

## Overview of Cub Week: Traveling through Time

This year we are developing a cub program, with each area divides into a short teaching component and a hands-on activity that is age/rank appropriate. Some areas will have separate activity for the Webelos that is geared towards advancing their camping skills.

### Wednesday check in day

- **Insite activities:** These can be started on the first day and worked on as packs have in-site times.
  - **Medieval Day:** "Family Crest": Each boy creates a crest for themselves. (pellon stiff interfacing sharpie type markers) to be worn on the first day.
  - **Colonial and Native American:**"Picture Stories": Packs will start a pack picture story of their camp adventures that will be displayed at the end of camp to share with their families.
  - **Race to Space (Future):** "We were here": Over the course of camp cubs are encouraged to create a camp gadget or site improvement, leaving their mark for the future.

**Thursday: Overarching Theme:** We have landed smack in the middle of the medieval age! Cubs will need to help staff find the missing "gizmo" (name to be announced) that the natives called the dragon's tooth.

- **Waterfront: Rescue Reach/Throw/Go:** Since many medieval people didn't believe in bathing nor did they swim much, knowing how to rescue a fellow knight-in-training is very important. Cubs will learn and practice age appropriate rescue techniques using relay style games to practice skill.
- **Field Activities: Jousting Knight Games:** As young knights in training cubs will "catch" a dragon's tail (tag game) and go through an obstacle course based on medieval games of skill.
- **Nature: Natures Colors (Natural Dyes):** How did medieval people color their clothing? They did it with plants! Cubs will learn to ID some important local plants (especially ones to stay away from) and some useful plants too. Along the way they will create a "tie dye" cloth that a knight could use as a bandana, lunch container or to hold their loot.

- **BB/Archery:** We plan to run the **BB** and **Archery Ranges** with both traditional activities and some with a "twist":

**BB Range:** There will be an intro to shooting sports and safety on the ranges. Then cubs will be able to use the BB guns along with a more medieval sport of rock throwing (at a target of course)!

**Archery:** We hope to offer a demonstration of crossbow or longbow along with time on the range practicing their shooting skills.

- **Scout craft: Catapults:** Whether your job is to defend the castle or to take the castle you need to know how to build equipment that will be hard for your enemy to dismantle. Some medieval armies would use catapults to help break down walls using catapults. (And they didn't even study physics!) Cubs will practice their building skill creating a mini catapults to "fire" mini rocks. Along the way cubs will learn knife safety and Webelos will be introduced to lashing.
- **Technology: Galileo:** Webelos will learn about one of the greatest innovators of the medieval age- Galileo and how his discovery has helped us to see the stars. Cubs will be able to explore how telescopes work and maybe even build one.
- **Handicrafts: Crossbows:** While in handicrafts cubs in the Wolf and Bear program in create a mini working crossbow similar to what would have been used.

**Evening Activities: Medieval Moat:** Watery fun but not necessary at the waterfront!

**Friday: Overarching Theme:** The "native's dragon's tooth" got our time machine up and running but it appears that we've landed a wee bit early- America during the colonial period. Unfortunately a vital part appears to have gone missing as we materialized. Once again cubs will need to help staff locate the missing "whatch-m-call-it" (name to be announced) which comes from the famous Merz fire-starting tree.

- **Waterfront: Water, Water Everywhere:** Boats played a large role for the colonists and for native peoples along the coasts and waterways. All cubs will learn safe boating practices such as exiting and entering a boat, correctly wearing lifejackets or practice staying with a swamped boat. The Webelos may be able to practice (and have fun) swamping a canoe inside the swim area. Plus there will be time for swimming.

**Sailing rides** -We are looking into the possibility of offering sailing rides for interested cubs on either our "pirate ship" or on a other boat.

- **Field Activities; Rounder!?** Baseball wasn't around during the colonial period but Rounder was! Dens will be introduced to this action packed forerunner to baseball. There will also be alternate colonial and Native American games for smaller dens. Also cubs may have the chance to try their hand at lacrosse.
- **Nature: Lunch is Where You find It:** Colonists and native peoples had to live off the land. In order to survive you need to know where to find your lunch! Our nature staff will lead all cubs on a nature hike with stops to examine animal tracks and signs, learning to move silently through the woods and to play camouflage.
- **BB/Archery:** We plan to run the **BB** and **Archery Ranges** with both traditional activities and some with a "twist":

**BB Range:** There will be a review of safety rules for the ranges. Then cubs will be able to use the BB guns along with the chance to practice with young colonial boy's weapon of choice, the sling shot.

**Archery:** Range time for shooting

- **Scout craft: What's Cooking?:** It's all about fire today. Both the colonialist and native people had to use fire to cook their food. Cubs will learn basic fire safety and they may be able to try their hand at starting a small practice fire. Wolves and Bears will make a simple meal on a stick while Webelos will learn how to cook in a Dutch oven.
- **Technology: Turtle, The First Submarine:** During the Revolutionary War David Bushnell built a working submarine called Turtle. It was hoped that the colonialist would be able to use the sub to attack the British ships. Webelos will learn about David Bushnell's famous submarine, how it was constructed along with how it worked. If possible they will also be able to try their hand at creating a small simple model of a submarine.
- **Handicrafts: Finally Playtime:** Since Walmart and Toys R Us were not available back then children often made simple toys out of materials they had at hand. Our Wolves and Bears will find out how Native American and colonial children created toys out of materials they had on hand.

#### **Evening Activities:**

- **Redcoat Retreat** - (Webelos outpost) Activities TBA
- **Pow wow** - For the Wolves, Bears and other cubs that wouldn't be going on the overnight we will be planning camp wide activity.

**Saturday: Overarching Theme:** Our time machine has worked and we are back from the past and looking toward the future! The Race for Space is on at Camp Merz. Today will be all things science as we explore rockets, solar energy, and all things cool.

- **Waterfront: Weightlessness:** NASA uses water to help train their astronauts for the weightless of space. Cubs will discover that building in "space" can be very tricky when your equipment will float away.
- **Field Activities: What Have We Here?:** The race for space has led to many inventions that have found their way into everyday life. Cubs will go on a scavenger hunt that combines inventions from our country's space race, some of the natural objects that inspired them and other oddball goodies.
- **Nature: Science! Rockets!:** The staff at the nature cabin will demonstrate model rockets and chemical reactions. Cubs will create their own mini film canister rockets and the race will be on to see whose will go the highest or the farthest. Of course the day wouldn't be complete without the famous Mentos Rocket launch which will happen towards the end of the day.
- **BB/Archery:** We plan to run the **BB** and **Archery Ranges** with both traditional activities and some with a "twist":

**BB Range:** There will be a review of safety rules for the ranges. Then cubs will be able to use the BB guns along with the chance to also practice their marksmanship with a few water guns.

**Archery:** Range time for shooting

- **Scout craft: Cooking with the Sun:** Today cubs will be cooking with reflector ovens and cooking with the sun. Scout craft staff will help cubs to whip up a simple recipe to cook in a reflector oven (which uses indirect heat from a camp fire for baking) Plus cubs will learn that pizza boxes can do more than hold pizza, they can cook a s'more! Cubs will construct a simple solar oven and test it out by cooking their s'more using sunlight energy.
- **Technology: Computers and Rockets:** TBA: The basic idea I'm developing will be around how CAD programs can be used to aid engineers in designing rockets and other flying machines. (if this isn't going to happen then technology will join handicraft's activities )
- **Handicrafts: CD Hovercrafts and Balloon Rockets:** Cub will try their hand at creating a working hovercraft using a CD and a balloon and work in a small group to create and "launch" a balloon rocket just because we can!

**Evening Activity: Closing Campfire:**