

GATHERING ACTIVITIES,



Run On!®

GATHERING FARMERS' MARKET GAMES

- Ring the Carrots • Tomato Volleyball • Apple Bushel Basket Toss • Grape Count
- Orange Toy Hoop Contest • Veggie Walk • Watermelon Weight Guessing Game

farmers' Market gathering games (Prizes are optional.)

- **RING THE CARROTS:** Fill water bottles with water, and color the water with orange food coloring. Mark or paint the water bottle caps green and decorate them if you wish with green construction paper or bulletin board paper to resemble carrot tops. Line them up in a row or put them in a shallow box to have Scouts toss rings around them. For scoring, you may want to put numbers such as 10, 20, 30, 40, and 50 on the water bottles, or you can count how many rings each Scout can get onto the water bottles and score that way.
- **TOMATO VOLLEYBALL:** Assemble a volleyball net for play. Using a red ball to represent a tomato, follow standard volleyball rules and scoring.
- **APPLE BUSHEL BASKET TOSS:** Gather as many apple baskets as you desire, and write points on them. Toss beanbags into the baskets and score accordingly.
- **GRAPE COUNT:** Put a bunch of individual grapes in a see-through container and provide paper and pencils for the Scouts and their families to guess how many grapes are in the container. The winner could enjoy all the grapes!
- **ORANGE TOY HOOP CONTEST:** Using regular toy hoops covered in orange-colored tape, play some fun music and see who can hoop the longest. Make a chart to score the best times.
- **VEGGIE WALK:** This is played just like a cakewalk, moving around markers as music is played. For Veggie Walk however, print out or draw 8 1/2-by-11 pictures of vegetables as the markers for the Scouts and their families to walk around. When the music stops, provide a healthy snack to the person who lands on "corn," for example. For a fun corn snack prize, use cereal, sandwich bags, green tissue paper, and twine to make ears of corn to share as a healthy snack.
- **WATERMELON WEIGHT GUESSING GAME:** Obtain a watermelon of your choice and provide paper and pen for Scouts and their families to guess what the watermelon weighs. Using a scale after time is called for the guesses, weigh the watermelon and share who guessed the closest. Then you may cut up the watermelon to share with everyone attending the pack meeting.

Block Puzzles

Put them into a square. All the ones, all the two's, and all the three will fit into a square. When you are finished jumble them up for the next person.

Bottoms Up

Stand three plastic tumblers in a row with the middle one upside down. With three moves, picking up only two and turning them over with each move, end up with all three "bottoms up" in the three moves.



Solution: First move – turn over second and third tumblers. Second move- turn over first and third. Third move – turn over second and third.

Three-In-A-Row

Put three coins in a row on a table: penny first, quarter in the middle, and another penny. The puzzle is to see whether you can remove the middle coin from the center without touching it.



Solution: Move the coin at the left over to the right end of the row. This changes the position of the original middle coin, putting it at the left end of the row.



Perpetual Motion Balls Game

Required: A dozen tennis balls

Takeaways: Team cooperation, planning how to achieve a task together

Goal: Keep as many objects as possible in constant motion while using the least possible Cub Scout energy.

Instructions: When the first Scout arrives, give him a tennis ball. Tell him that his goal is to keep it moving while using the smallest amount of Cub Scout energy possible. As other Scouts arrive, they are to join him in keeping the ball moving. When the group reaches three Scouts, add an additional ball, with the group beginning to stand in a circle. Add an additional ball with each new group of three until you have 12 balls and all the Scouts in a circle keeping the tennis balls in perpetual motion. (The number of Scouts for adding tennis balls can be changed based on the size of your pack.)

If a ball stops moving, the game is stopped and planning can be done. Then, the game starts over. See how many balls can be kept going using the least amount of Cub Scout power.

As Scouts arrive, have them play the “Simon Says” Tool Game. Follow the usual “Simon Says” rules. But with the following actions (add more if you wish).

- Turn like a screwdriver – Scouts spin slowly around as they move forward.
- Hammer – Scouts hop forward.
- Cut like a saw – Scouts take one step forward, one step back, and repeat.
- Measure one foot – Scouts take one step forward.
- Measure two feet – Scouts take two steps forward.
- Oops, made a wrong cut – Scout take three steps backward.
- Oops, bit my thumb – Scouts hop up and down, but do not move forward.

◆ GATHERING ACTIVITY Friendship Treasure Hunt

Instructions: Collect the names of people who fit the description for each item. Try to find Cub Scouts who are in a different den than your own. You may only use each person's name one time.

1. Has the same color eyes as you _____

2. Has traveled outside the United States _____

3. Has the same teacher you had last year _____

4. Is the youngest in his family _____

5. Has more than three brothers or sisters _____

6. Has the same birthday month as you _____

7. Enjoys math _____

8. Can speak two languages _____

9. Has seen the same movie at least three times _____

10. Is going to day camp this summer _____

11. Has a cat _____

12. Was born in another state _____

◆◆ Indoor Scavenger Hunt

Find one item in the room for each letter in the word "Cheerful."

C _____

H _____

E _____

E _____

R _____

F _____

U _____

L _____

RED LIGHT/GREEN LIGHT

How to play:

Assign someone to be the first “It.” This is a great way to use a den chief.

“It” will call out either “Green light” or “Red light.” When “It” calls a green light, the kids will run toward It.

When “It” calls a red light, the players must freeze because after calling a red light, “It” will turn around and try to catch anyone who is moving. If “It” catches someone moving, they must go all the way back to where they started.

Continue until someone reaches “It” and tags him or her. The person who tags “It” becomes the new “It.” Players return to the starting line and begin again.

Strategy: Try to stop before “It” calls out “Red light” so you don’t get caught moving.

SCOUT LAW GAME

As Scouts arrive, assign them to one of two teams. Write the 12 points of the Scout Law on separate index cards, and give a complete set of cards to each team. Before the game starts, pull one card from each set and place it on a table in front of the team.

The goal is for teams to put the rest of their cards on the table in the same order as the Scout Law. When a player takes his turn, he may choose to put a new card on the table or switch the order of the cards that are already there.

The first team to get all 12 points in order wins.

The Scout Law

A Scout tells the truth. He is honest, and he keeps his promises. People can depend on him.

A Scout is true to his family, friends, Scout leaders, school, and nation.

A Scout cares about other people. He willingly volunteers to help others without expecting payment or reward.

A Scout is a friend to all. He is a brother to other Scouts. He offers his friendship to people of all races and nations, and respects them even if their beliefs and customs are different from his own.

A Scout is polite to everyone regardless of age or position. He knows that using good manners makes it easier for people to get along.

A Scout knows there is strength in being gentle. He treats others as he wants to be treated. Without good reason, he does not harm or kill any living thing.

A Scout follows the rules of his family, school, and troop. He obeys the laws of his community and country. If he thinks these rules and laws are unfair, he tries to have them changed in an orderly manner rather than disobeying them.

A Scout looks for the bright side of life. He does tasks that come his way with a positive attitude. He tries to make others happy.

A Scout works to pay his own way and to help others. He saves for the future. He protects and conserves natural resources. He carefully uses time and property.

A Scout can face danger although he is afraid. He has the courage to stand for what he thinks is right even if others laugh at him or threaten him.

A Scout keeps his body and mind fit and clean. He chooses the company of those who live by high standards. He helps keep his home and community clean.

A Scout is reverent toward God. He is faithful in his religious duties. He respects the beliefs of others.

Answer Key:

A Scout is **Trustworthy.**

A Scout is **Loyal.**

A Scout is **Helpful.**

A Scout is **Friendly.**

A Scout is **Courteous.**

A Scout is **Kind.**

A Scout is **Obedient.**

A Scout is **Cheerful.**

A Scout is **Thrifty.**

A Scout is **Brave.**

A Scout is **Clean.**

A Scout is **Reverent.**

1	thankful	trustworthy	patriotic
2	loyal	curious	lucky
3	honorable	peaceful	helpful
4	friendly	outgoing	hungry
5	generous	courteous	industrious
6	kind	humble	forgiving
7	aware	observant	obedient
8	patient	cheerful	joyful
9	thrifty	persistent	resourceful
10	persistent	brave	courageous
11	adventurous	prepared	clean
12	faithful	reverent	forgiving

Color the 12 points of the Scout Law:

Name: _____

The Scout Law

C	T	S	W	O	B	D	K	Q	H	N	J	Q	J	Q	C	F	R
X	R	K	R	T	Q	W	C	H	E	E	R	F	U	L	O	U	D
V	U	F	M	E	R	O	F	F	N	R	O	Y	C	S	U	F	J
X	S	B	T	E	V	B	K	Q	R	R	V	S	R	Z	R	I	D
Z	T	R	X	Q	A	E	T	J	S	I	V	O	M	N	T	F	C
C	W	A	F	U	R	D	R	H	V	L	E	T	B	F	E	D	F
L	O	V	S	H	S	I	T	E	R	C	Q	N	N	Q	O	I	D
E	R	E	I	J	L	E	J	G	N	I	L	G	D	B	U	M	V
A	T	C	R	Z	E	N	M	M	O	T	F	W	C	L	S	L	Y
N	H	U	V	I	T	T	K	O	R	B	H	T	K	B	Y	H	M
D	Y	A	Y	M	H	E	L	P	F	U	L	O	Y	A	L	M	S
K	I	N	D	Z	N	Q	A	E	Y	S	Q	G	Y	I	Y	S	F

Find the following words in the puzzle.
Words are hidden → ↓ and ↘ .

TRUSTWORTHY
COURTEOUS
OBEDIENT
CHEERFUL
REVERENT

FRIENDLY
THRIFTY
HELPFUL
CLEAN
BRAVE

LOYAL
KIND

The Scout Oath

On my _____, I will do my _____ To do
my duty to _____ and my _____ and
to obey the _____ _____; To help
other _____ at _____ times;

To keep myself physically _____, mentally _____, and
morally _____.



Word Bank:

straight

Law

God

people

awake

Scout

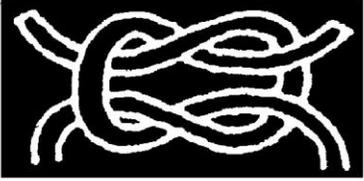
country

all

best

strong

honor

CUB	SCOUT SIGN	A Scout is: Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent.	SCOUTS
SCOUT OATH	<p>On my honor, I will do my best To do my duty to God and my country and to obey the Scout Law; To help other people at all times; To keep myself physically strong, mentally awake and morally straight.</p>		SQUARE KNOT
SCOUT SALUTE			BLUE & GOLD
SCOUTS	<p>WE'LL BE LOYAL SCOUTS</p> <p>WEBELOS MEANS</p>	<p>DO YOUR BEST</p> <p>CUB SCOUT MOTTO</p>	CUB

Fold

CHEERS/APPLAUSES

Hand: Leader says, "Let's give them a big hand." Everybody in the audience holds up one of their hands with the palm up.

Bobcat: Stand and give a loud "Meow" three times.

Bow and Arrow: Make a motion as if shooting an arrow and say, "Zing, zing, zing." Pretend to release an arrow with each zing. Variation: Slowly draw an arrow from a quiver on your back. Place the arrow against the string of the bow, pull back, release, and say, "Pffft."

Giant Beehive: Tell the group to buzz like a bee. When your hand is raised, the volume should increase. When you lower your hand, the volume should decrease. Practice this at various levels.

Great Job: Have half the audience say, "Great," and the other half say, "Job." Alternate each side.

Fonz: Make two fists with the thumbs pointing up in front of you and say, "Aaaaaayyyy."

Great Going: Have half the audience say, "Great," and the other half say, "Going," as the Cubmaster points at them. Alternate pointing at each side.

Handkerchief Cheer: Tell the group they are supposed to applaud as long as the handkerchief you are about to throw is in the air. When it hits the floor, they should stop applauding. Variation: Catch the handkerchief instead of letting it drop. Vary the applause by using short throws, long throws, throwing to someone in the audience, etc.

Pat On The Back: Everyone pat the back of their left shoulder with their right hand.

Race Car: Say "Varooom" five times, starting quietly and increasing in loudness each time while shifting gears with the right hand.

Round Of Applause: While clapping hands, move them around in a circle in front of you.

Tiger: Shout, “Grrrreat!” Thrust fist upward, making the thumbs-up sign.

WEBELOS YELL: “Webelos are great, they can’t be beat! So, let’s give a yell, Webelos are swell!”

Wolf: “Wolf, wolf, wolf!” Then give a wolf howl.

Lightning Bolt: Divide into two groups. The first group yells, “ZIP!” The other group yells, “ZAP!” Then everyone yells together, “BOOM!” Repeat twice.

Electricity Applause: Place both index fingers together and say “Zip, zap, zop!”

Electricity Applause 2: “That was electric!”

Fire Applause: Hold hands out in front of you as if in front of a campfire. Sigh and say, “I feel warm all over.”

Great Job Applause: Group stands and says “GREAT JOB, GREAT JOB, GREAT JOB!” getting louder each time.

Big Thumb: Hold out a hand at arm’s-length; make a fist with the thumb up.

Cheerio Cheer: “Cheerio, cheerio, cheerio!”

Constitution Cheer: “We the people, APPROVE!”

Firecracker Cheer: Strike a match on the leg, light the firecracker, make a noise like a fuse (“sssss”), then yell loudly, “BANG!”

A Big Hand: When the leader says, “Let’s give them a big hand,” everyone in the audience holds up one of their hands with the palm open. “Make it louder.” Have the other hand join the one that is up.

A Stirring Round of Applause: Move hands in a flat circle in front of you as if stirring a pot while clapping.

Abe Lincoln: “That was great—honestly!”

Applaud And Cheer: When you raise your right hand, the audience is to applaud. When you raise your left hand, they will cheer. When you raise both hands they will do both at the same time. Do the actions quickly and alternate.

Archery: Mimic shooting an arrow, then call out, “Bull’s-eye!”

Arrow Of Light: Hold your hands out in front of your left side. Make an arc by moving your hands over your head to your right side while saying “Whoosh.”

Around The World: Everyone stands up and claps while turning around 180 degrees.

Audience: Stand, clap hands, and shout “Bravo! Bravo! Encore!”

Bandanna Cheer: Throw a bandanna in the air with instructions for the audience to clap and cheer until it hits the floor. Vary the length of the noise, with a long throw, a short throw, or no throw at all.

Bear Yell: “GROWL, GROWL, GROWL”

Bear Hug: Put arms around your own shoulders and give a big hug.

Campbell’s Soup: “Mmmm, mmmm, good!”

Chopsticks: Clap your index fingers together.

Flapjack: Pretend to pry a spatula under a pancake, then throw it up into the air and nod head three times up and down as if watching the pancake flip and then catch it with the spatula and say, “Wow!”

Heart and Sole: slap sole of shoe and heart, use both hands.

Seal of Approval: slap hands down in front like seal flippers and bark.

“Reel” Applause: like reeling a fishing line, pole over shoulder, then down in front as if catching fish.

Satellite Cheer: “10, 9, 8, (etc.) . . . blast off!” Circle hand over head, saying very softly and high pitched “Beeb-beep-beep-beep-beep!”

Ketchup Cheer: slap closed fist like slapping ketchup bottle.

JOKES/RUN-ON

- 1. Cub Scout 1:** “Did you hear how they caught the burglars who were robbing all the computer stores?”

Cub Scout 2: “No, how’d they catch them?”

Cub Scout 1: “Well, their getaway car broke down because they had a hard drive.”
- 2.** A teen walked into a store to buy curtains and said, “I want those curtains over there to fit my computer screen.”

“Computers don’t need curtains,” said the salesman.

“Hello,” the teen said. “I have Windows.”
- 3. Cub Scout 1:** “What does a computer eat?”

Cub Scout 2: “I give up.”

Cub Scout 1: “Chips! So, how does a computer eat chips?”

Cub Scout 2: “You got me.”

Cub Scout 1: “It bytes!”
- 4. Cub Scout 1:** “Everyone knows we should conserve energy. Can you name one way to do that?”

Cub Scout 2: “By staying in bed all day!”
- 5. Cub Scout 1:** “What is the first thing you should do with a barrel of crude oil?”

Cub Scout 2: “Teach it some manners!”
- 6.** What did the baby light bulb say to the mommy light bulb? I love you watts and watts!

7. Why do transformers hum? They don't know the words.
8. Why was the free electron so sad? It had nothing to be positive about!
9. Why did the gardener plant a light bulb? He wanted to grow a power plant.
10. How do energy-conscious people feel about wind power? They're blown away.
11. How do we know that wind power is popular? Because it has so many fans.
12. How did Benjamin Franklin feel when he discovered electricity? He was shocked.
13. **Person 1:** Walks across stage with the word "Out" on a piece of paper taped to a coat hanger.
Person 2: What are you doing?
Person 1: Hanging out!
14. **Person 1:** Say, wasn't there a rap at the door?
Person 2: I didn't hear anything.
Person 1: Yes, I'm sure there was a rap at the door!
Person 2: I'm sure I didn't hear anything.
The first person then goes to the door, brings in a coat, holds it up for the audience to see, and says, "I knew there was a wrap at the door!".
15. **Person 1:** Runs in screaming: "*They're on me! They're on me!*"
Person 2: *What's on you?*
Person 1: *My clothes!*