AUDIENCE PARTICIPATION

The Thing

Divide the audience into 6 groups. Assign a part to each group and have them practice. Narrator reads story, and groups respond to appropriate words.

Cricket - krick, krick Duck - quack, quack Snake - hiss, hiss Frog - croak-it, croak- it
Brook - babble, babble
Thing - knock-knock-knock

Narrator: Once upon a time a Cub Scout went walking along the shore. The first one he met was Johnny **Cricket** "Good morning, Mr. **Cricket**." said the Cub Scout "What are you doing?" "Oh," said the **cricket** I'm singing so the **thing** won't catch me."

"Where is the thing?" asked the Cub Scout . "Oh, he's around," said the **cricket** mysteriously. Soon the Cub Scout met a **duck**. "Good morning, Mrs. **Duck**," he said. "What are you doing?" "Oh, I'm swimming so the **thing** won't catch me."

"Where is the **thing**?" asked the Cub Scout. "He's under the blue," answered the **duck**.

The Cub Scout wondered if that meant under the sky. He walked along a little further and soon met a **snake** slithering along the shore. "Good morning, Mr. **Snake**" said the Cub Scout. "What are you doing here?"

"I'm sneaking away so the **thing** won't catch me," replied the **snake**. "Where is the **thing**?" asked the Cub Scout. "Under the gold," replied the **snake**.

And the Cub Scout thought he meant under the sun. Soon he met the frog sitting on a lily pad.

"Good morning, Mr. Frog" said the Cub Scout. 'What are you doing here?"

"I'm sitting on the lily pad to keep the **thing** from catching me," answered the **frog**.

"Where is the thing?' asked the Cub Scout, who was beginning to get a little afraid.

"In the blue," answered the **frog.**

The Cub Scout walked on and said, "I wish somebody could show me the thing."

"Good morning, Cub Scout," said the **brook**, "I can show you the **thing**, just look in my face." The Cub Scout looked into the **brook** and he saw the Cub Scout!

The Story of a Pack -Like Ours?

This skit requires the participation of ALL those in attendance. Each group as identified below is to repeat their "phrase" every time they hear their "name."

TIGER - "Meow, meow"

WOLF - (your best **WOLF** howl)

BEAR - "Grrr, grrrr!"

WEBELOS - "To the top!"

PARENTS - "I'll help, I'll help"

PACK - "We're number one! (everyone)

In _______, there is a pretty good **PACK** that does a lot of things and has a lot of fun. The **PACK** has some new **TIGERS** who have just joined. There are also **WOLF** Cub Scouts, who are eight years old. Another den in this **PACK** is the **BEARS**, who are 9 years old, but some of these **BEARS** are almost 10 years old.

After a Cub has been a **TIGER**, **WOLF**, or **BEAR**, and has turned 10 years old, he becomes a **WEBELOS** Scout. **WEBELOS** means, "We'll be loyal Scouts". The **WEBELOS** program differs from that of the **TIGER**, **WOLF**, and **BEAR** because it prepares the **WEBELOS** Scout for Boy Scouts. The **WEBELOS** uniform is different too.

The **WOLF** and **BEAR** Cub Scouts, under their **PARENTS**' guidance, work on achievements to earn their rank badge, then on electives to earn gold and silver arrow points.

The **WEBELOS** work toward activity pins under the direction of their leaders. Every month, awards are presented at the **PACK** meeting for all the **PARENTS** to witness.

Our **PACK** is in OK shape, but we've lost some valuable **PARENTS** whose sons crossed over to Boy Scouts last year. Now the **PACK** is in need of **PARENTS** of the **TIGERS**, WOLVES, **BEARS**, and **WEBELOS** to help out.

The PACK needs help from all PARENTS so it can grow and continue to provide lots of fun for the TIGER, WOLF and BEAR Cub Scouts and the WEBELOS Scouts too! The PACK can't do a good job with only a PARENTS doing everything, so PARENTS help your PACK continue its successful program for your TIGER, WOLF, BEAR and WEBELOS Cub Scouts. PARENTS, please help us. What do you say PARENTS?

Gerald the Giraffe

Divide the audience into 5 groups. Assign a part to each group and have them practice. Narrator reads story, and groups respond to appropriate words. (As the name of the individual character is mentioned the person or group assigned to be that character rises and makes the sound indicated for that character.)

Gerald or Giraffe -Remains silent but rises and smiles a broad smile

Zebra - Makes sound of hoof beats by slapping on thighs

Bear - G-r-r-r

Leo - Growl (fiercely)

Belle - Ting-a-ling

Story:

Gerald Giraffe wanted to laugh, to throw back his head and guffaw. But whenever he'd try no sound would not come out from his jaw. Fuzzy, the **Bear** was firm to declare, he thought it so easy to do. "Those two-legged creatures just screw up their features and the laughter pours out. Why can't you?"

The **Zebra** said, "Yipes! I'd gladly change stripes to help you chuckle and grin but I think there's more to it.

In order to do it, some magic you'll have to begin, said the Bear."

"Magic! That's tragic!" thought Gerald Giraffe.

"Well, don't give up trying," said **Leo, the Lion**, "I know who can help you, my friend" "She's a fairy named **Belle** who lives in a dell in the forest, way up in a tree.

I'll take **Giraffe** there; she's small and so far, and her power of magic you'll see."

The **Bear** joined the group, on their way they did troop, the magic of laughter to find.

Giraffe was so gay; Leo lead the way to the home of the fairy so kind.

Giraffe's spirit was bright as they traveled all night, till the sun popped bright overhead.

"This is the dell where we will find **Belle** who lives in that tree over there."

Giraffe bent his knee, drew close to the tree, put his head in its lofty green crown.

Belle saw him and know just what she should do - two waves of her wand- up and down!

Before Belle's work was done a laugh had begun. Gerald's mouth opened wide and he made ten laughs and a half and still his sides shook inside as the laughs rippled out like a tide. Gerald's nose then he wrinkled and his eyes how they twinkled, as he looked all around with great pride.

Leo said, "Remember, if a Giraffe in a zoo you should see, and he stands there silent and tall. You'll know on the spot, that giraffe is a riot, for Gerald's aren't silent at all!

CEREMONIES

What Kind of Cub

Den Leader: (Wearing a safari hat) I'm looking for a Cub.

Cub Scout: What kind of Cub?

Den Leader: (Still looking about) Oh, I don't know, but I'll know it when I see it. Cub Scout: Is it a Tiger Cub? (A second Cub Scout crawls along the floor and roars)

Den Leader: No! It's not a Tiger Cub.

Cub Scout: Is it a Bear Cub? (A third Cub Scout crawls along the floor and growls)

Den Leader: No! It's not a Bear Cub.

Cub Scout: Is it a Wolf Cub? (A fourth Cub Scout crawls along the floor and howls)

Den Leader: No! It's not a Wolf Cub.

Cub Scout: Well, what other type of cub is there?

Den Leader: There it is!

(A fifth Cub Scout in full uniform walks in, carrying the American Flag)

Fifth Cub Scout: (Turns to the Audience) repeat with me the Pledge of Allegiance.

Animal Opening

Props: Animal masks or large posters of animals from the Jungle Book story.

Snake: I come out to slither and slide,

And that makes people run and hide

Monkey: I come out to eat my grapes,

People stop and want to gape!

Panther: When hunting my prey I creep,

But away from me they leap.

Bear: I am good at climbing trees,

But people are afraid of me.

Tiger: I go out to stalk and growl,

Everyone runs and starts to howl.

Wolf: I'm cunning and smart, I deem,

But when they see me, they scream!

Boy carrying American Flag: When I come out for just awhile,

People will stand and always smile.

Please stand and join me in the Pledge of Allegiance.

Jungle Opening

Begin with Cub Scouts in lairs. Baloo enters from the center of the hall and calls:

Listen, O Cubs of the jungle

To these words of old Baloo,

On your left paw (Cubs turn to face left)

Turn to follow the trails laid down for you.

Now raise your voice to the jungle,

Let the shadows echo it back:

Once, twice, and again repeat

The law of the Cub Scout Pack.

Zoo Adventure Opening

On a trip to the zoo you will see lots of wild animals, some of them on the endangered list. We need to make sure that we humans let the rest of the animal kingdom also live and enjoy life. (As each verse is read, cubs can turn over a picture of the animal described)

Cub Scout #1: (*Tiger*)

I'm yellow and I'm a cat, I'm lean and never fat. I hunt and eat meat. I'm big, striped and fleet.

Cub Scout #2: (Elephant)

I'm very large and wide, I have a loose, gray hide. I have a nose that is like a hand, I like to stand in water and sand.

Cub Scout #3: (Hyena)

Some call me a slinking coward, I don't mind eating what's soured. I have a giggle that's kind of unpleasant. My front legs are long, in back I'm a runt.

Cub Scout #4: (Leopard)

I'm quite soft and definitely slinky, My coat's color is black and inky. If you don't notice when I'm high in a tree

Its because I'm a cat and climb expertly.

Cub Scout #5: (Lion)

Some call me the "King of Beasts" I like to have meat for my feasts. On the plains I reside With my family called a 'pride'.

Cub Scout #6: (Giraffe)

My coat is spotted and tan, I eat all the tree leaves I can. My neck is extremely strong, Because it is over long.

Cub Scout #7: (Zebra)

Some think I'm really cute, I eat grass, but not the root. I'd rather run that fight, My hide's striped black and white.

Cub Scout #8: (Crocodile)

I lie in the mud and wait, If you come close I'll demonstrate How many teeth line my extended snout. I'm a reptile with legs and with clout.

Cub Scout #9: (hippopotamus)

I'm built kind of like a tank, I live on the river bank. My legs look like stumps, I eat water plants in clumps

Cub Scout #10: (Rhinoceros)

I'm big and my eyesight is not great, If I charge I can exterminate.
I have a sharp horn on my nose.
My hide is tough. I stand up to doze.

Zoo Tour Advancement

Equipment: Sound effects of a car or truck motor on a tape, prerecorded wild animal noises, tape recorders, Cubmaster dressed in safari attire. Tape of motor will be turned on and off at designated places, while the animal tape can run continuously after the tour has started. Cubmaster: Ladies and gentlemen, welcome aboard our Cub Zoo Tour Bus. I hope you have all signed the waivers that would free our pack of any responsibility for accidents or unexpected dangers. It's wild out there, you know. Please remain seated at all times with your seatbelts securely fastened. Please keep your hands and feet inside the bus at all times and DON'T feed the

animals, no matter how much they beg. Now, let's begin our tour. (Start the motor tape and the animal noise, and play both softly in the background.)

On your left, we will be coming to the watering hole of the Bobcat. He has done much to get himself this far along the trail. He has performed eight tasks that teach him how to be a good Cub Scout. (Stop the motor tape and hand out any Bobcat awards. When finished, start the motor tape again.)

Straight ahead is the home of the Tiger Cub. (The Tiger den leaders come forward to help hand out awards.) He may look small now but he will soon grow big and strong. Akela has taught him a lot about the world around him. (Stop the tape and hand out the Tiger awards. Start tape again.)

Next, we come to the Wolf den. (The Wolf den leaders come forward to help hand out awards.) Mother/Father Wolf has nurtured his/her little cubs until they are strong enough to work on their own in some things. They have learned many new things as they worked on twelve important lessons that teach them how to be good Wolves. (Stop the tape and hand out the Wolf awards. Start tape again.)

Over here on our right is the feeding ground of the Bears. Be careful, they are always hungry and will beg for food with long suffering faces. But Baloo, their teacher, has taught them the Law of the Pack. (Bear den leaders come forward to assist.) Baloo has grown wise and finds that if he makes the Bears work a little on their own, they can accomplish much—even without food. (Stop motor tape and hand out Bear awards. Start tape again.)

Looking out on the plains ahead of us, you can see a herd of wild Webelos. They may appear to be grazing lazily, but with a little motivation, they can create a stampede of activity, working together to achieve much. Their leader can really call them to action as they do new and exciting things each month. (Webelos leaders come forward to help hand out awards. Stop motor tape and present the Webelos awards.)

This concludes our tour of the Cub Scout Zoo. We have made it safely back to our pack meeting. Thanks for helping to make this tour such a success; we appreciate your support of our pack.

Advancement Ceremony - Zoofari (Adapted from ceremony of Cheryl Farar, Ocotillo District) Materials:

- Cubmaster dressed as a Zoofari Guide. (Costuming may include a Pith Helmet or a turbine wrapped around the head, map, binoculars, belted shirt jacket with pleated pockets and matching color pants.)
- Make up map of zoofari trails leading from Council Rock and back to it.
- Have a trail for each rank advancement with the badges placed on the trails.
- Akela, Baloo, Bagheera, Kaa and a campfire along the trails could be included.

Cubmaster:

"Bobcat(s) _____, please come forward with your parents. Your zoofari trail has lead you to the Council Rock where you have pledged the Cub Scout Promise. Into the jungle you have

on this Zoofari through the Wolf achievements. "Look well o' wolf", and follow the Cub Scout Sign- to help others and obey Akela. Distribute Bobcat badges to parents, who award them to their sons. Cubmaster: "Tiger Cub(s) , please come forward with your parents. You have followed the Tiger's zoofari trail. You have learned to search for new things and shared them with the rest of the Tigers in your den. Akela is pleased with your achievements. You will learn even more as you continue to discover the world around you. Distribute Tiger badges to parents, who present them to their sons. Cubmaster: "Wolf Cub(s) , please come forward with your parents. You have also followed the Wolf's zoofari trail. You have marked your trail through the jungle with twelve achievements. (Along the way you have also earned arrow points, making this zoofari quite an adventure.) Akela is pleased with your steadiness. The Bear Cubs will soon await you to join in their trail. Learn well the Law of the Pack and remember "The Pack helps the Cub Scout grow" as well as "the Cub Scout helps the Pack go." Distribute Wolf badges to parents, who present them to their sons. Cubmaster: "Bear Cub", please come forward with your parents. Your zoofari into the wilds of Cub Scouting has lead you to greater choices and feats. The Pack can 'Look well' and remember your accomplishments as you have followed Baloo. Now a new Zoofari will soon take you to the tribe of the Webelos. They are an honored tribe. This zoofari trail the Webelos follow will lead you to the Arrow of Light. It is a treasure of great worth. 'Look well and remember'- A Cub Scout Gives goodwill." Disribute Bear badges to parents, who present them to their sons. Cubmaster: from the Webelos Tribe, please come forward. The Pack welcomes such honored members. The Law of the Pack is your guide. You have helped the Pack go as well as the Pack has helped you grow. You are traveling through the Activity Badges of the Webelos. Your Zoofari through Cub Scouting is leading you to the treasured Arrow of Light. Wear these emblems well as they point to a greater adventure into the Wilds of Scouting. It is the Zoofari of the Boy Scouts. May the Motto of the Cub Scouts always stay with you in all your adventures. 'Do Your Best'. Webelos leader presents Webelos pins to boys.

ventured when you learned the Law of the Pack, and followed the Bobcat Trail. You are prepared to know the ways of the Wolf pack. The Wolf pack will help you grow. Akela will be your guide

Cub Scout Zoo Closing

Cubmaster: We made it through our Zoo Adventure. The road was a little bumpy along the way. So be careful on your way home. You never know what wild animals lurk around. You may have a Tiger or Wolf in your car. Or a Bobcat or Bear in your living room. There may even be a Webelos around your house.

Closing Ceremony - Zoofari Guide (Source: Adapted from San Diego Council Pow Wow Book, 1983)

Materials: • Binoculars Cubmaster (dressed as a Safari Guide):

Did you know that you can look through either end of a pair of binoculars? (Look through the wrong end).

If you look this way, everything is very tiny and distant. You don't see things the way they should be seen. The binoculars make the view look worse instead of better. (Turn the binoculars the right way).

But if you use them the right way you see things as they are suppose to be seen. In fact, you even get a better perspective of how things look, things look closer and clearer.

As we close this month long Zoo Adventure into the wilds of Cub Scouting think about how you look at achievements and badges, people and things in everyday life. Do you see them distorted and distant or do you see them in the best possible light? Remember to "Look well, o wolves", and "Do your best"!

Cubmaster Minute

Your Wild Animal

Cub Scouts, did you know that everybody, including you, has a wild animal behind bars? The wild animal is your tongue, and the bars are your teeth. If your tongue is not trained, it can cause a lot of trouble, not only for yourself but for those around you. Keep those bars of teeth closed until your tongue is so well trained that you know it won't harm anybody.

Your wild animal can make trouble by bad mouthing other people, by gossip and slander, and by wisecracks at the wrong time. Train your tongue so that it knows the right time to speak and the time to keep quiet. Until you have it fully trained, keep that wild animal behind those bars.

Adult Examples

I heard a strange story out of Africa. It seems that there was a game preserve, sort of like a huge open zoo or wild animal park, where they were trying to save some rhinoceros from going extinct. On this preserve, the elephants started going crazy, like a bunch of juvenile delinquents. They were being rude to one another and the other animals, knocking down trees and knocking rhinos over!

It turns out that in order to make more room and food for the rhinos, the people had moved most of the elephants to another preserve. Apparently, they took all the older elephants and just left the young ones. Elephants, just like people, learn how to behave from their elders, and when there's nobody around for them to respect and keep them in line, they go a little nuts!

I see and read about kids that don't have a good adult example to look up to all the time. Just like those elephants, they're going a little wild, but instead of tipping rhinos, they get involved in gangs, crime and drugs.

That's what I like about Scouting--there are lots of parents and leaders who care about you, and that you can look up to. They set an example for you about how to behave, and pass on all the traditions and ideas about what it takes to be a good person when you grow up!

Lion Canister

To make the canister, use a can that has a removable plastic top. Decorate the can so that it can be opened and closed.

Cover both the lid and the can with felt. Use yarn for the mane, and pipe cleaners for whiskers.

For eyes, use white buttons with circles of black paper.

Glue on other features made from different colors of felt. Cuts out two felt "paws" and glue them on the can as shown. More felt can be glued to the bottom to represent the other two paws. The canister can be used to collect household items, or as a treasure box for small toys.

CRAFTS

Elephant Pencil Holder

Cover a small can with paste and one layer of paper. Cover four sheets of paper with paste and put together like a sandwich. Before the paste dries, cut two circles from the sandwich and also a strip about two inches wide. Cut a slit from the edge to the middle of each circle. Form each one into a cone. Paste these on for ears. Bend the ears into shape before the pasted paper dries. Paste the strip on for a trunk and twist and bend into shape. Paint with tempera. Cut eyes from paper and glue in place.

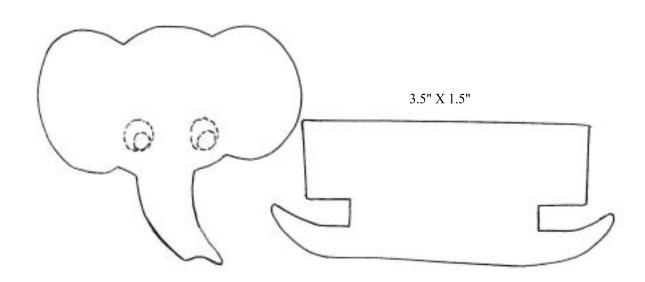


Circus Elephant Slide

2" X 6" Piece White Craft VinylStapler3 1/2" X 4" Piece Black Craft VinylScissors2 6mm Craft Rolling EyesGlue Gun

Directions:

- 1) Trace and cut pieces from craft vinyl.
- 2) Form the slide ring from the white craft vinyl piece by stapling into a cylinder with the cloth side inside.
- 3)Glue eyes on the shiny side of the black craft vinyl. Put glue on the stapled side of the slide ring and press against cloth side of black craft vinyl so that tusks extend forward on each side of the trunk.



Lady Bug Slide

Paint walnut shell half-red and black as shown. Glue on wiggle eyes

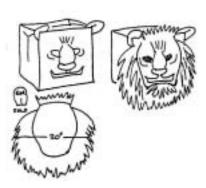
Paper Animal Masks

Lion:

Use a large size grocery bag, measuring 7" x 12" on base. Place the bag over the head to determine where to cut it off above the shoulders. Also pencil the eye openings. Remove bag. Pencil remaining features, as shown; then go over them with a felt tip pen, making the nose and mouth solid black.

Cut out eyes. Cut each ear, as shown, from 4" x 5" paper. Fold at bottom center to fit around front corners of bag; glue in place. Cut mane from wrapping paper 12" x 20". It should extend 4" beyond sides and bottom of head. Remove center so mane fits around face. Add extra pieces at top of head and below mouth, as shown. Add lines for a furry look.

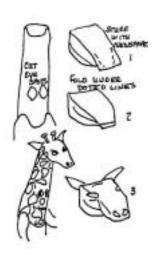




Giraffe:

For his long neck, roll three yards or wrapping paper 36" wide into a tube large enough to slip over the head. Cut out an arch on each side so the tube fits over the shoulders. Mark eye openings, shaping them to resemble the spots on the giraffe.

Remove tube and cut out eye openings; also cut top of neck, as shown. Paint the spots on neck, varying from large near base to small at the top. For the head, use a bag measuring 5" x 8" at the bottom. Stuff bag with three sheets of newspaper and fold in sides toward the open end, as shown. Glue or tape shut. Cut ears 3" x 7" and glue on, as .pictured. Also cut horns; insert and glue in slits cut in top of the head. Draw eyes and nostrils and add spots. Place head at top of neck; glue it inside extension at back of neck.

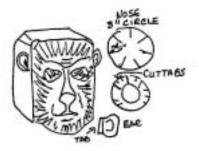


Monkey:

Use the same size bag as for giraffe's head. To round top of head, fold back and staple down all four corners of bag, before slipping it over head to mark eye openings. Mark and cut off bag at shoulders or a bit above.

Cut ears 2 1/2" x 3"; glue to sides of head 1 " from front. For the muzzle (nose and jaws), use an 8" circle of wrapping paper. Make cuts 2 1/2' deep every 2" around the edge. Overlap and glue all around to form a shallow bowl.

Make cuts 1/4" deep every 1" around the bowl for tabs. Fold in and glue to head directly below eyes. Add features and fur with a felt tip pen.

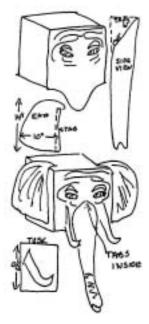


Elephant:

Use the same size bag as for lion. Mark eye openings and shoulder line, as before, but add a 4" extension, as shown on front. Remove bag and cut. Cut large ears from another large bag. Fold tab along edge of ears and glue to head, as shown, placing them 2" back from face.

For the trunk roll wrapping paper 18" x 36" into a long tube. Taper tube so it is wide at top and narrow at bottom. Glue to hold. Shape bottom, as shown, and cut top at an angle. Cut slits around top to form tabs for gluing to head. Place 1 " below eyes.

Cut tusks from lightweight cardboard, as shown. Insert and glue tusks in slits cut in head on each side of trunk. Draw details and crimp end of trunk to curve up a bit.



CUB COOKING

Snail Sandwich

A slice of bread

Peanut butter

Jelly

Thin pretzel sticks

You'll also need:

A plastic knife

A plate

A rolling pin

Cut the crusts off of a slice of bread (you can eat the crust as you work!). Roll out the slice of bread with the rolling pin a few times until flattened. Spread peanut butter on one half of the flattened bread and jelly on the other half. Roll the bread up into a tight tube. Slice the tube into about 3/4- inch slices. Makes about 5 snail slices. Take pretzel sticks and break them in half and insert into the rolls to make antennas and enjoy your snail sandwich.

Puppy Chow

9 cups Chex cereal (any flavor)

1 cup semi-sweet chocolate chips

1/2 cup peanut butter (creamy or chunky) 1/4 cup margarine

1 teaspoon vanilla extract

1 1/2 cups powered sugar

Pour chex cereal in large bowl. In microwave melt semi-sweet choc. chips, peanut butter, and margarine 1 to 1 1/2 minutes or until smooth. Stir in vanilla. Pour mixture over cereal stirring until coated evenly. Let each boy have a large zip-lock bag with some powered sugar in it. Put the coated cereal in baggies and let the boys shake until the cereal is coated with the powered sugar, then eat and enjoy!!

Bananarama

1 banana

6 chocolate chips

6 mini-marshmallows

- 1. Take an unpeeled banana and cut the peel only lengthwise along the inside curve.
- 2. In the exposed section, cut a V-shaped wedge from the banana (and eat it!)
- 3. Put the chocolate chips and marshmallows into the wedge and "recover" it with the banana peel strip.
- 4. Place the banana on a plate and run 2 toothpicks through the banana about 3 inches apart to keep it from tipping over. Microwave on high for a minute or less. The banana peel will turn brown but the banana will taste delicious.

Frog Float

short paper cups (one per cub)

lime sherbet

7-up or sprite

mini-marshmallows or M&M's

Put 1 scoop of lime sherbet into a cup. Pour in 7-up or Sprite, add marshmallow or M&M eyes to make a frog.

Monkey Bread

2 cans biscuits (real cheap kind work great) squeeze margarine cinnamon

brown sugar

Remove biscuits from cans and cut into quarters. In greased (or sprayed with Pam) cake pan, 8 - 10 " round, place 1 layer of biscuits. Squirt squeeze margarine generously over biscuits sprinkle liberal coats of sugar and cinnamon. Add another layer of biscuits and repeat margarine, sugar and cinnamon. Bake at 350 degrees for 20 minutes. Serve with plenty of napkins. You can add chocolate chips, nuts, etc., or let the boys create their own version.

Cookie Critters

OREO Chocolate Sandwich Cookies, divided 1/4 cup canned chocolate or vanilla frosting Miniature marshmallows

Miniature candy-coated chocolate candies and/or miniature semisweet chocolate chips White cake decorator icing

Fruit roll-up

Red or black shoestring licorice

- 1. Stack 4 cookies together, securing with frosting in between each cookie for body; set on edge. Secure remaining 1 cookie with frosting to 1 end, slightly higher than other cookies, for head. Let dry 15 minutes.
- 2. Secure 4 marshmallows or 2 marshmallows plus 1 additional halved cookie with frosting on each side of body for paws.
- 3. Decorate face with candies, icing and, if desired, additional marshmallows. Cut fruit roll-up for ears and licorice for whiskers and tail (use toothpick to make hole in cookie filling to attach tail); secure with icing. Makes 1 critter







GAMES

Creature Symphony

Sit players in a circle and move around it whispering the name of a different animal in everyone's ear (mouse, duck, owl, cow, bear, etc.) Give them a few seconds to think about their animal's sound and practice them quietly. On signal, everyone makes his animal sound at the same time. Guided only by these sounds, players try to line up in order of biggest to smallest animal.

Camel Race

Groups of three Cubs. One is the head, another makes the back and holds the waist of the 'head', the third is the rider, who is seated. Race over a given distance. This can be played with the 'head' blindfolded being steered by the rider.

Kangaroo Relay

Divide the group into two teams and have them line up, one behind the other. Place a chair about ten feet in front of each team. The first player places a ball between their knees, hop around the chair, and return to tag the next in line. They may touch the ball with their hands to pass it to the next one or to pick it up when dropped, but they cannot move while touching the ball with their hands. The first team to send every member around the chair and back is the winner.

Animal Home Hike

On your next hike, look for animal homes and discover the different ways they are built. Perhaps you will see a spider web, an insect gall, or a bird's nest. You might find the front door to some animal's underground home.

Where will you go? Do you live in the city? Look on your own city block, outside your door, in a vacant lot, in a zoo. Look up and down and all around. Do you live in the country? Look in the fields and the woods. Explore an orchard, a pasture, a fence row or a barnyard.

Do you live in a suburb? Look in your backyard, down the street or around the corner.

Does you den have a favorite outdoor spot? A meadow, tiny creek, a sandy beach or a park? Visit it in the rain, when the snow is on the ground, when the wind is blowing on a cold fall day, in the summer when it is hot or at sunset. Snoop, sit quietly and let things happen.

What has changed since the last time you were there? What did you discover by touch and smell?

Fishing in the Tropics

Here's a chance for your Cubs to do a little tropical fishing (emphasis on little). Place a dishpan with many colored rubber bands in the bottom on the floor in the middle of the room. Provide a fishing pole consisting of a stick about two feet long, with a string with a hook fastened on one end. Give each Cub three minutes to snag as many "fish" as he can and award a small prize to the winner.

Spot the Leopard

Cut the shape of a leopard from a large piece of foam or cloth. Attach Velcro strips to five pingpong balls. Use Velcro for target spots so the balls stick when thrown at the leopard. The object of the game is to score points by throwing the ping pong balls at the spots on the leopard and making them stick.

The Elephant Hunt

Equipment needed: Soccer ball and Chalk. Two Chalk lines are drawn about ten feet apart in the center of the room. This is elephant county. All the leaders are hunters and Cubs are elephants. The hunters are arranged on either side of the lines and must not enter elephant country. The hunters catch the elephants by hitting them below the knees, with the soccer ball. Any Cubs who are caught become hunters until there is only one elephant left as the winner.

I'm a Great Big Whale

The Den Chiefs stand in the middle of the room. They are the "whales". The rest of the Pack with a flag in their back pocket (sticking out) line up at either end of the room. They are little "fishes". The "whales" then chant, in deep whale-like voices, "I'm a Great Big Whale at the Bottom of the Sea." The "fishes" reply in high-pitched fish voices, "And I'm a little fish and you can't catch me!" The "fishes" then race to the far end of the room and the "whales" try to catch them by pulling the flag out of their pocket. Any one who is caught becomes a "whale" and helps to catch the rest of the "fishes". The game continues until one little "fish" remains as the winner.

Natures Sounds

The group sits quietly in a clearing in the woods. Each person listens, writing down all of the nature sounds he hears - the wind, birds, insects, leaves rustling, etc. (each sound must be specifically identified). After a 5 or 10 minute time limit, each player reads his list. The longest correct list wins the game.

Hunt the Animals

Before the group gets together, the leader places a large number of small pictures of animals (or other nature objects) around the playground area. At a signal, the game is explained, and each child must walk around, mentally making a note of each animal he sees – but not touching it. After a time limit, there is a signal, and all the players return and write down the names of each animal they saw and one point is deducted for each inaccurate item. The child with the highest score is the winner.

Zebra Kickball

Divide into two even groups. This game is played with the same rules as kickball but with one variation. The person up to kick must kick the ball and run all around the bases and back to home plate before someone on the team in the field catches the ball, kneels down where he caught the ball, puts his hands up to his head like zebra ears, and his team makes a line behind him, doing the same thing. If the person does not make it around the bases before the other team does this, he is out. If he does beat the team in the field, he scores a point for his team. This game is best played in an outdoor area where there are no walls to stop the ball when it is kicked (school playground, park, etc.)

Snake Eating Contest

Have partners face each other, then give each pair a long black stick of licorice candy. Each one of the pair puts one end of the licorice whip in his mouth and stands with his hands behind his back. When the signal is given, each contestant begins to eat his way towards his partner. The

pair who first reaches each other is the champion snake-eaters.

Lion in the Cage

The players form a ring around the "lion" holding hands. The "lion" tries to break through. He may rush, lunge, or pull, to try to break the ring. If he escapes, the players chase him. Whoever catches him become the "lion" in turn. It isn't fair for the "lion" to duck under the players' hands to escape.

Water the Elephants

Use cone paper cups, a tub of water, and a couple of soda bottles to play the game. Equip teams of boys with cone paper cups. On signal, they dip cups into tub of water and race to large soda bottles at the finish line, which they must fill. The Team filling their bottle first wins. This can get messy, so it is best played outside.

Tiger and the Tail

About 12 player's form up in a line - each holding the waist of the player in front of him. The smallest player is put at the end of the chain with a piece of cloth tucked loosely in the back of his belt. One player is designated to be the tiger and he is to try to snatch the "tail". The rest of the chain tries to prevent the tiger from capturing the tail by twisting and turning so as to protect the tail end player. If the tail is snatched, or if it is not after a time period, select a new head for the chain, a new tail end and a new tiger.

SKITS

Second Language

Arrangement: One den member wears a sign reading "Mother Mouse." Another has a sign reading "Cat." All others wear signs reading "Mouse." (Mother mouse is taking her children for a walk)

Mother Mouse: Come children it's a beautiful day for a nice walk... (Other mice respond. All making small talk while crossing the stage. Suddenly Cat jumps into the path in front of the mice)

Mother Mouse: (in a loud voice) Bow wow wow! Bow wow wow!

(The cat screeches in fear and runs off.) **Mice**: Oh, Mother, we were so scared!

Mother Mouse: Let that be a lesson to you, children. It pays to learn a second language.

Safari Trophies on Display

The following is strictly for laughs, the Cub Scouts will have fun putting it on and the audience will enjoy the humor.

More parts can be added if needed or some left out without spoiling the skit. As the curtain opens, the announcer is seated in a chair beside a table which has posted on it a sign saying "Safari Trophies".

Announcer: (Stands up while speaking, then sits and remains seated through the rest of the skit) We are Cub Scouts just returning from a safari, we've been busy everyday collecting samples of nature to put on display here.

(Boys can be lined up beside table and each in turn pulls out his sample from a small bag or box and after speaking he places it on the table then steps back; or the boys could come onto stage one at a time and then exit after their part.)

1st Cub: Well, I was going to bring termites in a log, but Mom said to bring this stupid frog. (Pulls out a florist frog.)

2nd Cub: I collected some sea shells from the shore (peaks into sack) Oh no! This is mom's groceries from the store. (Takes broken egg shells from bag.)

3rd Cub: A bird watcher I am you see, but the only one I could catch was the birdie. (Puts badminton birdie on table.)

4th Cub: Samples of soil I collect in spring, Mom said this was the best sample to bring. (Pulls out soiled socks, shirt, jeans, etc.)

5th Cub: I study each kind of tree but this kind did you ever see? (Puts a shoe tree on the table) 6th Cub: I collect samples of bark, and here's one we call spark! (Pulls out stuffed dog while somebody backstage barks.)

7th Cub: Flowers I study so a bud I brought with me, Yes, his name is Bud and we're friends you see. (Motions off-stage to boy who comes to stand beside him.)

Announcer: You can see this collection is quite unique, but so is our den of Cubs who have lots of fun each week.

Big Game Hunting

Two to four hunters talking together each says that he is packing a heavier and more powerful gut to shoot with. The first starts out with a small handgun and the last ending up with a very powerful rifle, shotgun, whatever. Two others come over who have overheard the hunter and

want to settle a bet. Are the hunters going after wolves or moose? One of the hunters replies, "Why no, we are going after mosquitoes!!"

How Do You Wash an Elephant?

Before introducing this stunt, choose three people to leave the room. They should not overhear the narrator. Narrator explains to the audience that the stunt is called "How to wash an Elephant", a classic example in communications. He tells the following story and pantomimes the motions as he goes.

Narrator: One morning a native farmer went out to the animal shed to begin his chores (pantomime walking). He threw open the gate and to his surprise, he found an elephant in his shed (pantomime throwing open the gate, surprise). The native farmer didn't know what to do with the elephant so he decided that the first thing to do was to wash it. He led the elephant from the shed (pick up the elephant's trunk and walk with it over your shoulder, open and close the gate). He leaves the elephant near the pump gets a bucket and scrub brush and pumped the bucket full of water (pantomime the actions). Now he is ready to begin. First he scrubbed the left side (lift the elephant's ear and wash that). Then he is ready for the stomach (lie down on the floor; wriggle under the elephant and scrub underside). Next, the right side (repeat actions as for the left side). Then he scrubbed the fact (pantomime scrubbing between the eyes and down the length of the trunk).

Almost done (walk to the rear, gingerly lift up the tail and quickly scrub there). There, that's done! (Pantomime throwing out the water, putting the brush in the bucket and setting the bucket beside the pump. Take the elephant by his trunk and lead him back to the shed, open the gate, lead him in, go out and shut the gate behind.)

Narrator tells audience he will call the people back in one by one, and pantomime the story, without benefit of the narrative. The first person will do what he remembers for the second person and so on. He will of course, have no idea what the motions mean, so it can be very funny. By the time the actions are pantomimed for the third person, it will be distorted and bare little resemblance to the original version.

After all three have tried their luck, the narrator explains the story and tells them what they were doing.

A Trip to the Zoo

Setup: Scouts playing the parts of a Judge, Policeman, 4 boys - in a courtroom setting.

Police: (Brings 4 boys before the judge.) They were causing an awful lot of commotion at the zoo, Your Honor.

Judge: (Sternly.) Boys, I never like to hear reports of juvenile delinquency. Now, I want each one of you to tell me your name and what you were doing wrong.

1st Boy: My name is George, and I threw peanuts in the elephant pen.

2nd Boy: My name is Pete, and I threw peanuts in the elephant pen.

3rd Boy: My Name is John, and I threw peanuts in the elephant pen.

4th Boy: My name is Peanuts.

You can use more boys if you wish, but make them all act different as they say their line. (i.e.: scared, nervous, cocky, lippy, loud, quiet, etc.), make sure that none of them look at the last boy or they will ruin the punch line. Also, have each boy step forward as he speaks.

Tracking the Wild Slimmer

Cub #1: We are supposed to be learning how to do tracking today. Do you guys know how to track?

Cub #2: I have never done any tracking.

Cub #3: Me neither.

Cub #4: I have. I once tracked a wild slimmer for six hours.

Cub #1: What happened?

Cub #4: I tracked the slimmer north for two hours.

Cub #2: Then what happened?

Cub #4: Then he turned west and I tracked him for another hour.

Cub #3: What happened next?

Cub #4: For the next three hours the slimmer back tracked on himself, circled around and finally ended up going south.

Cub #1: Wow, how far did you end up tracking the wild slimmer?

Cub #4: About three feet, snails get tired after that.

All About Animals

Cast: Jerry, Jimmy, Johnny and Jack.

Scene: Jerry is reading. He turns the pages of his book slowly, one by one as the others enter.

Jimmy: Hi, Jerry. What are you doing?

Jerry: (Not looking up) Reading a book about animals.

Jimmy: It must be a good book. (He sits down and picks up a book and starts reading.)

Johnny: (Enters) Hi, Jerry. What are you doing?

Jerry: (Not looking up) Reading this book. (Closes book) Now I know all about animals.

Jack: (Enters) Hi, guys. What are you doing?

Johnny: Jerry's been reading this book. He says he knows all about animals.

Jack: Okay then, tell me, what animal can jump higher than the Empire State Building?

Jerry: (Thinks) I'll have to look it up. (He looks in book)

Jimmy: I don't think any animal can jump higher than the Empire State Building.

Johnny: (To Jerry) And I thought you knew all about animals!

Jerry: (Sheepishly) So did I. So, what animal can jump higher than the Empire State Building?

Jack: All of them. The Empire State Building can't jump!

Watch Out For Critters

As the skit opens, Old Safari Guide leads two hunters into the jungle. The three walk in place, pretending to walk through jungle vegetation.

1st Hunter: Are there wild animals here?

Safari Guide: Yep. Bobcats. They're bad.

2nd Hunter: Is there anything else?

Safari Guide: There's wolves. Mean critters.

1st Hunter: Is that all?

Safari Guide: You wouldn't ask that question if you had come to rehearsal. There are Bears. And they are the worst critters that I know of.

(Suddenly, three Cub Scouts appear with brown paper sacks over their heads, with animal faces drawn on them.)

1st Cub: I'm a Bobcat 2nd Cub: And I'm a Wolf.

3rd Cub: And I'm a Bear. Who are you?

Hunters: (together) We're chickens! (and they run away.)

The Lost Pet

Boy: (Enter crying, dragging a dog leash) Waaaaaah! Waaaaaah!

Man: Little boy, what's the matter? Boy: My pet ran away! Waaaaaah!

Man: Don't cry, little boy. I'll help you find it. What color is your pet?

Boy: Yellow, with black stripes. Waaaaaah!

Man: Don't cry, little man, I'll have your pet back

in no time. (Search about the stage, muttering to self) Yellow with black stripes...hmmm...

Boy: I want my pet! Waaaaaah!

Man: Maybe he wandered down the street. You just wait here while I go look for him.

(Exit, quickly put on a ragged coat, muss up hair. Enter, running, shouting) Why didn't you say it

was a TIGER? (Exit, running.)

Cuddly Koalas

Tune: Frere Jacques

Cuddly koalas, cuddly koalas

(cradle & swing arms)

Possums too, possums too

(possum eyes - circle with finger & thumb

brought up to eyes)

Wallabies and wombats, wallabies and

wombats

(little bounce/jump with hands in front,

like begging)

Kangaroos, kangaroos

(bigger jump, more exaggerated hands)

Running Bear

(Tune: "Clementine")

Running Bear became a Cub Scout;

Always tried to Do His Best!

Proudly donned his Cub Scout clothing,

Now, they call him Running Dressed!

Running wild, and running free,

That Running Bear was brave and bold.

Traded bare skin for a Bear badge,

Now he wears the Blue and Gold!

(Lyrics copyrighted 1999 by Clare Mansfield,

GWRC)

The Centipede Song

Tune: Polly Wolly Doodle

Oh I lost my leg,

Said a thousand-legged worm,

Has anybody seen a leg of mine?

If it can't be found,

Then I'll have to hop around,

On the other nine hundred ninety-nine.

Hop around, hop around,

On the other nine hundred ninety-nine.

If it can't be found,

Then I'll have to hop around,

On the other nine hundred ninety-nine.

SONGS

The Chigger Song

Tune: Polly Wolly Doodle

Oh, there was a little chigger,

And he wasn't any bigger,

Than the wee small point of a pin.

But the bump that he raises,

Just itches like the blazes,

And that's where the rub comes in.

Comes in, comes in,

That's where the rub comes in

But the bump that he raises,

Just itches like the blazes,

And that's where the rub comes in.

Grasshopper

Tune: Battle Hymn

The first grasshopper jumped right over the

second grasshoppers back,

Oh the first grasshopper jumped right over the

second grasshoppers' back.

The first grasshopper jumped right over the

second grasshoppers' back

Oh, the first grasshopper jumped right over the

second grasshoppers' back.

They were only playing leap frog,

They were only playing leap frog

They were only playing leap frog

When the first grasshopper jumped right over

the second grasshoppers' back.

One fleafly flew up the flue and the other fleafly

flew down

(Repeat 4 times)

They were only playing fluefly (repeat 3 times)

When one fleafly flew up the flue and the other

fleafly flew down.

Animals in the Jungle

Tune: Mulberry Bush

Look at all the animals in the jungle,

in the jungle, in the jungle,

And all the funny things they do, and we can

do them too.

The elephant walks and swings his trunk,

swings his trunk, swings his trunk.

The elephant walks and swings his trunk and

we can do it to.

The eagle flaps his great big wings, etc.

See how the snake goes twisting about, etc.

The big hippopotamus winks and blinks, etc.

The tall giraffe can stretch his neck, etc.

The kangaroo goes jumping about, etc.

Camel's can march like soldier men, etc.

Repeat the first verse.

The Flying Birds

Tune: The Flying Trapeze

They fly through the air with the greatest of

ease.

Those big flocks of pigeons and gulls from the

seas.

No dog on the ground or big snakes in the

trees

Can fly high like the ducks and the geese.

I once had a duck, and that duck's name was

Phil.

One morning he woke with a terrible chill.

The dew was too heavy, he drowned on the

hill,

Yes, he died from an over dew bill.

Hippo

Tune: Harrigan

H - I - double P - O, is short for hippopotamus

Nice and fat he's roaming the Savannah,

In the hot sun workin' on his tan-a.

H - I double P - O, is quite a guy you'll see

Loves to play all the day

Never one to stir up a fuss

Hippopot - a - mus!!

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 a world of beetles, a world of fleas.

It's a world of caterpillars and of bees.

In this world that we know, there is so much to

show

It's an insect covered world.

Chorus

It's a world of snakes and a world of snails.

It's a world of turtles, a world of whales.

Big or little, great or small, it's a wonder to us

all,

It is Mother Nature's World.

Final Chorus:

It is Mother Nature's World.

Monkey See, Monkey Do

(Tune: Jingle Bells)

Monkey see, monkey do

Just the same as you.

If you blink, then he will blink

He likes to copy you.

Monkey see, monkey do

Just the same as you.

If you blink, then he will blink,

He likes to copy you.

(Continue substituting other actions for blink.)

Boa Constrictor

(Tune: "Battle Hymn of the Republic") I'm being eaten by a boa constrictor. I'm being eaten by a boa constrictor. I'm being eaten by a boa constrictor. And I don't like it very much. (Yelled) No!

Oh no, oh no, he's up to my toe. Oh no, oh no, he's up to my toe. Oh no, oh no, he's up to my toe. And I don't like it very much. (yelled) No!

Oh gee, oh gee, he's up to my knee. Oh gee, oh gee, he's up to my knee. Oh gee, oh gee, he's up to my knee. And I don't like it very much. (yelled)No!

Oh, fiddle, oh fiddle, he's up to my middle. Oh, fiddle, oh fiddle, he's up to my middle. Oh, fiddle, oh fiddle, he's up to my middle. And I don't like it very much. (yelled)No!

Oh heck, oh heck, he's up to my neck. Oh heck, oh heck, he's up to my neck. Oh heck, oh heck, he's up to my neck. And I don't like it very much. (yelled)No!

Oh dread, oh dread, he's up to my head. Oh dread, oh dread, he's up to my head. Oh dread, oh dread, he's up to my head. GULP!

Animal Fair

I went to the animal fair.
The birds and the beasts were there.
The big baboon by the light of the moon
Was combing his auburn hair.
The funniest was the monk.
He sat on the elephant's trunk.
The elephant sneezed and fell to his knees.

And that was the end of the monk, The monk, the monk, the monk...

The Feet of the Hippo

(Tune: The Wheels on the Bus)
The feet of the hippo go thump, thump, thump, thump, thump, thump, thump.
The feet of the hippo go thump, thump, thump, All thru the day.

The nose of the hippo goes snort, snort, snort, Snort, snort, snort, snort, snort, snort. The nose of the hippo goes snort, snort, snort, All thru the day.

The tail of the hippo goes swish, swish, swish, swish, swish, swish, swish, swish. The tail of the hippo goes swish, swish, swish, All thru the day.

Elephants

Tune: Edelweiss
Elephants, elephants,
Every morning their sneezes,
Thar she blows, out their nose,
Gobs of snot in the breezes.

Pachyderm trunk full of greenish gunk, Swinging as it pleases. Elephants, elephants, Put an end to your sneezes.

Tarzan of the Apes

Tune: Battle Hymn of the Republic
I like bananas, coconuts and grapes
I like bananas, coconuts and grapes
I like bananas, coconuts and grapes
That's why they call me
(yell) TARZAN OF THE APES!

Repeat softer and softer except for the last line. Hand motions: Banana - peeling motion Coconut - picking it from a tree Grapes - picking off vine and popping in your mouth.

At The Zoo

(Tune: Quartermaster's Store)
There are snakes, snakes, snakes;
Big as garden rakes.
At the zoo, at the zoo,
There are snakes, snakes, snakes;
Big as garden rakes.
At the great Columbus Zoo.

Chorus
My eyes are dim,
I can not see.
I have not brought my specs with me.
I have not brought my specs with me.

There are spiders, spiders, spiders, Large enough to have riders.

There are but-ter-flies. To brighten up the skies.

There are fleas, fleas, fleas, Biting at your knees.

There are ants, ants, ants, Crawling up your pants.

There are frogs, frogs, frogs, And mammoth polywogs.

There are bats, bats, bats. Knocking off our hats.

There are buf-fal-loes, With mud between their toes.

There are an-to-lope, Eating cantaloup.

There are dra-gon-flies, Zipping past your eyes.

There are mos-qui-toes, Biting at your nose.

Alice The Camel

Alice the camel has five humps,
(Waving motion with hand to indicate 5 humps)
Alice the camel has five humps,
(Repeat action)
Alice the camel has five humps,
(Repeat action)
So, go, Alice, go! BOOM, BOOM, BOOM!
(Hands on hips, wiggle hips to the beat)

Repeat with four humps, three humps, etc... Until...)

Alice the camel has NO humps, Alice the camel has NO humps, Alice the camel has NO humps, CAUSE ALICE IS A HORSE!!!!!!

Crazy Crocodile

(Tune: Alouette)
Crocodile, crazy crocodile,
Crocodile swimming in the swamp.
Eating all the she can see.
Eating all that she can see,
She can see, she can see, oh –
Crocodile, crazy crocodile
Crocodile swimming in the swamp

SPARKLERS

Cheers

Elephant: Let arm act as a trunk, wave it brokenly in front of your face. Raise your forearm

up and down and say, "Peanuts, peanuts anyone?"

Road Runner: Beep-Beep-Zoom.

Seal: Extend arms, cross hands at the wrist and flap hands several times.

Tiger: Shout, "Grrrreat! Thrust fist upward Tony Tiger style.

Moose Cheer: Place open hands by ears to form antlers and call "OOOOO-AAA-OOOO."

Beaver Applause: Bend slightly at the waist, stick out your rump in one direction and your head in the

other. Slap rump with one hand and pretend to gnaw at a tree with your teeth.

Beaver Applause II: Same as above, except move around in a circle pretending to gnaw at the tree, cup your hands around your mouth and yell "TIMBERrrr!!!.

Tony the Tiger Applause: "You're grrrreaaaaatttt!!!"

Alligator Applause: With palms together, start opening fingers, keeping wrists together, then snap hands together very fast.

Jokes and Riddles

Cub 1: How does a hippo get up a tree?

Cub 2: Climbs on an acorn and waits.

Cub 1: How does a hippo get down from a tree?

Cub 2: He sits on a leaf and waits for the fall.

Cub 1: Can you name 9 animals from Africa?

Cub 2: Sure, Eight elephants and a lion.

Cub 1: What's the best year for a kangaroo?

Cub 2: Leap year.

Cub 1: What's worse than a giraffe with a sore throat?

Cub 2: A centipede with athlete's foot.

Cub 1: Why can't you get two elephants into a pool at the same time?

Cub 2: They only have one pair of trunks.

Cub 1: Why did the monkey run around the jungle with a hatchet in his hand?

Cub 2: He wanted a banana split.

Cub 1: Why is it dangerous to play a game in the jungle?

Cub 2: Because there are too many cheetahs around.

Cub 1: How do you know when an elephant likes you?

Cub 2: It gives you a stamp of approval.

- Cub 1: How fast must you run if a tiger is chasing you?
- Cub 2: One step faster than the tiger.
- Cub 1: Why do elephant walk so slowly?
- Cub 2: Because they don't have jogging shoes.
- Cub 1: What did the cheetah say after he ate an ice cream cone?
- Cub 2: That hit the spot!
- Cub 1: What goes through the jungle without making a sound?
- Cub 2: A trail.
- Cub 1: What kind of animal eats with his tail?
- Cub 2: All kinds. They can't take them off.
- Cub 1: Why does a giraffe eat so little?
- Cub 2: He makes a little go a long way.
- Cub 1: Where do wild animals like to play?
- Cub 2: On the jungle gym
- Cub 1: With what big cat should you never play cards?
- Cub 2: The cheetah!
- Cub 1: Why do lions roar?
- Cub 2: They would feel silly saying "Oink"!
- Cub 1: Why do elephants paint their toenails red?
- Cub 2: So they can't be seen when they hide in cherry trees.
- Cub 1: How do you know you have had elephants in the fridge?
- Cub 2: Footprints in the butter.
- Cub 2: How do you get two elephants in a pickup truck?
- Cub 2: One in the cab, one in the back.
- Cub 1: How do you get two mice in a pickup truck?
- Cub 2: You can't ... it's full up with the elephants.
- Cub 1: Why do Rhino's wear ripple-soled sneakers? –
- Cub 2: To give the ants a chance.

These are a variation of the popular jokes. They can be set up with 2 boys for each "joke".

- Cub 1: How can you tell if a buffalo is under your bedroll?
- Cub 2: The ceiling of your tent is very close.

Cub 3: Did you know buffaloes are originally from Italy?

Cub 4: You mean like in the song "Oh where is the home for the buffaloes - Rome!

Cub 5: What do you find between the hooves of buffaloes?

Cub 6: Slow buffalo hunters.

Cub 7: What do you get when you cross peanut butter with a buffalo?

Cub 8: You either get peanut butter that roams the range or a buffalo that sticks to the roof of your mouth.

Cub 9: How can you tell a buffalo from a field mouse?

Cub 10: Try to pick it up. If you can't it's either a buffalo or a very overweight mouse.

Cub 11: How can you tell when there are two buffaloes in your refrigerator?

Cub 12: His hoof prints are in the Jell-O.

Cub 13: How can you tell when there are two buffaloes in your refrigerator?

Cub 14: You can't shut the door.

Run Ons

(Runs in yelling) They're after me. They're after me.

Who's after you?

The monkeys. They think I'm bananas!

Bwanta: "Hello, operator. I'd like to speak to the King of the jungle."

Operator: "I'm sorry sir, but the lion is busy.

Question: On the way to the watering hole, a zebra met 4 elephants. Each elephant had 3 monkeys on its back. Each monkey had 2 birds on its tail. How many animals in all were going to the water hole?

Answer: Only one. The rest were coming back from the water hole.