



GROW SOMETHING



RATIONALE FOR ADVENTURE

In this adventure, Wolves will come to understand how plants grow and the importance of taking care of our natural resources and the environment. They will also learn about the tools needed to plant and tend a garden.

TAKEAWAYS FOR CUB SCOUTS

- Learning important life skills
- Learning how to observe and listen carefully
- Taking care of plants and the environment
- Working in teams

Wolf Handbook, page 244

ADVENTURE REQUIREMENTS

1. Select a seed, and plant it in a small container. Care for it for 30 days. Take a picture or make a drawing of your plant once each week to share with your den.
2. Find out the growing zone for your area, and share the types of plants that will grow best in your zone.
3. Visit or research a botanical or community garden in your area, and learn about two of the plants that grow there. Share what you have learned with your den.
4. Make a terrarium.
5. Do one of the following:
 - a. Using a seed tray, grow a garden inside your home. Keep a journal of its progress for 30 days. Share the results with your den.
 - b. Grow a sweet potato plant in water. Keep a journal of its growth for two weeks. Share it with your den.

NOTES TO DEN LEADER

Meeting 3 will be a den outing to a botanical or community garden in your area, or—if those choices are not available—a plant nursery or garden club (requirement 3). In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring. Make sure a tour and activity plan has been submitted and 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 Nature's Layer Cake (Gathering)
 - Rinsed-out jars with tight-fitting lids (one per Scout)
 - 1 scoop of soil for each Scout
 - Water

- Map that shows the growing zones in the United States, downloaded from the Internet and printed out (Talk Time)
- Materials for making Grass Buddies (Activity 1)
 - Potting soil
 - Plant seeds or grass seeds (any type of grass would serve, but rye seed grows very quickly)
 - Clear plastic cup or container (one per Scout)
 - Items for decorating (e.g., pom-poms, chenille stems, googly eyes, craft foam, glue, and permanent markers)

GATHERING: NATURE'S LAYER CAKE

- Soil is made up of many layers as well as particles of various sizes. As Scouts gather for the meeting, have them do this activity so they can distinguish one layer from another.
- Fill half of a jar with soil and add water to the top. Screw the lid on tightly, shake the jar well, and give the contents time to settle. Before long, the Scouts should see leaf litter floating on the top, and sand and clay that give structure to the soil. Stones that settle on the bottom will help the water drain away, which keeps the soil from becoming waterlogged.
- Have each boy take samples from different areas of his “layer cake,” so they can see how the layers differ.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law.
- Lead Wolves in the Seed Cheer: First they curl themselves tightly in a ball. Then they slowly “grow” upward. Once the boys are standing up, on the count of three, have them stretch out their arms like flower petals and shout, “Grow!”

TALK TIME (REQUIREMENT 2)

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Review requirements 5a and 5b, and help Wolves decide which Do-at-Home Project they will complete this month: growing a small garden in a seed tray or growing a sweet potato plant in water. They will keep journals of their progress to share at the next two meetings.
- Talk about the science of soil, seeds, and plants, and the difference between planting seeds versus transplanting a plant from a pot to the ground. Explain to the boys that good soil is a very important part of growing plants and vegetables. As they could see in the Gathering activity, there are many things that make up our soil. That is why it is important to prepare the soil before we plant.
- Discuss other elements needed for plants to grow, including water and different balances of sun, shade, heat, and cold—depending on what a particular plant requires for it to thrive.
- Use the map you printed to introduce the topic of “growing zones,” and how to find out if a plant can grow well in a specific part of the country. This information is often provided on the back of seed packets, along with instructions on watering and the type of light a plant needs. Focus the conversation on the best plants to grow in your area.

ACTIVITIES

◆ Activity 1: Grass Buddies (Requirement 1)

- Give each Wolf Scout one of the small containers, and have him fill it halfway with potting soil.
- Now have each of them add one plant seed, or a heaping teaspoon of grass seed, to their containers. Then they should add more soil until the containers are three-quarters full.
- Pass out the materials for decorating the containers, encouraging everyone to get creative with this project.

- Finally, have each boy gently water his Grass Buddy. After the meeting, he will take his new friend home to grow throughout the next 30 days.

◆ Activity 2: “The Green Grass Grew All Around”

- Teach the Scouts a new song that they can add words to. The song is a traditional children’s song based on the song “And the Green Grass Grew All Around,” written in 1912 (music by Harry Von Tilzer, lyrics by William Jerome). This is a “repeat after me” song.
- Get the song started with the verses below, and then have the boys create new verses.

*There was a hole in the middle of the ground,
the prettiest hole that you ever did see.
Well, the hole in the ground,
And the green grass grew all around and around,
And the green grass grew all around.*

*And in that hole there was a root,
the prettiest root that you ever did see.
Well, the hole in the ground, and the root in the hole,
And the green grass grew all around and around,
And the green grass grew all around.*

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.



Do-at-Home Project Reminder:

Tell Scouts to start working on requirement 5a or requirement 5b at home, so they can share their journals during the next few weeks. They will also be caring for the Grass Buddies they made at this meeting, and taking a photo or drawing a picture each week to show its progress to the rest of the den.

AFTER THE MEETING

- Serve refreshments, if desired. Fresh vegetables would be a great snack for this adventure.
- Record completion of requirement 2.
- 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 Scene Rubbings (Gathering)
 - Artificial or real leaves
 - Large sheets of white paper (two per Scout)
 - Crayons or colored pencils
- Photos or drawings of the growing Grass Buddies, brought by the Scouts (Talk Time)

- Materials for making terrariums (Activity 1)
 - 1 clear glass container for each Scout (e.g., aquarium of any size, goldfish bowl, cookie jar, pickle jar, vase with a broad bottom)
 - Enough small rocks to fill the bottom of each container
 - Activated charcoal bits (one bag per Scout)
 - Sterilized potting soil
 - Miniature plants of different colors, shapes, and textures
 - Optional decorations: moss, pebbles, shells, ceramic figures



- Materials for the Seed Relay Game (Activity 2)
 - Chalk
 - 2 small cups filled with dried beans
 - Open, rinsed-out jars or juice bottles (enough to place a pair of them at 3-foot distances along the playing area)
- Thank you cards for the den outing

GATHERING: SCENE RUBBINGS

- When each Scout arrives, give him a large sheet of paper and enough real or artificial leaves to create the figure of his choice (e.g., a car, person, or animal) on the paper.
- Then give him another sheet of paper to lay over the first one, and one or more colored pencils or crayons to rub and recreate the picture—with the textures of the leaves—on the new sheet.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance as well as the Scout Oath and Scout Law.
- Lead the den in singing “The More We Get Together” to the tune of “Ach Du Lieber Augustine.”

*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.*

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Have the boys compare the photos or drawings they brought to show the progress of their Grass Buddies. Each boy should also give an update on how his seed tray garden or sweet potato plant is coming along.

ACTIVITIES

◆ Activity 1: Making a Terrarium (Requirement 4)

- A terrarium is a miniature garden that is planted in a clear glass or plastic container. In order to make the garden a mini-greenhouse, the container either is completely covered with a removable lid or has just a small opening. This allows sunlight to enter through the glass or plastic and warm the plants, soil, and air—the same way that the sun warms our planet as it comes through the atmosphere. The glass or plastic holds in the moisture and warmth, allowing the plants to grow with little or no water added.
- Have the Wolf Scouts build their terrariums with the materials you collected, using the illustration and directions in the *Wolf Handbook* as a guide.

◆ Activity 2: Seed Relay Game

- Using the chalk, draw a straight line lengthwise through the playing area. Put a mark on the line at every 3 feet (or less, depending on how much space is available). Parallel to those marks, set the pairs of jars or juice bottles—with one jar on either side about 1½ feet away from the line.
- Divide the den into two teams. Each team should line up behind one of the rows of jars, and both teams will start at the same end of the playing area.
- Have one boy on each team go first, both of them carrying a cup of dried beans. They will follow the line drawn on the floor by placing the heel of one foot against the toe of the other. Every 3 feet, they must stop and place a bean in their team's jar.
- When a boy reaches the end, he runs back and hands the cup of beans to the next person on his team, who “plants” his beans in the same manner. The first team to finish wins.
- Try several variations to make the game fun and challenging. The players can try tossing the beans in, or you can use larger or smaller jars.

CLOSING

- Tell the Scouts: *Today we sowed plants that will grow strong during the next few weeks if they are given water, sunlight, and fresh air. We, too, will grow and thrive like our plants if we take care of our bodies by keeping them nourished, always getting a good night's sleep, and playing in the fresh air and sunlight.*
- Review details for the upcoming outing in Meeting 3. Make sure all Scouts and their families know the plans.

AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Record completion of requirement 4.
- Have Scouts sign thank-you notes for anyone who helps with the outing.

MEETING 3 PLAN (Den Outing)

PREPARATION AND MATERIALS NEEDED

- 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.
- The 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*.
- Contact the outing location to confirm plans. Find out if a representative will be assigned to guide your group.

GATHERING: MONKEY IN A TREE

- While waiting for everyone to arrive, have the boys play Monkey in a Tree:
 - Form two small circles with three or four players linking their arms to make a “tree.” Have one boy stand in the middle of each circle. This represents a monkey in the tree.
 - Have one player be “It,” standing outside all the circles and pretending to be a monkey without a tree.
 - On a signal, the other monkeys leave their trees. Then all of the monkeys, including “It,” scramble to get into another tree before time is called. The one left out becomes “It” for the next round.

OPENING

- Say the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law. If the den does not have a United States flag on the outing, ask one Scout to display the flag on his uniform for the group.
- Ask Scouts to name points of the Scout Law that they will demonstrate during the outing.
- Remind the boys that it is important to stay together, be on their best behavior, and use the buddy system.

TALK TIME

- Carry out business items for the den.
- Have Wolves share things they would like to learn about during the visit.
- Review any questions the Scouts want to ask to make certain all are appropriate. (See the *Wolf Handbook* for suggestions, if needed.)
- Before starting the tour, give the Wolves time for a final comparison of their Grass Buddy photos or drawings and an update on how their seed trays or sweet potatoes are progressing.

ACTIVITIES

◆ Activity 1: Visit to Botanical or Community Garden (Requirement 3)

- Visit the location as a group, and take a guided tour if this is possible.
- Engage Scouts by having them identify different types of plants. Be sure the den has time to learn in detail about at least two of the plants or flowers they see.
- Have Scouts ask the questions they prepared.
- When the visit ends, have the Wolves give their signed thank you cards to anyone who helped, including tour guides.

CLOSING

- Gather everyone together for a “round of applause” cheer for the tour guides: While clapping, move your hands around in a circle in front of you.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 1, 3, and 5a or 5b.

Upon completion of the Grow Something 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.

