

# COMMUNICATION

## Overview

**Number of Meetings:** 3 (3<sup>rd</sup> session is a faux camp fire program for families)

### Advancements:

Lion	<p><b>Lion Adventure: Mountain Lion</b></p> <ol style="list-style-type: none"> <li>1. Gather the outdoor items you need to have with you when you go out on an outdoor adventure and understand how they are used. Also understand and commit to practicing buddy system.</li> <li>2. Learn what SAW (stay, answer, whistle) means. Demonstrate what you can do to stay safe if you are separated from the group when you are outdoors.</li> </ol>
Tiger	<p><b>Tiger Adventure: Tigers in the Wild</b></p> <ol style="list-style-type: none"> <li>1. Participate in an outdoor pack meeting or pack campout campfire. Sing a song and act out a skit with your Tiger den as part of the program.</li> </ol>
Wolf	<p><b>Wolf Adventure: Howling at the Moon</b></p> <ol style="list-style-type: none"> <li>1. Show you can communicate in at least two different ways.</li> <li>2. Work with your den to create an original skit.</li> <li>3. Work together with your den to plan, prepare, and rehearse a campfire program to present to your families at a den meeting.</li> <li>4. Practice and perform your role for a pack campfire program.</li> </ol>
Bear	<p><b>Bear Adventure: Bear Necessities</b></p> <ol style="list-style-type: none"> <li>2. Attend a campfire show, and participate by performing a song or skit with your den.</li> </ol>
<b>WEBELOS</b>	*All WEBELOS need to learn how to participate in assisting, teaching, and leading other scouts in preparation for Boy Scouts*
WEBELOS I	No Advancements
Arrow of Light	<p><b>Arrow of Light Adventure: Camper</b></p> <ol style="list-style-type: none"> <li>4. On a pack campout, work with your den leader or another adult to plan a campfire program with the other dens. Your campfire program should include an impressive opening, songs, skits, a Cubmaster's minute, and an inspirational closing ceremony.</li> </ol>
Webelos/Arrow of Light Elective Adventure	<p>Aware and Care:</p> <ol style="list-style-type: none"> <li>7e. Use American Sign Language. Sign the Scout Oath</li> <li>2. Game design</li> </ol>

### Supplies Needed:

- |                             |                                       |
|-----------------------------|---------------------------------------|
| ✓ American Flag             | ✓ Disposable paper cups (2 per scout) |
| ✓ Pencils                   | ✓ Paperclips (2 per scout)            |
| ✓ Blindfold                 | ✓ String (2-4 feet per scout)         |
| ✓ Fire colored tissue paper | ✓ LED tea light candles               |

### Copies (1 per scout unless specified differently):

Developed at Crossroads of America Council - After School District - Lead by Josette Crawford

Committee members:

Melissa Cox, Alyssa King, Laura Mayancela, Sean McDonald, Breaira O'Shea, Ariel Relf, Janna Turner, Kyle Winton

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Session 1	<ul style="list-style-type: none"> <li>✓ What does my body say sheet</li> <li>✓ Emoji match sheet</li> <li>✓ American Sign Language sheet</li> </ul>
Session 2	<ul style="list-style-type: none"> <li>✓ String Telephone instruction slip (1 sheet per 3 scouts)</li> <li>✓ Scout Law Netiquette</li> <li>✓ Invitation to the Camp Fire (1 sheet per 2 scouts)</li> </ul>

## Session 1

Preparation and Materials needed	<ul style="list-style-type: none"> <li>✓ Materials needed for this session: “What does my body say” work sheets or Emoji work sheet, “American Sign Language” sheet, pencils, &amp; blindfold</li> <li>✓ Set up the room with an area to do the gathering sheet, a small obstacle course, and an area to sit and read a story to the scouts.</li> <li>✓ Have a What does my body say sheet &amp; an Emoji matching Sheet &amp; pencil at every seat before the scouts enter the room so they 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	<ol style="list-style-type: none"> <li>1. What does my body say worksheet</li> <li>2. Emoji Sheet</li> </ol>
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	Four different ways to communicate
Activity	<p>Activity 1: American Sign Language – Give the scouts the American Sign Language sheet to teach the boys to do the Cub Scout Motto and the alphabet.</p> <p>Activity 2: Deaf and Blind Obstacle course – Set up the obstacle course before the scouts come into the room. Do not make it too difficult since the boys will be blind and cannot speak. Have blind fold ready.</p> <p>Activity 3: Story of the Lone Wolf Cub – This is the transition to the next session. It introduces the idea of doing skits. If you can, gather the boys on the floor and sit in a comfortable circle on the floor. This is a bonding moment so make it comfortable.</p>
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> <li>✓ Homework for Everyone</li> </ul>
After the meeting	<ul style="list-style-type: none"> <li>✓ Enter the advancements per rank.             <ul style="list-style-type: none"> <li>• Lion - none</li> <li>• Tiger - none</li> <li>• Wolf – Howling to the Moon 1</li> <li>• Bear – none</li> <li>• Webelos – none</li> </ul> </li> </ul>

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	<ul style="list-style-type: none"><li>• Arrow of Light – None</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>
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## Gathering: Emoji's or Body Language

Leader can choose between the sheets. Body language is better for younger cub scouts and emoji will be better for the older cub scouts.

## Talk Time: Four different ways to communicate

There are four different ways to communicate:

1. **Verbal Communication** is when you use your voice to communicate, like when you talk and sing.
2. **Non-verbal communication** uses facial expression, body language, and motions to communicate without words. We will try doing this today in a couple different ways. You already tried once already with your sheet. (Go over the gathering worksheet by making the expression and ask the scouts what your body is saying.)
3. **Written Communication** is just that. People write in letters, emails, books, magazines, newspapers, and material on the Internet. This is usually what you practice in class.
4. **Visual Communication** includes graphs, charts, maps, photographs, and art to tell stories. Our Oath and Law posters are examples of both visual communication and written communication.

## Activity 1: Sign Language

People who are deaf or hard of hearing cannot hear what others say. Many speak using another type of language called American Sign Language (ASL). Today we are going to learn the Cub Scout Motto in American Sign Language and maybe the alphabet.

- Give the scouts the sheet and practice doing the Motto and the alphabet. When the scouts loose interest move onto activity 2.

## Activity 2: Deaf and Blind Obstacle course

We practiced how a scout would communicate if they were deaf or hard of hearing, now we are going to add in blind. We are going to practice more non-verbal communication by guiding each other through touch.

- Ask the scouts to find a partner without speaking add a challenge by having the scouts to find a partner with something in common such as shoe color, hair color, eye color, month they were born, rank/grade, etc. they trick is to have the scouts communicate this information without using their voices.
- Once the boys are paired off, let the boys pick who will be the leader and who will be the "blind man."

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- The blind man has to wear a blind fold and the leader has to lead them through the obstacles around the room silently.
- Have the boys take turns leading each other through the course.
- Save 10 minutes for the last activity

## **Activity 3: The story of the Lone Wolf Cub**

- Gather all of the scouts together to wrap up with a story.

Today we have focused on non-verbal communication but this story is all about verbal communication. It is called, "The Lone Wolf Cub." How do you think a lone wolf cub communicates?

- Let the boys howl like a wolf

Let's see how the Lone Wolf Cub used it howl to communicate.

"Once upon a time, many, many years ago, a wolf cub lived in a forest near some tall mountains. This wolf cub belonged to a pack. Then one night there was a terrible storm. All of the wolves ran to seek shelter, but this wolf cub was not a fast runner. He became separated from the pack and was left behind in the woods. All of the trees began to look alike, and he did not know which way his friends had run.

The wolf cub lived by himself and felt very alone. One cool, dark night he looked around and was surprised to see something shining at the top of a mountain. He decided to climb the mountain to find out where the light was coming from. As he climbed, he felt the light getting brighter. When he reached the top, he saw a campfire. He found light and warmth, and these made him happy. He let out a long howl to say, "Look at me here, with this warm fire. Everyone is welcome to join me."

As if by magic, a small pack of wolves appeared from the dark forest. They gathered around the fire. The lone cub was so happy to see them that he let out a howl and they all joined in, as if in song. Their song was a happy one. They howled and danced around the fire. This was the first campfire song! After their howling song, one of the wolves went to the center of their circle. He raised his paws and applauded with joy. He told his friends their song was fun. This was the first campfire cheer!

The lone cub wanted to know where these wolves had come from. The pack was excited to tell their story. But their way of telling the lone cub their story was new to him. Each of the members of the pack acted out a part. The lone cub liked watching each of the wolves help tell their story. This new way to tell a story became known as a skit.

In fact, he was so happy to watch their story that, after their tale, he jumped up and did a flip! This was the first stunt ever to be performed at a campfire!

When they asked the lone cub why he was alone, he told his story. He said he was sad to be alone. He told his new friends that his story had a happy ending since he had so much fun at their campfire.

The wolves fell asleep until the sun tickled their noses to signal the morning. They gathered together and invited the lone wolf cub to join their pack. They all prepared to find their way down the mountain.

The lone cub stayed for a little longer, thinking about the fun night he had spent with his friends. He felt as if the campfire had been magical, and he did not want to lose that magic.

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He paused. Before leaving, he scooped up some of the cool ashes from the campfire and placed them carefully in his neckerchief. He tied a square knot in the neckerchief and put it around his neck. He thought, "I will carry the spirit of the campfire with me always. The next time I have a campfire, I will put these ashes in it so that campfire will be full of this cheerful spirit." And then he ran away to join his new pack!"

How did the lone wolf cub communicate? - let the scouts respond

What all did they wolves do around the camp fire? – let the scouts respond

Next week we are going to make our own camp fire celebration like the wolves did. I will bring in different skits, songs, jokes, and fun camp fire stuff are everyone gets to pick what they are going to do around our little pretend fire.

## **Closing: Invitations to the camp fire program**

Complete the invitation. The time should be the last 30 minutes of the meeting. This will allow you and the scouts to practice before going in front of people. Have the scouts invite their partnering adults. The leader should invite the scout's staff at the locations.

Inform the scouts we will be preforming for our partnering adults in two weeks. We are going to create a Camp Fire Program next week. A Camp Fire program is a set of skits, jokes, or tricks. Each of you will be preforming! Please take an invitation and ask your favorite people to come to our meeting {insert date and time}.

## **Session 2**

Preparation and Materials needed	<ul style="list-style-type: none"> <li>✓ Materials needed for this session: "String Telephone" instructions slip, 2 cups for each scout, 2 paperclips per scout, 2-4 feet of string per scout, copies of your chosen skits or jokes, your foe fire, and invitations for next session.</li> <li>✓ Set up the room like a camp site fire ring.</li> <li>✓ Have instructions and supplies out and ready for the scouts to make the string telephone 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, be prepared ahead of time to smoothly lead the session.</li> </ul>
Gathering	<ol style="list-style-type: none"> <li>1. String Telephone – After the string phones are made play "telephone" using the string telephone.</li> <li>2. Telephone game- message whispered by ear along the line of scouts, is the original message the same as the outcome message</li> </ol>
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	The purpose of skits
Activity	Plan, Prepare, and rehearse a campfire program
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> </ul>

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	✓ Have the scouts clean up the room
After the meeting	✓ Enter the advancements per rank. <ul style="list-style-type: none"><li>• Lion – Mountain lion 1-2</li><li>• Tiger – Tigers in the wild 1</li><li>• Wolf – Howling to the Moon 2-4</li><li>• Bear – Bear Necessities 2</li><li>• Webelos – none</li><li>• Arrow of Light – Camper 4</li></ul> ✓ 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.

## **Gathering:** Telephone String

Use the instruction sheet to create the string telephones.

The Telephone Game:

1. Spread the scouts into a large circle around the leaders for a ring with each scout apart from each other just far enough to stretch their string telephones between them.
2. The leader starts the game by whispering something to the scout to the left through the string telephone.
3. The scout then whispers the message to the person on their left. This is repeated until each scout had received and shared the message.
4. The last scout shares the message out loud to the group to see if it is the same message or if it has changed.
5. Repeat the process until the scouts get restless.

## **Talk Time: Netiquette**

Directions:

- Hang the netiquette definition sign where all of the scouts can see it.
  - Divide scouts into groups that have at least one scout of each rank.
  - Have them use the Scout Law Netiquette worksheet to tell how they think the Scout Law can be used as a guide for proper etiquette when online.
  - Use the examples below to help explain netiquette:
1. Don't be mean or rude to others online. Use emoticons or smiley faces to show when you are joking.
  2. Tell a trusted adult if someone is mean or rude to you online. Never respond to mean messages; you might start an online fight, also called a "flame war."
  3. Don't type in ALL CAPS. That means you're yelling.
  4. Use appropriate language online. You could be kicked off a website for using bad words.
  5. Don't send or forward spam. No one likes to get junk mail and it could contain a virus that could hurt your computer.

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6. Don't share secrets online, including passwords and personal information.
7. Don't steal files, music, or movies. It's illegal!
8. Help "newbies" learn about the Internet. "Newbies" are people new to the Internet or a particular website who may not know all the rules yet. Remember, you were once a "newbie" too.

**Trustworthy.** Be truthful with others online, and be very careful of the information you share. Do the right thing when sharing other people's words or pictures. Make sure you have the owner's permission before using them.

**Loyal.** Share information about others only if you have their permission to share it. Uphold appropriate agreements you make with friends when you play games with them.

**Helpful.** Alert others to scams, cheats, and suspicious sites. Point them to reliable and accurate sources of information.

Encourage people to report bad behavior online.

**Friendly.** Reach out to support others who are doing good things, like posting quality creative works. Support those who are bullied.

**Courteous.** Be polite and respectful. When you use other people's work, be sure to ask permission when necessary, follow fair use standards, and give credit to the people who created and own the work.

**Kind.** Treat people with respect when you are on social networks, playing games, talking or texting on a cellphone, or in other digital activities.

**Obedient.** When using digital devices, follow the rules set by your parents/guardians, teachers, and Scout leaders. Abide by the rules established by sites, services, devices, and games.

**Cheerful.** Use games, messaging tools, and social forums to build your relationships with others while having fun.

**Thrifty.** Be a smart consumer. Know your voice, text, and data plans and use them wisely. Be sure to study digital devices and services you want. Before buying them, make sure you're not overspending on functions and features you won't need. Be careful not to run up charges on apps and sites.

**Brave.** Stand up for what is right. Do not participate in mocking and bullying others, even if your friends are doing it. Report suspected abuse to a trusted adult, like your parent or leader; call 911 or call the Cyber Tip line at 1-800-843-5678.

**Clean.** Use clean language and discuss only appropriate topics when using digital devices to communicate with others.

**Reverent.** Respect the feelings of other people. Do not use digital devices to spread irreverent ideas.

## **Activity: Create a Faux Fire Program**

Go through the Razzle Dazzle section of the program guide and help the scouts pick skits, songs, and/or jokes to practice and perform.

The purpose of camp fire programs or skits is to have fun, get the chance to show off, lead a group of other scouts, and bond or get closer to the pack.

With that in mind, today we are going to pick some jokes, stories, and/or skits to create our own camp fire program. Next week we will invite your partnering adults, teachers, and staff to join us for our faux camp fire.

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## \*Considerations when picking skits\*

Select skits to suit the occasion and age of the scout. Funny skits are easier to do, mistakes can add to the silliness. But it must be appropriate and in good taste. Serious skits are a little harder and better for older (Bears and/or Webelos) scouts. They take more rehearsal and should emphasize scout values.

All Skits should be in good taste, of reasonable length, well planned and rehearsed, well-staged, good spirit, and Scouts speak loud enough to be heard!

Don't forget props!

Leader should be the Master of Ceremony for the camp fire program. Below is an example program for a campfire. Leaders can adjust the program as needed:

- Thank you for joining the campfire
- Introduction the purpose of the campfire program
- A run on (purposefully interrupting the leader. Run ons are funny and are good transitions)
- Skit
- Run on
- Joke
- Run on
- Skit
- Run on
- Sing Along
- Closing

The program should last a maximum of 25 minute. This allows the scouts to practice the program before they perform it during the same session.

## **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