



WOLF



BEAR

The Knight's Code

Be always ready with your Armor on,
except when you are taking your
Night's Rest.

Defend the Poor, and Help them
that cannot defend themselves.

Do nothing to hurt nor offend
Anyone Else.

Be prepared
to fight in the Defense of
your Country.

At whatever you are working,
try to win Honor
and a name for Honesty.

Never break your Promise.

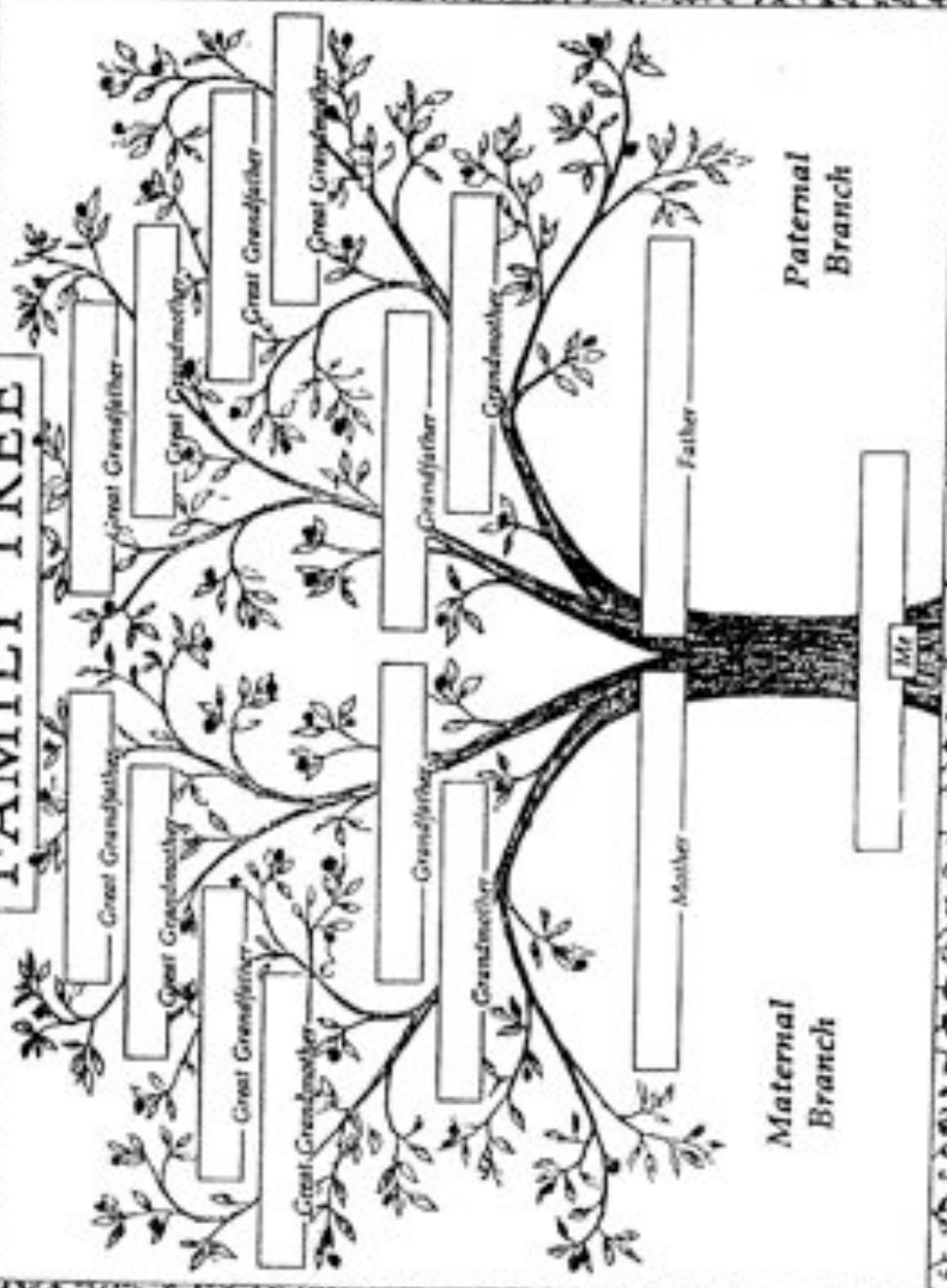
Maintain the Honor of your Country
with your Life.
Rather die honestly, than live shamelessly.

Chivalry requireth
that Youth should be trained
to perform
the most laborious and humble Offices
with Cheerfulness and Grace,
and Do Good Unto Others.



KNIGHT'S HELMET
NECKERCHIEF SLIDE

FAMILY TREE



KNIFE SAFETY TEST

1. A knife is a _____, not a toy.
2. Know how to sharpen a knife. A sharp knife is safer because it is less likely to _____.
3. Keep the blade sharp and _____.
4. Never _____ an open knife in your hand.
5. When you are not using your knife, _____ and _____.
6. Keep you knife _____. (HINT: so it won't rust)
7. When you are using the cutting blade, do not try to make _____ shavings or chips. Easy does it.

- *. Demonstrate how to close the blade.
- *. Explain your "safety circle".
- *. What should knives **not** be used for?



-
- I understand the reason for safety rules.
 - I will treat my pocketknife with the respect due a useful tool.
 - I will always close my pocketknife and put it away when not in use.
 - I will not use my pocketknife when it might injure someone near me.
 - I promise never to throw my pocketknife for any reason.
 - I will use my pocketknife in a safe manner at all times.



By signing, I agree to follow all safety rules found in my Bear Cub Scout Book as well as any rules told to me by any adult or leader.

I understand that, should I break a rule, at least 1 corner of my Whittling Chip will be cut off.

I also understand, that should all 4 corners be cut off, I will lose both my Whittling Chip as well as my pocketknife.

My Den Leader will then inform me of when I may begin to earn my Whittling Chip again.



THE STRONGEST LINK

YOU'LL NEED:

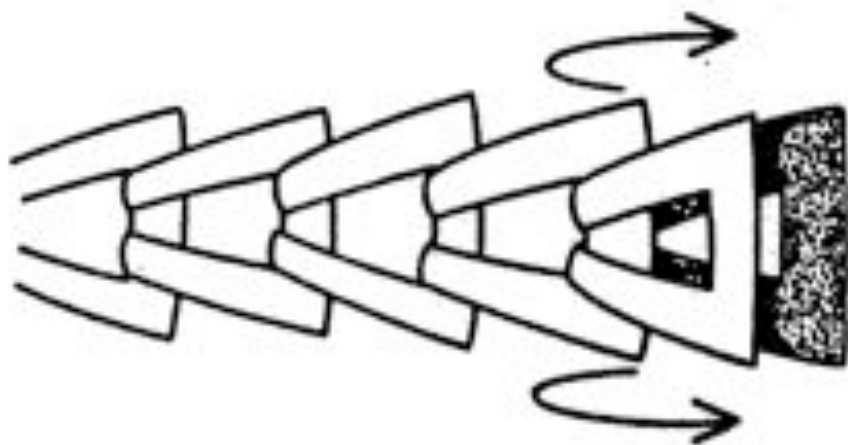
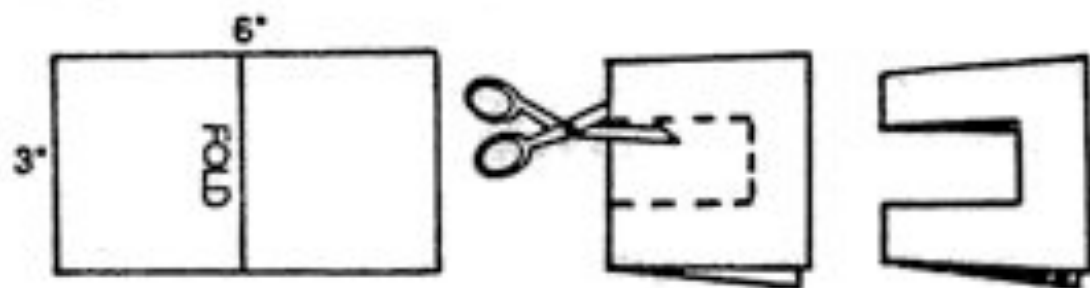
construction paper or colored copy paper
scissors

HOW TO MAKE THE CHAIN:

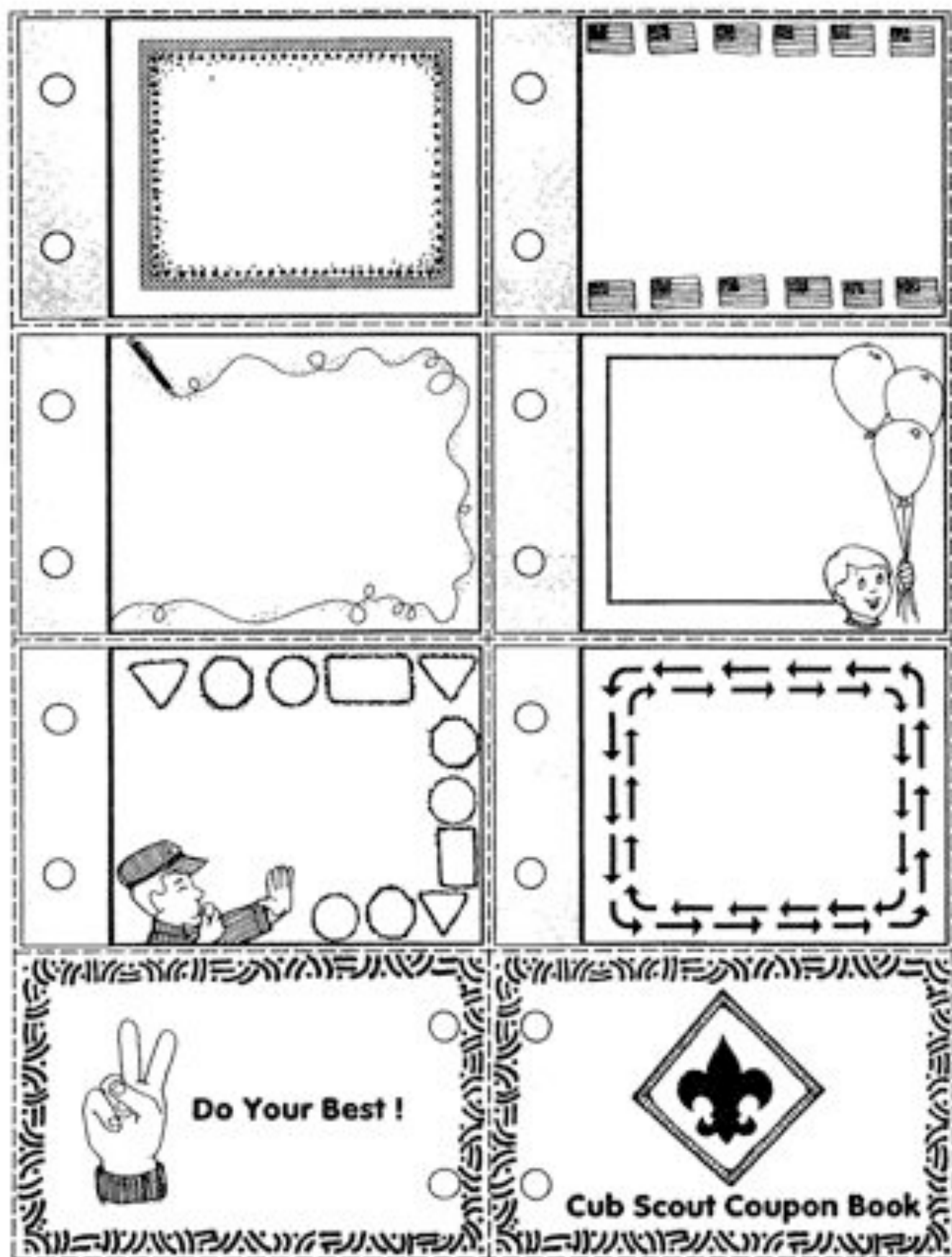
- Cut lots of paper rectangles measuring 3" x 6", each rectangle you cut makes one 3" link.
- Fold each rectangle in half (see diagram).
- Cut a smaller rectangle out of the center, leaving about a 3/4" "frame".
- To assemble, just push one open frame through the opening in another; fold each frame over to secure it in place.
- Add the next open frame. Each frame holds the previous link in place.
- The very last link can be fastened with tape or glue.

NOW ... WHAT DO I DO WITH IT?

- Use it to hold a ship's anchor
- A horse's tether
- Chains to secure a pirate's treasure chest
- Make a colorful chain to decorate a holiday tree or a room.
- Make a chain out of only green paper; wear it like an athlete's laurel wreath around your head!
- Make a black paper chain and use it to secure the hands of a boy doing the "American Boy" Opening Ceremony elsewhere in this PowWow book.
- Demonstrate that one link by itself tears very easily, but together they are surprisingly strong. that's a lot like PEOPLE are — a lot stronger when they work together!



"Helping Hand" Do-It-Yourself Coupon Book



TALL TALES

TALL TALES DEN MEETING:

Preparation:

Borrow or rent a "tall tales" video. Walt Disney and others have several good legends both short (Pecos Bill, Paul Bunyan) and full-length (the Tall Tale movie). Have some popcorn handy.

Den meeting:

1. Play the Tall Tales map game.
2. Determine the winning team and an award.
3. Pop up some popcorn (a healthy snack!)
4. It's movie time!

TALL TALES MAP GAME:

Preparation: (Make two sets of each)

Photocopy the Bear Ach. #4 pages; cut apart into story cards. Photocopy the US map (enlarge it if possible).

To play:

1. Break the den into two teams.
2. Give each a set of cards and a map.
3. At the signal "go", the teams read the cards and try to place them in the proper section of the US, where the tale grew up. Teams can write the numbers on the map.

TALL TALES FOR BEAR CUBS, Achievement #4:

Read the story card, then write the NUMBER where you think it belongs on the map!

- | | | | |
|------------------------|----------------------|----------------------|---------------------|
| 1. Sasquatch/Bigfoot | 6. Hiawatha | 11. Davy Crockett | 16. Old Stormalong |
| 2. Pony Express riders | 7. Charlie Parkhurst | 12. John Henry | 17. Ichabod Crane |
| 3. Paul Bunyan | 8. Lost Dutchman | 13. Zorro | 18. Molly Brown |
| 4. Pecos Bill | 9. Johnny Appleseed | 14. El Dorado | 19. King Kamehameha |
| 5. Rip van Winkle | 10. Daniel Boone | 15. Barbara Fritchie | 20. Casey Jones |





MAPS



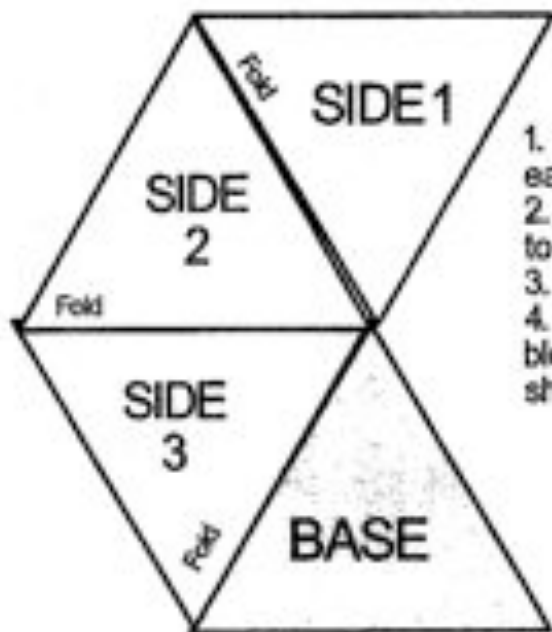
D. Make a map showing the route from your home to your school or den meeting place.

WHAT'S COOKING?

Cooking & Eating

WHILE THEY GATHER:

Have several magazines and pairs of scissors handy. Instruct the boys to cut out pictures of all kinds of food. Let them know they will be using these for an activity later in the den meeting.



HOW TO MAKE A FOOD PYRAMID TABLE CENTERPIECE:

1. Cut out 4 equilateral triangles ("equilateral" means each side of the triangle measures the same length).
2. Tape all 4 triangles together and fold them according to this diagram.
3. Fold the base under and secure it with tape.
4. Draw lines on each side to look like stacked building blocks, corresponding to the food group guidelines shown in the picture below.
5. Paste cut-out food pictures into the food group building blocks where they belong. Look at the picture below to help you.
6. Have a healthy snack while everyone admires their pyramid and while eating, take a few minutes to discuss it!



Start a Collection!



YOU'LL NEED:

A straight stick for each boy. (Go on a hike, and make this one of the goals!). Sticks should be sturdy, straight, about 1/2" thick and 15" long.

Sturdy fabric (canvas, denim, thick felt, etc.). Cut a piece about 14" wide and 18 - 20" long for each boy.

Yarn or string, and scissors to cut it.

Markers or paint to decorate the patch collection banner

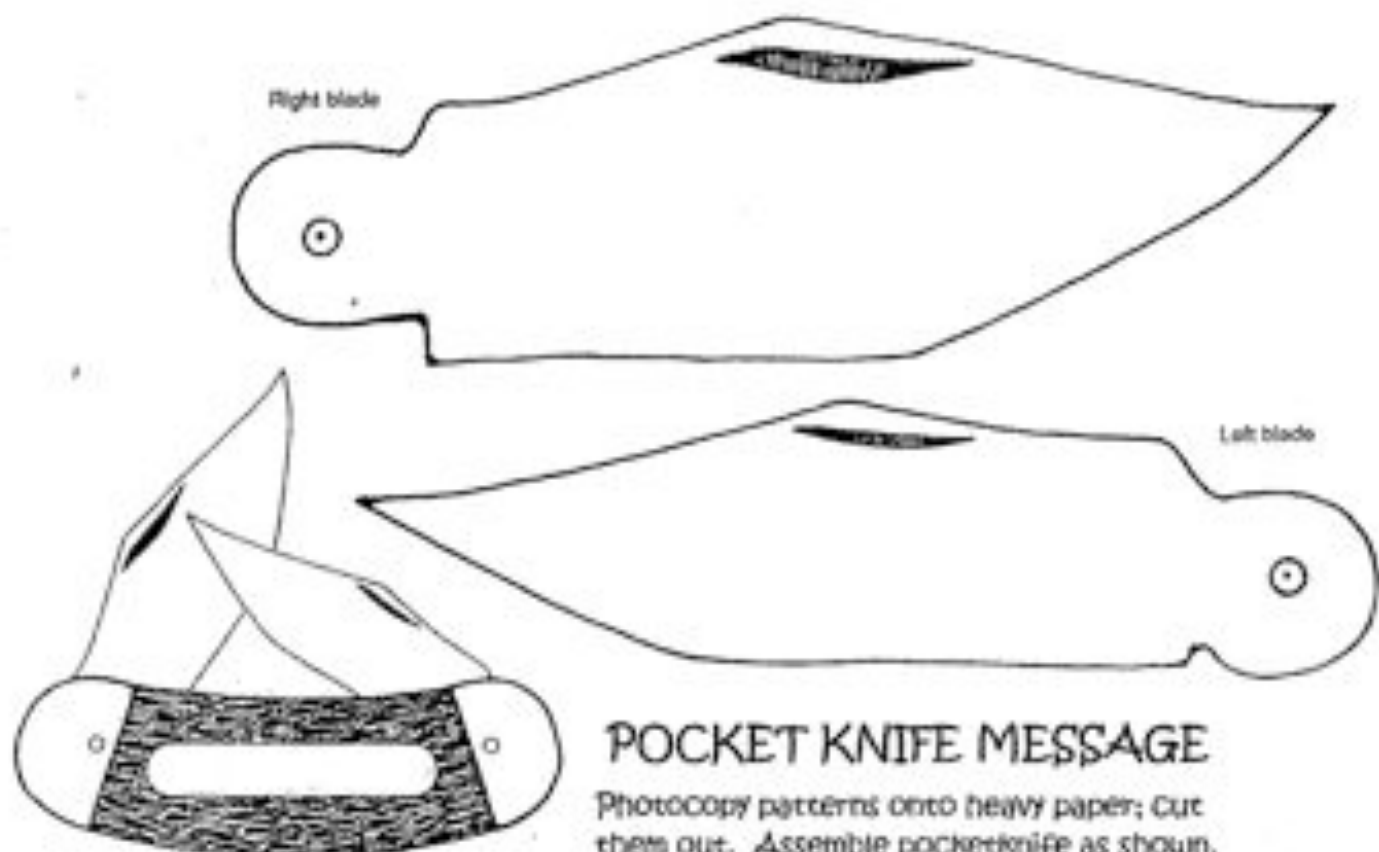
Something to put onto it (activity patches from participating in events, or design something special to get them started on their collections!)

With your den leader's help, poke a small hole through the fabric, one near each corner plus one or two in the middle of the upper edge.

Tie a piece of yarn through each hole and around the stick.

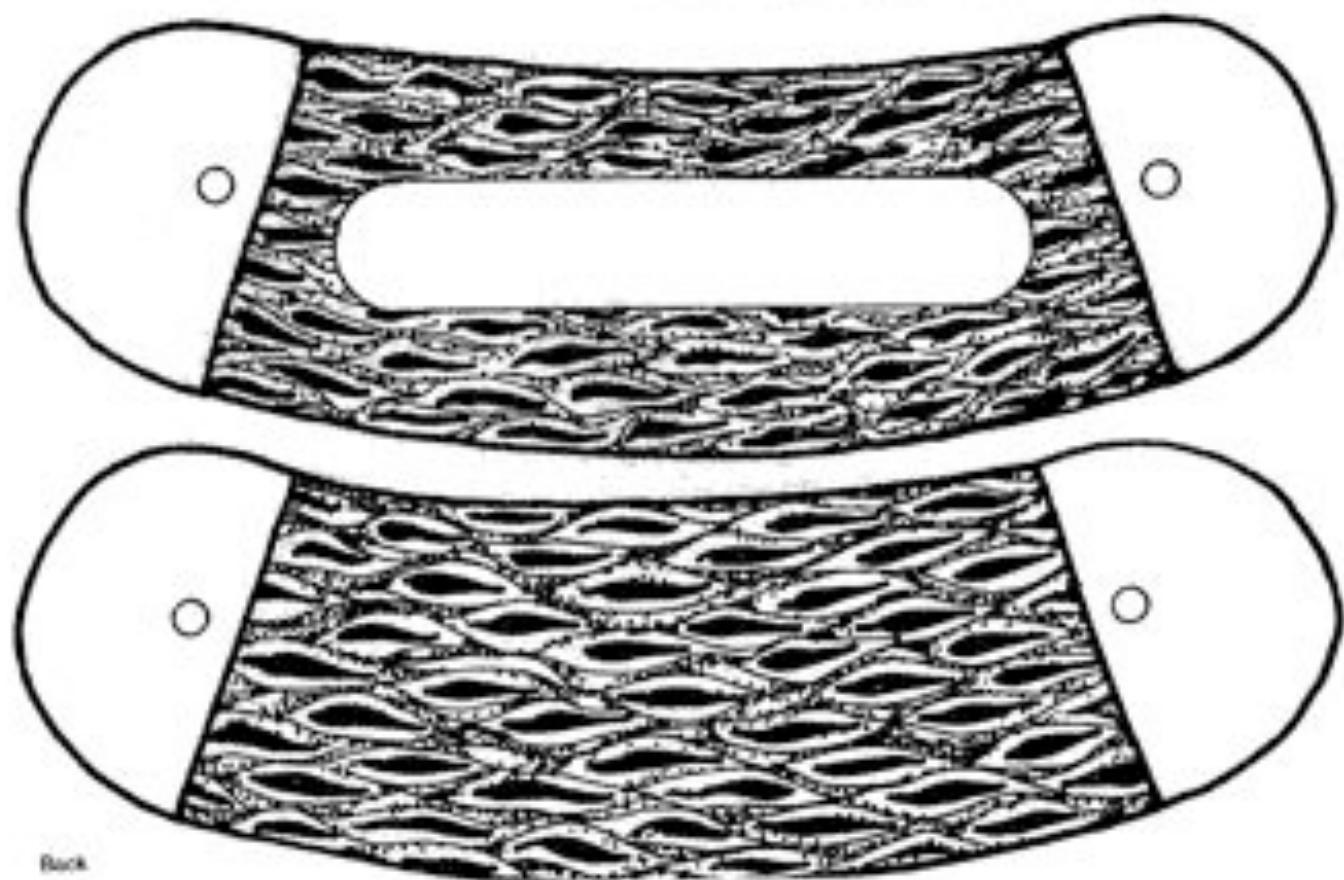
Use markers or paint to decorate the top of your patch collection banner with your name, Native American symbols, or whatever interests you.

Then, attach your patches with safety pins or tape --- and add to it every time you earn a patcher pin for participating in a Scouting activity!



POCKET KNIFE MESSAGE

Photocopy patterns onto heavy paper; cut them out. Assemble pocketknife as shown. Secure each blade through the small holes using small brass paper fasteners. Write your message or INVITATION to BLUE + GOLD on the blades, then fold them down safely!



Back

_____’s

Safety
Notebook

Achievement 9d

BIKE SAFETY RULES!!!

I always wear a _____
when I ride my bike.

When riding in the road, I always
ride on the _____ side.

I never ride my bike in a dangerous
place. I ride it in a _____ place.

I watch out for _____ and
I'm not a _____.

I also watch out for _____
_____ because _____

_____.

I always show others what I am going
to do with my _____ arm.



**MY FAMILY
IS SAFE
AT HOME
AND
ON THE STREET**

The _____ Home

Inspected by _____

_____ a Cub Scout certified
home safety expert.



"RIDE RIGHT"

BICYCLE INSPECTION CHECKLIST

NAME _____ DATE _____

MAKE OF BICYCLE _____ SERIAL NO. _____

MODEL: BMX Single speed/coaster brake 3-5 speed 10-12-18 speed

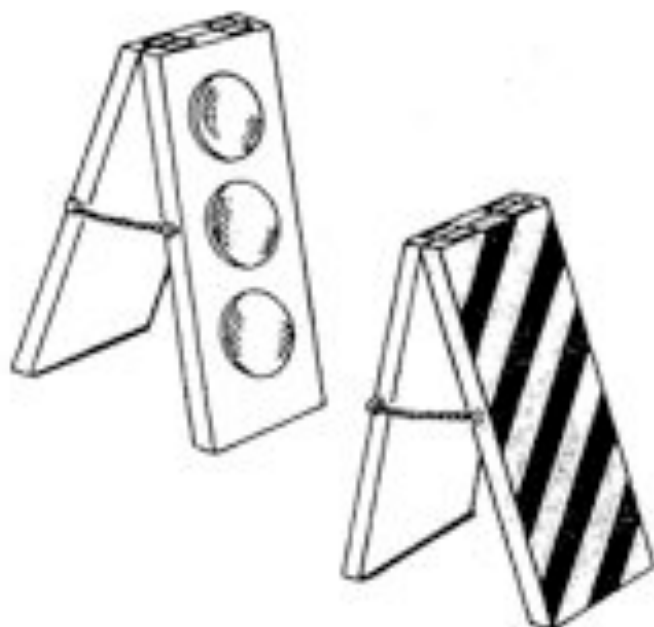
INSTRUCTIONS: Place a check mark in the proper box. Complete the items applicable to the bicycle and accessories.



	Front		Rear		
	YES	NO	YES	NO	YES NO
WHEELS					
spokes loose, broken	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
axle nuts tight	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
rim bent	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
TIRES					
correct inflation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
cuts, cracks, bulges	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
worn tread	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
valve centered	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
REFLECTORS					
clean	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
damaged, loose	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
missing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
FRAME			YES NO		
bent, cracked			<input type="checkbox"/>	<input type="checkbox"/>	
SPROCKETS					
teeth damaged			<input type="checkbox"/>	<input type="checkbox"/>	
CHAIN					
loose			<input type="checkbox"/>	<input type="checkbox"/>	
damaged			<input type="checkbox"/>	<input type="checkbox"/>	
lubricated			<input type="checkbox"/>	<input type="checkbox"/>	
clean			<input type="checkbox"/>	<input type="checkbox"/>	
PEDALS					
loose/bind			<input type="checkbox"/>	<input type="checkbox"/>	
tread worn			<input type="checkbox"/>	<input type="checkbox"/>	
reflectors affixed			<input type="checkbox"/>	<input type="checkbox"/>	
FORK					
loose			<input type="checkbox"/>	<input type="checkbox"/>	
bent			<input type="checkbox"/>	<input type="checkbox"/>	
HANDLEBAR					
loose			<input type="checkbox"/>	<input type="checkbox"/>	
proper height			<input type="checkbox"/>	<input type="checkbox"/>	
grips loose missing			<input type="checkbox"/>	<input type="checkbox"/>	
SADDLE(seat)					
loose			<input type="checkbox"/>	<input type="checkbox"/>	
correct height			<input type="checkbox"/>	<input type="checkbox"/>	
COASTER BRAKE					
stops smoothly, quickly			<input type="checkbox"/>	<input type="checkbox"/>	
HAND BRAKE					
lever moves easily			<input type="checkbox"/>	<input type="checkbox"/>	
adjusted properly			<input type="checkbox"/>	<input type="checkbox"/>	
pads worn			<input type="checkbox"/>	<input type="checkbox"/>	
DERAILLEURS					
shift mechanism clean			<input type="checkbox"/>	<input type="checkbox"/>	
lubricated			<input type="checkbox"/>	<input type="checkbox"/>	
adjusted properly			<input type="checkbox"/>	<input type="checkbox"/>	
cables frayed			<input type="checkbox"/>	<input type="checkbox"/>	
Equipment & Accessories					
HELMET					
damaged			<input type="checkbox"/>	<input type="checkbox"/>	
correct fit			<input type="checkbox"/>	<input type="checkbox"/>	
BELL/HORN					
loose			<input type="checkbox"/>	<input type="checkbox"/>	
damaged			<input type="checkbox"/>	<input type="checkbox"/>	
loud enough			<input type="checkbox"/>	<input type="checkbox"/>	
LOCK, CHAIN or CABLE					
chain/cable long enough			<input type="checkbox"/>	<input type="checkbox"/>	
strong lock			<input type="checkbox"/>	<input type="checkbox"/>	

EMERGENCY SIGNAL

For safety purposes, keep an emergency road signal in your car.



PROCEDURE

1. Cut the boards to right lengths and sand edges smooth.
2. Nail the reflectors to one side of each board, or apply reflector tape in several strips on each board.
3. Using a screwdriver, screw the hinges to the top of both boards.
4. Measure 8" from the bottom of each board and then screw in a screw-eye at that point. Attach the plumber's chain or wire between the eyes.

If your car breaks down at night, place the emergency signal on the highway a reasonable distance in back of the car.

ADVANCEMENT POSSIBILITY

Wolf Achievement 5: Tools for Fixing and Building

Bobcat Craftsman

MATERIALS

Two 1" hinges with screws

Two small screw-eyes

12" plumber's chain or wire

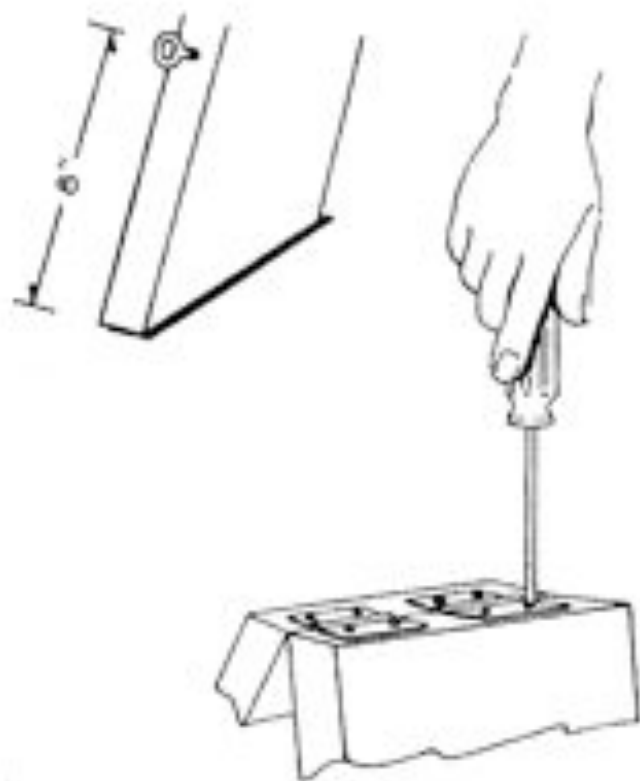
Reflector tape or glass reflectors

Screwdriver

Hammer

Two boards 4" x 24" x 1/2"

Sandpaper



FLYING "MAPLE-COPTERS"

You probably have seen a maple-seed "helicopter" with its two broad wings connecting a pair of fat seeds. Dropped from nearly any height, it whirls through the air like the propellers of a helicopter. Maples trees only drop their seeds in the **SPRING**, to grow new trees. But **YOU** can make a maple-copter at **ANY TIME** and watch it fly!

1. Copy (or photocopy) the maple-copter and cut it out. Use the pattern shown at right.
2. Fold one Wing A toward you, and the other Wing A away from you (see figure 2).
3. Fold C and D over each other to overlap (#3).
4. Fold the bottom up just a little bit, and put a small paper clip on it (see figure 4).
5. Hold your Maple-Copter by its paper clip. Now, throw it like a ball as high & far as you can throw (or drop it from a porch or staircase). It will spin to the ground, just like a maple-seed spins from a tree.

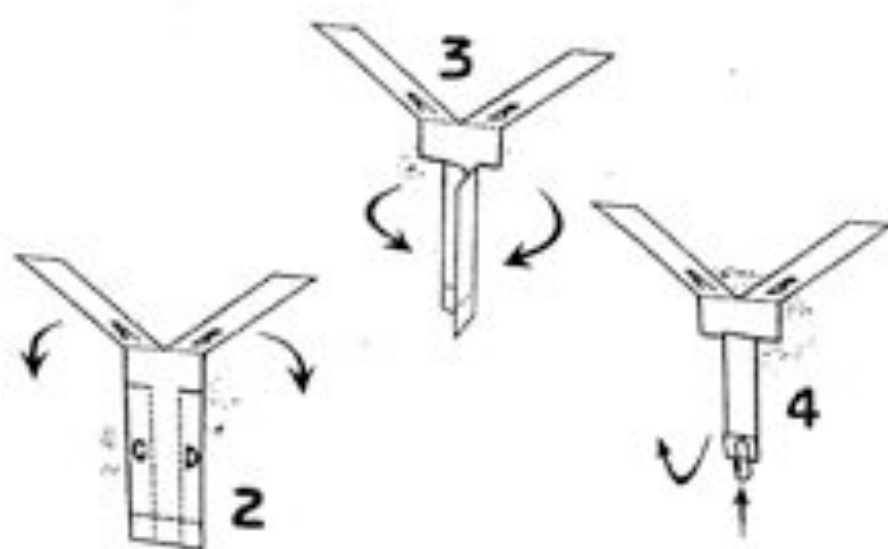
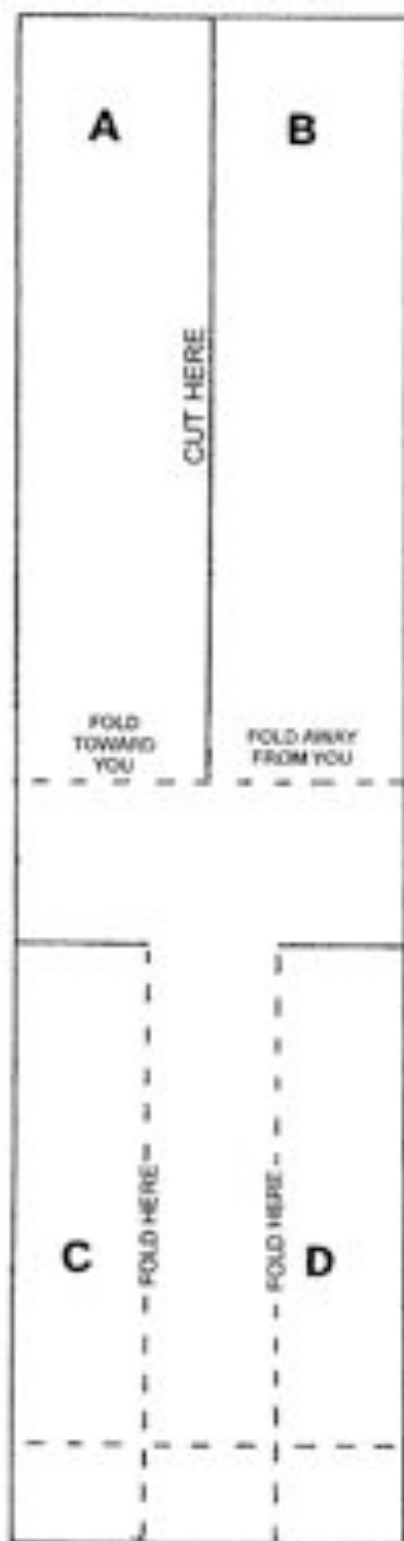
FOOD FOR THOUGHT:

Why do YOU think maples have seeds that fly?

MAPLE-COPTER AIM-GAME:

Lay a piece of rope in a 3-foot circle, and set a bowl in the middle. Can you throw your 'copter into the rope target? Can you get it to land in the "bowl's-eye" in the middle? Score points!

FIGURE 1
CUT ON SOLID LINES.
FOLD ON DOTTED LINES.



Nature Scavenger Hunt



Find 5 GREEN things:

Find 4 BROWN things:

Find 2 RED things:



RULES:

These things must be natural, from nature.

Take CARE-- Don't destroy any living thing. Take your TIME to find something special.

You get one point per item, plus a BONUS point for each item you can IDENTIFY (like, what kind of leaf, rock, or bird feather?)

Find 1 BLUE thing:

Find 3 YELLOW things:



Find 5 things of ANY COLOR other than above (Purple, orange, black etc.)



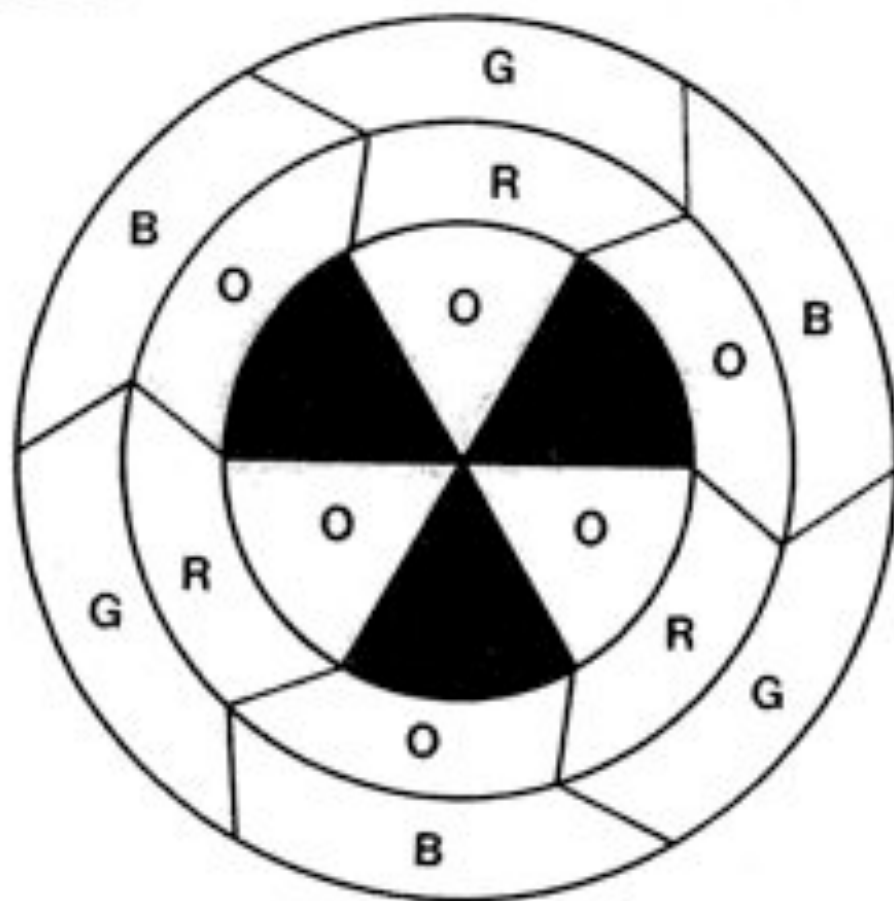
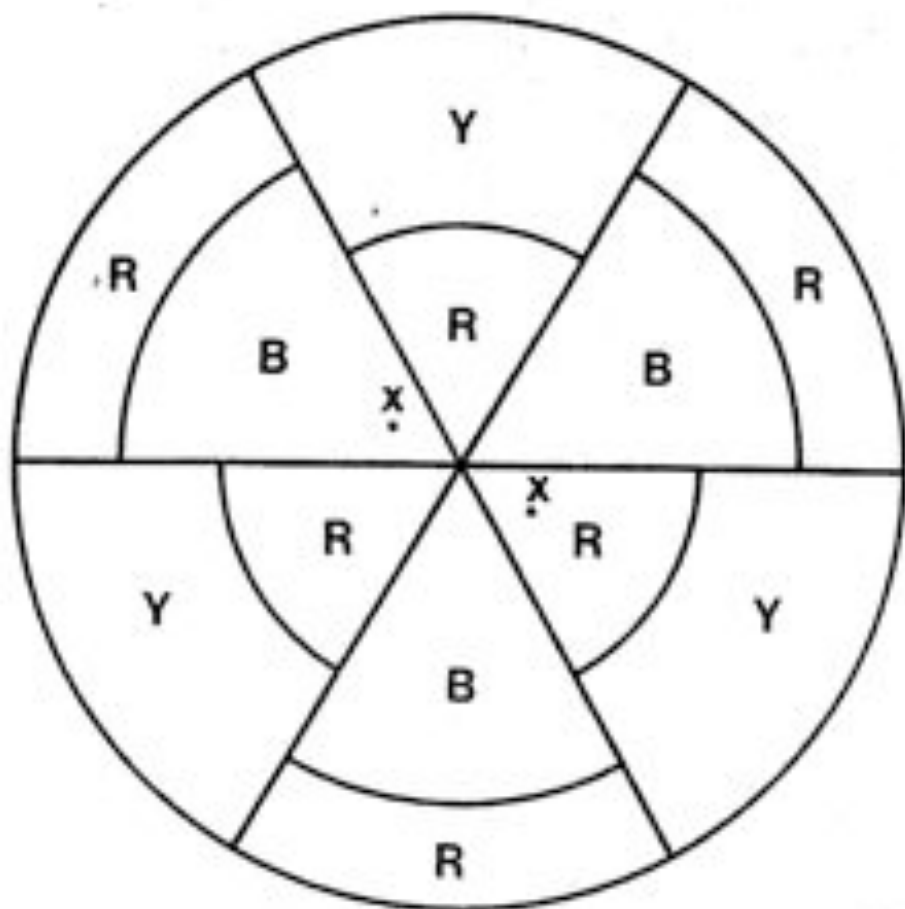
WILD ATLANTA CHALLENGE

- THE CHALLENGE** Accumulate 100 pts.
- THE TEAM** You and your den - sometimes as a team, sometimes by yourself.
- THE TOOLS** This packet, the zoo, and your Bear Scout book.
- THE PLAN** Under direction of your Den Leader, you will tour Zoo Atlanta, always keeping your eyes and ears open.
You will work by yourself unless otherwise instructed.
- THE MISSION** Your primary mission will be to complete this packet by the end of the allotted time (3 hours). During the day, you and your team will be given special missions to complete.
- THE OBSTACLES** Are few.
10 points will be deducted for each zoo rule broken.
10 points will be deducted for yelling or running.



Here's your first question:

List the 4 major purposes of the zoo.



COLOR KEY
 R - RED
 O - ORANGE
 Y - YELLOW
 G - GREEN
 B - BLUE

What snake resembles the coral snake but is not poisonous?

4

How can you tell them apart?

8

Name the pandas.

4

List 5 animals that use camouflage to protect themselves.

10

Explain each part of the food chain below:

20



This is an example of a

This is an example of a



This is an example of a



This is an example of a

SPIDER IN A WEB

YOU'LL NEED:

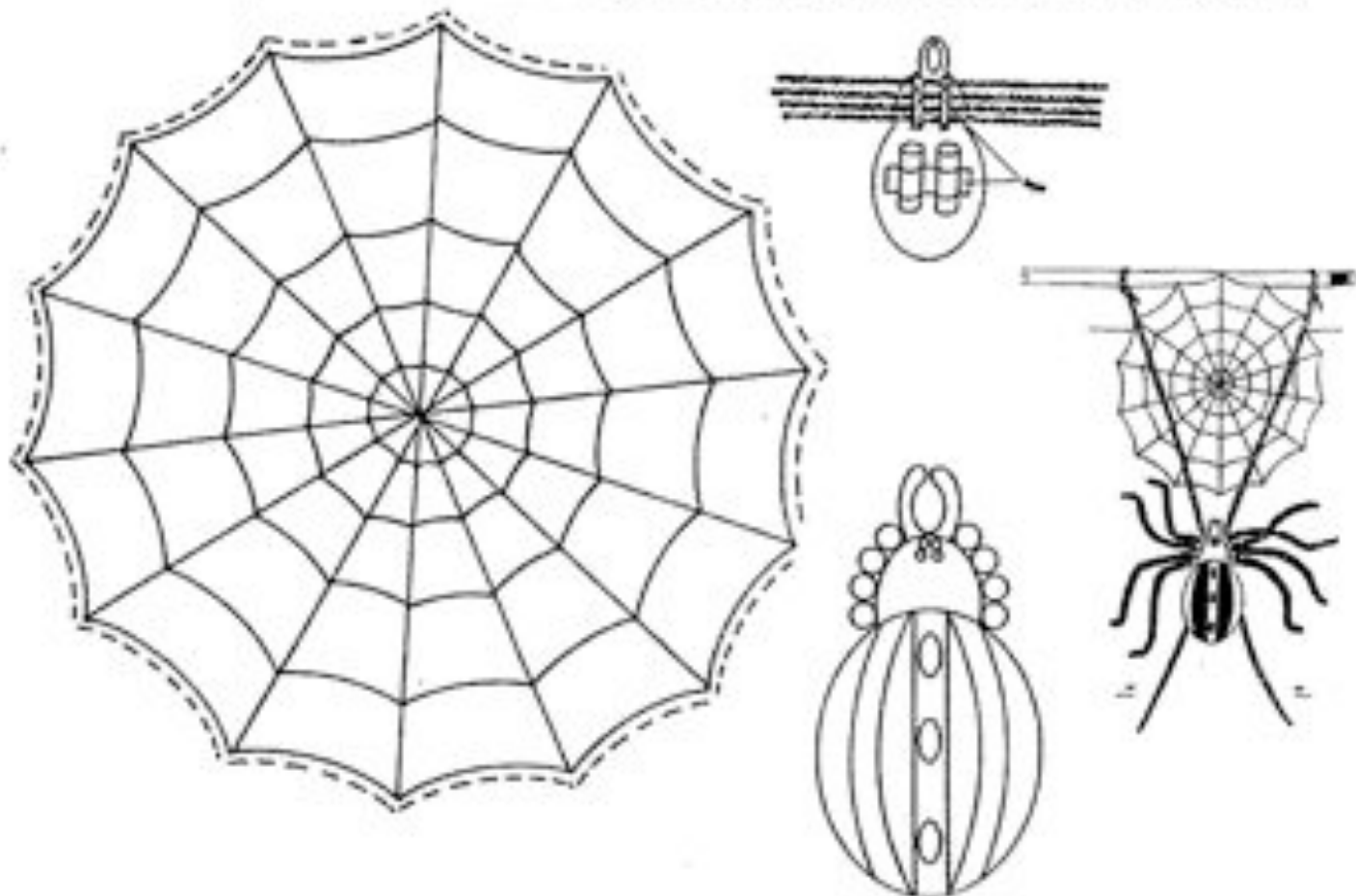
markers or crayons
scissors & ruler
yarn or nylon string

thin cardboard
glue or gluestick
pipe-cleaners

drinking straws
masking tape
pencil, chopstick or stick for each boy

HOW TO MAKE IT:

- Copy or photocopy the patterns for the body & web.
- Color the body of the spider.
- Glue the body and the web onto thin cardboard or index card stock. When the glue is dry, cut them out.
- Cut two 18" pieces from the drinking straw. Tape them onto the underside of the spider's body as shown in the diagram.
- Cut 2 pipe-cleaners in half to form 4 pieces. Tape them at their mid-point on the underside (see diagram). Bend them to look like 8 spider legs.
- Tie two 18" pieces of yarn to the pencil/stick, about 4" apart. Then tape the web to the pencil so that the pieces of yarn hang in front of the web (see diagram).
- Thread each end of yarn through one of the straws. This will be easier if you wrap a little tape around the ends of the yarn.
- Have someone hold the pencil/stick, or tape it to the edge of a kitchen counter.
- Gently pull the yarn ends outward (away from each other), and the spider will climb upward towards its web.
- Tug downward on each end of yarn (first one, then the other) and it climbs down!



Animal Tracks



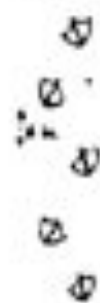
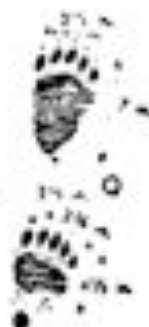
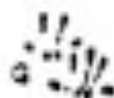
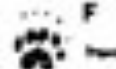
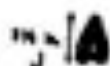
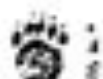
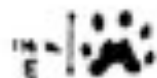
If you find an animal's track, draw it here

(What animal do you think it is?)

Close observation along a streambank or in snow-covered woods will reveal a surprising abundance of wildlife signs.

Look for these:

- A. Raccoon
- B. Chipmunk
- C. Woodchuck
- D. Opossum
- E. Mink
- F. Striped skunk
- G. Common rat
- H. Gray squirrel
- I. Cottontail rabbit
- J. White-tailed deer
- K. Muskrat
- L. Weasel
- M. Porcupine
- N. Bobcat
- O. Red fox
- P. Ringneck pheasant
- Q. Black bear
- R. Canada goose
- S. Beaver
- T. Grouse





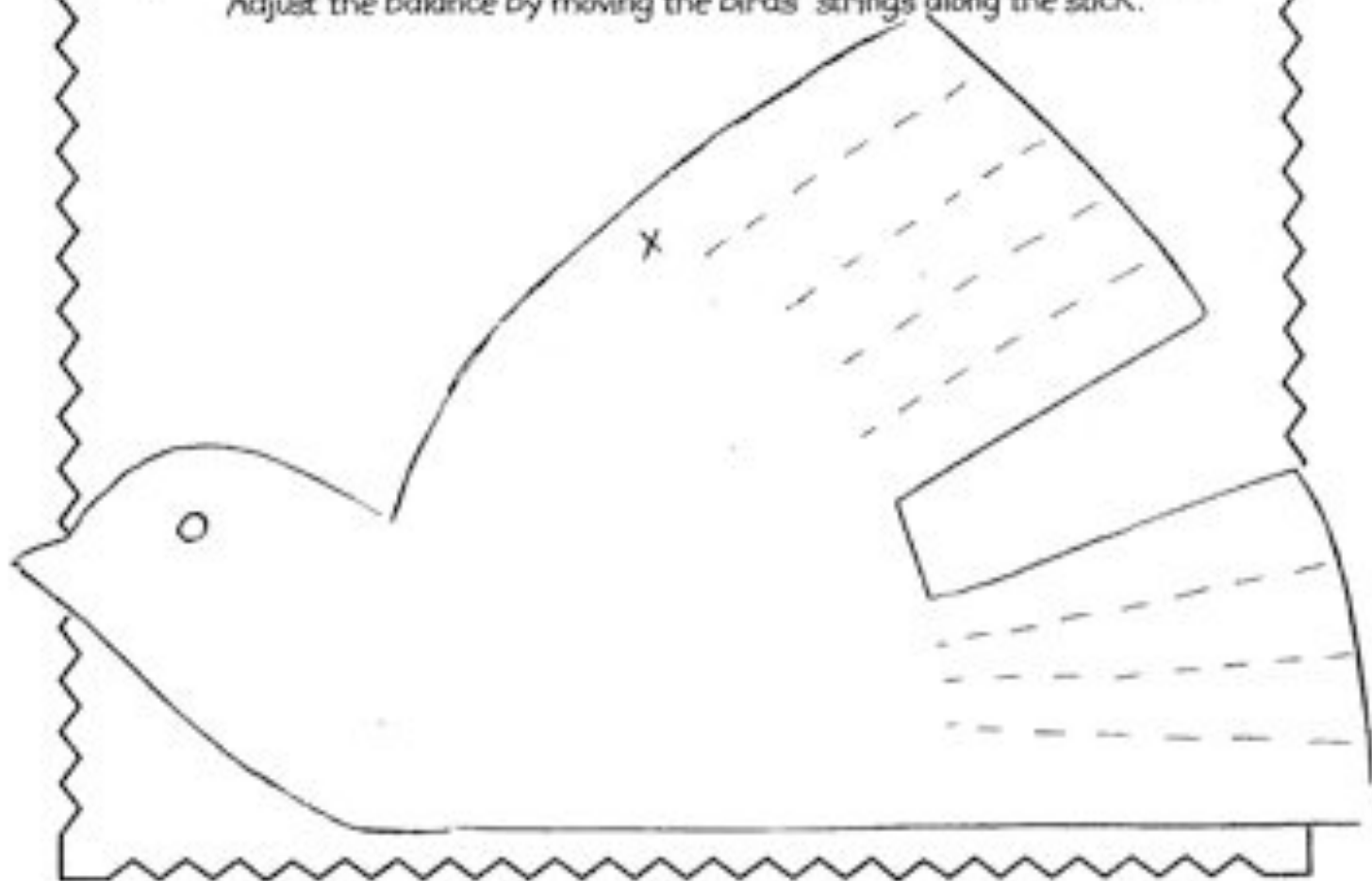
NATURE FUN

Learning about wildlife ...

1. Go for a walk outside with your den or family.
2. What animals did you see? Birds? Insects?
3. Make a list of what you saw, and compare your list with those of other boys.
4. Choose one living creature from your list. Find out something about it (look it up in a book or magazine) How does it live? Write it down.

Make a Mobile

Cut out the bird pattern and trace around it onto poster board or heavy paper. Crease the dotted lines with a plastic knife, but don't cut the paper. Color one side any way you wish. On the other side, write the name of the bird (or other animal) you researched, and also what you learned about it. Tie the bird shapes to pieces of thread or fishing line where the "x" is, and then attach the other end to a stick. Hang the stick from another piece of lightweight line. Adjust the balance by moving the birds' strings along the stick.



BICYCLE PARTS DIAGRAM



BMX Bicycle



10-12-18 Speed Bicycle

American Automobile Association
Traffic Safety Department



Achievement 9a

With a grown-up, check your home for the things that may help keep you safe.

	Y	N
Tools and toys are in their proper places.	<input type="checkbox"/>	<input type="checkbox"/>
Storage areas are clear of waste and trash.	<input type="checkbox"/>	<input type="checkbox"/>
We use a step ladder to reach high places.	<input type="checkbox"/>	<input type="checkbox"/>
Poisons are marked and stored where children can't get them.	<input type="checkbox"/>	<input type="checkbox"/>
We dry our hands before touching an electric switch.	<input type="checkbox"/>	<input type="checkbox"/>
Stairs are kept clear.	<input type="checkbox"/>	<input type="checkbox"/>
Closets are kept neat.	<input type="checkbox"/>	<input type="checkbox"/>
I know where the water shutoff valve is.	<input type="checkbox"/>	<input type="checkbox"/>
I know where the electric fuse box or circuit breaker is.	<input type="checkbox"/>	<input type="checkbox"/>

**Achievement 9b**

With a grown-up, check for danger from fire.

	Y	N
I don't play with matches.	<input type="checkbox"/>	<input type="checkbox"/>
My parents to keep gasoline away from fires or strong heat.	<input type="checkbox"/>	<input type="checkbox"/>
We keep matches where small children cannot reach them.	<input type="checkbox"/>	<input type="checkbox"/>
I've visited a fire station and know how to prevent fires.	<input type="checkbox"/>	<input type="checkbox"/>
I know where the fire exits are in buildings I enter.	<input type="checkbox"/>	<input type="checkbox"/>
My family has an escape plan in case of fire.	<input type="checkbox"/>	<input type="checkbox"/>
I have drawn a floor plan to show the ways we can get out in case of fire.	<input type="checkbox"/>	<input type="checkbox"/>

**Achievement 9c**

I practice good rules of street and road safety.

	Y	N
I don't play in the street.	<input type="checkbox"/>	<input type="checkbox"/>
I walk on the left side of the road when there is no sidewalk, facing traffic and watching out for cars.	<input type="checkbox"/>	<input type="checkbox"/>
I obey traffic signs.	<input type="checkbox"/>	<input type="checkbox"/>
I cross the street at crossings. I watch traffic and look both ways before I step into the street.	<input type="checkbox"/>	<input type="checkbox"/>
I wear my seat belt when riding in a car.	<input type="checkbox"/>	<input type="checkbox"/>



Name _____ Date _____

Fire Safety Code

To find out some things you should do in case of a fire, write the letter that stands for each symbol in the sentences below

A = +	B = -	C = X	D = [✓]	E = ↘	F = ♠
G = ♣	H = □	I = ■	K = [X]	L = ⬡	M = [✓]
N = [X]	O = ⊕	P = ⬆	R = C	S = ◇	T = ●
U = ★	V = ☆	W = ≡	X = ○		

1. If your catch fire, and

2. Never into a

3. If you drop down and

4. Use never



POP-UT

Play this game with a friend.



MATERIALS

3 feathers about 10" long

Old sock

Rubber band

5" diameter cardboard circle

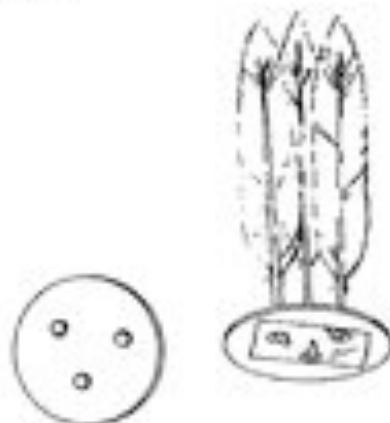
Paper punch

Masking tape

Old rags or used pantyhose (for stuffing)

PROCEDURE

1. Punch three holes in the cardboard circle. Insert feathers, bend over their points and tape in place.



2. Cut off about 5" from toe of sock and stuff with old rags or pantyhose.
3. Insert the cardboard and feather disk into the top of the stuffed sock. Fasten with a rubber band.



TO PLAY: Hit the pop-ut with the palm of your hand (back and forth) and try to keep it from hitting the ground.

PINEWOOD DESIGNS

Racers Specification

Name:

Date Built:

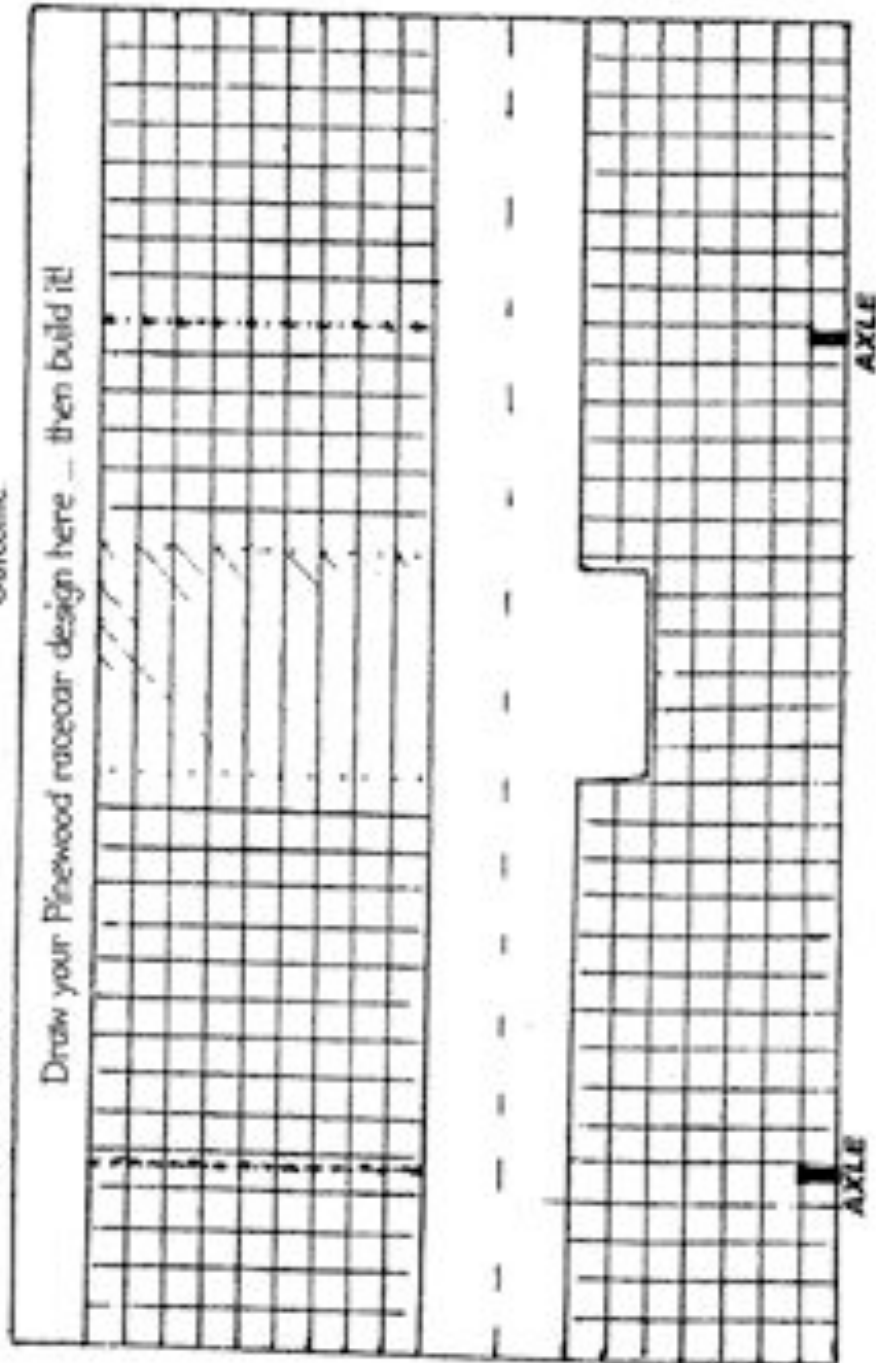
Unit:

Pack No.:

Date of Race:

Outcome:

Draw your Pinewood racer design here ... then build it!





Cub Scout Chefs

My den planned a Snack Exchange for a den meeting. Each of us made a healthy snack at home, and brought it to the meeting so everyone could taste each other's cooking. We also brought the recipes to share!

My Recipe for

Ingredients:

How to make it

Recipe for another
snack I liked:

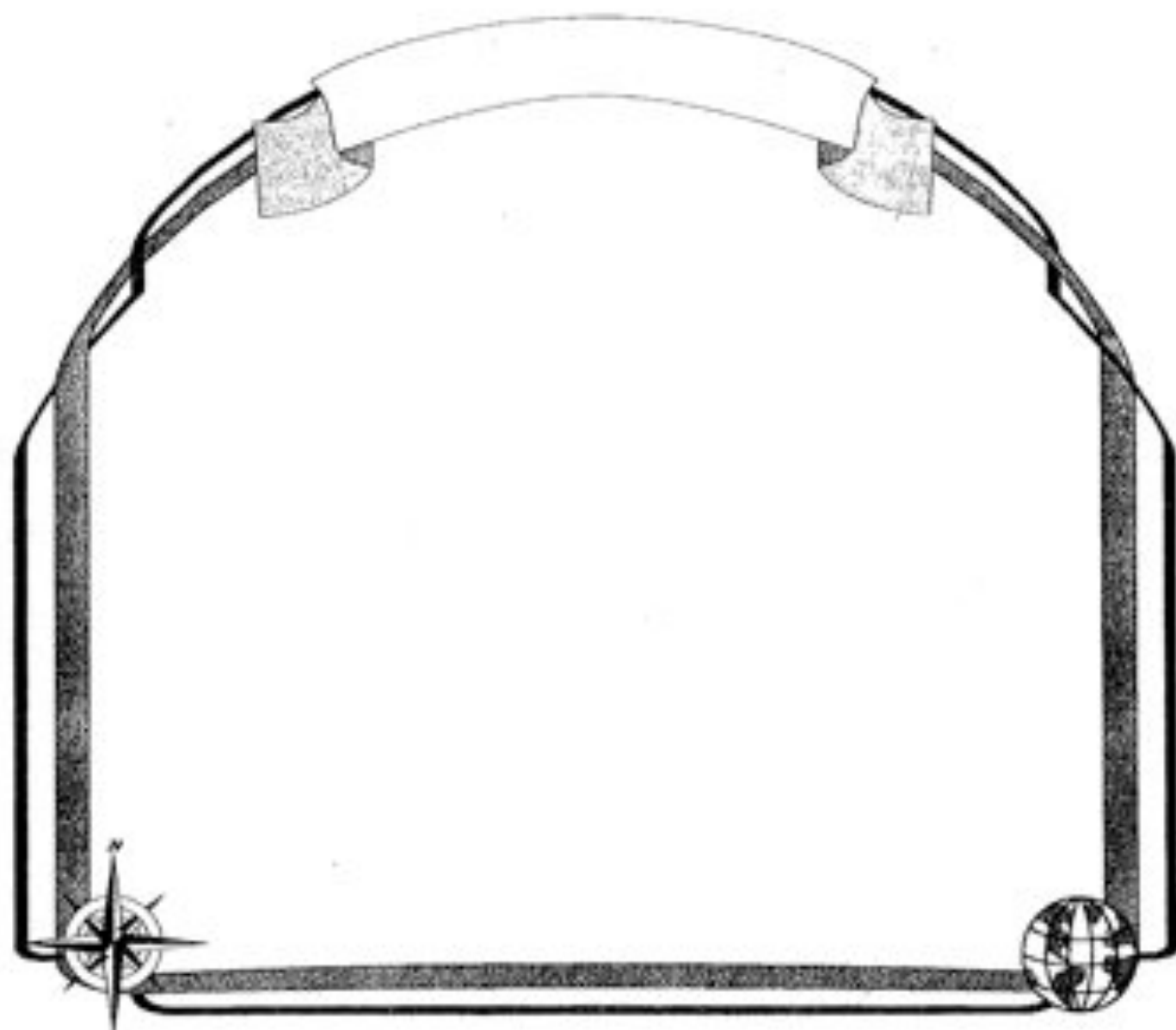
The snack I thought was the HEALTHIEST was:

I thought this because:

GEOGRAPHY

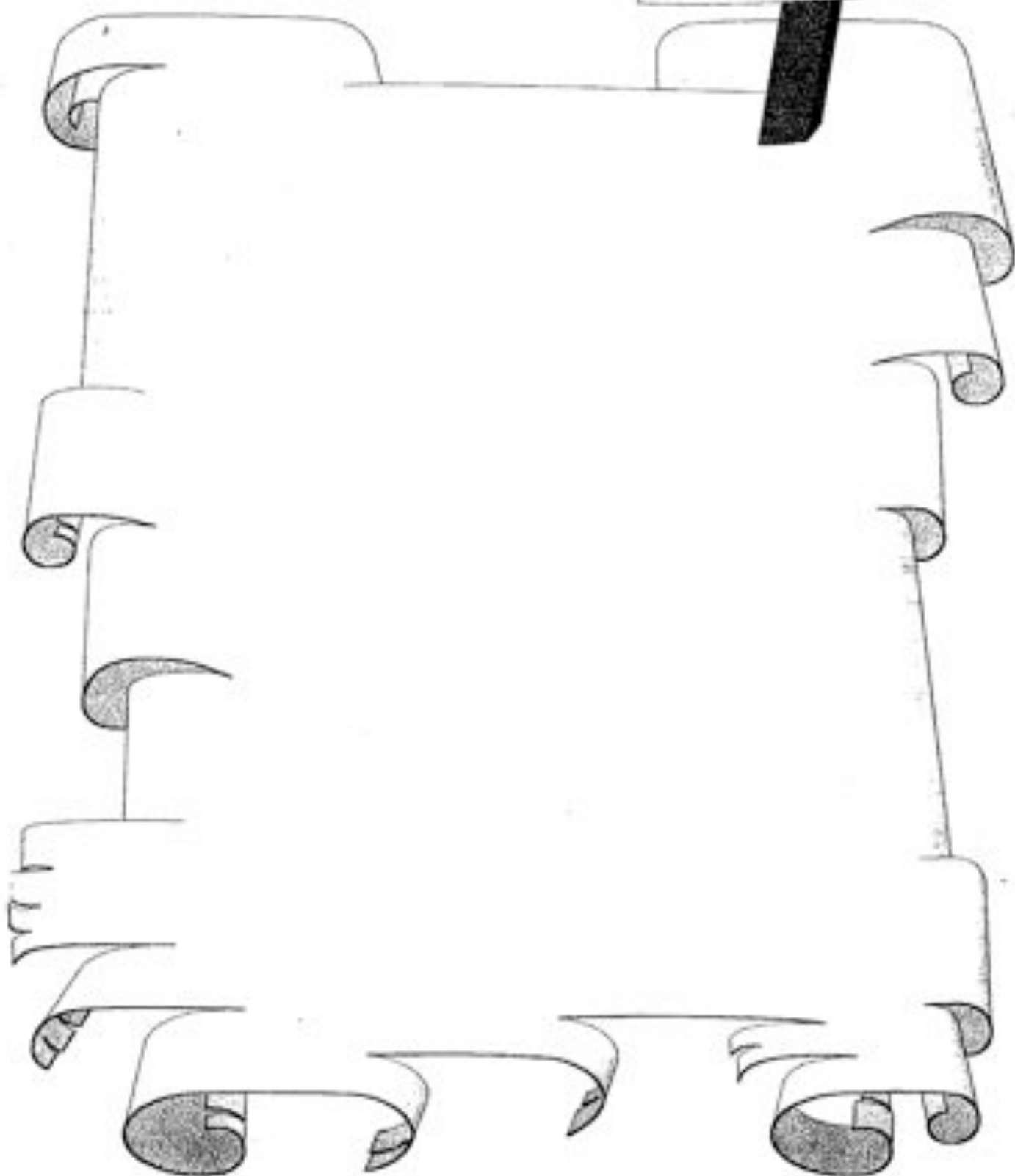
Pin

4. On a map, trace the routes of some famous explorers. Show the map to your den or family.
 5. On a United States or world map, mark where your family members and ancestors were born.
- #9 - Choose a country in the world and make a travel poster for it.



GEOGRAPHY - Belt loop

#1. Draw a map of your NEIGHBORHOOD.
Show natural and manmade features.
Include a key or legend of MAP SYMBOLS.



Scout: _____

MAPS (Elective 23) & GEOGRAPHY (Belt Loop & Pin)

MAPS

A. What states border your state? _____

B. How far do you live from the capital? _____

C. In which time zone do you live? _____

E. What place would you like to visit (at least 50 mi. from your home)?

MAKE A LIST

What will you do for your den as Denner?

How can you help at home?

What should you remember for school, or for sports, or for church?

JOT IT DOWN!

After you do each thing, put a check mark by it.

That way you know what you've done, and what's left to do!

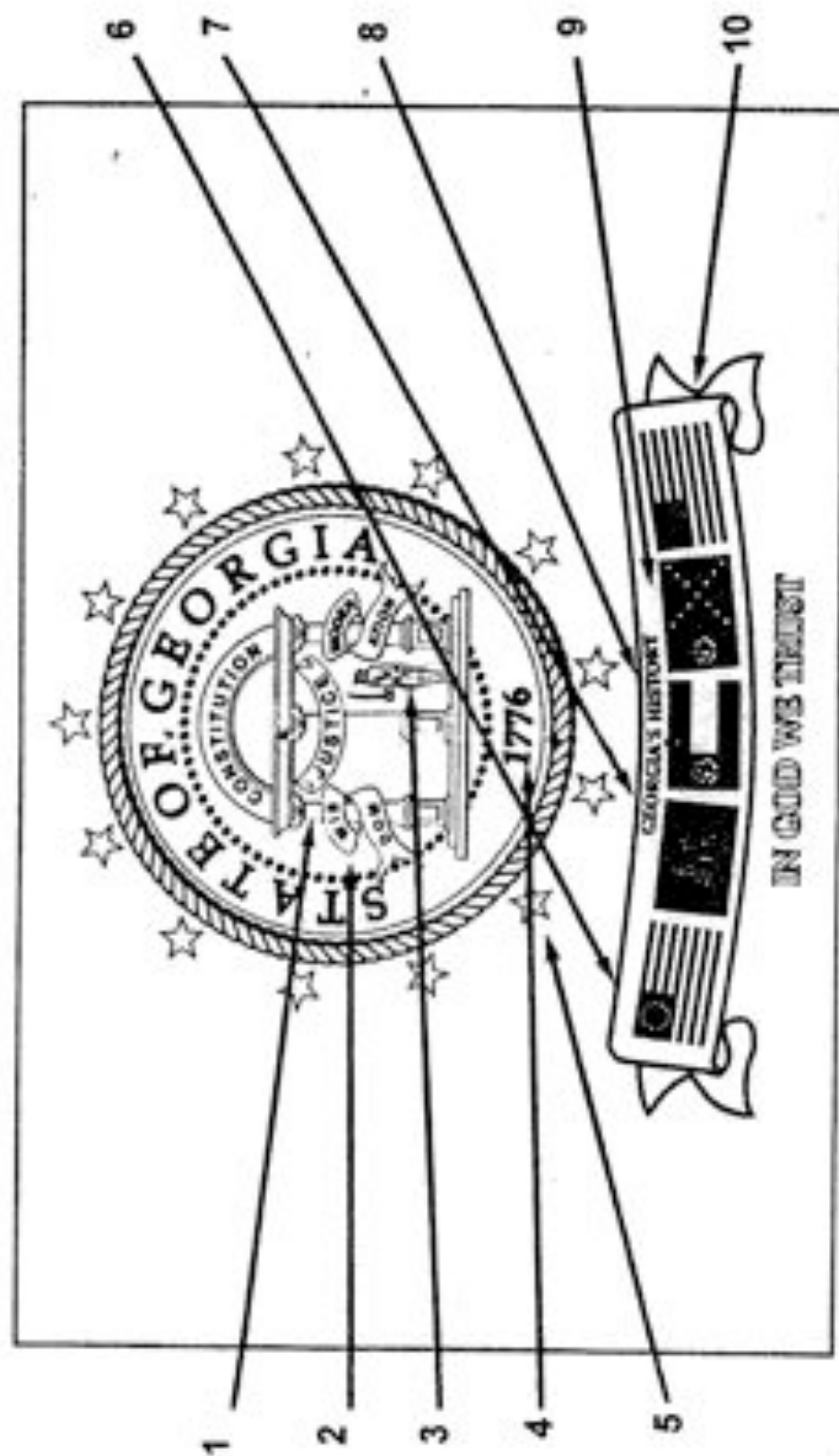


Denner Duties



Things I need to do

1. Do my best



1. 3 pillars and an arch: 3 branches of government (legislative, judicial, executive)
2. Georgian's state motto: "Wisdom, Justice, Moderation."
3. The man with the drawn sword is defending the Constitution.
4. 1776: The original state seal had a date of 1762, but in 1914 the year was changed to 1776, the date of the Declaration of Independence
5. 13 stars around the seal tell us that Georgia was one of the original 13 colonies.

YOUR GEORGIA FLAG

6. US flag 1777-1795: 13 stripes symbolize the 13 unified states.
7. Pre-1879 Georgia flag features a coat-of-arms from the seal.
8. 1920-1956 Georgia flag bears two red stripes and one white stripe from the political flag of the Confederate States of America.
9. 1956 Georgia flag: Replaced the red & white stripes with the battle emblem of the Confederate Army.
10. Current US flag: 13 stripes for the original colonies, with 50 stars for each of the nation's states.

Your Flag

What makes America special?



Learn about your flag. What do its stars, stripes, and colors mean?
Use the white stripes to write down what the American flag means to YOU!

WHITTLING CHIP WORD SEARCH



BLADE

CARVE

POCKETKNIFE

SAFETY

SHARP

SHARPENING


SHARPENING STONE

SHAVINGS AND CHIPS

WHITTLE

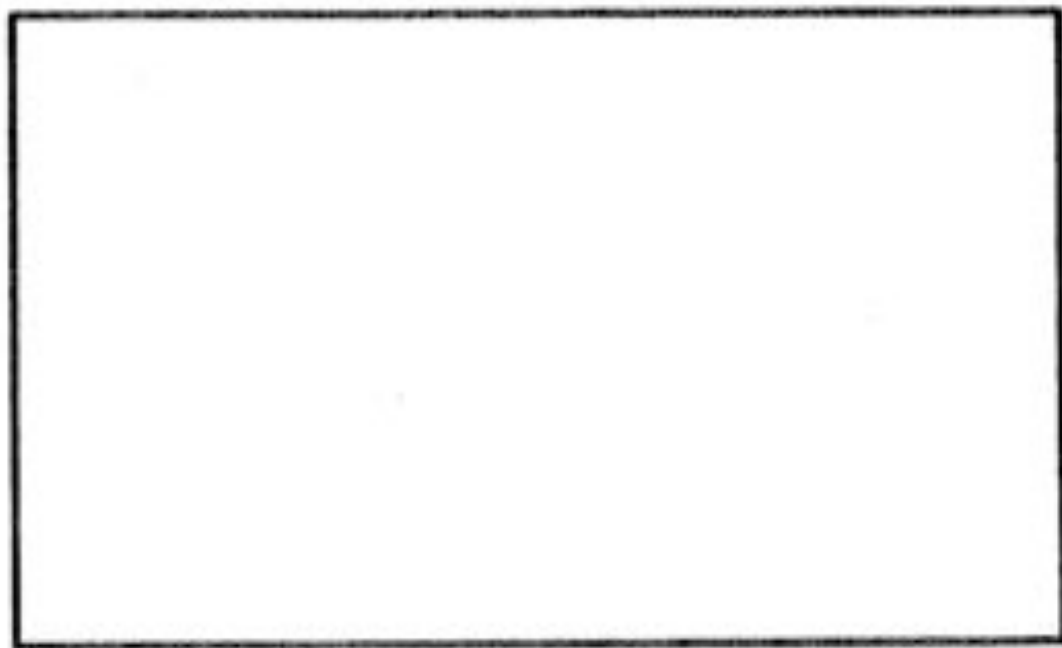
WHITTLING CHIP





FAMILY FUN
Sharing the Past and Present

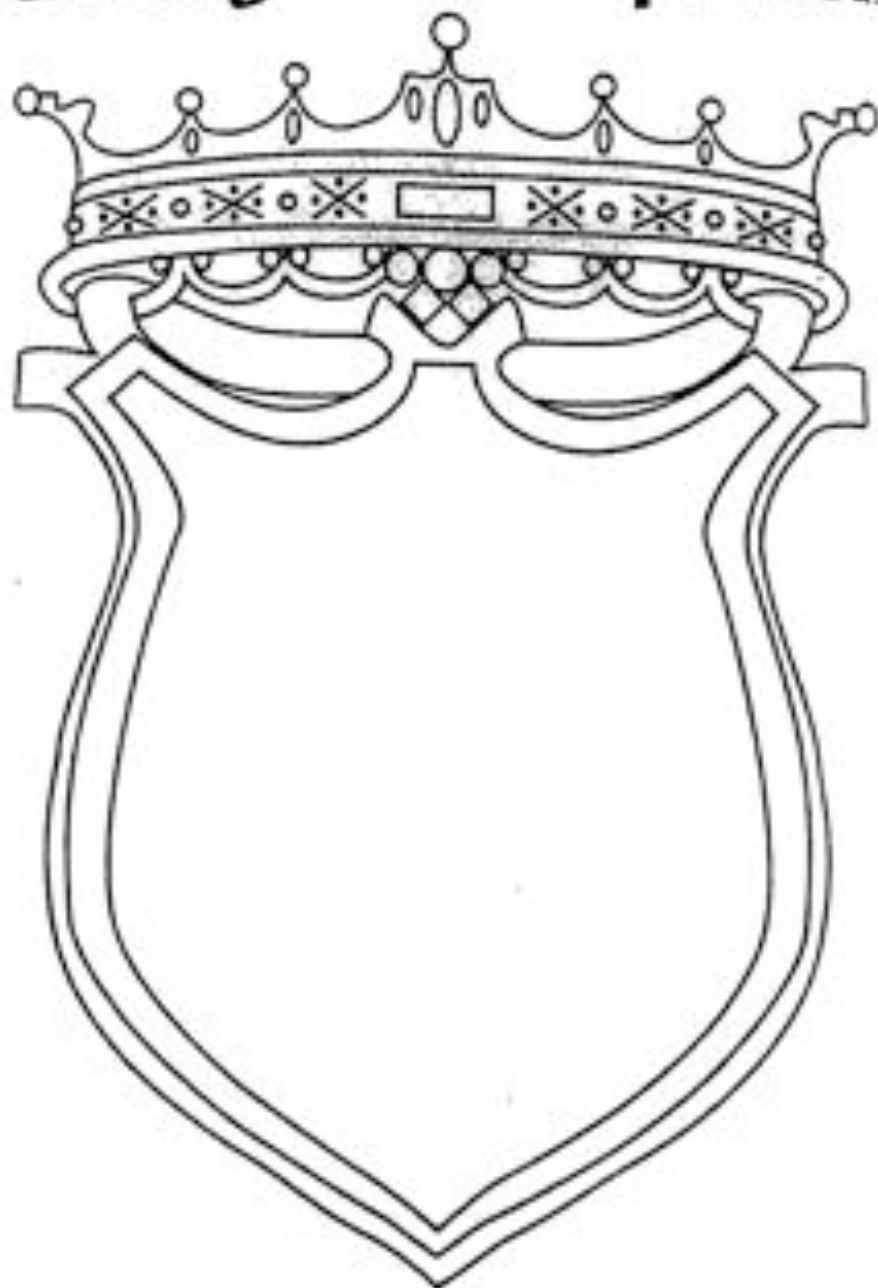
Make a "Family Tree" with your family. If you have more one branch of family, you may want to make TWO family trees! Talk about the people who lived before you. Ask your parent to tell you a story about one of these people. In the space below, JOT IT DOWN.



Write a note to your family, telling them what you are thankful for. Give it to your family for Thanksgiving, or some other time.

DESIGN YOUR OWN

Family Coat of Arms



What things are important to you and your family? Some examples are: religious faith, sports, favorite vacation place, something you like to do together or a special hobby. Decide which you think are most important. Then draw a simple picture which stands for each. You may want to draw lines across the coat-of-arms to divide it into sections.

Color your shield, and share it with your family!

Put a picture of your den here

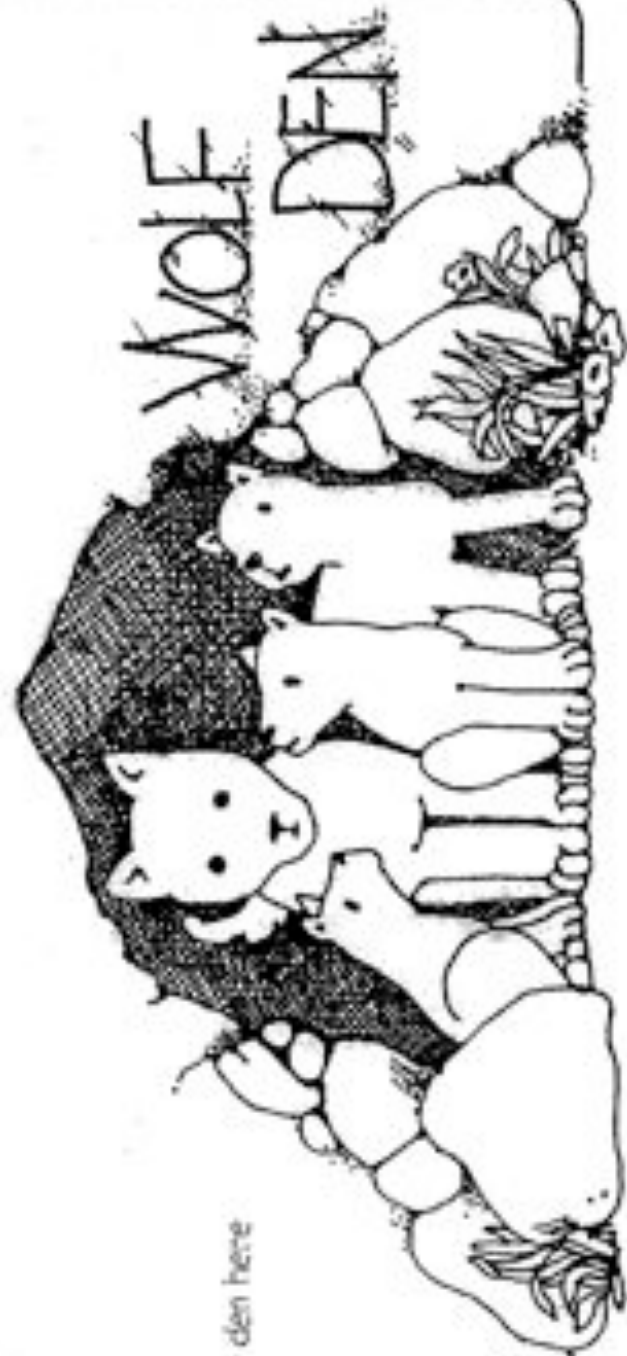
BEAR
DEN





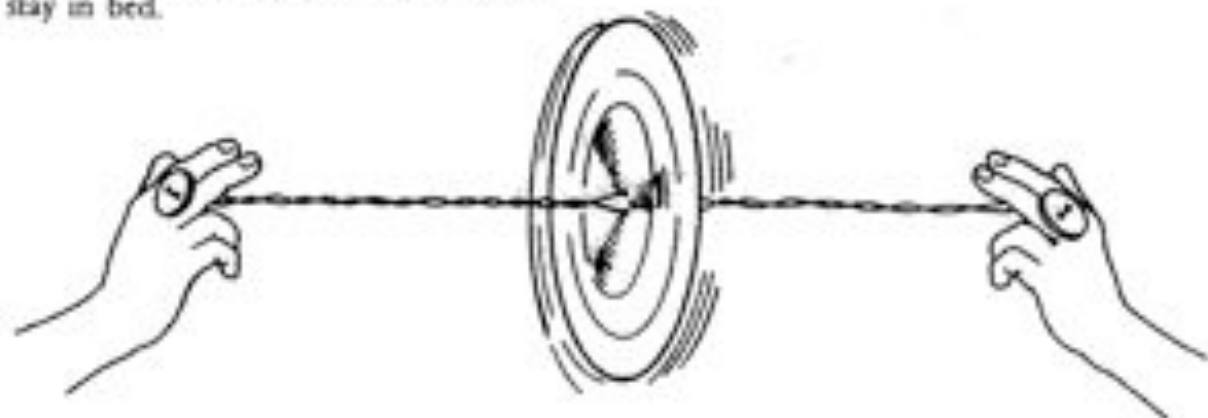
Paste a picture of YOU here

Put a picture of your den here



A SPINNING COLOR WHEEL

This is a good gift for a sick friend who must stay in bed.



ADVANCEMENT POSSIBILITY

Wolf Elective 9: Let's Have a Party

Weberle: Scientist (optical illusion)
Artist (primary/secondary colors)

MATERIALS

Two pieces of string about 28" long

Large needle, awl, or ice pick for punch

Scissors

Crayons or paints

Piece of cardboard

Two large buttons or spools

TO MAKE THE WHEEL

1. Cut out a heavy cardboard wheel the size of the wheels shown.
2. Color or paint the two sides of the wheel, using colors and design indicated.
3. At each point marked X on one side of the color wheel, punch a pin hole with a large needle or ice pick.

4. Thread pieces of string through each of the holes.

5. Thread the string ends through large buttons or spools (for handles) and tie.

TO OPERATE THE WHEEL

6. Gripping the color wheel by the handles, whirl the wheel around and around until the string is well twisted.
7. Now pull out slowly on the handles so that the wheel begins to whirl as the string untwists.
8. When the wheel has started to spin rapidly, let the strings hang slightly loose. The wheel will continue to spin until it winds the string in the opposite direction. Now you are ready to pull out slowly on the handles again, etc.

NOTE: A similar toy can be made using a large two-hole button instead of the color wheel. It works in the same way.