RATIONALE FOR ADVENTURE
Listen! There is noise all around you. What changes noise into music? What is the difference? In this adventure, Webelos Scouts will discover ways to make and play music that sounds good to them.

TAKEAWAYS FOR CUB SCOUTS
• Simple, inexpensive musical instruments are fun to make and play.
• Creating music is one way to share feelings and express ideas.
• A Scout is courteous.

ADVENTURE REQUIREMENTS
1. Do a or b:
   a. Attend a live musical performance.
   b. Visit a facility that uses a sound mixer, and learn how it is used.
2. Do two of the following:
   a. Make a musical instrument. Play it for your family, den, or pack.
   b. Form a “band” with your den. Each member creates his own homemade musical instrument. Perform for your pack at a pack meeting.
   c. Play two tunes on any band or orchestra instrument.
3. Do two of the following:
   a. Teach your den the words and melody of a song. Perform the song with your den at your den or pack meeting.
   b. Create original words for a song. Perform it at your den or pack meeting.
   c. Collaborate with your den to compose a den theme song. Perform it at your pack meeting.
   d. Write a song with words and music that expresses your feelings about an issue, a person, something you are learning, a point of the Scout Law, etc. Perform it at your den or pack meeting, alone or with a group.
   e. Perform a musical number by yourself or with your Webelos den in front of an audience.

NOTES TO DEN LEADER
Meeting 1 is a den outing to a live musical performance (requirement 1a) OR a facility that uses a sound mixer (requirement 1b). If you choose the first option, check your community, university, and local school calendars for upcoming performances. 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, if required, and activity consent forms are distributed, signed, and collected.

You may also ask families if they participate in private music recitals that are open to the public. Check the Family Talent Survey Sheet to see if any parents or family members are local musicians and could be invited to perform for your den.

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
- 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.
- Thank-you notes signed by the Scouts for anyone who helps with the outing or performs for the den.

GATHERING: HUM THAT TUNE
- Give each Scout a different fragment from a familiar tune like “Old MacDonald Had a Farm” or “Row, Row, Row Your Boat.” Then have him hum and walk around the room until he finds someone humming the fragment that precedes or follows his own. See if the Scouts can form the complete song.

OPENING
- As the denner or den chief calls roll, each Scout responds by naming a musical instrument.
- After roll call is complete, stand and recite the Pledge of Allegiance or recite the Scout Oath and Scout Law.

TALK TIME
- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.
- Introduce the Maestro! adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Discuss what the den will be experiencing during this outing. Review concert etiquette and remind the Scouts that they should be courteous and obedient to the rules of the location they are visiting.
- If the den is hosting a guest in its usual meeting place, remind Scouts to be respectful. Select one boy to introduce the guest and another to say thank-you after the performance.

ACTIVITIES
- **Activity 1: Den Outing or Guest Performance (Requirement 1)**
  - Enjoy the performance or visit to a sound-mixing facility.
  - After the performance or visit, make sure Scouts show appreciation with applause—or a preselected cheer, if appropriate for the setting. They should also present their thank-you notes to the guest(s) or anyone who hosted or made arrangements.

CLOSING
- Gather the den in a circle and recite the Scout Law.
- If you heard a musical performance, have each Scout tell what he enjoyed most about it.
Do-at-Home Project Reminder:
Invite Scouts who play in a band or orchestra to bring their instruments to the next meeting. Each Scout will be making his own instrument at the meeting (requirement 2). Hand out a list of homemade instruments and the parts they require so each Scout can bring his own materials (see list to print out in Meeting 2 Resources).

AFTER THE MEETING
• Serve refreshments, if appropriate and desired.
• Work together to clean up if needed.
• Record completion of requirement 1.

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED
• U.S. and den flags
• Kazoos for Gathering and Activity 1. Materials include
  — Large craft sticks (or tongue depressors), two per Scout
  — Three rubber bands per Scout (one thick, two thin)
  — Plastic straws
  — Scissors
  — Permanent markers (to decorate)
• Supplies brought by Scouts to make their musical instruments (Activity 2; see Meeting 2 Resources)
• Tape, colored pencils, and other craft items to supplement what they bring

GATHERING
• Assemble a sample kazoo before the meeting (see Meeting 2 Resources), and have each Scout make his own when he arrives.

OPENING
• Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law.
• Invite the Scouts who brought their band or orchestra instruments to play a song for the den.

TALK TIME
• Carry out business items for the den.
• Allow time for sharing among Webelos Scouts.
• Tell Scouts that this will be another fun meeting: They will make their own instruments to play as a band at the next pack meeting.
ACTIVITIES

◆ Activity 1: Name That Tune
Every Scout selects a tune to play on the kazoo he made earlier—but they must not reveal what they choose. Have one boy start playing; the Scout who guesses the tune will be the next player, and so on.

◆ Activity 2: Making Musical Instruments (Requirement 2)
• Each Scout will make his own musical instrument using the supplies he brought and any extra items you collected. (See Meeting 2 Resources for materials and directions; more options are suggested in the Webelos Handbook.)
• Help the boys identify ways to create simple tunes with the instruments.

CLOSING
• Gather the den together and recite the Scout Oath or Scout Law.
• Play a closing tune with the instruments the Scouts made.

Do-at-Home Project Reminder:
Tell Scouts to think at home about songs they might like to sing and play at the next pack meeting. Next week they will choose some songs, and they need to bring their homemade instruments to the meeting.

AFTER THE MEETING
• Serve refreshments, if desired.
• Work together to clean up the meeting place.
• Record completion of requirement 2.
How to Make a Kazoo

• Stretch a thick rubber band across the length of one tongue depressor or wide craft stick.
• Using scissors, cut two 1-inch pieces from a drinking straw.
• Place one of the straw pieces under the rubber band about ½ inch from the end of the stick, and place the other piece above the band on the other side, also ½ inch from the end.
• Place the second craft stick over the first one and wrap a rubber band around each end several times so that it holds the sticks together.
• You now have a kazoo. You can use stickers or permanent markers to decorate it. (Washable markers would come off too easily.)
• Now your music can begin. Blow into the instrument to create wonderful music!

Activity 2: Making Musical Instruments (Requirement 2)

Materials Needed (see directions below)

• Test tube tunes—eight test tubes all the same size (or eight identical water bottles); test tube rack if using test tubes; dropper; metric ruler
• Straw oboe—drinking straw
• Glove-a-phone—one glove, powder free, latex or nonlatex (if allergic); rubber band; sturdy tube (cardboard or plastic); masking tape; drinking straw
• Homemade trumpet—construction paper; 2-liter soda bottle; packaging tape; empty paper towel roll; sharp knife

Test Tube Tunes

• Number the test tubes 1 through 8. Place the tubes in the rack.
• Add water to tubes 2 through 8 so that each tube has a little more water than the preceding tube. Leave tube 1 empty.
• Blow across the top of each test tube and listen to the tone this produces.
• Use the dropper to add or remove water from individual tubes so that they sound like the tones of a musical scale.

Straw Oboe

• Remove the straw from any protective wrapping and cut it in half.
• Using your teeth, flatten about 1 inch of the straw on one end.
• Cut the flattened end of the straw into a point at about the half-inch mark. Note: Clean the scissors after each use to avoid spreading germs.
• Bite down slightly on the straw just beyond the cuts.
• Now blow into the straw. It may take some practice to get the right pressure to make a sound, but keep trying!

Glove-a-Phone

• Poke or cut a small hole in the end of the glove’s pointing finger.
• Push a 3- to 4-inch section of the straw through the hole from the inside of the glove, leaving about 1 inch inside the glove.
• Place tape around the area where the straw pokes through the glove, making an airtight seal. Use plenty of tape, and check that the straw is firmly connected to the glove.
• Place the wrist of the glove over the cardboard tube and tuck the rest of the glove into the tube. (This makes the next step easier.)
• Use the rubber band to secure the glove to the tube. Wrap the rubber band several times if needed.
• Gently pull out the straw and glove from inside the tube.
• Hold the tube vertically in front of you with one hand while gently pulling the straw with the other hand. Pull and angle the glove so its palm covers the tube opening completely and makes a smooth, tight seal against the round end of the tube—with no wrinkles.
• Blow through the straw to inflate the glove and make a loud honking noise!
• If the glove fails to inflate, smooth out any wrinkles and pull the glove more tightly over the opening.
• If the glove inflates but makes no sound, adjust the angle between the tube and the glove.

Homemade Trumpet
• With an adult’s help, carefully cut the spout off of the soda bottle, making the hole a bit larger than the width of the cardboard tube. Then insert the tube and secure it to the spout with the packaging tape—this will become your trumpet mouthpiece.
• Roll the construction paper into the shape of a funnel. The small part of the funnel should wrap around the bottom end of the tube. When the funnel is in place, tape it to the tube.

MEETING 3 PLAN

PREPARATION AND MATERIALS NEEDED
• U.S. and den flags
• Recorded examples of different musical genres (Activity 1)
• Tips on songwriting (Activity 2; see Meeting 3 Resources)
• Homemade instruments from the last meeting

GATHERING
• Have Scouts practice different songs using the instruments they made. Suggest tunes if you want, or have them play songs they are considering for the pack meeting.

OPENING
• Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law.
• Sing a patriotic song.

TALK TIME
• Carry out business items for the den.
• Allow time for sharing among Webelos Scouts.
• Explain to Scouts that they will learn at this meeting about different musical genres and then have some fun trying their hand at writing songs.
ACTIVITIES

◆ Activity 1: Musical Genres

- Introduce the Scouts to different musical genres. Play examples of a range of genres—rock 'n' roll, classical, jazz, rhythm and blues, country, Latin, etc. (See Meeting 3 Resources for information to share.) As you play each sample, have Scouts stand up if they like the type of music they are hearing.
- Find out which patriotic songs they know. Lead a discussion about why these songs are considered patriotic. Select one or two patriotic songs to sing together.
- Have the Scouts select which song(s) they will perform at the next pack meeting. Have them write down the words to the song—or give them a copy later—so they can practice before the event.

◆ Activity 2: Songwriting (Requirement 3)

- Select one of the songwriting activities in requirement 3. Start the activity by asking the Scouts how they think music is created. Lead a discussion about the songwriting process. (See the Webelos Handbook for suggestions and resources.)
- To encourage Scouts to write a theme-related song, begin with a familiar tune. Some easy ones to consider are “My Darling Clementine,” “Row, Row, Row Your Boat,” and “She’ll Be Coming ‘Round the Mountain.” Then brainstorm some key words to create new lyrics related to your theme. The critical point is matching the syllables to the beats of the song. Here is an example:

  **Theme: Space**
  (tune: “Row, Row, Row Your Boat”)

  Brainstorm key words: stars, spaceship, planets, rocket, launch, aliens, Martians

  The new lyrics could be:

  ```
  Launch, launch, launch your ship,
  Fly among the stars,
  Bring your rocket back to Earth,
  Back to driving cars.
  Venus, Saturn, Mercury,
  Planets all around.
  Martians here, aliens there,
  Landing on the ground.
  ```

CLOSING

- Gather in a circle and pass the Scout handclasp from one den member to another until it reaches the one who started it.
- As each Scout receives the handclasp, he silently makes a wish and pledges to do his best!

AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Record completion of requirement 3, as applicable.
- Copy the songs selected for the pack meeting and make sure to distribute them to Scouts before the pack meeting.
ACTIVITIES

Activity 1: Musical Genres

These are six of the most popular genres. There are many others that could fall into subcategories.

**Rock 'n' roll** is a popular form of music invented in the 1950s that developed from other forms of music such as blues, jazz, rhythm and blues, country, and gospel music. “Rock” became especially popular during the 1960s through the 1990s, and has inspired many other forms of music that continue to change and grow into new styles.

**Classical** music is a broad term that includes a wide range of serious or “art” music. It is generally written and performed by musicians who have studied music in depth. “Classical” also refers to a specific period of time, but we generally associate the term with forms that originated in Europe. In public, classical music is most often performed by symphony orchestras, opera companies, and chamber ensembles, and in some churches.

**Jazz** is a uniquely American form of music that developed in the early 20th century as a result of the strong influence of African traditions—combined with folk music, blues, American slave spirituals and field hollers, marching bands, Caribbean music, Creole music, and others. Jazz has developed into a wide array of styles over the years, but commonly includes a syncopated music and improvisation. Jazz also played a major role in the development of other types of American music.

**Rhythm and blues** is a form of music that is difficult to describe, but it is largely rooted in the influences of jazz and blues. It can be traced to the 1930s and 1940s, but became especially popular during the 1960s in a form known as soul music. This music is still very popular today and often includes rap or hip-hop.

**Country** is another uniquely American form of music with many of the same roots as jazz and rock 'n' roll, but also counts bluegrass, Appalachian folk music, gospel, and even Hawaiian music among its influences. Today, country music takes many forms such as rockabilly, country rock, zydeco, and country and western.

**Latin** music refers to a wide range of music originating in Latin America, and represents many of the influences from the geography, language, and culture of those countries. Latin music has impacted much of the music in the United States, particularly jazz. Forms of Latin music include salsa, merengue, Latin jazz, tango, and more.

Other genres of music that you might consider discussing are: alternative music, blues, bluegrass, hip-hop/rap, inspirational (including gospel), new age, opera, pop (popular music), and reggae.

Upon completion of the Maestro! adventure, your Webelos Scouts will have earned the adventure pin shown here. Make sure they are recognized for their completion by presenting the adventure pins, to be worn on their uniforms, as soon as possible according to your pack’s tradition.