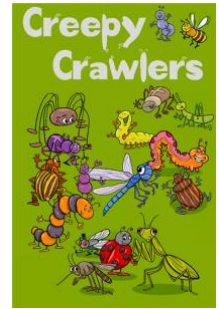


# Bug Meeting Ideas

[www.shac.org/animal-theme#bugs](http://www.shac.org/animal-theme#bugs)



A Scout does not hurt or kill harmless things without reason. Cub Scouts will explore creepy crawlers and discover the world of insects and will learn that creepy crawlers are important to our world and how to be kind to our crawling friends. Explore creepy crawly critters and discover the giant world of insects. Take a walk or hike and see how many insects – or their signs – you can spot. Learn the stages of an insect’s life and how some insects change inside a cocoon or chrysalis. Make a model of an insect home or build an ant farm. How does an insect survive the winter? Learn to treat bug bites and stings. Visit a beekeeper and taste fresh honey. Talk to a farmer, county extension agent or school biologist about the harmful and helpful things that insects do.

Bugs makes a great theme for pack meetings or banquets.

- **Pack Meetings:** The pack meeting brings all the dens in the pack together for the purposes of recognizing the achievements of the Cub Scouts, communicating information about upcoming events, and providing a program that enriches the Cub Scouting experience. It helps the Cub Scouts realize their den is part of a larger organization. A good pack meeting should be well planned and well organized. Packs meet several times during the year – there is no required number.
- **Banquets:** Most packs celebrate Scouting Anniversary Week in February with a birthday party called the blue and gold banquet; some packs do end of the year banquets.



## Content

*Sources:* *Baloo’s Bugle* [Creepy, Crawlers](#) (Oct 2016), [Bugs and Things](#) (Apr 2000), [Diggin’ in the Dirt](#) (May 2006), [Cubs & Bugs Galore](#) (May 2007), [Critters, Cubs & Campfires](#) (Jun 2002), [BSA Creepy, Crawler](#) (Oct 2016)

### Sample Meeting

- [Program Agenda](#) Page 4
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### Additional ideas

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- [Activity Pages](#) Coming Soon
- [Placemats](#) [shac.org/animal-theme#bugs](http://shac.org/animal-theme#bugs)

## Placemats

Coming Soon

Free, customizable placemats are available for packs to use at banquets or den meetings to help promote day camp. Placemats: [www.shac.org/animal-theme#bugs](http://www.shac.org/animal-theme#bugs).

## Pinterest



Find additional ideas on the SHAC Pinterest page: [www.pinterest.com/samhoustonsbsa](https://www.pinterest.com/samhoustonsbsa)

# ABOUT PACK MEETINGS

**Before the Meeting** prepare all materials and notify each person responsible for a part of the program. Plan to arrange the room (e.g., chairs, tables, flags, sound system) and set up equipment, materials (e.g., advancements) and props with plenty of time to spare so the meeting can start on time.

**Gathering** (optional). As the Cub Scouts begin to arrive, they join in an informal activity (e.g., activity sheet) or game, often conducted by the den chief to keep everyone interested and active until the entire group has arrived. The gathering activity must be done prior to the formal start of the meeting as it encourages everyone to arrive on time so the meeting can start on time. Consider assigning greeters at the door to welcome Cub Scouts, guests, and families to the pack meeting. Find gathering activities [here](#).

**Welcome:** The Cubmaster welcomes everyone to the pack meeting and makes any necessary introductions.

**Opening:** The opening ceremony is the official start to the meeting and sets the stage. It can reinforce the purpose of Scouting and help make the Scouting ideals meaningful through the words and pictures of the ceremony. One of the points of the Scout Law can be highlighted each month. Be aware of physical and/or mental disability challenges. Be sensitive that not all youth may be able to read or talk in front of a group. Adapt ceremonies in a sensitive way to involve everyone at the level they will feel comfortably involved. Pre-select a den to lead the opening ceremony and have the den leader practice with the Scouts for several meetings prior. Have posters with a picture on one side and the script printed with large letters on the back. Teach the Scouts how to talk with their head up and project their voice to the people in the back of the room. Find opening ceremonies [here](#) and in the *Cub Scout Ceremonies for Dens and Packs*, No. 33212.

**Flag Ceremony:** Pre-select a den to lead the pledge and have the den leader practice flag etiquette with the Scouts for several meetings prior. The same den that conducted the opening can also conduct the opening ceremony. Consider group recitation of the Scout Law, Scout Oath and Outdoor Code after the pledge. The pocket guide can assist the Scouts: <https://shac.org/Data/Sites/1/media/instep/flag-ceremony.pdf>.

**Invocation.** Find invocations [here](#).

**Program** The pack meetings, the program is reserved for dens who have requirements for adventures to share or demonstrate something they have learned. This can also be used as a time a song or skit.

For blue and gold banquets, the pack committee may decide to bring in an entertainer such as a scientist or magician and have a video or slide show of what the pack did over the past year. Each unit is requested to hold a Friends of Scouting (FOS) presentation typically at the blue and gold banquet. The presentation, which takes approximately seven minutes to conduct, informs parents and leaders of all council services, its financial needs and extends an opportunity to help fulfill the need. The FOS campaign is a vital component to the programs and services of the council. The money offsets cost of training leaders, operating camps, and the service center, as well as providing other resources to units in the council.

**Songs.** Singing builds pack spirit and enthusiasm. Singing gives Cub Scouts a chance to let off steam. Singing is fun! Use a song or two to set the mood for meetings, to get the audience moving and get rid of those wiggles or to quiet and calm the group when it's time to go. Have a few songs ready to use as fillers during transition times. Pre-select a den to lead a song in the [meeting handout](#). Songs can be found [here](#) and in the *Cub Scout Leader How-To Book*, No. 33832 and *Cub Scout Songbook*, No. 33222.

**Leader Recognition** (for banquets and other meetings as appropriate). When working with volunteers, thanks is the only payment we can really give them. Public recognition is the most valued form of payback for volunteers – so remember to recognize parents, leaders and others who help the program! Consider a hand written thank you note, homemade award, certificate of appreciation, or gift from the Scout Shop. Consider submitting pack leaders for [adult awards and recognitions](#) (e.g., training awards) or district awards that they qualify for and presenting them at the blue and gold banquet. Find leader recognition ceremonies [here](#).

**Skits** (optional). Skits appeal to Cub Scouts. Acting comes naturally to many Cub Scouts, and help channel youth imagination. Skits give a chance for creative expression, gaining self-confidence, and teamwork and cooperation. Some shy kids many not want to take part in skits and might be give responsibilities for handling props or “directing.” Have a den leader select a [skit](#) and practice for several meetings prior. Skits can also be found in the *Cub Scout Leader How-To Book, No. 33832*. The Cub Scouts should be taught how to talk clearly, slowly, loudly and to the back row of the audience (or speaking into the microphone correctly).

Run-ons are similar to skits but are much shorter and require only one or two people. Run-ons are good for a change of pace during pack meetings and campfires – something to make everyone laugh and relax. They come in handy as fill-ins between acts to fill dead time or to enliven the program.

**Audience Participation** (optional) stories add variety, action and fun to pack meetings. Some include motions. Some require the audience be divided into groups that respond to a key word in a story read by a leader. It’s a good idea to let groups practice their motions or phrases first. Find participation skits [here](#) and the *Cub Scout Leader How-To Book, No. 33832*.

**Advancement Ceremony.** Recognition is important to Cub Scouts. Each one represents a great amount of time and effort on the part of the Cub Scout, family, and leaders and should be presented in a special ceremony. The presentation should be worthy of the award and the work that went into it. When Cub Scouts are recognized for their accomplishments, they are motivated to achieve more. Memories of meaningful, impressive ceremonies will last years. Depending on the advancements that you have for each month’s pack meeting, you’ll need to adapt ceremonies. Delete sections that relates to a badge that you are not presenting or change that section to a narrative form in place of the badge presentation. Use your imagination to make the ceremonies work for you. A variety of leaders can be involved in the advancement ceremony (e.g., advancement chair, Cubmaster, assistant Cubmasters, den leaders, den chiefs). Use simple props and costumes to enhance ceremonies. Some ceremonies will be simple (monthly awards) while others are more involved (e.g., rank ceremonies, crossover ceremonies, Arrow of Light ceremonies). Find advancement ceremonies [here](#) and in the *Cub Scout Den and Pack Ceremonies, No. 33212*.

**Games** (optional). Are part of the fund of Scout Scouting and can help youth develop self-confidence, independence and the ability to get a long with others. Games teach youth to follow rules, take turns, responsibt the rights of others, to give and take and to play fair. Games can be effective during pack meetings as long as the meeting doesn’t run too long. Consider the physical aspect, age of the youth, space requirements, time requirements, equipment, skills and abilities, number of players needed, equipment and purpose (physical, mental, educational). Games can be found a [here](#) and in the *Cub Scout Leader How-To Book, No. 33832* has a whole section on cooperative games.

**Announcements.** Announcements should be kept very short. Announcement details (e.g., date, time, address, description of event, who can attend, what to bring, web page to find more information) should be provided in pack meeting handout. The Cubmaster should take only about one minute to enthusiastically highlight the exciting upcoming activities and then let adults to read about in their pack meeting handout.

**Cubmater Minute.** At the end of a pack meeting filled with learning, fun, and fellowship comes the grand finale, the Cubmaster Minute. Consider it a closing argument to your Scouts — one last chance to inspire before they head home. Find a message that’s relevant, powerful, and memorable that can be crammed into 60 seconds. It’s an opportunity to quiet the Cub Scouts and put them in a reflective mood before departing. Find Cubmaster Minutes [here](#).

**Closing:** the closing ceremony is draws the meeting to an end. It’s usually serious and quiet and provides an opportunity to present a brief character lesson, a simple thought. Keep it simple.

**Cheers.** Silly cheers and applause are a great way to recognize Scouts and Scouters at den or pack meetings for accomplishments and performances. Cheers and applause add fun to den meetings, pack meetings, and campfire programs.

**After the Meeting.** The leaders review the events of the meeting, finalize plans for the next pack meeting, and review their progress toward the upcoming pack meeting.

## Resources:

- Pack Meeting Resources: [www.shac.org/pack-meetings](http://www.shac.org/pack-meetings)
- BSA Pack Meeting Resources: [www.scouting.org/programs/cub-scouts/pack-meeting-resources](http://www.scouting.org/programs/cub-scouts/pack-meeting-resources)
- Pack Meeting Tips: <https://blog.scoutingmagazine.org/2018/12/10/8-essential-tips-for-controlling-chaos-at-cub-scout-pack-or-den-meetings/>

# PACK MEETING PLANNING SHEET

Pack Meeting Date: \_\_\_\_\_

Theme: Creepy Critters

Time	Activity	Materials	Responsible
6:30 pm	<b>Before the meeting</b>	<input type="checkbox"/> set up chairs <input type="checkbox"/> sound system <input type="checkbox"/> flags <input type="checkbox"/> advancement table	•
6:45 pm	<b>Gathering</b>	<input type="checkbox"/> activity sheet <input type="checkbox"/> pencils <input type="checkbox"/> pack meeting handouts	• (greeters)
7:00 pm	<b>Welcome</b>	<input type="checkbox"/> safari hat	• Cubmaster
7:01 pm	<b>Opening: B-U-G-S</b> B-stands for best. A Cub Scout promises to do their best U-stands for understands. A Cub Scout understands their duty to God and their country. G -stands for goodwill. A Cub Scout gives goodwill. S- stands for spirits, the Cub Scout spirit. DL The letters on the cards spell BUGS. We share our world with bugs and others of God's creatures. Let us learn to live in harmony with those around us. Join us now in our flag ceremony.	<input type="checkbox"/> 4 Cub Scouts <input type="checkbox"/> B-U-G-S posters with script on back <input type="checkbox"/> <a href="#">cheer box</a> <input type="checkbox"/> <a href="#">printed cheers</a>	• ___ Den • den leader
7:03	<b>Flag Ceremony</b>	<input type="checkbox"/> 2+ Cub Scouts <input type="checkbox"/> flags <input type="checkbox"/> <a href="#">pocket guide</a>	• ___ Den • den leader • assistant Cubmaster (leads cheer)
7:06	<b>Invocation</b> "Tonight, we are thankful for all the creepy crawlers that live in our world, doing jobs no one else can do. We ask for guidance to learn to be kind to all the creatures on our planet, both big and small."	<input type="checkbox"/> printed script	•
7:08	<b>Program</b>	<input type="checkbox"/>	• ___ Den • den leader
7:15	<b>Song</b> List on pack meeting handout	<input type="checkbox"/> pack meeting handout	• ___ Den • den leader
	<b>Leader Recognition</b> (if applicable)	<input type="checkbox"/> printed script <input type="checkbox"/> recognition items	• committee chair • Cubmaster (assists)
7:17	<b>Skit</b> (optional)	<input type="checkbox"/>	• ___ Den • den leader • assistant Cubmaster (leads cheer)
	<b>Audience Participation</b> (optional)	<input type="checkbox"/> printed script	• Cubmaster • assistant Cubmaster (leads cheer)
7:20	<b>Advancement Ceremony</b>	<input type="checkbox"/> awards <input type="checkbox"/> printed script <input type="checkbox"/> <a href="#">cheer box</a> <input type="checkbox"/> <a href="#">printed cheers</a>	• advancement chair • Cubmaster • assistant Cubmaster (assists; leads cheer)
	<b>Game</b> (optional, if time permits)	<input type="checkbox"/>	• Cubmaster • assistant Cubmaster (leads cheer)
7:50	<b>Song</b> List on pack meeting handout	<input type="checkbox"/> pack meeting handout	• ___ Den • den leader
7:53	<b>Announcements</b>	<input type="checkbox"/> printed script <input type="checkbox"/> pack meeting handout	• Cubmaster

7:55	<p><b>Cubmaster Minute: Bugs and Things</b></p> <p>You can learn a lot about life by watching insects. Have you ever taken time to watch a colony of ants? They are always busy, working together, doing what needs to be done without complaining. The Greek writer Aesop told a story about the ants and the grasshopper. All summer long the ants worked hard to gather and store food for the winter. Meanwhile, the grasshopper wasted its time, playing and singing in the long grass. In the fall, when the rain came and the cold wind blew, the grasshopper became hungry and asked the ants for something to eat, but by that time the ants only had enough food for themselves.</p> <p>There is an important lesson in this insect story for us. Work is a good thing. It brings a sense of purpose and accomplishment to our lives, and we all need that. And working together with others – like the ants do – makes it possible for us to get more done than we could do by ourselves. There is a time for playing and singing, but there is also a time for working. Always make time in your life for both.</p>	<input type="checkbox"/> printed script	<ul style="list-style-type: none"> <li>• Cubmaster</li> </ul>
7:56	<p><b>Closing: N-A-T-U-R-E</b></p> <p>N is for Nighttime. When many animals come out, Like the owl and the bat, The possum with its snout.</p> <p>A is for Always, When there are special things to see. You can find big ones and small ones, An elephant or bee.</p> <p>T is for Time. We should take all we can. To stop and appreciate. The beauty of the land.</p> <p>U is for Unbelievable. What the Creator has given us. So, we should stop to smell flowers Not in a hurry or a fuss.</p> <p>R is for Remember. Where this beauty comes from? And remember to be thankful For each rising sun.</p> <p>E is for Everyone. Yes, all should see take part For Nature is from God. And it comes from the heart.</p>	<input type="checkbox"/> 6 Cub Scouts <input type="checkbox"/> N-A-T-U-R-E posters with script on back	<ul style="list-style-type: none"> <li>• ___ Den</li> <li>• den leader</li> </ul>
7:59	<p><b>Closing Flag Ceremony</b></p>	<input type="checkbox"/> flags	<ul style="list-style-type: none"> <li>• ___ Den</li> <li>• dean leader</li> </ul>
	<p><b>After the Meeting</b></p>	<input type="checkbox"/>	<ul style="list-style-type: none"> <li>• (clean up)</li> </ul>

## Podium Script: Invocation

Would the audience please rise? *(pause)*

“Tonight, we are thankful for all the creepy crawlers that live in our world, doing jobs no one else can do.

We ask for guidance to learn to be kind to all the creatures on our planet, both big and small.”

# Opening Ceremony: Print 1 sided to 2 sided

## B-U-G-S

**Setup:** Make large cards to spell out BUGS. Have bug pictures on the side with the letters. Have the Cub Scouts' parts on the back in LARGE print



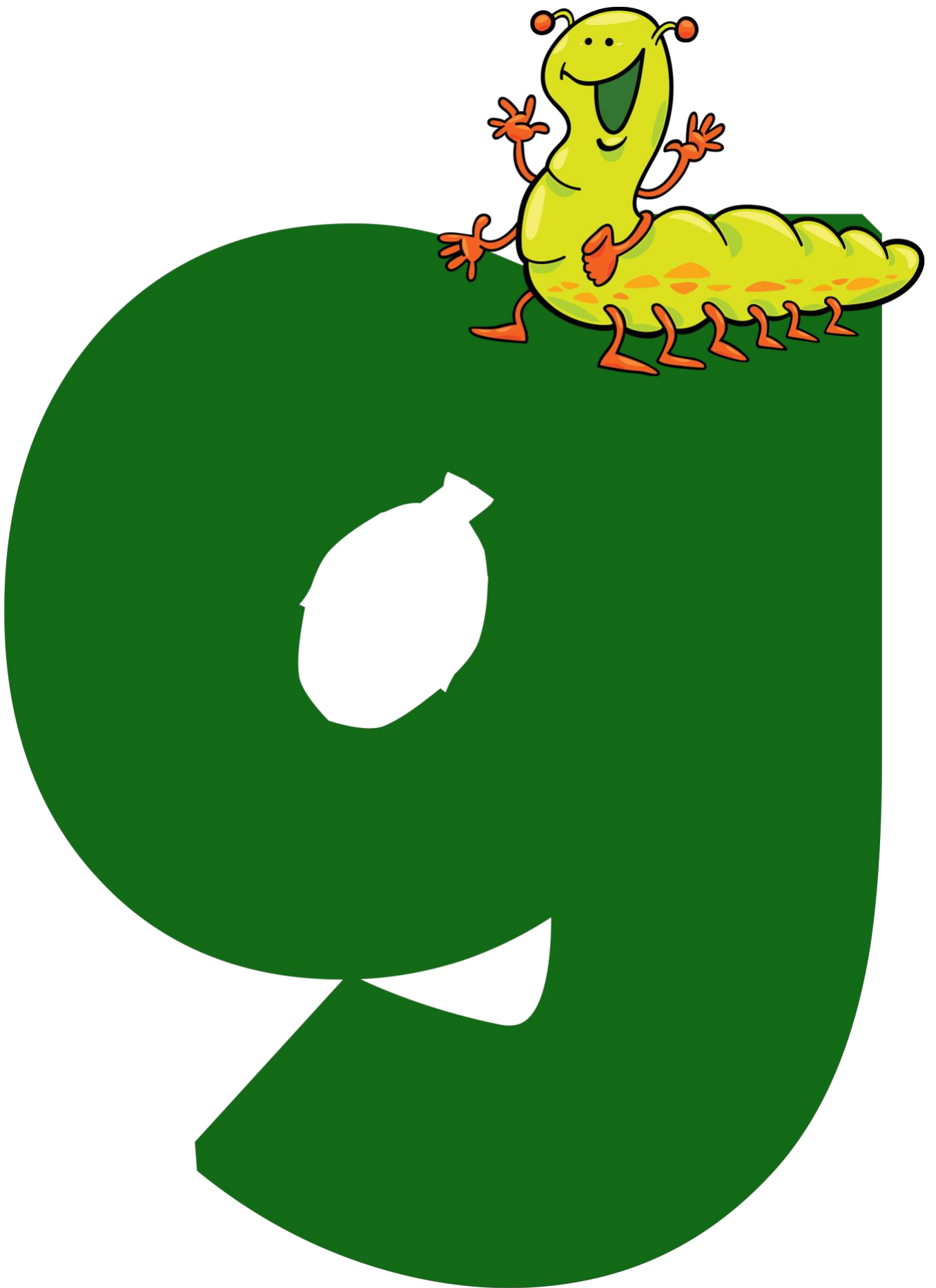


#1 **B**-stands for best. A Cub Scout promises to do their best.

U



#2 **U**-stands for understands. A Cub Scout understands their duty to God and their country.



#3 **G** -stands for goodwill. A Cub Scout gives goodwill.



#4 **S**- stands for spirits, the Cub Scout spirit.

Den leader or Cubmaster

The letters on the cards spell BUGS.

We share our world with bugs and others of  
God's creatures.

Let us learn to live in harmony with those around us.

Join us now in our flag ceremony.



# Podium Script: Advancement Ceremony

**Just Like the Caterpillar: Print front to back.**

**Equipment:** Pictures of eggs (Lion), caterpillar (Wolf), cocoon (Bear), butterfly (4<sup>th</sup> grade Webelos Scout), migration patten (5<sup>th</sup> grade Webelos Scouts). The awards can be put inside a cocoon, which can be a bottle, balloon, or toilet tissue tube.





## #1 Lions (eggs)

Things in nature change and grow, but the differences aren't always noticeable. But, there is one insect that we can watch change right before our very eyes, the Texas state insect, the Monarch Butterfly!

The butterfly starts out as an egg. Our Lions are just starting out too.

They grow rapidly as the larva does in the egg as they learn the basics of Scouting!

*Call up Lions and parents, present awards. Cheer.*



## #2. Tiger (caterpillar)

When the caterpillar hatches it has a head and big eyes to take in the entire world around him. Our Tigers have big eyes too, as they take in all of the new adventures waiting for them!

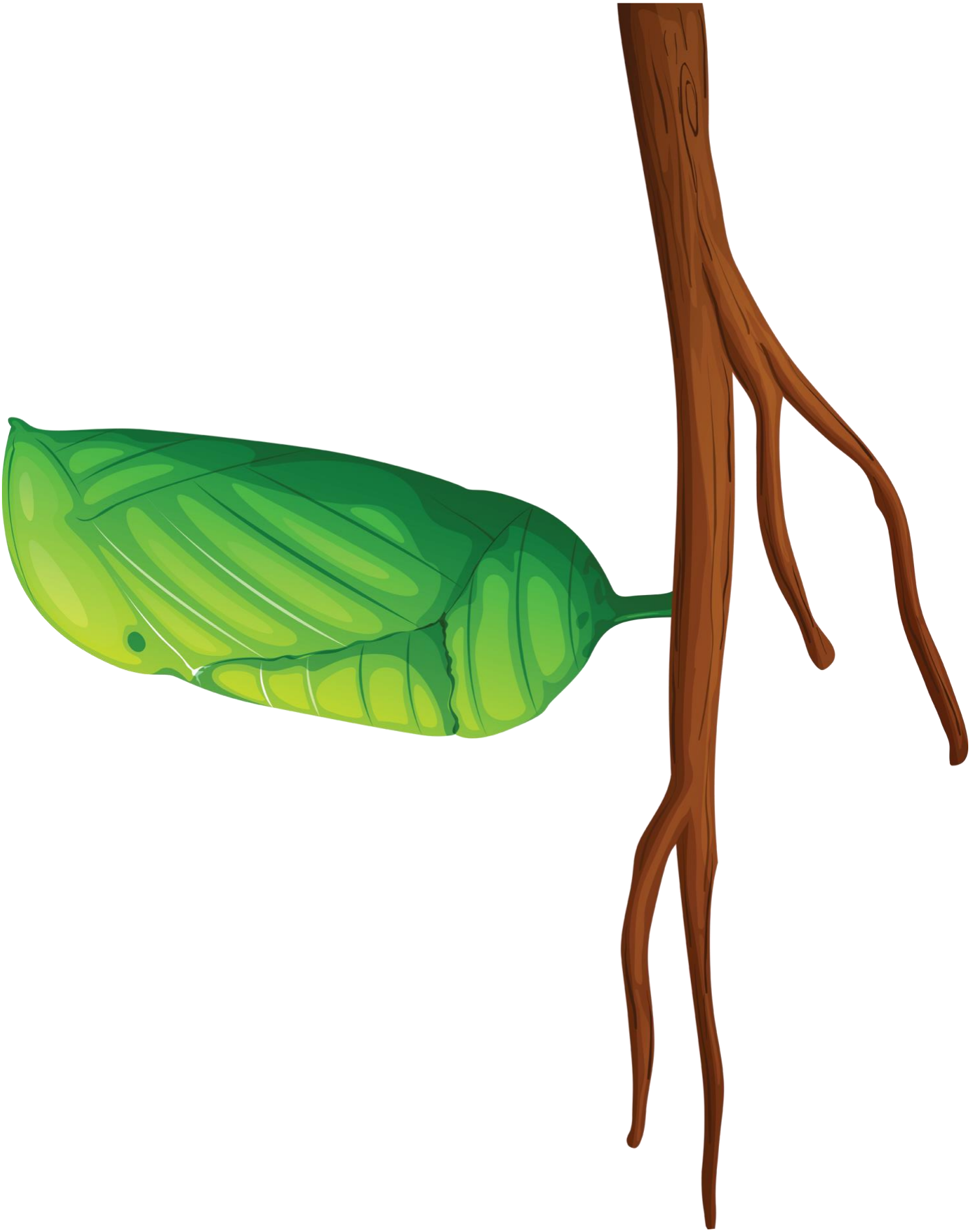
*Call up Tigers and parents, present awards. Cheer.*



### #3. Wolf (caterpillar)

The caterpillar is made up of segments, which all work together to get him where he wants to go. Our Wolves have learned to work together as a den, with their leader and with their families to reach their goal.

*Call up Wolves and parents, present awards. Cheer.*

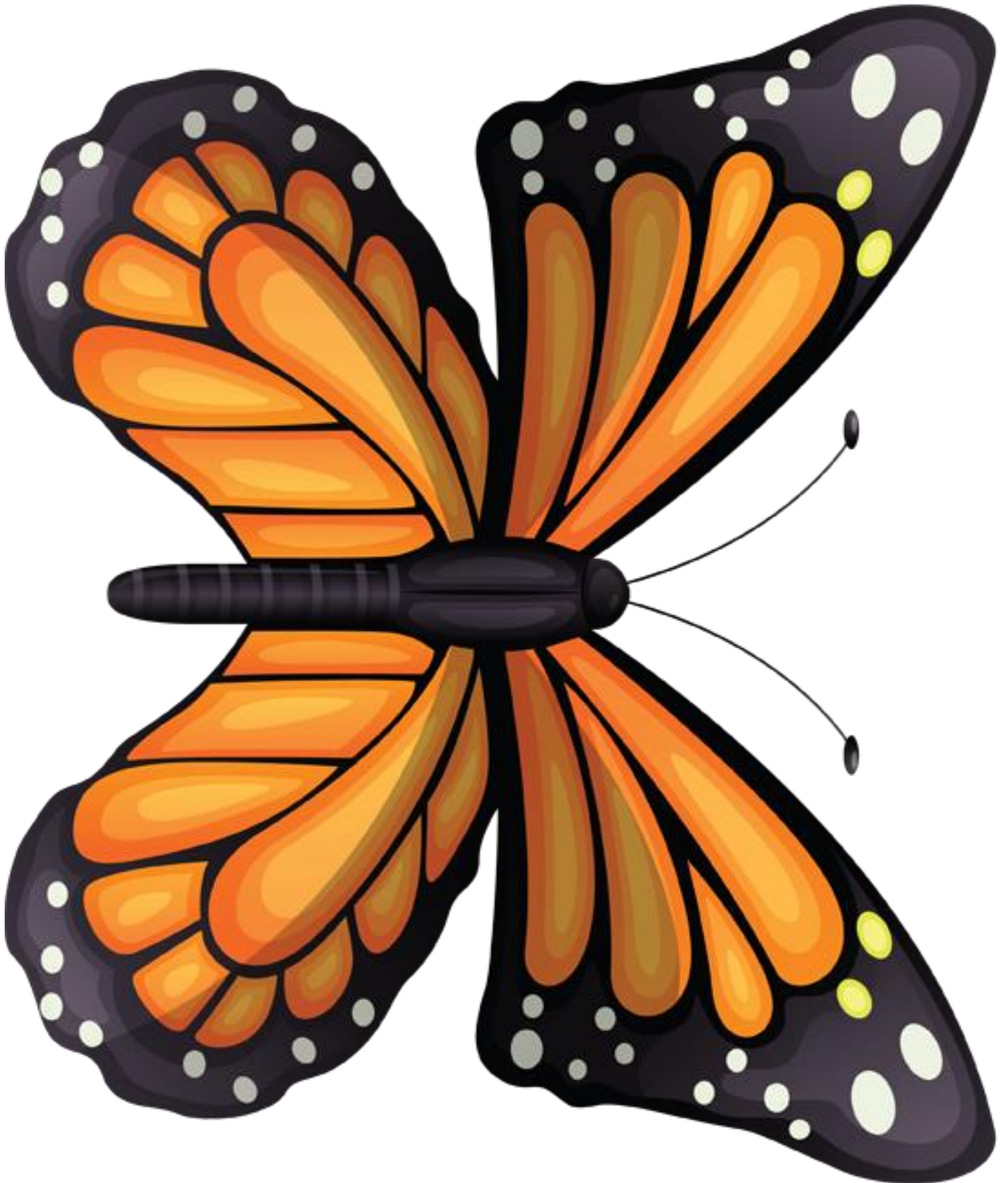




#### #4. Bear (cocoon)

As the caterpillar matures, some changes begin to take place. The caterpillar spins a cocoon and closes itself within. Our Bears don't spin cocoons, but they have learned to work more independently of their families and closer with their leader.

*Call up Bears and their parents, present awards. Cheer.*

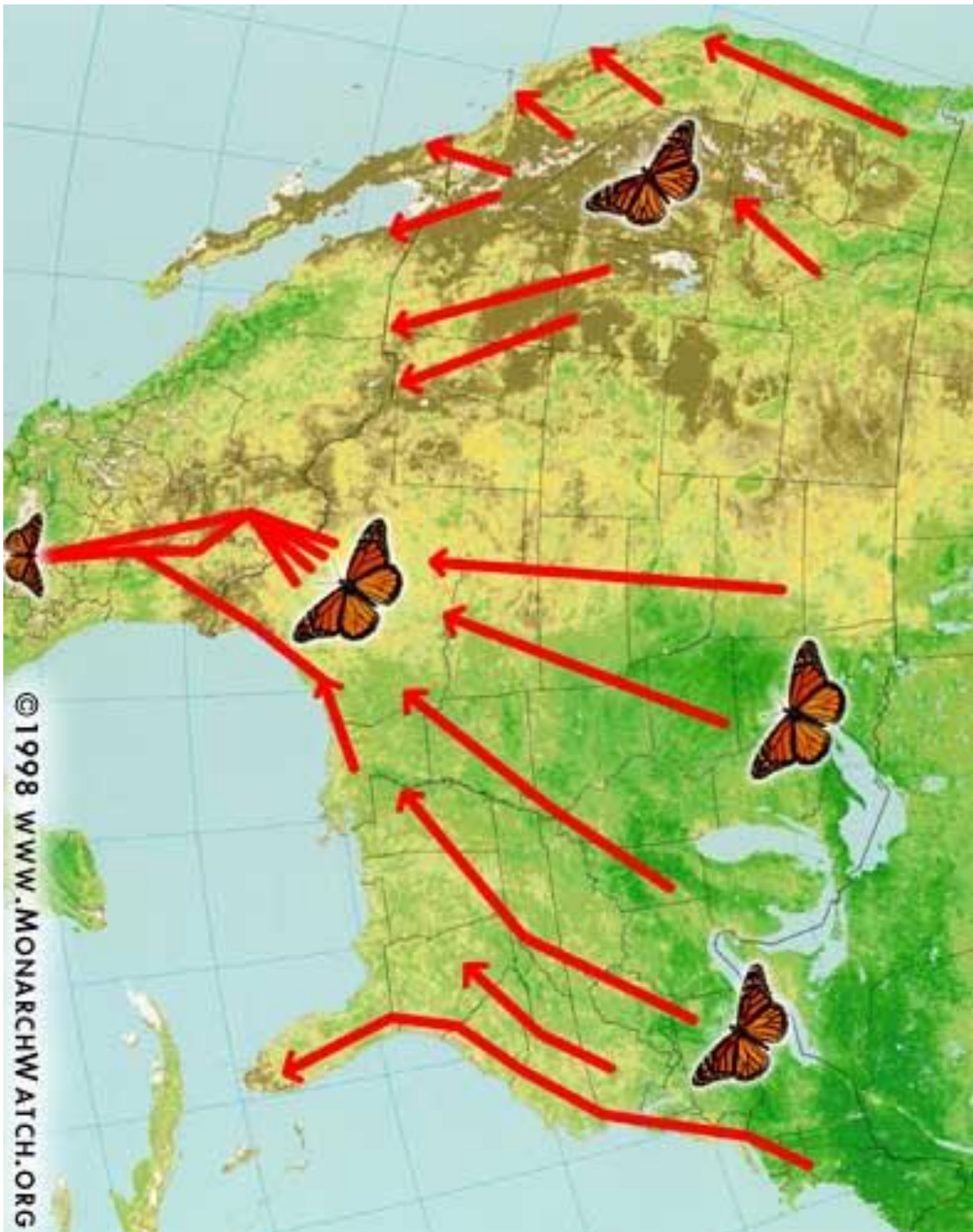


## #5. 4<sup>th</sup> grade Webelos Scouts

The end result of the caterpillar's life, is the new life form that it takes on, a butterfly. The 4<sup>th</sup> grade Webelos Scouts are working toward the Arrow of Light so they are ready to move on to a troop.

*Call up 4<sup>th</sup> grade Webelos Scouts, present awards. Cheer.*



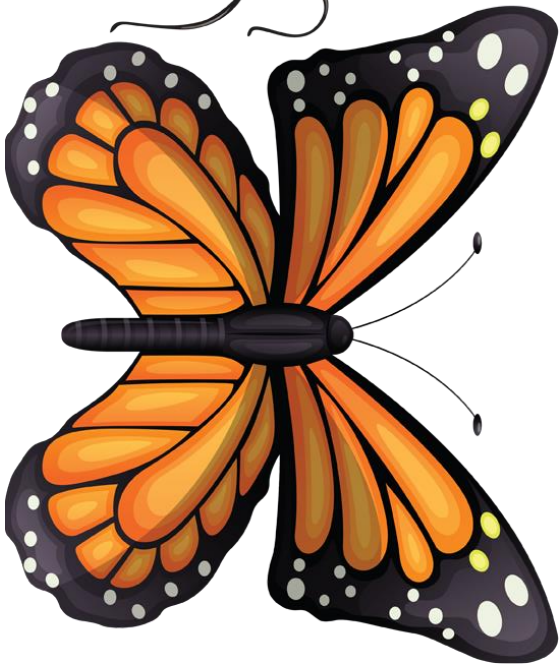


© 1998 W.W. MONARCHWATCH.ORG

## #6. 5<sup>th</sup> grade Webelos Scouts

Texas is an important state in monarch migration because it is situated between the principal breeding grounds in the north and the overwintering areas in Mexico. Monarchs funnel through Texas both in the fall and the spring. Just like the butterfly, the 5<sup>th</sup> grade Webelos Scouts are passing from the pack to the troop.

*Call up 4<sup>th</sup> grade Webelos Scouts, present awards. Cheer.*



#7.

Just like the caterpillar grew and changed, so do the Cub Scouts in our pack, it just takes a little bit longer and maybe isn't quite as noticeable! The Monarch butterflies are threatened. There are many things we can do like planting milkweed plants in our yard to help out these beautiful insects.

## Podium Script: Cubmaster Minute

Bugs and Things: Print front to back.

You can learn a lot about life by watching insects. Have you ever taken time to watch a colony of ants? They are always busy, working together, doing what needs to be done without complaining. The Greek writer Aesop told a story about the ants and the grasshopper. All summer long the ants worked hard to gather and store food for the winter. Meanwhile, the grasshopper wasted its time, playing and singing in the long grass. In the fall, when the rain came and the cold wind blew, the grasshopper became hungry and asked the ants for something to eat, but by that time the ants only had enough food for themselves.

There is an important lesson in this insect story for us. Work is a good thing. It brings a sense of purpose and accomplishment to our lives, and we all need that. And working together with others – like the ants do – makes it possible for us to get more done than we could do by ourselves. There is a time for playing and singing, but there is also a time for working. Always make time in your life for both.



# Podium Script: Cubmaster Minute

Bugs and Things



# Closing Ceremony: Print front to back

**N-A-T-U-R-E**

Have the Cub Scouts draw each letter on a separate piece of paper/cardboard and cut out or draw pictures that relate to what they're going to say. Have their parts in printed on the back.



# 1.

N is for Nighttime.

When many animals come out,

Like the owl and the bat,

The possum with its snout.



#2.

A is for Always.

When there are special things to see.

You can find big ones and small ones,

An elephant or bee.



#3.

T is for Time.

We should take all we can.

To stop and appreciate.

The beauty of the land.





#4.

U is for Unbelievable.

What the Creator has given us.

So, we should stop to smell flowers

Not in a hurry or a fuss.



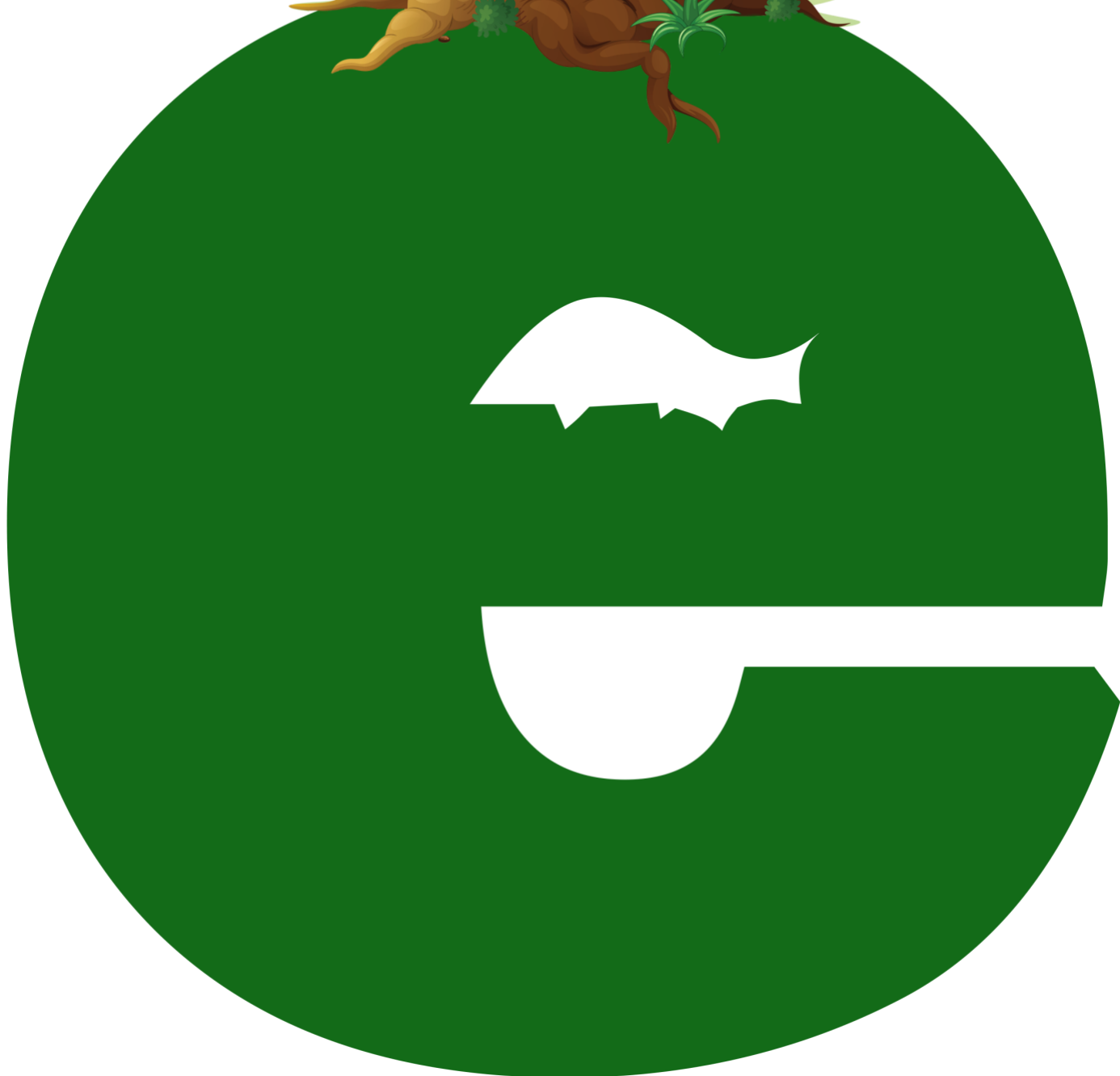
# 5.

R is for Remember.

Where this beauty comes from?

And remember to be thankful

For each rising sun.



# 6.

E is for Everyone.

Yes, all should see take part

For Nature is from God.

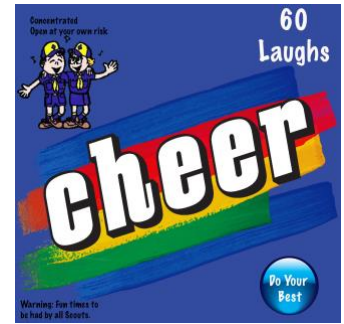
And it comes from the heart.

# CHEERS

Cheers and applause are a great way to recognize Scouts and Scouters at den or pack meetings for accomplishments and performances. Cheers add fun to den meetings, pack meetings and campfire programs.

Before starting a cheer or applause, make that everyone knows and understands how to do it. Cheers and applause serve more than one purpose -- they not only provide recognition but also help liven up a meeting. They need to be fun. Strive for quality of performance. Another important side effect is they provide "wiggle time" for Scouts and siblings during the ceremonies so they sit still during the serious moments. It is a lot easier and a lot less stressful to lead a cheer and have fun than to be constantly reminding the Scouts to sit quietly.

**How to Make a Cheer Box.** The cheer graphic can be printed and attached to a blue bag or a box wrapped in blue construction paper. Print the cheers on strips of paper and keep generic cheers stuffed in the box. Use theme-based cheers for special meetings. Assign someone (e.g., assistant Cubmaster) to jump up and enthusiastically lead cheers throughout the meeting (e.g., after a skit or advancement ceremony). Let a Scout pull a cheer out of the box and help lead it. Download the cheer box graphic at [shac.org/cheers](http://shac.org/cheers)



**Print: Cheers and Applause's** *(cut into strips and put in Cheer box)*

**Archeologist's Cheer:** Divide the group into two.

Left Side: Shovel!

Right Side: Sift! Repeat three times.

Leader: Stop! All: We finally found something!

**Bee Applause 1:** Put arms out to sides pretending to fly, while saying "Buzz, buzz, buzz." Leader controls volume with their signal.

**Bee Applause 2:** Don't touch that hive! Buzzzzzzzzzzzzzzzzz Ouch! Ouch! Run!

**Bug Applause:** When the leader waves hands (as if to "shoo" away a bee or mosquito, make buzzing sound (zzzzzz). When leader finally slaps hands together (as in smacking the bug) everyone stops.

**Beehive cheer-** When Cubmaster raises hand audience buzzes loud, lowers hands they buzz quieter.

**Centipede Yell:** Group stands and yells: Ninety- nine Thump! Ninety-nine Thump! Ninety-nine Thump! This wooden leg is murder!  
Variation: My Feet Are Killing Me! Variation 2: My shoe bill is outrageous!

**Flea Clap:** Have everyone raise their hands above their head. Applaud by clicking the nails of the thumb and forefinger of each hand.

**Flower:** Like a flower blooming, raise part way up in your chair, looking around and then jump up yelling, "Sproooooong!"

**Frog Applause:** "Ribbit! Ribbit! Ribbit!"

**Giant Beehive Applause:** Instruct everyone to start humming. Then as you raise your hands, the humming gets louder. When you lower your hands, the humming gets more quiet.



**Hay Cheer:** Divide the group into two sections. Tell one group they are to yell “Hay!” when you point to them. Tell the other group they are to yell “Straw!” Vary the speed at which you point to the different groups. **Variation:** Have the leader yell hay or straw and the group respond with the opposite word.

**John Travolta & the Mosquito Cheer-** Use your disco pointer finger pointing up and down and sing, Oo AH, Oo ah, (Then slap all over) Eatin’ alive, Eatin’ Alive.

**Mosquito Cheer** – rapidly slap all over yourself\*\**Warning, the Cubmaster may have to use some special bug spray to get this cheer to stop.*

**Mosquito** - With your hands, slap yourself on the neck, arms, legs, etc., while saying, "Oooo, Ahhh, Ouch!"

**Mosquito Applause:** Buzz like a mosquito then raise up hands and slap them together, like killing a mosquito, then flip the dead mosquito off your hand.

**Spider Applause-** Walk on all four fingers on the one hand and then up the other arm and then scream “Eeeekkkk!”

**Worm Cheer** - Put hands together over-head, weaving body back and forth, and shout “Way to dig!”

## MEETING HANDOUT

Edit the text boxes on the next two pages. An editable, word version of this document is available at [www.shac.org/animal-theme#bugs](http://www.shac.org/animal-theme#bugs)

- Page 1: insert pack number and month/year
- Page 2: list detailed announcements, edit upcoming events for next three to six months, customize electronic communications.



Print one copy per person (of next two pages), one-sided to two-sided

**Announcements:** During meetings, keep announcement very short. Having detailed announcements printed in the handout saves times during meetings and avoids the dreaded long announcements that run on and on (that nobody can hear, nobody pays attention too and Scouts dislike). Encourage the parents to put the handout on their refrigerator. Parents will get used to getting a handout at each pack meeting.

**Songs:** have more songs than you think you need. You don't have to sing them all, but having a back-up in case of a lull in the program is always helpful.

Pack <#>

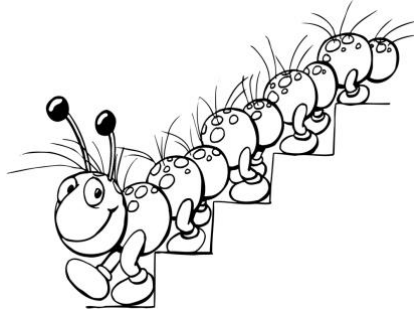


<Month Year>

### Bugs and Spiders

*Tune: Are you Sleeping?*

Bugs and spiders,  
Bugs and spiders,  
See them creep,  
See them creep,  
Show them to my Mother,  
Show them to my Mother,  
Watch her scream,  
Watch her scream



### I'm A Little Earthworm

*Tune: I'm a Little Teapot*

I'm a little earthworm, short and fat  
Bet you can't tell my front from my back.  
I spend all day moving in the dirt,  
Helping all the roots to breathe.

## Scout Oath

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.

### Little Green Frog

Croak Croak went the little green frog one day.  
Croak Croak went the little green frog.  
Croak Croak went the little green frog one day.  
Croak Croak, Croak Croak,  
Croak Croak Croak Croak

Honk Honk, went a big Mack truck one day.  
Hop Hop, went the little green frog.  
Hop Hop, went the little green frog one day.  
Hop Hop, Hop Hop,  
Hop Hop Hop Hop (*sing fast*) whew!

Ker-splash went the little green frog one day.  
Into a big blue pond  
Kersplash went the little green frog one day.  
And he swam 'til he found a big log. Croak! Croak!



## Scout Law

A Scout is:  
Trustworthy  
Loyal  
Helpful  
Friendly  
Courteous  
Kind  
Obedient  
Cheerful  
Thrifty  
Brave  
Clean  
Reverent

## Outdoor Code

As an American,  
I will do my best to -  
Be clean in my  
outdoor manners.  
Be careful with fire.  
Be considerate  
in the outdoors.  
Be conservation  
minded.

# Announcements

< insert details about upcoming pack, district and council events.

Find district event information on your district website.

Find upcoming council event articles in the Scouting Trail at [www.shac.org/toolkit](http://www.shac.org/toolkit).

## Upcoming Events

### <Month Year>

<day> <event>  
 <day> <Den meeting>  
 <day> <Pack meeting>  
 <day> <District event>  
 <day> <Council event>

### <Month Year>

<day> <event>  
 <day> <Den meeting>  
 <day> <Pack meeting>  
 <day> <District event>  
 <day> <Council event>

### <Month Year>

<day> <event>  
 <day> <Den meeting>  
 <day> <Pack meeting>  
 <day> <District event>  
 <day> <Council event>

### <Month Year>

<day> <event>  
 <day> <Den meeting>  
 <day> <Pack meeting>  
 <day> <District event>  
 <day> <Council event>

### <Month Year>

<day> <event>  
 <day> <Den meeting>  
 <day> <Pack meeting>  
 <day> <District event>  
 <day> <Council event>

## Pack Committee

<insert pack committee and contact info>

Name	Committee Chair	Email
Name	Cubmaster	Email
Name	Secretary	Email
Name	Treasurer	Email
Name	Popcorn Chair	Email
Name	Scout Fair Chair	Email
Name	Banquet Chair	Email



### Pack <#>

facebook.com/<insert URL>  
 <pack website>

### <insert> District

<district website>  
 facebook.com/<insert URL>

### Sam Houston Area Council

www.shac.org  
 facebook.com/shac.bsa

## BANQUET HANDOUT

*For banquets a more formal handout can be used.*

Edit the text boxes in the next two pages (insert Scout's names, upcoming events, pack number, agenda and date). An editable, word version of this document is available at [www.shac.org/animals-theme#bugs](http://www.shac.org/animals-theme#bugs).



Print one copy per person (of next 2 pages), front to back.

**Banquets:** Most packs celebrate Scouting Anniversary Week in February with a birthday party called the blue and gold banquet; some packs do end of the year banquets. It brings families together for fun and cheer. The purpose of a banquet is to celebrate the Scouting, thank leaders and volunteers, and inspire the leaders, Scouts, and parents.

The banquet can be like a regular pack meeting with songs, skits, stunts, and awards, or it can be something different and a little more special. The pack committee may decide to bring in an entertainer such as a mad scientist or magician and have a video or slide show of what the pack did over the past year.

A good banquet needs lots of careful planning at least two months in advance to be successful. The pack committee should recruit a banquet chair, who in turn may select others to carry out the responsibilities of the program, such as making physical arrangements, promotions, inviting special guests, decorations, choosing a theme, ordering food, etc.

A detailed plan for banquets, including a planning calendar, sample agenda, and suggested program activities, is available in the *Cub Scout Leader How-To Book, No. 621165*.

**Banquet Planning:** [www.skscouts.org/wp-content/uploads/2013/06/Blue-Gold-Planning-Guide.pdf](http://www.skscouts.org/wp-content/uploads/2013/06/Blue-Gold-Planning-Guide.pdf)

**Banquet Planning:** [www.ocbsa.org/wp-content/uploads/2011/06/Blue-Golf-Banquet-for-Website.pdf](http://www.ocbsa.org/wp-content/uploads/2011/06/Blue-Golf-Banquet-for-Website.pdf)

## Lions

Sally Lion  
Bobby Lion

## Tigers

Molly Tiger  
Brian Tiger

## Wolves

Susy Wolf  
Cameron Wolf

## Bears

Carsten Bear  
Jane Bear

## Webelos Scouts

Bill Webelos  
Joy Webelos  
Laura Webelos  
Scott Webelos



## Upcoming Events

<date>	<event>
<date>	<event>
<date>	<event>
<date>	<event>
<date>	<event>
<date>	<event>







## ADVANCEMENT CEREMONIES

### Advancement Ceremony Ideas

- Using a big net drag "insect" scout up for awards. Attach a bug to each award.
- Attach awards to a plastic bug and pull them out of an aquarium that has some dirt, etc., set up like you were going to keep bugs in it.
- Attach awards to a large bug chart. (Bugs could be made of dark sandwich cookies with licorice string legs.)
- Make a beehive and place awards in it. Play "The Flight of the Bumblebee" song while presenting awards.

### Animal Tracks in the Dirt

Materials. Have pictures of animal tracks and props such as safari hat, binoculars, magnifying glass.

**CM** (In a secretive voice) We are gathered tonight to study all the details of the scene of the crime. We have found many tracks in the dirt around the scene.

The first animal animal track we found has a fairly fresh tracks and looks similar to cat tracks. We have heard that these animals have large manes and are famous for their loud roars. From all the above detailed I believe we are describing the Lion family. *(call up Lions and their parents, present awards, conduct cheer.)*

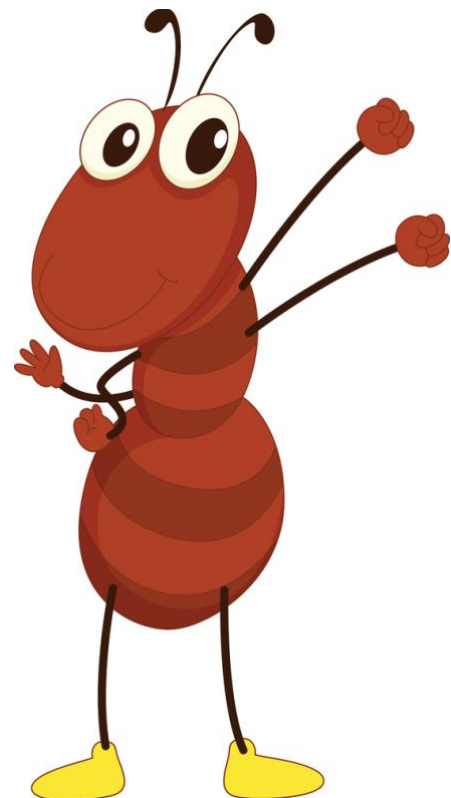
The next animal track we found also appears to be from the cat family and even bigger than lions. It's been reported to be striped, orange and black and stalks prey. From all the above detailed I believe we are describing the Tiger family. *(call up Tigers receiving Awards and their parents).*

The next track was harder to trace as it belongs to the dog family. It loves to eat game and livestock, but especially loves to howl. It is more commonly known as the Wolf. *(call up Wolves and their parents, present awards, conduct cheer.)*

This track is much easier. It is larger in size than other tracks. It is a mammal with long shaggy hair, and loves to eat fruit, insects and honey. Bears are easy to spot. *(call up Bears and their parents, present awards, conduct cheer.)*

This next one is hard, maybe the hardest track of all. It has been here the longest so it was harder to identify. It made deeper grooves. It looks like it loves candy, sodas and junk food. And the evidence appears that it is tall and gangly. Of course, it could only be Webelos Scouts. *(call up Webelos Scouts receiving awards and their parents)*

It greatly relieves my mind that all tracks have been identified and classified. Everyone loves to solve a mystery.





**Diggin' In The Dirt**

**Setting:** Have a picture or toy of each tool listed with appropriate awards attached.

**Hold up Hand Trowel:** Lions are beginning to learn about Scouting and are just scratching the surface. Tonight, the following Lions have started this trail. *(Call Lions and parents forward and present awards. Cheer.)*

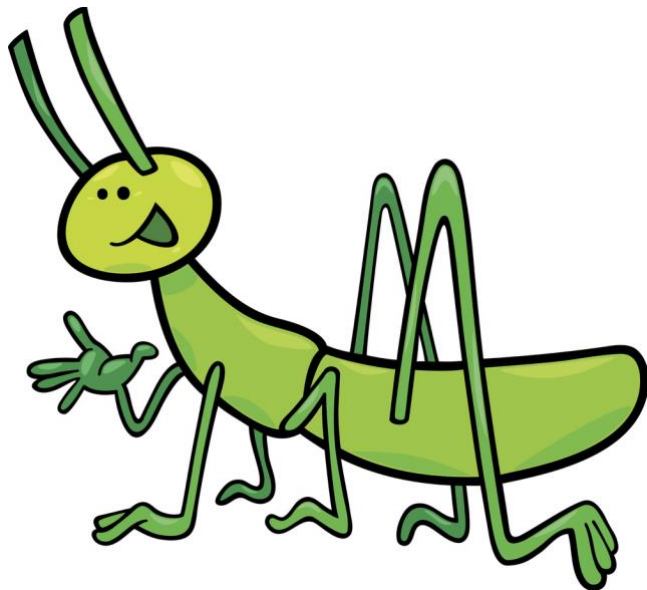
**Hold up a Hoe:** As we begin roughing up the dirt a little more with our hoe, we also discover the Tigers are learning more about Scouting. These Tigers have learned the meaning of the Scout Oath and Law. *(Call Tigers and parents forward and present awards. Cheer.)*

**Hold up Shovel:** Expanding our exploration of ground, means going deeper – we are using a shovel to uncover more dirt. As these Wolves have expanded their horizons to learn new skills. *(Call Wolves and parents forward and present awards. Cheer.)*

**Hold up a Tiller:** Digging Deeper to learn more about the earth, we uncover the Bear badge. These Bears have dug deep to learn about duty to self, country, family, and God. *(Call Cub Scouts and parents forward and present awards. Cheer.)*

**Hold up a picture of Back Hoe.** Now it's time to move a little more dirt with the backhoe. The 4<sup>th</sup> grade Webelos Scouts have moved a lot of dirt toward their independence. *(Call 4<sup>th</sup> grade Webelos Scouts and parents forward and present awards. Cheer.)*

**Hold up a picture of Bulldozer:** Now is the time to move a lot dirt. These 5<sup>th</sup> grade Webelos Scouts have covered a lot of Cub Scout ground. They have worked hard and dug very deep and are working on earning Cub Scouting's highest award, the Arrow of Light Award and looking forward to being prepared to cross over into a troop. *(Call 5<sup>th</sup> grade Webelos Scouts and parents forward and present awards. Cheer.)*

**Just Like the Caterpillar.****Equipment:**

Pictures of eggs (Lion), caterpillar (Wolf), cocoon (Bear), butterfly (4<sup>th</sup> grade Webelos Scout), migration patten (5<sup>th</sup> grade Webelos Scouts. The awards can be put inside a cocoon, which can be a bottle, balloon, or toilet tissue tube.

**CM:** Things in nature change and grow, but the differences aren't always noticeable. But, there is one insect that we can watch change right before our very eyes, the Texas state insect, the Monarch Butterfly!

The butterfly starts out as an egg. Our Lions are just starting out too. They grow rapidly as the larva does in the egg as they learn the basics of Scouting! *Call up Lions and parents, present awards. Cheer.*

When the caterpillar hatches it has a head and big eyes to take in the entire world around him. Our Tigers have big eyes too, as they take in all of the new adventures waiting for them! *Call up Tigers and parents, present awards. Cheer.*

The caterpillar is made up of segments, which all work together to get him where he wants to go. Our Wolves have learned to work together as a den, with their leader and with their families to reach their goal.

*Call up Wolves and parents, present awards. Cheer.*

As the caterpillar matures, some changes begin to take place. The caterpillar spins a cocoon and closes itself within. Our Bears don't spin cocoons, but they have learned to work more independently of their families and closer with their leader. *Call up Bears and their parents, present awards. Cheer.*

The end result of the caterpillar's life, is the new life form that it takes on, a butterfly. The 4<sup>th</sup> grade Webelos Scouts are working toward the Arrow of Light so they are ready to move on to a troop. *Call up 4<sup>th</sup> grade Webelos Scouts, present awards. Cheer.*

Texas is an important state in monarch migration because it is situated between the principal breeding grounds in the north and the overwintering areas in Mexico. Monarchs funnel through Texas both in the fall and the spring. Just like the butterfly, the 5<sup>th</sup> grade Webelos Scouts are passing from the pack to the troop. *Call up 5<sup>th</sup> grade Webelos Scouts, present awards. Cheer.*

Just like the caterpillar grew and changed, so do the Cub Scouts in our pack, it just takes a little bit longer and maybe isn't quite as noticeable! The Monarch butterflies are threatened. There are many things we can do like planting milkweed plants in our yard to help out these beautiful insects.

## AUDIENCE PARTICIPATIONS

### The Bug Ball

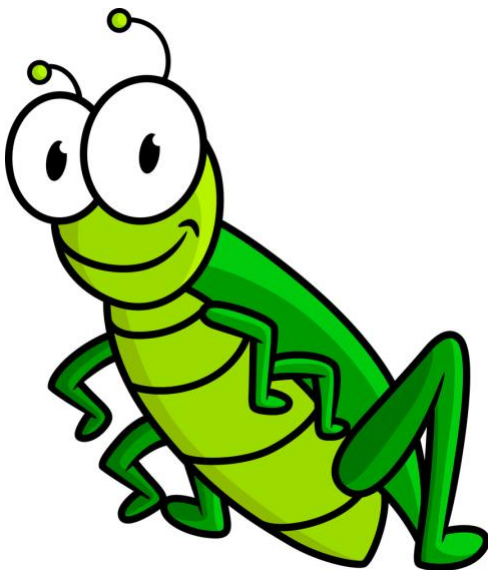
Divide the group into four smaller groups and assign each group one of the words and responses listed.

Practice as you make assignments Read the story.

After each of the words is read pause for the group to make the appropriate response.

BEES:	BUZZZZZZ
BUTTERFLIES:	Flutter, flutter
ANTS:	Hut 2-3-4
GRASSHOPPERS:	Chirp, chirp
BUG(S):	All at the same time.

Every BUG in BUGville was excited for the annual BUG Ball. The BEES were buzzing and polishing up the dance floor. The BUTTERFLIES were fluttering around putting up the decorations. The ANTS were carrying in all the food on their backs. The GRASSHOPPERS were hopping around getting the music ready. Then disaster struck. The BEES got mad at the ANTS for walking across their clean dance floor. Next, the BUTTERFLIES fluttered over and knocked over the GRASSHOPPERS stack of music. The GRASSHOPPERS were so mad they started pulling down the decorations put up by the BUTTERFLIES. The BEES gave up and started eating all of the ANTS refreshments. It looked like there wasn't going to be an annual BUG ball in BUGville. All the BUGS looked at each other and said, don't BUG me anymore. Then one little ANT spoke up. We all have to work together. So, the GRASSHOPPERS helped put the decorations back up. The ANTS helped stack all the music back up. The BUTTERFLIES fluttered and helped polish up the floor, and the BEES buzzed out and got more refreshments. By working together, all the BUGS in BUGSville was able to have the best BUG ball ever.



### A Lesson for the Big Bugs

Divide the audience into four parts. Assign each part a word and a response. Tell them that when you say their word they are to respond as indicated. Practice as you make assignments.

<b>Bees</b>	Buzz-Buzz
<b>Ants</b>	Hup-2-3-4
<b>Mosquitoes</b>	Bite-e-Bite
<b>Frog</b>	Croak-Croak
<b>Woods</b>	All sounds together

This is a story about Bill and his family and their adventure in the **Woods**. One fine spring day, Billy's family decided to go for a picnic in the **Woods**, where they could enjoy the outdoors. They packed a nice picnic basket and headed out on their walk. As soon as they got to where they were going, they found a nice place to set up their picnic. Billy and his brother went to the stream where they looked at a **Frog**. They heard some **Bees** over by the wild flowers, and watched some **Ants** walking on ground. Being close to the water, they were also being bothered by some **Mosquitoes**.

When they went back to the picnic area, they told their parents about the **Woods**. How they saw a **Frog** and how the **Mosquitoes** were bothering them. They said that the **Bees** didn't bother them and that the **Ants** were really hard workers. Dad listened closely as he unwrapped another sandwich and carelessly threw his paper off to the side. Billy's little sister had just finished a soda and dropped the can by a tree. Mom threw her paper napkin on the ground and jumped up in disgust. "That is it!" she said. "I think the **Ants** are taking over the picnic."

Dad stretched out for a nap and had just dozed off when Billy's sister started to scream. She had been stung by a **Bee**. While Mom took care of her, Dad tried to go back to sleep. But he couldn't because the **Mosquitoes** were pestering him. Finally, he decided that they had better go home.

Billy protested. "Why do we have to go?" "Well, Billy," Dad replied, we don't seem to be wanted here in the **Woods**. We sure haven't been treated very well. The **Mosquitoes** are eating me alive. The **Ants** took over the picnic. And a **Bee** stung your sister."

Well," said Billy, "maybe the **Woods** are trying to tell us something and the **Mosquitoes**, and the **Ants**, and the **Bees** are trying to tell us something.." "What is that?" asked Dad. "Well," said Billy, "just look around us and you'll see we haven't been very nice visitors to the **Woods**. Look at all the trash we've thrown around. Seems to me we're the worst bugs of all—litterbugs!"

So the family started cleaning up the mess they'd made and afterwards they felt better. They took a nice walk through the **Wood**, listening to the sounds. They actually enjoyed the buzzing of the **Bees**, the croaking of the **Frogs**, and the **Ants** at work.

When they returned home, they were tired, but happy they had learned an important lesson that day. The worst kind of bug is a litterbug!

### The Itsy Bitsy Spider

Divide the audience into four parts. Assign each part a word and a response. Tell them that when you say their word they are to respond as indicated. Practice as you make assignments.

SPIDER:	Eeek!
RAIN:	(Drum fingers like rain)
SPOUT:	Woosh!
WASH:	Glub, glub
SUN:	Whew!
JUMPING JACKS:	(Do arm <i>motion</i> ) Puff, puff
CLIMB: (	Make climbing motion) Ugh, ugh!

You've all the song about the Itsy Bitsy SPIDER going up the water SPOUT, right? Well, tonight we are going to hear the Itsy Bitsy SPIDER's side of the story.

The Itsy Bitsy SPIDER was sitting at the bottom of the water SPOUT again. The SPIDER was thinking, "One more time. I, the Itsy Bitsy SPIDER, will climb up this water SPOUT and if the RAIN comes down and WASHes me out again, this Itsy Bitsy SPIDER is out of here! How does it look? A SPIDER of my reputation water sliding down water SPOUTs! Why the last SPIDER they caught doing this is now wearing an eight-armed straight jacket!"

He thought a little more, "Actually, I don't really know why any self-respecting SPIDER would CLIMB up that SPOUT anyway.

The view isn't really that good. And it's not for the exercise. I get enough of a work out just doing my daily JUMPING JACKS. Of course, every third JUMPING JACKS I have to stop and untangle my arms!"

Now the Itsy Bitsy SPIDER didn't give up. I guess I'd have to say that this Itsy Bitsy SPIDER wanted to CLIMB up that water SPOUT just for the mere challenge of it. "I'll give it one more try, he said, "You see, I know I'm going to be the first Itsy Bitsy SPIDER to CLIMB this water SPOUT someday!"

The SUN came out and it dried up all the RAIN. "All I need is a little perseverance, a little determination and lot more dependable weather reports," thought the Itsy Bitsy SPIDER. Then, he took off, CLIMBing up the SPOUT again. One small step for SPIDERS, one giant leap for arachnids. Drats, is that another RAIN cloud again? Oh, NO! The Itsy Bitsy SPIDER is down the SPOUT again!

Is this Itsy Bitsy SPIDER a quitter? No! The SUN is out again. This SPIDER is making his big move. The SPIDER is CLIMBing to victory! This SPIDER is reaching for new heights, and not looking back! Just then, another RAIN storm came along and WASHed the SPIDER out! This SPIDER should move to a drier climate! Now our SPIDER didn't give up. He picked himself up and said, "All right! This is it! NO MORE MR. NICE GUY!"

This time I'm going all the way to the top of this water SPOUT! The RAIN won't WASH me out. I don't care if the SUN is blazing! This time there'll be no stopping me! This time ... I'm taking an ELEVATOR!

## CLOSING CEREMONIES

### Ant Hills

Bugs are everywhere around us. Have you ever noticed an ant hill? The Ant Hill was constructed with team effort from each ant. During the winter, the ants stay underground. When the weather warms, they clear a passage to the outside world. Grain by grain the soil is brought up and deposited in a little pile around the opening. Like the ANTS, our pack requires teamwork from each Scout to be successful. Please join me in repeating the Scout Oath and Law.

### Critters All Around

**Setting:** Set up the meeting place to be low lights and quiet whispers. Make it as serene as possible.

**Cubmaster:** We humans are not on earth here alone. We share this wonderful earth with creatures of every sort. We have the responsibility to take care of our earth and the creatures that live here on it. So, let's take this responsibility seriously and remember that all God's creatures deserve a break. Treat nature with respect. Do not abuse the wonderfulness that we've been given. Good night!

### Magic Mud

*Props: plaster cast of an animal track, a blue feather, an elm tree, a large pebble, a blower, a large "worm" etc and a large brown or black construction paper mud puddle to be on the ground with a sign in the center that says "Mud Puddle"*

CM: Did you ever wonder, as you pass  
A little stretch of mud and grass.  
What nature may be hiding there,  
Within this spot a few feet square?

All: Let's gather round and take a look  
And like the pages in a book,  
We'll study it with open eyes,  
Can soil like this hold a surprise?

*All get down on hands and knees in a semi-circle around imaginary patch of ground or piece of cardboard painted black and green. Each player is assigned one or more of the two-line stanzas. Some of the items may be held up as they are found. The bee sting gets everyone to their feet, and the victim is smeared with some black substance. All line up for the final stanza.*

- #1: Here's a freshly patterned animal track  
Where a rabbit hopped across and back.
- #2: I see a stream of busy ants  
Carrying tidbits as they dance.
- #3: Look, a feather blue and gray  
Dropped off by a screaming jay.
- #4: Sprinkled here are sprouting seeds  
From lofty elms and sprawling weeds.
- #5: A pebble smothered by action slow,

- Formed a million years ago.
- #6: In a puddled spot not yet dried out,  
A water beetle swims about.
- #7: And here an eager plant is set-  
An early-blooming violet.
- #8: A wiggly worm comes up to twitch,  
No one knows which end is which.
- #9: The mud itself, with food stores vast,  
From life that grew in ages past.
- #10: t's not all Nature mud reveals –  
Here's a candy wrapper and two toy wheels.
- #11: There's something moving. What's that now?  
I'll pick it up a BEE! Ow! Yow!
- #12: Quick, here's some mud upon the spot  
To take away the soreness hot.
- All: In mud, there's stone and living things,  
Healing power for bitter stings,  
Through it flows the earth's life blood.  
Our Soil is really magic MUD!

#### Outdoor Code Closing

**Set-Up:** Five Cub Scouts. Have copies of the Outdoor Code for the audience or a large poster with underlined words on it.

- # 1. Please stand as we say the Outdoor Code together.  
Pause after each line for an explanation of that line.
- All AS AN AMERICAN, I WILL DO MY BEST TO: BE CLEAN IN MY OUTDOOR MANNERS**
- # 2. I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's water, fields, woods, and roadways.
- All: AS AN AMERICAN, I WILL DO MY BEST TO: BE CAREFUL WITH FIRE.**
- # 3. I will prevent wild fires. I will build my fire in a safe place and be sure it is out before I leave.
- All: AS AN AMERICAN, I WILL DO MY BEST TO: BE CONSIDERATE IN THE OUTDOORS.**
- # 4. I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.
- All: AS AN AMERICAN, I WILL DO MY BEST TO: BE CONSERVATION MINDED**
- # 5. I will learn how to practice good conservation of soil, water, forests, minerals, grasslands, and wildlife, and I will urge others to do the same. I will be a good sportsman in all my outdoor activities.

## CUBMASTER MINUTES

### Bugs and Things

You can learn a lot about life by watching insects. Have you ever taken time to watch a colony of ants? They are always busy, working together, doing what needs to be done without complaining. The Greek writer Aesop told a story about the ants and the grasshopper. All summer long the ants worked hard to gather and store food for the winter. Meanwhile, the grasshopper wasted its time, playing and singing in the long grass. In the fall, when the rain came and the cold wind blew, the grasshopper became hungry and asked the ants for something to eat, but by that time the ants only had enough food for themselves.

There is an important lesson in this insect story for us. Work is a good thing. It brings a sense of purpose and accomplishment to our lives, and we all need that. And working together with others – like the ants do – makes it possible for us to get more done than we could do by ourselves. There is a time for playing and singing, but there is also a time for working. Always make time in your life for both.

**CM's Minute 1:** Let us all take the time to look at all the things around us, to find the beauty in a sunset and the lessons hidden in every leaf and rock. Let us seek strength, not to be superior, but to be helpful to others.

**CM's Minute 2:** The dictionary defines adventure as an exciting or unusual experience, a bold undertaking or a search, for excitement. Cub Scouting helps Cub Scouts learn about the outdoors so that their outdoor adventures will be happy ones.

### Training Fleas

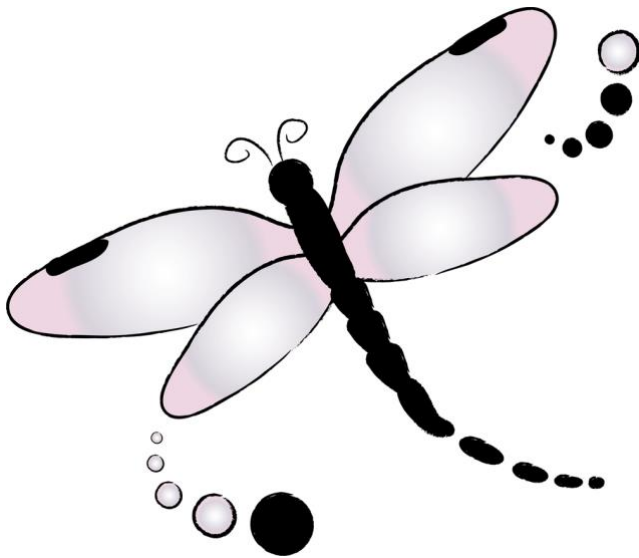
Do you know how they train fleas? They put them into a glass jar with a lid. Then the fleas try desperately to get out. They keep jumping up hitting their heads against the top of the lid. Soon they don't jump quite as high.

Soon you can take them out of the jar and put them into an arena. As long as the side of the arena is lower than the lid was on the jar, the fleas will never jump out. They got tired of hitting their heads against the top and soon never jumped that high again for fear of hitting their head again.

Cub Scouts can be like fleas. If we put a lid on some inappropriate activities, we may teach them to never do them again. But we must be careful that when it comes to learning and growing we keep the lid off the jar so that they never learn to limit their creativity.

### Undiscovered Secrets

No matter where you live, there is a world of undiscovered secrets of nature waiting to be explored. Farmers and naturalists are students of nature. A naturalist stands like Columbus on the prow of his ship, with a vast continent before him. Except that the naturalist's world can be at his feet. It is as near as your back yard, a nearby park, woods, or the fields of a local farm. All kinds of insects, birds, plants, and other forms of life inhabit these lands. Continue exploring the world of nature and you will find many wonderful things that God has given us to enjoy.



## CUB SCOUT GRUB

### Ants in the Sand

**Ingredients:** 2 graham crackers, chocolate sprinkles

Place graham crackers in a plastic sandwich bag and crush with a rolling pin. Add a few chocolate sprinkles to make ants, then seal the bag. Give them to the kids to take outside and eat or let them pour it into a small bowl and eat at the table--using their fingers, of course. *Variations: Add raisins (call them beetles), red hots (ladybugs) or mini chocolate chips (spider eggs).*

### Bugs on a Log

**Ingredients:** Peanut butter, chocolate chips, celery

Take a stalk of celery and fill center with peanut butter. Place pieces of chocolate chips on top of "log." *Variations: cream cheese or Cheez Whiz, raisins.*

### Dirt Cake

**Ingredients:**

- 1 ¼ # pkg Oreos
- 1/2 stick margarine
- 8 oz. cream cheese
- 1 cup powdered sugar
- 3.5 cups milk
- 2 small boxes instant vanilla pudding
- 12 oz. Cool Whip

Crush Oreos until fine. Cream margarine, cream cheese and powdered sugar together. Mix milk and pudding and combine with margarine mixture. Mix well, then add Cool Whip. Thoroughly clean out a new plastic flower pot with soap and hot water. Alternate layers of Oreo crumbs and pudding mixture in the containers with Oreos on both the bottom and top layers. This cake looks especially good if you add gummy worms



**Dirt Cups**

**Ingredients:** Crush 16 Oreo cookies and set aside. Pour 2 cups milk into medium bowl, and add 1 pkg instant Chocolate Pudding mix. Beat until well blended, 1-2 minutes. Let stand 5 minutes. Stir in cool whip and half of cookies. To assemble, place 1 T crushed cookies in bottom of 8-oz cup. Fill cups about 3/4 full with pudding mixture. Top with remaining crumbs.

*Optional garnish: place plastic flower in middle and put gummy worm halfway out of "dirt".*

**Gummi Worm Cake**

**Ingredients:** Chocolate frosting, 2 pkgs. gummi worms, 1 pkg. Oreo cookies. Make a chocolate cake according to the package or recipe instructions. You may use purchased chocolate frosting or make your own. Spread it on the cake as thickly as possible. Crush 1/2 package of Oreo cookies with a fork or rolling pin. (It will look just like packaged potting soil. Play with it until you get just the desired effect.) Sprinkle on frosted cake and garnish with the gummi worms. Make some of the worms look like they are crawling out of the cake. Then sprinkle the top liberally with the crushed cookies. It looks disgusting (kids love it) but it is delicious!

**DEN AND PACK ACTIVITIES****Bugs**

Did you ever see a bug creature up close? Most grown-ups would much rather do their looking from a distance, but kids like to catch the bug and confine him temporarily for a closer look. That's okay, but too often the confinement takes place inside a mayonnaise jar with a perforated lid. The bug may be safe inside, but a kid chasing after a butterfly while clutching the glass jar might not be. And maybe the bug is safe, but is he really happy? It gets pretty hot and damp inside a jar, and sometimes it's difficult to climb glass walls.

**Bug Cage****Materials**

Two tuna cans (washed and dried)

Piece of screen, about 12" x 12"

Plaster

Twig

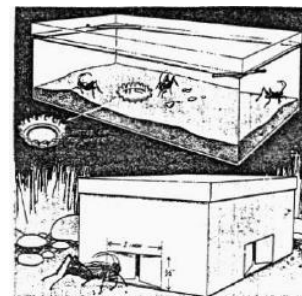
Bottle cap

String or thin wire

**Instructions:** Roll screen to fit into tuna can. Staple together where it overlaps. Pour about 1/2" of plaster into tuna can into which rolled screen is placed. Push bottle cap into plaster for a water dish. Place twig into plaster to serve as a perch. Use the other can as a cover. Pass string or thin wire through the screen to act as a handle. Catch interesting bugs in the cage, observe them, and then set them free.

**Cricket Trap and Zoo**

Trap is cardboard shoebox with cover. Cut doors at bottom center of ends and sides, as shown. Push doors in until they are 1/4' open. Put bread crumbs and potato peels in center of box and add lid. Listen outdoors for 'chirping' and set box in that area.

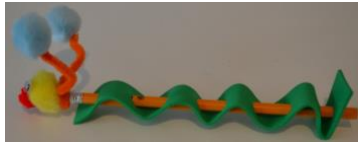


Zoo is a clear plastic shoebox or deep glass bowl. Put 2" of soil in bottom. Push a bottle cap into soil, open end up. Keep it full of water. Punch air holes in cover or raise cover off box by placing match sticks at two corners.

**Inchworm Pencil Craft**

**Materials:**

- Card stock or craft foam
- Hole punch
- Pencils
- Low-temperature glue gun or glue dots
- Chenille stems
- Large and medium pompoms
- Googly eyes
- Markers to decorate strip of paper (optional)
- Paper cutter or scissors



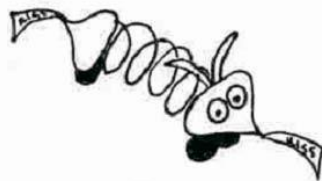
**Instructions:**

1. Cut strips of card stock or foam 12 inches long by 1 inch wide.
2. Use a hole punch to punch holes 1 inch apart down the center of the strips. Make several punches in each hole to make it large enough to push a pencil through. You can decorate the strip of paper if you choose.
3. Push a pencil through the holes to create the worm body. Refer to the photo.
4. Glue a large pompom to the pencil eraser with hot glue (under adult supervision) or glue dots. Glue googly eyes to the front of large pompoms and a medium pompom between the eyes to create the nose.
5. Twist a chenille stem around the metal binding holding the pencil eraser to create the antennae. Glue small pompoms to the ends of chenille stems with hot glue (under adult supervision) or glue dots.

**Hershey Kiss Critter**

**Materials**

- Pipe Cleaners
  - Jiggly Eyes
  - Craft Foam
  - Hershey's Chocolate Kisses
  - Low Heat Glue Gun
- ✓ Curl a 6" piece of pipe cleaner around a pencil
  - ✓ Glue a Hershey's Kiss to each end
  - ✓ Fold a 1" piece of pipe cleaner in half and glue to the top of one Kiss to form the antennae
  - ✓ Cut two sets of feet out of craft foam
  - ✓ Glue the feet to the bottom of the Kisses
  - ✓ Glue on jiggly eyes



Can you create a butterfly, dragonfly, or another bug?

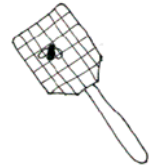
**Fly Swatter Slide**

**Materials:**

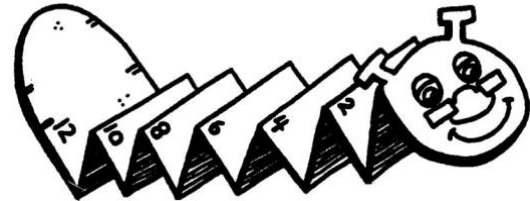
- Plastic needle point canvas
- Popsicle stick
- Plastic fake flies
- Slide back
- Hot Glue gun

**Directions:**

Cut a fly swatter shape out of the plastic canvas. Glue a Popsicle stick onto the back and glue a plastic fly onto the front. Glue on the slide back.



**Inchworm Ruler**



On a narrow strip of paper, mark inches and half inches, using a regular ruler as a guide. Fold the inches up, accordion-style and paste head behind first inch. To make rulers more durable, run several strips of cellophane tape along them.

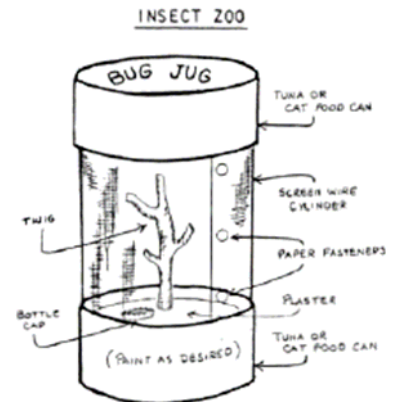
**Insect Zoo**

**Materials**

- 2 tuna or cat food cans
- 1 pop bottle cap
- Casting plaster
- 1 piece screen 8" x 10 1/2"
- 3 round head paper fasteners
- Twig or branch
- Paint

**Directions:**

1. Set one tuna can (open side up) on work table.
2. Mix enough plaster to fill can to within 1/4" from top.
3. Roll screen wire into tube 8" high and as big around as the inside of the can.
4. Set screen down into wet Plaster.
5. Push small branch into plaster in center.
6. Push bottle cap, open side up, into plaster to make a 'watering hole' for bugs.
7. Use the paper fasteners to secure the screen wire shut.
8. The other lid serves as the lid.
9. If desired, the cans can be painted before assembling the bug jug.
10. A wire handle can be added at top, attached to screen, for easy carrying.
11. The lid sets on top so is easily removable.

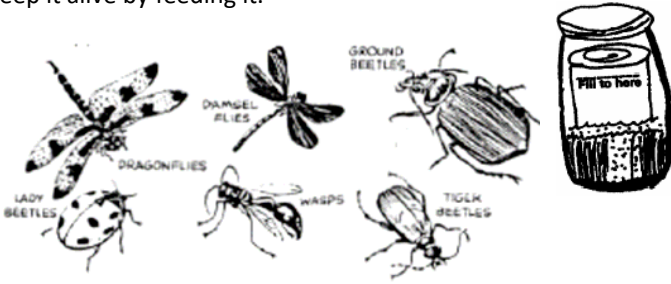


*Insects and Bugs should only be kept temporarily.*

*They must be returned to their homes Be sure to see the feeding directions*

### Insect Feeding Directions

If you capture an insect alive and plan to observe it, be sure to keep it alive by feeding it.



- **Praying Mantis** - eats flies or small insects, raw meat on a toothpick in small pieces, and water.
- **Field Cricket** - fill bottom of cage with one inch of soil.
- **Water**. Feed bits of bread soaked in water, lettuce, or peanut butter.
- **Click Beetle** - feed soft-bodied insects and water.
- **Grasshopper or Walking Stick** - put grass sod in bottom of cage. Water grass from time to time and add a dish of water for the insect.
- **Caterpillar** - feed types of leaves from the location you found him.
- **Tarantula** - eats most all insects and needs water.
- **Meal Worm** - feed oatmeal or bran meal with small pieces of potato or apple.

### Terrariums

Terrariums are easy to make from plastic soda or water bottles. Clean off the entire label, then cut the bottle in half. Put pebbles and potting soil in the bottom half. Plant some small plants and water sparingly. Use the top half with the cap on as a lid. Cut four 1" slits on the cut edge of the lid so it will fit over the bottom planted part. The plants will then water themselves from condensation on the inside of the bottle. They last a long time without care. You can add a ceramic or toy rainforest animal.

### Discovering Nature:

- In a park or yard, stake out 10-foot squares in the grass, preferably near some trees.
- Give each boy a plastic bag and ten minutes to find items from nature.
- Award one point for every unique type of item, and no points if an item died during capture.
- In an area that large, they should be able to find grass, weeds, pinecones, leaves, insects, worms, etc.
- When they're done collecting, the leader will tally the results, and give the bags back to the boys to return nature to where they found it.

### Wormy Experiment

Try this experiment to show your den how worms work. Put four to five inches of rich soil in a large glass jar with about 6 earthworms.

On top of the soil, put an inch of light sand. Sprinkle corn meal on the sand.

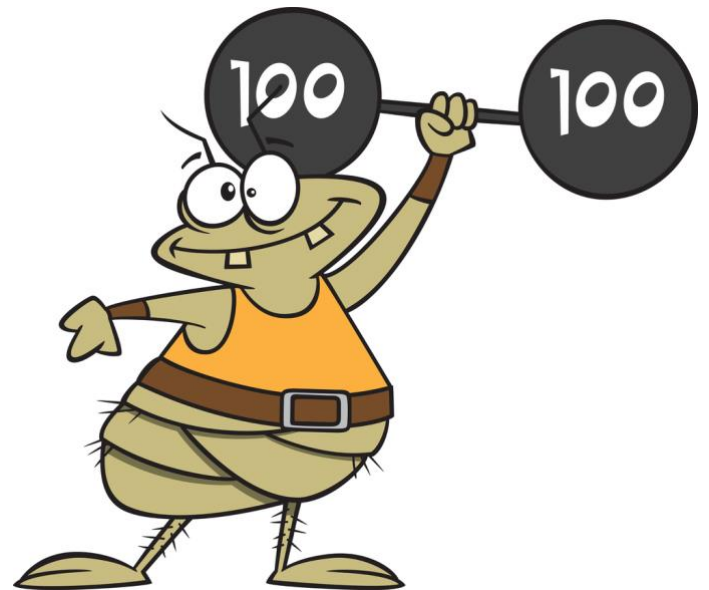
Wrap black paper around the jar to shut out light.

At your next den meeting, take off the paper and see what has happened.

The worms will have moved dark soil up into the sand the sand down into the soil.

You will see tunnels along the glass marking their travels.

Explain that the worms' tunnels bring oxygen and nitrogen to nurture life and that the tunnels help the soil hold water.





## GAMES

### Above and Below

Arrange the Cub Scouts in a circle. One at a time, call out the names of things that are found either above the ground or below the ground. *For example, strawberries grow above the ground, potatoes grow below the ground.* When you call out something that is found above the ground, they stand. If it is found below the ground, they sit down. Failure to respond correctly eliminates a player. The last player to remain in the game is the winner.

### Bat And Moth

Have the Cub Scout form a circle 10-15 feet across. Choose one to be the "Bat" and have him come to the center of the circle to be blindfolded. Choose several other boys to be "Moths" and have them come into the circle. Each time the bat calls out "Bat!", the moths reply by calling out "Moth!" using only the direction of the sounds, the bat tries to catch the moths. When the bat calls out, he is sending his radar signals. When the moths reply, the signals are bouncing back. This is how bats, who see poorly, find insects to eat. (It must be a very effective method, because a bat eats 3-4 times his weight in insects each night.)

### Bug

Each player receives paper and a pencil. One die is used. Players in turn roll the die. Each side of the die represents one part of the bug. Players draw parts of the body as they roll the die. Directions: **One** makes the body. Player must roll a "1" before they can draw the other parts of their bug. **Two** is the head. Player must roll a "2" before the feelers are drawn. Feelers are **3**. Bug has 2 feelers, so two threes must be rolled. Tail or stinger is **4**. Eyes and mouth are **5s**. Bug has two eyes and one mouth. Legs are **6**. Roll six sixes to get the six legs for the bug. Winner is the player who draws their bug first.

### Bug Races

Draw a large circle on the driveway with sidewalk chalk. Let the Cub Scout catch a bug. Each Cub Scout places their bug close to the center of the circle. When the leader says go, all the Cub Scouts release their bug. First but to crawl or jump out of the circle is the winner.

### Caterpillar Race

Line up groups in single file. The first Cub Scout in each line places their hands on the ground. Each teammate behind them bends forward and grasps the ankles of the player in front of him. On signal, the columns move forward in this position. When the last player in the column crosses the finish line the team has completed the race, provided that their line is still intact. The first team to complete the race wins.

### Centipede

**Equipment:** Broom stick

Line up teams of 8, 12, or 16. Have the first four Cub Scouts on each team straddle a broomstick with their left hands grasping the stick. On signal, they run to a designated line, return, and give the stick to the next four players in their line. If any player releases their hold on the stick, they must regain it before their team may progress further. The first team through wins.

### Centipede Rope Race

Divide the den into two equal teams. Give each team a long rope. On "GO" each Cub Scout, in turn, ties the rope around their waist and then sits down. The first team to be completely seated wins.

### Centipede Run

Divide the den into two teams. Again, using a long rope, each Cub Scout ties it around their waist. Have the two teams race a distance. The first across the finish line wins.

### Copycat Critter Tag

This game can be played with a roped circle or you will need a sprinkler that puts out water in a circle. In this game "it" is not the tagger. Rather he is the "tagee." He runs off while the other players count slowly to three. Then they chase him but they must imitate everything he does while trying to escape. If he crawls like a worm, they must crawl. If he hops like a grasshopper, they must hop. If he stops they must stop, etc., the first to tag him becomes "it." Oh, yes they must stay the circle of water or rope. Have fun!

### Critter Catching Contest

Divide the den into two teams. Give each Cub Scout in one team a balloon (not over-filled) to tie around their ankle. On the command "GO" the other team tries to stomp on the critters (pop the balloons) in a set amount of time. After that, the teams reverse.



**Critter Obstacle Course**

Set up an obstacle course—use stakes in the ground, or lay out bright colored engineer tape in a serpentine pattern on the grass. Prepare cue cards for the racers with names of different “rug rat-type” animals—aardvark, possum, crab, anteater, raccoon, etc—you’ll need a different one for each pair of racers. Divide the den into two teams and line them up at the start/finish line. Pair up the racers and assign them their “critters” so they can decide how those critters walk/crawl. On go, the race begins. Each pair of racers has to navigate the course crawling as their moving would.

**Critter Race**

- Go to your local pet store and get a box of bugs just before pack meeting.
- Lay a tarp out on the grass or in the parking lot etc.
- Draw a large enough circle so all Cub Scouts or teams can sit in middle with backs against each other.
- Pass out bugs and
- Have the Cub Scouts race the bugs.
- First bug to get out of the circle wins.
- A lot fun with crickets.

**Critter Sound Test**

Record critter sounds real or human imitations before pack meeting with a tape recorder then play it back for those present so they can try to identify the sounds. Some possibilities are dog, cat, pig, cow, duck, horse, squirrel, chipmunk, cricket, robin, chickadee, crow, katydids, locust, bee, wasp, etc.

**Fear Factor Cub Style**

Using gummy worms, skin less grapes (eye balls), green elbow noodles (brains), and whatever fun things you can come up with. Have a fear factor competition.

**Frog Bump**

Mark a 6-foot circle on the ground. Two players go into the circle and grasp their ankles. They then try to bump or shoulder their opponent outside the circle.

**Game**

- Spread all the insect pictures on a table
- Give each Cub Scout a party blow out
- Remind them how frogs catch insects with their tongues
- Explain that they are frogs and the party blow outs are their tongues.
- And they are to catch as many insects as they can in the next \_\_\_\_\_ seconds
- Or they are to catch all the insects and whoever has the most is the winner

**Grasshopper Relay**

Relay teams line up single file. The first player in each team holds a bean bag or ball firmly between their knees. At a signal, they hop to goal line and back to the starting line where they

hand the bag to the next grasshopper in line, if a player drops the bean bag, they go back to the starting line. Team to finish first wins.

**The Great Insect Hunt**

Have the Cub Scouts stand in a circle on a grassy area, facing outward. Scatter assorted colored insects (toothpicks) in the center of the circle. On signal, the Cub Scouts turn around and gather as many insects they can find. Depending on how green the grass, certain colors will be found more easily than others, showing how color serves as protection from predators.

**Guess the Critter Game**

Cub Scouts are seated in a circle. One is selected to be “it.” They select, in their mind, a critter of nature such as a cricket, mouse, praying mantis, rabbit, raccoon, chipmunk, etc. Then they whisper the selected critter to the game leader so that their answers may be checked. The person that guesses their critter is “it.”

**Inchworm**

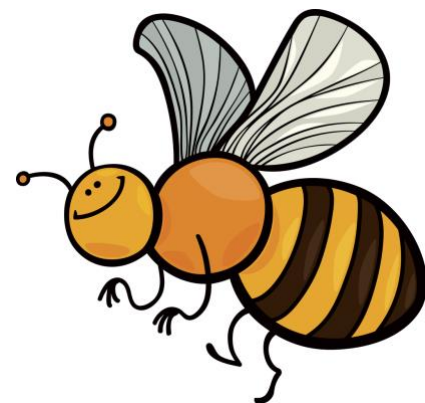
Cub Scouts assume prone position, with body extended, face down, arms fully extended, with hands on floor and fingers spread. Holding the hands stationary, walk the feet up as close to hands as possible. Then, with feet stationary, walk hands forward to starting position. Repeat. Have a race for the fastest inchworm or see who can go farthest in six actions.

**Insect Net**

Have a big bug jar with some cotton balls in it for the kill jar. Use a butterfly net and go out and look for that most rare bug you need to finish your Cub Scout bug collection. When you find them have everyone be really quiet and then catch them with your net and bring them up to present them their award.

**Hands-On Science: An Insect's Senses**

Many insects use their antennae to feel their surroundings. Pair up the Cub Scouts. One partner blindfolds the other and hands that person two straws. Then the partner without the blindfold places an object on a table (for example, a book, a box of tissue, or a thermos). The blindfolded partner must try to use the straw “feelers” to determine what the object is.



**Mr. Muffet and the Spider**

One Cub Scout is Mr. Muffet and sits on a low bench in the center. The other Cub Scouts form a circle around Mr. Muffet. Mr. Muffet covers their eyes and one Cub Scout is chosen to be a spider. They must come up and touch Mr. Muffet and return to their seat without being caught. If Mr. Muffet hears the spider they try to tag them before the spider returns to their spot in the circle. If the spider gets tagged they become Mr. Muffet and a new spider is chosen.

**Predator Prey Game**

This is a great game for a big space – and the more people the better. Start by explaining what predators and prey are. You must explain the game before anyone starts – it will get far too crazy to control after you start! You will need to identify three animals – the first one will be prey, the second one predator and then prey, and the third one will be predator. If you use all insects, a good choice would be aphids, ladybugs and Praying Mantis.

Inside, poker chips would be good “aphids.” Outside, you could use popcorn for the aphids – scatter all around the playing field. Divide the Cub Scouts into two groups- ladybugs (or beetles if the Cub Scouts object to being a ladybug) are the first group – when you blow the whistle, they have a limited time to run and gather poker chips (or popcorn in snack re- sealable bags.) They need three full bags or 3 chips to survive. Blow the whistle again, and the second group of Cub Scouts (praying mantis’) run out and tries to capture (tag) the ladybugs. The trick is, they must have 3 ladybugs (with 3 full bags each) to survive, and if they capture a ladybug without three bags, they will still have to capture another, so that they have a total of 9 bags of popcorn. Only when they have at least 3 ladybugs and 9 full bags (or 9 poker chips) can the Praying Mantis return to the safety of their nest. Blow the whistle again, and aphids without 3 full bags or Praying Mantis without 3 beetles and 9 full bags of “aphids” are out of the game. Now that everyone is worn out, talk about predators and prey. Can an animal be both? What could be the predator for the Praying Mantis? If a ladybug escapes being caught, but doesn’t have enough “food”, what would happen? What would happen to the Praying Mantis who didn’t capture enough beetles – or who captured beetles without enough “aphids?” You can make this game more involved for older Cub Scouts, by adding the safety of hula hoop “nests” and making a rule that they can only get one bag or poker chip at a time – always having to sneak out of the nest for their next meal! Cub Scouts could also look for other examples of insects that are predators and prey – and draw pictures or make models of them to display at the Pack Meeting.

**Spider Race**

Equipment: Rope

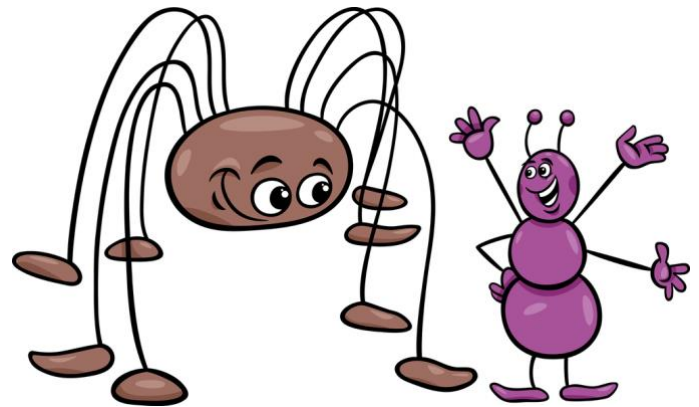
Divide group into set of two Cub Scouts each. Tie each set of Cub Scouts together at belt loops or belts. With four arms and legs, they are now spiders. Have the Cub Scouts compete in a race across the playing area. They must travel with just their hand and feet touching the ground.

**Spider Web**

Attach awards to spiders and gang them on a spider’s web (You can make one out of yarn or use Halloween webbing). Tell the Cub Scouts that, “We’ve spun a web of fun and caught some awards”. Have the Cub Scouts come up with their parents and find their spider-award. (You can make spiders out of tootsie roll pops, with a pom-pom and pipe cleaner legs. The stick is the webbing you can hang it from.) Make a spider web and tape award to it.

**Square Foot Claim**

Each Cub Scout stakes a “claim” on a square foot of land. The area should be away from where others usually play. Each Cub Scout stakes his own claim and studies it carefully to see what nature things it contains - grass, weeds, larvae, adult insects, feathers, seeds, etc. Decide on a time limit. The longest list wins.



**Ultimate Insect Game**

We all know how frogs catch insects with their tongues, right? Here is a game that your den can play where they catch insects the same way

**Needed**

- Velcro tape – both sides
- Pictures of insects cut out and mounted on light cardboard (paper plates, card stock, ...)
- Blow out party favors – one per Cub Scout / contestant. You know the kind that make a noise and unwind when you blow into them

**Set Up**

- Cut out the insect pictures and mount on the cardboard
- Trim edges to make it look neat
- Put one side of Velcro on the insect pictures
- Unroll each of the Party Blow Outs and put the other side of the Velcro on the end of the blow out.
- Be careful when placing the Velcro to make sure it will be on the bottom when blow out is unfurled.

**Water Life at Night**

To see below the surface of a pond or stream at night, put a lighted flashlight in a watertight jar. (A large instant- coffee jar is good.) You might need to add a stone or two in the jar to make it sink. Screw the top on tightly and tie a cord around the neck of the jar. Lower it into the water.

**Wiggle Bug**

Players stand in a circle. A small object is passed around the circle from hand to hand as music plays. The leader starts the object by saying, "This is a wiggle bug. If you get caught with it, it bites--and it gives you the wiggles. When the music stops, the person caught with the wiggle bug must choose some kind of motion, and must, doing that motion for the duration of the game. If he is caught another time, he chooses a new motion and adds it to the first one. Continue for as long as you want.

**Worms**

Put awards in a bug jar filled with gummy worms. Using tweezers, have the Cub Scout pull out the worms to find their award.

**6-Legged Insect Race**

Have the Cub Scouts pair off. Tie the adjacent legs of two Cub Scouts to each other as in a three- legged race. Now tie their arms that are next to each other together too. Have them get down on their hands and knees and crawl in a 6 legged race to the finish line.

**GATHERING ACTIVITIES**

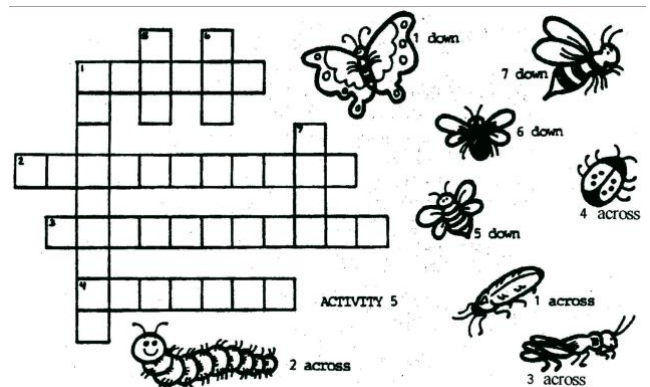
**Big Pile of Dirt**

Springtime is a great time for landscaping, and a good time to have a half-yard pile of dirt (or sand or mulch) delivered to your driveway. Once the dirt is in place, and if you know where you want it to be spread, invite your den to bring their Tonka trucks over and work on moving it. They'll find fun ways to play earth-mover, road builder, dump truck operator, bulldozer, etc., and all the while they're having fun and learning about constructive ways to work with dirt.

**Bug Match**

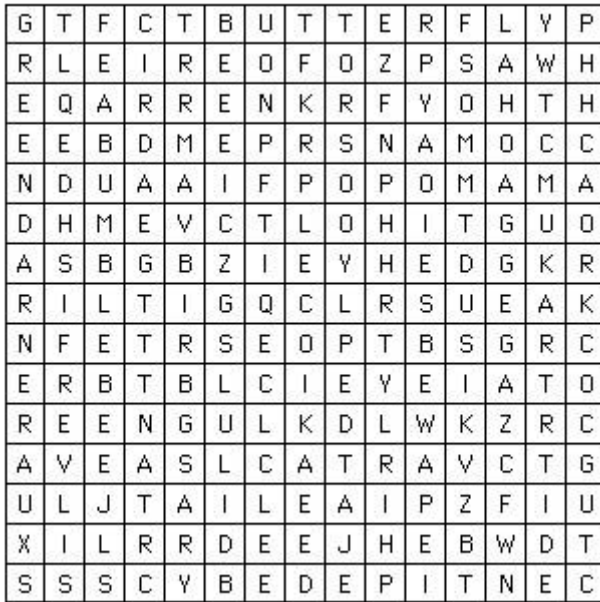
- ✓ Have someone cut out a bunch of different insect pictures and mount them on paper to hang around the Pack Meeting room. (Make sure you know the names of the different bugs.)
- ✓ Label the pictures with letters or numbers.
- ✓ Hand out sheets of paper with the names of the different bugs listed in a mixed up order.
- ✓ Ask people to match the pictures with the names.
- ✓ After the opening ceremony, read off the answers and ask everyone how they did.
- ✓ Give an appropriate cheer/applause to the one(s) who got the most matches.

**Buggy Crossword**





Creep Crawly Word Search



- |              |             |             |
|--------------|-------------|-------------|
| Ant          | Beetle      | Bumble Bee  |
| Butterfly    | Caterpillar | Centipede   |
| Cicada       | Cockroach   | Cricket     |
| Earwig       | Firefly     | Grasshopper |
| Green Darner | Hornet      | Ladybug     |
| Locust       | Moth        | Silverfish  |
| Spider       | Termite     | Tick        |
| Wasp         |             |             |

Find the Sting

Give Cub Scouts the list without the answers and see how many they can fill in while the others are arriving -

- A sting that cures fatigue – resting.
- A sting that cures hunger – feasting.
- A sting that tidies your room – dusting.
- A sting that makes you laugh – jesting.
- A sting that cooks your meat – roasting.
- A sting that browns your bread – toasting.
- A sting that bragging people indulge in – boasting.
- A sting that spoils your tools – rusting.
- A sting that makes you read a book to the end – interesting.
- A sting that tries your knowledge – testing.
- A sting that we observe during lent – fasting.
- A sting that cooks are always doing – tasting.

This could, also, make a great Audience Participation if the Cubmaster reads out the questions at the pack show and asks the audience for answers.

Insect Food

Match the insect with the food:

Insects

- Praying Mantis
- Field Cricket
- Click Beetle
- Grasshopper
- Caterpillar
- Tarantula
- Meal Worm



Food

- feed soft-bodied insects and water. in small pieces
- feed oatmeal or bran meal with small pieces of potato or apple.
- bits of bread soaked in water, lettuce, or peanut butter.
- feed types of leaves from the location you found him.
- grass sod and water
- eats flies or small insects, raw meat
- eats most all insects and needs water.

Answers: 1. f, 2. c, 3.a, 4. e, 5. d, 6. g, 7. b

Insect Word Search



- |             |             |               |
|-------------|-------------|---------------|
| ANT         | FLY         | MOSQUITO      |
| APHID       | GNAT        | MOTH          |
| ASSASSIN    | GRASSHOPPER | ROACH         |
| BEDBUG      | GRUB        | SCALE         |
| BEE         | HORNET      | SILKWORM      |
| BEETLE      | KATYDID     | SPIDER        |
| CATERPILLAR | LACEWING    | STINK BUG     |
| CENTIPEDE   | LADY BUG    | TERMITE       |
| CHIGGER     | LOCUST      | TICK          |
| CRICKET     | LOUSE       | WALKING STICK |
| DIRT DOBBER | MANTIS      | WASP          |
| EARWIG      | MEALY BUG   | WEEVIL        |
| FLEA        | MITE        | YELLOW JACKET |

**Insect Word Search**

Find the words from the list in the puzzle below. Words can be across either way, up or down or diagonal

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

- |             |            |        |
|-------------|------------|--------|
| Abdomen     | Ant        | Beetle |
| Caterpillar | Citronella | Cocoon |
| Cricket     | Earwig     | Flea   |
| Grasshopper | Hive       | Honey  |
| Lac         | Mosquito   | Moth   |
| Nectar      | Nest       | Pollen |
| Thorax      | Termite    | Venom  |
| Wasp        | Wing       |        |

**Silly Bugs**

Collect an assortment of plastic foam "peanut" packing pellets, markers, pipe cleaners, and other miscellaneous craft items. Allow the Cub Scouts to create their own bugs using the materials provided. Have them give their bugs a unique "species" name and tell about its habits.



**INVOCATIONS**

"Tonight, we are thankful for all the creepy crawlers that live in our world, doing jobs no one else can do. We ask for guidance to learn to be kind to all the creatures on our planet, both big and small."

## OPENING CEREMONIES

### B-U-G-S

**Setup:** Make large cards to spell out BUGS. Have bug pictures on the side with the letters. Have the Cub Scouts' parts on the back in LARGE print

- # 1 **B**-stands for best. A Cub Scout promises to do their best
  - # 2 **U**-stands for understands. A Cub Scout understands their duty to God and their country.
  - # 3 **G**-stands for goodwill. A Cub Scout gives goodwill.
  - # 4 **S**- stands for spirits, the Cub Scout spirit.
- DL** The letters on the cards spell BUGS. We share our world with bugs and others of God's creatures. Let us learn to live in harmony with those around us. Join us now in our flag ceremony.

### Bugs, Bugs, Bugs

**Setup:** Make large cards with bug pictures on the front. Have the Cub Scouts' parts on the back in LARGE print

- # 1. There are flies, and fleas, ticks and chiggers.
  - # 2. There are mosquitoes and ants, and scorpions.
  - # 3. There are spiders, crickets, and cockroaches and more.
  - # 4. And they are all creatures of this great earth.
  - # 5. Believe it or not, they were all put on this earth as part of God's great plan.
  - # 6. And Mom and Dad, there are days when you think that we are all just as big of a pest as they.
- All.** So tonight, we ask that you think of us all as part of that Godly plan, and love us all.
- CM** Join us now in the Pledge of Allegiance



### Hooray for Bugs!

**Personnel:** Nine Cub Scouts

**Props:** Each Cub Scout holds a poster with a picture of an insect on the front and their part on back in LARGE type.

**All:** Yuk! Who needs bugs? We all do!

- # 1. If it were not for insects and their relatives, we would not have apples, grapes, peaches or many of the foods we eat.
  - # 2. Insects pollinate plants. They travel from plant to plant carrying the pollen that enables plants to bear fruit.
  - # 3. Insects also make food for us. Do you like honey? Hooray for bees!
  - # 4. Insects are food for many animals. Fish, lizards, rats, birds and toads eat them.
  - # 5. Some people eat grasshoppers and even ants. (But don't try it.)
  - # 6. Insects also eat each other and thereby help the farmer protect their crop.
  - # 7. Insects help get rid of man's and nature's waste. They eat up much of what we throw away.
  - # 8. They help our forests by gnawing up wood until it turns into what is called "humus", which helps new plants to grow.
  - # 9. Insects die and their bodies decay, so the soil becomes richer. True, some are harmful and you don't want to get near them ... but not all!
- All.** HOORAY FOR INSECTS!!!!

### Mosquito

**Personnel:** Cubmaster or den leader and 8 Cubs Scouts

**Equipment:** 8 large cards. One for each of the letters of the word Mosquito. Have the letters and an appropriate picture on front. Have the part on back in LARGE print.

- # 1. **M** - is for the memories we will share tonight, and the memories of our time at camp.
  - # 2. **O** - is for the opportunity we are fortunate to have - the opportunity to grow together at camp, to learn new skills, and to share together around an open fire.
  - # 3. **S** - is for the super activities and people we meet when we are at camp.
  - # 4. **Q** - is for the quiet times we experience together, times when we can reflect on the wonderful friends we have made.
  - # 5. **U** - is for the ultimate peacefulness in the out of doors.
  - # 6. **I** - is for the inspiration we receive from nature, and from friends.
  - # 7. **T** - is for the terrific people we meet each day.
  - # 8. **O** - is short for "On with the Show"
- DL:** And when you put these all together, what do you get?
- All:** MOSQUITO! (loud)
- CM:** Both the mosquitoes and I welcome you to tonight's pack meeting.

**Watching All the Bugs and Bees**

**Personnel:** Seven Cub Scouts, each holding a poster with a picture depicting their line on the front and their parts on the back in LARGE print

- # 1. We know a place where you can find fun things to do of every kind.
  - # 2. We can find a sneaky snake or fill an ant farm in a shake.
  - # 3. Chase butterflies flying by or jump a fence (if it's not too high!)
  - # 4. Hear the crickets serenade, sit on the grass, drink lemonade.
  - # 5. Games of all sorts we do play, this we do to pass our day.
  - # 6. The first one able to climb the tree tells the others what they can see.
  - # 7. The dirt and grime that's left on me shows how much fun it is to be,
- All.** Watching all the bugs and bees!

**N-A-T-U-R-E**

Have the Cub Scouts draw each letter on a separate piece of paper/cardboard and cut out or draw pictures that relate to what they're going to say. Have their parts in printed on the back.

- # 1. N is for Nighttime. When many animals come out, Like the owl and the bat, The possum with its snout.
- # 2. A is for Always, When there are special things to see. You can find big ones and small ones, An elephant or bee.
- # 3. T is for Time. We should take all we can. To stop and appreciate. The beauty of the land.
- # 4. U is for Unbelievable. What the Creator has given us. So, we should stop to smell flowers Not in a hurry or a fuss.
- # 5. R is for Remember. Where this beauty comes from? And remember to be thankful For each rising sun.
- # 6. E is for Everyone. Yes, all should see take part For Nature is from God. And it comes from the heart.



**SKITS**

**The Ants**

Characters: 6 to 8 Cub Scouts

Props: Paper sacks

Setting: Skit opens with Cub Scouts standing together in a backyard. Cardboard cutout trees and bushes could be used.

# 1: Gee, there's nothing to do.

# 2: Yeah, I know.

# 3: Hey, let's have a backyard picnic.

**All:** Yeah!

# 4: But it's going to rain.

# 1: I don't think so. If it does, we can eat in the house.

# 2: I'll bring the potato chips.

# 3: I'll bring the hot dogs.

# 4: I'll bring the hot dog buns.

# 5: I'll bring something special!

*(All walk offstage and come back carrying sacks.)*

# 2: Here are the chips.

# 3: Here are the hot dogs.

# 4: Here are the hot dog buns.

# 5: Here are the drinks.

# 6: (Drops their sack) Oh No!!

# 1: What's wrong?

# 6: I brought the ants!!

**Giant Worm**

On stage, have a Cub Scout concealed in a sleeping bag that is open on both ends, he is the Giant worm.

Several "hikers" happen upon the worm.

The hikers are eating and carrying with them a supply of candy bars. They look at each other in amazement ask each other "I wonder what he eats"

The hikers hold some candy bars near the mouth of the worm.

The worm gobbles up the candy bars wrappers and all. Then the worm quickly discards empty wrappers from the other end.

(Stuff happens). The hikers run away.

Another group of hikers comes along drinking soft drinks and repeats the routine.

The third group comes along with nothing to eat or drink. This group should have your smallest scout. This group also ponders what this giant worm would eat. At that moment the worm gobbles the smallest scout. Then discards a pair of pants and shirt out the other end.

The worm slithers off with the "eaten" scout under the sleeping bag. The hikers run away.



### Hiking with Bugs

Personnel: 6 Cub Scouts (two should be the smallest Cub Scout in the group)

Equipment: A tent set up as in the out of doors, two small flashlights

Setting: four very tired and dirty Cub Scouts, scratching and examining their bites.

- # 1: Boy am I glad to be back from that hike. I'm tired.  
 # 2: The mosquitoes must have called up all of their relatives and told them we were coming. I've been eaten alive.  
 # 3: They said a day hike, not an all day hike. Not only were we out near the river, but we were out all day. Gave those critters too much of a chance to eat at me.  
 # 4: I feel the same way. I couldn't feel worse if I'd been run over by a semi-truck.  
 # 1: Bugs! Bugs everywhere. I wouldn't mind if they didn't itch so much.  
 # 3: The blisters don't hurt as much as the itch itches.  
 # 4: Those insects hadn't seen human being in years. Here put some of this on all the spots. (Cub Scouts pass around a first aid ointment. Little lights start flashing in the dark, use 2 Cub Scouts waving small flashlights)  
 # 2: We'd better get inside our tent now! The bugs are out looking for us with flashlights.

### The Picnic

**Characters:** Mom, Dad, two Uncles and Billy. (Someone should introduce characters.)

**Costumes:** Everyone in summer wear, ready for a picnic.

**Props:** Picnic basket, blanket spread out on ground, plates, cups, etc. and Billy with a ball.

**Scene:** Mom, Dad and the two Uncles are sitting around the blanket and Billy with a ball.

**Billy:** Mom, when do we eat?

**Mom:** As soon as your aunts arrive, Billy.

**Dad:** This is a great day for a picnic.

**1st Uncle:** The weatherman said it's going to be sunny all day and the weatherman is always right! (*Sound effect of thunder*)

**2nd Uncle:** Almost always right!

**Billy:** Mom, when are going to eat?

**Mom:** As soon as your aunts arrive, Billy!

**Dad:** Anyone here want to go to the Tiger baseball game with me next Saturday?

**2nd Uncle:** I will, we should have a roaring good time!

**1st Uncle:** You ain't just ly-in (lion)! That would be a Paw- fect day.

**Billy:** Mom, when are we going to eat?

**Mom:** As soon as your aunts arrive, Billy. (Billy leaves with disgust, but comes back quickly with an "ant". A large ant made from cardboard on a string and put it in front of his mothers face. Mom screams.)

**Dad:** What's the meaning of this, Billy!

**Billy:** I'm hungry!! Mom said we'd eat as soon as my aunts are here!

## SONGS

### The Ants Go Marching

*Tune - When Johnny Comes Marching Home Again*

The ants go marching one by one, hurrah, hurrah  
 The ants go marching one by one, hurrah, hurrah  
 The ants go marching one by one,  
 The little one stops to suck his thumb  
 And they all go marching down to the ground  
 To get out of the rain, BOOM! BOOM! BOOM!

The ants go marching two by two, hurrah, hurrah  
 The ants go marching two by two, hurrah, hurrah  
 The ants go marching two by two,  
 The little one stops to tie his shoe  
 And they all go marching down to the ground  
 To get out of the rain, BOOM! BOOM! BOOM!

The ants go marching three by three,  
 The little one stops to climb a tree

The ants go marching four by four,  
 The little one stops to shut the door

The ants go marching five by five,  
 The little one stops to take a dive

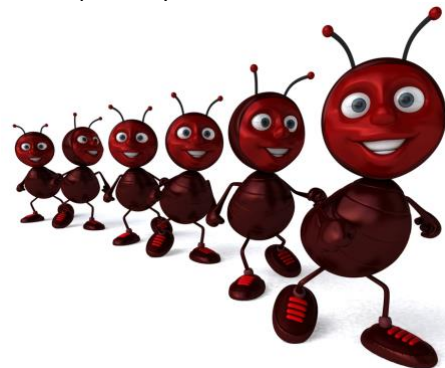
The ants go marching six by six,  
 The little one stops to pick up sticks

The ants go marching seven by seven,  
 The little one stops to pray to heaven

The ants go marching eight by eight,  
 The little one stops to shut the gate

The ants go marching nine by nine,  
 The little one stops to check the time

The ants go marching ten by ten,  
 The little one stops to say "THE END"



**Backyard Treasures**

*Tune: Clementine*

In the backyard, there are treasures  
There are treasures all around,  
If I look hard in my back yard  
All the treasures can be found

Found some pine cones and an ant hill,  
And a toad all squashed and dead.  
I can hide them in my pocket  
And I'll keep them 'neath my bed.

Momma found them in my pocket,  
So, she yelled and screamed and cried.  
"You can keep those rotten pine cones,  
But can't keep the toad that died."

So, I took the toad to the backyard,  
To her flowerbed to rest.  
I'm so glad she didn't find that  
Beetle hidden on her desk!

**Bug Juice**

*Tune: On Top of Old Smokey*

At camp with the Cub Scouts,  
They gave us a drink.  
We thought it was Kool-Aid  
Because it was pink.  
But the drink that they gave us  
Would have grossed out a moose.  
For the good tasting pink drink,  
Was really bug juice.

It looks fresh and fruity,  
Like tasty Kool-Aid.  
But the bugs that are in it,  
Were murdered with Raid.

We drank it by gallons  
We drank it by tons.  
But then the next morning,  
We all had the runs.

Next time you drink bug juice  
And a fly drives you mad.  
He's just getting even  
'Cause you swallowed his dad.

**Bugs**

*Tune: Row, Row, Row Your Boat*

Catch, catch, catch a bug. Put it in a jar.  
Sometimes they fly, sometimes they die,  
But most get squashed on your car.

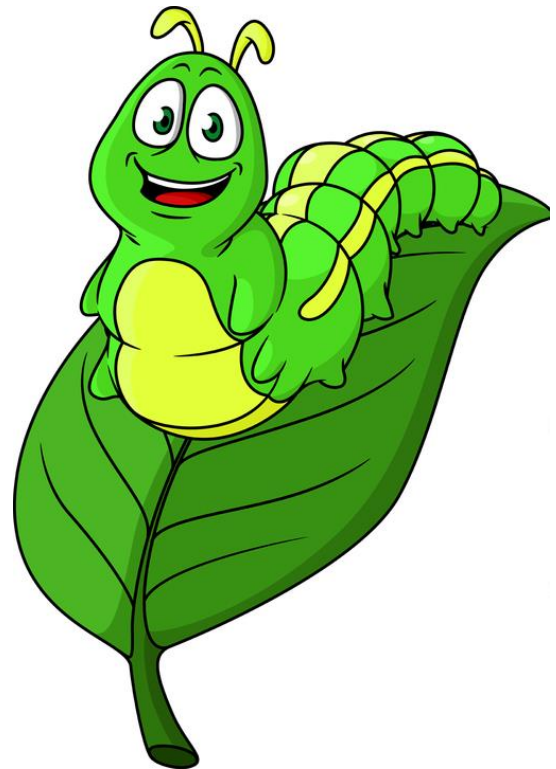
**Buggy**

There was a Cub who had a bug and BUGGY was his name, oh.  
B-U-G-G-Y, B-U-G-G-Y, B-U-G-G-Y,  
And BUGGY was his name, oh!  
For each verse after the first, omit saying one letter more, so  
that the second verse is:  
There was a Cub who had a bug and BUGGY was his name, oh.  
(Sh)-U-G-G-Y, (Sh)-U-G-G-Y, (Sh)-U-G-G-Y,  
And BUGGY was his name, oh! And so on...

**Bugs and Spiders**

*Tune: Are you Sleeping?*

Bugs and spiders,  
Bugs and spiders,  
See them creep,  
See them creep,  
Show them to my Mother,  
Show them to my Mother,  
Watch her scream,  
Watch her scream.



**The Coming of the Frogs**

*Tune: Battle Hymn of the Republic*

Mine eyes have seen the horror of the coming of the frogs,  
They are sneaking through the swamps, they are lurking in the bog.  
You can hear their mournful croaking through the early morning fog.  
The frogs keep hopping on.

**Chorus:** Ribet, ribet, ribet, croak, croak.  
Ribet, ribet, ribet, croak, croak.  
Ribet, ribet, ribet, croak, croak.  
The frogs keep hopping on.

The frogs have grown in numbers and their croaking fills the air.  
There's no place to escape because, the frogs are everywhere.  
They've eaten all the flies and now they're hungry as a bear.  
The frogs keep hopping on.

**Chorus**  
I used to like the bullfrogs, liked to feel their slimy skin.  
Like to put them in my teacher's desk and bring them to our den.  
Now their knocking at the front door, I can't let those frogs come in.  
The frogs keep hopping on.

**Chorus**  
They have hopped into the living room and headed down the hall.  
They have trapped me in the corner and my back's against the wall.  
And when I open up my mouth to give a warning call.  
This was all I heard.

**Chorus**

**Creepy Crawly Bugs**

*Tune: Old MacDonald*

All us Cub Scouts love those bugs,  
Creepy crawly bugs.  
And in the woods, we found some worms  
Creepy crawly worms.

With a wiggle, wiggle here,  
And a wiggle, wiggle there,  
Here a wiggle, there a wiggle  
Everywhere a wiggle, wiggle.  
All us Cub Scouts love those bugs,  
Creepy crawly bugs.

**Additional versus.**

Bees – with a buzz, buzz  
Ants – with a bite, bite  
Crickets – with a chirp, chirp  
Beetles – with a click, click

**Diggin' in the Dirt**

*Tune: Battle Hymn of the Republic*

My hands have dug up creatures who live inside the ground  
My hands have planted seedlings to grow upon the mound  
My hands are often wondering what else there can be found  
What else can we dig up!

**Chorus:** Diggin' Diggin' in the Dirt (repeat 3x)  
What else can we dig up!

My hands have felt the bottom of the dirty, muddy creek,  
My hands have dug for hours in the sand upon the beach  
My hands are always trying hard to go beyond my reach  
What else can we dig up!

**Chorus**  
My hands are sore from digging treasures buried in the field  
My hands were digging very hard to see what it would yield  
My hands will go and dig again as soon as they are healed,  
What else can we dig up!

**Chorus**

**It's an Insect Covered World**

*Tune: "It's a Small World"*

It's a world of centipedes, a world of moths,  
It's a world of katydids, a world of wasps,  
There's so much that we share,  
That it's time we're aware,  
It's an insect covered world.

**Chorus:** It's an insect covered world,  
It's an insect covered world,  
It's an insect covered world,  
It's an insect covered world,

It's a world of beetles, a world of fleas,  
It's a world of caterpillars, a world of bees,  
In this world that we know,  
There is so much to show,  
It's an insect covered world.

**Chorus**



**Flea Songs**

**In these songs, the song leader**

- sings (says) a line and the audience repeats the line.
- starts the beat by alternately slapping thighs and clapping hands:
- has everyone join in the beat alternately slapping thighs and clapping hands before the singing starts:

**Flea # 1**

Flea! Flea Fly!  
 Flea Fly Mosquito!  
 Oh no no no no Mosquito!  
 Get that big bad bug with the bug spray!  
 PSSSSSSSSSH (spray can sound)  
*I would do the PSSSSSSSSSH all together not repeat back*  
*Repeat three or more times, each time a little faster.*

**Flea # 2**

Flea! Flea Fly!  
 Flea Fly Flo!  
 Eenie, meenie, decimeenie, oo wall a wall a meenie!  
 Ex a meenie, zoll a meenie, oo wall a wall!  
 Beep billy ott in dotten oh bo ba beaten dotten shh!

**Flea #3**

Flea! Flea fly!  
 Flea fly flow!  
 Kumalata kumalata kumalata veeslay!  
 Oh, no no no, not the veeslay.  
 Ich a mini, satch a mini, oo walla walla mini.  
 Des a mini, satch a mini, oo walla wall.  
 A beat billy oaten bobin obo a boatin bobin obo a boatin bobin  
 boatin bobin boatin bobin boatin bobin sssshh...

**I'm A Little Earthworm**

*Tune: I'm a Little Teapot*

I'm a little earthworm, short and fat  
 Bet you can't tell my front from my back.  
 I spend all day moving in the dirt,  
 Helping all the roots to breathe.

**It's an Insects World**

*Tune: It's a Small World*

It's a world of centipedes, a world of moths,  
 It's a world of butterflies, a world of moths,  
 There's so much that we share,  
 We should be aware,  
 It's a great big insect world.

**Chorus:** It's a great big insect world.  
 It's a great big insect world.  
 It's a great big insect world.  
 It's an insect world.

It's a world of beetles, a world of fleas,  
 It's a world of worms, a world of bees,  
 In this world that we know,  
 There's so much we can show,  
 It's a great big insect world.

**Chorus**

**King of the Camp**

*Tune: King of the Road*

Flies, Bugs, and bumblebees  
 Chigger bites on my knees  
 Band-aids from head to toe  
 Gotta sunburn on my nose  
 I've got sand in the food I eat  
 I've got blisters on both my feet  
 I'm in pain but can't complain  
 I'm King of the Camp



Little Green Frog (Nice Version)

Croak Croak went the little green frog one day  
Croak Croak went the little green frog  
Croak Croak went the little green frog one day  
Croak Croak, Croak Croak,  
Croak Croak Croak Croak

Honk Honk, went a big Mack truck one day  
Hop Hop, went the little green frog  
Hop Hop, went the little green frog one day  
Hop Hop, Hop Hop,  
Hop Hop Hop Hop (sing fast) whew!

Ker-splash went the little green frog one day  
Into a big blue pond  
Kersplash went the little green frog one day  
And he swam 'til he found a big log. Croak! Croak!

Worms

Nobody likes me, everybody hates me,  
I'll go out and dig some worms;  
Long thin skinny ones;  
Big fat juicy ones,  
See how they wriggle and squirm.  
Bite their heads off,  
Suck their juice out,  
Throw their skins away,  
Nobody knows how much I thrive  
On worms three times a day.  
Long thin skinny ones slip down easily,  
Big fat juicy ones stick;  
Hold your head back,  
Squeeze their tail,  
And their juice just goes drip, drip.



STUNTS & JOKES

# 1: I just saw a moth crying.  
# 2: That's impossible!  
# 1: You mean you never saw a moth bawl?

# 1: Waiter! Waiter! What is this fly doing in my soup?  
Waiter: It looks like it is doing the back stroke.

DL: Why don't you come in Tommy?.....Are your feet dirty?  
Tommy: Yes, ma'am, but I have my shoes on.

Ask if anyone can walk out of the room with two legs and return with six legs. (Carry in a chair)

# 2 Say, what has 18 feet, red eyes, and long claws.  
# 1 I don't know.  
# 2 Neither do I, but it's crawling up your neck.

# 1: What insect is as smart as a talking horse?  
# 2: A spelling bee.

Bee Sting

# 1: "OOOOOUCH, OOOOOOH, OOOOOUCH"  
# 2: "What's the matter with you?"  
# 1: "A bee's stung my thumb!"  
# 2: "Try putting some cream on it then."  
# 1: "But the bee will be miles away by this time."

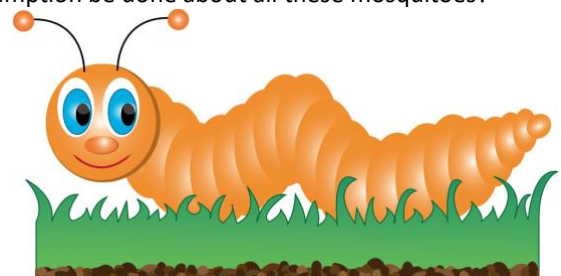
Mosquito Knock Knocks

Knock Knock. Who's there?  
Amos who?  
A mosquito bit me.

Knock Knock. Who's there?  
Stella Stella who?  
Stella nother mosquito bit me.

Knock Knock. Who's there?  
Andy Andy who?  
Andy another mosquito bit me.

Knock Knock. Who's there?  
Consumption. Consumption who?  
Consumption be done about all these mosquitoes?





**Jokes & Riddles**

What do you get if you cross a mosquito with a sheep? *Bah, humbug!*  
 What do you call a bee that is born in the month of May? *A May-bee!*  
 What's an ant's favorite song? *The National Ant-them!*  
 What kind of bee has no stinger and no wings? *A fris-bee!*  
 Where can a spider always find a fly, even during the winter? *In*

**Web-ster's Dictionary!**

What's the biggest ant in the world? *Ant-arctica!*  
 What's a mosquito's favorite sport? *Skin diving!!*  
 What insect is as smart as a talking horse? *A spelling bee.*

What did one cockroach say to the other cockroach? *You bug me.*  
 What do you get when you cross a bee with a cow? *A Hamburger*  
 What has eighteen legs and catches flies? *A baseball team.*  
 What has four wheels and flies? *A Garbage Truck*  
 What do you call a bee that can't make up its mind? *A May bee.*  
 What did the bug say when it hit the windshield? *I don't have the guts to do that again!*  
 What do you get when you cross a pig with a centipede? *Bacon and legs.*  
 What is a caterpillar? *A worm rich enough to buy a fur coat.*  
 What do you get when you cross an elephant with a fly? *I don't know, but if it lands on you, you're a gonner.*  
 Why did the teacher excuse the firefly? *Because when you've got to glow, you've got to glow.*  
 How did the firefly feel when he ran into the fan? *Delighted.*  
 How many inch worms make a foot? *Twelve.*  
 If a moth breathes oxygen in the daytime, what does it breathe in the evening? *Nightrogen*  
 What goes snap, crackle, fizz? *A firefly with a short circuit.*  
 What creature is smarter than a talking parrot? *A spelling bee.*  
 What do you get if you cross a bee with a firearm? *A bee-bee gun.*  
 When do pigs like to play in the dirt? *Ground Hog Day*  
 What do you do when two snails fight? *Let them slug it out.*  
 How can you tell which end of a worm is its head? *Tickle the middle and see which end laughs.*  
 What happens when a frog is parked illegally? *It gets toad away.*  
 What do you get when you cross a praying mantis with a termite? *An insect that says grace before it eats your house.*  
 What kind of a floor does a snake have in its kitchen? *Reptile.*

**Bumble Bee Joke:** What does a bumble bee chew?  
 Answer: Bumble Gum.

**Run-On:**

**Cub Scout #1:** How do you catch a unique mouse?  
**Cub Scout #2:** Unique up on him.

**THEME RELATED STUFF****Bug Facts**

- If you gathered together all the world's bugs in one place and weighed them, those bugs would weigh more than the entire world's people and animals put together!
- If you gathered together in one place all the world's ants, it would take a long time to count them -- all ten thousand trillion of them!
- Dragonflies can fly forward and backwards, as fast as 30 miles per hour!
- Leaf cutting ants don't eat the leaves -- they carry them back to the nest and make compost heaps on which a special fungus that they DO eat grows!
- A grasshopper can jump 20 times its own length!
- Cockroaches are the most ancient of all insects -- fossils have been found from 350 million years ago!
- Grasshopper ears are on their front legs!
- Spiders and scorpions are not insects -- they are arachnids.
- Ticks and mites are true bugs.
- You can tell butterflies from moths by looking at their antennae -- moths have "fuzzy" ones, butterflies have smooth ones -- and butterflies are generally day fliers, while moths like to fly at night.

**Beetles Facts**

- Largest group of insects, with a quarter of a million different species!
- Found even in polar climates
- One lives in the Namib Desert in Africa and survives by drinking the dew that condenses on its own body!
- They have a double set of wings -- usually, the front pair of wings are thick and hard and act as a cover for the back wings.

**Honeybee Facts**

- Male honeybees are only in the hive at certain times of the year.
- Only the Queen Honeybee survives the Winter!
- More great bee facts in "Tales from the Hive" from a PBS special -- go to <http://www.pbs.org/wgby/nova/bees> for a great 3D anatomy of a hive, interactive "You Be the Bee" and lots of information about their dances

**Mosquito Facts**

<http://www.wvmosquito.org>

- Mosquitoes don't need your blood for food; most mosquito nutrition comes from flower nectar.
- Only the female mosquito bites.
- The average mosquito consumes one millionth of a gallon of blood per night. At that rate it would take about 1,120,000 bites to drain the blood from an average adult human.
- A mosquito can bite more than once. A female goes out for a blood meal whenever she needs protein for her eggs. She can feed multiple times and usually makes between one and three batches of eggs during her lifecycle.
- Mosquito larvae are cannibals. If the mosquito larvae are crowded the larger, older larva will eat the smaller, freshly hatched larvae.
- Mosquitoes have been consuming blood for about 2 million years.
- A female mosquito can lay as many as several hundred eggs in one batch
- Citronella candles should never be lit indoors; the chemical that drives mosquitoes away is also harmful to your health.
- Early Spanish expeditions to the Americas led by Hernando De Soto felt the wrath of mosquitoes. Half of his men never made it off of American soil because of mosquito-borne disease.
- Sir Patrick Manson (1844-1922) made the first assertion that mosquitoes transmit malaria.
- Sir Ronald Ross (1857-1932) won the 1902 Nobel Prize for proving that mosquitoes transmit malaria. Carlos Juan Finlay (1833-1915) in 1881 suggested that mosquito was the carrier of yellow fever, and then later specified the correct species, *Aedes aegypti*. Walter Reed (1851-1902) Reed proved Finlay's theory of mosquitoes as the carrier of yellow fever. Mosquitoes can't eat too much. If a mosquito gets too bloated with blood to fly away from her victim, she releases a little ballast to help her become airborne. She does this by emptying out the mosquito equivalent to a bladder. In essence she piddles on you.

**Did You Know?**

- There are more than 12,000 different varieties of ants in the world.
- The leaves of a Venus flytrap can close over an insect in less than half a second.
- The roundworm lives for only 12 days; the lake sturgeon (a fish) can live more than 150 years.
- Crickets have hearing organs in their knees.
- An ant can lift 50 times its own weight-with its mouth.
- The common snail has close to 10,000 teeth--all on its tongue.
- A frog must close its eyes in order to swallow.
- Texas horned toads can squirt blood from the corners of their eyes.
- The praying mantis is the only insect that can turn its head without moving any part of its body.
- Scientists have determined that the common housefly hums in the musical key of F.
- To make one pound of honey, bees must collect nectar from approximately 2 million flowers.
- A mosquito has 47 teeth.
- Australian tree frogs give off a chemical that helps heal sores when it's put on human skin. Doctors expect to find lots of other ways the chemical can be used.
- Blink your eyes. That's how long it takes a scorpion to stab its stinger into prey and squirt its poison. Sometimes when a scorpion is threatened, it sprays poison several feet into the air.
- Sea spiders bodies have very little room inside them, so their intestines are in their legs.
- Each big eye on a dragonfly is made up of many little eyes--up to 28,000 of them! Dragonflies can spy moving objects up to 40 feet (12 m) away.
- One kind of termite queen can lay more than 86,000 eggs every day!
- The deadliest animal in the world is the mosquito. Mosquitoes carry diseases such as malaria that may kill more than a million people each year.
- Honeybees make a total of 10 million trips between their hive and flowers for each pound (450 g of honey they make.)
- Some bats can eat 500 mosquitoes every hour.
- An elephant may use a leafy branch or plant stalk as a fly swatter.
- The world's smallest mammal is probably the bumblebee bat of Thailand. The little creature is about the size of a large bumblebee, and it weighs less than a penny.
- Cockroaches can go without eating for three months, as long as they have water. And they can eat many different foods, including your peanut butter sandwich, your fingernail clippings, and especially your math book (they like the glue in the binding).

**Bug me while I'm Eating:**

Did you know that in some parts of the world insects are an important part of people's diets? Insect eaters say that termites taste like pineapple and bees have a nutty flavor. Check out some comparisons of the nutritional value of insects vs. "regular" food at [www.educationworld.com](http://www.educationworld.com) sponsored by the University of Kentucky.

