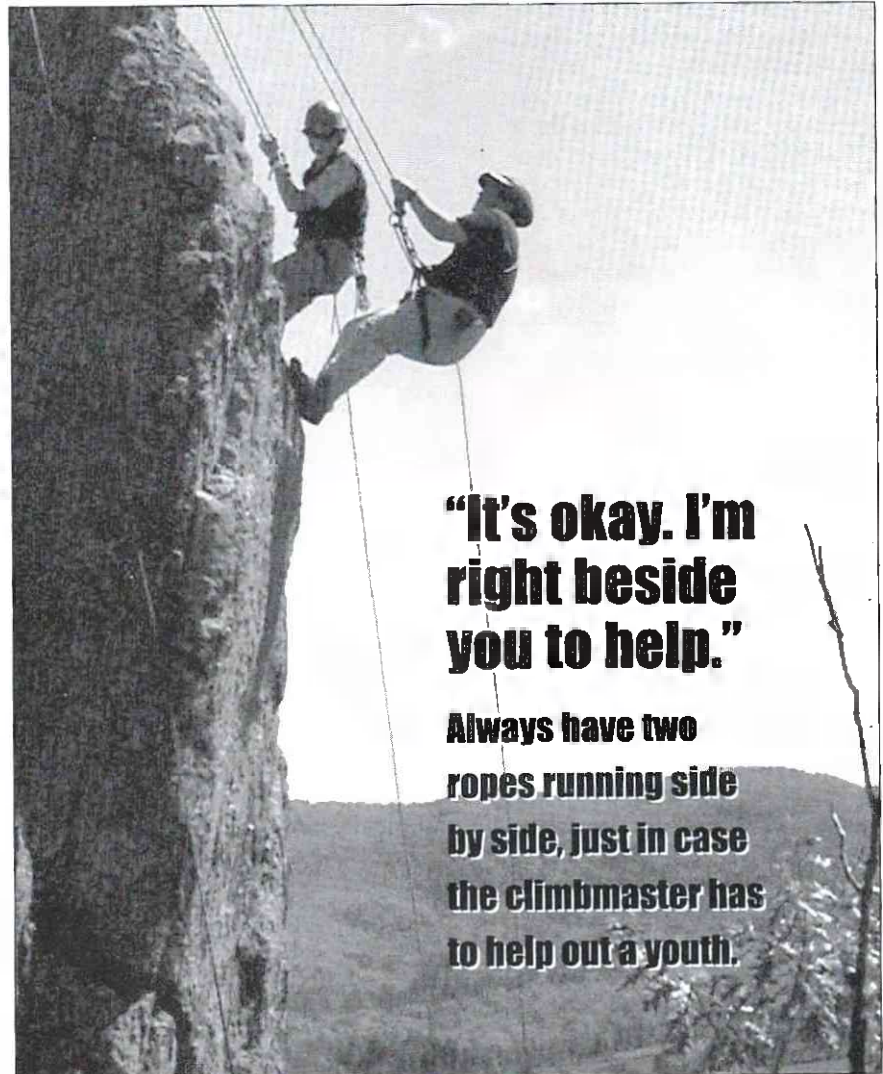
for the climb so everyone knows exactly what to expect. Each company arrives sensitized to the safety concerns... and pumped for an exciting weekend.

Our Venturers arrived on Friday night for a fantastic fall weekend at La Ferme de la Montagne, at Luskville, Quebec. The generous La Framboise family granted our teens the privilege of camping on their farm property; all companies came self-contained for camping.

In some past years climbers had to park a considerable distance from the climbing site, and hike and haul all required equipment to the hill. Last year we didn't have to do this. As well, we were blessed with outstanding weather: crisp, clear, cool skies – nothing short of ideal conditions.

Saturday morning dawned early for some. Ground school started at 7:30, just after our horseshoe formation gathering, so breakfast was prepared, eaten and cleared prior to heading out.

Because VenClimb has become an annual event, some of our youths are



**"It's okay. I'm  
right beside  
you to help."**

**Always have two  
ropes running side  
by side, just in case  
the climbmaster has  
to help out a youth.**

Photo: Rod Wilson



quite experienced; for others it's an entirely new, very thrilling experience.

Our most experienced Venturer helped the climbmaster set up the climbs. Throughout we made good use of the small, portable two-way radios. These proved exceptional for coordinating setup, and were a wise safety addition. All other Venturers attended a ground school, and reviewed climbing techniques and practices. Everyone had the chance to shake out his or her kit and set-up with harnesses and helmets. By about 10 a.m. our advisors were satisfied with the group's readiness, so we started the long hike to the top of the hills.

Our advisors decided that the Venturers would climb a site known as "Home Cliff." Because this is a popular site for climbers from all over the National Capital Region, we advised the local Alpine Club chapter that we would be there on the weekend to avoid disappointing others. (Thoughtfulness for other climbers goes both ways.)

Fortunately, there are many great climbs in the Gatineaus so we had this particular location to ourselves. We set up five top rope climbs, and two rappel stations. Advisors were deployed to assist and monitor safety, but the climbing and belay activity was performed entirely by the youth. The individual routes were set with a couple of easy ones, several harder climbs and one major challenge route.

The rappel stations were popular, but it takes a certain amount of courage to jump over the brink for the first time. The two rappels were set up side-by-side so if one rappeller felt uncomfortable or froze, help was close at hand. Fortunately, this year we didn't need the extra rappel ropes.

### "Fantastic Climb Everyone!"

By the end of the day, everyone was feeling terrific. What a spectacular day! As dusk approached, we took down the climbs and returned to our campsite in time to prepare dinner and enjoy a campfire or two.

Did our Venturers stay up all night talking and playing tricks on each other as at most camps? No way! Our teens were so tired from climbing up and down rocks all day that most headed for the snuggly comfort of their sleeping bags pretty early. All was silent by 11:00... in preparation for Sunday.

Early the next morning, after another wholesome breakfast, we loaded



up all the ropes and kit and drove several kilometers down the road to some other cliffs near the Luskville waterfall. The rock formations there were different; the climbs are longer, higher and more challenging. Again beautiful weather blessed us. We also had an unparalleled view of the Ottawa River Valley. Wow!

Eight different routes were set up, and everybody had a chance to try them out. Some of these routes were only 10-15 meters high, but possessed secrets and challenges that teased and tried many. The day sped by and soon we found ourselves back at camp, packing up and ready to head home. We had tested and stretched muscles that few even knew had existed before this fabulous weekend.

### Pay Attention to Details

VenClimb has been a success year after year for many reasons. We've avoided serious injury, but that didn't just happen as an 'accident'! All leaders have adhered strictly to important safety details and planning. This program has really fostered an appreciation and real love of rock-climbing among our teens.

Is your group planning a rock-climbing adventure? Here's some advice: plan months ahead, get expert help, and stick to all safety procedures. Then, expect your climbers to love it.

### Program Links

Scouts: Safety Badge, Troop Specialty Badge, Adventuring Challenge Badge  
 Venturers: Personal interest Activity Award, Exploration Activity Award

— Rod Wilson is the Venturer Advisor for the 1st Manotick Venturer Company Located near Ottawa in Voyageur Region.

## ROCK-CLIMBING TERMS

**W**hen scrambling up a rock face, climbers use specific terms to clarify their needs or warnings. Here are some.

**Belayer:** A belayer is a climber holding the safety rope at the bottom of the hill. Before the ascent, the belayer helps check that the harness is properly secured.

**"Slack!"** Means the climber wants some slack in the rope.

**"Tension!"** Means the climber wants more tension in the rope.

**"Falling!"** A climber calls this out if he or she is falling. It warns the belayer to take up any slack on the safety rope.

**"Rock!"** Anyone seeing a falling rock yells out this warning.

**"Rope!"** This warning from climbers at the top of the cliff tells those at the bottom that a rope is coming down.

A typical pre-climb conversation should sound like this:

**Climber:** "On belay!"

**Meaning:** The climber is asking the belayer if he or she is ready.

**Belayer:** "Belay on!"

**Meaning:** I'm ready for you to start climbing now.

**Climber:** "Ready to climb!"

**Belayer:** "Climb on!"

**Climber:** "Climbing!"





# On the Trivia Treasure Trail: Part 1

## *Is that a fact or factoid?*

by Colin Wallace

**W**ELCOME TO THE INFORMATION Age where every day at work and at home, through multimedia magic, we face a flood of facts, a deluge of data. Unfortunately, with this infestation of information comes the challenge of having to separate fact from fiction. And, even after we have eliminated the fanciful, we must further distinguish between facts and factoids.

Factoids?

Factoids – sometimes dismissed as mere trivia – are those interesting, amusing tidbits of information about unimportant or inconsequential topics that we like to share with our friends and neighbours to impress them. For example, did you know that in 1927, a Scout using a fire-bow started a fire in only 23 seconds? The same Scout, using a flint and steel, got a flame going in only 2.8 seconds!

### **Trivia: An Obvious Program 'Hook'**

Could your Scouts duplicate or even beat those impressive feats? Why don't you incorporate more trivia in your program? You could stimulate physical, mental, social and even spiritual development, while having a lot of fun at the same time. If you're looking for a subject with immediate program appeal, this is it.

By applying a little trivia to a topic, you could spark some interest in the subject area – at least at an entry-level. Knowing that a Scout in 1928 took only 36 seconds to tie all six of the Tenderfoot knots (i.e. a reef, a bowline, a sheet bend, a sheepshank, a clove hitch, and a round turn with two half-hitches) could inspire your Scouts to acquire a similar expertise. Of course this ties into badge work.

You might be tempted to think of trivia as, well... trivial, but don't underestimate it. Using trivia in inter-pack or inter-patrol quizzes, stories and activities could provide Cubs,

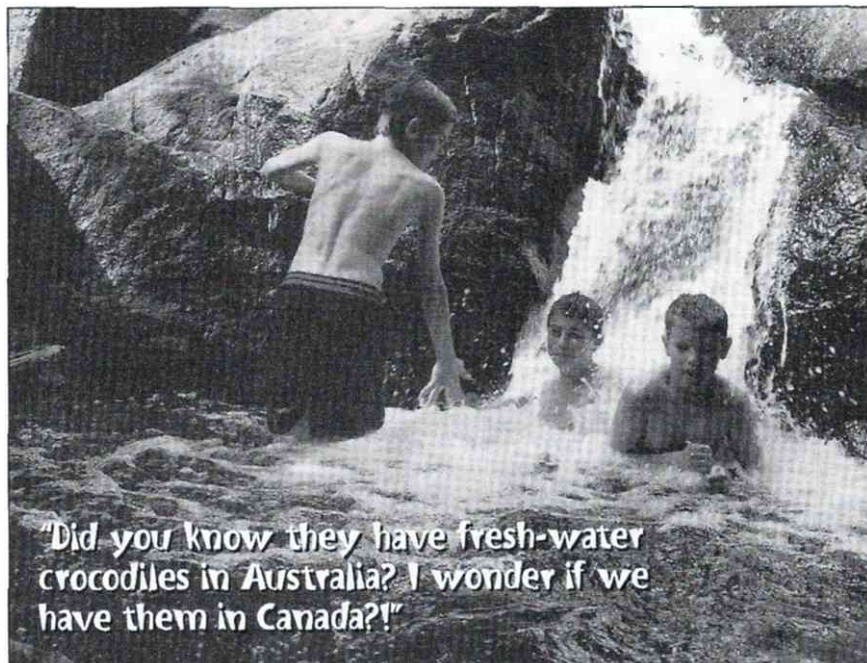
Scouts and Venturers with some new experiences. Try a few of the following games to inject some trivia into your pack, troop or company program.

### **Icebreaker Activity**

Start one of your Courts of Honour by inviting everyone to share two truths and one lie about him or herself (personal trivia). Listeners must decide what's true and what's not. Afterward, discuss how each person reached his or her conclusions about the truthfulness of the trivia.

### **Circle Trivia**

Ask everyone to stand in a wide circle, facing inwards. The activity leader reads out an item of trivia. (Use the trivia items found in this article's sidebar or think up your own before or during the meeting. Why not ask each patrol or six to think up five trivia items, like... what's the model name of Harry Potter's broomstick? Or, what's the name of Frodo's village?) Everyone who thinks the



*"Did you know they have fresh-water crocodiles in Australia? I wonder if we have them in Canada?!"*

Photo: Dawn Kassis



item is true steps forward one pace. Everyone who thinks the item is false steps back one pace. Those who guessed correctly, stand still while those who guessed wrong perform two sit-ups. Reform the circle and continue reading out further trivia items. It might prove a great way to develop mental and abdominal muscles. Or, you could require those who give an incorrect assessment, to tie a knot or lay a fire or some other Scouting feat.

### Trivia Relay

Form your sixes or patrols into relay formation. One at a time, players run forward and turn over the first trivia card. (Teams must answer the same questions.) Each player returns to his or her six or patrol with the question, then members decide as a group if the item is true or false. After they've decided on a collective answer, they mark their decision on an itemized score card, earning points for each correct item. The next youth runs forward to read another card and the game continues.

Scouts can also earn bonus points for making all their decisions within a short time limit. What a great way to improve communication and decision-making skills.

### Trivia Is Fabulously Popular

Trivia is perfect as a Scouting activity; it lends itself to the creation of many different activities. You only have to check your television listings to see its popularity. Shows like *Win Ben Stein's Money*, *Jeopardy*, *Who Wants to Be a Millionaire*, and *The Weakest Link* are all based on trivia, and they're all wildly popular.

Our troop once staged a hilarious version of one such game; for a Parent's Night, our members renamed it *Hollywierd Squirts*. Your troop could invent some variation of its own. You don't have to, model your game or program on a television show. Why not adapt a board game like checkers to trivia? Or, what about a trivia Snakes and Ladders game?

### Trivia Snakes and Ladders

Use chalk, twine or tape to lay out a Snakes and Ladders grid on the ground. As each person lands on a square, he or she must answer a trivia question. Patrols try to move their members through the grid as quickly as possible. It doesn't matter that players hear the items of other players; that just makes it more of a learning experience by giving them more trivia to remember.

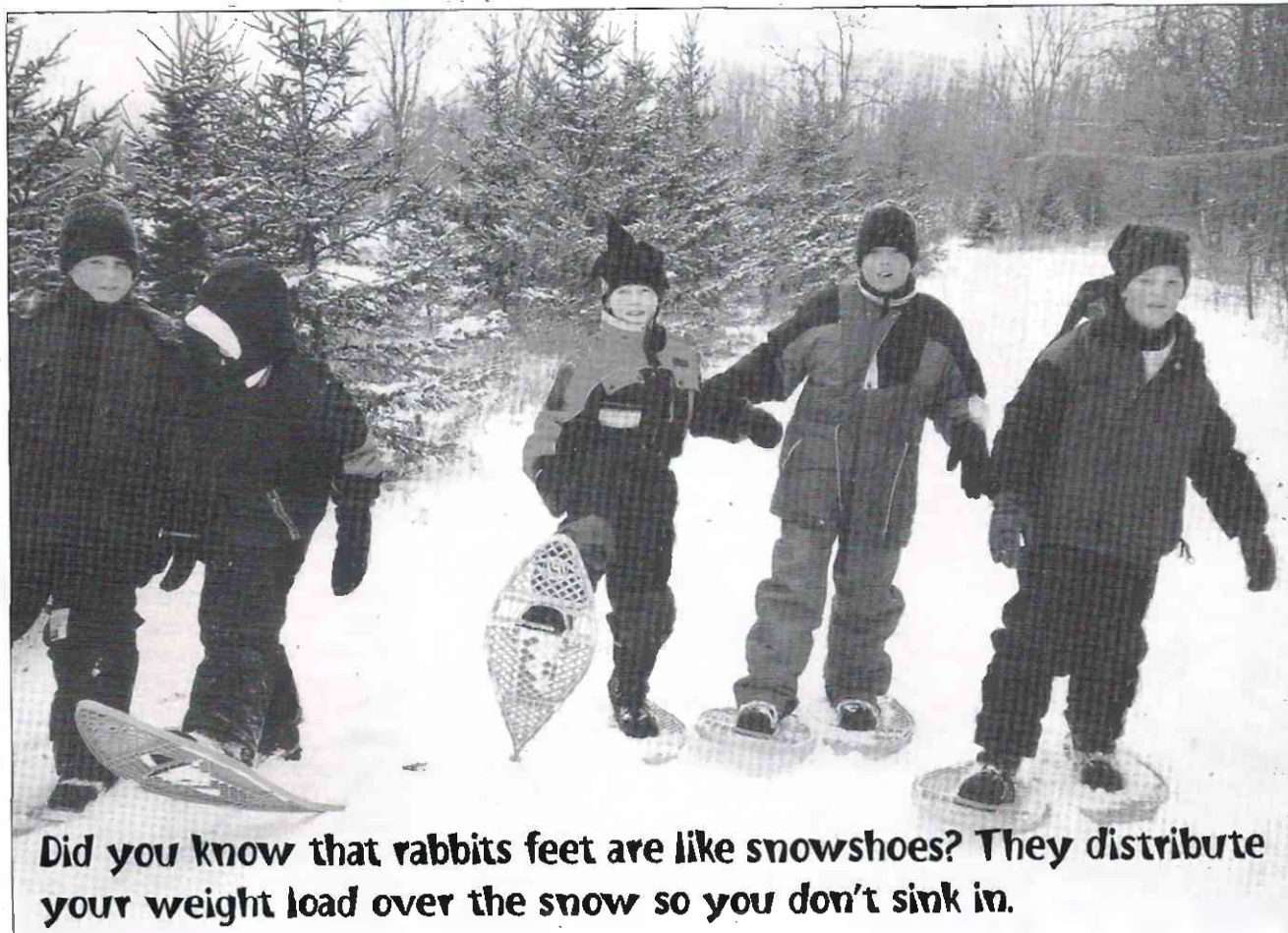
## MORE TRIVIAL TRIVIA

Here are some more trivia items to work into your program. (Next month's Part 2 will have scores more.)

- Charlie Chaplin once won third prize in a Charlie Chaplin look-alike contest.
- Astronauts are not allowed to eat beans before they go into space because passing wind in a spacesuit damages it.
- The Guinness Book of Records* holds the record for being the book most often stolen from public libraries.
- The original name for butterfly was flutterby.

### Inner-City Trivia Hike (or Car Rally)

Give each patrol 50 trivia items, each in a sealed envelope and numbered from 1 to 50. At five-minute intervals, each patrol walks to the nearest intersection where it opens the first envelope and decides if the item is true or false. If members decide that



**Did you know that rabbits feet are like snowshoes? They distribute your weight load over the snow so you don't sink in.**

Photo: Marie Patyka



the item is true, then they turn right. If false, they turn left. They must open the least number of envelopes to reach a secret destination within a certain time. If they haven't arrived at the destination by the deadline, they may open an envelope containing instructions on how to find it.

Award points for each correct decision made along the route. Don't give the teams any answers during the hike. Waiting until the final debriefing session where they receive the answers will give them a chance to consider the effectiveness of their decision-making process.

### The Problem with Trivia

Trivia does cause a few problems to astute Scouters. For instance, you can't always investigate it without putting yourself at serious risk. I mean, who discovered that banging your head against the wall uses 150 calories an hour? And who spent time figuring out that if you yell for 8 years, 7 months and 6 days you produce enough energy to heat one cup of coffee?

I can almost appreciate the thirst for knowledge that led someone to learn the tongue is the strongest muscle in your body, but what poor soul realized too late that your stomach has to produce a new layer of mucus every two weeks or else it digests itself?

So, you must learn to be selective when you gather trivia. By all means, practice being open-minded, but not gullible. Also, consider how you know what you know. Think about how you can best use new information. Reflect on how you can link new information with your existing knowledge.

A large part of Scouting involves education and learning, but in a fun environment. Trivia fits the bill perfectly. See Part 2 of this trivial article next month for many more program ideas. A

— Colin Wallace is a very trivial and puzzling leader. He sometimes thinks he lives in Scarborough, ON. True \_\_\_ or False \_\_\_?



**Falling in snow doesn't hurt because snow is mostly air, like popcorn.**

Photo: Chris Baxter

## TRIVIA-RELATED CAMPFIRE SKITS?

Your Cubs, Scouts or Venturers could use trivia as the premise for campfire skits. Try a version of charades where each person mimes, while the audience guesses the trivia item.

- The average human eats eight spiders in a lifetime at night.
- A crocodile cannot stick its tongue out.
- Elephants are the only animals that can't jump.
- An ostrich's eye is bigger than its brain.
- Snails can sleep for three years without eating.
- Butterflies taste their own feet.
- Starfish have no brains.
- An elephant can smell water three miles away.
- A rat can last longer without water than a camel.
- A giraffe can clean its ears with its 54 cm long tongue.
- A male emperor moth can smell a female emperor moth up to 11 km away.
- A cockroach will live nine days without its head, before it starves to death.
- The most common cause of death for beavers is being crushed by falling trees.
- Giraffes have the highest blood pressure of any other mammal.

### Factoid Fable

Around a campfire, build a story by having each Scout in turn incorporate an item of trivia into the narrative. If your players experience difficulty coming up with their own items of trivia, give players a card with a trivia item printed on it. Each youth continues the story by seamlessly weaving his or her trivia item into it. This helps everyone to cultivate listening skills because they'll have to pay close attention to the story line so their own trivia item matches the context.





# Thirty Years of Putting Down Roots



## 70,000,000 trees and counting!

by John Rietveld

**T**HIRTY YEARS AGO THIS spring, Scouting endorsed a new program: Trees for Canada, now known as Scoutrees for Canada. The Ontario Council first agreed to test the idea, based on the experience of a Manitoba Scouting program called Trees for Tomorrow.

We held our first Scouts Canada "Dig Day" in May 1972; trees were planted by Scouts from the Georgetown and Acton areas of Ontario. By the next year, the program had spread across the country. In 1995, Scouting celebrated an impressive record of 50 million trees planted. When the 2002 planting season concludes this June, our record will reach 70 million trees. What an astounding achievement!

This year about 80,000 youths and leaders will descend on parks, conservation areas and Scout camps in April, May and June to plant approximately two million trees. That's a lot of green plants scrubbing the atmosphere clean.

### Multi-Purpose Reasons

Why is Scouting involved in planting trees?

We have two major reasons. First, this is an important environmental program. Every section should participate in Scoutrees. Scouting believes in good environmental stewardship.

Planting trees helps members gain an appreciation for our forests and green areas. As well, Scoutrees for Canada compliments our other programs in many ways. (Your members can meet

and round out their year with Scoutrees planting will raise enough money to run a full year of programs without any additional fund-raisers. This leaves more time for exciting and adventurous outdoor activities.

When you get involved, your section benefits immediately, as does the Canadian Scout Brotherhood Fund. Approximately 15 percent of funds raised through Scoutrees for Canada is ear-marked for special projects that support community development in Third World countries. (Scouts Canada's International Relations Committee administers the Fund.)

Three generous sponsors donate much of the money for the Scoutrees program. Our sponsors this year include the St. Joseph Corporation, Daimler Chrysler and Abitibi-Consolidated.

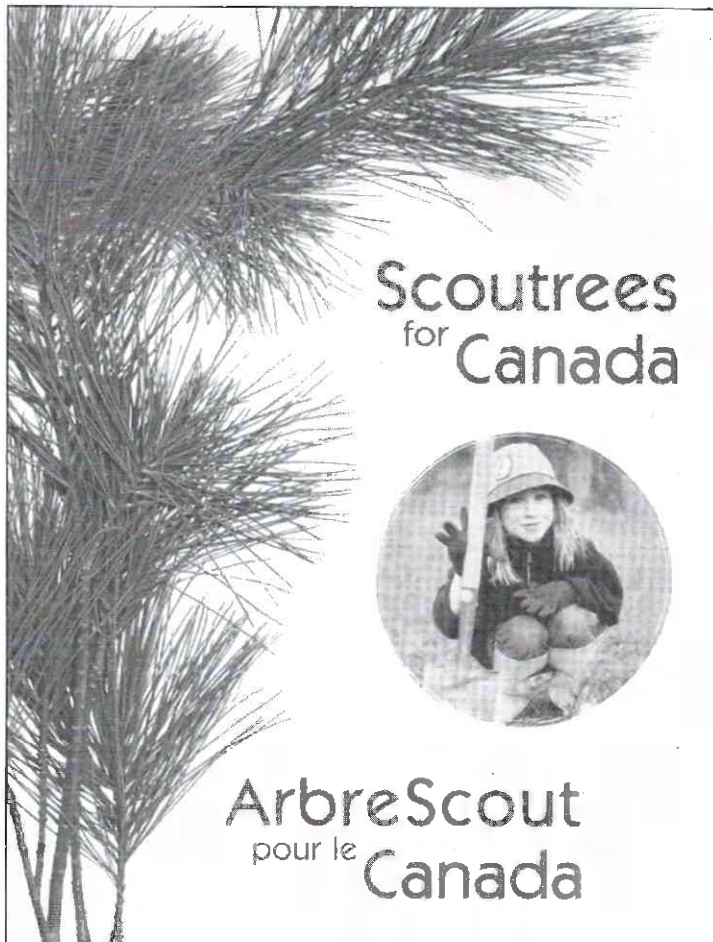
### Dig In for Fun!

"But we make enough money just through calendar and popcorn sales," you might say.

That's good, but you can still take part in this

exciting activity. After all, planting trees is *the number one purpose* of the Scoutrees for Canada program. Next month, the **Leader Magazine** will feature a cover article on Scoutree activities (games, crafts and songs) that Beavers and Cubs can enjoy while out planting trees. Make sure you combine these activities with your planting program.

Scoutrees for Canada: the next generation of Canadians is planting the next generation of trees! That's pretty cool. ^



many of their badge and star requirements by participating.)

Is your section involved? If it isn't, contact your regional office today and inquire about planting dates. Get involved. It's a fun and useful activity.

The second major reason for participating in Scoutrees is fund-raising. Scoutrees is one of three nationally endorsed fund-raising programs. The others include the Scout Calendar and Trail's End Popcorn. Sections that sell calendars in September, popcorn in the fall and winter,

Photo: Allen Macartney



# Leadership: It's More than Just Saying "Do IT!"

by Loui Cunningham

**T**his month we explore some ideas about what makes a good leader. Spend some time discussing these during a leadership meeting, or with Scouts and Venturers. Look for ways to use these ideas in your group.

## LEADER VS. "BOSS"

**T**here's a difference between a leader and a boss. In Scouting, we encourage leaders to lead by example, not decree. A leader who shows someone else how to do a job and then lets that person try doing it him or herself (learn by doing), will help others to grow.

Here are some thoughts to consider in groups.

- ☞ A boss drives; a leader leads.
- ☞ A boss relies on authority; a leader relies on cooperation.
- ☞ A boss says, "I"; a leader says, "We."
- ☞ A boss creates fear; a leader creates confidence.
- ☞ A boss knows how; a leader *shows* how.
- ☞ A boss sometimes creates resentment; a leader often breeds enthusiasm.
- ☞ A boss fixes blame; a leader fixes mistakes.

Do your members agree with all of these descriptions? Which ones do they think are wrong? Ask them to provide examples to back up their thoughts.

Does Scouting's Promise and Law teach us anything about leadership? What can we learn from them? How can you put what you've learned from this discussion into practise?

## WHY IS A LEADERSHIP TEAM NECESSARY?

Leadership teams:

- Combine talents of all members
- Bring new and improved solutions to unfamiliar problems
- Offer a wider skill and knowledge set
- Multiply resources, and divide responsibility
- Motivate others and build self-esteem by participating in the decision-making
- Encourage all members to participate in achievements
- Prove less stressful for members
- Use individual talents better.

The busier you get, the more you need a leadership team. It will defuse stress, and increase enjoyment for everyone.

## INSPIRE LEADERSHIP SKILLS: A GAME

**U**sually, working in teams to achieve a common goal is a great way to inspire leadership skills. Here is an activity to try with your troop or company. It comes from ScoutBaseUK (<http://www.scoutbase.org.uk/activity/games/.htm>). How many answers can patrols answer?

You will need paper and pencils for each player.

### Game Description

The aim is to increase awareness among players of the range of possible responses to various statements. Hand out a sheet to each patrol with the following points written down:

- Eight uses for a rubber band
- Four ways to start an argument
- Nine things that make you happy

- Five ways to put off doing things
- Six people you would lend money to
- Seven ways to learn things
- Three ways to ride a bicycle
- Five ways to relax
- Two ways to pet your dog
- Three ways to make people laugh.

Each person in the patrol works alone listing as many answers as possible. After eight minutes, share the responses in a wider group.

You might even want each patrol to choose its most unusual response to share with the whole troop. This might be a good ice-breaker activity when working with a new group.



**"Now if I was breaking through the ice, what leadership style would I want you to exhibit?"**

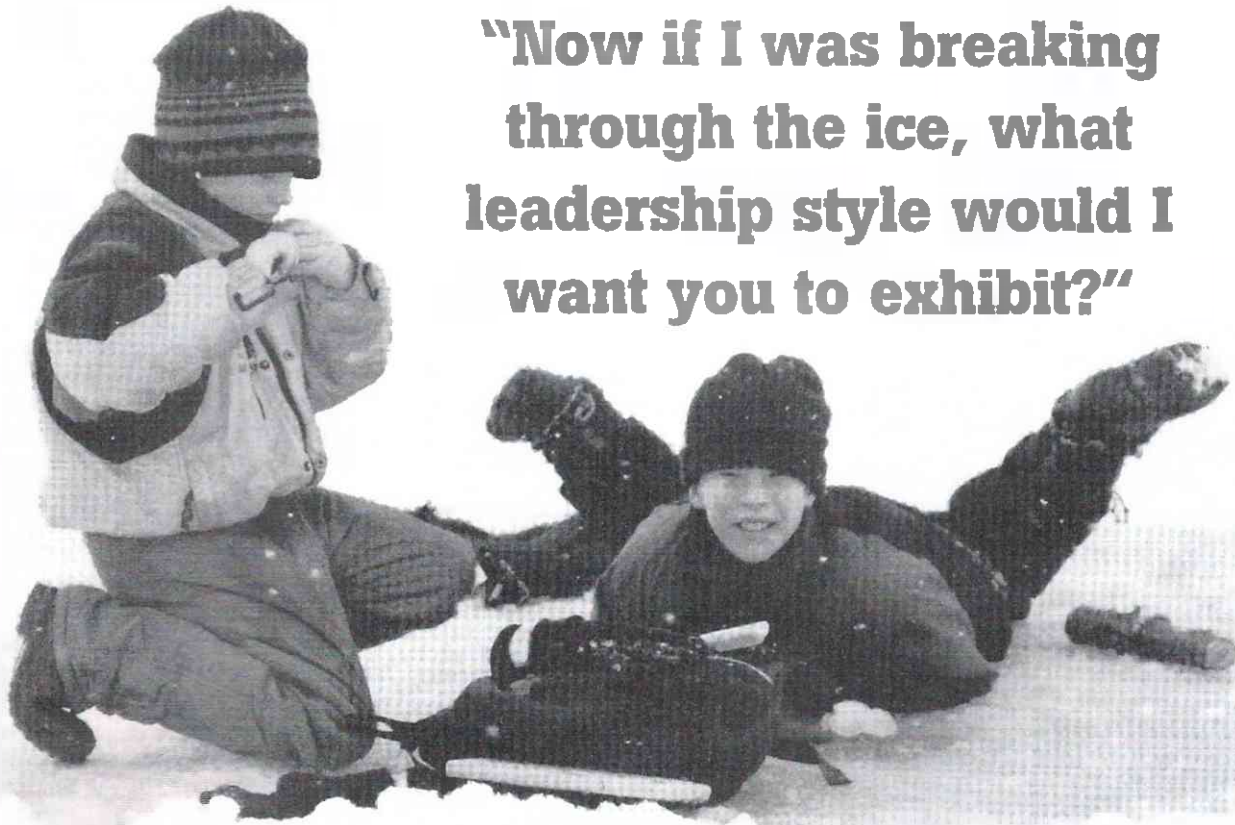


Photo: Libby Nelson

## WHICH LEADERSHIP STYLE DO YOU EMPHASIZE?

**W**hen you look at your leadership team you'll notice different styles within each leader. We all use a variety of styles, though usually we rely on one specific style most of the time. When leaders know when to use which styles and do so thoughtfully, their groups thrive.

Three common leadership styles include:

### *Autocratic*

An autocratic leader makes decisions and expects all others to follow.

### *Democratic*

This type of leader discusses all aspects of a problem with the team, and helps form a consensus. This type of leadership gets all people in the team committed because each takes part in making the decisions.

### *Laissez-Faire*

A leader who adopts this style has little or nothing to do with any decision made.

Each style offers benefits and liabilities, and times when they're appropriate and other times when they aren't. For instance, you wouldn't want the lifeboat officer on a sinking luxury liner in the Pacific Ocean to rely on democratic principles to fill the boats. You would want the person to take an autocratic stance and order children and their care-givers into the lifeboats before all others. But that lifeboat officer might operate by completely different, more appropriate, principles (democratic or laissez-faire) at home.

Ask your members for real examples when each leadership style would be appropriate and inappropriate. Make up a list of situations and ask your Scouts or Venturers which leadership style would be appropriate. Some might include:

- A fire breaks out in the meeting hall.
- Your group is trying to decide where to go for supper: Harvey's or McDonalds.
- A member falls and scrapes his knee while playing floor hockey.
- Should the spring camp be cancelled because of heavy rain?
- You don't have enough seatbelts in cars to drive members to an outing. Should you cancel?
- A canoe tips over in the middle of rapids.
- Should your Scouts go on a biking trip or backpacking adventure?
- The lights go out during a leader planning meeting. Should you cancel and go home?

Review the questions and responses, and discuss the answers fully. Remember, Scouting leaders generally want youth to *learn by doing*. That implies participating in decision-making and outcomes. If a leader (adult or youth) makes all the decisions most of the time, that person will discourage others from learning how to lead, and may breed resentment. ^



# Fun at the Pond

by Ruth Dubeau



## April Fool's Magic!

This program is excellent to use as a linking event with a Cub pack.

For your April Fool's meeting, combine funny games and feats. And, since many Beaver colonies live in areas where Day Light Savings Time takes effect early in April, we've added games to play with shadows, darkness and light.

### Gathering Activity: Shadow Portraits

As your Beavers arrive, have them sit at a table or stand against a wall. Shine a light from one side to cast a shadow silhouette. Draw the silhouette and post it on the wall. During the meeting encourage your Beavers to check out the drawings and identify the silhouettes by name. How many did they get right?

### Make Clown Suits

For these suits, you'll need some large paper grocery bags or plastic garbage bags. You'll also need ribbons, cotton balls, tape, paint and colourful magazine pictures.

*Caution! If using plastic garbage bags, leaders must supervise the activity closely!*

Cut a large opening in the bottom of the grocery or garbage bag for a head, and openings for arms. If using plastic garbage bags, cut a slit up from the large opening in the bag almost as far as the head opening. (This will be the back of the costume, and will provide extra safety to protect children from suffocation.)

Let your Beavers cover the bag with ribbons, painted pictures, and colourful magazine photos. Some children might want to attach cotton balls to make a funny effect. When finished, let everyone wear their April Fool's clown costumes around the colony.

### "It's Just Thumbfoolery"

Do your Beavers enjoy April Fool's tricks? If they do, tell them to make the "thumbs up sign." Now, look at those Beaver thumbs; can they spot a mouse, a moose and a goose? Here's how to help your Beavers find thumb animals.

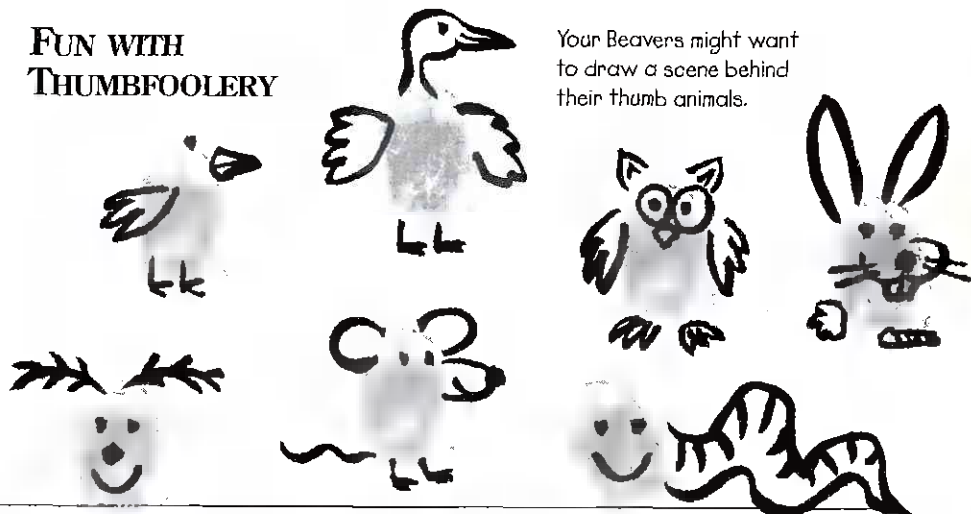
Press your thumb on a stamp pad and roll it firmly back and forth. Now press your thumb firmly on a piece of white paper to make a fine print. Draw a mouse tail, ears and eyes on your thumb print. That's the mouse in your thumb! (See diagram)

Make another thumb print, but this time draw eyes, a nose, a mouth and antlers on it. Meet your moose! Then, make a third thumb print; on this one, draw a long neck, a tiny head and chicken feet. That's your thumb goose. Everyone's thumb contains dozens of animals. Have your Beavers find at least six more. Your Beavers might want to draw their thumb animals with a scene behind them.

### I'm Floored!

Challenge your Beavers with this tricky feat. For each person who tries

### FUN WITH THUMBFOOLERY



Your Beavers might want to draw a scene behind their thumb animals.



the challenge, designate two "spotters" to keep him or her from toppling over. First, kneel on the floor. Put your elbow on the floor, resting against your knee. Have someone place a paper cup on the floor, just touching the tips of your fingers. Leave the cup in that position and clasp your hands behind your back.

Now comes the hard part. Bend forward and pick up the cup with your teeth. Then return to an upright position without losing your balance. Girls often manage this challenge better than boys do - but it's tough for lots of people.

### Money Rescues

Offer your Beavers a free dime if they can pick it up from the floor. "Too easy," says a cocky challenger? The last laugh might be yours!

Stand a Beaver against a wall; be sure her heels touch the wall. (See diagram) That's vital! Place a dime about 45 cm in front of the child's toes. The Beaver must follow two rules: she can't move her heels from the wall, and she mustn't lose her balance. Now challenge the Beaver to pick up the dime. Don't worry. Your dime is safe. It can't be done.

Because you're an exceedingly generous person, give your Beaver another chance to keep your dime. Have another challenger lie on his back on the floor. Balance the dime on his nose. He must make the dime fall off his nose by using only his facial muscles. Don't worry this time either. Your dime is still safe.

### Funny Face Joker Fridge Magnet

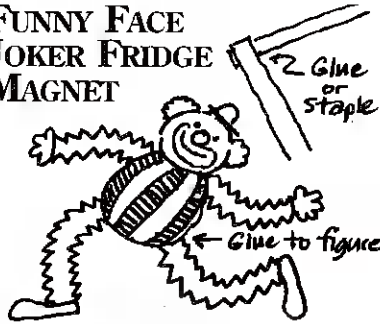
For this craft you'll need construction paper, googly eyes, glue, stapler, markers, scissors, and little fridge magnets.

Ask Beavers to design and cut out a 15 cm high cartoon figure from construction paper. Use markers to draw in a face, then glue on the googly eyes.

Cut out strips of paper (about 30 cm long and 1 cm wide) - eight for each cartoon figure. Make the arm

strips of paper a bit shorter than the ones for the legs. Lie two strips of paper one on top of the other, then turn the top piece so it sticks out at a 90 degree angle from the piece it's touching. (See diagram) Glue the touching ends together, then fold one end over the other repeatedly, making an accordion-like pattern. (See diagram) Make two arms and two legs in this fashion, then glue them on the figure.

### FUNNY FACE JOKER FRIDGE MAGNET



Cut out hands and feet and glue them on. Finish by gluing on a small fridge magnet to the back.

### Hole in the Sheet

Everyone has fun with this game. All you'll need are scissors, one sheet in which to cut holes, and tacks or tape with which to hang the sheet.

Hang the sheet in a doorway. Cut a small hole at Beaver-nose height, a second hole at ear height, and a larger hole at Beaver-knee height. Arrange half the players on each side of the sheet. Both teams take turns choosing a player who pushes his or her nose and a kneecap through the holes, while the others guess whose nose and knee they see. Some Beavers might choose to push an ear and knee through the sheet instead. Give everyone a turn to display a nose, ear and knee.

### Shadow Tag the April Fool

This game involves tons of running; it's a super way to burn off excess energy. Play it outside if possible.

Choose one person to start as IT. When IT tags a person by stepping

on his or her shadow, IT calls out "April Fools!" The "tagged shadow" now becomes IT.

### The Invisible Picture

You will need white crayons, white candles, white paper, watercolour paint, and brushes.

Have Beavers draw a simple "invisible" picture or message on paper with a white crayon or white candle. Ensure that they press hard on the crayon or candle. They shouldn't colour in all areas with the white crayon. When they cover the paper with watercolour paint, the original picture will appear magically.

### Guess in the Dark

You'll need papers, pencils, and an assortment of items such as a potato, a kitchen scourer, an eraser, an orange, a hair-clip, a toothbrush, etc. If you can't darken your room, you'll need a bag.

All players sit around a table, each with a paper and pencil. Leaders darken the room by turning out the lights and drawing the curtains. The room must be dark enough that players cannot distinguish an object in their hands. (Otherwise, leave the lights on and conceal the item in the bag. Beavers can then reach into the bag without looking to identify the object.)

Pass the first mystery object around the group and ask players to identify it by touch alone. Once everyone has handled the object, hide it from sight, turn on the lights, and ask your Beavers to draw what they think it is. Then, turn the lights out again and send around the second object.

At some time during your program, tell the jokes found on page 38 of this issue. Your Beavers will enjoy the chuckles. End your program by letting everyone share their favourite April Fool's prank. \

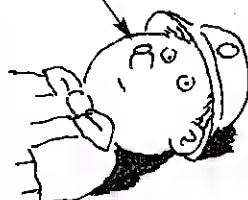
— Ruth Dubeau lives in North Bay, ON. She's nobody's fool.

### MONEY RESCUES

Be sure your Beaver's heels touch the wall.



Your Beaver must make the dime fall off his nose using facial muscles only.



### "I'M FLOORED" CHALLENGE







# Earth Day:

## Take Part on April 22, 2002

by Ross Francis

**C**heck your calender right now!  
What is your group planning for April 22?

April 22 is Earth Day. Why doesn't your section or group choose this day as an excellent op-

portunity to improve the environment in your community? If this day doesn't suit your members, pick any day near it, and collect litter, clean up a park, cut local pollution or any other idea your members choose for your own Earth Day.

### What Is Earth Day?

Celebrated every April 22, Earth Day is the largest, most celebrated environmental event worldwide.

On this date, more than 6 million Cañadians join 500 million people in over 164 countries in events and projects to address local environmental issues. Nearly every school child in Canada takes part in an Earth Day activity.

"But what can I do with Beavers," you ask?

Lots! Just having a discussion or a speaker in to talk about our environment and the pollution we are creating helps Beavers become aware of what is going on in their little piece of the "environment." Also, it makes them feel the importance of the role they can play in whatever capacity possible.

### Create an Earth Day "Junior Artist" Program

Ask Beavers to draw pictures based on the theme "what is causing pollution or effecting the environment in our area"?

## Take part in Earth Day on April 22.

Before starting their drawings, have a discussion that identifies just what is pollution, or what is "environment."

### The Three "R's"

Beavers can play a significant role in "the three R's": reducing, reusing and recycling.

### Reducing

For "reducing," Beavers can do little things at home, such as:

- Turning the lights/TV/computer off when they leave a room, or have finished with it.
- Make little reminder signs that say "turn me off when you're done with me," and hang them at each light or television switch.
- Running as little water as possible while brushing teeth. Don't leave the tap running while you're actually brushing your teeth. Use water only to dampen your toothbrush before applying toothpaste, or when washing the paste off, and when rinsing your mouth.

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Ask your Beavers to bring a plate and mug from home for milk, juice and snacks. Then your group won't have to use styrofoam and paper plates. Every little bit helps.

**Reusing**

What can Beavers do with old clothes or things they no longer want? They can pass them on to younger brothers, sisters, cousins or neighbours, or even bring them in to Beavers to exchange with other children. (One person's junk is another's treasure.)

Beavers can clean up their rooms and pass on clothes that no longer fit, toys they no longer play with, or books they no longer read. Make sure Dad or Mom takes part in this exercise to ensure your Beavers choose suitable things to pass on to others.

Any books or toys that Beavers collect could be given to needy families or hospitals. Check with the minister, priest or rabbi of your church. That person will have lots of ideas, and point your group in the right direction.

**Recycling**

Most communities have active recycling programs. Beavers could be the ones in their homes to gather the newspapers, bottles and plastic, and place them in the recycling containers. Sometimes that little nudge from a child will help parents get on board these programs.

Ask how many of your members' families compost vegetable and fruit scraps from the kitchen. Talk about how leaves, grass and vegetable scrap eventually turn into rich soils for growing new plants.

Ask your Beavers what reducing, reusing and recycling crafts and project they can do. A poster campaign at school or in a shopping mall may raise everyone's awareness.

**Scoutrees Helps the Environment**

Find out when Scoutrees planting takes place in your community and get involved with your Beavers. This is a great environmental program; in addition, it helps generate funds for Scouting – a real bonus!

Did you know that Scouting youth have planted over 70,000,000 trees since the program started in 1973?

Do a general clean-up around your meeting place. Make sure that your Beavers wear gloves, and instruct them what not to pick up (e.g. glass, needles or other dangerous objects). Only an adult wearing proper safety equipment should touch these, and arrange for their proper disposal.

**EcoTrivia Excitement**

While you're enjoying your Earth Day program, build the following EcoTrivia quiz into your fun.

1. What is the largest animal ever?
  - a) Blue whale
  - b) Woolly mammoth



**WISDOM FROM FIRST NATIONS**

First Nations people often have insight into how we can look after the Earth. Listen to these words:

- ☞ When a man moves away from nature his heart becomes hard. (*Lakota*)
- ☞ Listen to the voice of nature, for it holds treasures for you. (*Huron*)
- ☞ Take only what you need and leave the land as you found it. (*Arapaho*)



**If we use too much water, one day the pump might run dry.**

Photo: Mary Margaret Boone

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- c) Tyrannosaurus
  - d) Whale shark
  - e) Stegosaurus
2. What does a camel store in its hump?
    - a) Fat
    - b) Water
    - c) Nothing
    - d) Luggage
    - e) Muscle
  3. What is the main ingredient of glass?
    - a) Wood
    - b) Grass
    - c) Paper
    - d) Shale
    - e) Sand
  4. Plastic soda bottles can be recycled into...?
    - a) Auto parts
    - b) Shower curtains
    - c) Fleece coats
    - d) Tennis balls
    - e) All of these
  5. What makes the most smog?
    - a) Industrial smoke stacks
    - b) Burning garbage
    - c) Volcanoes
    - d) Automobile exhaust
    - e) Home heating
  6. What is the preferred name for the killer whale?
    - a) Humpback
    - b) Great whale
    - c) Shampoo
    - d) Orca
    - e) Sea lion
  7. What is the greatest source of ocean pollution?
    - a) Waste water from land
    - b) Oil tanker disasters
    - c) Waste from ships
    - d) Acid rain
    - e) Offshore drilling
  8. "Global Warming" is also known as....?
    - a) Hot house effect
    - b) Solar effect
    - c) Radiation effect
    - d) Greenhouse effect
    - e) Outhouse effect
  9. What tree has acorns?
    - a) Birch
    - b) Spruce
    - c) Maple
    - d) Oak
    - e) Christmas
  10. What is the longest season?
    - a) Winter
    - b) Spring
    - c) Summer
    - d) Fall
    - e) They're all the same

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#### Earth Day Possibilities

Plan your Earth Day activities soon. For more ideas check out the Earth Day web site at [www.earthday.ca](http://www.earthday.ca). You can easily build water programs, tree planting and other environment activities into this program. Ask Cubs to take part too.

Have fun!  $\lambda$

#### ECOTRIVIA QUIZ ANSWERS

1(a) Blue Whale. 2(b) Water. A camel can go for weeks without water. 3(e) Sand. 4(e) All of these. 5(d) Automobile exhaust. 6(d) Orca. Like other whales, orcas are mammals. 7(a) Waste water from Land. Seventy-five percent of ocean pollution comes from land-based sewage and storm water. 8(d) Greenhouse effect. Burning fossil fuels, such as gasoline, contributes to global warming. 9(d) Oak tree. Acorns are the fruit which contain oak seeds. 10(c) Summer is the longest.



Photo: Sandy Wagg



# Creative Linking Programs: It's Easier When Kids Are in Charge

by Ross Francis

**M**ARCH IS A GREAT MONTH to plan another linking event for your pack with a troop. Here's an exciting challenge that involves a local troop in true Scouting activities.

The Scouts set up a number of different scenarios and present them to the Cubs to solve. Pack members then work through the challenges, and when they finish, the Scouts tally up their scores.

Involve Kim in all aspects of the program.

A linking challenge will inspire both Scouts and Cubs, partly because the Scouts themselves will set it up and run it on their own, with little or no direction from leaders. What an excellent opportunity for Scouts to show their stuff, and for your Cubs to see what the Scouts section is all about.

## Youth Initiative

This challenge involves much more than just completing a task. Instruct the Scouts to score your Cubs on these important points:

- Working together.
- Showing leadership.
- Is everyone participating?
- Completing the task in good time.
- How the group presents itself when members arrive at the station.

Organize your linking challenge outdoors; that's where most young people want to be. Another reason to chose an outdoor location rather than running your event indoors involves space; Scouts will have much more room for props. They can set up a series of stations spaced far enough apart so one group can't watch another complete a scenario.

What's the ideal number of stations for a linking challenge program? There's no magic number, but four would be adequate. If you have lots of Scouts and enough time to add more, set up as many as you can.

To make things run smoothly, break your pack into small groups. Sixes work well, or even smaller groups. You should have the same number of groups as stations. Start the evening by assigning each group to a station, then change stations every 10 or 15 minutes. After the allotted time, have a leader blow a whistle and send the Cubs to the next station. (No one must leave a station until the whistle blows.)

Add extra adrenaline to the challenge by awarding points and prizes for winners. That's sure to fire up the competitive nature in your Cubs!

## Challenge Ideas

Here's a brief list of challenge ideas to consider. Use them only as a guideline, or to spark even better ideas. Ask the Scouts to contribute some of their own. All challenges should tie in directly to the Cub badge program; they should also have some direct links to Scouts.


1. *Cycling accident scenario.* Two cyclists travelling in opposite directions have just come around a sharp turn and collided into each other. Luckily both riders were wearing helmets, but somehow one of them was knocked unconscious. The other cyclist has badly scraped a knee, and is bleeding heavily from a cut on an arm.

Using resources they have with them or those nearby, Cubs must treat the two victims. The injured Scouts can help provide general advice, but the Cubs must treat the casualties and get help for the unconscious cyclist. Following the treatment given by the Cubs, the Scouts should point out what they did well and what they could have done better. Add a discussion about what first aid equipment youth should take with them on a bike hike.

2. *Urban map work.* The scenario opens with Cubs out on a hike where they meet tourists at the trailhead. The tourists have a map of the area, and they want to know how to get to the nearest church, a library, a school, a hospital, and a park. Using the map, your Cubs must give them directions to these places. If Cubs can indicate various compass directions, so much the better.

3. *Knot so naughty Cubs.* During a hike, Cubs meet a couple of Scouts sitting on a bench with their *Scout Handbook* open at the knot tying section. The Scouts are having great difficulty trying to tie different knots. Can the Cubs come to their rescue and teach them the knots?

the **leader**



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4. *Campcraft skills.* In an outdoor setting the Scouts have chosen, your Cubs are challenged to lay a campfire and boil a pot of water. (Don't forget our Scouting "Leave No Trace" practices. They're important!)

If you can't run your program in an area that's appropriate for a campfire, perhaps Cubs could light a Coleman stove and boil water. What other similar activities could they do?

5. *Lost and needing help.* Your hiking Cubs encounter several Scouts who appear to be lost. They have a compass and some bearings that they're supposed to follow, but they obviously need some help. Can the Cubs bail them out?

Spice up this challenge by telling the Cubs that if they follow the correct compass bearings, and locate some lost objects hidden at several locations, they'll also find several tasty snacks.

6. *Castaways!* The Cubs have been stranded on an island, and it's starting to rain. They're lucky, though, because someone left a tent behind. How long does it take them to set it up so the whole group can get inside? An alternative to this challenge might involve setting up various tarpaulins using trees, low bushes, or a canoe.

#### Endless Challenge Opportunities

The list of challenge scenarios is endless, limited only by the imagination of the Scouts. To provide more program focus to the exercise, give the Scouts a copy of the *Cub Handbook* so they can choose exercises that will help the younger kids earn different badges, stars and awards.

Make it fun for everyone by encouraging the Scouts to be creative with their scenarios; they might want to act



Photo: Murray Cameron

out some roles dramatically. Also, let the Scouts offer any necessary teaching. During the program, all Cubs must show respect for the Scouts and take the activity seriously. (This facet can also form part of the scoring.)

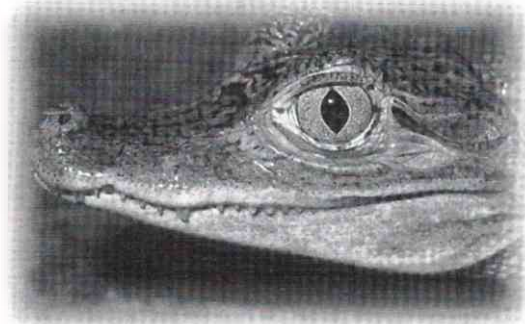
At the program's end, have one Cub step forward to invite the Scouts to stick around for a snack the Cubs will serve.

Linking can be a fun and energetic time that draws everyone together. Do your kids have more ideas? Ask them. <sup>^</sup>

#### Program Links

Cubs: Green Star, Blue Star, Blue Star, First Aid Badge, Guide Badge, Camping Badge, Canadian Camper Award

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Visit our website: [www.reptilia.org](http://www.reptilia.org) or call toll free: 1-888-REPTILIA



# Patrol Leaders and Youth Networks

by Ian Mitchell

**It's really a simple recipe:**

- A group of Scouts in a patrol needs one patrol leader
- A group of patrol leaders forms a Court of Honour
- A group of Court of Honour representatives forms a youth network.

Patrol leaders make up the foundation of youth networks in Scouting. Their positions, along with Cub sixers and Venturer presidents, are the blocks upon which a healthy network of youth grows. Without them, networks become another level of organization, another group to establish and work with, another task to be done.

Scouting's guiding principle of "membership in small groups" allows youth the opportunities to practise leadership skills at their own levels of development, whatever that might be. One skill involves representing the opinions of others; when Scouts become patrol leaders, they get the opportunity to realize this.

So why then has the National Youth Committee struggled with establishing Youth Networks at local levels of the organization?

### Youth Input

Youth networks across the country have two major roles.

1. They provide input on issues or concerns relevant to youths today. Are vital areas missing in the programs? Should we do certain new things to encourage others to join? Are we providing what youth are looking for today? How can we make our programs better? How can we grow so as to deliver our Mission to more youth?

No one should wait to ask these questions. This type of information should be continually flowing because society does *not* stand still. Things change. Youth needs change. Youth interests change. Scouting must change with it. Youth networks help us deal with these issues early on.

**We're here  
to let youth  
learn  
leadership.**

2. Youth networks respond to the very questions and issues that surface on a weekly or monthly basis. For instance, we know uniforms keep young people from joining older sections; but uniforms do have a place in Scouting. So where is the middle ground? (See the December 2001 *Leader Magazine*, "The Last Word" for a discussion on this subject.) What should we do, or teach, to ensure that bullying does not become an issue at Scouts?

### The Door is Open

The National Youth Committee opens the door to meaningful youth input to decision-making in Scouts Canada. This group now places four youth members on the National Management Committee. As well, two youth members sit on Scouts Canada's Board of Governors; it's the decision-making body for policy within our organization.

Do you think the National Youth Committee is too far removed from your section level? Well, recent decisions around youth protection (screening and youth education in risk management) and other areas (e.g. Scouting's alcohol policy, implementing Program Standards) have been discussed and acted on by these very

groups. These are decisions that affect young people at the section level.

### Give Scouts Their Voice

When the patrol system is in place and running smoothly, every Scout has the opportunity to provide input to his or her program. It's a way to influence the programs right now, and patrol leaders amplify the collective voices in the patrol.

Don't deny any youth a voice!

A network of youth set up locally can provide input to your provincial youth representative. Make sure it happens. Your provincial youth representative is counting on Scouts and patrol leaders at the section level to ensure that we continue to provide fun, challenging and relevant programming.

Bring on the adventure. Be part of a youth network now! Patrol leaders can help make this happen. X

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# Map and Compass: Practice Makes Perfect

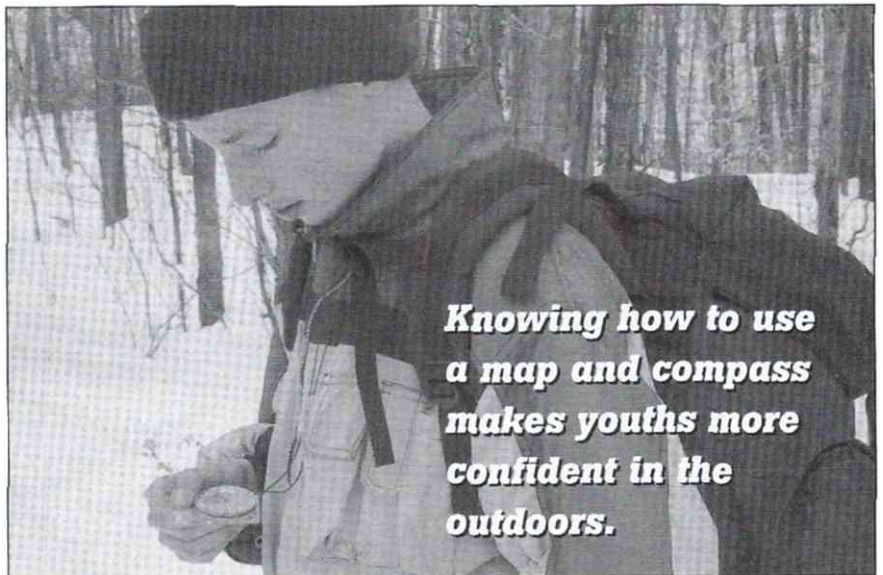
by Ian Mitchell

**G**etting around with map and compass is a basic Scouting activity. These skills help us find our way in the wilderness, give us greater confidence when out camping and hiking, and they provide opportunities for developing leadership skills and decision-making abilities.

Orienteering (developed in Scandinavia in the 1920s) makes an ideal, fun method for teaching map and compass skills.

In the sport of orienteering, participants use only map and compass to navigate from one control point to another. At competitive levels both speed and fitness become important.

With spring lurking just around the corner, Cubs and Scouts will begin to prepare for camps and activities outdoors; could your Venturers teach these younger members map and compass skills? Absolutely! This task will strengthen Venturers' personal presentation skills, and will provide a great refresher for them as well.



*Knowing how to use a map and compass makes youths more confident in the outdoors.*

Photo: Allen Macatney

## Getting Started

It's easy to plan simple map and compass exercises in or around your meeting hall. You could conduct some of them *inside* if the weather is horrible, but it's always better to take kids outside into the fresh air. All you need are some simple maps and very basic equipment.

Check out the following interesting exercises aimed at giving rookies basic map skills.

### Exercise #1

Lay out simple shapes on a floor or outside on the grass (e.g. cones, cards, and chairs). See diagram A.

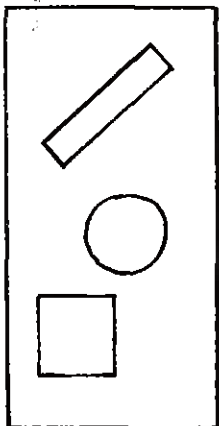
Make a simple map of the position of these objects on the floor or grass – one map for each pair of youths.

Ask each pair to orient or “set” its map in relation to the floor objects. Ask members of each team to point out *on their map* where they are standing on the floor.

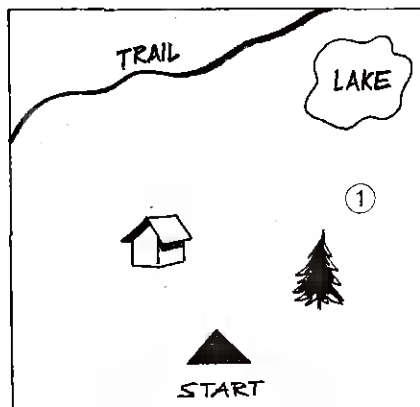
Now ask pairs to follow you, by moving fingers on their maps, as you walk over the floor or grass. (Make sure someone is available to help.)

For another drill, ask one of the teams to indicate a position on the map, and get another team to look at the position and to walk over to the designated place.

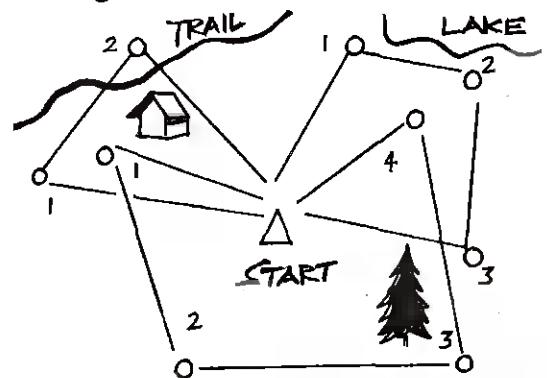
**Diagram A**



**Diagram B**



**Diagram C**





### Exercise #2

Draw a map of your area showing the position of all tents, trees, buildings, streams, boats, etc. Draw a triangle in one position of the map, and identify it as the "Start" position. Duplicate this map – one for each team.

Put out 10-12 orienteering control markers over the area covered by the map (see sidebar on control markers). On one map, place a number "1" at the location where you put a control marker. On a second map, place a number "2" at a different location where you put a control marker. Repeat this for each of the orienteering control markers. Make sure each map has only a single numbered control marker identified. (See Diagram B)

Give each team of two Cubs or Scouts a map showing a triangle that represents the start position, and the position of *only a single marker*. One team will get the map with the number "1" on it, another with the number "2" on it, another with the number "3" on it, etc.

Tell the members of each team to orient their map to the scene before them, find their position (start position), and go to the marker. At the marker they will find a secret code

letter that they must copy down. When they have it, they return to the start position and show their secret code letter to a leader who confirms that it is correct. (Some teams might not pay any attention to the map and just find any marker. When they return to the leader they'll realize that they have the wrong secret code number.) When a team gets the correct code, it swaps maps with another team and tries to find another marker and secret code letter. This continues until all teams visit each marker and write down the secret letter.

### Exercise #3

Using the same map as in exercise #2, lay out three courses (*more if necessary*) of two, three or four control markers. (See Diagram C) Diagram "C" shows three courses on a single map, but your maps should have *only one* course on each map.

Team members must complete each course in turn, visiting the control markers and getting a secret code number at them. Why don't you time how long it takes members to race over the courses? That would add a competitive edge.

### Exercise #4

Set up a master map showing the position of the control markers you've set out. Give teams a limited amount of time to visit as many controls as possible, and mark down the code written on each. The control marker positioned the furthest away, or the hardest one to locate, should be worth more points than the closest ones. Add up points to establish the winning team. Let teams return to the master map as many times as required. X

## The Low-Down on Control Markers

Usually, orienteering control markers are three dimensional with a red and white combination pattern. (See diagram) If you want, you can also make them from empty plastic milk containers. The size of the control marker should relate to the size of the area being used; the smaller the area the smaller the size of control marker.

Although the control markers shouldn't be hidden, make them visible only when your orienteering players locate the geographical or physical feature where they are placed. Each control marker will need a code of some kind on it to ensure that participants have reached the correct one. This code might be a letter, an actual true orienteering punch, a different coloured pencil or pen, or a question to be answered.



## GPS Program Ideas

**H**ave you run an interesting program that teaches how to use a Global Positioning System? If you have, send it in to *the Leader Magazine*. We're looking for as many different ideas and orienteering drills that relate to using a GPS as possible.

Send us your map and compass ideas too. We're always on the lookout for interesting articles dealing with these subjects. Your article could appear in *the Leader*. Just provide us with lots of program ideas.

## Navigational Fun

**L**ooking for something really new in the area of navigation? Try "Geocaching."

What is it?

"Geo" stands for geography and "Caching" for the process of hiding a cache. (A cache in hiking/camping terms refers to a place where you conceal or store provisions.)

This is an entertaining game for those who have Global Positioning Systems (GPS). Basically, individuals or groups set up caches all over the place and share the locations of their caches on the Internet. Then, anyone who us-

es a GPS can use the coordinates to find these caches. Once found, participants usually write in a log book contained in the cache, and sometimes find small rewards as well. Check out this site on the web for many – yes many – caches which are already hidden throughout Canada: [www.geocaching.com](http://www.geocaching.com).

If you're hoping to learn to use a GPS, many sites will explain how they work. For a simple tutorial, surf to: [www.trimble.com/gps/](http://www.trimble.com/gps/). Or, you could look in the *Fieldbook for Canadian Scouting*.

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## OUTDOORS

# National Wildlife Week: *Earth's Climate Is Changing!*

by Canadian Wildlife Federation and Ross Francis

**E**arth's climate is changing. Pollution and other influences are affecting it, and in some cases this is producing devastating effects upon wild animals.

Each year the Canadian Wildlife Federation (CWF) creates educational packages to celebrate National Wildlife Week (April 7-13, 2002). This year's theme is titled "Our Climate is Changing - Help Wildlife Weather the Storm."

The package focuses on how warming temperatures, rising sea levels, changing weather patterns, and other problems are affecting wildlife and habitat. It makes a great resource for leaders looking for program material before, during, or after National Wildlife Week.

### Earth's Greenhouse Effect

Have you noticed that summers are getting longer and hotter, while winters are getting shorter and milder? Maybe you think that's a change for the better. Think again. It hurts many plants and animals.

Climate change is a shift in environmental conditions that is occurring worldwide. For thousands of years, the Earth's climate hardly changed at all. Temperatures, rainfall, the length of seasons, and other environmental factors remained just right for living things. This stability existed thanks to a positive greenhouse effect.

Just as the glass of a greenhouse keeps the sun's warmth inside, a blanket of greenhouse gas traps solar heat in the Earth's atmosphere. Without these gases, the heat of the sun would escape into space, and the average temperature on Earth would plunge by 15 to 18 degrees Celsius. That's good, as long as the temperature within Earth's greenhouse remains in balance and doesn't start rising too high.

In past centuries, climate change occurred in such slow motion that wild plants and animals had time to adjust. But today the world is heating up faster than at any other time in 10,000 years. (The past decade was the warmest in 1,000 years!) Today, shifts in temperature, seasons, and weather patterns are happening too fast for some species to adapt; and they are dying in large numbers because of it. To a large extent, bad decisions humans are making now are causing this devastation.

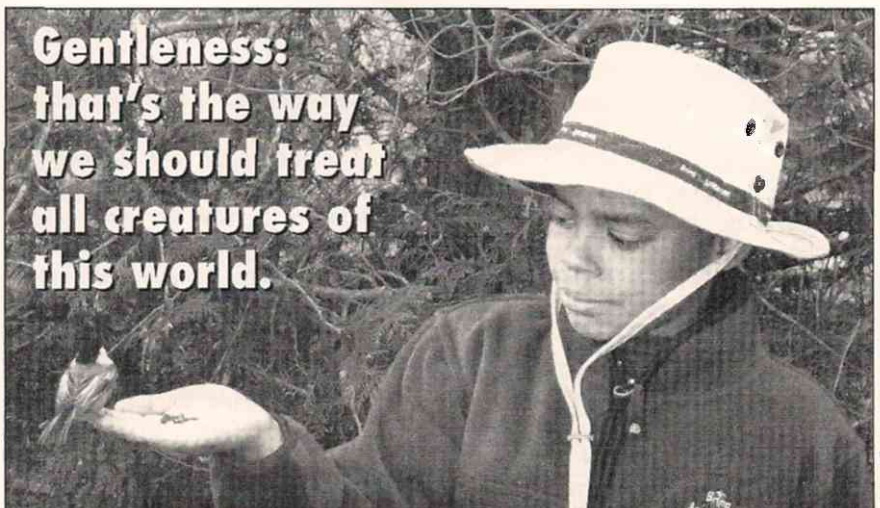


Photo: Allan Macarney



## What Causes Climate Change?

Most experts agree that human activities are responsible for climate change. When we burn coal, oil, and natural gas to fuel factories, power automobiles, and run our homes, workplaces and schools, we add carbon dioxide to the atmosphere. This accelerates the greenhouse effect. Likewise, when we chop down forests and pave over wetlands, we prevent plants from absorbing harmful greenhouse gases, and keeping the planet's climate in balance.

Scientists predict that carbon dioxide concentrations will triple by the end of this century. This will cause an even greater rise in Earth's temperature, and more natural destruction. Unless action is taken very soon, within one hundred years average global temperatures could rise by 1.5 to 4.5 degrees Celsius. In some parts of Canada, temperatures could rise by 5 to 10 degrees Celsius. This might not sound like much but it could create giant dust bowls where grain-producing prairies exist now. The very nature of Canada's vast forests will change with possible catastrophic results for jobs and animal populations.

If temperatures continue rising, Canada's Arctic ice will start melting at an even greater rate than it is today. This will not only raise sea levels worldwide, but also take away the cold weather environment of polar bears, Arctic foxes, wolves, lemmings and narwhals. Scientists fear that the Earth could become too warm, resulting in climatic changes greater than humans have ever seen.

## Why Does it Matter?

Climate change is the greatest environmental threat facing life today. Here are some points to consider:

- Extreme weather events, such as hurricanes, thunderstorms, and tornados, will happen more often, and will become more severe with grievous results.
- Rain and snow will increase in some regions, like the Great Lakes, but decrease in others, like the Prairies.
- As temperatures rise, polar ice caps, glaciers, and sea ice will melt faster than before, raising sea levels by up to one metre worldwide, causing higher tides, and harming coastlines with floods and erosion.

## Creative Activity: Climate Connections

Here's an activity that you can try with Beavers, Cubs or even Scouts called Climate Connections. It will help kids explore the connections between human actions, climate change, and positive and negative effects on wildlife.

You'll need one or more sets of 27 activity cards available from the Wild Education web site at [www.wildeducation.org](http://www.wildeducation.org) or by contacting CWF's resource centre. Plan to have a parent, leader or youth from a senior Scouting section to help each of the small groups as they view the Climate Connections picture on each card.

Climate Connections is a non-competitive, open-ended exercise designed to consolidate student knowledge and evaluate learnings from previous lessons contained in the NWW educational kit. The cards depict numerous interactions between humans, wildlife, and habitat, with underlying messages about climate change. Their purpose is to prompt reactions, deepen insights, and stimulate creativity, while challenging youth to find connections between human actions and changes in nature.

Your Beavers, Cubs or Scouts will:

- Examine connections between themselves, climate change, and nature.
- Consolidate knowledge acquired through related activities.
- Gain deeper insight into responsible human actions in relation to climate change.
- Explore their own feelings concerning the issues addressed so far.

### 1. Setting the Rules

Tell your Beavers, Cubs or Scouts that, although the cards in Climate Connections depict specific situations, they may be interpreted in numerous ways. Before distributing the cards to the groups, make sure everyone agrees not to:

- Compete, but rather to cooperate, with one another.
- Interrupt or challenge other speakers.
- Be constrained to literal interpretations, but allow images to stand as symbols.
- Exceed a limit of four or five sentences or a minute's worth of speaking per turn.

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## 2. Activities

### A. What's Happening in the Picture?

Beavers, Cubs or Scouts break into small groups of two or three, choose a card and take turns describing what the picture says to them. Do they see something that will help improve the climate, or damage it further? How will animals and their habitat be affected by what's happening in the picture? What could be done differently to help improve things if necessary?

After describing what is happening in the picture, try to determine why it is happening.

### B. Climate Counterpoint

Working in pairs, the first youth draws a card, places it face up on the table, and describes the image from the perspective of a plant or animal. The second youth describes the same image from the point of view of a person. This exchange is followed by a role-playing dialogue in which both express their feelings about each other's opinions on climate change. Now the youths can switch roles and look at what's happening from a different perspective.

### C. Climate Canvas

Working individually or in small groups, players draw one card randomly from the deck and place it on a blank sheet of paper. Using coloured pencils or crayons they extend one or more sides of the picture to produce a larger work of art.

### D. Climate Chronicle

Each youth draws a card, places it on the table, and begins a story inspired by the image. The second person draws another card, lays it

next to the first, and describes it in connection with the story just begun. As each player proceeds in this manner, the cards become linked, and a story emerges. Arrange the played cards in a growing spiral until the final card is drawn or until everyone has had a turn.

**Note:** You can use these cards in hundreds of different ways to encourage Beavers, Cubs or Scouts to look at what's happening to the climate. You're limited only by your imagination and the imaginations of those around you.

### Plan for the Future

The Canadian Wildlife Federation delivers many different programs, including Project WILD, Fish Ways, Focus on Forests/Fire, and Below Zero. All are great programs that fit well with Scouting activities.

For Scouters who want help, workshops are presented throughout the year to help leaders become familiar with the programs and the material. Canadian Wildlife Federation trainers provide these workshops for educators, but Scouters are welcome.

Are you interested in getting a workshop in your area? If you are, contact a local Scouts Canada council office to find out if there is a coordinator in your area, or contact the Canadian Wildlife Federation's national office to find out about workshops in your area. (Call: 613-599-9594 or E-mail: [fyi@wildeducation.org](mailto:fyi@wildeducation.org)) Some areas don't have coordinators yet; perhaps you're interested in becoming one? If you are, please

let your local office know that you may be interested in coordinating a workshop for your area.

Take part in this year's National Wildlife Week from April 7-13. It'll provide a great learning experience.

## Climate Change Glossary

<b>Atmosphere:</b>	The envelope of invisible gases surrounding the Earth.
<b>Carbon Dioxide:</b>	A colourless, odourless gas that is naturally present in the atmosphere and produced by the breathing of animals and burning of fossil fuels.
<b>Climate:</b>	Weather conditions that occur regularly in a region.
<b>Climate Change:</b>	Natural and human-caused changes in climate that last for decades or centuries.
<b>Global Warming:</b>	A rise in the temperature of the atmosphere caused by an increase in the greenhouse effect.
<b>Greenhouse Effect:</b>	The trapping of solar heat by a blanket of greenhouse gas in the atmosphere.
<b>Greenhouse Gases:</b>	Vapours, such as carbon dioxide, nitrous oxide, methane, and chlorofluorocarbons, that blanket the sun.
<b>Solar Heat:</b>	Energy generated by the sun.

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# Organize a Knife and Axe Night

by Ben Kruser

**I** know, I know. The title of this article sounds like a Horror Movie theme program; but we're talking knife and axe safety.

While Beavers are still too young to use knives, many packs and troops allow youths to bring knives to camp and use them, once the members have met two important conditions. They need to have participated in an evening program on handling the tools safely, and demonstrated proper use of the tools. March provides a great time for such an evening activity in preparation for spring camps. Consider these ideas:

- Do you know a craftsman or hobbyist who specializes in knife making? Invite this person to attend your group (or visit his or her workshop) so your members may learn how knives are made. Alternately, consider visiting a factory that makes commercial cutlery, or inviting a professional chef to show your group how to use and care for knives.

**Wooden Woggle Kits make for a great whittling exercise.**



- To learn about different kinds of axes and hatchets, visit a local hardware store that carries specialty tools, or invite a specialist from the store to attend your meeting. Discuss differences between axes used in forestry and those used in home building.
- Visit a local museum or historical village and learn how axes and knives have changed over time. Battle axes, Viking axes, adzes for shaving logs, and ceremonial axes have each played a role in history.
- Set up a station where youths can practice sharpening an axe with a

metal file. This experience provides a life skill for the future, when your teens may need to care for their own family tools. For your station use a standard vise on a table, or, in an outdoor setting, set the axe against a large log. Kneel behind the log while working on the axe.

- Visit your local Scout Shop one evening to learn about different Swiss Army knives (see page 18 of the official catalogue). Challenge youth to design the "ultimate" Swiss Army knife.
- Include a whittling exercise using Wooden Woggle Kits (71260-77) or another whittling project. (B.-P. once carved a large staff portraying Canadian symbols and the Scout arrowhead. He donated the staff to Scouts Canada, and it resides at the National Office.) At your next camp, consider making your own section staff or totem pole.

Pay close attention to safe practices, and remember to send **the Leader Magazine** pictures of your carving or whittling projects.

Don't forget that Scout Shops have many different kinds of knives. Drop by and see them. ^



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## SCOUTER'S 5

### The Comfort Zone

- I used to have a comfort zone  
where I knew I wouldn't fail.  
The same four walls and busy work  
were really more like jail.
- I longed, so much, to do the things  
I'd never done before;  
But I stayed inside my "comfort zone"  
and paced the same old floor.
  
- I said it didn't matter that I wasn't doing much.  
I said I didn't care for things like prizes,  
praise and such.  
I claimed to be so busy with  
the things inside the zone;  
But deep inside I longed for something  
special of my own.
  
- I couldn't let my life go by just  
watching others win.  
I held my breath and stepped outside  
to let the change begin.  
I took a step and with new strength  
I'd never felt before,
- I kissed my "comfort zone" goodbye  
and closed and locked the door.
  
- If you are in a "comfort zone" afraid  
to venture out,
- Remember that all winners were  
at one time filled with doubt.  
A step or two and words of praise  
can make your dreams come true.
- Greet your future with a smile,  
success is there for you!

*(Continued on next page...)*

Scouter's Five Minutes

March 2002

## SONGS

### The Ballad of Baden-Powell: Part 2

- Last month we published the first part of a  
song called, The Ballad of Baden-Powell;  
here's the second part. Sing the song to the tune  
of The Ballad of Davey Crocket.
- This song was published in an old book en-  
titled, *The Second Gilwell Campfire Book*; it's  
no longer in print. Thanks to Kay Simpson of  
Victoria, BC, for sharing the song with us.
  
- In the year of our Lord 1907  
He took 20 youths (the youngest was 11)  
To Brownsea Island, and this was the leaven  
That made Scout camps a child's idea of Heaven.
  
- Chorus*  
Robert Baden-Powell  
King of the Scouting game.
  
- Now when he found his Movement was oh so fine  
Started to grow, camps were bigger each time  
He gave the youths a Law and a secret sign  
And the Scouting game spread into every clime.
- Chorus*  
  
Came a decision which was hard to make  
He gave it deep thought for the youngsters' sake  
His army career he decided to forsake  
And Scouting for youth his life's work to make.
- Chorus*
- Fell in love and married at 55  
The Scouting game continued to thrive,  
His bride was also very much alive  
And soon became the Chief Girl Guide.

Songs

March 2002

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*Chorus*

When all the nations had their great long war  
The quality of Scouting everybody saw,  
A gunner aboard the *Chester* remembered  
the Law  
Cornwell's name lives on for evermore.

*Chorus*

Scouts' little brothers followed down the track  
Too young to join, they were never turned back,  
All the Scouts their brains did rack  
And the outcome was the Wolf Cub Pack.

*Chorus*

Now Scouts were growing into young men tall  
They didn't want to give it up at all,  
So they fixed themselves a room in the  
old Scout hall  
And called themselves a Crew, good Rovers all.

*Chorus*

The Scouts were presented with Gilwell Park  
The first World Jamboree was held, and hark,  
To the cheers of the crowd, see the  
flags unfurled  
To hail Baden-Powell "Chief Scout of the world."

*Chorus*

In 1941 amidst the winter snow  
Scouting endured a bitter blow  
Death came to the man to whom so  
much we owe  
But he was prepared, and was ready to go.

Songs

*(Continued...)*

Discuss these words at a leader's meeting. Do they ring true with your members? Does someone want to expand his or her responsibilities? Now is the time! Let everyone try new tasks and spread their wings. That leads to renewed interest and growth.

**May You Have Happiness**



May your joys be as bright as the morning  
And your sorrows merely shadows that  
fade in the sunlight of love.

May you have:

- Enough happiness to keep you sweet.
- Enough trials to keep you strong.
- Enough sorrow to keep you human.
- Enough hope to keep you happy.
- Enough failure to keep you humble.
- Enough success to keep you eager.
- Enough friends to give you comfort.
- Enough faith and courage in yourself  
to banish sadness.
- Enough wealth to meet your needs.
- Enough humility to speak to God.
- And one thing more:
- Enough determination to make each  
day a more wonderful day  
than the one before.

— *Author unknown*

Scouter's Five Minutes

 **Pen Pals from Around the World** 

**Britain**

Scouters Roy and Joan Walker will find British pen pals for all individuals or groups seeking an overseas friend. Contact them at "Waybrook", Ewing Close, Reepham, Norfolk, NR10 4JQ, phone: 0603-870352.

**Netherlands**

Would you like a Dutch pen pal? Contact the Dutch pen pal secretary. Her address: E. Dekkers-van Houten, Post Box Secretaresse, Scouting Nederland, P.C. Hoofllaan 4-14, 7552 HG Hengelo, The Netherlands.

**Australia**

Contact: Brenda de Bes, National Australian pen pal coordinator, Scouts Australia, 107 Novar Street, Yarralumla, ACT 2600, Australia.

Please include your name, mailing address and age.

**Please Note**

The Leader does not provide a regular Pen Pal column. Scouting members who want a pen pal may contact the three Scouting organizations above that will help them connect with a youth or leader. Leaders should screen all letters or e-mail messages coming from pen pals to ensure that people do not misrepresent themselves or make inappropriate statements. Scouts Canada's web site ([www.scouts.ca](http://www.scouts.ca)) has many links with Scouting groups around the world.





# World Youth Day Needs You

by Bryon Milliere

**T**he organizers of World Youth Day 2002 need Scouting's help to host 500,000 young people, ages 16 to 35 for eleven days in July. Don't miss out on an opportunity to be part of this incredible event.

## What is World Youth Day?

World Youth Day will involve 500,000 Catholics in 11 days of activities. International pilgrims will arrive in 30 communities across Canada on July 18 to participate in the first half of the program, called Days in the Diocese. On July 22, they will travel to the Greater Toronto Area (GTA) for five more days of activities, culminating with an all-night vigil and mass with the Pope. Up to 1.2 million are expected for this final mass!

Pilgrims will not only pray, attend mass and celebrate, but will participate in social service projects across Canada.

## Why Should Scouting be Involved?

World Youth Day presents an excellent opportunity to support one of our largest partner groups through service. At previous World Youth Days, Scouting has played a high profile role. Scouting distributed water, managed people flow and performed other essential services.

World Youth Day needs 40,000 volunteers to organize this event across Canada. We've got the expertise to help. We know how to run large events, and we share a faith commitment to develop young people.

## How Can You Help?

**Accommodation.** Many diocese will be seeking billets and facilities to house pilgrims and volunteers.

**Event Support:** Imagine the logistics of feeding and providing water to 500,000. Scouting knows how to manage large groups of people.

**Special Expertise:** The organizers seek our expertise in event management.

**Community Service:** Pilgrims will engage in short-term community service projects in the GTA and many diocese. Scouts can propose, help organize and participate in various projects.

Councils should contact their local diocese for more information.

## Who Can Volunteer?

Organizers seek teams of adults and individuals (regardless of faith) to commit resources as soon as possible. Please register on-line at: [www.wyd2002.org](http://www.wyd2002.org). Team leaders should register first and give their group identification number to other team members so everyone will stay together. Make "Scouts" the first word of your team's name.

In the GTA, volunteers committed to 80 hours of service will receive free transportation, meals, identification, appropriate training and recognition items. Out-of-town volunteers will get simple accommodation.

Youths 16 years and older can register as pilgrims. In the GTA, Scouting youth aged 14 and over can help with the breakfast feeding program. Watch Scouts Canada's web site for more information ([www.scouts.ca](http://www.scouts.ca)).

## The Way of the Cross

Some pilgrims will walk the World Youth Day Cross from Montreal to Toronto between April 28 and June 9. Contact a diocese along the route to find out how you and perhaps your group can get involved as walkers or provide support.

## World Youth Day Itinerary

### Thursday, July 18 to July 21

Foreign participants will travel to cities across Canada and be hosted by young Canadians from July 18 to 21.

World Youth Day participants will experience local culture, see the beauty of Canada, help in social service activities, join Canadian youths in times of prayer, conduct pilgrimages and Masses, while enjoying friendly gatherings, meals, parties and concerts.

### Tuesday, July 23

People will celebrate a welcome Mass, followed by the opening concert at Exhibition Place.

### Wednesday, July 24

Take part in catecheses – times of prayer, discussion and reflection based on the teachings of Bishops from around the world. This will be followed by Mass, a social service and youth festival, consisting of spiritual, cultural and entertainment activities, plus the sacrament of reconciliation.

### Thursday, July 25

Take part in more catecheses, then a Papal Welcoming Ceremony at Exhibition Place, sacrament of reconciliation and youth festival.

### Friday, July 26

This day includes catecheses, social service, a youth festival, and sacrament of reconciliation. Then participants will take part in "Way of the Cross" in downtown Toronto.

### Saturday, July 27

Morning and afternoon Mass for pilgrims will be celebrated in Toronto churches. There will be walking pilgrimages. A vigil with the Pope begins at 8:00 p.m. with prayer, music, testimonies and a message from the Pope. The Pope will leave after the vigil, and the youth will sleep outside at the Downsview Lands.

### Sunday July 28

The Pope will celebrate Mass from 9:30 a.m. until noon. All members of the public are welcome.

If you're able to volunteer or take part, don't miss this incredible event!

# Jokes and Groaners for Good 'Sports'

by Hazel Hallgren

If winter's cold and darkness is starting to get your Scouting members down, organize an outdoor baseball game in the snow. As you're playing, tell these jokes. Some are less sophisticated (perfect for Beavers) while others are excellent for Cubs, Scouts and Venturers. Beavers may prefer to play Fox-Goose in the snow.

**Q:** Did you hear the joke about the fast pitch?

**A:** Oops! You missed it!

## Gags that Will Make You Gag

These jokes will fit into any program. Why not organize a joke night. What joking crafts can you dream up? Ask Kim and Keo to help with this puzzle.

**Q:** What did the dentist want from the lawyer?

**A:** The tooth and nothing but the tooth.

**Q:** What do you call it when a ghost makes a mistake?

**A:** A grave error?

**Q:** No, a Boo Boo.

**Q:** How is school like baseball?

**A:** The afternoon bell strikes one, two, three and you're out.

— Hazel Hallgren is a comical Scouter from Red Deer, AB.

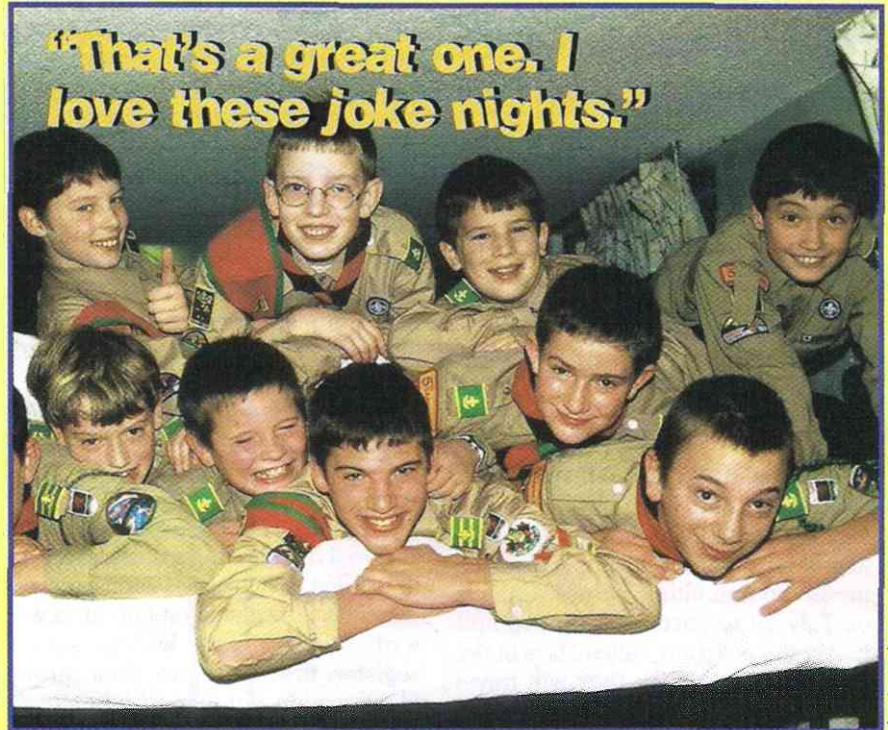


Photo: Dennis Poyer

**Q:** What's the biggest diamond in the world?

**A:** A baseball diamond.

**Q:** What's the saddest piece of clothing anyone can own?

**A:** "Blue" jeans.

**Q:** What sort of cake can be unpleasant?

**A:** A stomach-ache.

**Q:** Did you hear the one about the pop fly?

**A:** Never mind. It's way over your head.

**Q:** Why can't turtles play baseball?

**A:** They can't "run" home.

**Q:** How do you hold a bat?

**A:** By the wings.

**Q:** Why is a baseball field hot after a game?

**A:** The "fans" have all gone home.

**Q:** What do you get when you cross a baseball player with a lobster?

**A:** A "pinch" hitter.

**Q:** What has 18 legs and catches flies?

**A:** A baseball team.

**Q:** When does Humpty Dumpty play baseball?

**A:** In the fall.

**Q:** What is the baseball version of "Star Wars"?

**A:** "The Umpire Strikes Back." ^

## Send Us Your Jokes

Organize a joke night and then tell us all about it, including the jokes. Did you play games that tie into jokes? We'll publish your article.



# "Thanks" in Advance

by Rob Stewart

## Scouters are patient.

They know that it will take years – perhaps a decade or two – before they see the true benefits of their contribution to Canadian youth. It takes that long for Beavers, Cubs and Scouts to grow into adulthood, and exhibit the strong character that you helped build. That character will make them great citizens.

Scouts Canada hopes that as a leader, you receive appropriate recognition for the years of community service you donate. We do everything in our power to encourage Scouters at all levels to recognize those around them on an ongoing basis for their outstanding service and dedication. As well, Scouts Canada hopes that parents, group committees and councils too will frequently offer their thanks to you in many different and creative ways. Scouting couldn't continue without your dedication, and Canadian youths would not grow in the excellent ways they are without your work.

### Look to the Future

But what about the future? Remember... it takes time for kids to grow into healthy, contributing adults.

Let's look ahead to the future, perhaps the distant future, when you're no longer a Scouting leader. Let's look ahead to a time when the person who was a sixer in your pack is now an adult with a responsible role in society. Undoubtedly, many of these young adults will have a conversation with someone else about the people and events that have shaped their lives. Perhaps they might say something like, "My first leadership experience came as a sixer in my Cub pack," or "Being a Patrol Leader really helped me develop conflict resolution skills."

These statements are examples of a "Thank you" that someone may say, but you might never hear. Just be-

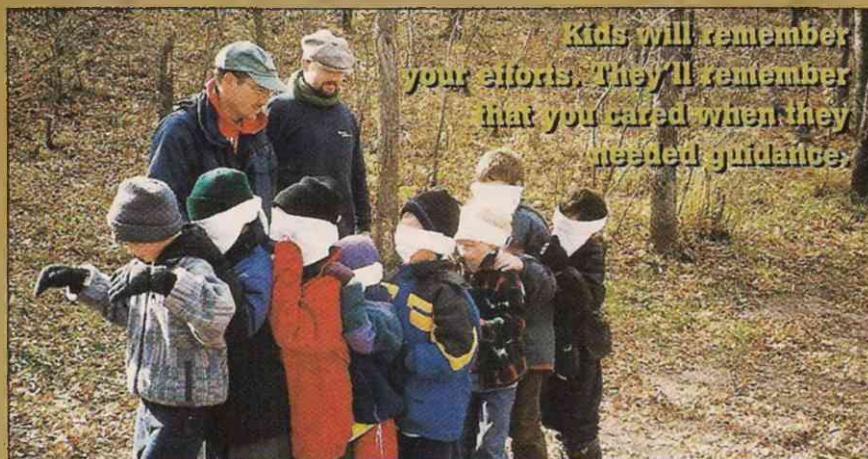


Photo: Benjamin Eng

cause you can't listen in and hear them – and your members *will* say these things – doesn't lessen the worth of your contribution.

Of course we want to hear the praise, but in many cases that just won't be possible. Perhaps the former Cub will live in another province when she thinks of how you helped her through a difficult time. Or perhaps the former Beaver who always knew you as "Scouter Ross," will not even know your last name. Here's all that young adult might know: Scouter Ross taught me something amazing.

Even if you never hear the future praise, don't forget these words: *What you do now will have a lasting and positive impact on youth.* Your efforts will improve our society, making it a kinder place. So, on behalf of Scouts Canada, "Thanks" in advance.

Thanks in advance for those youths in your care who will send their children to Scouting because they remember and appreciate the experience with which you provided them. Thanks in advance for the youths you inspire to become leaders because they recognize the contribution you made.

### Achieving Scouting's Mission

When you break down Scouting's Mission and try to understand the meaning of each element, you'll notice that it really looks to the future in terms of seeing the results of your leadership as a Scouter.

The Mission of Scouting is to contribute to the education of young peo-

ple, through a value system based on the Scout Promise and Law, and to help build a better world where people are self-fulfilled as individuals and play a constructive role in society. Thanks in advance for doing this.

Thank you for helping to achieve our Mission by "involving youths throughout their formative years in a non-formal educational process... assisting youths to establish a value system based upon spiritual, social and personal principles as expressed in the Promise and Law."

Thank you in advance for helping to educate young people by focusing on learning by doing, learning in the outdoors, learning in small groups, and learning through adventure and fun.

Thank you in advance for helping to instill a sense of Duty to God, Duty to Self, and Duty to Others. Thank you for helping to development people who are becoming more self-fulfilled as individuals.

Thank you in advance for helping to develop resourceful, responsible and self-confident youths who will become tomorrow's leaders in industry, government and science.

### Is It Really Worth It?!

As you plan your weekly meetings and have one of those moments when you wonder if it's worth the effort, please remember that the payoff for society is many years away; but its distance doesn't erase the value.

Thanks for making a difference. A





## "Without popcorn, we couldn't run even half the activities we do today."

Leah Donald, Fund-raising Coordinator, 75th Midnapore Scouts, Calgary, Alberta

### **"Before, we were operating 'hand to mouth'."**

Parents remember doing fund-raisers every other weekend, and Scouts were doing as much fund-raising as Scouting. That had to change.

### **Now, one big popcorn sale...and a full program.**

The 75th Group expanded its popcorn sale, and its income, so that today it's able to make plans a year at a time, operating with an annual budget.

### **Recruitment, retention, up.**

Leah Donald notes that popcorn has made a full program possible for 290 Beavers, Cubs, Scouts, Venturers and Rovers. "Now, recruitment is up, retention is up, and we're growing!"

### **\$40,000 in new equipment.**

Popcorn profits over the years allowed the Group to buy camping tents, cooking pots, thermal containers, a new 6-lane Cub Car track, hockey sticks, flags for all thirteen sections, and much, much more. Even the Family Banquet is subsidized by popcorn, and it's catered!

### **Popcorn sales of \$85,000 in 2000.**

"When the 75th needed a new popcorn coordinator, I jumped in with both feet. And, it's easy. Everybody buys popcorn." The Group had Trail's End Popcorn sales of \$64,000 in 1999 and \$85,000 in 2000.

### **Isn't it time for a bigger fund-raiser, with popcorn?**

For more information about how to grow your Group with Trail's End Popcorn, contact your local Council at 1-888-726-8876 or visit the Trail's End website at [www.trails-end.com](http://www.trails-end.com).

