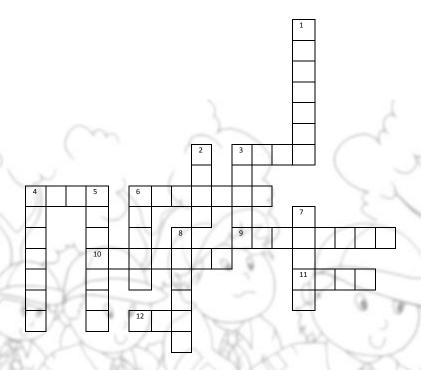
Be Active

Session 1

Preparation and Materials needed	 ✓ Materials needed for this session: Flag, copies of Exercise Crossword Puzzle, pencils, crayons/markers, paper, stopwatch, adhesive note pad, 5 pound weight, 4 jump ropes, Measuring tape, the "Stronger, Faster, Higher charts" for the Bears and Webelos, the "Paws of Skill chart" for the Tigers and Wolves, and homework sheets for the tigers. The leader will keep the exercise charts for the scouts to use for the next 3 sessions. ✓ Set up the room to give the scouts space to write and space for six (6) work out stations. The Scouts will be doing these station for the next 3 sessions. The stations are 20 yard dash, Vertical jump, lifting 5 pounds, push-ups, sit ups, jump ropes. ✓ Have an Exercise Crossword Puzzle, pencil, and crayons/markers at every seat before the scouts enter the room so they can start immediately. They can complete the crossword and/or color the picture. ✓ Have the attendance sheet out and ready ✓ Review the session to be prepared to lead the discussion. Do not read it to the scouts, be prepared ahead of time to smoothly lead the session.
Gathering	Exercise Crossword Puzzle
Opening	✓ Pick 2 scouts to hold the flag, 1 scout to lead the Oath, and 1 scout to
	lead the Law.
	✓ Ensure all of the scouts are focused and ready to begin
Talk Time	Being Active – Warming Up and Cooling Down
Activity	Staying Active Activities (separate – Tiger & Wolf together; Bear & Webelos
	together). The Tigers and Wolves will be doing this for 3 sessions and the
	Bears and Webelos will be doing this for 4 sessions.
Closing	✓ Point out positive behaviors and activities shown during this session.
	✓ Tell the scouts what next session will be.
	✓ Have the scouts clean up the room✓ Homework for Tigers
After the meeting	✓ Enter the advancements per rank.
After the meeting	
	Tiger - Games Tigers Play 4 Molf - Paws of Skill 1, 2, 3
	Wolf – Paws of Skill 1, 2, 3Bear – None
	Webelos – Stronger, Faster, Higher 1, 2, start 3 Arrow of Light None
	 ◆ Arrow of Light – None ✓ Enter attendance
	 ✓ Turn in any needed documents into the district/council ✓ 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.
	Tetarii to tilese scouts.

Exercise Crossword Puzzle



Across		Down		
3. A quick run.		1. You should do this before you exercise.		
4. One way to this is by using a rope.		2. Try to over and touch your toes.		
6. Much faster than walking	- we're!	3. One way to exercise is to to your		
9. Cub Scouts should	every day.	favorite music.		
10. By exercising and eating	nutritious food, you will	4 is faster than walking, but slower tha		
help your body stay	_ / \ \ \	running.		
11. This can be an easy way t	o move. It rhymes with	5. We need to have strong arms to do		
talk.		6. When we have a race, you need more		
12. We should try to have	while we exercise.	than one person on each team.		
		7. Moving very slowly, sometimes on hands and		
		knees.		
		8. Exercise helps us to build muscles.		

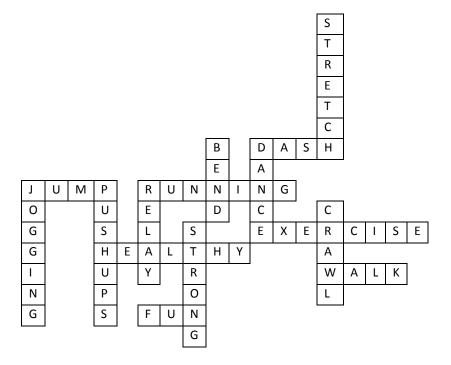
CLEALTH AND FITHESS

Words to Use

Bend	Fun	Pushups
Crawl	Healthy	Relay
Dance	Jogging	Running
Exercise	Jump	Stretch
Strong	Walk	Dash

Exercise Crossword Puzzle

Answer Key



Talking Time: Being Active

Leader:

What does "being active" mean to you? What kind of sport or activity do you like to do to keep yourself active (or fit)?

* Hopefully Cub Scouts will have lots of answers. Encourage appropriate responses. Let them know that it's good to be active for our own health, if anything, but being active can also be fun – and include the sports and games that we like to play. When we are physically fit or "in shape" that means we have a healthy heart, healthy lungs and muscles. They don't get tired easily. These people are also flexible and can fight sickness better.

Leader:

How often do you exercise and what do you do when you exercise?

* Encourage appropriate responses. Share that we should try to be active for at least 30 minutes – 3 times a week.

Leader:

Before we start being really active we should do some "warm ups." Warms ups are a light activity that we do for about 5 minutes before we really get exercising to keep our muscles from getting hurt as we exercise. Let's do some warm ups – so do these with me: (explain and demonstrate these stretching exercises with the Scouts)

Forward Lunge: Stand and put your left leg about 2 feet in front of you. Lean toward your left knee, keeping your back straight, until you feel your muscles stretch. Hold for 5 seconds. Repeat three to six times, and then switch legs.



Side Lunge: Stand with your legs about two feet apart. Bend your left knee and lean toward the left, keeping your back and right leg straight. Hold for five seconds. Repeat three to six times, and then switch legs.

Cross-Over: Stand with your legs crossed and your feet close together. Keep your legs straight, and try to touch your toes. Hold for five seconds. Repeat three to six times, and then switch legs (so the other one is in front.





Quad Stretch: Stand near a wall with your right hand on the wall and your knees together. With your left had, lift your left foot up to your behind. Hold for five seconds. Repeat three to six times, and then switch legs.

Butterfly Stretch: Sit with the soles of your feet touching. Lower your head toward your feet and hold for five seconds. Repeat three to six times.



Leader:

After we finish an activity, we need to cool down by stretching or walking at an easy pace for a few minutes until your heart rate gets back to normal. Cooling down after an activity is just as important as warming up before an activity. We will need to cool down after we do some activities today.

Activity: Staying Active

Instructions:

- 1. Explain to the scouts they will be showing how fit they are by doing all of the stations. They will be recording their success on the charts provided. The scouts are only competing with themselves.
- 2. Give the Tigers and Wolves the "Paws of Skill Chart" and give the Bears and Webelos the "Stronger, Faster, Higher Chart". Notice the Tigers and Wolves will be doing the stations for 3 sessions and the Bears and Webelos will be doing this for 4 sessions. Make sure there are pencils at each station to record the Scouts scores at each station.

- 3. Walk the scouts to each station and explain what they will be doing at each one. Be sure to explain safety concerns, how to record at each station, and how to use the equipment.
- 4. Divide the scouts with Tiger and Wolves together and Bears and Webelos together. Then divide those groups into each station. This should allow for smaller groups of scouts to be at each station with scouts the same age group and abilities.
- 5. Program Leader, watch the progress of scouts at each station and have the scouts shift to the next station as the scouts finish. Keep the scouts moving and remind them to write down their scores.

The Stations:

	TIC Stations.				
	Tigers & Wolves	Bears & Webelos			
1	Jumping Jacks (how many before they are	Jumping rope (How many jumps without stopping)			
	tired?)				
2	Running in place (How long they can run 20-yard (60 feet)dash (need a timekeeper and				
	before they have to stop. Their knees	measure the distance)			
	should be lifted to waist height to count.)				
3	Sit ups (how many before they are tired? This	s is true sit ups, curls do not count. The Scout			
	should have their knees bent with their feet of	down laying with the shoulders flat on the			
	ground/mat. Their arms should be crossed ov	ver their chest with the hands on their shoulders.			
	The sit up counts if the elbows touch their kn	ees.)			
4	Vertical jump (need adhesive notes – set up near a wall or door – have boys jump up with the				
	adhesive note in their hand and see how high on the wall or door they can put the note.				
	Measure how high the note is from the floor.)				
5	Lifting a 5 lb weight (How many times can they lift per arm before they have to stop. They must				
	have a straight arm and bring the weight all the way to their shoulder to count. GO SLOW! Going				
	fast can damage the muscle so encourage the boys to lift to the count of 3 and straighten out				
	to the count of 3 with a total of 6 seconds up and down.)				
6	Push-ups (How many until they have to stop. Remind the Scouts their backs and bottom should				
	be straight, their hands should be shoulder length wide, and chest should touch the ground or				
	mat to count.)				

Closing: Cool Down

Leader: Pick several scouts to lead in the stretches from the opening. While the boys stretch/cool down ask them what their favorite activity was. Encourage the boys to practice the physical activities every day so their scores can improve over the next 3 sessions.

Collect the scout's forms to be used again for the next three sessions.

The Tiger's have homework. Help them figure out who they can ask to complete their homework.

Name:

Stronger, Faster, Higher Chart



Record your results for each activity.

Skill	Session 1	Session 2	Session 3	Session 4
20-yard (60 feet) dash – How fast can you run 20				
yards?				
Vertical jump – Jump as high as possible and put				
the adhesive note paper on the wall at the highest				
point. Measure to see how high you jumped.				
Lifting 5-pound weight – Lift the weight toward				
your shoulder and then lower it. How many times				
can you do this until your arm gets tired?				
Push-ups – Count one push-up each time your				
chest touches the floor.				
Sit ups – Sit up and touch your elbows to your				
thighs. How many times can you do curls?				
Jumping rope - Jump rope as many times as you				
can without stopping.				

Name:	

Stronger, Faster, Higher Chart



Record your results for each activity.

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Sit ups – Sit up and touch your elbows to your				
thighs. How many times can you do curls?				
Jumping rope - Jump rope as many times as you				
can without stopping.				

Name:

Paws of Skill Chart

Skill	Session 1	Session 2	Session 3
Running in place -how long can you go			
without stopping?			
Vertical jump – Jump as high as possible and put			
the adhesive note paper on the wall at the highest			
point. Measure to see how high you jumped.			
Lifting 5-pound weight – Lift the weight toward			
your shoulder and then lower it. How many times			
can you do this until your arm gets tired?			
Push-ups – Count one push-up each time your			
chest touches the floor.			
Sit ups – Sit up and touch your elbows to your			
thighs. How many times can you do curls?			
Jumping Jacks -count the number you can do			
without stopping			

Name:	<u>:</u>	

Paws of Skill Chart

Skill	Session 1	Session 2	Session 3
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Vertical jump – Jump as high as possible and put			
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chest touches the floor.			
Sit ups – Sit up and touch your elbows to your			
thighs. How many times can you do curls?			
Jumping Jacks -count the number you can do			
without stopping			

Tiger Home Assignment

Name:	
Games Tigers Play 4. While at a sporting event, ask a player or coach why it is important to be active.	
For this requirement, you will go to a sports game with your family. Foo played in school in fall or spring. Swimming, diving, basketball and wrest winter. Track and field and baseball are in the spring. With the help of a can talk to one of the coaches or some of the players.	tling happen in schools in the
Partnering Adult please sign below indicating the Tiger compl	eted this requirement.
(Partnering Adult's signature)	(Date)
Tiger	
Home Assignment	
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