

CUB SCOUT POCKETS

GAMES

A Pocket Full of Fun

Sam Houston Area Council

Divide the Scouts into teams and place a table approximately ten feet from the starting line. Place an adult or two at the table to take note of the points. At “go,” the first Scout runs to the table and empties out everything in his pockets. Award different points for the various items in the pockets (one point for a marble, two points for a band aid, three points for his pocket knife, five points for his whittlin’ chip card, *etc.*...). The Scout must put everything back in his pockets after the points have been counted and return to the starting line where the next Scout takes off towards the table. The team with the most points wins as long as they clean out their pockets before they are washed.

What’s in Your Pocket?

Sam Houston Area Council

Give each Scout a pencil and paper which has the alphabet listed vertically. Ask the Scouts to walk around a designated area and look for items which begin with each letter of the alphabet that they might find in their pockets. They should write the names down on the paper, but leave them where they are. (Examples – A = Acorn; B = ball; C = confetti; D = dirt, *etc.*...)

Pocket Tag

Sam Houston Area Council

This one is regular tag except the boys have to run with one hand in a back pocket (or if it seems too easy and can be done safely, two hands!).

Pocket Change Match Up

Heart of America Council

Match the name of the coin with the name of the person whose likeness appears on it.

Penny	Thomas Jefferson
Nickel	George Washington
Dime	John F. Kennedy
Quarter	Abraham Lincoln
Half dollar	Franklin D. Roosevelt

Answers: 1-Abraham Lincoln; 2-Thomas Jefferson; 3-Franklin D. Roosevelt; 4-George Washington; 5-J F Kennedy

Spell Pockets

Heart of America Council

On a sheet of paper, spell out the word ‘pocket’. Using these letters, have everyone list items that you find in a pocket. Examples:

P: paper, ping pong balls, pencils, etc.

O: old candy papers, odd buttons, etc.

C: candy, cards, etc.

K: keys, kite string, etc.

E: envelopes, egg, etc.

T: trucks, tinker toys, etc.

Guessing Game

Heart of America Council

Equipment: 5 small coins or buttons for each person.

Each person is given 5 small coins or buttons and places them in their pocket. Divide into pairs and stand facing each other. Then each pair puts their hands into their pockets simultaneously and brings out some of the coins or buttons. Placing their fists in front of each other, they must guess how many objects they have between them. The one nearest the correct number goes into the next round, and so on until you find an eventual winner

Make a Game from Pockets

Heart of America Council

Gather pockets from discarded trousers or jeans. The boys can help fill them with beans to make beanbags to be used for lots of games. Cut the top/side off a 1-gal. plastic milk jug, but leave the handle attached. Each boy has a jug. Use the jugs to toss and catch the beanbags without touching them, a pocket to catch a pocket. It's like the "Jai-Alai" game from South America.

Marble Sharpshooters

Allow each person in turn to roll five marbles at soda-bottle obstacles. Score one point for each marble that rolls between the bottles without touching them.

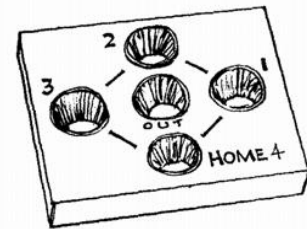
Barefoot Marble Relay

Heart of America Council

The Cub Scouts remove their shoes and socks.

Place two marbles on the starting line in front of each team.

On signal, the first player on each team grasps a marble with the toes of each foot and walks to the finish line. When he reaches the other end of the room he picks up the marbles and runs back to give them to the next player in line, who repeats the action. The first team to finish wins.



Button Baseball

Heart of America Council

Find a box lid that measures about twelve by ten inches. Draw a baseball diamond on top of the lid. Cut out circles as shown so that small nut, cups or paper muffin-pan liners will fit in them. Each player has three buttons for each turn "at bat." Standing about six feet away, he tosses them at the holes. If he misses all the holes, it is a strike. If the game is played as a team game, "base runners" advance the appropriate number of bases for each hit. If the game is played by individuals, a player scores 1 for a single, 2 for a double, 3 for a triple, and 4 for a home run.

The Cub Scout Game

Heart of America Council

Copy game, following, to heavy cardstock

1--Everyone puts a marker at Bobcat Den

2---Roll a die to see who goes first.

3--First player rolls a die and moves that many spaces and does the requirement.



Repeat the
Cub Scout
Promise

Demonstrate
the Cub
Scout Salute

When do
you wear
the Cub
Scout
Uniform?



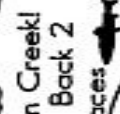
WEBELOS

Demonstrate
the Cub
Scout Sign

What are
the Cub
Scout
colors?



Fell in Creek!
Back 2
spaces



Demonstrate
Cub Scout
Salute

Told
someone
they did a
good job.
Ahead 1



Repeat the
Law of the
Pack

Repeat the
Cub Scout
Motto

Name 2
important
Americans

Helped
someone in
need

AHEAD 2

Demonstrate
the Cub
Scout
Handshake



Wore your
uniform to
Den Meeting!
Ahead 2

What does
WEBELOS
mean?

Tell 1 way to
respect our
flag



WOLF DEN



Who is
Akela?

What makes
America
special to
you?



Repeat the
Cub Scout
Promise

Repeat the
Cub Scout
Motto



Demonstrate
Cub Scout
Sign

BOBCAT DEN

