



COLLECTIONS AND HOBBIES



RATIONALE FOR ADVENTURE

Everywhere we look, we see collections. A collection of plants is a garden; a collection of cows is a herd. And any group of objects that are similar and special to you counts as a collection, too. That collection tells others what you find interesting, and as you expand the collection, you gain new skills and understanding.

TAKEAWAYS FOR CUB SCOUTS

- Enthusiasm for starting a collection
- Cooperation and showing respect for others
- Completing a task
- Listening skills
- A Scout is courteous. 

Wolf Handbook, page 178

ADVENTURE REQUIREMENTS

1. Begin a collection of at least 10 items that all have something in common. Label the items and title your collection.
2. Share your collection at a den meeting.
3. Visit a show or museum that displays different collections or models.
4. Create an autograph book, and get at least 10 autographs. Start with members of your den.
5. Pick a famous living person, and write him or her a letter. In your letter, ask the person to send you an autographed photo.
6. Play a game with your den that involves collecting.

NOTES TO DEN LEADER

Meeting 3 will be a den outing to a show or museum that displays different collections or models (requirement 3). You will need to schedule the outing in advance. Submit a tour and activity plan, if required, and work with families to plan transportation to and from the location. Make sure activity consent forms are distributed and signed.

See the Appendix for optional den meeting activities, including openings, gatherings, and closings.

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Materials for “Tape Web” (Gathering): painter’s tape; pom-poms
- Materials for “Autograph Books” (Activity 2): white paper; construction paper or card stock for covers; colored pencils; stapler or brads
- Materials for “Clothes Pin Collection Tag” (Activity 3): clothes pins marked with a different color for each Scout (number of pins can vary, but the minimum is six.)
- Samples of collections
- Activity consent forms for den outing

GATHERING: TAPE WEB (REQUIREMENT 6)

- Create a web that crisscrosses an open space or hallway, using painter's tape (the only type that will not stick to walls or lift paint). Make sure that there are large enough openings for Scouts to crawl through or step over.
- Attach colored pom-poms to the sticky side of the tape.
- As everyone arrives for the meeting, assign a pom-pom color to each boy and have them work their way through the web, collecting their color as they go. Warn them to be careful and not get caught in the web!
- If part of the web comes down during the activity, simply put it back up.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law.
- Briefly explain to the den that the Scout Law is a collection of values by which we live.

TALK TIME

- Introduce the Collections and Hobbies adventure to the den. Build interest and excitement by describing the goals of the adventure and some of the fun activities that are planned.
- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.

ACTIVITIES

◆ Activity 1: Planning a Collection

- Share with Scouts the sample collections you brought to the meeting.
- Have them share about collections that they own or want to start. These could include—but are not limited to—types of toys, models, rocks, or drawings. Each Scout should bring a small collection from home to share at the next meeting (requirement 2).
- Demonstrate ways that different types of collections may be displayed.

◆ Activity 2: Autograph Books (Requirement 4)

- Have Scouts assemble and decorate their autograph books. They can get their first signatures from fellow den members. Then have them brainstorm on ways each boy can gather other signatures.
- Assembling the books may be a simple project, or you can make it elaborate, depending on the supplies you have available. To make the simplest type:
 - Fold a sheet of card stock or construction paper in half to make a cover.
 - Fold sheets of construction or printer paper in half and fit them inside the cover.
 - To bind the book, staple the sheets along the fold, or punch holes and use brads to fasten the sheets together.

◆ Activity 3: Clothes Pin Collection Tag (Requirement 6)

- See the suggestions for this activity in the *Wolf Handbook*.
- If weather conditions prevent playing this game outside, consider having the boys use animal movements, such as duck waddles or crab walks, to chase one another.

CLOSING: DEN LEADER MOMENT

Say: “Collections are a wonderful way to look at the world around you. When collecting from nature, remember that it is always best to leave the beauty you find for others to see—especially plants and flowers—but you can draw them or take a picture. I am really looking forward to seeing the collections that you bring and learning more about the things that interest you.”



Do-at-Home Project Reminder:

Remind Wolves to begin a collection at home of at least 10 items (requirement 1). They will bring this collection, or another one, to share at the next meeting (requirement 2). They should be prepared to answer these questions: Why did you choose those items to collect? Where did you find the items? How will you add to your collection?

Also for the next meeting, each boy should think about which famous person he wants to write to and find the mailing address online—with permission and assistance from his parent or guardian (requirement 5).

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 4 and 6.
- Work together to clean up the meeting place.
- Prepare thank-you notes for the Wolves to sign at the next meeting.

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Materials for “Scout Law Scavenger Hunt” (Gathering): all 12 points of the Scout Law, written individually on slips of paper and hidden around the room; tape; a poster board with the words “A Scout is” written at the top
- Paper, pens, envelopes, and stamps for writing and sending a letter (Activity 2)
- Materials for “Sensory Scavenger Hunt” (Activity 3): a variety of objects chosen for a distinctive texture and shape; a list of all the objects (one copy per Scout); pencils; and paper bags. Hide each object—wrapped in a closed paper bag—outside or in a different room from the one where the Scout Law Scavenger Hunt will be played.

GATHERING

- Hide the Scout Law words around the room, and as each Wolf arrives for the meeting, have him find two of them—but he must not tell anyone the words he found.
- When all 12 words have been found, bring everyone together and have the boys tape their words on the poster board in the correct order of the Scout Law: A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.

OPENING

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

- Lead the Scouts in singing “Trusty Tommy” (tune: “Yankee Doodle”)

*TRUSTY Tommy was a Scout,
LOYAL to his pack,
HELPFUL to the folks about,
and FRIENDLY to his brother.
COURTEOUS to the girls he knew,
KIND to his rabbit.
OBEDIENT to his family, too,
and CHEERFUL in his habits.
THRIFTY saving for a need,
BRAVE, but not a faker.
CLEAN in thought and word and deed,
and REVERENT to his Maker.*

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Assign buddies for the den outing.

ACTIVITIES

◆ Activity 1: Personal Collections (Requirements 1 and 2)

Have each Scout share the collection he brought and have him tell why he chose to collect those items, where he found them, and how he plans to add to the collection.

◆ Activity 2: Writing to a Famous Person (Requirement 5)

- Hand out paper and pens for the Scouts to write their letters.
- Provide a sample letter, using the example in the Meeting 2 Resources or one you prepared yourself.
- Be sure an adult leader and the den chief are available during this activity to help the boys if they have any trouble composing their letters.
- If you have Internet access and any boy hasn’t found the address to send his letter, see if you can help him locate it.

◆ Activity 3: Sensory Scavenger Hunt

- Give each Scout a copy of the list and a pencil. When he locates one of the bags, he should close his eyes, reach inside to feel around, and put a check mark on his list beside the object he thinks he has found.
- When everyone has finished their search, display the contents of each bag so they can see if their guesses were correct.

CLOSING

- Make sure each Scout knows who his buddy will be during the den outing.
- Confirm plans for the following meeting’s den outing to a show or museum where collections are displayed. Make sure all transportation needs are covered.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 1, 2, and 5.
- Work together to clean up the meeting place.
- Have Scouts sign thank-you notes for anyone who helps with the outing.

MEETING 2 RESOURCES

Dear Mr. President:

My name is Kenny Farrell. I am a Cub Scout in Den 8 from Pack 24 in Council Bluffs, Iowa. I am earning my Collections and Hobbies award. One of the requirements is to ask a famous person for their autograph. I hope you are willing to share one with me.

I think it would be exciting to be president. Besides Cub Scouts, I like to play baseball and video games. I like to build things in video games. What do your children like to do?

I have enclosed an envelope and postage to make it easy to send the autograph. Thank you for your time and help.

Sincerely,

Kenny

MEETING 3 PLAN (DEN OUTING)

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Confirm that a tour and activity plan has been submitted, if required, and that transportation to and from the event is in place. Secure activity consent forms.
- Unit den leader should have in possession (if required by local council practices) the tour and activity plan and a copy of the *Guide to Safe Scouting*.

GATHERING

- Play a game of “I Spy” while waiting for everyone to arrive.
- Remind the boys that it is important to stay together, be on their best behavior, and use the buddy system. Have Wolves share things they would like to learn during the visit.
- Review any questions the Scouts want to ask to make certain all are appropriate.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law.
- Recite the Scout Law and ask Scouts to name points of the law they will demonstrate during the outing.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.

ACTIVITIES

◆ Activity 1: Visit to Show or Museum (Requirement 3)

- Visit the facility as a group, and take a guided tour if possible.
- Engage Scouts by having them identify different types of collections.
- Have Scouts ask the questions they have prepared.
- When the tour ends, have the Wolves give their thank-you cards to anyone who helped, including tour guides. Then offer a relay clap for the guides: The first boy claps the second boy's hand, and the clap is then relayed through the group.

CLOSING

- Have the den members form a friendship circle: All arms are crossed with each person extending their right arm over their left and grasping the left hand of the person beside them. Everyone makes a silent wish and gently passes a friendship squeeze from hand to hand.
- Ask each Wolf to describe his favorite exhibit and why he thought it was best.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 2.
- Work together to clean up the meeting place.

Upon completion of the Collections and Hobbies adventure, your Wolves 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.

