

This month, explore career possibilities of the 21st century. Host a pack career fair, inviting several adults to share what they do for a living and how these career opportunities might change as boys grow up and technology advances. Discover how having a positive attitude is essential in reaching career goals. Den meeting plans could include field trips to learn about different occupations of interest to the boys and playing games centered on different jobs. This would be a good month to work on any of the Cub Scout Academics and Sports belt loops and pins—let the boys vote on the one that fits best with what they want to be when they grow up. For those future astronauts, this month is a perfect time for a space derby.

PACK PLANNING

The future for Cub Scouts is what the pack meeting is all about this month. The fair provides information about future careers, and the space derby provides fast-action fun. Appoint the following committees for a well-planned event:

Decorations Committee. Create a festive atmosphere featuring pictures of career possibilities for boys when they grow up. Set up an exhibit area for the dens and any guests.

Recognitions Committee. Be sure to have awards to be presented ready for the ceremonies.

Program Committee. Contact parents in the pack about careers that might interest the boys. Have parents talk about their careers during the pack meeting, or set up tables as a career fair for the boys to learn about each. A space derby will provide great fun; the career fair will provide good diversion for those who are waiting their turn to run the race.

Cleanup Committee. Remember to leave nothing behind but memories.

Some of the purposes of Cub Scouting developed through this month's theme include:

- **Personal achievement.** As boys think about their individual talents and interests, they can look forward to how their personal achievements will create a future.
- **Family understanding.** What adults in the family do for careers helps shape the experiences and knowledge of boys.

This theme is designed to promote character development by emphasizing these core values:

- **Positive Attitude.** A positive attitude helps boys achieve goals. Being positive helps boys be who they can be.
- **Honesty.** Exploring what the future may bring for boys will encourage them to explore the consequences in their lives of honesty in their everyday activities.

MEMBERSHIP MOMENT

Conduct a career fair, perhaps in conjunction with your pack meeting, for local people to speak about the different career opportunities that lie ahead for our youth. Invite your speakers to bring displays, demonstrations, and computer presentations. Advertise in your community and encourage each boy to bring a friend. Or have boys invite a friend to this month's space derby. Have some premade rockets for guests and a special race for them, complete with awards.

Pack Meeting

BEFORE THE MEETING

Setting up for the space derby will require extra time and effort. Be sure the area is cordoned off to allow plenty of room for running the derby, with the onlookers a safe distance away but easily able to see the action.

The decorations committee will set up exhibit tables and coordinate any special needs for guests. The career fair should feature a variety of presenters and lots of objects that boys can safely handle and explore up close and personal.

GATHERING

Greeters may be dressed in various costumes to model career possibilities for boys. As families arrive, give them

the Famous Scouts Match Game (2 MAR).

MAIN PART OF THE MEETING

Opening

Conduct the Building America opening. A different ceremony may be chosen from *Cub Scout Ceremonies for Dens and Packs*.

Prayer

A preselected Cub Scout steps forward to lead the Abilities prayer (2 MAR).

Icebreaker

Give the answers to the Famous Scouts Match Game (2 MAR). Emphasize that these are people who went on

from their time in Scouting to be effective leaders. Stress that Cub Scouts have the potential to do the same.

Welcome and Introductions

The Cubmaster welcomes families and introduces guests.

Recognition

Use the Prepared for Success advancement ceremony (3 MAR).

Den Demonstrations

The space derby held this month offers lots of fun for future astronauts, engineers, and scientists. Tables for boys to explore different careers and occupations will provide a fun diversion while waiting for the derby action.

Announcements

Highlight events in the pack newsletter. Next month's theme is Jurassic Pack. A committee member may come in costuming that resembles a geologist's gear and explain the activities of the pack.

Cubmaster's Minute

Share the Do Your Best Cubmaster's Minute (3 MAR). Or explore other choices in *Cub Scout Ceremonies for Dens and Packs*.

Closing

Conduct the Do Our Best closing ceremony (3 MAR). Or choose another ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Cubmaster Corner

CAMPING EXPERIENCES FOR CUB SCOUTS

Cub Scout day camp, resident camp, and family camping are important first steps into the outdoor program of the Boy Scouts of America. Be sure all of the leaders and families know about camping opportunities for the spring and summer.

Webelos-Ree is an outdoor activity specifically designed to help Webelos Scouts learn skills they will use when camping with their Boy Scout troop. Check your local council training schedule for the next opportunity.

The pack overnighter camping experience is designed and conducted by the pack leaders. The key is to provide fun for the family and the opportunity to have a positive introduction to the outdoors. A BALOO-trained leader (Basic Adult Leader Outdoor Orientation) is required to attend a pack overnighter.

Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY: FAMOUS SCOUTS MATCH GAME

Materials: Match game sheets, pencils
FAMOUS SCOUTS MATCH GAME
Draw a line from the person's name to the career for which he was famous.

Materials: U.S. flag on wooden pole with eagle on top

CUB SCOUT 1: A woodworker made this flagpole.

CUB SCOUT 2: An artist made the eagle on its top.

CUB SCOUT 3: A seamstress sewed the flag.

CUB SCOUT 4: Citizens give it meaning.

CUB SCOUT 5: Please join us in the Pledge of Allegiance to our flag.

PRAYER: ABILITIES

Dear God, help us to learn how to develop our skills and abilities to make our world a better place for everyone. Thank you for the blessings of freedom to choose our own path that you have bestowed upon us. Amen.

SONG: WHEN I GROW UP

Tune: 12 Days of Christmas

1st verse:

When I grow up, I wonder what I will be?

Maybe I will have a family.

2nd verse:

When I grow up, I wonder what I will be?

A builder or explorer?

Maybe I will have a family.

Continue through the verses. The last verse is:

When I grow up, I wonder what I will be?

An engineer or businessman?

Astronaut or pilot?

Doctor or lawyer?

Writer or reporter?

Policeman or soldier?

Athlete or teacher?

Sam Walton	38th president of the U.S., Eagle Scout
Bruce Jenner	First American to orbit the earth, astronaut, senator
H. Ross Perot	First man to balloon around the world, Eagle Scout
Alan B. Shepard	Cofounder of Microsoft Corporation
Merlin Olson	Television news reporter and anchor
John Glenn	32nd president of the U.S.
Mark Spitz	Movie director, producer, Eagle Scout
Bill Gates	43rd president of the U.S.
Donald Rumsfeld	42nd President of the U.S.
Gerald Ford	Self-made billionaire, presidential candidate, Eagle Scout
George W. Bush	First American in space, astronaut
Steven Spielberg	Won Olympic gold medal in decathlon
Neil Armstrong	Founder of Wal-Mart, youngest Eagle Scout in his state
Franklin D. Roosevelt	Won seven Olympic gold medals for swimming
Steve Fossett	First man to walk on the moon, astronaut
Walter Cronkite	Secretary of Defense, Eagle Scout
Bill Clinton	Astronaut and Eagle Scout
James Lovell	Professional football player, sports commentator

Answers:

Sam Walton: Founder of Wal-Mart, youngest Eagle Scout in his state

Bruce Jenner: Won Olympic gold medal in decathlon

H. Ross Perot: Self-made billionaire, presidential candidate, Eagle Scout

Alan B. Shepard: First American in space, astronaut

Merlin Olson: Professional football player, sports commentator

John Glenn: First American to orbit the earth, astronaut, senator

Mark Spitz: Won seven Olympic gold medals for swimming

Bill Gates: Cofounder of Microsoft Corporation

Donald Rumsfeld: Secretary of Defense, Eagle Scout

Gerald Ford: 38th president of the U.S., Eagle Scout

George W. Bush: 43rd president of the U.S.

Steven Spielberg: Movie director, producer, Eagle Scout

Neil Armstrong: First man to walk on the moon, astronaut

Franklin D. Roosevelt: 32nd president of the U.S.

Steve Fossett: First man to balloon around the world, Eagle Scout

Walter Cronkite: Television news reporter and anchor

Bill Clinton: 42nd president of the U.S.

James Lovell: Astronaut and Eagle Scout

Opening Ceremony: Building America

Musician or artist?
Governor or President?
Fireman or farmer?
Inventor or scientist?
Builder or explorer?
Maybe I will have a family!

To add fun, use appropriate hand motions for each career, such as pretending to play a musical instrument for *musician*, then pretending to paint a picture for *artist*. Or hold up an appropriate tool each career uses. The list of careers could be changed to match parents in the audience; ask parents to stand when their career is sung.

ADVANCEMENT CEREMONY: PREPARED FOR SUCCESS

CUBMASTER: Whatever our boys decide to do in the future, they have already started to prepare by accomplishing tasks to achieve their next rank in Scouting. Our (*Tiger Cub, Wolf, Bear, Webelos Scouts*) have reached their goal tonight.

As the Cubmaster awards the appropriate badge of rank to each boy and his parents, place a graduation cap on the boy's head with his rank emblem on the front of it.

ADVANCEMENT CEREMONY: STEPS TO SUCCESS

Materials: Various hats and props for the presenters

CUBMASTER: Our world is full of many different professions that people do. Much like the many achievements done by Cub Scouts, people's professions make the world a more interesting place.

One of the first jobs many people have is working in a fast-food restaurant. (*Cubmaster or committee member wears chef's hat or uniform.*) The first rank that each boy in Cub Scouting earns is the Bobcat. (*Call forward boys and parents and award Bobcat badge.*)

Follow with additional costumes and awards:

- A well-respected profession is being a teacher. (*Cubmaster opens a book and presents Tiger Cub badge.*)
- Building a future are construction workers. (*Cubmaster dons hardhat and tool belt and awards Wolf badge.*)
- Helpful to good health for all are doctors and medical professionals.

(*Cubmaster wears a white coat and a stethoscope and awards Bear badge.*)

- We all want examples of how to be active and healthy, and we look to sports figures. (*Cubmaster wears a baseball cap and glove and awards Webelos badge.*)
- What's the best profession of all? It's up to you and what is right for each of you, Cub Scouts. (*Cubmaster chooses and models a representative profession and awards the Arrow of Light.*)

GAME: DRESS FOR SUCCESS RELAY

Materials: Large box filled with two items per career

Divide boys into two or more teams. The leader calls out the name of a career; the first boy runs to the box and finds two items for that career. He puts them on, runs back to his team as fast as he can, and gives the items to the next boy. The leader calls out another career. The second boy runs to the box, places the items from the first boy into the box, and takes out items for the second career. The game continues until every boy has run at least once.

ACTIVITY: WHAT WILL I BE?

At tables around the room, parents staff round-robin stations featuring their careers. Den members travel from station to station to learn about the careers of pack family members or guests.

CUBMASTER'S MINUTE: DO YOUR BEST

We had fun tonight imagining what the future holds for each of our Scouts. Cub Scouts, keep dreaming and reaching! Remember that whatever you do in the future, you will succeed when you always Do Your Best.

CLOSING CEREMONY: DO OUR BEST

Personnel: Assign parts as best suits your den.

CUB SCOUT 1: Whatever we do
CUB SCOUT 2: When we get big,
CUB SCOUT 3: We will always try
CUB SCOUT 4: To do our best.
(*Retire flags.*)

AUDIENCE PARTICIPATION: WHAT I'M GOING TO BE

Separate the audience into five groups.

Assign each group a career and its corresponding saying. Have the groups respond when they hear their career mentioned as the story is read. For example, when you say DOCTOR, the doctor group will respond "Open wide!"

DOCTOR: "Open wide!"

PRESIDENT: "My fellow Americans."

ASTRONAUT: "Three, two, one—blast off!"

FOOTBALL COACH: "Go team!"

MUSICIAN: "A one and a two!"

At their den meeting, six Cub Scouts were talking about what they want to be when they grow up. Jason said, "I want to be a DOCTOR." Andy said, "I want to be an ASTRONAUT." Ryan said, "I want to be a FOOTBALL COACH." Devon thought that being a MUSICIAN would be awesome. Michael wanted to grow up to be PRESIDENT.

"Being a DOCTOR would be great," said Jason. "DOCTORS help people. I like to do that."

"MUSICIANS make music to make people happy and so they can dance," said Devon. "That's the best!"

"FOOTBALL COACHES get to exercise and win games. That's the coolest," said Ryan.

Andy said, "An ASTRONAUT can see the whole world from space and all the stars. That's the best job."

"When I'm elected PRESIDENT," said Michael, "the whole world will listen to me and I'll be in the history books."

All the boys looked at James, who hadn't said a word. "What do you want to be, James?" they asked.

"Well," said James, "all those jobs sound great. DOCTORS are always needed. Being an ASTRONAUT is exciting. FOOTBALL COACH is a neat job. MUSICIANS get to entertain onstage, and the PRESIDENT is important to everybody. I'm going to learn more about all the jobs there are, so I can pick the job I'm good at and help other people."

The other Cub Scouts thought for a minute. Then the future ASTRONAUT, DOCTOR, FOOTBALL COACH, MUSICIAN, and PRESIDENT nodded in agreement. "Wow," they said. "That's a job we can do right now. We can find out about lots of jobs and pick the right one for ourselves!"

CHEERS

Drummer's Cheer. Beat an imaginary drum (your knees), say “rat, tat, tat” two times, then hit the cymbal (your tummy) and say, “Tssshh!”

Scientist's Cheer. Put hand out as if holding a test tube and say, “Look what I discovered!”

Astronaut's Cheer. “Ten, nine, eight, seven, six, five, four, three, two, one—blast off!”

Woodchopper's Cheer. Make tree-chopping motions and say “Timber!”

March Pack Program Page: When I Grow Up

ACADEMICS AND SPORTS PROGRAM

Cub Scout Academics

Mathematics. Many professions require knowledge of mathematics. Five different areas are explored in earning the Academics pin: geometry, calculating, statistics, probability, and measuring.

Cub Scout Sports

Table Tennis. Cub Scouts will benefit from the great indoor workout that an active game of table tennis provides. Learning the rules and experiencing this game will be a great experience for Cub Scouts.

FAMILY ACTIVITY

Family members can help youth reach their full potential as they develop their talents. This is a good time to work on the “Cultivating Talents” section in *Cub Scouting's BSA Family Activity Book*. Help your child discover his special talents.

DID YOU KNOW?

National Den Award

This award recognizes dens that conduct a year-round program. The den earns the award based on a team effort. The *Cub Scout Leader Book* has details on how to earn this award. A ribbon is presented to be added to the den flag.



GOOD TURN FOR AMERICA

Spring is time for cleanup! Find out how you can help your chartered organization get ready for spring. Boys can help with raking, picking up litter, planting, sweeping. Be sure an adult is supervising diligently so boys don't handle any sharp objects.

BSA RESOURCES HIGHLIGHT

Cub Scout Songbook (No. 33222). Patriotic songs, action songs, quiet songs—they are all in this book filled with Cub Scouting fun. Keep it handy for every den and pack meeting. Pull it out when there's a moment without something happening and you'll have a song to share. The action songs are always a hit with Cub Scouts and families. It takes only a few moments to create a fun memory—this book will help you every time.



PACK LEADERS' PLANNING MEETING

Pack leaders gather a week or so before the pack meeting to plan for April's pack meeting and finalize the plans for March.

Be sure that enough parents have been secured to staff the round-robin career stations at the pack meeting.

Review the Space Derby guidelines found in the *Cub Scout Leader How-To Book* and *Cub Scout Grand Prix Pine-wood Derby Guidebook*.

If guest speakers have been invited, take care to follow up and verify that they have the correct location and time. Make sure that any of their needs for equipment (such as a microphone, power, or video projector) are identified and covered.

Check with all den leaders to be sure they are ready with their den contribution to the pack meeting. Make sure that skits and songs are different—no repeats.

Plan some applauses and run-ons to make a fast-paced, varied show for all to enjoy.

The pack trainer should conduct the Unit Leadership Enhancement that best meets the needs of your pack. The *Cub Scout Leader Book*, chapter 28, provides directions on how best to conduct these discussions. Choose a topic for your next meeting.

LOOKING AHEAD

Spring roundup is right around the corner for your pack. Now is the time to start plans for a successful evening to invite new families to join Scouting.

Webelos Scouts are moving into the Boy Scout troop. Invite parents to fill the roles that the Webelos den leaders were filling for the pack.

PACK TRAINER HIGHLIGHTS

Make sure to provide a list of training courses that will be available to new leaders after spring roundup so they will be trained as soon as possible. A BALOO training opportunity should be available shortly in your district or council. Use this opportunity to get a new parent involved. Highlight the importance of your leaders attending the roundtable. Invite a leader who has not attended to come with you next month.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Take a Discovery Hike to see what plants are beginning their spring growth this month.

Wolf Cub Scouts. Take a bicycle ride in a local park.

Bear Cub Scouts. Consider flying kites as a den activity.

Webelos Scouts. Play an outdoor game such as softball or soccer.

When I Grow Up: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.
Dens may meet in the evening or on weekends.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check the equipment needed.				
BEFORE THE MEETING STARTS	Set up the careers display. Have the U.S. flag in place. Gather supplies for making puppets and the Guess What? game (6 MAR).	Have the U.S. flag available for the Tiger Cubs to practice a flag ceremony. Gather coins for making change and supplies for the Career Neckerchief Slide (6 MAR)	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
GATHERING	Tiger Cubs look at the careers display.	Make a Career Neckerchief Slide (6 MAR).		Participate in the monthly pack meeting by sharing the Career Puppets and singing the "What Will I Be?" song, and share information about the den's Go See It. Tiger Cubs and adult partners sign the thank-you note.
OPENING	Have a Tiger Cub lead the den in the Pledge of Allegiance and the Cub Scout motto.	Have two Tiger Cubs present the U.S. flag and lead the den in the Pledge of Allegiance.	Take a Go See It to a veterinary hospital (Elective 43)	
SHARE	Have the Tiger Cubs share what their parents do as a career and then what they want to do when they grow up. Play the Guess What? game (6 MAR).	Teach the "What Will I Be?" song. You may want to substitute the careers that the Tiger Cubs are interested in for the ones mentioned in the song.	OR	
DISCOVER	Make a Career Puppet (6 MAR). Conduct the Character Connection on Positive Attitude (6 MAR).	Practice making change (Elective 13).	Take a Go See It to a dentist's office (Elective 46)	
SEARCH	Talk about places where the Tiger Cubs might work when they grow up and then decide where to go for this month's Go See It.	Finalize plans for the Go See It. Discuss with the Tiger Cubs any possible behaviors that will need to be kept in check and prepare them for what they are about to see and may not understand.	OR	
CLOSING	Recite the Law of the Pack while giving the Cub Scout sign.	Have two Tiger Cubs lead the den in the Cub Scout Promise and retrieve the colors.	Take a Go See It to a government office (Elective 49). At the end of the trip, lead a reflecting discussion with Tiger Cubs and adult partners about their outing.	
CLOSING			Participation and completion of Elective 43, 46, or 49 should be marked on the Tiger Track Trail.	
This week's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.				
AFTER THE MEETING	Den leader files local tour permit with local council service center for Go See It outing.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ADULT PARTNER RECORDS ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETING IN THE TIGER CUB'S HANDBOOK.				

Tiger Cub Den Activities

Advancement possibilities highlighted in this month's meeting plans: Electives 6, 13.

"When I grow up, will I be smart, will I be strong, will I be famous—what will I do?" Tiger Cub-age boys are already starting to ask these questions. This month help them explore what the grown-up world is like by exposing them to different career possibilities. Take the boys to visit a veterinary clinic or animal groomer (*Elective 43*), a dentist's office (*Elective 46*), or the office of a government official (*Elective 49*). Through the careers display, show them what some of the other parents of their Tiger Cub friends do. How will the jobs of today change over the next 15 years as the boys grow up? Encourage the Tiger Cubs and their adult partners to think about the changes that may occur, and help them discover that a positive attitude is essential in reaching any goal, including career goals.

CAREERS DISPLAY

Gather items that relate to different careers, such as a whistle (police officer), book (librarian), etc. (The items should not be hazardous, fragile, or easily damaged.) Make a display of the items for the Tiger Cubs to review. Have an adult handy to help the Tiger Cubs identify the items if they need help and to answer questions that the boys might have about the different careers.

CHARACTER CONNECTION: POSITIVE ATTITUDE

As the Tiger Cubs explore the world of "grown-up careers," encourage them to notice that people who are happy with their



career choices have positive attitudes about their jobs and how they can help others. No matter how big or small a task, with a positive attitude we can do our best to reach all of our goals. Discussion points can include these:

- Is it always easy to be happy and to have a positive attitude?
- What makes it hard to have a positive attitude?
- How can we help others have a positive attitude?

GAME: GUESS WHAT?

Materials: Paper or plastic bag that cannot be seen through; a variety of small tools that are used in different professions: plastic toy hammer, child's small sand rake, calculator, test tube, miniature schoolbook, etc.

Have all of the items in the bag. One at a time, Tiger Cubs reach in without looking in the bag and pull out the first item they touch. Have them tell of a

career that would use the item (there may be multiple careers that use the same item). Other boys may add to the discussion. Continue until all Tiger Cubs have had a chance to participate.

CAREER PUPPET

(*Elective 21*)

Materials: Drawing paper; crayons, colored pencils, or colored markers; scissors; paint stick, craft stick, or dowel rod; glue; fiber fill or tissue paper for filling

For each puppet, you will create a front and a back. You can use a pattern cut from a coloring book (draw the back side of the figure), or draw your own.

Tiger Cubs use markers or colored pencils to decorate the front and back of their puppets to resemble themselves doing the job they think they will want to do as an adult. After the boys have colored the figure in, have them cut out the front and the back. Glue a craft stick or dowel rod between the front and back images, about halfway up the puppet. Glue the legs and body carefully around only the edges. Fill with a bit of fiberfill or tissue paper. Glue the bottom part of the head and fill with fiberfill or tissue paper. Carefully glue together the remaining open edges. Boys use the puppets as they sing "What Will I Be?"

SONG: WHAT WILL I BE?

(*Elective 6*)

Tune: Home on the Range

Oh, what will I be when I'm a grown-up me?

What I'll do with my life I don't know.

So many choices and much to be done—

Always doing my best as I go.

Chorus:

What, what will I be?

What I'll do with my life I don't know.

So many choices and much to be done—

Always doing my best as I go.

I may be a baker, a soldier, or doctor,
A teacher or scientist, I don't know.

Whatever I choose, I know for me
will be right—

Always doing my best as I go.

Repeat chorus.

Optional: Change the careers mentioned to include those the Tiger Cubs are interested in. This song can be sung with the career puppets as props and used as a puppet show for the pack meeting.

CAREER NECKERCHIEF SLIDE

Materials: A piece of 3/4-inch-diameter PVC pipe or plastic tubing, 1/2 to 1 inch long, or a small hair scrunchy to use as the slider; pieces of different-colored craft foam, felt, heavy cardstock, or matting board, or small items that can be used as symbols of different careers; scissors; glue; pens, pencils, and markers

Have the Tiger Cubs draw and cut out (with the aid of the adult partner) a symbol of a career they might want to do or that their parent or other loved one does now. Career symbols might be a loaf of bread for a baker, a book for a teacher, a computer for a programmer, a thermometer for a nurse or meteorologist, a microphone for a news broadcaster or singer, a pad of paper and pencil for a writer, a toolbox for an auto mechanic or a carpenter, etc. Glue the finished symbol on the backing used.

When I Grow Up: Wolf Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have tool supplies for reviewing <i>Achievement 5</i> . Recruit parent volunteers to help lead the discovery station.	Provide a necktie for each boy. Provide a few skit ideas that the boys can act out for the pack meeting. Have supplies for a birdhouse (<i>Achievement 5e</i>) and have a U.S. flag.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have materials for finishing the birdhouse started two weeks ago. Have supplies for the Dressed for Success Relay (8 MAR).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Prepare a worksheet with different tools on it (8 MAR). Cub Scouts color the tools and try to match the tools to the word list.	Collect permission slips. Den chief helps the boys learn to tie a necktie (<i>Elective 17f</i>).	Collect permission slips.	Boys sign thank-you note or card. Have pictures of different kinds of machinery; boys can identify the machines and tell what each one does (<i>Elective 8a</i>).
OPENING	Denner welcomes all den members. Cub Scouts gather in a Living Circle and repeat the Cub Scout motto: "Do Your Best."	Form a horseshoe around the flag and recite the Pledge of Allegiance.		Boys gather around the den flag, give the Cub Scout sign, and say the Law of the Pack.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss this month's theme, "When I Grow Up." Include how positive attitude and honesty tie in with personal achievement and goals. Discuss the den's contribution (preparing a skit) for the pack meeting.	Mention that many occupations require that you wear a necktie each day to work. Choose a skit from those that were gathered (<i>Elective 1a, Be an Actor</i>). Start construction of simple props for the skit.	Visit a local business where computers are used (<i>Elective 21a</i>) OR	Review the den performance that the boys will share at the pack meeting. Make sure all boys have parts to say.
ACTIVITY	Divide the boys into four groups related to the tasks of <i>Achievement 5</i> (a, b, c, d). Boys rotate through and see each section.	Using the tools from last week, construct a birdhouse (<i>Achievement 5e</i>). Play Balloon Hot Potato (8 MAR).	Visit a local veterinarian and talk about pet care (<i>Elective 14</i>). At the end of the trip, lead a reflecting discussion with boys about their outing.	Finish the birdhouse started two weeks ago. Sand and paint (<i>Achievement 5e</i>). Play Dressed for Success Relay (8 MAR).
CLOSING	Gather and say the Cub Scout Promise. Send home permission slips for outing on THIRD WEEK.	Cub Scouts form a line and salute the den leader and assistant den leader as they leave.		Give the den yell.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievement 5; Electives 1a, 5e, 8a, 17f.

Butcher, baker, candlestick maker—what will the future bring for our Cub Scouts? Boys will investigate occupations that use tools such as contractors or builders, occupations that might include acting, and all occupations that use brainpower. Possibilities for relevant field trips abound this month: Visit a local bank and see what bankers do; visit your local Scout shop and see what professional Scouters do; visit a restaurant to observe the many occupations in the restaurant business. Whatever the boys see this month, this experience may well help shape their futures.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

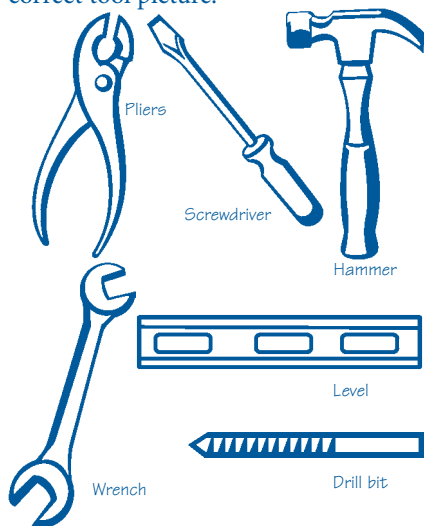
- *Achievement 12, Making Choices:* Making choices all your life leads up to who and what you will become.
- *Elective 12, Be an Artist:* Cub Scouts can draw a picture of what they expect to be when they grow up.
- *Elective 21, Computers:* Boys can learn about the importance of and use of computers. Computers can make jobs or learning new things easier. Computer skills are essential for all boys.

ACHIEVEMENT 5A-D: TOOLS

Divide the boys into four groups: tool identification, use of pliers, use of screwdrivers, and use of a hammer. An adult helper will demonstrate each of the areas.

Tools Identification Worksheet

Draw a line from the tool name to the correct tool picture.



Learning about the use of tools is a good opportunity to make good use of your denner. He can help put things away every week while being a role model for the younger Cub Scouts.

Talk about the many professions that use tools. Remind boys of tool safety and proper care of tools.

GAMES

Balloon Hot Potato

Materials: One balloon for each activity message to be prepared; paper; pen

Preparation: Write messages on paper, slip one message into each balloon, and inflate the balloons. Possible messages:

- Recite the Law of the Pack.
- Give the Cub Scout handshake to all den members.
- Say the Cub Scout Promise.

Den members stand in a circle. The den chief starts the game by handing a balloon to the first boy. Boys pass the balloon around the circle until the den chief or denner says, "Stop." The Cub Scout holding the balloon then pops the balloon by sitting or stomping on it. He performs the indicated action. Repeat with next balloon.

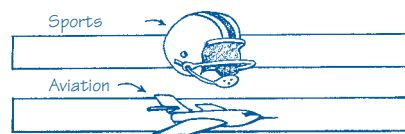
Dressed for Success Relay

Materials: For each team, a suitcase filled with the following clothing: gloves, trousers, shirt, jacket or overcoat, and tie

Divide the den into teams. On signal, the first boy in each team races with the suitcase to the center of the room, puts on the clothing, then scrambles back with the suitcase to the starting point. There he takes off the clothing and repacks it in the suitcase. Take care that the suitcase is fully shut before it is passed to the next player in line. The second boy repeats the performance, and so on until all have finished. The first team to finish is the winner.

CAREER HEADPIECES

Materials: Construction paper, scissors, markers, glue



For the base headband, measure the length of construction paper needed to go around each Cub Scout's head. Boys then construct a headpiece to depict a career in which they are interested. Glue the headpiece to the center of the headband. Use as a prop at the pack meeting.

SONG: WHEN I GROW UP

Tune: Reuben, Reuben

Father, father, I've been thinking
What I'll be when I grow up.

I could be an airline pilot
Flying jets that go way up.

Let each boy make up a verse that matches his career headpiece. Examples:

... I could write computer programs
Helping teachers to instruct.

... I could be a veterinarian
Taking care of people's pups.

... I could work as a mechanic
Fixing cars and fixing trucks.

When I Grow Up: Bear Den Meetings

Dens may meet after school, in the evening, or on weekends.
Review theme pages before planning den meetings.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have rope pieces for knot tying. Coordinate with the special guest before the meeting.	Have knives for boys, sharpening stones, and U.S. flag.	Call the destination of your outing to confirm arrangements, times, fees, etc.	Denner writes thank-you to last week's destination. Have material for carving.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	The den chief helps the Cub Scouts learn a magic rope trick (Achievement 22e).	Collect permission slips. Assistant den leader introduces knife safety tips (Achievement 19a).	Collect permission slips. Review proper behavior for the trip. Give an overview of what the boys may see during the outing.	Boys sign thank-you note or card. Denner and den chief help boys to make a set of fingerprints in their <i>Bear Handbooks</i> .
OPENING	Denner leads the den in reciting the Cub Scout Promise.	Cub Scouts form a circle around the flag; denner leads the Pledge of Allegiance.		Boys answer roll call by stating what they want to be when they grow up.
Den leader checks boys' handbooks for completed achievements and electives and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the theme, "When I Grow Up." Ask boys why they think they learned a rope trick. Introduce the special guest (someone with knot-tying skills such as military personnel).	Introduce today's guest, a Cub Scout from long ago (Achievement 8b). Review Achievement 19b; discuss professions that might need to know knot tying or knife safety.		Encourage boys to complete Achievements 7c, 7d, and 7f at home.
ACTIVITY	Cub Scouts practice knots (Achievement 22b). Den chief leads a game of charades where the boys act out what they want to be when they grow up.	Introduce the guest who was a Cub Scout from years ago (Achievement 8b). Complete the Character Connection for Citizenship (Achievement 3j).	Visit your local sheriff's office (Achievement 7b). At the end of the trip, lead a reflecting discussion with boys about their outing.	Review Whittling Chip card requirements and regulations. Do a carving (Achievements 19c, 19d).
CLOSING	Announce the guest for next week. Send home permission slips for outing on THIRD WEEK. Boys form a line and shake hands with the den leader as they leave.	Recite the Law of the Pack and the Cub Scout motto.		Share a moment of reverence.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for outing planned for THIRD WEEK.		Remind boys to bring their books next week. Den leader fills out advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
ENCOURAGE FAMILIES TO RECORD ADVANCEMENT ACTIVITIES DONE DURING THE DEN MEETINGS IN THE CUB SCOUT'S HANDBOOK.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievements 7, 19, 22.

Many people have chosen careers first encountered during their experiences in Scouting. This month, Bear Cub Scouts are provided glimpses into several careers. They might visit the police and learn about police officers, talk to a conservation officer about the environment, and visit with a current or former member of the military who will teach a few knots learned during their career.

Encourage Cub Scout families to work on additional achievements and electives that support this theme, such as:

- *Achievement 6c, Take Care of Your Planet:* Call city or county officials or your trash-hauling company and find out what happens to your trash after it is hauled away. This is the opportunity to hear about all kinds of jobs, including what people do to get trash hauled away.
- *Achievement 9c, What's Cooking?* Boys will learn an important skill when they explore how to plan and prepare a meal.
- *Elective 17, Repairs:* Learning about repairs is one more way to learn life skills that may translate into a future profession.

TYING IT ALL UP

(Achievements 22a-e)

Materials: Rope, twine, and a target

Many Scouts have gone on to make the military their career. Invite an active-duty member or a veteran of the U.S. Coast Guard or Navy to your den meeting to give the boys an opportunity to learn about the military, see the pride that comes from wearing a military uniform, and have a chance to learn knots from a seaman. In many cases, family members have military experience. Be sure to let your guest know what knots he or she will be teaching.

1. Whip the ends of a rope.
2. Tie a square knot, bowline, sheet bend, two half hitches, and slipknot. Tell how each knot is used.
3. Learn how to keep a rope from tangling.
4. Coil a rope. Throw it, hitting a 2-foot-square marker 20 feet away.
5. Learn a magic rope trick.

LAW ENFORCEMENT IS A BIG JOB

(Achievement 7a)

Materials: Plaster, shoeboxes, bucket, and old shoes

Preparation: Touring the police department is always educational. The boys learn about what it takes to become a police officer, safety, and how the police solve crimes. Many police departments have safety programs where youth are fingerprinted on identification cards that are given to families. Be sure to ask if your police department has such a program. Also ask them to discuss plaster casts and how they are used. At the den's next meeting, boys make plaster casts of their own shoes.

Put about an inch of sand in a shoe box. Step into the sand, making a clear impression. Fill the shoeprint with plaster of Paris and let harden. This makes a negative cast of the shoe.

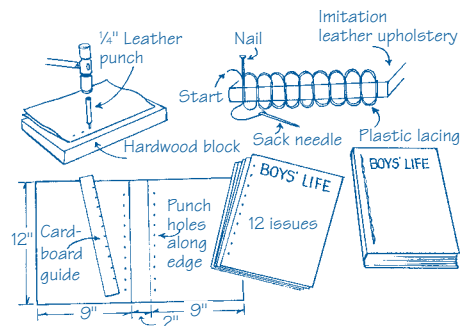
Optional: To make a positive cast, cover the shoeprint with plastic wrap, making sure it goes into all the indentations. Spray with a cooking oil spray. Then place the shoeprint into the shoe box again and pour plaster of Paris over it to cover.

BOYS' LIFE BINDER

Materials: 12-by-20-inch piece of imitation leather upholstery material, 5 feet of plastic lacing, a ¼-inch-diameter leather hole punch, sack needle

This binder will hold a year's worth of *Boys' Life* issues. Punch a row of 10 holes along the back edge of each magazine, ¼ inch from the edge and 1 inch apart. (A cardboard guide is useful for this task.) Next, using the cardboard guide, punch two rows of holes spaced 2 inches apart, down the center of the upholstery mate-

rial. Place the magazines within the fold of the binder. Match the holes in the binder with those in the magazines. Place a nail through one hole to help maintain alignment. Thread the sack needle with lacing and push the needle through the hole on top. Tie off the lacing at the hole underneath, then continue lacing as shown. Go back through the holes so that you end at your starting point. Tie off the lacing. Trim the cover, leaving ¼ inch projecting all around. Decorate as desired.



Careers Word Search

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

Word Search answers:

- | | |
|-------------|--------------|
| ACTOR | PHOTOGRAPHER |
| ARTIST | POLICEMAN |
| ASTRONAUT | POLITICIAN |
| BANKER | PRESIDENT |
| CARPENTER | SCIENTIST |
| CHEF | TEACHER |
| COACH | VETERINARIAN |
| DOCTOR | ZOOKEEPER |
| ENGINEER | |
| FARMER | |
| FIREFIGHTER | |
| LAWYER | |
| MUSICIAN | |
| NURSE | |