RATIONAL FOR ADVENTURE
This adventure will give Cub Scouts an opportunity to become comfortable speaking in front of others. It will also serve as a foundation for organizing and performing a campfire program.

TAKEAWAYS FOR CUB SCOUTS
• Working together to share ideas
• Being part of a team
• Learning to cope with stress, fear, and anxiety
• Participating in a campfire
• A Scout is helpful, cheerful, trustworthy.

ADVENTURE REQUIREMENTS
1. Show you can communicate in at least two different ways.
2. Work with your den to create an original skit.
3. Work together with your den to plan, prepare, and rehearse a campfire program to present to your families at a den meeting.
4. Practice and perform your role for a pack campfire program.

NOTES TO DEN LEADER
Meeting 3 will be a Wolf den campfire. Make sure that all of the Scouts’ families are invited as soon as the time and location are arranged, and that any needed props are provided or brought by the boys. Wolf Scouts will also practice and perform their roles at an upcoming pack meeting.
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
• “Paper Route” game items (Gathering)
  — One door mat or small rug
  — One newspaper per Scout, rolled and secured with tape
• Items for the obstacle course activity (e.g., pool noodles, hula-hoops, rope, sports cones) and one blindfold for each pair of Scouts (Activity 1)
• Copies of the Cub Scout motto sign language demonstration from the Wolf Handbook (one per Scout, Activity 2)
• One talking stick, prepared before the meeting (see Meeting 1 Resources)
• Poster board or whiteboard for recording the den’s campfire plans (Activity 3)

GATHERING
Play the “Paper Route” game (see Meeting 1 Resources).
OPENING
• Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law.
• Have the denner call roll. Each Scout should respond with a different friendly greeting.

TALK TIME
• Introduce the Howling at the Moon adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
• Carry out business items for the den.
• Allow time for sharing among Cub Scouts.
• Introduce the talking stick (see Meeting 1 Resources for instructions on how to make one). Then have the boys take turns sharing something about their favorite song or movie while they are holding the stick. Remind them that the holder of the stick is the only one who can talk at that time.

ACTIVITIES (REQUIREMENT 1)
First, invite the Wolf Scouts to howl like wolves. Then say: “Howling is one way that wolves communicate. Let’s find other ways to communicate with each other.”

◆ Activity 1: Obstacle Course
• Have the Scouts go through an obstacle course around the room or outdoors, using the items you collected. Divide them into teams of two—one boy wearing a blindfold while the other leads him through the course.
• The first time around, the seeing player holds his partner’s arm and can speak directions. Then they switch roles and go through the course again. This time, the seeing player DOES NOT speak and uses only his hand to guide his partner.
• Remind everyone that a Scout is helpful and trustworthy. The blindfolded Scout should be able to trust that he is being led in the right direction.
• After each team has gone through the course twice, ask these questions:
  — “What did it feel like to close your eyes not knowing where you were going?”
  — “How did you feel when you had to be the ‘eyes’ of your buddy?”

◆ Activity 2: Silent Howl
• Now it’s time for the “silent howl”—speaking with our hands. Pass out copies of the Cub Scout motto in American Sign Language (ASL) from the Wolf Handbook. Talk about times when this language is needed (communicating when one person is deaf or hard of hearing). Then learn together how to say the motto using ASL.
• Next, divide the Scouts again into teams of two. Have each pair come up with a word, phrase, or sentence using hand signals. Then spend some time reflecting together on how easy or difficult this was to do.

◆ Activity 3: Story of the Lone Wolf
• Gather the boys around a “pretend” campfire. Tell them the Lone Wolf story and how the magical tradition of campfires began.
• As Wolf Scouts, the boys will plan, prepare, and present their own campfire. Start a discussion about this by asking, “What do we need to do first?” Chart their ideas on the poster board or whiteboard and save it for the next meeting, when the Scouts will complete their plan.

CLOSING
• Gather everyone in a circle. Then pass the talking stick around, and have each Scout share his favorite thing that they did at the meeting.
• Close with a grand howl.
MEETING 1 RESOURCES

PAPER ROUTE (GATHERING)

Materials needed: one door mat or small rug; one newspaper per Scout, rolled and secured with tape

Set up the mat or rug—or an area marked off as “door mat”—and a throw line before starting. The
Scouts line up single file behind the throw line. Then each boy takes a turn throwing, trying to hit the
door mat with his newspaper. See who can get the most accurate throw. (You can also give one point for
each time the newspaper lands on the mat.)

TALK TIME

This is one option for making your talking stick.

Materials needed:

- 10-12” piece of ¾” dowel
- Thin cord (jute twine will work)
- Feathers
- 30 craft beads (colors of your choice)
- Paint pen
- Hot glue gun and glue

Directions:

- Decorate the dowel with designs of your choice using the paint pen. Cut a 12-inch piece of cord
  lacing. Fold the lacing in half and slide the open ends through the loop, securing the lacing to one
  end of the dowel. Slide three beads over both halves of the cord and push them close to the dowel.
  Then slide an equal number of beads over the two sides of the cord and tie off each side with a knot.
- Now, cut an 18-inch piece of cord lacing, fold it in half, and secure it in the same way to the opposite
  end of the dowel. Slide one bead over both halves of the cord, and push that bead all the way to the
dowel. Then slide three beads onto each end of the lacing and tie small knots to secure them. Hot
  glue the feathers to the last bead on each end.

Note: If you use jute twine, tape each end of the cut pieces with a narrow piece of tape to keep it from
unraveling while you work. Remove the tape before tying the knots. Dab a drop of hot glue on each tip
after you tie the knots.

Activity 3: The Story of Lone Wolf Cub

Once upon a time, many, many years ago, a wolf cub lived in a forest near some tall mountains. This wolf cub
belonged to a pack. Then one night there was a terrible storm. All of the wolves ran to seek shelter, but this
wolf cub was not a fast runner. He became separated from the pack and was left behind in the woods. All of
the trees began to look alike, and he did not know which way his friends had run.

The wolf cub lived by himself and felt very alone. One cool, dark night he looked around and was surprised to
see something shining at the top of a mountain. He decided to climb the mountain to find out where the light
was coming from. As he climbed, he felt the light getting brighter. When he reached the top, he saw a camp-
fire. He found light and warmth, and these made him happy. He let out a long howl to say, “Look at me here,
with this warm fire. Everyone is welcome to join me.”
As if by magic, a small pack of wolves appeared from the dark forest. They gathered around the fire. The lone cub was so happy to see them that he let out a howl and they all joined in, as if in song. Their song was a happy one. They howled and danced around the fire. This was the first campfire song! After their howling song, one of the wolves went to the center of their circle. He raised his paws and applauded with joy. He told his friends their song was fun. This was the first campfire cheer!

The lone cub wanted to know where these wolves had come from. The pack was excited to tell their story. But their way of telling the lone cub their story was new to him. Each of the members of the pack acted out a part. The lone cub liked watching each of the wolves help tell their story. This new way to tell a story became known as a skit.

In fact, he was so happy to watch their story that, after their tale, he jumped up and did a flip! This was the first stunt ever to be performed at a campfire!

When they asked the lone cub why he was alone, he told his story. He said he was sad to be alone. He told his new friends that his story had a happy ending since he had so much fun at their campfire.

The wolves fell asleep until the sun tickled their noses to signal the morning. They gathered together and invited the lone wolf cub to join their pack. They all prepared to find their way down the mountain.

The lone cub stayed for a little longer, thinking about the fun night he had spent with his friends. He felt as if the campfire had been magical, and he did not want to lose that magic.

He paused. Before leaving, he scooped up some of the cool ashes from the campfire and placed them carefully in his neckerchief. He tied a square knot in the neckerchief and put it around his neck. He thought, “I will carry the spirit of the campfire with me always. The next time I have a campfire, I will put these ashes in it so that campfire will be full of this cheerful spirit.” And then he ran away to join his new pack!

**MEETING 2 PLAN**

**PREPARATION AND MATERIALS NEEDED**

- U.S. and den flags
  - Jokes from *Boys’ Life* magazine, printed and cut out
- The following items from Meeting 2 Resources:
  - Symbolic campfire, prepared before the meeting
- One copy of the “Lone Wolf” story (see Meeting 1 Resources)
  - One copy of the den skit planning sheet
  - Run-on scripts, one copy per Scout
- Pencils
- Talking stick
- Poster board or whiteboard for listing campfire ideas
- One copy of the Campfire Program Planner (download from www.scouting.org/forms.aspx)
- Copies of the Cub Scout motto sign language demonstration from the *Wolf Handbook* (one per Scout, Closing)

**GATHERING**

- As the Scouts arrive, divide the boys into teams of two; if you have an odd number, one of them can be paired up with the den chief. Give each pair a joke from *Boys’ Life* magazine and have them practice converting the jokes to skits or run-ons for their campfire. Then have them practice by performing the prepared run-ons in Meeting 2 Resources.
- Run-ons may be done in two different ways. 1) Two Scouts walk on to the stage together like they are having a conversation, stop in the middle to perform their lines, then walk off together. 2) One Scout is already on stage and the other runs into the scene. Then they exchange their lines and both run off stage.
OPENING
• Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law.

TALK TIME
• Carry out business items for the den.
• Allow time for sharing among Cub Scouts.
• Have everyone sit around the symbolic campfire. Then, tell them the story of the “Lone Wolf” and how the magical tradition of campfires began (if not done as part of meeting 1).

ACTIVITIES
◆ Activity 1: Skit Writing (Requirement 2)
• Have the Scouts write at least one original campfire skit using the den skit planning sheet. Let all the boys work together on a single skit or divide them into groups to create two skits—as long as each Scout has a part to perform.
• To keep the activity moving along, it may be best to have the den chief write down the lines as the boys create them. Also, as the den leader, you must make sure the material remains positive in its tone, without violence or anything else that could be considered mean. Let Wolf Scouts know if the script is moving in a negative direction. A good rule to follow: “When in doubt, leave it out!”

◆ Activity 2: Skit Rehearsal
• Have the Scouts run through their skit(s) one or two times. If you have two groups, let one be the audience while the other group performs.
• Talk about the role of an audience: A good audience is quiet, listens, keeps still, hands to self, etc. Applause (or a howl!) at the end gives performers recognition for “doing their best.” Remember, “a Scout is cheerful,” and he can show his support by laughing at jokes in the skit or answering questions if the performers ask for audience participation. If time allows, teach a cheer the audience can add to their applause.
• Remind the performers to speak clearly, slowly, and loudly enough that everyone can hear. They should face the audience, and remember, this is their moment to enjoy being a star!

◆ Activity 3: Campfire Planning (Requirement 3)
• Using the Campfire Program Planner, have the Scouts prepare the rest of their campfire based on what they think the wolves in the lone cub story may have done. Tell them that you, as the den leader, will help with some parts of the campfire, but that they will be responsible for the good cheer, skits, stunts, and songs. Pass the talking stick around so each boy can suggest activities while you list their ideas on the whiteboard. Then write the final plan on the Program Planner.
• Rehearse the program—where to enter, exit, etc. As you do this, list all the props and costumes that will be needed and make plans for having these ready.

CLOSING
• Bring everyone together in a circle, and remind them of the time and place of their campfire presentation. Then recite the Cub Scout motto—“Do Your Best”—using the sign language they learned from the previous meeting. Follow this with a grand howl.
• Confirm that the Scouts’ families know the time and location of the next meeting, and make sure all the props and refreshments will be ready.

AFTER THE MEETING
• Serve refreshments, if desired.
• Record completion of requirements 2 and 3.
• Work together to clean up the meeting place.
GATHERING

Run-On Scripts

- Make two copies of these scripts for each pair of Scouts in the Gathering.
- Run-ons may be done in two different ways:
  - Scout 2 is already on stage, and Scout 1 runs into the scene. Then they exchange their lines, and one or both boys run off stage.
  - Scout 1 and Scout 2 walk on to the stage together like they are having a conversation, stop in the middle to perform their lines, then walk off together.

Run-On 1
Scout 1 (running on stage, yelling): They’re after me, they’re after me!
Scout 2: Who is after you?
Scout 1: The squirrels, of course.
Scout 2: Why are squirrels after you?
Scout 1: They think I’m nuts. (Runs off stage.)

Run-On 2
Scout 1: Hey, [Scout 1’s name], do you know why the Cub Scout put his trumpet in the freezer?
Scout 2: No, why did the Cub Scout put his trumpet in the freezer?
Scout 1: He wanted to play cool music.

Run-On 3
Scout 1: Hey, [Scout 1’s name], do you know the quickest way to double your money?
Scout 2: No, what’s the quickest way to double your money?
Scout 1: Fold it in half!
Scout 2 shakes his head.

Run-On 4
Scout 1: What travels faster, heat or cold?
Scout 2: Heat, of course.
Scout 1: How do you know that?
Scout 2: Heat has to travel faster, because you can catch a cold!

Run-On 5
Scout 1: Hey, [Scout 1’s name], why are fish so much smarter than some fishermen?
Scout 2: That’s easy. Because fish travel in schools!

Run-On 6
Scout 1: Hey, [Scout 1’s name], why did you eat that dollar?
Scout 2: Because it was my lunch money.
Scout 1: shakes his head.
TALK TIME
Symbolic Campfire

Materials:
- 8 pieces of wood, 2"x12"
- 12 nails, 3½"
- Hammer
- Red cellophane or tissue paper
- Flashlight

Directions:
1. Nail together the pieces of wood in the pattern above.
2. Insert red cellophane—or red, yellow, and orange tissue paper—in the center.
3. Place the flashlight, with the light facing up, in the center so it shines up through the cellophane.

ACTIVITIES

Den Skit Planning Sheet (Activity 1)

Theme (or the story’s message):

Skit title:

Number of actors (total number of the Scouts in den):

Briefly describe what happens as each part this outline is played out in the skit.
Note: Keep it simple. Keep it short (three to five minutes). Keep it in good taste.

A Scout (or a group of Scouts) wants something:

The Scout (or group) starts to reach that goal:

Obstacles stand in the way:

The Scout (or group) uses knowledge to achieve the goal:
PREPARATION AND MATERIALS NEEDED
- Make sure all Scouts and families know the time and place of the campfire.
- Ensure that the boys will bring any props or other items they need.
- Complete the Campfire Program Planner with all sections filled out.
- Cub Scout Vespers, printed in large letters on a poster board
- Confirm that a tour and activity plan has been submitted, if required, and that transportation to and from the event is in place. Secure signed 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
As the Scouts arrive, gather them together to rehearse the skit(s) and run-ons. Review the order of the program, and remind each boy of what he will be doing.

OPENING
- Welcome families to the “Wolf Den Campfire.”
- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law.

TALK TIME
- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Discuss the upcoming pack meeting, where the Scouts will perform their original skit.

ACTIVITIES
Wolf Scouts perform their skit(s), run-ons, and the rest of the campfire program.

CLOSING
Have everyone sing the Cub Scout Vespers, to the tune of “O Tannenbaum” (or “O Christmas Tree”).

As the night comes to this land,
On my promise I will stand.
I will help the pack to go,
As our pack helps me to grow.
I will always give goodwill.
And follow my Akela still.
And before I stop to rest,
I will do my very best.

AFTER THE MEETING
- Serve refreshments.
- Record completion of requirement 4 (to be finalized following performance at the pack meeting).
- Work together to clean up the meeting place.
- Confirm that the Scouts’ families know the time and location of the pack meeting, and make sure they are prepared to bring any props needed.

Upon completion of the Howling at the Moon 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.