




HOMETOWN HEROES



RATIONALE FOR ADVENTURE

In this adventure, Wolf Scouts will learn about the heroes within their community. By getting to know some real-life heroes and honoring their service, the Wolves will see the importance of living the Scout Oath and Scout Law, and gain an understanding of what makes a hero.

TAKEAWAYS FOR CUB SCOUTS

- Observation skills
- Listening skills
- Following instructions
- Teamwork
- Helping others
- Living the Scout Oath and Scout Law
- A Scout is brave. 

Wolf Handbook, page 246

ADVENTURE REQUIREMENTS

Complete the following requirements.

1. Talk with your family or den about what it means to you to be a hero. Share the name of someone you believe is a hero. Explain what it is that makes that person a hero.
2. Visit a community agency where you will find many heroes. While there, find out what they do. Share what you learned with your den.
3. With the help of a family member, interview one of your heroes, and share what you learn with your den. Tell why you think this person is a hero.
4. Complete one of the following:
 - A. As a den or family, honor a service member by sending a care package along with a note thanking them for their service.
 - B. With your family or den, find out about animals that are trained to help others in your community.
 - C. Participate in or create an event that celebrates your hometown hero(es).

NOTES TO DEN LEADER

In Meeting 1, the den will learn about animals trained to help people. One option for fulfilling this requirement is to include a visit from a person who works with service animals or other animals who assist people. Before the meeting, make arrangements for the visit. Prepare a thank-you note in advance for the visitor.

In Meeting 2, the den will create a care package for a hometown serviceman or servicewoman (requirement 4). A local military recruiting office or military base might be able to help in identifying a recipient. Your local council might also be able to help provide suggestions. Select a recipient in advance so you can guide the den in choosing appropriate items for the package that the person might like. Scouts will need to bring assigned items to Meeting 2.

Meeting 3 will be a den outing to the local police or fire department, or another service agency, to learn about heroes in the community (requirement 2). In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring. Make sure activity consent forms are distributed and signed.

The den leader will need to select an appropriate local event to complete requirement 4C and coordinate details of participation with families. The adventure could be coordinated around a pack event or a special day when events are often held, such as Veterans Day, Memorial Day, National Police Day, International Firefighters' Day, or other similar days.

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

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Items for the Rescue Game (Gathering)
 - 1 large bowl
 - Drinking straws (one per Scout)
 - Paper circles or cutouts (20 to 50 of these, 2 inches in diameter)
- Dry-erase whiteboard or poster board for listing heroes (Talk Time)
- Items for Firefighter Relay Game (Activity 2)
 - 2 sets of large, adult-sized clothes (shirt or jacket, pants with suspenders, boots, and hat, plus a backpack)
 - 2 buckets
 - Blue and white paper streamers (representing water) to fill the buckets
 - Cardboard boxes
- Words of the Scout Law, written on a poster board
- Printed list (one copy per Scout) of items needed for sending a military care package (e.g., toothbrushes, deodorant, chewing gum, books or magazines, writing paper, DVDs, CDs)
- If the den will have a visit from a person who works with animals trained to help people, confirm plans with the visitor and prepare thank-you notes.

GATHERING: RESCUE GAME

- Put the paper circles on a table and give all Wolf Scouts a drink straw when they arrive for the meeting.
- Have the Cub Scouts stand single file beside the table. On the signal word, "rescue," the Scout in front picks up a paper circle by sucking it against the end of the straw. Then they hurry to the large bowl and drop the circle in—delivering the "rescued person" to safety. See how many can be saved by this very fine rescue brigade!

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Lead the den in singing the "Hometown Heroes" song, to the tune of "My Bonnie Lies Over the Ocean."

*The firefighters, they put out the fires.
The doctors, they make you feel swell.
Our teachers, they give us all knowledge.
Scout leaders teach us to do well!*

Chorus:

*Hometown heroes, thank you for all that you do. Thank you!
Hometown heroes, thank you for all that you do.*

*Cub Scouting will help us be leaders,
To help any person in need.
And someday we all could be heroes,
Just like our moms and dads—indeed!*

Repeat chorus.

TALK TIME (Requirement 1)

- Introduce the Hometown Heroes adventure to the den. Ask every Cub Scout in your den what they think it means to be a hero, and list their responses on the whiteboard or poster board. Have Scouts each name someone they consider a hero, and ask them to explain why.
- Help the Wolves decide on a military serviceman or servicewoman who is deployed overseas whom they will adopt as a den. Then hand out the list of items the den will need to send a care package at the next meeting. These should be things that remind people of home, encourage or entertain them, and help them pass the time. Make sure each Cub Scout is assigned to bring one or more items; they could also ask friends or neighbors for donations.
- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.

ACTIVITIES

◆ Activity 1: Animal Helpers (Requirement 4A)

- Have Scouts sit in a location where they will be able to listen, and introduce the visitor. If the visitor has brought a service animal, remind Scouts that there are special guidelines for interacting with a service animal. Tell them that they should think of questions they might like to ask when the visitor has finished speaking. After the visitor completes his or her talk, allow time for Scouts to ask questions. Give the prepared thank-you note to the visitor and have Scouts thank him or her.

◆ Activity 2: Firefighter Relay Game (Optional)

- Divide the Scouts into two teams, lined up single file behind a starting line. Put one set of large, adult-sized clothes and a backpack on the floor in front of each team.
- At the other end of the room (15 to 20 feet away), stack a pile of cardboard boxes that will serve as a “house on fire.” Then give each team a bucket filled with a string of blue and white streamers—taped together to serve as “water.”
- At your signal, the first player on each team puts on the clothes and the backpack over their Cub Scout uniform, carries the bucket to the house, and pours out the streamers to douse the fire.
- Then the player puts the streamers back in the bucket, returns to the starting line, removes the large, adult-sized clothes, and hands the bucket to the next Cub Scout on their team. This continues until everyone has run the course; the first team to finish wins.

CLOSING

- Recite the Scout Law in unison. Have Scouts name a point of the Scout Law that heroes often demonstrate.



Do-at-Home Project Reminder:

Make sure all the Scouts remember to purchase items for the military care package and bring them to the next meeting. Also, Scouts should get help from a family member to interview one of their heroes. This person might be a veteran, a police officer, a firefighter, or a schoolteacher—anyone who is open to telling his or her story. Each Scout will share what they learned with the den.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 1 and 4A).
- Work together to clean up the meeting place.
- Prepare thank-you notes for the Wolves to sign at the next meeting for anyone who will be helping with the den outing.

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Cards with names of famous heroes (Gathering)
- Words for the “Hometown Heroes” song on a poster board (Opening)
- Materials for the military care package
 - Box large enough to hold all the items
 - Packing supplies (tape, scissors, newspaper or other packaging material, marking pen)
 - Name and mailing address for package
 - Paper or a card to enclose a message signed by the Scouts
- Thank-you cards for the den outing

GATHERING: NAME THE HERO

While waiting for everyone to arrive, give all Scouts a card with the name of a famous real-life hero. They are not to show it to anyone. Then have them ask each other questions that can be answered only with “yes” or “no” (e.g., “Is your hero alive?” “Is your hero American?”) to help them guess who is who.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- If desired, lead the den in singing the “Hometown Heroes” song from Meeting 1.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Ask who has interviewed a hero (requirement 3) since the last meeting. Give each Scout time to share what they learned from the interview.

ACTIVITIES

◆ Activity 1: Military Care Package (Requirement 4A)

- Have Scouts prepare their care package for mailing. Before sealing it, they should sign a card with a special message to the recipient, thanking them for their service.
- Decide who will take the package to the post office, making sure a parent or other adult guardian will be there to assist. For help in addressing the package, visit www.usps.com/ship/apo-fpo-dpo.htm.

◆ Activity 2: Do This, Do That (Optional)

- Have Wolf Scouts stand side by side in a line several feet behind a goal line. The den chief or den leader stands in front of the den and performs certain movements, saying “Do this” or “Do that” before each movement.
- If the instruction is “Do this,” all the players should immediately copy the action. However, if the leader says, “Do that,” they must NOT do it. A player who makes a mistake moves back one step. If they do it correctly, they move one step forward.
- The first player to reach the goal line wins.

CLOSING

- Gather everyone together and ask each Scout to name one new thing that they learned at this meeting.
- Ask which point of the Scout Law the Wolves think of first when they are helping others. Why? Talk about how they felt when they finished preparing the military care package.
- 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 requirements 3 and 4A.
- Work together to clean up the meeting place.
- Have Scouts sign thank-you notes for anyone who helps with the outing.

MEETING 3 PLAN (Den Outing)

PREPARATION AND MATERIALS NEEDED

- Cards with names of famous heroes (Gathering)
- Confirm that transportation to and from the event is in place. Secure activity consent forms.
- The unit den leader should bring a copy of the *Guide to Safe Scouting*.

GATHERING

- Have the Wolves play another round of Name the Hero (the Gathering game from the last meeting) until everyone has arrived for the outing.

OPENING

- Recite the Scout Law and ask Scouts to name points of the law they will demonstrate during the outing.
- Remind everyone in the den that it is important to stay together, be on their best behavior, and use the buddy system.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Have Wolves share things they would like to learn about during the visit.
- Review any questions the Scouts want to ask to make certain all are appropriate.

ACTIVITIES

◆ Activity 1: Visit a Community Agency (Requirement 2)

- Visit the location as a group, and take a guided tour if this is possible.
- Have Scouts ask the questions they prepared.
- When the visit ends, have the Wolves give their signed thank-you cards to anyone who helped, including tour guides.

CLOSING

Gather the den in a Living Circle and have the Scouts say a special thank you to their hosts for being hometown heroes.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 2.

Upon completion of the Hometown Heroes 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.

