

## Carnival Session 2

Preparation and Materials needed	<ul style="list-style-type: none"> <li>✓ Materials needed for this session: Balloon Dogs instructions, Long balloons for the balloon dogs, Individual acts sheets, Carnival games instruction sheets, deck of cards, paper plates, scissors, markers, paint, string, tissue, disposable cups, 9 in balloons, straws, feathers, masking tape, hand balls, dowel rods or water bottle, large disposable round table cloth, sponges, and prizes for the games.</li> <li>✓ Set up the room open as possible for the scouts to set up the carnival games.</li> <li>✓ Have the Balloon dog instructions and balloons set out so the scouts can start immediately.</li> <li>✓ Have the attendance sheet out and ready</li> <li>✓ Review the session to be prepared to lead the discussion. Do not read it to the scouts other than the lone wolf cub story, be prepared ahead of time to smoothly lead the session.</li> </ul>
Gathering	Balloon dogs
Opening	<ul style="list-style-type: none"> <li>✓ Pick 2 scouts to hold the flag, 1 scout to lead the Oath, and 1 scout to lead the Law.</li> <li>✓ Ensure all of the scouts are focused and ready to begin</li> </ul>
Talk Time	Grin and Bear it
Activity	Enjoy the carnival
Closing	<ul style="list-style-type: none"> <li>✓ Point out positive behaviors and activities shown during this session.</li> <li>✓ Tell the scouts what next session will be.</li> <li>✓ Have the scouts clean up the room</li> </ul>
After the meeting	<ul style="list-style-type: none"> <li>✓ Enter the advancements per rank. <ul style="list-style-type: none"> <li>• Tiger - none</li> <li>• Wolf – none</li> <li>• Bear – Grin and Bear it 2-5</li> <li>• Webelos – none</li> <li>• Arrow of Light – None</li> </ul> </li> <li>✓ Enter attendance</li> <li>✓ Turn in any needed documents into the district/council</li> <li>✓ Call, text, or e-mail 2 parents to share something positive about their scout. Make sure every scout has a positive comment before you return to these scouts.</li> </ul>

**Talk Time:** Grin and Bear it

Sometimes we should just stop, smile, and enjoy a good laugh. The last session and this session is all about enjoying each other and having a good time. Today we are going to create our own little carnival. Carnivals have jokes, tricks, and games.

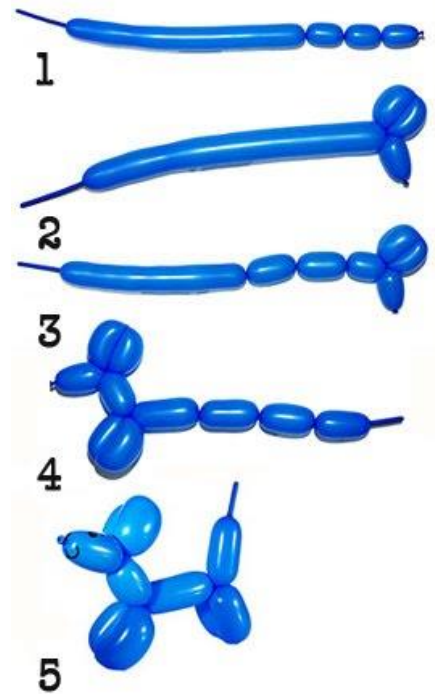
**Activity:** The Carnival

- Select several scouts to work together as teams to set up and run the different games
- Select a few scouts to entertain and distract the Pack while the games are being set up. They are distracting them with jokes.
- Give the people setting up games the instruction sheets and supplies to set up around the room.
- Make sure the individual scouts can read and say their jokes.
- The leader is the ring master of the carnival. After the games are all played, bring all of the scouts together to reflect what went well, what can be done to improve, what they enjoyed, what they want to do again at home.
- This can be stretched into two sessions if need be.
- Leaders are encouraged to help the scouts make up their own carnival games and jokes beyond what is provided.

# Balloon Dogs!

Instructions:

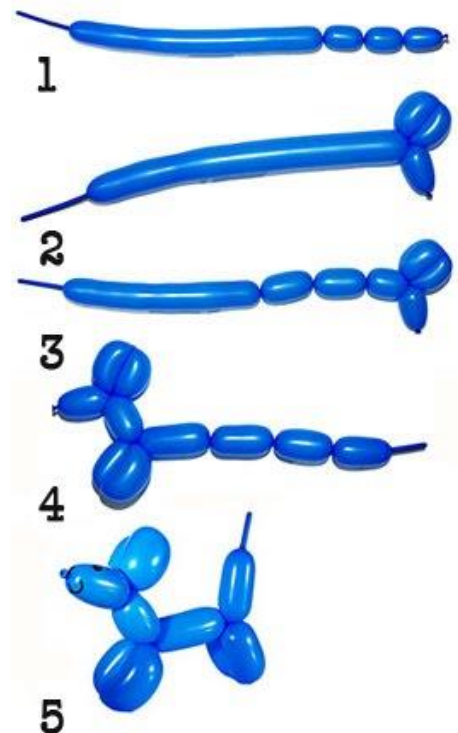
1. Blow up the balloon. Leave about 2 inches at the end uninflated.
2. Starting from the left, create the first three twists. The first section of balloon should be about 2 inches long for the dog's nose. The second two sections should each be about 1 inch long. These will become the dog's ears.
3. Fold back the first section so it rests against the main part of the balloon. Create a lock twist by firmly twisting the two ear pieces around each other to lock them in place.
4. Then create three twists about 3 inches apart for the neck and front legs. Create a lock twist around the second and third sections to hold the legs in place. The balloon should form the front half of the dog.
5. Duplicate step 4 to create the body and back legs and lock them in place. The last section of balloon will become the dog's tail. You're finished!



# Balloon Dogs!

Instructions:

1. Blow up the balloon. Leave about 2 inches at the end uninflated.
2. Starting from the left, create the first three twists. The first section of balloon should be about 2 inches long for the dog's nose. The second two sections should each be about 1 inch long. These will become the dog's ears.
3. Fold back the first section so it rests against the main part of the balloon. Create a lock twist by firmly twisting the two ear pieces around each other to lock them in place.
4. Then create three twists about 3 inches apart for the neck and front legs. Create a lock twist around the second and third sections to hold the legs in place. The balloon should form the front half of the dog.
5. Duplicate step 4 to create the body and back legs and lock them in place. The last section of balloon will become the dog's tail. You're finished!



## Sponge Toss

### Needed:

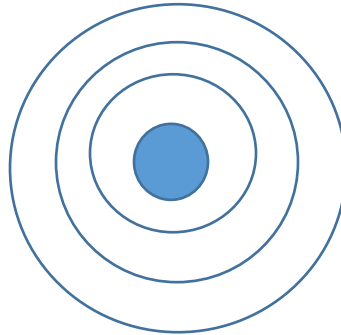
- 1 large disposable table cloth
- Permanent marker
- Several hand size sponges
- Masking tape

### Set-up:

- Spread the table cloth on the ground.
- Use the marker to draw a central circle on the table cloth. Draw several rings around the central circle. This is the bull's eye for the game.
- Use the masking tape to indicate a toss line and leave the sponges there.

### To Play:

- Players toss the sponges onto the bullseye. If a sponge lands on the center circle they get a prize.
- Note...The sponges can be either dry (for indoor games) or wet (for outdoor games)



## Feather Races

### Needed:

- Several feathers approximately the same size. The fluffier the better
- Several straws (will need 1 per player)
- Masking tape

### Set up:

- Use the masking tape to indicate the start and end line. Should be approximately 6 feet apart.
- Place the feathers on the start line.

### To Play:

- 2-4 players line up behind their chosen feather.
- Each player is given a straw.
- At the start players blow through the straw to move the feather.
- The winner is the first player to blow the feather across the end line.



## Balloon Race

### Needed:

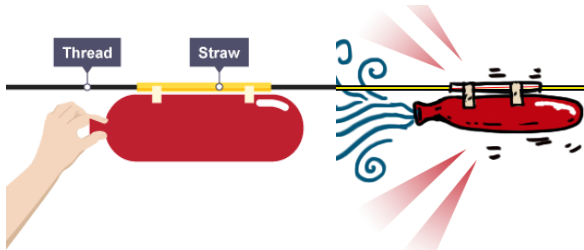
- Several 9" Balloons (1 for all players)
- 4 strings 6-8 feet long
- 4 straws wide enough for the string to pass through it
- Masking tape
- 4-8 chairs or some other structure to attach the strings to create the race track

### Set Up:

- Slide 1 straw on each string. Make sure the straw moves easily across the length of the string.
- Attach the straw to the chairs or structure used. Separate the structures to make the string taut

### To Play:

- 2-4 players blow up their own balloon. **DO NOT KNOW THE BALLOON!!!!**
- While holding the balloon closed tape the balloon to the straw.
- At the start the players let go of the balloon and the air coming out will move the balloon.
- The winner is the first balloon to make it to the end of the string or the balloon that goes to the furthest.



## Ring Toss

### Needed:

- Several paper plates.
- A dowel rod or water bottle
- Optional – paint or markers
- Optional – Food Coloring if using water bottles
- Scissors
- Making tape

### Set Up:

- Use the scissors and cut the centers out of several of the paper plates leaving the outside ring of the plate.
- Optional – paint or color the paper plate rings to decorate
- Poke a hole out of a couple paper plates to push the dowel rod through it and tape it in place.
- Tape the dowel rod and plate to a surface with the rod standing up and steady.
- Or place water bottles instead of the dowel rods. Optional – put food color in the water for decorations.
- Use the tape to mark a toss line



### To Play:

- Players stand at the toss line and throw to the dowel rod or bottle.
- Players win when the paper plate ring lands around the rod or bottle.

## Tissue Toss

### Needed:

- 4 Paper plates
- Scissors
- String
- Tape
- A box of tissue or roll of toilet paper
- Optional – paint or markers

### Set Up:

- Use the scissors to cut the center out of the paper plates leaving the outside ring.
- Optional – paint or color the paper plate rings for decorations
- Tie or tape one end of the string to the paper plate rings and attach them from the ceiling (or tree branch if outside) making the rings dangle different heights.
- Use the tape to mark a toss line

### To Play:

- Players are given either squares of toilet paper or individual pieces of tissue.
- When standing at the toss line the players try to throw the tissue through the paper plate rings.
- Players win if their tissue goes through a ring.
- Optional – If outside the tissue can be wet

## Cup Alley or Toss

### Needed:

- 10 disposable cups (10 per set)
- A hand ball
- Masking tape

### Set Up:

- Stack the cups in a pyramid (as shown in the picture)
- Use the tape to mark a toss line

### To Play:

- Player is given the hand ball
- Player must stand behind the toss line.
- The player either throws or rolls the ball toward the cups
- The player wins if they knock down the cups



<p style="text-align: center;"><b>Card Trick</b></p> <p>Without moving your mouth to show you are counting, count out 20 cards off the top of the pack and set those 20 aside on the table in front of you. This will be pile 2. The other pile will be pile 1.</p> <p>Offer the other half of the pack (pile 1) to your spectator. Ask him to choose a card.</p> <p>Tell him to memorize it.</p> <p>Ask him to give it back to you.</p> <p>Slip the card beneath pile 2 (the 20 cards you set aside at the beginning).</p> <p>Place pile 2 on top of pile 1.</p> <p>Turn the cards over to face you: so that you can see the front of each card.</p> <p>Count from the back of the pile until you get to the 21st card. That will be your spectator's card.</p> <p>Ask your spectator, "Is this your card?"</p> <p>They will be amazed!</p>		<b>Jokes</b>	
		How can you tell if an elephant has been in your cupboard?	He leaves his footprints in the peanut butter.
		Why did the teacher go to the beach?	To test the water.
		Why was it hot after a soccer game?	Because all the fans had left.
		What did the glue say to the teacher?	"I'm stuck on you."
		Why did the clock in the cafeteria always run slow?	At every lunch, it went back four seconds!
		Why was the music teacher not able to open his classroom?	Because his keys were on the piano.
		<b>Jokes</b>	
What flies around the kindergarten room at night?	The alpha-BAT	Why is $2+2=5$ like your left foot?	It's not right.
Why did the students study in the airplane?	Because they wanted higher grades.	How did the grandmother knit a suit of armor?	She used steel wool!
Why did the student bring scissors to class?	He wanted to cut class!	What's the difference between a train and a teacher?	The teacher says, "Spit your gum out," and the train says, "Choo-choo!"
Why is it dangerous to do math in the jungle?	Because when you add four and four you get ate (eight).	Why did the Cyclops close his school?	Because he only had one pupil.
What object is king of the classroom?	The ruler!	Where did the pencil go for vacation?	To Pennsylvania.
Why did the teacher draw on the window?	Because he wanted his lesson to be very clear!	When is a blue school book not a blue school book?	When it is read!

