

CARNIVAL

Overview

Number of Meetings: 2

Advancements:

Lion	<p><i>Lion's Honor</i></p> <p>4. Show teamwork and good sportsmanship by playing a game with your den.</p>
Tiger	<p><i>Tiger Adventure: Games Tigers Play</i></p> <ol style="list-style-type: none"> 1. Do the following: <ol style="list-style-type: none"> a. Play two initiative or team-building games with the members of your den. b. Listen carefully to your leader while the rules are being explained, and follow directions when playing. c. At the end of the game, talk with the leader about what you learned when you played the game. Tell how you helped the den by playing your part. 2. Make up a game with the members of your den. 3. Make up a new game, and play it with your family or members of your den or pack.
Wolf	<p><i>Wolf Adventure: Running With the Pack</i></p> <ol style="list-style-type: none"> 1. Play catch with someone in your den or family who is standing 10 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back, and see if you can improve your throwing and catching ability. 4. Play a sport or game with your den or family, and show good sportsmanship.
Bear	<p><i>Bear Adventure: Grin and Bear It</i></p> <ol style="list-style-type: none"> 1. Play a challenge game or initiative game with the members of your den. Take part in a reflection after the game. 2. Working with the members of your den, organize a Cub Scout carnival and lead it at a special event. 3. Help younger Cub Scouts take part in one of the events at the Cub Scout carnival. 4. After the Cub Scout carnival, discuss with the members of your den and your den leader what went well, what could be done better, and how everyone worked together to make the event a success. 5. Make and present an award to one of the adults who helped you organize the activities at the Cub Scout carnival.
WELEBOS	None
Arrow of Light	None
Webelos/Arrow of Light Elective Adventure	<p><i>Game Design</i></p> <ol style="list-style-type: none"> 1. Decide on the elements for your game. 2. List at least five of the online safety rules that you put into practice while using the Internet, computer, or smartphone. 3. Create your game. 4. Teach an adult or another Scout how to play your game.

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Supplies Needed:

- ✓ American Flag
- ✓ Pencils
- ✓ Long Balloons for Balloon animals
- ✓ 9" Balloons 2 per scout
- ✓ 10-20 paper plates
- ✓ Scissors
- ✓ Large round disposable table cloth
- ✓ Dowel rod or water bottle
- ✓ Carnival prizes
- ✓ 20 disposable cups
- ✓ Blindfolds
- ✓ Crayons or Markers
- ✓ Paint (optional)
- ✓ String or yarn
- ✓ Straws – 2 per scout
- ✓ 4 sponges – hand size
- ✓ Painter's tape
- ✓ Hand sized soft balls
- ✓ Deck of cards

Copies (1 per scout unless specified differently):

Session 1	✓ Clown Dot to Dot Sheet
Session 2	✓ Balloon Dog Instructions ✓ 1 set of individual acts and carnival games instructions

Session 1

Preparation and Materials needed	<ul style="list-style-type: none"> ✓ Materials needed for this session: Clown Dot to Dot sheet, crayons/markers, pencils, balloon, hand size soft balls, and blindfolds ✓ Set up the room with an area to do the gathering sheet and have an open area to play games. ✓ Have a Clown Dot to Dot sheet, crayons/markers & pencil at every seat before the scouts enter the room so they can start immediately. ✓ Have the attendance sheet out and ready ✓ 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.
Gathering	Clown Dot to Dot
Opening	<ul style="list-style-type: none"> ✓ 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	A Scout is Loyal
Activity	Activity 1: Batting Down the Line Game Activity 2: Deaf and Blind Line Up Activity 3: Forehead Squeeze Relay Activity 4: Reflection
Closing	<ul style="list-style-type: none"> ✓ 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

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After the meeting	Enter the advancements per rank. Lion – Lion’s Honor 4 Tiger – Games Tigers Play 1, 2, 3 Wolf – none Bear – Grin and Bear it 1 Webelos – Game Design 1, 2, 3 Arrow of Light – Game Design 1, 2, 3 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.
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Gathering: Clown dot to dot

Talk Time: A Scout is Loyal

Lots of games are fun to play. Some also teach you important things. Challenge or initiative games help you learn more about yourself and your friends. They also teach you how to work together as a team. Team building games help you practice being a true member to the other members of your den. One great thing about these games is that everybody can win!

So today we are going to play some games meant to challenge your ability to work as a team. After the games we will talk about creating your own carnival games. This adventure is all about having fun and playing games!

Activity 1: Batting Down the Line Game

Needed: Large indoor or outdoor playing area and an inflated balloon.

Stand in a line with scouts about 2 feet apart. On a signal, the first player bats a balloon to the player next to him, who bats it to the next player, and so on until the balloon reaches the end of the line. If the balloon touches the ground, a player must take it to the starting line, and the players must begin again.

Activity 2: Deaf and Blind Line Up

Needed: Large area clear of obstacles and blindfold (or honor blindfold by closing eyes)

Players are blindfolded and told that no one may talk during the game. The leaders ask them to line up by height. When they are done, they should stand in place and remove their blindfolds to see how they did. You can substitute other requirements, such as lining up by shoe size.

You can also play with eyes open. Players cannot talk but can use sign language to communicate. This time they line up by birthday, middle name, number of brothers and sisters they have, or any other directions.

Activity 3: Forehead Squeeze Relay

Needed: Large playing area, even number of players, several balloons blown up approximately 4-5”

The object is for two players to carry the balloon across the room and back again holding it between their foreheads. If they drop it, they must start again. When the first pair returns to the starting point, the next pair begins. Keep playing until all players have had a turn. The trick with this game is to see how fast you can move without dropping the balloon.

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Activity 4: Reflection

After you play the games, sit down and talk about what games the scouts would like to design for next week.

Some questions you could ask:

- How were the games related to the Scout Law?
- What did the game teach you about teamwork?
- How would you make the game different next time?
- What is your favorite carnival game and could it be made using the same supplies used today?
- What are some ideas for other games you can play with the same supplies used today?

Closing: Next session

Today we played games the leader picked. At the next meeting the leader is going to bring in several different “carnival” style games and the scouts get to set them up and run the games for everyone. So next meeting be ready to have fun and set up our own carnival!

Session 2

Preparation and Materials needed	<ul style="list-style-type: none"> ✓ 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, hand size soft balls, disposable cups, 9 in balloons, straws, painters tape, dowel rods or water bottle, large disposable round table cloth, sponges, deck of cards, and prizes for the games. ✓ Set up the room open as possible for the scouts to set up the carnival games. ✓ Have the Balloon dog instructions and balloons set out so the scouts can start immediately. ✓ Have the attendance sheet out and ready ✓ 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.
Gathering	Balloon dogs
Opening	<ul style="list-style-type: none"> ✓ 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	Grin and Bear it
Activity	Enjoy the carnival
Closing	<ul style="list-style-type: none"> ✓ 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

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After the meeting	<ul style="list-style-type: none">✓ Enter the advancements per rank.<ul style="list-style-type: none">• Lion – Lion’s Honor 4• Tiger – Games Tigers Play 1, 2, 3• Wolf – Running With the Pack 1, 4• Bear – Grin and Bear it 2-5• Webelos – Game Design (elective) 4• Arrow of Light – Game Design (elective) 4✓ 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.
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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.

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