




# GRIN AND BEAR IT



## RATIONALE FOR ADVENTURE

In this adventure, Cub Scouts will learn the value of helping other people have fun. The goal is to make sure everyone is wearing a grin!

## TAKEAWAYS FOR CUB SCOUTS

- Cooperating on a project
- Planning an event
- Showing empathy for younger children
- Demonstrating appreciation for others
- A Scout is loyal, friendly. 

*Bear Handbook, page 186*

## ADVENTURE REQUIREMENTS

Complete at least four of the following:

1. Play a challenge game or initiative game with the members of your den. Take part in a reflection after the game.
2. Working with the members of your den, organize a Cub Scout carnival and lead it at a special event.
3. Help younger Cub Scouts take part in one of the events at the Cub Scout carnival.
4. After the Cub Scout carnival, discuss with the members of your den and your den leader what went well, what could be done better, and how everyone worked together to make the event a success.
5. With your den, develop a thank-you cheer to recognize those who helped organize the Cub Scout carnival.

### NOTES TO DEN LEADER

This adventure has several choices based on which activities you choose to do with your den. These den meeting plans, when followed as written, meet the requirements to earn this adventure. If you choose to make adjustments, be sure you complete at least the minimum requirements.

This adventure culminates in a Cub Scout carnival. The carnival can take place as part of your monthly pack meeting. Planning in advance of the event will ensure that it will be a success. There is no outing associated with this adventure; the implementation takes place at the pack meeting.

The goal is to help the Cub Scouts take on as much of the responsibility for leading activities at the pack meeting as possible. Practicing in advance with simple and enjoyable games will prepare everyone for success.

Because this adventure culminates in a pack meeting event, you will need to coordinate with the Cubmaster. If your den is small, enlist the aid of parents and/or others to help at the pack meeting.

# MEETING 1 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Gathering activity—Joking Around (See Meeting 1 Resources.)
- Games—materials as needed for games that the leader selects (See Meeting 1 Resources.)
- Coordinate the Cub Scout carnival theme with the Cubmaster and other den leaders.

## GATHERING

Carry out the “Joking Around” activity. Print out the list of jokes and answers found in the Meeting 1 Resources. Cut them apart and invite Cub Scouts to pair each question with its corresponding answer.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- As part of the flag ceremony, have the denner lead the Cub Scouts in the Scout Oath.
- Sing “We’re Here for Fun,” or select a song from the Meeting 1 Resources or the *Cub Scout Songbook* to sing as your opening.

## TALK TIME

- Carry out business items for the den.
- Introduce this month’s adventure: hosting the Cub Scout carnival at a pack meeting. Make these points:
  - We will play and practice games that the Cub Scouts will share at the pack meeting.
  - The den will work together to carry out the Cub Scout carnival.
- Allow some time for sharing among the den members. Ask the Bears to say what they like best about a carnival and list those things as possible ideas for the pack carnival.

## ACTIVITIES

### ◆ Activity 1: Playing Games (Requirement 1)

- Play three or four games selected from the *Bear Handbook* or the Meeting 1 Resources. Remind everyone that Scouts are friendly to one another and kind during both competition and team-building exercises.
- Depending on the weather, you may elect to play inside games or outside games.
- At the end of this activity, discuss the problems they had to solve while playing, what they liked about the games, and how they could play them better in the future. Encourage the Bears to think about which games they would like to share with younger Cub Scouts in the pack and how they can help lead the younger members of the pack in playing the games. With the Bears, decide which games should be included in the carnival.

## CLOSING

**Scout Handshake Closing:** Have the members of your den form a circle and pass the Scout handshake from one to another around the circle until it reaches the person who started it. As each Cub Scout receives the handshake, have that Scout make a wish and pledge to do their best.

## AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 1.
- Have the denner and den chief lead cleanup.
- Share a note with parents to inform them about the Cub Scout carnival theme for the next pack meeting.



# MEETING 1 RESOURCES

## GATHERING: JOKING AROUND

**Materials needed:** Cut apart the questions and the answers. Have the Bears pair each question with the correct answer.

### Questions

How can you tell if an elephant has been in your cupboard?	Why did the teacher draw on the window?
What's green and yells "Hi Ho, Silver"?	Why is $2+2=5$ like your left foot?
Why was it hot after a soccer game?	How did the grandmother knit a suit of armor?
What did the glue say to the teacher?	What's the difference between a train and a teacher?
Why did the clock in the cafeteria always run slow?	Why did the Cyclops close his school?
Why was the music teacher not able to open her classroom?	Where did the pencil go for vacation?
What flies around the kindergarten room at night?	When is a blue school book not a blue school book?
Why did the students study in the airplane?	Where do New York City kids learn their multiplication tables?

**Why did the student  
bring scissors to class?**

**Why was the voice teacher  
so good at baseball?**

**Why is it dangerous to  
do math in the jungle?**

**What's the worst thing that can  
happen to a geography teacher?**

**What object is king  
of the classroom?**

**Why did the teacher  
go to the beach?**

## Answers

He leaves his footprints in the peanut butter.	To make the lesson very clear!
The Lo-o-o-o-o-n-e Pickle.	It's not right.
Because all the fans had left.	She used steel wool!
"I'm stuck on you."	The teacher says, "Spit your gum out," and the train says, "Choo-choo!"
At every lunch, it went back four seconds!	Because he only had one pupil.
Because her keys were on the piano.	To Pennsylvania.
The alpha-BAT.	When it is read!
Because they wanted higher grades.	Times Square.
She wanted to cut class!	Because she had the perfect pitch.
Because when you add four and four you get ate (eight).	Getting lost.
The ruler!	To test the water.



## OPENING SONGS

### **We're Here for Fun**

*Tune: "Auld Lang Syne"*

We're here for fun right from the start,  
So drop your dignity;  
Just laugh and sing with all your heart,  
And show your loyalty.  
May all your troubles be forgot,  
Let this night be the best;  
Join in the songs we sing tonight,  
Be happy with the rest.

### **The More We Get Together**

*Tune: "Ach, du lieber Augustin"*

The more we get together, together, together,  
The more we get together, the happier we'll be.  
For your friends are my friends, and my friends are your friends,  
The more we get together, the happier we'll be.  
The more we get together, together, together,  
The more we get together, the happier we'll be.  
For you know that I know, and I know that you know,  
The more we get together, the happier we'll be.

### **If You're Happy**

If you're happy and you know it, clap your hands. (clap, clap)  
If you're happy and you know it, clap your hands. (clap, clap)  
If you're happy and you know it, then you really ought to show it.  
If you're happy and you know it, clap your hands. (clap, clap)  
2nd verse: If you're happy and you know it, stamp your feet. (stamp, stamp)  
3rd verse: If you're happy and you know it, shout "Amen." ("Amen!")

## ACTIVITY 1 GAME OPTIONS

### ◆ **BODY TAG**

**Needed:** Large, level playing area, any number of players

The den leader chooses one of the Scouts to be "It" by touching that Scout. "It" must then place their right hand on the spot where they have been touched (arms, chest, back, ankle, etc.), and in this position they must tag another Scout, who becomes the new "It." Play until everyone has had a chance to be "It."

### ◆ **ELBOW TAG**

**Needed:** Large, level playing area, large number of players

All players get a partner and link elbows. (If you have an odd number of players, make one group of three.) Then all the linked pairs form a circle, and one pair is selected to run first. In the pair, one player is "It" and begins to chase the other, "the runner," around the outside of the circle. To be considered "safe," the runner must link elbows with a player in another pair before being tagged. The player in the new threesome who is not linked with the runner becomes the new runner. If the runner is tagged before linking with one of the pairs, that player becomes "It" and the former "It" becomes the runner.

# MEETING 2 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Gathering: 12 toothpicks for each Cub Scout
- Materials as needed for the selected games (see the *Bear Handbook*)
- Continue working with the Cubmaster and other den leaders to coordinate the Cub Scout carnival theme.

## GATHERING

**Toothpick Puzzle:** Give a dozen toothpicks to each Scout. Challenge the Bears to put their 12 toothpicks together to form the names of three states. Each state will take 11 or 12 toothpicks, so they will need to be created one at a time. (Hint: Each state's name has only four letters.)



## OPENING

Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

## TALK TIME

- Carry out business items for the den.
- Review this week's plan for choosing games to lead during the Cub Scout carnival at the next pack meeting. Make these points:
  - We will play and practice games that the Cub Scouts will share at the pack meeting.
  - The den will work together to carry out the Cub Scout carnival.
- Share other notes about the upcoming pack meeting.
- Allow time for sharing among the den members.

## ACTIVITIES

### ◆ Activity 1: Games (Requirement 1)

Play two more games, different from the games played during the previous den meeting. Later, reflect on the games and ask the Bears how they might help younger Cub Scouts play them at the pack meeting. (See the *Bear Handbook* for instructions.)

### ◆ Activity 2: Carnival Planning (Requirement 2)

Using a piece of chart paper, help the members of your den plan how they will get ready to lead games at the Cub Scout carnival. Make the tasks concrete and specific so the Bears know what to expect when they finish. If you can copy the plans and share them with parents the following week, it will help ensure that everyone is prepared.



Put the following questions at the top of each column on the paper and help everyone think through each activity in advance.

1. What do we need to do?
  - a. We need to decide which game to lead.
  - b. We need to make a sign for our game.
2. What do we need to bring?
3. Who needs to know our plans?
  - a. Be sure our parents or guardians know what we will do.
4. How will we help the younger Cub Scouts?
5. How will we know we have done a good job?

Have each Cub Scout select a game to lead during the Cub Scout carnival.

## CLOSING

Form a circle. Each member of the den grasps the left hand of the person to their immediate left with their right hand, crossing their right arm over their left while doing so. This will form a continuous circle of crossed arms.

**Den leader or den chief:** May the Great Master of all Scouts be with us until we meet again.

## AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.

# MEETING 3 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Poster with the Scout Oath (or refer to the *Bear Handbook*)
- Materials for balloon animals
- Equipment for selected games
- Materials as needed to construct medallions or trophies
- Two sample awards prepared in advance to share as models
- Continue coordination of Cub Scout carnival theme with Cubmaster and other den leaders.

## GATHERING

**Balloon Animals:** Provide balloons and pictures of balloon animals. Scouts may construct balloon animals as they wait for others to arrive. (See Meeting 3 Resources.)

## OPENING

- Denner or den chief will lead members of the den in standing in a circle around the American flag and reciting the Pledge of Allegiance.

## TALK TIME

- Carry out business items for the den.



- Review this meeting's adventure, noting these activities:
  - Playing and practicing games that the Cub Scouts will share at the pack meeting
  - Working together to organize the Cub Scout carnival
  - Creating tokens to show appreciation for those who helped run the carnival
- Allow some time for sharing among Cub Scouts.

## ACTIVITIES

### ◆ Activity 1: Trying Carnival Games (Optional)

- Have one or more of the Bears lead the game that they will be responsible for leading at the pack meeting. Then reflect with the den on how the game went, and discuss how it will be played at the pack meeting. Be encouraging and supportive.

### ◆ Activity 2: Making a Cheer (Requirement 5)

Work together to develop a simple cheer for those who helped the den with the circus.

## CLOSING

- **Den Leader's Minute:** Reflect with the Scouts that in Activity 2 of this meeting, they worked on appreciating others and giving recognition. Remind them that, while receiving recognition is a great feeling, a Scout should always be prepared to do their best in every situation whether or not they receive recognition for their actions.
- Recite the Scout Law.

## AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 5. Requirements 2, 3, and 4 will be completed at the pack meeting.
- Work together to clean up the meeting place.

# MEETING 3 RESOURCES

## BALLOON ANIMALS

**Materials needed:** specialty balloons, air pump (if available), marker

Long balloons work best for making balloon animals. Share the pictures below to give the Bears ideas of what sort of balloon animals they can put together. There are many internet sites with helpful instructions.

Upon completion of the Grin and Bear It adventure, your Bears will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.



## HOW TO MAKE A BALLOON DOG

### Materials:

A selection of specialty 260 balloons

Marker

Small hand pump (optional)

### Instructions:

1. Blow up the balloon. Leave about 2 inches at the end uninflated.
2. Starting from the left, create the first three twists. The first section of balloon should be about 2 inches long for the dog's nose. The second two sections should each be about 1 inch long. These will become the dog's ears.
3. Fold back the first section so it rests against the main part of the balloon. Create a lock twist by firmly twisting the two ear pieces around each other to lock them in place.
4. Then create three twists about 3 inches apart for the neck and front legs. Create a lock twist around the second and third sections to hold the legs in place. The balloon should form the front half of the dog.
5. Duplicate step 4 to create the body and back legs and lock them in place. The last section of balloon will become the dog's tail. You're finished!

