

the leader

MAY 2002

VOLUME 32 NO. 9

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Make a Splash this Summer!

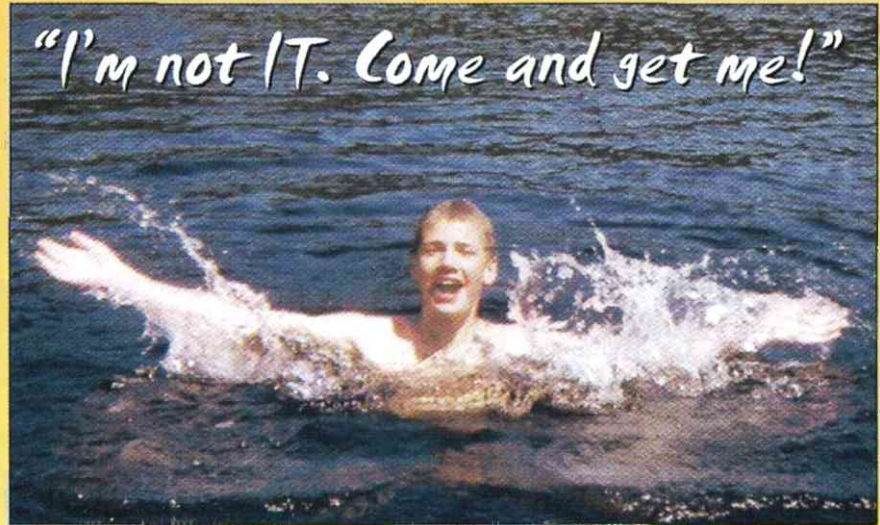
Water Games for Hot Days

from Leader Magazine files

SUMMER IS CROUCHING on the horizon. That means hot weather, camp, and water activities. With proper supervision and normal water safety precautions, water is a perfect medium for cooperative games.

Below you'll find many excellent games that are perfect for camp, or a mid-summer meeting aimed at pumping up excitement for the fall. (Many games presented here can also be played in mud and snow.)

Talk to pool staff about regulations before your group members take toys or objects in the water.



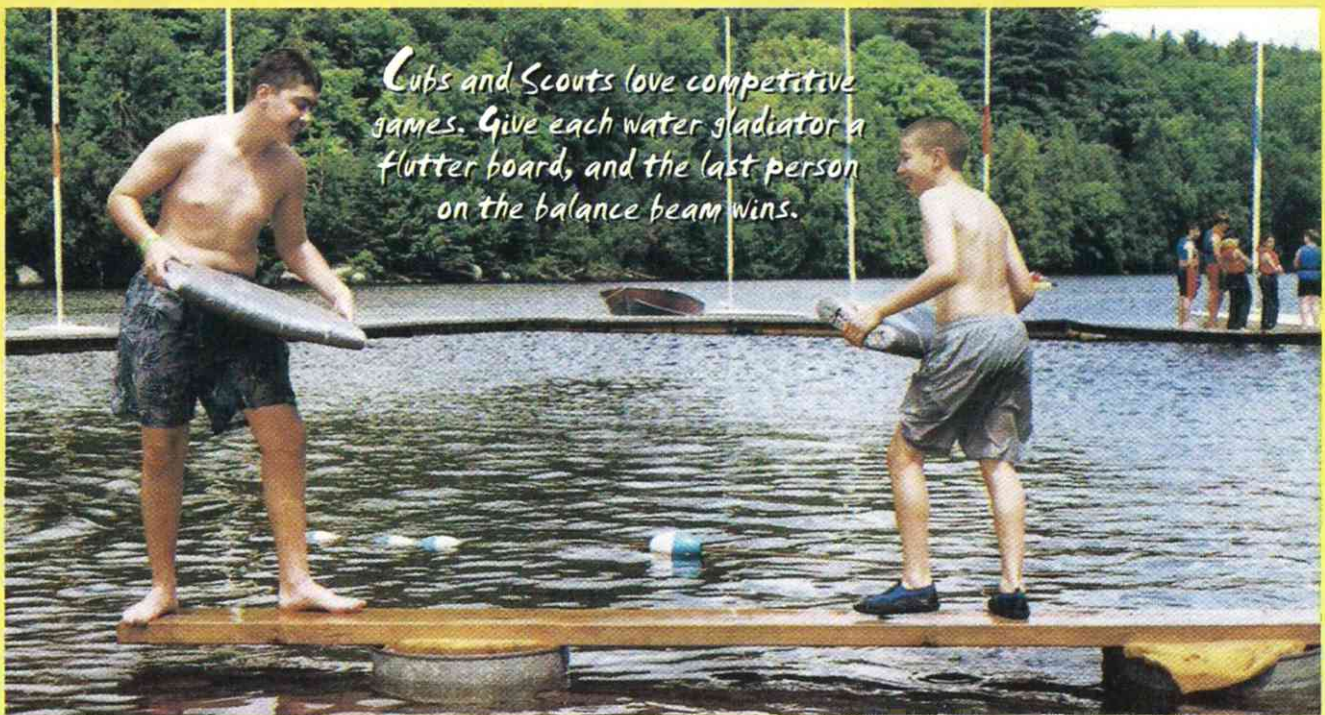
"I'm not IT. Come and get me!"

Photo: Mike Forrest

Battles And Submarines

One person (IT) plays a submarine; all others are battleships. The submarine cannot tag a battleship as long as the battleship is floating in a prone position (on his or her

back). The submarine can only tag another person when underwater, and when the battleship is touching bottom (i.e. not in a floating, prone position). Those tagged become submarines.



Cubs and Scouts love competitive games. Give each water gladiator a flutter board, and the last person on the balance beam wins.

Photo: Dawn Koss

Crows and Cranes

Two teams (crows and cranes) line up facing each other in the middle of the pool, separated by about one metre. When a leader calls out "Crows!", the crows attempt to tag the cranes before they reach the safety of their side of the pool. Cranes who are caught become crows, and the two sides again line up. If "Cranes!" is called by a leader, the situation is reversed.

Electricity

All participants form a circle in waist-deep water, hand-in-hand with the leader. The leader squeezes his neighbour's hand; when the person feels a squeeze, the person submerges her face underwater, holds her breath, passes the squeeze to the next person's hand, and so on, until it returns to the leader.

At this point everyone's heads are submerged. (Of course, all players come up for the occasional breath before going back down underwater.) The instructor starts the current again around the circle; when the first youth feels a squeeze, she takes her head out of the water. This continues all the way around the circle until everyone's heads are out of the water again. How can you apply this game to other skills?

Shark in a Net

You can play this game with up to twelve people in waist-deep water. The leader and all players, except one who stands in the centre, form a circle with wrists locked.

The youth in the centre is a "shark." He or she tries to escape from inside the circle (net) by leaping over arms, swimming under arms, or diving through some opening. Youths in the circle try to block the shark. When the shark makes a successful dash through the barrier, this player joins the circle. The next fish then takes a turn in the centre.

Racing Motorboats

Play this game in waist-deep water.

On a signal, each child walks toward the finish line (from five to eight metres away) blowing bubbles with his or her face in the water all the way. When a 'motorboat' needs to refill his tank with air, the child must stop and take a breath. The motorboat who first crosses the finish line while still blub-blubbing, wins.

Over the Water Bridge

The object of this game is to utilize

all players to get one Cub (or Scout) across the shallow end of a pool or lake without carrying the youth, and without the person touching the water.

There's more than one way to accomplish this. For example, players can form two lines across the shallow end of the pool. The people in each line face one another and grasp wrists with the person across from them, forming a bridge. One person begins to crawl across the bridge, but he or she may run out of bridge unless the people forming the first part of the bridge swim to the end as soon as the crawler has passed them.

Here's another method to cross the water barrier. Older Scouts could form two lines, and pass a person over their heads.

Down the Log Chute

Form two lines in shallow water with players in both lines facing each other. Each player joins hands with the person standing across from him or her.

All players move their arms in a clockwise circular motion just below the surface of the water. As the water begins to move down the chute (i.e. the area between the two lines), the pair at the front of the line unhooks their arms and floats individually on their backs above the arms and down the chute using the current. When



HAVE TRAINED LIFEGUARDS ON DUTY

When playing water games, always have trained lifeguards on duty at all times. Never compromise on this safety issue. See *B.P. & P.* and the *Camping Outdoor Activity Guide* for details.

Photo: Barrett and Mackay

they reach the end of the chute, the players re-join hands, and keep the current moving for the next pair to ride the chute.

Poison Ring

For this game you'll need a group of ten or twelve youths, plus a floating object.



Photo: Carmen Moss

"Here's the challenge: sixes or patrols make water buffaloes from barrels and pull them around a course with one member riding. Cool!"

Group members join hands in a circle in shallow water. Put a floating object (representing poison) in the middle of the circle. As soon as a leader blows a whistle, all participants pull and try to force another person into the poison. Any player who touches the poison must either drop out or stand in the middle of the circle motionless to serve as additional poison. Each time a player is poisoned, the circle is re-formed and play continues until there are a designated number of players (e.g. six or seven or eight) forming the circle; they become the winners.

No ducking is allowed. Players who break their grip when the poison is about to touch them are deemed poisoned; a leader-referee needs to enforce this rule.

Red Light

An unlimited number of players can participate in this game.

Players stand in the water up to their knees. One person is IT, and stands in a certain place near the shore or one end of the pool. With her back toward the swimmers in the water, IT counts to ten silently, calls out "Red Light!" and turns suddenly around. Any player seen moving by IT must go back to the starting point. The last child left, wins.

Water Push-ball

For this game you'll need a large rubber ball about 60 to 120 cm in

diameter. Form your players into two teams of six to eight youths each.

Teams line up facing each other as they would in water polo. When a leader blows a whistle, players rush to the ball in the centre of the area and try to push it to the opposite goal. Each goal counts as a point.

**Remember
to keep
Beaver games
NON-
competitive.**

If a ball goes out-of-bounds, it is thrown back into the water and given to a player on the opposing team that knocked it out.

Water Balloon Ball

Play this game in deep water with two teams of five to seven members each. Also, you'll need a large balloon

or large rubber ball. The two end lines represent goal lines.

Designate one person in each team as a goalie who defends his or her goal line. The other team players line up across the centre of the playing area facing each other.

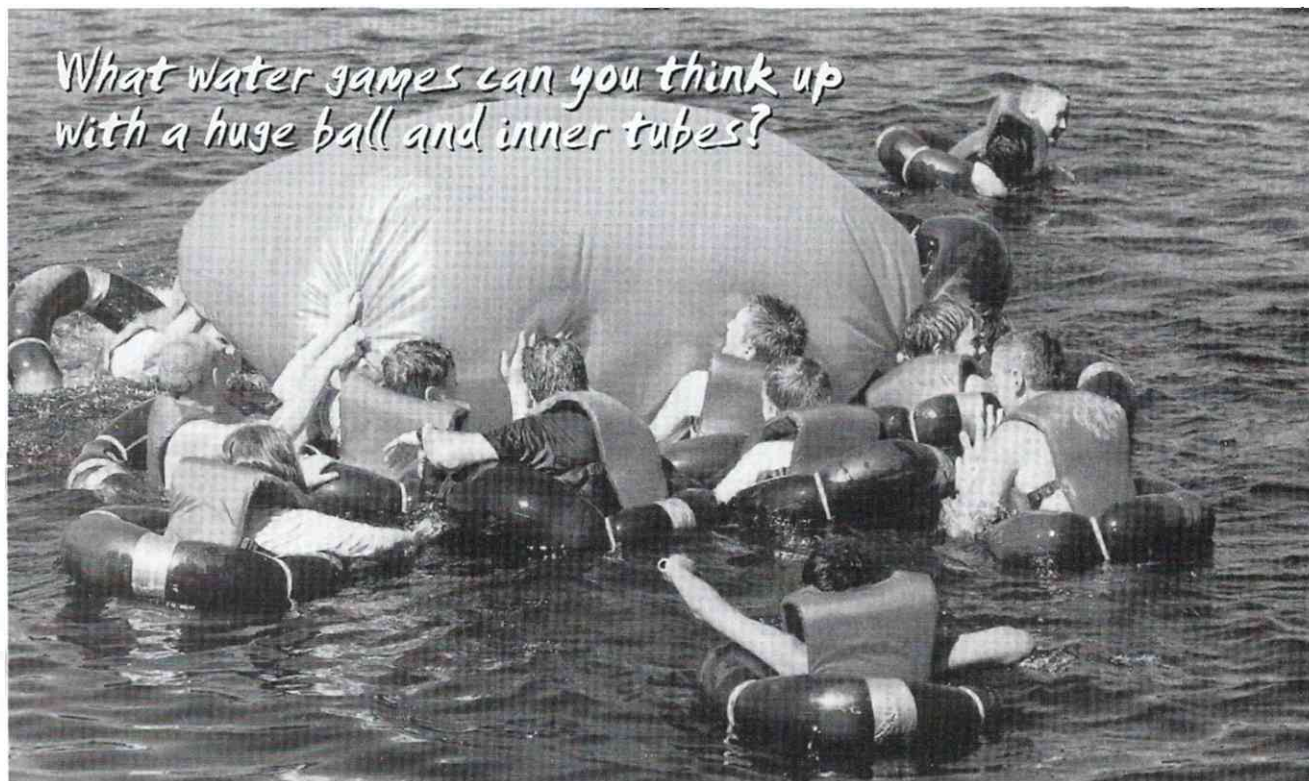
The referee throws the ball up and into the centre. The players attempt to advance it toward the opponent's goal line by hitting the ball with an open hand volleyball fashion. If the ball touches the water, it is given to a player on the other team. Each time a team bats the ball across the goal line, it scores one point.

Play the game with four quarters lasting three or four minutes, each separated by rest periods of one or two minutes.

Whirlpool

This game will burn off any extra energy your Cubs or Scouts have.

Players form one large circle near one corner of a swimming pool. (Playing this game in a corner of a swimming pool is important. The solid corner helps the water gather momentum, and helps contain the current in a specific area.) Players in the circle join hands and move the circle round and round by walking as briskly as possible. As a whirlpool begins to form and the current starts to build up, individual players take turns breaking off and floating with the moving water. Group members might want to get the water spinning into a



whirlpool, then all players let go and float on their backs riding with the spinning current.

If your water games form part of a Beaver-Cub or Cub-Scout linking event, have the older youths make the whirlpool, then get a younger child to step into the whirlpool and float in the twisting maelstrom.

Watery Obstacle Course

Mark off your swimming area with two ends, one of which is where both teams start off the game.

The object is to collect foam blocks or sponges, which are at the opposite end of the swimming area. Each team member collects one foam block after passing through the obstacle course, then must return through the course being careful not to drop the block out of his or her cup. When a player completes the course, he or she tags the next team member.

The obstacle course may consist of going through hoops, going through someone's legs, doing five bobs, deflating or inflating a balloon, or swimming on your back. Add other challenges if you wish.

Leap Frog

This is a great game for young Beavers or Cubs who may be afraid of water. Non-swimmers should play the game in relatively shallow water (i.e. 45-60 cm deep), while confident swimmers could play it in depths of up to 1.5 metres. Any number of players can take part.

Form a straight line of swimmers (one in front of the other) about a metre between each youth. Play this game in water exactly as you would play it on land, with the rear person leaping over the back of each swimmer until reaching the front.

Good swimmers have an opportunity to show quite considerable skill with this game if they play the game in very deep water. The one in front will tread water, while the player in the rear swims up behind, places a hand on the front person's shoulders, and leaps over the top. (This leap is more of a dunking as the front person goes down while his teammate swims over the top.)

Summer is such a great time to get together with Scouting friends. Organize a "bring a friend" pool party with these games to build enthusiasm for your fall program. X

Tag Games: "You're IT!"

Why do kids love tag? Partly because it involves racing after others. Here is a large selection of tag games that Beavers, Cubs and Scouts will enjoy playing in water.

Swordfish And Minnow Tag

All players except two join hands in a circle. One of the two (the Swordfish) is outside the circle. The other (the Minnow) is inside the circle. The Swordfish tries to tag the Minnow by chasing him or her in and out of the circle; the other players protect the Minnow by raising and lowering their arms to make it difficult for the Swordfish. After the Swordfish catches the Minnow, two other players take their place.

Underwater Tag

A chaser standing in the middle of a pool calls out, "Under the water!" At this, the players must swim underwater to the other side of the pool. The chaser may only tag others when they are under the water.

Water Exchange Tag

A chaser stands or treads water in the middle of a circle formed by other players. Each swimmer has a number. The chaser calls out two numbers, whereupon the two swimmers with the numbers must exchange places quickly. As this exchange is occurring, the chaser tries to tag one or both of the players. If the chaser is successful, they change places.

"I'm Wounded" Tag

When someone is tagged, he or she must hold the part of the body that was touched, while trying to tag someone else. (Some young Beavers may find this game very frustrating; leaders should make sure the game remains fun for everyone.)

Squat Tag

Here's a tag game for young Beavers. Play it in shallow water. If a Beaver squats down, he or she is immune from a tagger for up to five seconds. As well, the tagger is not permitted to stand beside the person waiting for the five seconds to run out.

Horseback Tag

Cubs and Scouts especially will enjoy this game, which is just a simple game of tag played on horseback (a friend's back). To tag a player, the rider must touch the person, not the horse.

Water Foot Tag

Play this game following regular tag rules, except – and here's the fun part – the chaser must tag an opponent *on the foot*. This game guarantees lots of diving and underwater swimming.

Immune Statue Tag

A child standing on the sidelines demonstrates some posture or physical pose. If others can follow the example, they are immune from being tagged for ten seconds. (Leaders need to referee this closely.) Can you think up more immunity tag games for swimmers? What about making them immune if they touch a coloured object, or a floating PFD, or reach a safety zone?

Feet Out of Water Tag

A swimmer is immune from tagging while floating on his or her back with both feet out of the water.

Training Tag

Find out who is the fastest swimmer in your group. Everyone starts in the water. A referee allows a three-second handicap to all swimmers, except the chaser.

On "Go!" the chaser tries to tag one or more players before they get to the other end of the pool or swimming area. Everyone who gets caught must join the chaser.

Sailing into Adventure

Build a sailboat as a winter project

from Gordon Applebee

SAILING A HOME-BUILT CRAFT: Here's an adventure straight out of Robinson Crusoe.

Sea Scout members from the 2nd Shawbridge Scout Group (Prevost, Quebec) built a sailboat over a winter and sailed it the next spring. Their building and sailing adventure ties directly into Scouting's aims and badge requirements. (Find out more about this ambitious project by surfing to this group's web site: <http://ww3.sympatico.ca/musky/Cub.htm>.) Here's their story.

For months our Scouts had clamoured for a building project that would carry them through winter. Being Sea Scouts, they lobbied to build a sailboat.

Tough Choices

Before deciding what type of sailboat to build, the group identified several important considerations to guide our choice. The boat had to be:

- Able to fit in my garage (just over six metres long) as this was a winter building project.
- Large enough to get most of our members on board so we could learn about sailing techniques.
- Made unsinkable.
- Able to be built by Scout-aged teens, with some adult guidance.
- Aesthetically pleasing, so that everyone would have a greater experience and sense of accomplishment.



"Ah, I feel pirate blood a-flowing in my veins, matey."

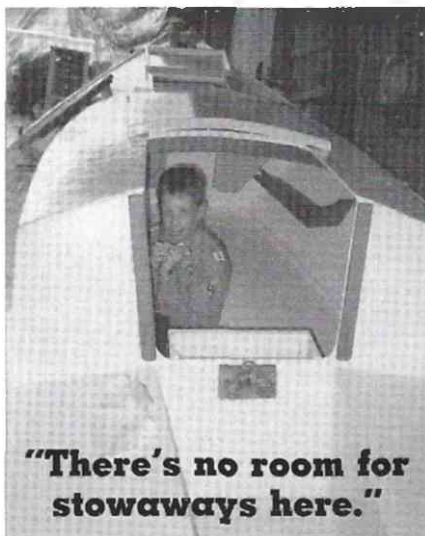
After surfing the Internet and flipping through stacks of catalogues, we found the perfect, six-metre long sailboat: the Stevenson Weekender. Its construction techniques proved simple and straightforward; the plans even came with a booklet and two videotapes showing how to build it.

When Vince Thorburn, our sponsor representative, heard about our intention to build a sailboat he decided to build an identical design. It was great being able to call on his expertise and knowledge throughout the project.

Important Pre-Building Considerations

Our Scouts had to shop around for wood; marine plywood isn't available everywhere. Also, we needed long pieces of clear British Columbia fir, which we purchased from a nearby building supply company. Most fittings came from a local hardware store, but some (e.g. the mainsheet assembly) were purchased from a marine specialist store. A local welding shop helped out when we were unable to fill specific needs.

We decided to build all spars from wood (mast, boom, gaff, clubfoot), as the design specified, although Vince used aluminum for his boom and gaff. The reason: he already had the tubes in his garage.



"There's no room for stowaways here."

Starting to Build, at Last

On Mondays and Saturdays for the next eight months the Scouts met to work on the boat. (They gathered every other Monday night for regular Scouting meetings where they learned sailing terminology, boat design basics, sailing, water safety and chart reading.) The project went smoothly, and they encountered no unexpected problems.

The boat is designed for easy building. It's held together with glue

Photos: 2nd Shawbridge Scout Group

and roughly 1,800 screws. There's no need to build a complex form or strongback, as required by many canoe and boat plans. This sailboat simply goes together on the floor, almost like a model.

When the Scouts put on one of the hull sides, all youths felt an enormous sense of accomplishment. They put in hundreds of screws that day; some of the teens had sore hands afterwards from the twisting motion. When this day ended, one Scout called out excitedly, "Hey, it's starting to look like a real boat!" Everyone felt the excitement of accomplishment, and a thrill of anticipation. Adventure was starting to beckon, big time! We could almost feel the wind on our faces.

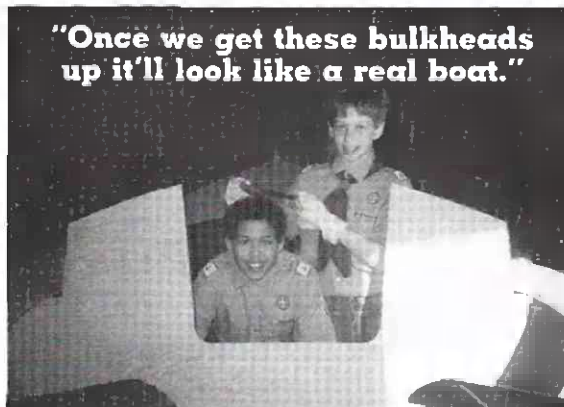
Final Construction Touches

After the hull was glued and screwed together, the leaders applied a fiberglass coat for added strength. (Our youth members didn't help out at this stage because the adults were concerned about toxic fumes, despite doing the work in a well-ventilated area.)

When the fiberglass dried, the Scouts painted the hull a beautiful yellow, and the deck and interior white. More weeks passed. We could have purchased real sails, but instead we made ours from poly-tarp, available at a local hardware store. In all, the boat cost \$2,754.77 to build (not including an auxiliary outboard or trailer). Soon our project was completed. It was time to take to the water.

Racing Before the Wind

When we hoisted our sails for the first time, one happy (surprised?) teen breathed out almost inaudibly, "We're moving.... We're actually sailing!" This was an unforgettable moment for us all, youths and adults. Everyone felt flushed with victory and sheer pleasure.



"Once we get these bulkheads up it'll look like a real boat."

How did our sailboat handle the wind? Like a dream.

When the wind caught the sails and pulled us out across the lake, the look on our Sea Scouts' faces was something no leader could ever forget. It took two more trips out with our Scouts before they started to feel really comfortable in the boat.

Now that we had our own sailboat, the Scouts started to plan some overnight sailing trips. The first trek proved awesome. We arranged with a parent helper to set up a tent trailer at our destination, so we wouldn't have to put up tents after a full day of sailing on the "high seas." Then we launched our boat, with Vince's

mirror image craft going into the water too, and sailed down the Ottawa River to Voyageur Provincial Park. Here we stayed for several days, taking frequent trips out and around this scenic area, enjoying the new-found freedom provided by our own sailboat.

Looking Back and Forward

What would we do differently if starting out again?

We wouldn't change anything. The boat is perfect for our needs, though it can only hold four people comfortably. If your group is larger than our's, you might want to build a larger craft, or even a dragon boat.

Are your Scouts or Venturers looking for an incredible building project that leads directly to high adventure? If yes,

consider making a sailboat or canoe. Youth members will learn teamwork, get hands-on building experience, learn to read design plans, and after successfully finishing the project, will have a craft for kindling Scouting adventures. Perfect! ^

— Gordon Applebee (Prevost, Quebec) likes to keep a rolling deck under his Scouts' feet.



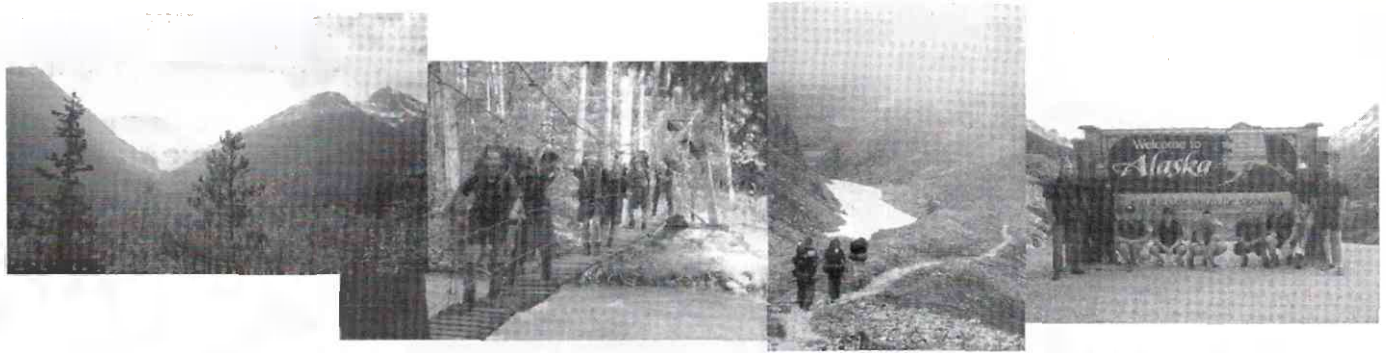
Launching our vessel. But will it float?

Ready for our first serious sailing adventure.



CARDBOARD BOAT ADVENTURES

If building a full size sailboat is too much for your Scouts, would you consider making disposable cardboard boats? Read all about this incredible activity in this month's Swap Shop column on p. 37.



AMORY ADVENTURE AWARDS

"It's Over the Chilkoot Pass. Can We Make It?"

by Susan Mackie

FOLLOWING IN THE FOOTSTEPS OF KLONDIKE adventurers who raced to Dawson City for gold over one hundred years ago, Venturers from the 31st Hamilton Company (ON) embarked on their own quest for excitement.

What makes the Chilkoot Pass such an attraction for Scouting youths?

Partly, it's the historical significance and the strategic location that forced almost 30,000 gold stampedes, headed for the Klondike, to use it. The Chilkoot is one of only two passageways over the forbidding coastal mountains that lie between the Pacific Ocean and the Yukon interior, where the gold reportedly lay so thick on the ground that people could shovel it into their packs. For centuries, First Nations people have used the Chilkoot for trading between coastal and highland communities.

The Venturers began their journey early in August. Flying high on the wings of anticipation, they travelled by plane to Calgary, and from there on to Edmonton, where they picked up two rental cars for a long drive northwards to Skagway, Alaska. The teens set up for their first night's camp near the town, in the shadows of the coastal mountains.

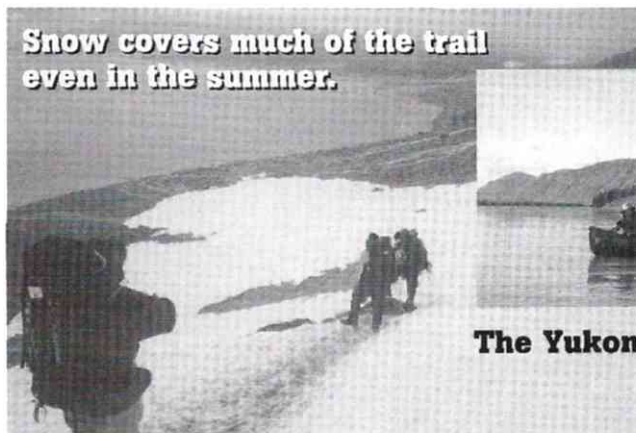
"Pedal to the Metal. Let's Go!"

Next morning, the youths embarked at the Dyea trailhead right on the Pacific coast where the Klondike miners had unloaded their gear. Although the Venturers started their

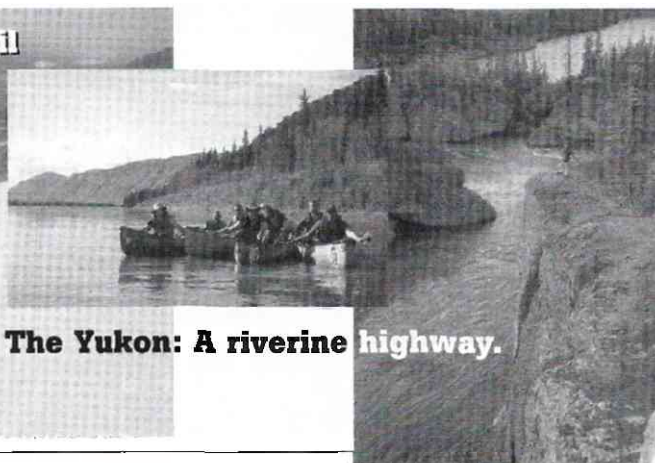
Theirs took them on a three-day backpacking trip over the daunting Chilkoot Pass, followed by a canoe trip down the Yukon River. The effort earned them third prize in last year's Amory Adventure Awards.

trek wearing parkas (anticipating bitter Alaskan winds), it wasn't long before the sweat of exertion forced them into t-shirts. They found themselves moving at such a speed that they almost missed a bend in the trail, "skiing" down slick sheets of glacial snow, and jumping the small unexpected streams that punctuated the rocky hillside.

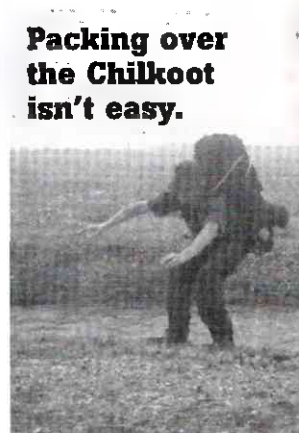
Revelling in the brisk air, they enjoyed the camaraderie that comes with shared wilderness challenge. Many kilometres of hard trail passed under their fast-moving feet, but adventure and history lay around every bend in the path. The end of their



Snow covers much of the trail even in the summer.



The Yukon: A riverine highway.



Packing over the Chilkoot isn't easy.

first hiking day ended with sore muscles but high spirits.

Next morning, the day dawned wet. As in the grandest of theatres, curtains of mist soon parted to reveal the most spectacular scenery the Venturers had ever seen. The beautiful vistas, as well as hours of physical effort, took their breath away. Straight ahead loomed the Golden Stairway, a solid wall of rock, with a 45-degree incline that forced the Venturers to use their hands to pull themselves up. Even the massive boulders placed in their path proved no obstacle to the determination that carried the teens at last to the pinnacle of the Chilkoot Pass.

"I See the Summit!"

To the exhausted, but exhilarated Venturers the summit was a very sweet sight. Buoyed by the Canadian flag heralding welcome, they climbed until they reached the shelter (a cabin) with its beckoning warmth. It was while trading stories with another group of hikers that they realized how fast they had completed this section of the Chilkoot Trail. In full packs, completing a hike that takes most people as much as 12 hours, the 31st Hamilton Venturers had made it in only four!

Fresh from the excitement of their triumph, the group couldn't wait for the next leg of their journey to begin. A visit to a Parks Canada cabin at Lindeman City (a virtual ghost town) satisfied their historical Klondike curiosity, and provided each member with permanent proof of their accomplishment – a certificate.

It was an uphill climb to Bare Loon Lake, where the group finally stopped for a rest. The final terrain had proved an unexpected challenge; after conquering snow, rock, and slippery vegetation, the hikers hit sand. Their feet slid backwards with every step. One of the Venturers remarked



Sheets of glacial snow beckoned the Venturers.

that he was more tired after struggling with the sand than from trekking to the top of the Chilkoot Pass. The other members felt exactly the same way, but relief loomed into view – a lake. As soon as they arrived, everyone jumped straight into the refreshing water. "Time to set up camp and cook supper," someone called out, to the relief of everyone.

The next part of the journey (accomplished on Day 3 of the hike) fascinated the teens by the amount of Klondike relics littering the trail. History lay everywhere, but partly because the hiking trail was almost flat now (after experiencing steep grades), a feeling of boredom descended on everyone. It wasn't long until the Venturers couldn't wait to get to Whitehorse and their canoes for the second part of their adventure.

Riverine Voyageurs

After reaching the headwaters of the Yukon River near the Chilkoot Pass, most Klondike miners built boats to float down the river to Dawson City. In Whitehorse, the Venturers rented canoes and set out on an 800-kilometre riverine trip to Dawson.

Deceptively calm at times, the fickle river would suddenly erupt with currents that would carry their canoes along with a speed they had never encountered on the quiet lakes of Ontario. After their first day on the river, they stopped to camp, and several Venturers hiked up to a lookout

point where they were able to survey most of the area they had just passed through.

Utterly amazing!

One major obstacle lay in their path at the half-way point of the canoe trip: Five Finger Rapids. The rapids proved everything the Venturers had hoped for, and more. The fast water was really exciting, yet not too dangerous.

Bald eagles often soared overhead. While paddles dipped repeatedly into the river, the water turned from placid, to swirling, unfriendly, slapping waves. On one day a constant, cold wind whipped the faces of the Scouting adventurers, who soon had no choice but to tie their canoes together for stability. When the wind stopped, mosquitoes descended in swarming squadron strength; everyone dove to tear into their packs in search of long-sleeved shirts and Deet™.

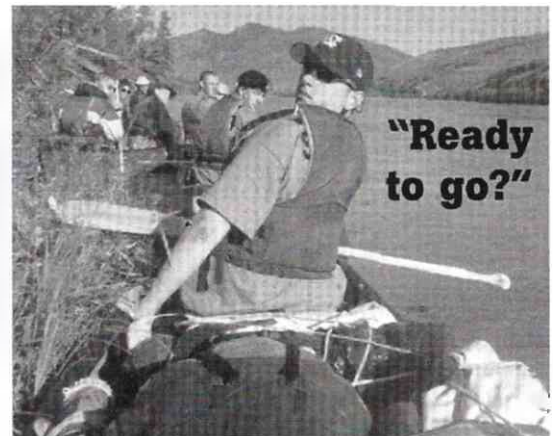
"There's the Klondike River!"

By the time they reached Dawson City, after many days of roughing it in the wilderness, all the Venturers were ready for a different kind of fun. Exploring the town itself was an adventure in history; they toured the Dawson City Museum, Pierre Berton's pre-teen home, a cabin that had once belonged to poet Robert Service, and another one that had been the sanctuary of writer Jack London. Several days later, the hot springs at Liard Provincial Park provided pampering and soothing warmth to the Venturers' tired muscles.

"It's the best trip we've ever taken," every member agreed. They had tasted raw adventure and travelled in the footsteps of gold stampeder. What a great trek, but next time, they vowed they wouldn't do it without their favourite CDs. ^

— Susan Mackie works at the National Office.

Yukon River sandbars are large and flat. Perfect for ball practice.



Photos: The 31st Hamilton Company (OH)

You Don't Have to Be Shakespeare to Write for the Leader Magazine

by Allen McCartney

You've just had a fabulous year, and the youth in your section can't wait for the fall Scouting program to start again.

Is this what you've just experienced? Then, why not tell other leaders about your successes? It's easy.

Creative Theme Programs

Exciting theme programs are always popular with youths and adult leaders. Did you have one or two that proved particularly popular this year? Perhaps you'd like to design the 'perfect' theme program and send it to us.

You could write an article on cultural themes (e.g. Christmas, Easter, Passover, St. Patrick's Day), environmental themes (e.g. Scoutrees, Pitch-In Canada), or special event days (e.g. Valentine's Day, Groundhog's Day, Mother's/Father's Day). These are obvious program themes, but don't forget seasonal themes:

- Fall walks (hiking, then making leaf bookmarks)
- Winter toboggan parties or sleigh rides
- Spring roadside cleanups
- Summer bike rodeos.

Beavers and Cubs love sleepovers. Have your members enjoyed a really successful one this past year? Tell us about all the games, crafts, snacks, skits and songs. Cuborees and Beaveres are other favourite events.

We need Thanksgiving program ideas as much as Halloween or Valentine crafts and games, yet few people send us any. If you send games, crafts and other Thanksgiving-related material it's almost guaranteed to make it into print with your name enshrined forever as a published writer.

You could write an article about a Disney theme (e.g. making masks, adapting games to the program, making Donald Duck ice cream), origami (paper folding), soap box derbies... the

ideas are endless. You might decide to write about a joke evening (tell us the jokes), a fabulous camp, a games night or creative disciplining ideas.

You could write an article on movie or television themes, such as:

- Harry Potter
- Lord of the Rings
- Star Wars
- Desert island survivors.

Each month about 40,000 Scouters turn to the **Leader Magazine** looking for outstanding program ideas. They want proven, field-tested activities that *really* inspired your adventure-loving members.

What about an outdoor adventure piece dealing with:

- Bike treks
- Caving
- Rock-climbing
- Canoeing or portaging
- Risk management
- SCOUTSabout
- Extreme Scouts
- Amory awards

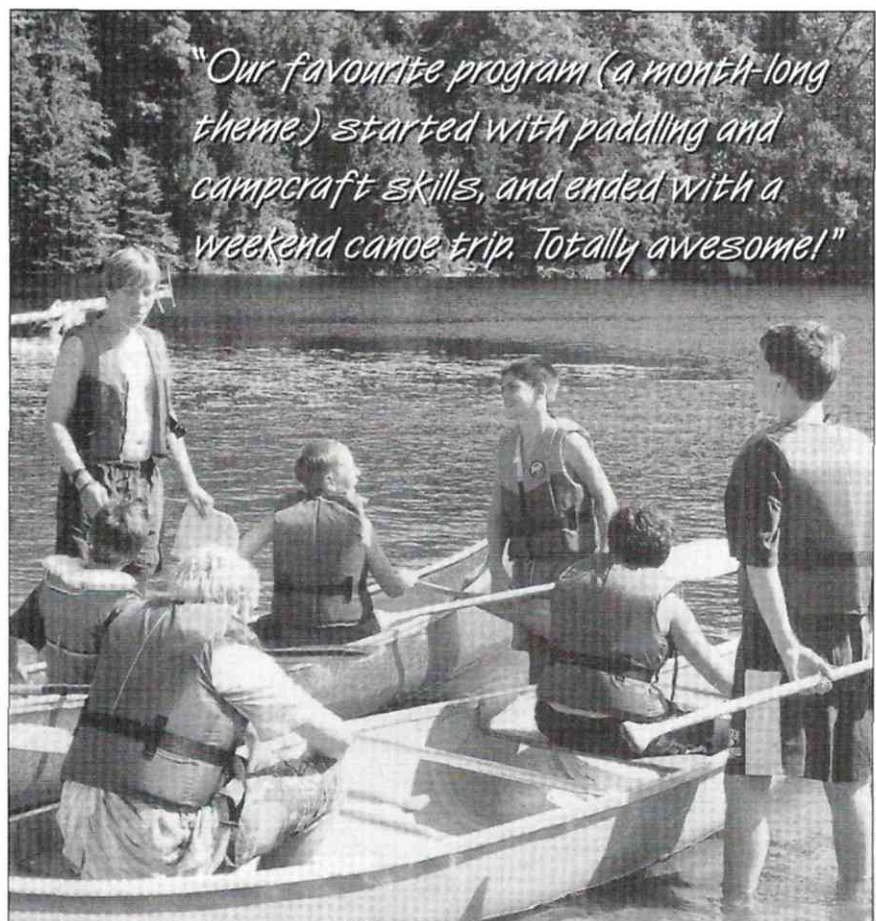


Photo: Dawn Kocis

What a Disaster!

Have your Scouts just come back from a trip where everything went wrong? Tell us what you did to prepare, what went wrong, and what you'll do next time to avoid the mistakes. This type of piece ties in nicely with a first aid night (building first aid/survival kits), knot tying, campcraft skills and pioneering.

You want more ideas?

- Disability awareness
- Food
- Family and child care
- Smoking and healthy living
- Cavemen and dinosaurs
- Street-proofing
- Science
- Rockets and airplanes
- Chemistry for kids
- Environmental projects
- Map and compass
- International jamborees
- Service ideas
- Linking events

The Leader Magazine is always looking for interesting Scouter's Fives, skits, camping/hiking hints, recipes and songs. Some groups make up their own books of favourite activities. Why not send us a copy?

One regular contributor is a proud member of a First Nations group. He provides **the Leader** with a constant supply of outstanding quotes, games and activities that relate to First Nations themes. You could do this too.

Before You Start Writing...

Ask yourself: Is this a program that a leader in the Yukon, Cape Breton, southern Ontario, or the Queen Charlotte Islands could use? What does that Scouter need to know about my program to duplicate it successfully? Then provide that imaginary Scouter with as much information as possible – every detail.

What do your Beavers, Cubs and Scouts love doing most of all? What advice would you give as a seasoned Scouter to a new recruit? Tell us.

What We Don't Want

Remember what people come to **the Leader's** pages to find: exciting and innovative *program ideas*. They do *not* read the magazine to hear a leader vent about some local or regional concern. Few readers have time to do anything more than plan and deliver outstanding youth programs.

Occasionally we run "think" pieces that deal with specific issues

facing Scouts Canada. Usually, these are written by staff at the National Office or senior volunteers on a national committee. But if you have an idea for one, call or e-mail us with your thoughts.

Completely describe your favourite program, explaining how to play all the games and how to make all the crafts.

We can't guarantee that all submissions will be printed. After all, we only have 40 pages every month, but we do make an effort to publish as much as possible.

Take Note

As all magazines, **the Leader** edits material for suitability, style, content and readability. Every submission goes through this process, whether written by the Chief Executive or the newest Leader-in-Training.

Rather than taking lots of time honing your writing skills and wait-

ing until your introduction and conclusion are "just perfect," it's best to just send us what you've got without the polish. We'll pick through your games, crafts, songs, recipes, tips, and outing ideas and assemble a great theme from there. All we need from you is a complete explanation how to play the game, or complete explanation of how to make a craft.

Brainstorm with Kids

Ask your Scouting youth what they think you should write about. Pose these questions: "What was the all-time best program we had last fall or spring?" "Tell me what your favourite camp theme was last year." Then, gather together their favourite theme, and send it off to us after describing all facets of the program.

Get Published Now!

Are you excited about Scouting? Then send us your best ideas. We *want* to tell others about your most popular programs. If we use your article (and most submissions are printed), you'll get your name published in a national magazine and gain recognition for your group.

Send your articles and submissions to **the Leader Magazine**, 1345 Baseline Road, Ottawa, ON, K2C 0A7. E-mail: leader@scouts.ca.

Remember: "You don't have to be Shakespeare to write for **the Leader Magazine!**"



Photo: Hazel Hallgren

A beach party can include a fish pond, water races and obstacle courses.



World Scouting: *Simply Fascinating!*

by Lena Wong

CUBS WORKING ON THE WORLD Cubbing Badge and Scouts working on the Chief Scout's Award need to fulfill some requirements associated with World Scouting. This article will help leaders answer some of their questions, and guide

youths to appropriate resources for their research. Watch for future articles dealing with World Scouting. We hope they will generate interest and enthusiasm for International Scouting, and Canada's place in it.

Scouts Canada participates in the international Scouting community through its membership in The World Organization of the Scout Movement (WOSM). Let's take a closer look at WOSM and how it promotes Scouting internationally.

Building Up Youth

WOSM is an independent, non-governmental and non-political organization. It aims to promote Scouting throughout the world by building unity within the Movement, spreading its purpose, principles and methods, encouraging its expansion, and preserving its unique character.

Specific bodies of the World Organization of the Scout Movement include the World Scout Conference, the World Scout Committee, and the World Scout Bureau. Let's look at these individually, starting with the World Scout Conference.

In accordance with the World Constitution, the World Scout Conference meets every three years to:

- Determine the general policy of the Movement
- Accept new National Scout Organization members
- Elect World Scout Committee members
- Vote on World Scout Committee proposals.

The World Scout Committee meets twice a year. As the executive body of WOSM, it:

- Executes the decisions of the Conference
- Supports the expansion of Scouting

- Advises national Scout organizations
- Recommends the admission of new member associations
- Coordinates the organization of World Scouting events
- Appoints the WOSM Secretary General
- Monitors the management of the World Scout Bureau, and approves its budget.

The World Scout Bureau is WOSM's secretariat, and is located in Geneva, Switzerland. Headed by the Secretary General, the World Scout Bureau (and its regional offices):

- Prepares meetings of the World Scout Committee and sub-committees (also at regional level)
- Prepares World Scout Conferences (also at regional level)
- Supports and monitors the organization of world and regional Scouting events

- Provides necessary services for promoting Scouting in the world
- Helps develop Scouting in countries where it is not yet recognized, and facilitates the admission of new organizations to WOSM
- Maintains relations with international governmental and non-governmental organizations, notably in the youth sector.

Regional Activity

A number of regional World Scout bureau offices exist. They are in:

- Africa Region
 - Nairobi, Kenya
- Arab Region
 - Cairo, Egypt
- Asia Pacific Region
 - Manila, Philippines
- European Region
 - Geneva, Switzerland

During the Winter Olympics, many Scouting groups surfed over to the World Bureau's site and learned about other participating countries and their Scouting organizations.

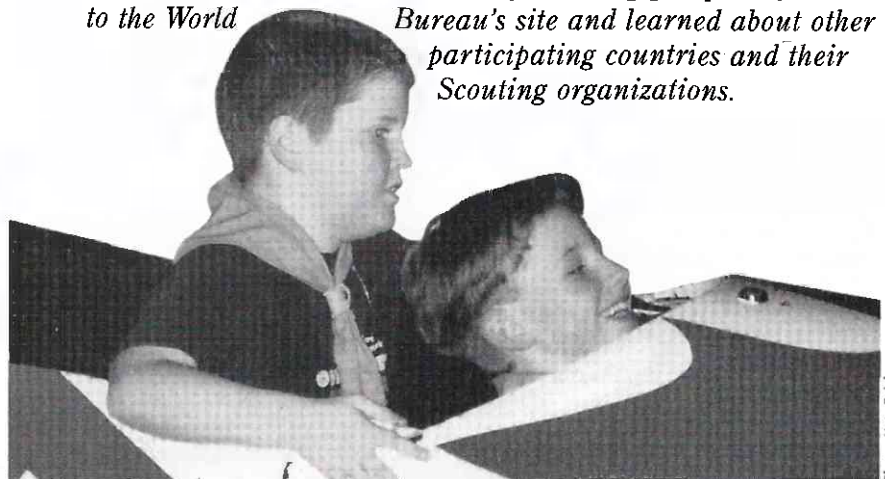


Photo: Marie Paulka

Interamerican Region

- Santiago, Chile

Eurasia Region

- Yalta, Ukraine.

Regional Scout Conferences and Regional Scout Committees that they elect are supported by regional offices of the World Scout Bureau. They develop Scouting in their areas, and ensure the application of WOSM decisions.

Visit the World Web Site

Do you have Internet access? If you do, discover more about international Scouting by visiting the World Scout Bureau's web site at: <http://www.scout.org>. The World Bureau updates the site regularly; youth members will find most of the information they require for badges here.

For membership information, click on "Organizations" in the menu on the left hand side, then click on "List of countries" on the page you open up. This will give you the most recent information about memberships in all member countries, including Canada.

The World Scout Bureau's web site offers lots of other information that will fascinate both adults and youths. You can find details about:

- International events
- Links to web sites for Scout associations in many member countries
- A list of Scouting camps and hostels in Europe for those who wish to travel
- Fact sheets and documentation on other issues and concerns of interest to adult members of Scouting.

You will even find "Dr. Scout" who answers questions from leaders about Scouting-related concerns. These might include discipline issues, group dynamics, conflict resolution, and much more.

For information about Scouts Canada's involvement in the International Scouting community and about the Canadian Scout Brotherhood Fund, visit our web site at: www.scouts.ca. Enter the site as appropriate (i.e. Youth/Adult Member/Visitor), scroll down the menu on the left side until you reach "Navigate," click on the arrow at the little window, and choose "International" from the pop-up menu. This takes you directly to Scouts Canada's international page and a

Interesting Badge and Award Activities

Scouts

Youth members working on their Chief Scout's Award can access Scouts Canada's web site (www.scouts.ca) and locate the information they need for requirement 5(a). Next, they can surf to the World Scout Bureau's web site (www.scout.org), and find a list of countries where Scouting exists. This will complete requirements for 5(b) and (c).

Cubs

Show Cubs working on the World Cubbing Badge a world map, and ask them to point out countries they would like to visit.

Make a list of as many countries as your Cubs could reasonably look up on the Internet or at the library. Using the resources available, access the World Scout Bureau's list of countries and surf to some Scouting web sites for the countries on your list. Or, visit your local library and find books on some of the countries.

Encourage your Cubs to read as much as they can about at least one country. Make sure the Cubs have the list of requirements for the badge in front of them so they can focus their reading on those items they need to learn about to earn their award.

number of fact sheets and links. You can also access the international page directly by typing www.scouts.ca/council/inter/index.stm in the address line of your Internet browser.

Surf for Fun and Information

While surfing, you'll find subjects on the international page that include the Brotherhood Fund, the International Relations Committee, World Jamboree history, Jamboree on the Air (JOTA), and a guide on how to plan a community development project.

If you need more information on any of these subjects, contact me directly at lwong@scouts.ca or by mail (1345 Baseline Road, Ottawa, ON, K2C 0A7) or phone (613-224-5131).

The International Relations Committee publishes an international e-mail bulletin every three months. It covers news and views about Scouts Canada's activities and involvement in the International Scout-

ing community. If you're interested in receiving this bulletin, e-mail your request to me at lwong@scouts.ca.

International Scouting. There's more to it than meets the eye! ^

— Lena Wong works in International Relations at the National Office. She is also the national JOTA organizer.

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THE CANADIAN SCOUT BROTHERHOOD FUND

LEARN MORE ABOUT THE Canadian Scout Brotherhood Fund right now. Turn to page 16, and see the feature article about a great way to help others.



The Canadian Scout Brotherhood Fund

Do you have a development idea that needs funding?

by Bob Butcher.

The Canadian Scout Brotherhood Fund is one of Scouts Canada's most remarkable achievements. Established in January 1950, it replaced an earlier fund set up during World War II to help Scouts in countries affected by the war.

What is the Fund's chief purpose?

It is meant to support Scouting development projects in other countries. Over the past half century the Fund has supported more than \$5 million worth of projects around the world. During the '70s and '80s the Canadian International Development Agency (CIDA) contributed almost \$1.7 million to the Brotherhood Fund in support of these projects.

What is "development"?

In some cases development involves a process by which individuals and groups within a community work to improve the quality of life and their community. In other cases it involves projects that strengthen a country's Scout Association to help it manage itself better or to deliver a better program to its members.

Examples of Help

In the early years, the Brotherhood Fund provided grants for Scouts in other countries to learn how to do everything from growing fruits and vegetables, and fish farming to help feed their families, to drilling wells and installing latrines to improve sanitation and provide a safe supply of drinking water for communities.

During recent decades, the focus has shifted to strengthening Scout Associations by funding strategic planning workshops, executive and volunteer training courses, and program workshops to help ensure that staff and leaders can do their jobs effectively. In a number of cases, Scouts Canada has provided an experienced staff member or a volunteer to help run these courses and workshops.

In the last few years Brotherhood Fund grants have enabled the Inter-American Region to employ a Scout Executive for English speaking countries of the Caribbean and the Africa Region to establish an e-mail network for all of its associations. A grant to the Scout Association of Peru enabled its members to equip their office with three computers, two printers, a scanner and some software.

For about ten years, the Fund has been providing grants to groups of Canadian Venturers and Rovers who arrange to travel to other countries to work on projects alongside Scouts and leaders in those countries. The grants have covered the actual project costs, while the Canadians were required to raise their own funds for travel, meals and accommodation.

In 2001, a group of Rovers and leaders from Quebec traveled to El Salvador to rebuild homes destroyed during Hurricane Mitch in 1998. They built and painted five houses and laid the foundations for another five.

Quebec Scouting has had the longest history of sending Scouting groups on such projects; they produced a booklet entitled, "Planning Your Community Development Project." If you'd like to download a copy of this resource, you can do so by surfing to: <http://www.scouts.ca/council/inter/commdevproj.htm>.

We All Contribute

Where does the Canadian Scout Brotherhood Fund get its money?

About 15 percent of revenue generated by Scouters for Canada goes into the Brotherhood Fund. After Scouters expenses are paid, any amount left is available for projects. Individuals, Scout groups, Scouter's Clubs, training courses and local Scout Councils make direct donations to the Brotherhood Fund from their own resources or from organized fund-raising projects.

On-Going Success Stories

Here's a description of several no-

table on-going projects. Si-Won Hong, a young Korean girl, travels to Montreal regularly for rehabilitation treatment and new artificial legs. The Brotherhood Fund helps rebuild her life. The project began in 1991 when Si-Won lost her legs in an accident when she was three years old. At first, Canadian contingent members to the 17th World Jamboree took up the financial challenge. This is a long term Fund project, as Si-Won will need new artificial legs every couple of years until she is fully grown; fund-raising for this project is therefore an ongoing activity.

The Kenya Scout Association began a project in 1994 to involve street children in Scouting programs. The prime objective of the program is to re-unite children with their families, as well as to ensure that they get an academic or vocational education. The New Brunswick Scout Council adopted this project as an on-going fund-raising activity; at CJ'01, that council raised over \$9,000 for the Kenya Street Scouts.

Got An Ideas for a Project?

If your group wants to discuss the possibility of organizing a project that might be funded by the Brotherhood Fund, contact us at: lwong@scouts.ca.

Other ways to get involve include:

- Learn about life in a developing country
- Organize a fund-raising project to contribute to the Canadian Scout Brotherhood Fund
- Read the **Leader Magazine** for more news about world Scouting community development
- Participate in Scouters for Canada every year.

The Canadian Scout Brotherhood Fund: we're here to serve each other, and the Brotherhood Fund helps us all fulfill this goal. X

— Bob Butcher is the executive director of International Relations.

Planning your holiday in London? Look no further!

Two great places to stay

Baden-Powell House

In the Heart of 'Museum Land'

It would be hard to pick a better spot from which to discover London. Ideally situated in the heart of London's "museum land", The Natural History Museum, Science, Geological and Victoria & Albert Museums are just a few minutes walk away. Also *within easy reach* are the Royal Albert Hall, Buckingham Palace and Westminster Abbey, to name just a few.

First Class Accommodation

We can offer a variety of rooms that cater to the single traveller, family groups, large parties. Our rates are very competitive and include a full English breakfast. The rooms are all en-suite. Most have televisions and tea and coffee making facilities

Excellent Catering

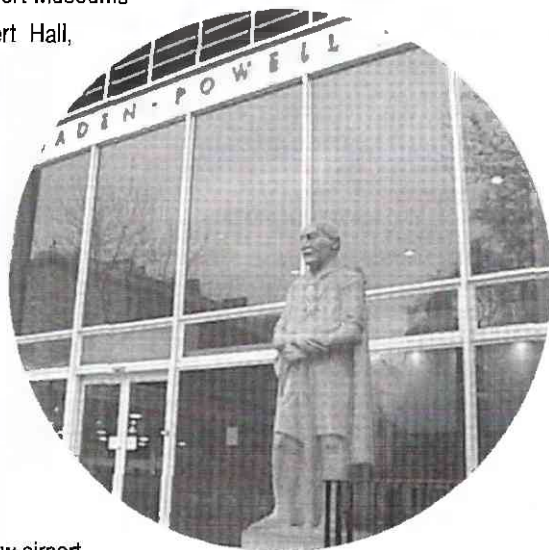
Our self-service restaurant is open to non-residents and house-guests alike. We are also happy to cater for parties of any size by prior arrangement. Packed meals, can be supplied for parties of any size.

Connections

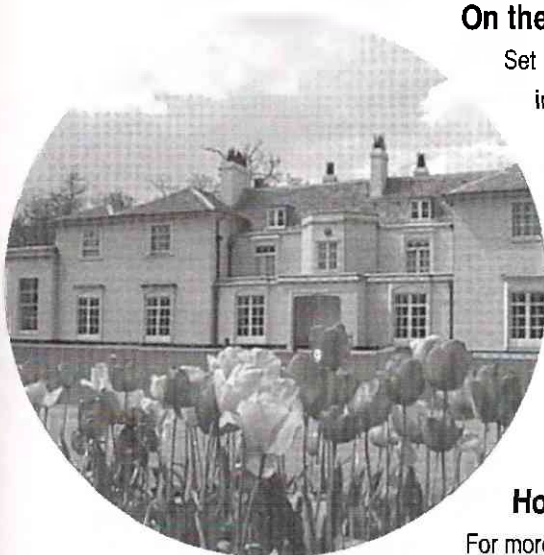
Nearby underground stations connect with all the major main-line rail stations and Heathrow airport.

How to Book

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Gilwell Park is the home of Scouting, and has been used by Scouts since 1919. We offer a variety of camping areas for groups from 10 to 1000, with a comprehensive selection of camping gear for hire. There is fun support from our friendly team of international staff.

How to Book

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Beavers Love Campfires Too!

by Ross Francis

MANY COLONIES NOW include some sort of campfire program in their spring family camp. What a fantastic way to wind down a day at camp. However, kids and fire can be a bad combination unless you properly instruct and supervise your Beavers.

Before setting up a campfire with Beavers, make sure you establish strict rules for everyone to follow, then ensure everyone (parents included) abide by them. Ideally, one or more parents will accompany their child to a family camp, so leaders should have plenty of help for supervising.

Here are some general rules to follow at your campfires:

- Make sure campfires are permitted when and where your camp will take place. Then, obtain a fire permit if required.
- Check with the landowner or park staff to find out about rules relating to gathering firewood. (Most provincial and national parks do *not* permit campers to gather wood off the ground; this activity destroys wildlife habitat. Instead, most parks expect campers to bring their own wood or buy it.)
- Build your campfire in an existing fire pit, checking first to make sure there are no overhanging branches that sparks could ignite.
- Gather or buy enough firewood to keep your fire going for the desired length of time so you don't have to leave the fire to find more wood.
- Keep a bucket of water and a shovel nearby so you can quickly extinguish any flying sparks or creeping flames.
- Place extra firewood a safe distance from your fire pit. Never put it right next to the flames.



Photo: Allen Macartney

...no running and pushing around the campfire tonight."

- Inspect the area surrounding your campfire for flammable material, and remove these if necessary.
- Matches are not play things; make sure your Beavers understand this. Only adults are allowed to handle them. Appoint one adult only as "keeper of the matches" and "fire-lighter." This will ensure that all matches remain out of little fingers.
- Make sure nobody is wearing loose-fitting clothing around the campfire.
- Only adults should light the fire and add fuel to it. Permit Beavers to do this with their parent's or leader's permission only.
- Allow no running or playing around the fire. Too many excited children fall into fires each year, resulting in unnecessary burns.
- Make sure both Beavers and parents sit a safe distance back from the fire. This will prevent sparks from landing on them, and melting or igniting their clothing.
- Although your Beavers will want to poke sticks or throw objects in-

to the fire, don't allow it. Sticks for roasting marshmallows and hot dogs are cooking tools, and should not be permitted to catch fire or be used as swords. Take them away if anyone is misusing them. Most children will understand the wisdom of this rule.

- Never leave a fire unattended. Too many forest fires start this way.
- Make sure your fire is completely out before leaving it. Sprinkle the flames or smoking coals with water and stir, then repeat until the steam and sizzle stop. Leave only when the fire is cold and dead. (Of course it's best to allow your fire to burn itself out before adding the water. This leaves the fire pit free of charred wood so the next users have a clean fire pit.)

Use As a Teaching Experience

Kids like to help out. They also love to gather and collect things, so why *not* show them how and where to find firewood? But first, check with the landowner or park staff to find out if gathering firewood and dead

twigs and branches is allowed. If it is, explain to your Beavers that they should collect dead wood only, and point out where they can find it. Broken twigs and branches that have fallen on the ground are a good place to start, but if you're trying to build a fire in damp weather or after a rainy spell they should also know to look on the bottom of softwood trees for branches that are still attached to the tree, but no longer have needles on them. Because these have been sheltered from the weather by the tree's upper branches and have been kept up off the wet ground, they should be relatively dry.

Tell your members that insects, rabbits and smaller animals use fallen branches and twigs as hiding places. When people move or disturb them needlessly, humans might be threatening the survival of these creatures.

"Stay Well Back Please"

Kids, and some adults, find open fires irresistible. Because they'll want to make it bigger, rearrange it and poke the embers, it's important that everyone follows set rules closely. Kids will have a hard job just sitting nearby, so you'll need to find good activities that they can do while they watch the fire. Get a copy of the *Scouts Canada Campfire Book*, and choose some age-appropriate songs, skits and yells that your Beavers would enjoy. Practise these several weeks in advance of your campfire to entertain parents.

Cooking over the fire is also a special experience for Beavers. But

this too can prove dangerous if extra caution isn't taken. Make sure all cooking sticks are long enough so Beavers don't have to get too close to the flames or coals. Ends should remain fairly blunt to minimize damage if they happen to contact another Beaver.

Campfires can be entertaining and enjoyable for everyone - young and old.

Keep your campfires fairly small so all Beavers cannot cook at the same time. Why plan for this? A smaller campfire will limit the number of restless Beavers around the flames. As well, limit the number of cooking sticks available, and ask your Beavers to take turns cooking at the fire.

Parents and leaders must watch carefully to make sure that cooking

sticks don't catch fire. If they do, Beavers should leave them in the fire and let an adult remove them and extinguish the flames.

You can prevent sticks from catching fire by buying special metal campfire roasting sticks at a camping store. Make sure they have wooden handles; this will prevent burnt hands while holding the roasting sticks.

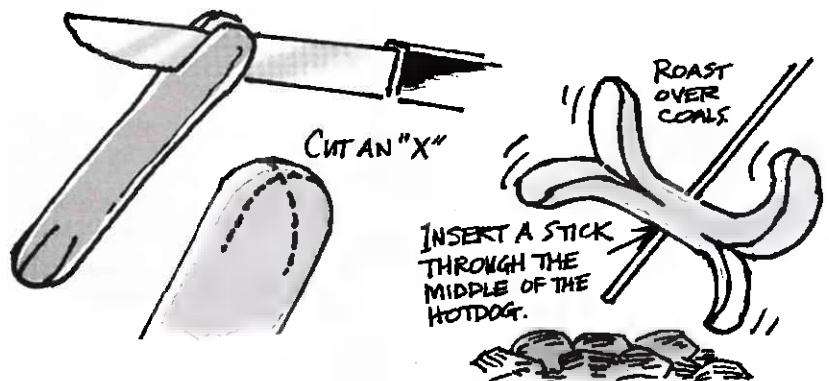
Everyone loves marshmallows, but these are tricky for young children to cook with. Adults must teach and supervise the fine art of cooking marshmallows. The white goo quickly catches fire, and the natural tendency for everyone is to quickly pull them from the coals to blow out the fire. This rapid response may result in a flaming marshmallow landing on someone else, or falling on the ground where someone may step in it.

Cooking bannock and hotdogs can be just as much fun and perhaps a little less dangerous as roasting marshmallows. Pick up some Pillsbury™ bread sticks in the tube, and wrap a portion of the dough on a cooking stick. This makes it easy for Beavers to cook their bread. This snack is tasty with a little bit of margarine, jam or peanut butter. Select thicker sticks for this cooking. You might even try cooking hotdogs, then wrapping dough around the hotdogs and cooking the dough. Yum!

Campfires can be entertaining and enjoyable for everyone - young and old. When you follow rules, the experience becomes another great Scouting memory filed away for future years. Λ

MAKE SOME SPIDER-DOGS

Cut an "X" in each hotdog end before you start cooking. Put them on the roasting stick (the stick goes in the middle), and start roasting them over the coals. As they cook, the wiener ends will curl up forming the legs of your spider. (See diagram) Beavers and Cubs will love the shape.



GET WITH THE PROGRAM

Are you looking for some regular program help? How about some games, activities, songs and much more?

Subscribe to our "Program Tips" for ideas you can use at your next meeting. It's easy to subscribe to, and free. Beaver leaders should send an e-mail message to maiser@scouts.ca with the following in the first line of the message box: **Subscribe bprg-l.**

We will send you ideas to use in your section regularly.

If you want a favourite tip of yours featured, send it to us now at: rfrancis@scouts.ca.

Fun at the Pond

by Ruth Dubeau



Dirt!

Instantly this word brings a smile to the faces of most Beavers. Translated into adult language, "dirt" means freedom, summer and fun. Let's look at some ways to inspire Beavers with this interesting theme.

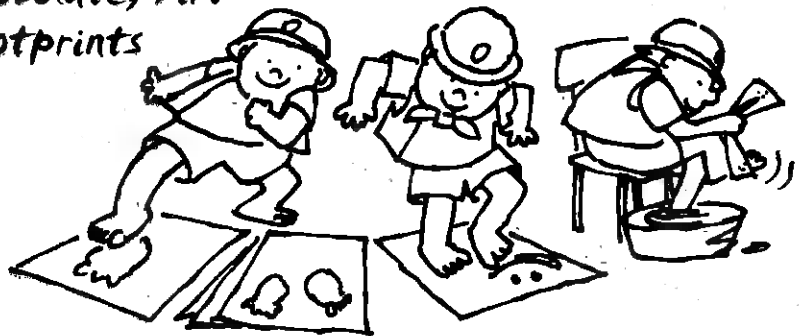
Chocolate, Dirt Footprints

Mix up a huge batch of chocolate pudding, and put it on large cookie sheets. (To help reduce the cost slightly, add some flour to your mixture to act as a filler.)

Ask your Beavers to take off their shoes and socks, and step into the "mud." They'll love the invitation! After the children have experienced the thrill of squishing the mud through their toes, ask them to step out onto a piece of newsprint. Can they make funny faces using their feet and toes as paint brushes?

Before starting, position several large basins of water and towels near the newsprint for cleaning dirty feet. Sing the following "Soap and Towel Song" while you're cleaning up.

Chocolate, Dirt Footprints



Push Piggy to Market



Draw a happy pig face on the pop bottle.

Soap and Towel Song

Sing this song to the tune of "Row, Row, Row Your Boat."

Soap, soap, soap and towel
Towel and water please.
Busily, busily, busily, busily
Scrub your dirty feet.

Push Piggy to Market

Everyone knows that pigs love mud, but do you know why they love mud? It's because they don't have any sweat glands. When they get hot, they can't sweat like humans do, so instead they have to find a cool spot to lie down. The coolest spots are wet. After they've rolled around a bit, the dampness and dirt turns into glorious mud.

For this game you'll need two teams, broom handles, and an empty 2 litre plastic pop bottle. Draw a happy pig face on the bottle, as well as legs, mouth and nose. (See diagram)

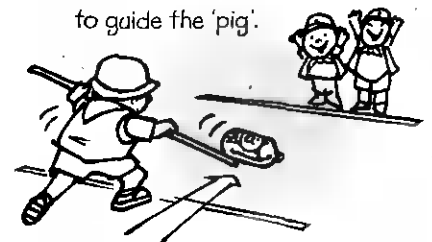
Give each team a little piggy (pop bottle), as well as a broom handle. The first person of each team must roll the piggy to market (represented by a goal line about five metres away) using only the broom handle to guide it. Let younger Beavers use both hands on the stick, but older Beavers must use only one hand.

If young Beavers find it difficult getting their piggy to market, put a cup of water in their bottle. The water will stabilize the bottle.

Mud Beads

For thousands of years, Aboriginal people have worn beads made from

Use a broom handle to guide the 'pig'.



mud or clay. This craft is simple for even young children, and perfect for a sleepover or overnight camp. All you will need is mud, white glue, straws, string, poster paint and rubber gloves.

Take a small handful of *thick* mud, and add white glue a little bit at a time (about 5 to 10 mL) until the mud is stiff and a little sticky.

Shape the mud into a smooth ball by rolling it between your palms. Mould it into whatever shape you want your bead to be.

Press a short piece of plastic straw through the bead where you'd like to make a hole. (See diagram) When each bead is dry (it will take a day), twist the straw until it comes out of the mud bead. Now paint your beads and string them together.

Some children may want to add shells to their necklace or bracelet.

Dust Bunny Relay

You'll find dust bunnies (fluff found under furniture) lurking in almost all houses, but particularly those that need a dusting.

Form your Beavers into relay teams, and give the first person on each team a large feather (available at craft stores). Place a cotton ball (representing a dust bunny, because of course you won't have any of these nasty little critters around your home) on the ground in front of the Beavers with feathers. Participants must race down to the end of the room and back sweeping their dust bunnies along in front of them, then pass the feather on to the next person who takes a turn.

Play Dirt Goo

Gross out Beaver friends with this dirty goo. It also works well as a Halloween goo if you make it with orange, red or green food colouring.

You'll need 180 mL of hot water, three packages of unflavoured gelatin, 125 mL of light corn syrup, one ripe banana (mashed), and brown food colouring.

Mix 125 mL of hot water with the gelatin, and stir with a fork. Add the corn syrup to make a thick mixture. Continue stirring with a fork until you have long strands of gunky material. As the mixture cools, add a little more water, then add bits of mashed banana and three drops of food colouring.

Play Dirt Goo



Your Beavers will want time to play with this disgusting mud. Make sure no one decides to throw it at anyone.

Build Bird Nests

Now that you've just made some play dirt goo, use it to teach your Beavers how birds make nests.

Collect leaves (break them into tiny pieces) and tiny sticks on a hike, and mix in some play dirt goo. Let each child form the material into a nest shape. If they were birds, what shape would they make their nests? Is it safest for the eggs to rest in a big nest or a small one? Would a small nest be warmer for the eggs than a larger one?

Pin the Tail on the Pig

Cut out a large pig shape from a piece of pink bristol board. (See dia-

gram) Wrap the end of a chenille stem around a push pin and fasten it in position. Now, your Beavers are ready to pin the tail on the pig.

Make this game more fun by giving everyone their own push pin. Then, after a child pins the tail on the pig, he or she can leave it sticking in the pig for everyone to see and chuckle over.

Black Socks Song/Poem

Make up your own tune for this comical song. Sing the song first through until everyone knows the words, then sing it as a round. As one side sings "Not yet! Not yet!" the other team sings the entire song.

Black socks never get dirty
The longer you wear them
The stronger they get.
Some day I think I should wash them
But something keeps telling me
No, No, Not yet!

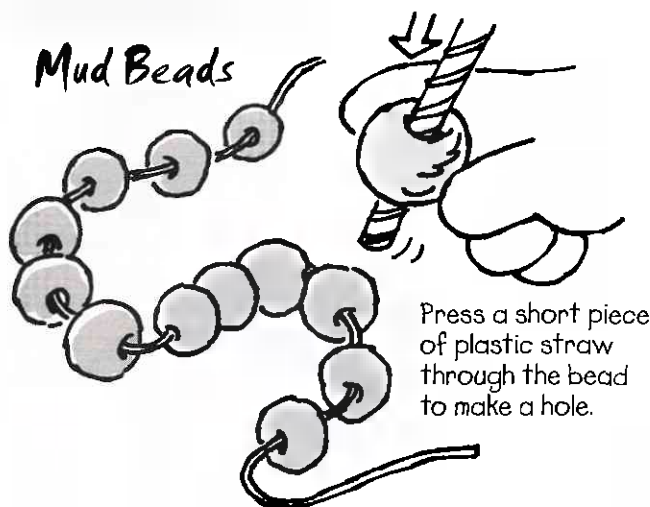
Dirty Foot Marble Race

Start this game by taking off shoes and socks.

Place a pie plate containing marbles at the start of each relay line. The first child picks up a marble in each foot using his or her toes, and rushes down the hall and places the marbles in another pie plate. When the Beaver accomplishes this successfully, he or she races back and tags the next person in line.

Dirt. It's a perfect theme for a mid-summer gathering of your colony. Use it as a recruiting tool to ensure a strong colony in the fall. Now you've got the scoop on dirt. X

- Ruth Dubeau knows where to find all the best mud puddles in North Bay, ON.



CUB ACTIVITIES: *Old and New*

by Ross Francis



EVERY NOW AND THEN it's fun to look back through old books for ideas that kids would still enjoy. I did that recently when browsing through an old *Cub Handbook (1980)*. Here are some ageless activities I found:

- Fire-starters
- Tin can constellations
- Pin point constellations
- Neckers and woggle slides
- Great toys.

Fire-Starters: We Want Them!

On outdoor trips, a fire-starter is a handy gadget that will always be welcome (especially in wet weather). Here's how to make one.

Tightly roll up a section of newspaper, and tie it off with string every five cm. Cut halfway between the strings, and soak the newspaper in melted paraffin wax. (*Be careful with the melted paraffin!* It can burn very quickly.) Leave a bit of string free to dangle the newspaper in the wax. After you've dipped it in the wax, let the fire-starter dry. (See diagram)

On the trail when you're ready to light a fire, break off a section of your fire-starter and light it with a match. Then get ready for a pleasing fire. Aaahh!

Tin Can Constellations


One way to learn the shape of constellations is to punch the out-

line of a favourite one in the bottom of a soup can. (Make sure you clean the can thoroughly first.) Then look through the can at a light to see the pattern.

Perhaps each Cub could make a different constellation can. Tie this activity into a star-gazing night. Does anyone in your Scouting group have a telescope that he or she would be willing to share for the evening? Perhaps a Scout or Venturer who is fascinated with the stars would be willing to help with your program.

Pin Point Constellation


Wash out a large juice can, and cut out one end with a can opener. Now cut a round hole in the centre of the other end, large enough for the shaft of a round flashlight to slide through. Don't make it large enough to allow the head and lens of the flashlight through.



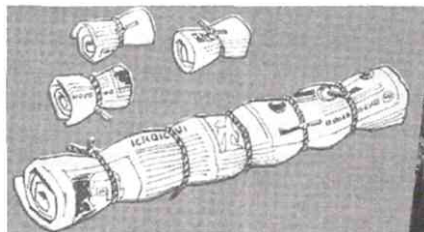
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- ✓ Phone the Program help line at 800-339-6643 and listen for the Leader option.
- ✓ Or drop us a line at:
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Fire-Starters



Tin Can Constellation

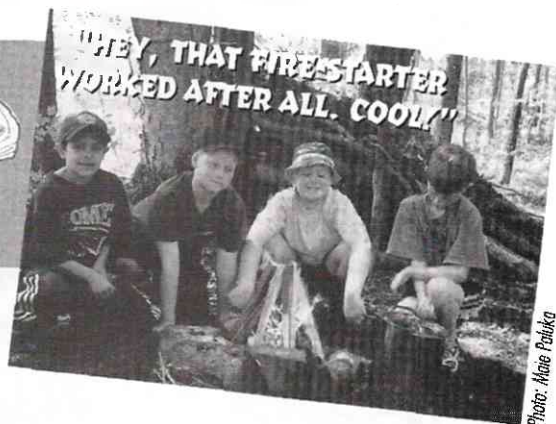
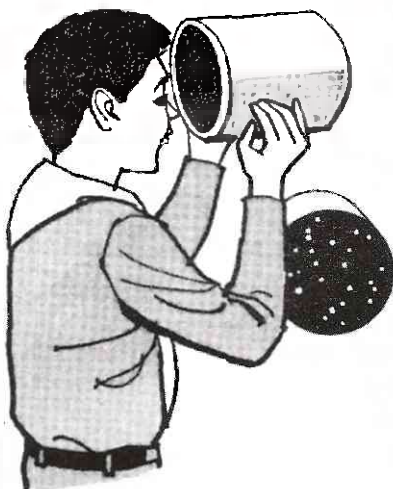
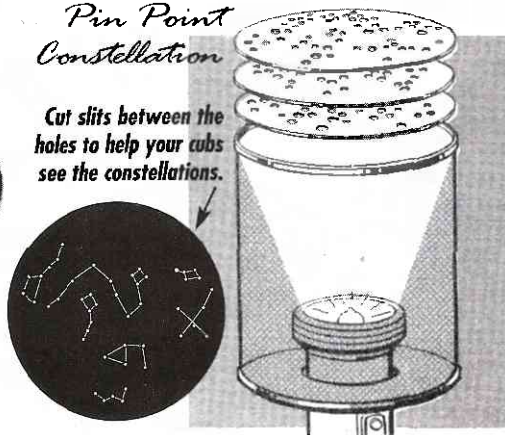


Photo: Hans Faltika

Pin Point Constellation

Cut slits between the holes to help your cubs see the constellations.



Trace circles using the bottom of the juice can on cardboard. Punch holes inside the circles on the cardboard following the patterns of the different constellations. (See diagram)

Turn the lights out in the hall, then turn on the flashlight to project the different constellations on the wall. Gather your Cubs in sixes and let them decide which constellation they're looking at. How can you turn this activity into a game? Let your Cubs ponder that challenge.

To help the Cubs see the constellation better, make the holes about

the same diameter as a pencil. Then, using a sharp knife, cut thin slits between, but not connecting, the holes. (See diagram) When your Cubs project this on a wall they'll be able to see the constellations much easier.

Woggles/Neckerchief Slides

Carefully saw a cardboard toilet paper tube or a 2.5 cm diameter piece of PVC pipe into lengths of 2.5 cm. Using a thin bladed knife, cut a small slanting slit into one end. Using coloured wool or yarn to match your six's colour, tie a knot in one end and

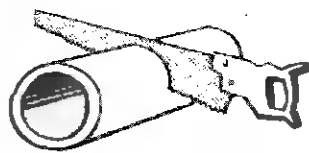
insert it into the slit. Wrap the wool or yarn around and around the tube moving the yarn upwards with each turn, until it fully covers the tube. (See diagram)

Do your Cubs want to get fancy? They could weave other colours through and behind the first wraps creating interesting patterns.

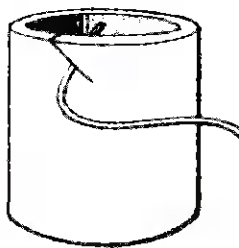
Other Ideas

You can make woggles and neckerchief slides from almost any material, even plastic pop bottle tops. Just cut a hole in the top, then glue differ-

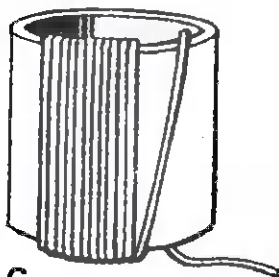
Woggl/Neckerchief Slide Construction



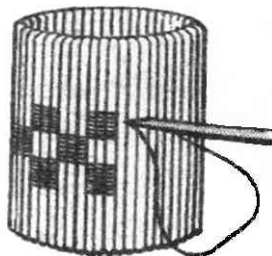
A



B



C



D



Attach a cardboard cut-out of a Wolf's head to complete.

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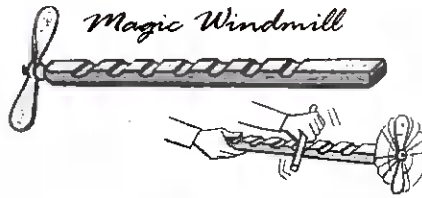
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ENAMELED PINS



ent-shaped objects on the sides. You might choose a walnut shell (glued back together with the ends sawn off), or film canisters (with the bottoms cut out of them and painted to suit the Cub). The more daring your woggle design, the more interesting.



Great Traditional Toys

Here are several great toys from the old *Cub Handbook*.

Magic Windmill

Cut about twenty notches in a soft-wood stick, 1 cm square and 30 cm long. To make a propeller, cut a popsicle stick in half rounding the corners on the cut end to match the other end.

Nail the propeller into one end of the notched stick. (See diagram)

Spin the propeller around on the nail making the hole larger until it spins freely on the nail. Or, you could pre-drill the propeller so the hole is just slightly larger in diameter than the nail.

Rub a pencil across the notches and watch the propeller spin. Can you make it change directions? Simply

dampen the vibration by sliding the side of your thumb along the side of the stick while you rub with the pencil. To make it change directions again, ease off with your thumb and slide your finger along the other side.

Once you perfect your technique, you can make it change directions simply by issuing the command: "Stop and turn the other way." To an observer, it will appear almost magical. This will provide lots of entertainment and keep everyone guessing how you're accomplishing this feat of magic.

Balloon Rocket

For this toy, you'll need 15 metres of string or fishing line, two empty

COOL CUB PUZZLE

by Heather Small

Looking for some wind-down or quiet activity time at camp? Here are some ways Cubs can have fun. Put the words below in alphabetical order on the lines to solve the puzzle.

- | | | | | | |
|-----------|-----------|---------|---------|-----------|-------------|
| Adventure | Hike | Fun | Tents | Computers | Photography |
| Stories | Friends | Nature | Camp | Canoe | Smores |
| Skiing | Kub Kars | Artist | Compass | Campfire | Swim |
| Snowshoes | Trees | Cooking | Fishing | First Aid | Music |
| Badges | Collector | Skate | World | | |

adventure _____

artist _____

Now write the words in the boxes, one letter in each box. Begin with box #1 and keep your words in alphabetical order. We've done the first two for you.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
a	d	v	e	n	t	u	r	e	a	r	t	i	s	t
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
76	77	78	79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102	103	104	105
106	107	108	109	110	111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130	131	132	133	134	135
136	137	138	139	140	141	142	143	144	145	146	147	148	149	150
151	152	153	154	155	156	157	158	159	160	161	162	163	164	165
166	167	168	169	170	171	172	173	174	175	176	177	178	179	180

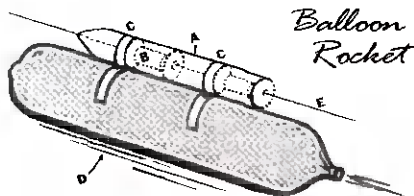
Now find the matching numbers to discover what Cubs like to do best.

- 16 47 68 168 139 40 112 121 82 43 35 18 3 144 90 171 101 32 174 !!

— Heather Small is a Membership Development Worker from Ontario's Tri Shores Region.

thread spools, construction paper, scissors, tape, and a long tube balloon.

Wrap the construction paper either lengthwise or widthwise around the two spools so the spools are on the outside edges of the paper. (See diagram) Using the construction paper, make a cone for the rocket leaving a hole in the end of the cone about the diameter of a pencil. Now thread the fishing line through the two spools and the cone, then tie off both ends tightly as far apart as possible.

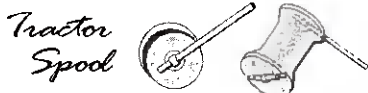


Blow up the balloon and pinch off the end so air can't escape. Tape the balloon *under* the rocket and let it go. See how far the air rushing out of the balloon will propel the rocket.

Tractor Spool

For this toy you'll need an empty thread spool, two wooden matches, an elastic, and a knife or hand saw.

Use the knife or saw to make a notch across one end of the spool wide enough for the wooden match. Cut one match in half and cut the head off of the other. Thread the elastic through the spool so a loop of elastic hangs out on each end.

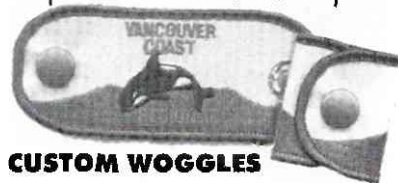


Put the half match through the notched end, and pull the elastic tight so the match is held in place in the notch. (See diagram) Now put the second match into the loop on the other end so most of it sticks out one end of the loop. Wind this up tightly, place it on the floor and let it go!

When you want to get some 'new' ideas, look in some old books. A

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WE NEED YOUR HELP!

Occasionally we get letters from Cubs. (That's how we first got the idea for the Snowboarder Badge; it was a Cub's idea.) Well, this time we got a letter (printed below) from Cub Mark Cochrane. He sent the letter, but provided no return address.

We like to respond to all Cubs who write and thank them for their comments. However, we need your help in getting a return address for Mark. If he is in your pack please e-mail us his address, at rfrancis@scouts.ca. Thanks.

Wolf Cub Program Evaluation

We would like to hear your ideas and suggestions on how to make the Wolf Cub program better. Please write your comments on this page, and mail it to:

Scouts Canada - Wolf Cubs
1345 Baseline Road
Ottawa, ON K2C 0A7

Please include your name and address if you wish us to write back to you.



Dear Great A Kela,
I suggest you create a dare devil badge with requirements like jumping in cold water, standing up to bullies, ect. Or maybe a fossil badge with requirements like recognizing fossils, knowing the 4 main time zones, ect.
sincerely, Mark Cochrane

P.S. Annoce this if possible

Lighthearted (But Safe) Fire-Building

by Ian Mitchell

When you teach a skill in a lighthearted manner, youths learn it quickly and painlessly. Have you ever noticed that truth?

Here's a rather unique way to teach new Scouts, and even older Cubs who are preparing to attend your Scout linking camp, how to build a fire. You'll need to combine this exercise with real hands-on experience, but it will give everyone involved basic fire-building skills.

Before letting your Scouts build any fires, go through the list below. Keep your discussion lighthearted, but make sure they understand that fire-building is serious business. *Important note:* All discussions relating to fire-building must emphasize risk management and safety practices.

Lighthearted Steps to Fire-Building

Fire-lighting isn't as easy as a young, enthusiastic Scout might first think. Here are some steps to consider.

1. *Split a dead branch into fragments, and shave one fragment into slivers.*

Leave the slivers connected to the piece of kindling you're working on. This will make keeping the slivers together easy, while at the same time allowing you to place them so air can flow between the slivers easily. (This fire-starter tool is sometimes called "fuzzy fingers.")

2. *Bandage your left thumb.*

A sharp knife is essential for making "fuzzy fingers," but beware! Always cut *away* from your body. And always have access to a first aid kit with band-aids just in case of accidents.

3. *Carefully chop larger fragments of wood into smaller pieces.*

Use the "contact method" when chopping; this involves keeping the axe and wood in contact with each other throughout the splitting process. Bring both down against the chopping block at the same time.

Include a discussion on why this method is safer. Swinging an axe over your head at a small piece of wood takes real precision. If you miss, the axe could slice into a foot or knee, or fly off the wood into the ground.

4. *Make a structure of slivers.*

This structure could be in the form of a teepee, or simply a rough pile. Your "fuzzy fingers" will probably ignite easily whatever you make. Don't forget to include in this structure any fire-starter that you plan to use.

5. *Light match.*

Sounds easy, right? Well...

6. *Try lighting match again.*

Your first match went out. Don't forget to account for the wind. If using a lighter, don't hold it pointing at the ground. The flame will naturally burn upwards even though your hand might be in the way. Ouch!

7. *Repeat the words "a Scout is cheerful" as you try to light another match.*

This is just a quick reminder of the Law that we all have promised to follow. This Law also includes the word "considerate," so watch out that frustration levels stay under control. "Wise in the use of all resources" is also part of the Law; perhaps you could use some birchbark or "old man's hair" to start the fire.

8. *Once slivers begin to burn, add wood fragments, and blow gently at the base of the fire.*

Oxygen is a necessary ingredient for any fire. If you provide a steady supply (i.e. a continuous, slow blow), instead of the violent blast sometimes offered by impatient Scouts, your flickering embers will burst forth into satisfying flames. One drawback... yes, you will inevitably smell like smoke after this step.

9. *Check for missing eyebrows.*

This step may provide yet another excellent opportunity to discuss fire safety, risk management and first aid.

If you blow too hard, you'll blow the small flame out. Of course the goal

involves encouraging the flame to grow, so be sure to get your nose and eyebrows back once things begin to take off.

10. *When the fire is burning, collect more wood?*

Not! You should collect all the fire-lighting and burning materials that you expect to use *before* striking the first match. If you aren't prepared with enough firewood, your food may burn and/or your fire may go out. Note: never leave a fire unattended. It could spread unexpectedly.

11. *When the sudden thunderstorm or torrential downpour has passed, repeat steps 4 to 10.*

Just in case you didn't know, water and fire don't mix. Use this opportunity to talk about various types of fire extinguishers, and what the "A," "B" and "C" on them stand for.

See the Fieldbook

If you're looking for in-depth details on how to build a fire, see pages 135-139 of the *Fieldbook for Canadian Scouting*. You'll find information covering fire pits, building fires, extinguishing fires, and fire clean-up, all emphasizing "leave no trace" philosophies.

Enjoy! ^

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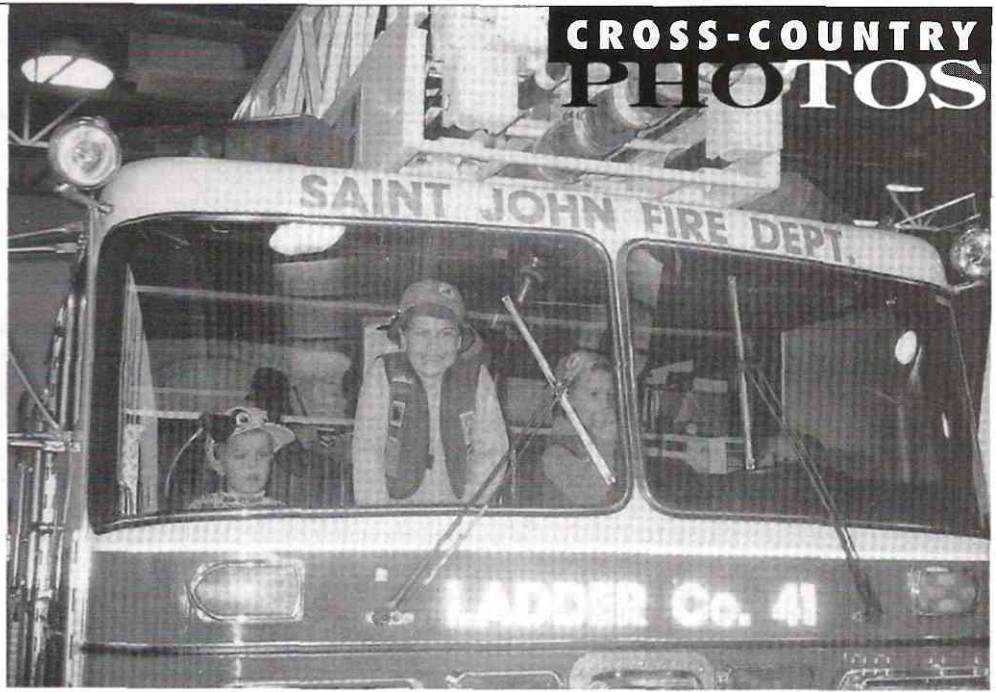
We'll send you ideas to use in your section regularly.

If you want a favourite tip of yours featured, send it to us now at: imitchell@scouts.ca.

Where's the Fire?

Beavers from Westfield, NB, brought their own dalmatian on a fun and informative visit to Fire Station Number 7 in Saint John. The most popular activities included using the hoses and sitting in the fire trucks. Firefighters demonstrated the "jaws of life," an oxygen mask, and hand pumped fire extinguishers. "We're all going to be more careful with fire after this outing," said one leader.

Photo: C. Parker

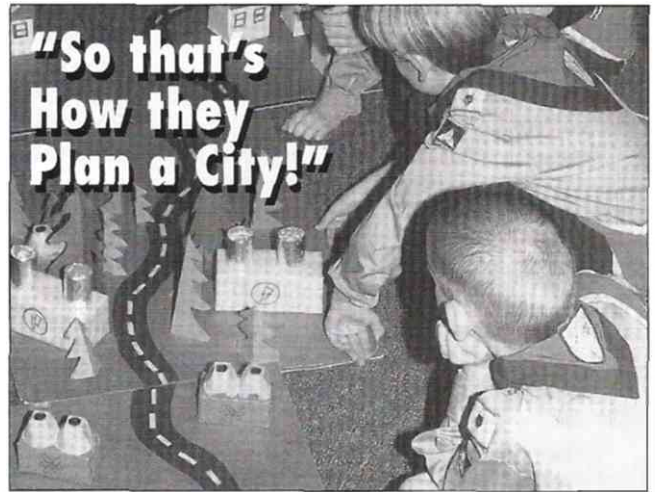


"A Bat Would Be More Qualified for this Rescue!"



Matthew Brenner, 12, of the Third Scout Group, Regina, SK, tried to retrieve his sleigh in this simulated gorge crossing at the 36th annual Klondike Hike, held in Regina. More than 300 Scouts from all over the Prairies gather each year for this event that is designed to simulate the challenges Klondike miners faced when racing for their share of the Klondike gold. What a great way to give Scouts a chance to practise outdoor skills. Why don't you plan a local Klondike Hike, then tell **the Leader Magazine** all about it? Photo: Patrick Pettit (Courtesy of the *Regina Leader-Post*). Thanks to Jean Thomas for sharing.

"So that's How they Plan a City!"



Youthful urban planners (Beavers and Cubs) from Nepean, ON, learned all about city planning one evening when they built an imaginative community complete with houses, roads, trees and factories. All it took was some creativity mixed in with small boxes, egg cartons, construction paper and glue. It required teamwork and serious negotiation to decide where to put some roads and hiking trails.

Milk Jug Boat Building Contest



Looking for a great summer linking event? Cubs and Scouts from Magrath, AB, decided to accept a challenge to make and race floating rafts last year. For several months, leaders and youths collected every milk jug they could get their hands on, as well as several old doors (to serve as raft platforms). Participants were given rope, a door, and 50-60 milk jugs for each raft. Photo: Murray Cameron \

Dry Foods Like the Pros

by Ian Mitchell

With summer fast approaching, final plans for that big adventure are drawing to a close. Transportation is being arranged, equipment acquired and tested, and bodies are as close to ready as they will ever be. The research is done, paperwork complete and all your Venturers are excited about the challenge ahead. Only one question remains: what about food?

We've Got the Answer

Any long-term adventure requires dried food. The reduced weight and bulk make them outstanding. Whether hiking, canoeing or biking, any extended adventure will be enhanced by utilizing great tasting, nutritious, dried foods. But this type of food is often expensive to buy and has unsavoury chemical ingredients, like MSG.

Just in case you think there's no alternative to high MSG content in dried foods, think again. You don't have to buy this food in a store. Your group members can make it themselves after a little bit of research. It's not a terribly complicated task, and besides, it's fun.

How It Works

When food is dried, it loses between 75 and 95 percent of its water content. Because water is heavy, dried food makes your pack much lighter – a definite bonus during backpacking trips or difficult portages. The longer you have to carry the weight, the greater the payoff for having dried food. But dried food offers other benefits; bacteria, which cause spoilage, cannot grow in a dry medium. In other words, your dried food will last for a long time.

You can make food last a long time by canning and freezing it, but these two methods (unlike drying) remove many of the beneficial nutrients as well.

Food Drying Guidelines

Here are some drying tips to consider before you start.

1. Select food for drying that is in very good condition; it shouldn't have bruises, or be soft or too fresh.
2. Keep the air temperature between 39 and 60 degrees C (100 to 140 degrees F).
3. Air should be able to circulate freely around the food.
4. Food should be easily accessible so your Venturers can check it regularly, and turn it when necessary.
5. Food should be easily removable from whatever it is placed on.

Equipment Needed

You can dry food using three basic methods: a simple food drier, the oven, or the sun.

A Simple Food Drier

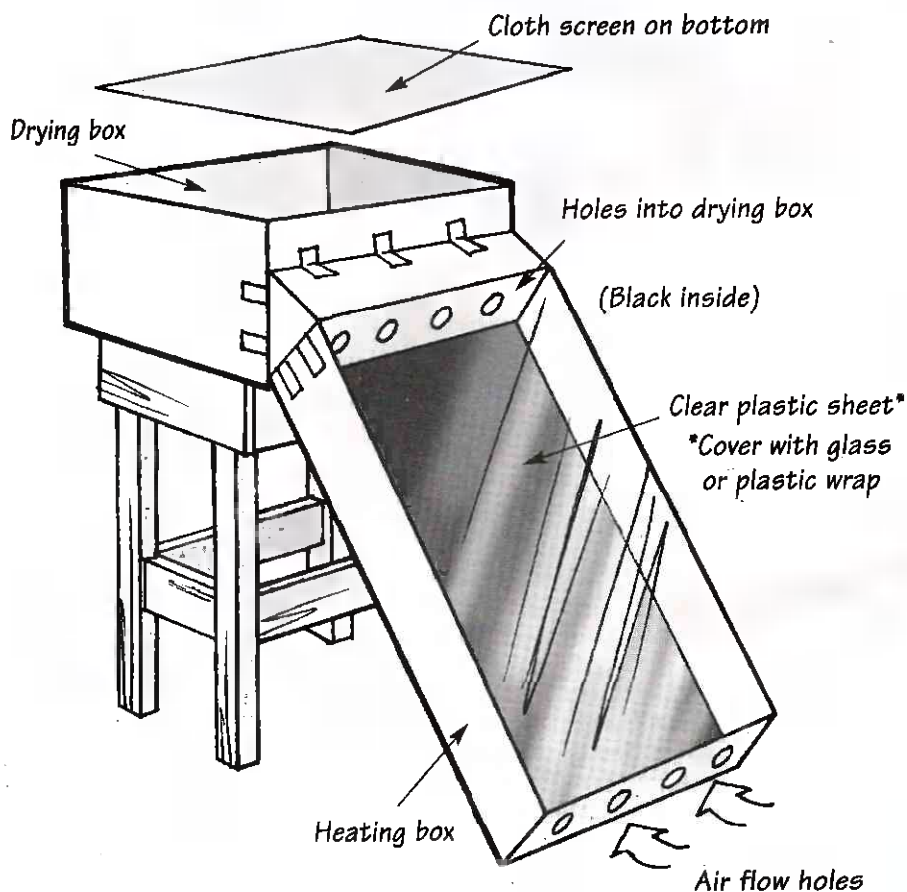
Venturers can make a simple food drier out of wood, and power it by a 100 to 150-watt light bulb. This type of drier can dehydrate fruits and vegetables, and needs little expertise to build. By using an oven thermometer, you can ensure that the temperature doesn't fall below 39 degrees C.

To make it, see the diagram and materials list.

The Oven

Ovens are great places to dry foods, especially those that need to

Cardbox Food Drier Construction



be spread in a shallow pan, like fruit leathers, pureed vegetables and soups.

To dry these, simply grease a shallow pan, spread food out in as thin a layer as possible, set the temperature to about 60 degrees C, prop the door open to allow air to circulate, and let dry for six to eight hours.

The Sun

Aboriginal people have used the sun – a ready-made source of heat – as a food drier for thousands of years. Again, a simple dehydrator, made from cardboard boxes, is inexpensive and easy to make. (See diagram)

You will need two cardboard boxes, clear plastic sheeting, tape, a sharp knife, black paint, and a cloth screen for the bottom of the box.

Make the drying box as shown in the diagram. Notice that the heating box (the one with the large air intake holes) is painted black, and covered with clear plastic sheeting to attract the heat. This box attaches to the main drying box; more air holes permit hot air to circulate in it.

Place a sheet of plastic wrap over the main drying box after you've put the food inside.

Enhance the efficiency of any drier by adding a layer of styrofoam to the sides and bottom of the boxes.

Preparing for Drying

Venturers can prepare some fruits and vegetables simply by washing, slicing thinly as possible, and laying them on the racks. Others will need to be cooked and pureed, then placed on shallow pans for drying. How you intend on using them will usually govern which method you use.

Meats too can be dried for use, but require a bit more detail and attention. Research this at a public library before attempting it.

"But Is it Dry Enough?"

To determine whether or not your food is dried enough, you'll need to rely on its appearance and feel. Completely cool a test handful of the food. For fruit, you shouldn't be able to squeeze any wetness from a cut piece. As well, it should be tough and pliable. Vegetables should be brittle after drying.

Preparing for Eating

Fruits can be eaten dried or after boiling covered in water; let it simmer for 10-15 minutes. Sweeten the food to taste at the end of your cooking.

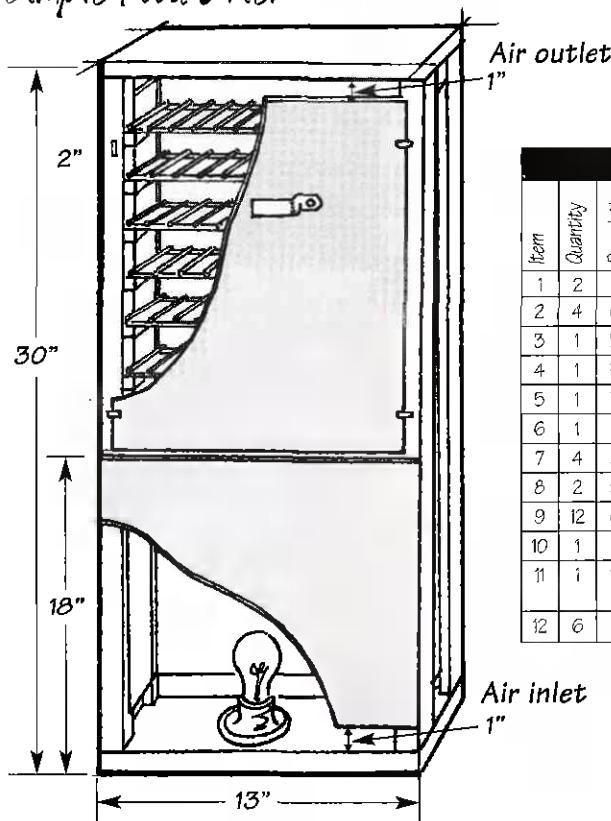
For vegetables (except greens), soak them in cold water until they are

nearly restored to their original size, then cook them in the same water. Cover the greens with just enough boiling water to immerse them, then simmer until tender.

Your Venturers can obtain further details and tips on drying foods, as well as recipes for using dried foods, on the Internet. Check these ones out: <http://outdoors.fazeshift.com/dehydrating.html> and <http://www.solar-cooking.org>.

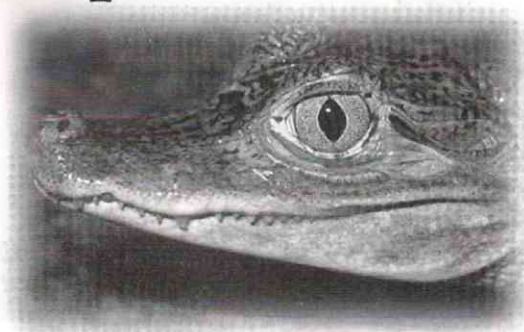
If you find anything really helpful, tell the **Leader Magazine**. We might be able to use your ideas in an article.

A Simple Food Drier



Materials		
Item	Quantity	Description
1	2	Base and top 13" x 11" (1" pine)
2	4	Corners 2" x 30" (1" pine)
3	1	Back 13" x 28" (1/8" masonite)
4	1	Front 13" x 12" (1/8" masonite)
5	1	Door 11" x 16" (1/8" masonite)
6	1	Handle (your choice)
7	4	Screw eyes (1/2" diameter)
8	2	Sides 11" x 28" (1/4" plywood)
9	12	Guides (3/8" x 3/8" x 11" pine)
10	1	Porcelain lamp socket
11	1	100- or 150-watt lamp (150-watt is faster)
12	6	Metal racks (rustproof)

Reptilia - Discover the World of Reptiles!



Reptilia's shows are an excellent programming tool that you can use to enrich your group's experience. All presentations feature encounters with live reptiles and amphibians! Our programs cover a variety of badge related topics including: habitat, conservation, ecology, and pet care. Groups can visit Reptilia at 91 Fernstaff Ct., Unit 8, Vaughan ON L4K 3L9 or we can bring the animals to you.

Visit our website: www.reptilia.org or call toll free: 1-888-REPTILIA

Caring for Shorelines Protect these "Ribbons of Life"

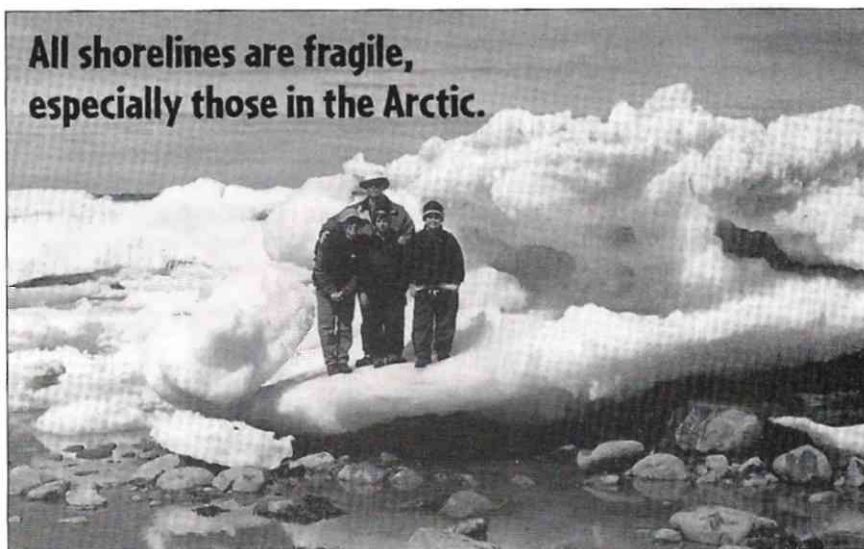
by Sandy Henderson

If you're a Scouting leader looking for ways to further expand water and environment related activities for your group, "The Living by Water Project" can help.

The Living by Water Project involves a national partnership of conservation and stewardship organizations across Canada. We work with waterfront residents, shoreline visitors and interested groups such as Scouts Canada to encourage, motivate and support involvement in shoreline conservation and protection.

Shorelines are our "ribbons of life." These special places (where the ribbons of sun, air, water and soil meet) provide such things as food, homes and shelter for plants and creatures both large and small. These areas provide vital habitat for many of our plant and animal species at risk. Shorelines are also important places for us all to have fun, relax and enjoy nature.

Unfortunately, some of our ribbons of life are in danger of becoming frayed or badly damaged. Concerned stewards of the earth, such as Scouting members, can help learn about the importance of natural shorelines and



All shorelines are fragile, especially those in the Arctic.

Photo: Kercell Kerr

how we can each protect and repair these damaged parts of the ribbon.

We're Partners!

Scouts Canada and The Living by Water Project both share a commitment to foster appreciation of our natural world, and protect our environment. We invite you as leaders, to join other individuals and community groups across Canada in working towards our common goal of restoring and protecting 3,000 kilometres of natural shoreline by 2005. What an incredible, but highly attainable, goal.

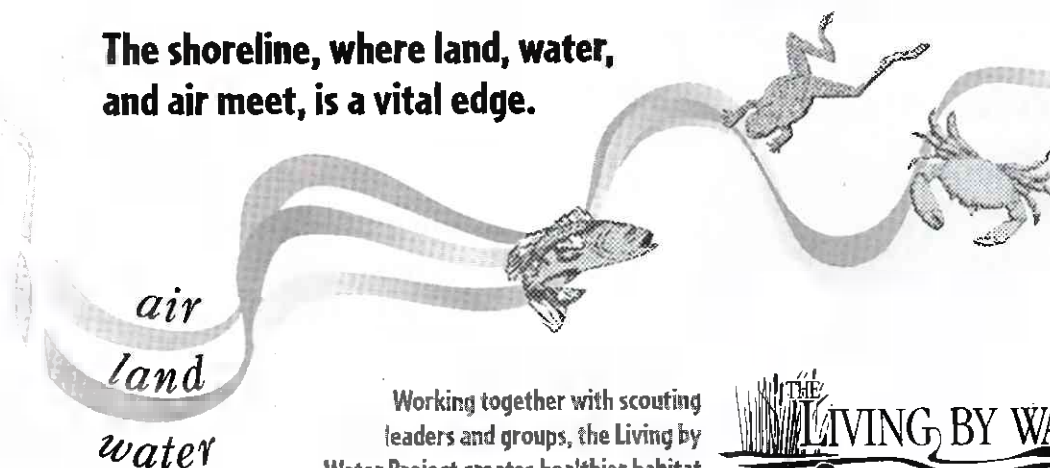
In recognition of their dedication to work together, Scouts Canada and

The Living by Water Project have recently signed a Memorandum of Understanding. As part of Scouting's contribution, the Organization is considering developing an exciting new product – the Ribbon of Life JUMP-START Kit. We welcome your ideas on this kit. Please contact us with your thoughts. Your feedback and suggestions are valuable, and will enable us to fine-tune our materials and services to best meet your needs.

CJ '01 Jamboree

The Living by Water Project was thrilled to take part in the enormously successful CJ'01 Jamboree, held last

The shoreline, where land, water, and air meet, is a vital edge.



Working together with scouting leaders and groups, the Living by Water Project creates healthier habitat for people and wildlife across Canada.



July on Prince Edward Island. We had the opportunity to meet thousands of Scouts, Venturers and leaders who visited us at our booth in the X-Centre. We were especially pleased that so many people took an active role in caring for our shorelines by participating in the Shoreline Action Challenge. Thank you all for your efforts, commitments and contributions.

Do you or your group have any stories, songs or photos from the Jamboree relating to The Living by Water Project that you would like to share? Please send them to us (see address on p.33). We may even post them on our web site.

Shoreline Related Activities

How can you become involved in shoreline conservation? Your group has all sorts of fun and exciting activities from which to choose. Following are a few simple ones that may spark imaginations.

1. Host a boat or walking tour along your local waterfront. You may want to invite a local naturalist or other expert to speak on shoreline issues. Some of the topics you could discuss include: interesting things about water, and the plants and animals that live along the

Thousands of Scouts, Venturers and leaders visited The Living by Water booth in the X-Centre.

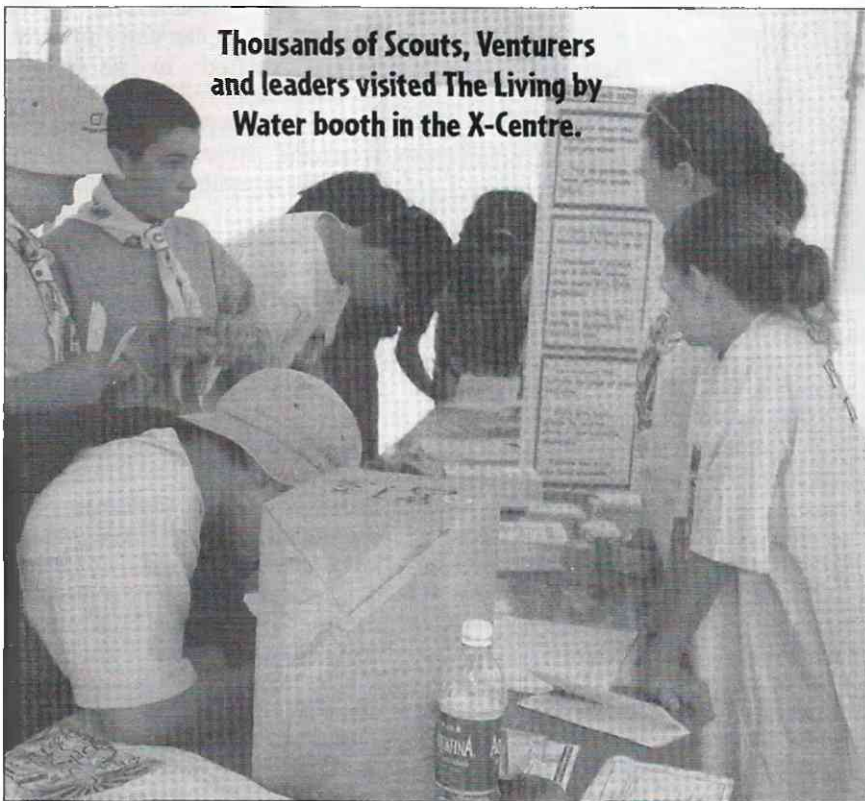


Photo: Laurisa Gallant

My Shoreline Promise

Ask Beavers or Cubs to read this Promise out loud, and then follow its wisdom.

Shorelines are places where the land and water meet. They provide food and homes for many plants, animals and other creatures. Shorelines are also beautiful and fun places to spend time. These are some of the reasons why I want to help protect them and keep them healthy.

I promise that I will continue to learn more about:

- Why shorelines are important to me, and to the plants and animals that live there.
- What actions are harmful to shorelines.
- What I can do to help keep shorelines healthy and full of life.

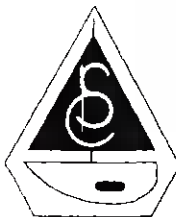
I promise that I will also:

- Share with others what I have learned and know about shorelines.
- Clean up garbage and litter from the shoreline when my parents or guardians say it is safe.
- Enjoy the beauty of shorelines with my friends and family.

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water's edge; why natural shorelines are important to your group, based on their own experiences, and what they have learned; and actions that we can all take to protect and restore healthy natural shorelines. Please feel free to contact us at The Living by Water Project for information and assistance in planning your tour.

2. Create a partnership with your community's naturalist group to help restore a local shoreline by planting trees and shrubs.
3. Hold a "critter" count on your local beach. Each participant could start a scrapbook in which they record when, where and what they saw. This notebook can be the start of a Life List (similar to those kept by bird enthusiasts) that you keep and add to throughout your life. Make this wildlife observation scrapbook all the more special with sketches, photos, interesting facts and observations.



create a Pictionary™ type game in which the participants draw these items rather than act them out.

7. Have your group deliver the informative *Waterfront Living* brochure and *Shoreline Action* checklists to waterfront residents to help raise awareness and encourage conservation. (See our web site for details.)

How We Can Help You

A variety of Living by Water Project materials and services are available that leaders can use to help plan and run activities related to shorelines. These relate directly to many Scouting badge and award programs. Here's a list of items that are available.

4. Organize a nature walk along a local shoreline. Have your group identify special shoreline features, including wildlife and plants. Discuss similarities and differences in the environment near the water, as opposed to the upland areas. Describe the many reasons why natural shorelines are important to people and wildlife. Talk about what things we can do to limit damage when we visit shorelines.

- *Shoreline Ambassador Program.* Acknowledge and reward your group's efforts or commitments to protect and restore a local shoreline with a colourful certificate, enhanced with a Caring for Shorelines decal.

5. Encourage your group to be creative. They could have fun sketching a picture, painting a mural, making posters, writing a song or poem or limerick, telling a story, or even performing their own skit on the subject of healthy shorelines. We at The Living by Water Project would love to see what your group creates; if you send your works of art to us we may even post them on our web site.

- *Shoreline Action Challenge.* This program involves a Canada-wide effort to engage all Canadians to take action to restore and protect natural healthy shorelines. Actions are outlined in two checklists: "I want clean water" is for all Canadians (find it at: www.caringfor-shorelines.ca); "I want to protect my shoreline property" is for shoreline residents. The checklists contain easy actions to carry out in the home, along the shoreline, and on the water. Actions range from cleaning up garbage along shorelines, to helping shorelines stay natural. Everyone who submits a checklist will receive a Shoreline Ambassador Certificate to recognize their commitment.

6. Charades are always fun; they're a great activity for meetings when the weather keeps you inside. Use words or phrases relating to healthy shorelines such as waterfront, tidal pool, native plants, pollution, wildlife, clean water, starfish, shelter, crabs, diving ducks, spawning fish, tadpoles, etc. Customize this list to suit your local area and activities. You can use these same words and phrases to

- *My Shoreline Credo/My Shoreline Promise.* "My Shoreline Credo" is aimed at youths and adults, while "My Shoreline Promise" is aimed at children. Help your group understand the importance of healthy, natural shorelines. Have them recite "My Shoreline Promise" or "My Shoreline Credo" (see the accompanying sidebars), and then give each of them their own copy.

the **leader**



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(Some issues may not be available.)

Photo: Lucinda Gallant

- Caring for Shorelines.* This colourful decal complements the Shoreline Ambassador Certificate, My Shoreline Credo and My Shoreline Promise sheets, or leaders can give them out as a reward on its own.
- Shorelines Are Special Places Brochure.* This is an informative and colourful brochure for children. It describes the role and function of natural shorelines.
- The Importance of Shorelands Information Sheet.* This information sheet describes the function of shorelines, their importance and the benefits that they provide.
- Ribbon of Life Quiz and Activity Sheet.* This resource is aimed at children (ages 8 to 12); it contains a quiz, word search, maze and fun graphics.
- Waterfront Living Brochure.* This brochure provides simple tips for developing or maintaining an environmentally friendly waterfront lifestyle.

Plan Activities Now for Summer

Do you need additional support in planning shoreline activities? The Living by Water Project is happy to provide it. For more information or to order materials, please contact us at our national office: (250) 832-7405, Fax: (250) 832-6874, e-mail: shore-

lines@jetstream.net. Our mailing address is: P.O. Box 7, Salmon Arm, BC, V1E 4N2. Come and visit us at our web site at: www.livingbywater.ca.

Members of The Living by Water Project are extremely happy to be partners with Scouts Canada. We look forward to continuing to work with Scouting leaders and groups in the future to create healthier habitat for people and wildlife across Canada.

Working together, we'll make a real difference! ^

— *Sandy Henderson works in outreach and material development for The Living by Water Project.*

GET WITH THE PROGRAM

ARE YOU LOOKING FOR SOME regular program help? How about some games, activities, songs and much more?

Subscribe to our "Program Tips" for ideas you can use at your next meeting. It's easy to subscribe to, and it's free. Leaders should send an e-mail message to maiser@scouts.ca with the following in the first line of the message box: *Subscribe oprg-l.*

We will send you ideas to use in your section regularly.

If you want a favourite tip of yours featured, send it to us now at: rfrancis@scouts.ca.

My Shoreline Credo

Ask your Scouts, Venturers, Rovers and adult leaders to read this Credo out loud, and then follow its wisdom. Take time to discuss its meaning and ways to put it into practice.

Valuing shorelines in their natural condition, acknowledging that they are among the most productive ecological zones on earth, and being aware that shorelines are home to many of our species at risk for some part of their lives, I affirm my personal responsibility and commitment to:

- Help protect or restore shorelines in their natural condition.*
- Continue to learn more about shorelines and their importance to all of us and to wildlife.*
- Share with others what I know about shorelines.*
- Enjoy shorelines for their natural wild beauty.*
- Promote the significance of natural shorelines to my health and to the health of land and water-based wildlife, both large and very small.*
- Understand the cultural and historic roles of shorelines.*
- Express a sense of caring for shorelines, and remain aware of what is happening to them.*
- Visit shorelines from time to time to restore my spirit and to remind myself of why I care about them.*

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Get Active in May!

by Ben Kruser

Two special days help us celebrate the joys of an active life in spring.

- Earth Day was April 22, a date all Scouting members should have permanently marked on their planning calendars.
- Sneaker Day (May 12), is the date that begins Health Canada's Summer Active campaign.

Earth Day Ideas

If you missed Earth Day, don't worry. It's never too late to celebrate it. Usually, we associate Earth Day activities with reflecting on conservation and pollution laws. However, it can also be a time to do many nature-related crafts. Following are some to consider.

The Tulip Letter Holder Wood Kit (#71284, \$4.95) is an easy and fun project. With two tulips in each kit, you can adapt it as a Mother's Day present.

If you're new to Scouting try a JUMPSTART package this spring. Each package provides four weeks of pre-planned programs.



No kid can resist looking at the natural world close up. Our Magnifying Glass (#71012, 50¢) and Magnifying Bug Box (#71011, \$1) are great bargains, and inexpensive to replace if you lose one in the woods.

If you're new to Scouting and no one has told you about JUMPSTART program packages, now is a super time to discover how practical they are. Beavers have pre-planned program JUMPSTART packages for Nature (#20120), Spring (#20134), and for that special year-end program, Beach Party (#20122). For Cubs, leaders can find natural world JUMPSTART packages for Rock Hound (#20222), Nature (#20223), Ecosystems (#20219) and Organizing a Camping Event (#20227).

JUMPSTART packages provide four weeks of pre-planned programs with clear instructions on how to do outdoor focused programs. Beaver and Cub packages are only \$2.95 each – a real bargain compared to the time spent if you researched and planned these programs on your own.

Sneaker Day

Sneaker Day (the same date as Mother's Day, May 12) is a time to celebrate getting out and getting active. Last year, over 5 million Canadians participated in Sneaker Day activities. Why not get your whole group to sign up for a fun run? Or you could take an afternoon hike to walk off that Mother's Day brunch, or play a game of soccer where only Moms get to score. (I hope I've dropped enough hints so you'll include Mothers in your program.) Find out more about Sneaker Day by surfing on the internet to: www.summeractive.canoe.ca.



When you aren't doing these activities, check out our family hiking products, such as our Fanny Pack First Aid Kit (#53100) and day bags found in many Scout Shops.

Have a great time enjoying Spring, and don't forget Mother's Day is coming. Scout Shops have everything you might want for this season. ^

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your local
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SCOUTER'S 5

Wisdom from Native People

by Guy Mandeville

National Aboriginal Day falls in June. Use some of these thoughts from First Nations people if your group is planning a special, summer event.

- * Speak truth in humility to all people; only then can you be a true person. (*Sioux*)
- * Seek wisdom, not knowledge. Knowledge is of the past; wisdom is of the future. (*Lumbee*)
- * Everyone who is successful must have dreamed of something. (*Maricopa*)
- * You must live your life from beginning to end. No one else can do it for you. (*Hopi*)
- * Knowledge that is not used is abused. (*Cree*)

— Guy Mandeville lives and Scouts in Trenton, ON.

Words that Soothe

from Lauri Cunningham

Have you ever noticed how some people make you feel good when you speak to them? Discuss this in small groups. Can you identify one or more people (a child or adult) who is pleasant to speak to? What do they do? Is it their expression, their words, their actions? Perhaps it's all of these.

Make a list of soothing words, uplifting expressions, and kind deeds that members in your group can practise over the next week. At your next meeting, discuss how these thoughtful actions can improved your community, especially among visible minorities in your school or on your street.

Scouter's Five Minutes

May 2002

SKITS

Skits are perfect for campfires, or to enjoy during free time during summer camps or hiking trips. These come from B.C. Scouter M. L. McLaren.

The Outstanding Artist

This skit involves a group of judges at an art show; they are looking closely at various works of art. The judges comment on the brightness, colour, technique and dynamic portrayal of different pictures. Most of the narrative involves mere grunts of approval and barely audible whispers.

Finally, the judges select one painting and 'gush' on the genius, imagination and skill of the artist. The person is called up and the winning painting is shown to her for further comment.

"Oh my goodness!" exclaims the surprised artist. "There's been a terrible mistake. That's the canvass that I clean my brushes on!"

Fly in the Soup

There are many versions of this skit. Here's one you probably haven't heard.

Customer: "Waiter! There's a fly in my soup."

Waiter: (*Enters with a very snooty air, and peers into the soup*) "Oh yes, you're right sir. That will be an extra 25 cents for the meat."

Customer: "But waiter, he's swimming all over the top."

Waiter: (*Still snooty*) "You are right, sir. It doesn't know it's a fly. It's doing the butterfly stroke."

Customer: "Well I think it must be an Australian."

Waiter: "Why do you say that sir?"

Customer: "Because it's 'down under' now."

Skits

May 2002

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Camp Coffee

You need two large pots positioned in the centre of the stage, and five Scouts for this skit.

1st Scout: (A youth walks to the pot carrying a mug. She dips her mug in and brings it up to her lips for a drink.) "This camp coffee is getting worse. It's horrible!" (Walks off shaking her head)

2nd Scout: (A different youth walks to the pot, dips his mug in and brings it to his lips.) "Uuhk! This camp coffee is dreadful! It's terrible! It's getting much worse." (Walks away wiping his mouth)

3rd Scout: (A youth walks to the pot carrying a mug, dips it in and brings it up to her lips.) "Oh man! Help! My mouth! This camp hot chocolate is fierce! We should post a sign around it warning people off." (Walks off making awful faces)

4th Scout: (A youth walks to the pot, dips her mug in and brings it up to her lips for a drink.) "This camp coffee is getting worse. Someone call 9-1-1!" (Walks off shaking her head)

5th Scout: (A young Scout walks up to the pot, puts her hand in the liquid and takes out a pair of wet socks. Wringing them out, and with a happy look on her face, she says the following...) "I thought that would get them clean."

Skits

Tie the discussion into your Scouting Promise and Law. Here are three sayings that might focus conversation.

- "There is always enough praise to give away."
– Brian Tracy
- "A smile is a curve that can set many things straight." – Author unknown
- "Everyone likes a compliment."
– Abraham Lincoln

Think of at least three ways that your group will make other people in your community feel special during the next week. Be specific. Draw up a plan.

Creative Visualization

It's hard to do things for others if your own emotional tank isn't full. Read the words below during a quiet time, such as at a break on a hike, or a quiet point in your program when youth members need to slow down. Close your eyes and try to visualize the events described below, and feel the happiness it gives you.

- Playing with a new puppy.
- Accidentally overhearing someone say something nice about you.
- Waking up and realizing you still have a few hours left to sleep.

After this brief exercise, do you feel more able and willing to help others? Now go out and offer the service that your group had planned earlier.

— Lauri Cunningham Scouts in Ottawa, ON.

Scouter's Five Minutes



Scouting's Mission

The mission of Scouting is to contribute to the education of young people, through a value system based on the Scout Promise and Law, to help build a better world where people are self-fulfilled as individuals and play a constructive role in society.

Énoncé de Mission du scoutisme



La mission du scoutisme consiste à contribuer au développement des jeunes afin de leur permettre d'atteindre leur plein potentiel physique, intellectuel, social et spirituel en tant qu'individus, citoyens et membres de la collectivité sur les plans local, national et international par l'application de nos principes et pratiques.

Ready for the Cardboard Boat Building Challenge?

from Gordon Applebee



Each year our Sea Scouts (2nd Shawbridge Scouts, Prevost, Quebec) face a challenge that everyone enjoys immensely. They must build a boat from cardboard, and propel it around a short water course. We open this challenge to all youths. It makes a terrific linking or recruiting event.

Anyone would enjoy this activity, from Cubs through to Venturers. Cubs could work in sixes to meet the challenge. Our Scouts team up to make their boats with parents. Older Scouting members (like Venturers), would enjoy making their own boats without any outside help.

Limited Building Materials

Following our rules, participants may use only six materials:

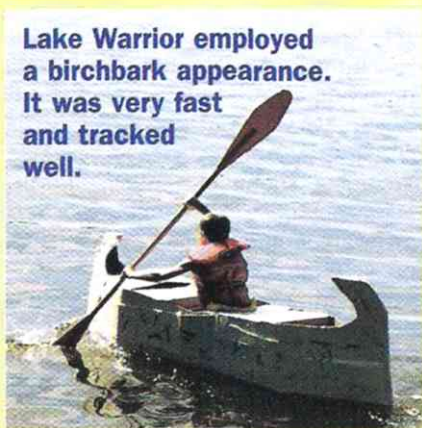
- Corrugated cardboard
- Glue
- Tape (duct tape is best)
- String
- Wooden broom handles
- Paint.

We also provide other supplies like cardboard tubes (from waxed paper rolls), ping-pong balls (they make excellent eyes – see lead photo), cardboard egg cartons and rope. The rope floats behind the craft and can look like a monster's tail.

Before starting construction, team members agree on a rough plan for their boat and make a drawing of their finished craft. This helps everyone start with the same concepts and expectations. Then, they start cutting, gluing and taping their creations together.

It's amazing how this event brings out the imagination and ingenuity in everyone. Basically, the canoes/

Lake Warrior employed a birchbark appearance. It was very fast and tracked well.



boats consist of three square boxes stuck together with glue and tape. The middle box is open at the top for the paddler to get in, and the ends are usually pointed to resemble a canoe.

Safety is an important consideration when planning an activity like this one. We set up the water course close to shore, and insist that all participants wear PFDs when paddling their homemade water craft. As well, we position an adult with two senior Scouts in a rescue boat to watch for youths in trouble.

Butt Out!

In the past, participants have made everything from kayaks and voyageur canoes, to swimming dragons and crocodiles. One design, painted white with a brown bow and a red stern, was named "Butt Out." It looked like a giant cigarette, and 'floated' a subliminal message as it made its way around the water course.

Not all boats are aquatically stable. Last year a group of Scouts made a short, squat boat called "S.S. Dunany" that spun in circles with each paddle stroke. It needed a deeper keel to help it track around the course. Another boat, called "Swordfish," incorporated a deep keel and had a pointed bow and straight back stern. However, even when paddlers added water ballast, this craft remained unstable and eventually capsized.

"Boxy Lady" looked like an Inuit kayak. Using a "V" bottom, it raced around the course and proved very stable. "Santa Carlotta," another craft with a kayak shape, dumped its paddler in the water unceremoniously when the water-logged floor collapsed.

Fun, Friendship and Laughs

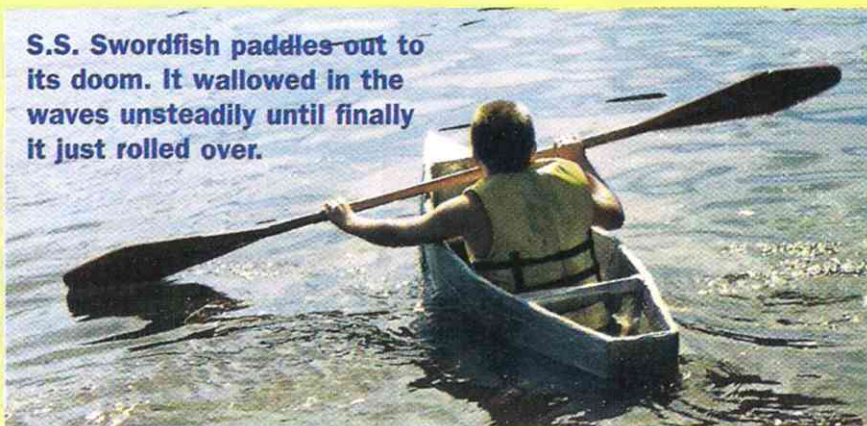
Each year we end the day with a delicious barbeque where we toast all entrants and feast around a campfire. This is a time when our Scouts decide what worked well, and identify design changes for next year's boat challenge.

To ensure that no one mistakes the cardboard boats for seaworthy craft, and paddle into danger with them, all boats are destroyed at the end of the day. This is a vital safety measure.

Creating cardboard boats makes an excellent mid-summer Scouting event to build enthusiasm for fall programs. Try it out. Your Scouts will love it. ^

— Gordon Applebee is a leader with the 2nd Shawbridge Sea Scouts in Prevost, Quebec.

S.S. Swordfish paddles out to its doom. It wallowed in the waves unsteadily until finally it just rolled over.



Photos: 2nd Shawbridge Sea Scouts

Change for the Sake of Change?

No Way!

by Rob Stewart

The only "constant" in life is change.

Have you ever heard this saying?

Many jobs and careers that thrived 10 years ago no longer exist, and some work people do now will be dramatically transformed in the next decade. That's the nature of life in the 21st century; everything changes at fast-forward speeds.

But how does change happen? Is it all good? What series of events transpires to cause it? Is most change planned well in advance, or is it just a case of "one thing led to another and here we are"?

Life: It's a Series of Changes

Things are changing; they always have and always will. The key is *not* to change merely for the sake of change, but to do it with a purpose. We must change to reflect altering needs and desires, change to adapt to differing demographics, or because of events that shape the world.

Scouting has played a vital role in developing Canadian young people for over 90 years. During most of those years, groups changed very little in the way they formed and operated. In fact, prior to the mid 1990s, Scouting only experienced two significant changes: "Scout '68" (where we refocused programs to increase flexibility), and when the Beaver program was added in the 1970s. Other than these, someone could argue that all we did was "tinker with things." Scouts Canada adjusted programs, and made a few alterations to the uniform, but it continued along a proven path of youth development with very few turns.

Then came the 1990s. This decade brought rapid change to the world, and

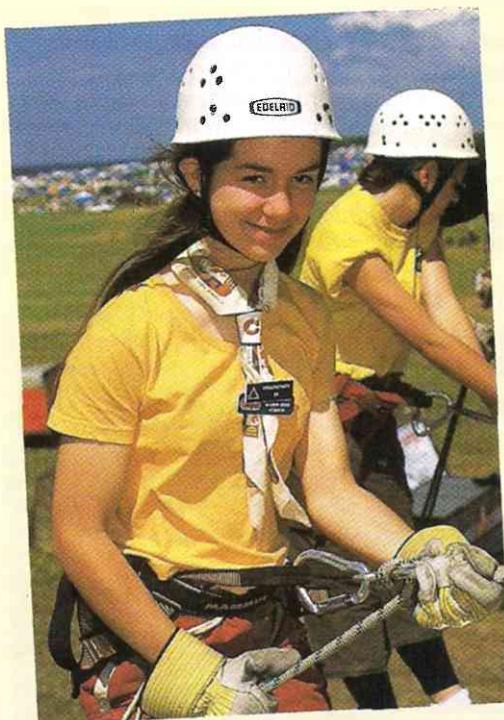
Scouting accelerated its pace to meet some of the challenges. Scouting:

- Became fully co-ed
- Introduced a comprehensive screening process for all adult volunteers
- Involved youth formally in decision-making at all levels
- Introduced new programs to attract additional members from diverse cultural groups
- Changed its organizational structure
- Introduced the *Camping and Outdoor Activity Guide*, and procedures related to its use
- Planned a new membership management system (for introduction in September 2002).

Good Reasons to Change

Did these changes come about as a result of some people sitting around at the National Office trying to come up with diabolical methods to make life miserable for Scouters in the field? Were the changes dreamed up by bored committee members look-

One thing will never change:
young people enjoying
fabulous, safe programs.



Photos: Barrett and Mackay

ing for a purpose and work? Did someone spend too much time at an Anthony Robbins' seminar? No.

Scouts Canada made these changes because of demands from the field – from leaders like you – and society in general. (The co-ed decision is a good example.) The organization introduced the other changes to ensure that youth and adult members enjoyed Scouting programs in a safe and healthy environment.

Number 1: Not Always Easy

Scouting is the largest youth organization in Canada, but it's not always easy being Number 1. Did you know that Scouting was the first large youth serving organization to adopt a comprehensive volunteer screening policy? Being first and providing leadership often means overcoming unforeseen obstacles, and solving problems without the assistance of those who had gone before you. This was certainly the case in our screening programs. While greeted by some as a bureaucratic exercise that served little purpose but to make the job of recruiting leaders even more difficult, screening is now an important part of *all* major youth serving agencies and sport programs in the country. Scouting pioneered these universally applauded initiatives.

Parents in today's society expect a safe and responsible environment for their children. They deserve the best, and that's what we're giving them. Without a screening process, Scouting would be "out of business."

Safe Environments for Everyone

In an effort to continue to enhance and strengthen our ability to provide a safe environment for our members, Scouts Canada's Board of Governors has approved a number of policy and procedural changes. Regional and provincial commissioners and presidents, as well as members of the executive staff, have received background information on these changes; you should be hearing more about this from your council in the near future. (Soon we will be adding this type of information to our web site.)

It may be too much to ask that Scouters simply trust the judgement of the Movement's policy makers (who are also Scouters and volunteers), but let's consider two points during all debates and deliberations:

1. The impact these decisions will have on the abilities of section

Scouters to deliver fun, challenging and safe programs is *always* a priority.

2. When people explore fully the rationale behind these decisions, they must have faith that the *right* decisions are made, based on the best interest of the Movement as a whole.

We introduce changes for excellent reasons.

We Care

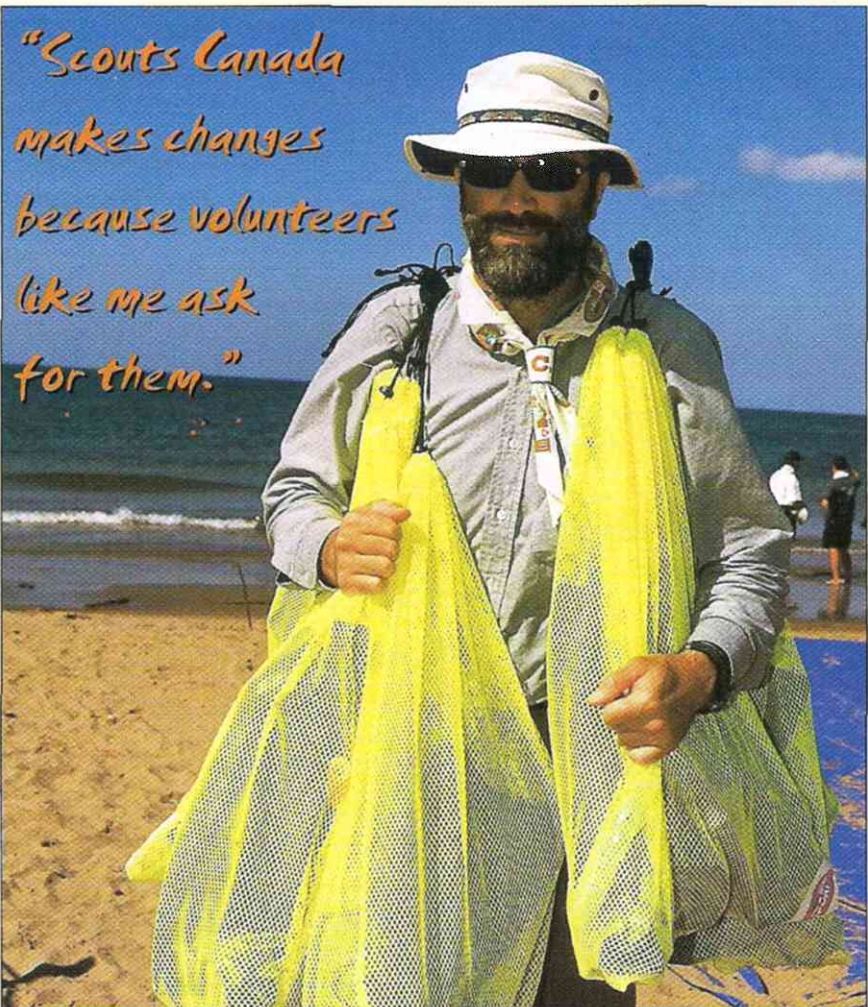
The Board of Governors has developed and introduced all changes to our screening process (i.e. clean police record checks), property use, leadership ratios, and alcohol policy

for one main reason: safety. Scouts Canada takes its responsibility to provide safe and exciting outdoor programs for all members very seriously. It intends to *continue doing so* – as the premier youth organization – into the 21st century.

Our world is a very different place than what it was 10 years ago. (Even the changes over the past year surprise and shock us.) Scouting will continue to respond to changes brought forth by a variety of factors in today's society. We can do it, and grow as long as we don't waste energy and resources on change merely for the sake of change.

Please remember... leaders who serve on a weekly basis in the halls and parks across this country are *never* forgotten by the other volunteers who formulate policies and procedures at the national level. Together, we're working to make Scouting a healthy, safe organization that builds up young people into outstanding citizens. Thank you for your efforts. ^

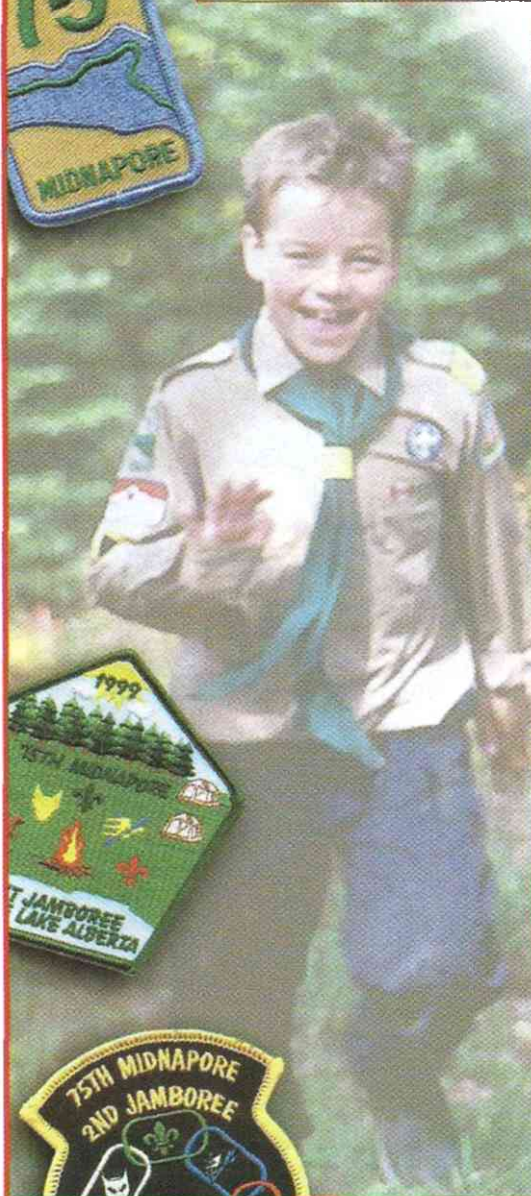
— Rob Stewart is the executive director of Program Services at the National Office.





"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.

