



COUNCIL FIRE


(DUTY TO COUNTRY)



RATIONALE FOR ADVENTURE

This adventure will give Wolf Scouts the opportunity to learn more about their neighborhood and community structure, how they can be a part of their community through service, and how others have provided service to our country.

TAKEAWAYS FOR CUB SCOUTS

- Teamwork
- Problem solving
- A Scout is loyal. 

Wolf Handbook, page 44

ADVENTURE REQUIREMENTS

Complete requirements 1 and 2 plus at least one other.

1. With your den or pack, participate in a flag ceremony, and learn how to properly care for and fold the flag.
2. Participate in a community service project with your pack, den, or family.
3. With your parent's or guardian's permission, talk to a military veteran, law enforcement officer, member of the fire department, or someone else approved by your den leader. Talk about his or her service to the community or country. After you have visited with the individual, write a short thank-you note.
4. Learn about the changes in your community, and create a project to show your den how the community has changed.
5. Select one issue in your community, and present to your den your ideas for a solution to the problem.
6. Work with your den to develop a den duty chart, and perform these tasks for one month.
7. Participate in an event such as a parade or assembly celebrating military veterans.

NOTES TO DEN LEADER

The den meeting plans for this adventure include all requirements. Conducting the den meetings as outlined here will ensure completion of this adventure. You may adjust these meeting plans as desired, keeping in mind to include the minimum requirements to earn this adventure.

The outing in this adventure is not a den meeting. There are two activities related to this adventure: participating in a community service project and completing an elective requirement to participate in an event or parade celebrating veterans. This den meeting plan only covers the community service project. Discuss options for participating in an event or parade celebrating veterans with the parents of your den and other leaders in the pack.

You may want to invite a military veteran, member of the fire department, police officer, or community service worker to talk to the den (requirement 3) during Meeting 2. Also, make arrangements well in advance for shipping the military care packages the Scouts will assemble at that meeting. For assistance, contact a local military base, National Guard station, USO office, or American Legion post. The office you contact may be able to suggest items for the packages.

See the appendix for optional den meeting activities, including gatherings, openings, and closings.

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Five metal washers per Scout and a container with a wide opening (plastic bowl, cardboard box, etc.) for the “Washer Toss Game” (Gathering)
- List of ideas for community service projects (see requirement 4 in the *Wolf Handbook*)
- The den will be selecting a community service project proposal during Meeting 1.
- The presentation to the committee will be made as part of a den outing for Meeting 3.
- Contact the local library or historical society to see if photos are available showing development in the den’s neighborhood or community during the last 25 years—streets being constructed, trees cut down, water diverted, etc. You may also be able to collect photos online that show how the area looked many years ago. Gather enough pictures for each Wolf Scout to build a small photo collage in the “Things Change” activity.
- Whiteboard or a large, poster-sized piece of paper and a marker for Talk Time
- Blank cards and pencils for ballot voting
- A printed copy of the weekly den duty chart (see Meeting 1 Resources)
- Sheets of poster board and glue or tape for the “Things Change” activity
- Balloons for team-building game (Check for latex allergies. If someone is allergic, purchase latex-free balloons.)

GATHERING

Washer Toss Game. Have the Scouts form a circle several feet in diameter. Give Scouts five metal washers each. (If washers aren’t available, you may substitute pennies, buttons, or wrapped hard candy). Place the container in the center of the circle, then go around the circle as Scouts take turns throwing the washers. After they toss all five washers into the container, let them retrieve the washers and try tossing from a farther distance when the next turn comes again.

OPENING (REQUIREMENT 1)

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Demonstrate how to properly care for and fold a flag, and actively involve the Wolf Scouts in the demonstration. Refer to the *Wolf Handbook* and the appendix for additional guidance.
- Have the den recite the Outdoor Code.

TALK TIME (REQUIREMENTS 4–6)

- Introduce the Council Fire (Duty to Country) adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Discuss changes in the community and service project ideas.
 - Pass around the community photos you gathered or copied. Ask Scouts to each point out one thing that has changed, and then discuss the impact of those changes on plant and animal life. Discuss what changes they like and what they would have liked to have kept. Ask what they like about living in their community. Discuss how some things have changed for the better—such as running water, electricity, or other modern conveniences—but that many require buildings that some people don’t want near their house. Help the Cub Scouts understand the challenges of a

growing community. Considerations include determining where to locate facilities necessary for growth, how growth may impact people who already live in the community, how it may attract people to the community, and how it impacts the environment.

- Then have the Scouts narrow their conversation to one community problem and think of ways they could help solve it. Let them also consider the ideas in the *Wolf Handbook*. If none of these are suitable to your area, you may substitute one that is important to your group. List their ideas on the whiteboard or a large, poster-sized paper, and pass out ballots to vote on the one that seems best. After the vote, lead a reflection on how they came to the solution. Did everyone agree? Maybe not, but being a good citizen means we consider the needs of others and the community as a whole and not just our own personal opinion.
- Finally, have the Scouts work together to fill out the den duty chart for the month. See requirement 6 in the *Wolf Handbook* for suggestions, and make sure everyone will have an opportunity to do several jobs. Remind them that “a Scout is trustworthy”: Their fellow Scouts will trust them to do those chores.

ACTIVITIES

◆ Activity 1: Things Change (Requirement 4)

Give each Scout a sheet of poster board and some of the neighborhood photos to build a small collage showing changes in their community through the years.

◆ Activity 2: Balloon Field (Optional)

- Play this team-building game. (Remember that Scouting is a safe haven for everybody; no one should be forced to play a game if they don't feel physically or emotionally comfortable with it.) Blow up five to 10 balloons and place them on the ground, leaving space between them to walk around.
- Divide the Scouts into two teams. One at a time, a Cub Scout from each team walks across the balloon field with eyes closed or wearing a neckerchief as a blindfold. The team to get the most players across the field with hitting the least amount of balloons wins. Other players can direct their teammates by shouting instructions to avoid the balloons (e.g., “two steps to the right”). **Note:** If there are latex allergies, make sure to use latex-free balloons or substitute balloons with empty water bottles or aluminum cans.

◆ Activity 3: Den Yell (Optional)

Develop a den yell or cheer. Keep it simple so everyone can learn it. Use something as simple as, “We’re the Cub Scouts from Den 3, and no Cubs could be prouder! If you can’t hear us now, we’ll yell a little louder!” (Repeat twice, louder each time.) Keep the Scout Oath and Scout Law in mind when creating and using your den yell or cheer.

CLOSING

- Have the Scouts lead the den yell they created.



Do-at-Home Project Reminder:

Tell Scouts to collect aluminum cans from home, school, or a parent’s workplace for the “Monster Stomp.” The cans should be emptied and rinsed out, and make sure the Cub Scouts wear strong shoes for the stomping.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 1, 4, and 5.
- Work together to clean up the meeting place.

MEETING 1 RESOURCES

DEN DUTY CHART (TALK TIME)

DEN DUTY CHART

Week 1 Duty Chart

Duty	Wolf Scout in Charge	Completed

Week 2 Duty Chart

Duty	Wolf Scout in Charge	Completed

Week 3 Duty Chart

Duty	Wolf Scout in Charge	Completed

Week 4 Duty Chart

Duty	Wolf Scout in Charge	Completed

MEETING **2** PLAN

PREPARATION AND MATERIALS

- Aluminum cans, large trash bag, and hand sanitizer for the “Monster Stomp” (Gathering)
- Invite a military veteran, member of the fire department, police officer, or community service worker to talk to the den (requirement 3). The guest could be a family member of one of the Wolf Scouts.
- Collect information and photos or illustrations related to each branch of the U.S. military and community service groups to share during Talk Time. If your guest is a veteran, he or she may provide assistance and help lead the discussion.
- Flying disc for team-building game
- A thank-you card for Scouts to sign and give to the guest who speaks to the den.

GATHERING: MONSTER STOMP

As Scouts arrive with their aluminum cans, have them do the “Monster Stomp” outside—smashing the cans with their shoes for recycling. Once the cans are flattened, the Scouts will drop them into the trash bag to be carried later to a recycling center. Provide hand sanitizer for cleanup after all the cans are bagged. Keep a count of how many cans are brought, but don’t reveal the total to the Scouts until the Closing.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Have each Scout say what the word “brave” means to them.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Check the den duty chart, and recognize Scouts who completed their assigned duties without being asked.
- Have them give the den yell from Meeting 1.
- As a den, review the den’s choice of a community service project and/or their participation in an event or parade celebrating veterans. Details such as date, time, and location should be shared with parents in a method preferred by the parents in your den.

ACTIVITIES

◆ Activity 1: Military or Community Service Member Visit (Requirement 3)

- Introduce the visitor to the den.
- Discuss the role of the military in defending our country. Mention each branch of the U.S. services:
 - Air Force (protecting our country from the air, usually from bases on land)
 - Army (occupational infantry forces that move in after the assault forces)
 - Coast Guard (protecting U.S. waterways)
 - Marines (mobile assault infantry)
 - Navy (protecting our country from the ocean or the air, usually based on ships)
- Guide the Scouts in asking questions related to the ways that community service workers such as your visitor help those in their communities.
- Present the visitor with the prepared thank-you card from the Scouts.

◆ Activity 2: Perpetual Motion (Optional)

- Play this team-building game. (Remember that Scouting is a safe haven for everybody; no one should be forced to play a game if they don't feel physically or emotionally comfortable with it.)
- Scouts sit in a circle on a large playing area with a smooth surface. Give each Scout a number, and put a flying disc in the center of the circle. The first player walks to the disc, turns it on its edge, and spins it like a coin. Returning to sit, this Scout calls out the number of another player who must reach the disc before it stops spinning, give it another spin, and call another player's number before sitting down. The object of the game is to keep the disc spinning as long as possible.

CLOSING

- Share how many cans were collected for the "Monster Stomp." Then have the Cub Scouts recite the Scout Law after that have one of the Scouts read the description of "thrifty" in the Scout Law, found in the Bobcat! section of the *Wolf Handbook*. Explain how recycling is one way to be thrifty.
- Review details for the upcoming outing in Meeting 3. Make sure all Scouts and their families know the plans.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 3.
- Work together to clean up the meeting place.
- Make arrangements with a parent or other adult to take the "Monster Stomp" cans to a recycling center.

MEETING 3 PLAN (Den Outing)

PREPARATION AND MATERIALS

- Two sheets of colored paper—one red, one green—for the "Silent Red Light/Green Light Game" (Gathering)
- Make arrangements with the project site and clarify any restrictions or special requirements.

Based on the service project, bring appropriate tools and safety equipment. If the project is in a highly visible location, be sure Cub Scouts and leaders are in full uniform. Refer to the *Guide to Safe Scouting* to ensure the service project meets BSA standards of safety. Make arrangements with the project site, and clarify any restrictions or special requirements.

GATHERING

Silent Red Light/Green Light Game. The entire game should be played in silence with Scouts tiptoeing quietly as they move. Select a leader from among the Cub Scouts or a den chief or adult leader. This person holds two sheets of paper—one red and one green—but stands with their back to the players, who stand side by side at a starting line. The leader then raises up one of the sheets, and the Scouts silently do whatever the color indicates: "go" at green and "stop" at red. Each time the leader switches to the other sheet, the players must switch to that action. When one of them reaches the leader, that Scout becomes the leader for the next round. Remind everyone that "a Scout is trustworthy," so they must return to the starting line if they stop or go at the wrong time.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Check the den duty chart, and reward or recognize Cub Scouts that complete their assignments without being asked. Adapt the duties as needed for the outing.
- Review the schedule for the service project. If possible, have someone who will benefit from the project speak to the den about the importance of what the Scouts will be doing.

ACTIVITIES

◆ Activity 1: Community Service (Optional)

- In accordance with the *Guide to Safe Scouting*, conduct the service project. Remember to make the project simple and not overwhelming for the Cub Scouts. The service project may last a little longer than a regular den meeting. It is also acceptable to participate in a community-organized service project.

CLOSING

Gather everyone in a circle and reflect on the lessons they learned about the impact of their community service project. Whom did it help? Discuss who would have done the project if they had not. Would anyone else have done it?

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 6.
- Record your service hours at www.scouting.org/awards/journey-to-excellence.
- Work together to clean up the meeting place.

Upon completion of the Council Fire (Duty to Country) adventure, your Wolves will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition. You and the Scouts in your den are now eligible to wear the Messengers of Peace patch, which is worn around the World Crest (the purple round patch) on your uniforms.

