



**Core Value:
Citizenship**

Core Value of the Month

Citizenship: Contributing service and showing responsibility to local, state, and national communities.

Cub Scouts develop good citizenship when they are learning about respecting the flag and providing service to the community.

Pack Planning Meeting

Pack leaders meet one or two weeks before the pack meeting to finalize plans for November and develop plans for the December pack meeting.

Pack Committee

- ▶ Evaluate last month's pack meeting and ensure that all new youth and adult applications have been submitted to the council service center.
- ▶ Check with den leaders to make certain that advancement reports are completed and turned in.
- ▶ Ensure that all parts of the pack meeting have dens or leaders responsible for them. Assign a den to arrive at the pack meeting early to set up chairs and identify areas for dens to place their displays. Encourage family involvement.
- ▶ All special event committees report on the progress of their activities.
- ▶ Discuss plans for a December Good Turn. Contact a local social service agency for information on a family that could use extra help this holiday season.
- ▶ Plan for adult leader recognition by submitting award recommendations to your local training committee. See the *Cub Scout Leader Book* for current requirements.
- ▶ With the blue and gold banquet approaching in February, form the necessary committees and secure a location. Plan now for the type of food service so that families are aware of their responsibilities.

Cubmaster Corner

Integrating Ethics and Values. A major emphasis in Cub Scouting is character development.

- ▶ You should incorporate games and activities that support Cub Scouting's 12 Core Values into each den or pack program. (See the boys' handbooks and *Fun for the Family* for ideas.)
- ▶ The Cubmaster also has opportunities to reinforce the character development of boys through well-chosen Cubmaster's Minutes. These closing thoughts can be tailored to reinforce the core value of the month. Find a life experience that supports the value and present it in a way Cub Scout-age boys can understand.

Pack Trainer

- ▶ Review training opportunities for all leaders as well as any district or council events, including monthly roundtables. Emphasize that training is an ongoing and essential part of Cub Scout leadership.
- ▶ Conduct the Unit Leadership Enhancement No. 3, Character Development, to help leaders understand how Cub Scouting is designed to help boys develop good character traits. Or choose a topic that best meets the needs of your pack. See the *Cub Scout Leader Book* for detailed outlines. Select a topic for next month.

Pack Resource Highlights

Academics and Sports

The Cub Scout Academics and Sports program is a great way to help fulfill the aims of Scouting—building character, developing citizenship, and encouraging mental and physical fitness. This month you might feature these belt loops and pins.

- ▶ **Citizenship:** As citizens of the United States of America, we all have a responsibility to serve our country. Cub Scouts will learn ways to be better citizens while earning the Citizenship belt loop and pin.
- ▶ **Basketball:** Basketball is a great indoor fall activity for Cub Scouts. As they learn to play the game, they can apply their skills to earn the Basketball belt loop and pin.

See the *Cub Scout Academics and Sports Program Guide* for more information.



**Core Value:
Citizenship**

Your Vote Counts

Pack Committee

Why Your Vote Counts for the Core Value Citizenship. Patriotism is an important part of good citizenship. Patriotism is love of and loyalty to our country. It involves honoring the democratic ideals on which this country is based and respecting and obeying its laws. It also involves accepting the responsibilities of good citizenship, such as staying informed about national issues, voting, and volunteering. We don't often think about teaching our Cub Scouts about voting because of their age and the fact that it will be many years before they can vote. We can, however, explain the importance of voting. If we mentor them by our actions, then the responsibility of good citizenship by voting will become more meaningful as they grow.

BEFORE THE MEETING

Construct a voting booth out of cardboard boxes for Cub Scouts to enter and "vote" for the snack they would like to have at the end of this pack meeting (or at next month's pack meeting). Decorate the booth patriotically. See a good sample at http://www.abcteach.com/free/p/project_votingbooth.pdf. Prepare the ballots. You can choose to list the snacks and have Cub Scouts check their favorite one, or you can have them write in their choice. Create a ballot box (a decorated tissue box works) to collect each Cub Scout's ballot for counting later on. A sample can be found at <http://crafts.kaboose.com/ballot-box.html>. Obtain blank white stickers and have Cub Scouts make their own "I Voted" sticker after they have voted. You may also choose to preprint the stickers. Obtain poster board for recording the results of the voting.

Prepare materials for the Stars and Stripes Sticks game. Have baggies to store the game sticks so Cub Scouts can take them home. Copy and print the Stars and Stripes Sticks scoring sheet (one for each Cub Scout or each individual who makes the sticks). (See the instructions and scoring sheet sample on the resource sheet at the end of this meeting plan.)

Prepare a large scroll out of bulletin board paper or poster board. Write the preamble to the Constitution of the United States on the scroll and post it in the meeting room. (See the resources at the end of this meeting plan for the preamble wording.)

GATHERING

As the Cub Scouts enter, the assigned den and its leaders or volunteers help direct Scouts to the voting booth. There, they will vote for the snack they would like to have either at the end of this meeting or at next month's pack meeting. After each Scout votes, have him fold the ballot in half and put it into the ballot box. Then let the Scouts make their own "I Voted" stickers. Or, if the stickers are preprinted, make sure everyone gets a sticker after voting. Have the Scouts then prepare for the Stars and Stripes Sticks game and play until the meeting starts.

OPENING

The preassigned den presents the colors and leads the audience in the Pledge of Allegiance.

Cub Scouts from the same den lead the following.





Good Citizen

CUB SCOUT 1: We'll learn to be good citizens and hopefully we'll see that our laws are made for all of us, so everyone can be free.

CUB SCOUT 2: To do all this, the Cub Scouts need leaders—good ones who are true. That means we need the help of you, and you, and you (*nodding and pointing to the audience*).

CUB SCOUT 3: And now to start this pack meeting off right, in good and proper manner, we'd like you all to rise and sing our own "Star-Spangled Banner."

Song

"The Star-Spangled Banner"
By Francis Scott Key (1814)

Oh, say can you see by the dawn's early light
What so proudly we hailed at the twilight's last gleaming?
Whose broad stripes and bright stars thru the perilous fight,
O'er the ramparts we watched were so gallantly streaming?
And the rocket's red glare, the bombs bursting in air,
Gave proof through the night that our flag was still there.
Oh, say does that star-spangled banner yet wave
O'er the land of the free and the home of the brave?

Prayer (Cub Scout or Leader)

"We bow our heads tonight thankful for the country we live in, the flag we honor, and the freedoms we have as citizens of these United States, such as the freedom to vote for our personal choices. Help us to remember those who have fought for that freedom and continue to keep us free today. Let us hold high their courage for our citizenship and keep them always in our prayers."

Welcome and Introductions

The Cubmaster welcomes everyone to the pack meeting, introduces any special guests, and thanks those who helped prepare for and plan the pack meeting.

The Cubmaster asks if all the Scouts have voted for their choice of snack and explains that all of their votes count as they check which snack received the most votes. The Cubmaster says the results will be posted for all to see on the results poster board. (Have a preassigned adult count the ballots and write the results on the poster board.)

PROGRAM

Den Demonstrations

The Cubmaster asks each den in turn to talk about their adventures during the last month. Call each den to the front and ask in what ways they were good citizens this month at their meetings or have them tell about any field trips they may have taken. After each den demonstration, the Cubmaster leads a cheer for that den before calling up the next den. (Cheers can be found on the resource sheet at the end of this plan.)



Game

Liberty Bell, Eagle, Founding Fathers (a variation of Rock, Paper, Scissors)

Teach everyone the following three characters: Eagle, Liberty Bell, and Founding Fathers.

Eagle—Stretch out arms, as if flying, and say “Awe, Awe.”

Liberty Bell—Sway from side to side and say “Ding, ding, ding, dong.”

Founding Fathers—Stand straight and tall with one arm across chest and hand in fist and say “We the people!”

To play the game:

1. Give Cub Scouts plenty of practice by calling out the characters and having them instantly become that character. Offer lots of encouragement for dramatic effort.
2. Form two teams. Each team gathers separately to decide on a character to portray without the other team knowing.
3. Teams then line up facing each other with approximately 4 feet between them.
4. After the leader dramatically announces “1, 2, 3,” each team portrays its character, revealing their identity.
5. Eagle wins over Liberty Bell as the Eagle is not a stationary object and can soar anywhere. Liberty Bell wins over Founding Fathers because the bell is loud. Founding Fathers wins over Eagle because it was the Founding Fathers who made the eagle our national bird.
6. After a round is played, the teams then gather again separately and decide on the next character to portray.
7. Again, the leader calls out “1, 2, 3,” and on 3 the teams act out their character.

Note: A team scores when its character wins over the other team’s character. The first team to reach the predetermined target score (for example, 5 points) wins. Or you could tell the Cub Scouts they will play 10 rounds, the game is for fun, and there will be no scoring.

RECOGNITION

The Preamble in Sign Language

Have an assigned den perform the preamble in sign language as the Cubmaster reads it for the beginning of the advancement ceremony. (Go to the website of the National Center for Constitutional Studies for a sign language key to the preamble, <http://nccs.net/constitution-week/preamble.pdf>.)

The Cubmaster and den will need to practice the preamble together prior to the pack meeting. The scroll with the preamble could be taken from the wall display and held so the audience can follow along. (Make sure the wording is large enough for the audience to see.)

CUBMASTER: We (sign) the People (sign) of the United States (sign), in Order to form (sign) a more perfect Union (sign), establish (sign) Justice (sign), insure (sign) domestic Tranquility (sign), provide (sign) for the common defense (sign), promote the general (sign) Welfare (sign), and secure (sign) the Blessings of Liberty (sign) to ourselves (sign) and our Posterity (sign) , do ordain (sign) and establish (sign) this Constitution (sign) for (sign) the United States (sign) of America (sign).

(The den that signed is then seated.)



What do you suppose “Secure the Blessings of Liberty to ourselves and our Posterity” means? *(Let two or three give their answers.)* Liberty as it was written here means that we as citizens have a freedom of choice in our country, just like you had the freedom to choose and the right to vote earlier in our meeting tonight for your favorite snack. Our founding fathers wanted to make sure that we adults have, as citizens, the freedom to vote for our choices and that our children, like you, and someday your children who may be born in or become citizens of our land will continue to have that same freedom when you are older that we have today.

Our Webelos Scouts have spent many months continuing to learn about how to make our country better, what is right and fair, and how to help one another and keep themselves and others safe. They have also learned how to care for our land and wildlife and that the choices they make matter not only in today’s world but for the world of future generations. They have continued to grow in their faith and have learned many new skills that will help them become young men who are leaders, caring for all things and always willing to help fellow citizens. We’d like to call forward (call Webelos Scouts who have earned the rank) and their parents or partners to receive their badge. *(Award badges and applaud the Webelos Scouts.)*

Our founding fathers gathered together to write the preamble to the Constitution of the United States. Congratulations to all the Scouts who have earned their rank badge tonight and exemplify the meaning of the preamble.

CLOSING

Cubmaster’s Minute

America Promises

America promises us freedom to worship, to learn, to assemble, and to debate any issue. It is a land where we welcome people from other countries to come and find a home. Where there is work to do, where we can express and vote for our opinions, and where we are free to come and go as we please. Cub Scouts, someday you’ll be old enough to exercise your right to vote in our town, our state, and our country. Not all countries allow their citizens that same freedom. Let us all remember these freedoms and do our best to be good citizens each and every day!

Announcements

Announce any upcoming dates or events the pack will be having or participating in with the district or council. Announce the winner of the favorite snack vote by sharing the tally poster board.

Closing Ceremony

I Will Use

Have five Cub Scouts repeat the following lines from cards.

CUB SCOUT 1: This is our country! I will use my eyes to see the beauty of this land.

CUB SCOUT 2: I will use my ears to hear its sounds.

CUB SCOUT 3: I will use my mind to think what I can do to make it more beautiful.

CUB SCOUT 4: I will use my hands to serve it and care for it.

CUB SCOUT 5: And, with my heart, I will honor it.

The preassigned den retires the colors.



RESOURCES

Stars and Stripes Sticks Game

Materials needed: Three craft sticks or tongue depressors for each participant, red and blue markers, scoring sheet



Directions

1. Mark two sticks on one side with the stars design. Leave the other side blank. Mark one stick with the striped design, leaving the other side blank.
2. To play, hold the sticks in your hand, and then drop them on the ground.
3. Count your score according to the number of points for each stick combination.
4. Decide ahead of time how many points wins the game (for example, 50 points).
5. The game can be played by one player, two players, or in teams.

Scoring Combinations

Stick Combinations	Points
2 stars sticks and 1 blank stick	6 points
2 blank sticks and 1 star stick	6 points
All stars and stripes sticks	4 points
All blank sticks	4 points
All other combinations	0 points

Preamble to the U.S. Constitution

We the People of the United States, in Order to form a more perfect Union, establish Justice, insure domestic Tranquility, provide for the common defense, promote the general Welfare, and secure the Blessings of Liberty to ourselves and our Posterity, do ordain and establish this Constitution for the United States of America.

Cheers

Constitution cheer: We the people, APPROVE!

America cheer: A-M-E-R-I-C-A, Cub Scouts, Cub Scouts, USA!

Liberty Bell cheer: Ding, ding, ding, dong! Let freedom ring!

Blue and Gold cheer: Divide everyone into two groups, one "blue" and the other "gold." When you hold up a blue object, the blue group says "Oooh!" When you hold up a gold object, the gold group says "Ahhh!"

Eagle cheer: Have Cub Scouts lock their thumbs together, flutter their fingers like wings, and say, "Cree, cree, cree!"

Variation to the Eagle cheer: First be sure everyone has plenty of room. Spread arms way out to the sides and flap them as if gaining altitude. Pretend to soar, bending at the waist and moving the upper torso while saying "Cree, cree, cree!"