JUNE—BRAVE

ROAMING REPTILE ALERT

A SCOUT IS BRAVE. HOW DOES "ROAMING REPTILE ALERT" RELATE TO THIS POINT OF THE SCOUT LAW?

A Scout can face danger even if he is afraid. What kinds of reptiles roam the United States? Let's learn about the four poisonous snakes to be aware of, and interesting facts about others. Learn about alligators, lizards, and any reptile that piques your interest. Be aware but not afraid!

NOTE TO CUBMASTER

Pack meetings are best when they are no longer than an hour and a half in length. Pack meeting plans are guides which can be adjusted to fit the needs of your pack.

You might consider setting up tables or areas for each den to display pictures and items made during this month's adventure.

The advancement ceremony in this plan calls for face painting. Secure permission from parents and guardians, and check for any allergies to products being used. Make sure the product washes off with mild soap and water. Consider involving the parents or guardians as the Akela in the ceremony to help with face paint.

BEFORE THE MEETING

Set up tables or areas for each den to display pictures and items made during this month's adventure, if applicable.

Preassign dens to perform the flag ceremony and the opening skit.

Be sure the following materials are available for the meeting:

- Flags for the flag ceremony
- Gathering game materials:
  - Green streamers to use as tails for Lizard Tag
  - Plastic worms or bugs, mason jars for Reptile Walk Obstacle Course
- Snake station craft materials and fact printouts for the following:
  - Coral snake
  - Copperhead
  - Rattlesnake
  - Cottonmouth
- Song sheets with the closing song or projection of the words on a screen or wall
- Face paint for the advancement ceremony

GATHERING

Lizard Tag or Reptile Walk Obstacle Course (See the Resources section for instructions.)

OPENING CEREMONY

The flag ceremony is led by a predetermined den, who will present the colors and lead the pack in the Pledge of Allegiance.

Snake Skit

Preassign a den. All the boys in the den are either curled up like snakes or wiggling around, quietly hissing like snakes. All are happy.

One by one, each boy except the last one shouts, "Ouch!"

Boys: "Oh, no! Are we poisonous?"

Last boy: "No, why?"

Boys: "Because we just bit our tongues!"

◇ OPENING PRAYER

"We gather here as a Cub Scout family to celebrate being with one another. We are grateful for the many things that Scouting teaches us, helping us grow. Tonight we learn about bravery and ask for the strength to be both smart and brave in our everyday lives."

◇ WELCOME AND INTRODUCTIONS

The Cubmaster welcomes new families, visitors, and special guests by introducing them to the pack and thanking all who helped plan and prepare for the pack meeting.

◇ DEN DEMONSTRATIONS

If there is a den that needs to do some type of activity at a pack meeting for the completion of an adventure, please insert it here.

◇ AUDIENCE PARTICIPATION

Poisonous snake stations: The boys are split into four groups. At each station, a predetermined volunteer teaches the boys facts about the featured snake while the Scouts make their snake craft.

◇ RECOGNITION

Adventure Loops and Pins:

(Note: Adventure loops and pins can be presented at a meeting or as immediate recognition in the den.)

By den, call the names of those Cub Scouts who have completed the month's adventure to come forward.

- Have the den leader pass out the awards to the boys as they receive a Cub Scout handshake from the Cubmaster.
- If time allows, invite the den leader or den chief of the den to speak about the adventure work done for that month and have the den stand and be recognized.
- Use a positive cheer to recognize their accomplishments.

Other options:

- Have the den stand and be recognized or come forward to receive certificates for the adventure they have completed. This option would be appropriate for a den that has already received the adventure loop or pin.
- Adapt the advancement ceremony for the month's theme into an adventure loop presentation if no rank badges are being presented.

◇ RANK ADVANCEMENT

This is a face-painting ceremony for all five ranks. (Use the parts you need. Check with parents or guardians that Scouts do not have allergies.)

Roles: Cubmaster, den leaders, and boys who are advancing. Consider using parents or other boys to help.

Equipment: Red, blue, green, yellow, orange, and brown face paint; washable markers; or face crayons

Bobcat: *(Akela places three thin red lines across the bridge of the nose.)*

Cubmaster: "Akela welcomes you who seek the Bobcat rank. You have worked hard to learn the Scout Oath, the Scout Law, and the Cub Scout motto. These three red lines show that you have completed these three important steps of your journey. Remember them because they will guide you on all the trails of Scouting. We are glad you have found your place in our pack. Will the den leader present these Bobcats with their badges?"

Tiger: *(Akela places an orange dot under each eye.)*

Cubmaster: "We mark you with the eyes of the tiger. You have watched and learned in your adventures. You have shown courage and strength. You have achieved the rank of Tiger. Will the den leader please present these Tigers with their badges?

Wolf: *(Akela places a brown, upside-down V above each eyebrow.)*

Cubmaster: "We mark you with the ears of the wolf. During your journey on the Cub Scout path, you have shown a willingness to listen to your leaders and learn from them. You are making Akela proud as I watch you on your journey. You have advanced to the rank of Wolf. Will the den leader present these Wolves with their badges?"

Bear: *(Akela places two green lines on each cheek, slanting up to the nose.)*

Cubmaster: "We mark you with green lines to represent strong, straight trees. You have promised to live by the Scout Oath and the Scout Law, and you have done well. The Oath and Law have helped you grow strong and straight like the trees of the forest as you travel your path. Akela is well pleased. Will the den leader please present these Bears with their badges?"

Webelos: *(Akela places a large, blue W from the temple down to the chin and up to the other temple.)*

Cubmaster: "You are now a Webelos Scout and have proven your loyalty. You have grown in spirit as well as knowledge. The blue W stands for the mountains that we climb in life. The way you have lived the Scout Oath and the Scout Law has helped you make good choices. Akela is happy with your choices; they show that you are getting ready to move from Cub Scouts to Boy Scouts. Be ready to use the skills you have already learned. Will the den leader present these Webelos Scouts with their badges?"

Arrow of Light: *(Akela places a yellow line, slightly bowed, with seven rays across the forehead.)*

Cubmaster: "Faithfully you have journeyed the Cub Scout path. You are nearing the end of your Cub Scout trail. The gold arrow represents the Arrow of Light, the highest rank in Cub Scouting. The seven rays stand for wisdom, courage, self-control, justice, faith, hope, and love. The arrow points you toward the Boy Scout path, where the Scout Oath and Law will continue to guide your life. Akela is honored to present you with your Arrow of Light badge, the only badge from Cub Scouting that you can put on your new uniform.

"The faces of these young men show the world of their hard work and the reward that is gained by living the Scout Oath and the Scout Law. Please congratulate these fine young men."

◇ CUBMASTER'S MINUTE

"Tonight I'll tell you the tale of Tortoise and Hare.

"Hare was a very fast runner and made fun of Tortoise, who was not very fast. One day, Tortoise grew very tired of this and challenged him to a race. Hare thought it was hilarious and made many mean jokes about the slow and steady Tortoise.

“The big day came and the two animals set off on their race, watched by all the other woodland animals. Hare ran down the road and then ran back to run circles around Tortoise and tease him. He said, ‘How can you ever expect to win when you are so slow and heavy? Look at me! I am fast and light.’

“Tortoise just smiled and bravely said, ‘Slow and steady wins the race.’

“Tired out from running around and back and forth, Hare decided he was so far ahead, he would take a short nap.

“While Hare was sleeping, Tortoise walked and walked. Even when he became tired, he kept going and didn’t stop until he came to the finish line.

“All the animals shouted ‘Hooray’ so loudly that they woke up Hare. He tried running to catch up, but it was too late. The slow and steady Tortoise crossed the finish line.

“We can learn from this brave Tortoise who believed in himself even when Hare made fun of him. He showed courage when he raced the fast Hare and he finished. True bravery and courage is doing something we may not be good at, but we keep trying. I hope we can all be like the slow and steady Tortoise.”

◇ CLOSING

Good Night, Cub Scouts
Tune: *“Good Night, Ladies”*

Good night, Cub Scouts,
Good night, Cub Scouts,
Good night, Cub Scouts,
Time to go home now.

We’ve learned about our reptile friends,
Cub be brave, Cub be brave,
And how to be safe when going,
Up that Cub Scout trail.

Be brave, Cub Scouts,
Grow strong, Cub Scouts,
Sweet dreams, Cub Scouts,
Time to go home now.

(The preassigned den retires the flags.)

RESOURCES

Lizard Tag

Object: Be the last lizard with a tail.

Give each boy a foot-long length of green streamer to stick in his back pocket for a tail. When the leader calls "Go," the boys chase one another, trying to collect tails. If a boy loses his tail, he freezes in place for the rest of the game. The last boy with a tail wins.

Reptile Walk Obstacle Course

Object: Have the entire team move through the obstacle course.

Preparation: Set up an obstacle course with the following stations:

- Leap like a lizard. (Tape paper rocks to the floor.) The boys leap from rock to rock.
- Slither like a snake. (Mark the distance you want the kids to travel.) Move the distance without using hands, knees, feet, etc. Slither, wiggle, wind.
- Totter like a turtle. (Mark a shorter distance.) Crouch down in a turtle-like shape and slowly move between the two marks.
- Place a container of plastic worms or bugs at each station. At the end of the course, place a mason jar.

Directions: Split the boys into teams. Gauging the difficulty to the boys' ages, have them make their way through each station, collecting a plastic worm or bug at the end of each station. At the end of the course, have them balance on one foot while dropping the bugs/worms into the jar. Run back and tag the next person in line.

Snake Activity Station

Each station needs one or two volunteers to run it. Set each of them up with their materials ahead of time.

Station 1: Coral Snake



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Facts:

- Coral snakes have one of the strongest venoms of any snake, but because of their small jaws they are not considered as dangerous as rattlesnakes.
- The snakes are usually between 18 and 20 inches long. Some grow to be 3 feet long.
- They can be as skinny as a pencil.
- Their heads are small and look like their tails.
- Their fangs are always out because they cannot pull them back into their mouths.
- There is a harmless king snake that looks so much like the coral snake that people made up a rhyme about their coloring. However, it is a good idea to never pick up any snake unless there is an adult with you. The rhyme is:

  "Red and yellow, kill a fellow;

  "Red and black, friend of Jack."
- Coral snakes live in a variety of habitats, ranging from marshes to woods and sand hills. They also like to sleep under rotting leaves. They are often found in suburban areas as well.
- They eat lizards and other small snakes.
- They lay eggs. Babies are 7 inches long when they hatch and are fully venomous.
- Most people who are bitten receive the bite when they pick up the snakes or step on them with bare feet.

Activity: Beaded Coral Snake With a Tag

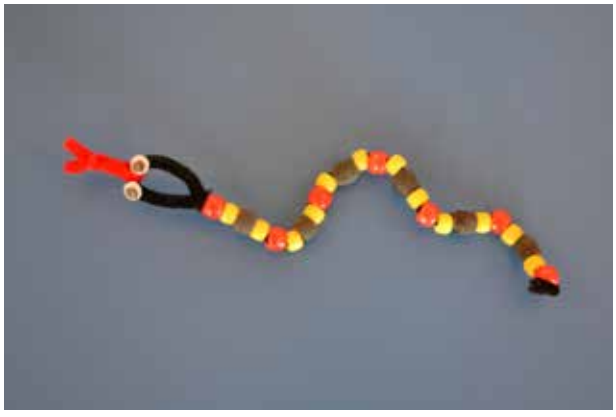
Materials:

- Googly eyes
- Glue
- Red, yellow, and black pony beads
- Chenille craft stems
- Glue
- Scissors (It would be better to cut all the pieces needed beforehand.)
- Tags with the rhyme

1. Cut red chenille stems into fourths.
2. Make a loop out of one end of the chenille stem to create the head. Thread beads in the following order: red, yellow, black, yellow, red, yellow, black, yellow until you reach the end.
3. Fold a piece of red craft stem over the end of the loop and twist it to create the snake tongue.
4. Glue on eyes.
5. Add a tag with the following verse:

   "Red and yellow, kill a fellow;

   "Red and black, friend of Jack."



Station 2: Copperhead



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Facts:

- Copperhead snakes get their name from their copper-red heads.
- They are pit vipers and have heat-sensing pits on their faces that help them detect prey.
- Copperheads have wide, muscular bodies with hourglass-shaped markings.
- They average between 2 and 3 feet long.
- They live in many different environments, including rocky areas, woods, and mountains; near streams, desert oases, and canyons. Nearer to humans, they also love to live in wood and sawdust piles, abandoned and overgrown yards, and old construction areas.
- Although they hunt alone, they are social and hibernate in dens with many other snakes.
- Copperheads eat mice and other small rodents, small birds, lizards, amphibians, small snakes, and insects.
- They use their pits to sense heat and track prey. After they bite large prey, they wait until the prey dies and then eat it.
- Adults sometimes eat only 10 to 12 meals a year if the meal is a larger animal.
- Babies are born live with fangs and venom as dangerous as an adult snake's.
- Copperheads give no warning and will strike almost immediately if they feel threatened.

Activity: Copperhead Finger Puppet

Materials:

- Printout of snakes (If there is time, have parent volunteers cut them out ahead of time.) Visit **www.mrprintables.com/finger-puppets-snakes.html** to find patterns for snake finger puppets.
- Tape
- Scissors, if snakes will not be pre-cut
- Markers, if using blank templates

Station 3: Cottonmouth



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Facts:

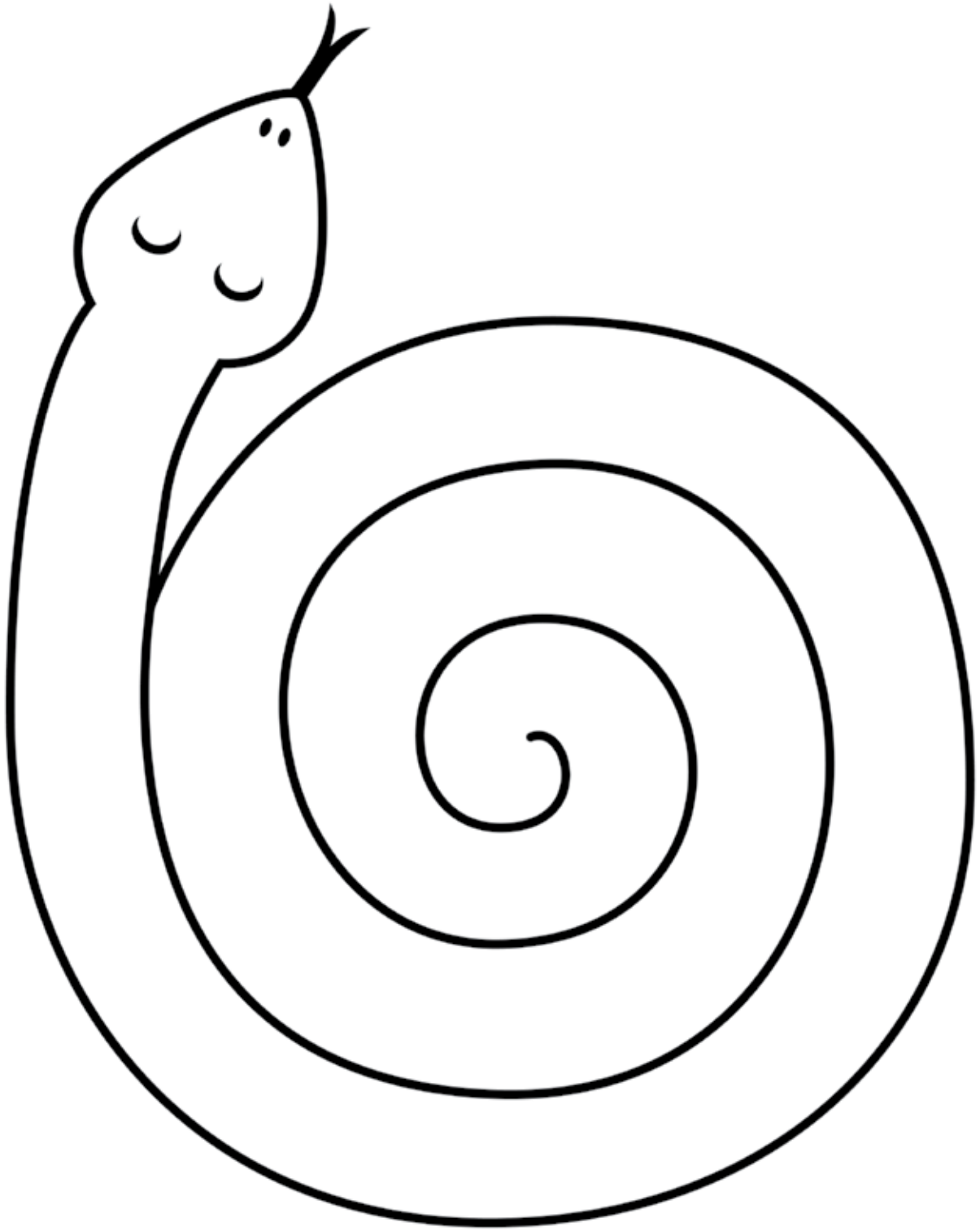
- Cottonmouths are the only venomous water snake in North America, but they are also happy soaking up the heat on land.
- They have a triangular head and a thick body.
- They are also commonly called water mocassins.
- They are called cottonmouths because they open their mouths wide when they are threatened. The inside of the mouth is white, like cotton.
- They are pit vipers.
- Cottonmouths range from 2 to 4 feet long.
- They have dark vertical lines by each nostril and pale snouts.
- They can be found in swamps, marshes, drainage ditches, ponds, lakes, and streams or sunning themselves on land nearby.
- They swim with their heads out of the water.
- They eat fish, birds, amphibians, lizards, baby alligators, turtles, small mammals, and other snakes.
- Babies are born live in litters of up to 20.
- When threatened, cottonmouths will coil up, open their mouths, and expose their fangs.

Activity: Cottonmouth Snake Twirler

Materials per Scout:

- Snake spiral
- String
- Stapler
- Scissors

Cut out the snake and then staple its head to a length of string. Twirl away.



Station 4: Rattlesnake



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Facts:

- A rattlesnake's warning sounds are hissing and rattling of its tail.
- Rattlers can grow to be 1 to 7 feet long.
- They have a distinctly triangular head.
- Every time a rattlesnake sheds its skin, another ring is added to the rattle on its tail.
- Rattlesnakes live in many different environments in North and South America. They can live anywhere from desert sands to grasslands, scrub brush, rocky hills, and swamps. They can live in high elevations, up to 11,000 feet.
- Generations of rattlesnakes can use the same dens for hundreds of years.
- They give birth every two years to live babies.
- They can live up to 30 years.
- Rattlesnakes eat small rodents, reptiles, and insects.
- Their strike is extremely fast.
- They eat about every two weeks.
- Most rattlesnake strikes on humans happen when the snakes are stepped or sat upon.

Activity: Rattlesnake Bracelet

Materials per Scout:

- Chenille stem
- Googly eyes
- Glue
- Three pony beads
- One bell

