



Cub Scouting Program Changes

Overview



Today's Topics...



By the end of this session, we'll cover...

- Background and Precedent for Change
- Evaluation of Current Program
- Changes coming to Cub Scouting
- Ongoing Support



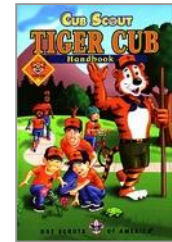
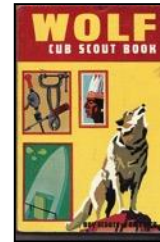
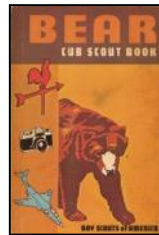
Precedent for Change

Cub Scouting Program Changes Over the Years...



Change is Constant...

Many changes to Cub Scouting over its 80+ year history...



Changes to the Promise...



Decade	Promise
1930s	"I (name) promise to do my best to be square and to obey the Law of the Pack."
1950s	"I (name), promise to do my best to do my duty to God and my country, to be square and to obey the Law of the Pack."
1970s	"I (name), promise to do my best to do my duty to God and my country, to help other people, and to obey the Law of the Pack."
2010s	"On my honor, I will do my best, to do my duty to God and my country, to help other people at all times, and to keep myself physically strong, mentally awake, and morally straight."



Evaluation of Current Program

411 Task Force



Basis for Program Review...



411

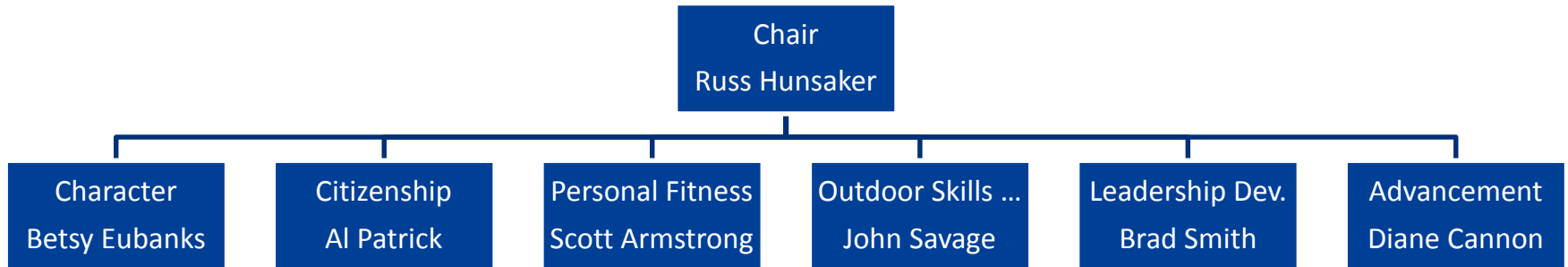


Dynamic and Relevant Program

The BSA's programs match what today's youth both want and need.

We have changed our programs to reflect the results of a thorough program review and assessment that clearly identifies those elements that are appealing, exciting and culturally relevant to today's youth and families.

411 Task Force



Over Seventy-Five (75) Volunteers from Across the Country
Representing All levels of Cub Scouting
Networked Across Disciplines

- Religious Relations Committee
- Aquatics Task Force
- Program Impact Committee, etc.

Governance thru the National Board



Program Analysis

Many advancement requirements support passive rather than active behavior.

Leader aids are insufficient in guiding leaders on how to fulfill aims - lack tools and resources to implement aims.

Youth handbooks lack:

- Breadth
- Frequency of activities
- Learning situations that support the aims



Program Analysis

Character Development:

- Cub Scout program structure does not facilitate adequate coverage of all 12 Core Values
- The youth handbook activities do little to facilitate the discussions necessary to leverage the methods and instill values.



Program Analysis

Citizenship:

- Current activities focus primarily in the area of civics/government with less emphasis on service and stewardship.

Personal Fitness:

- Rank advancement activities do not build foundation for life-long positive fitness habits.
- Our attention to nutrition within rank advancement is not proportionate to the need to address nutrition instruction and practices.



Program Analysis

Their Conclusion:

The program needed updating...

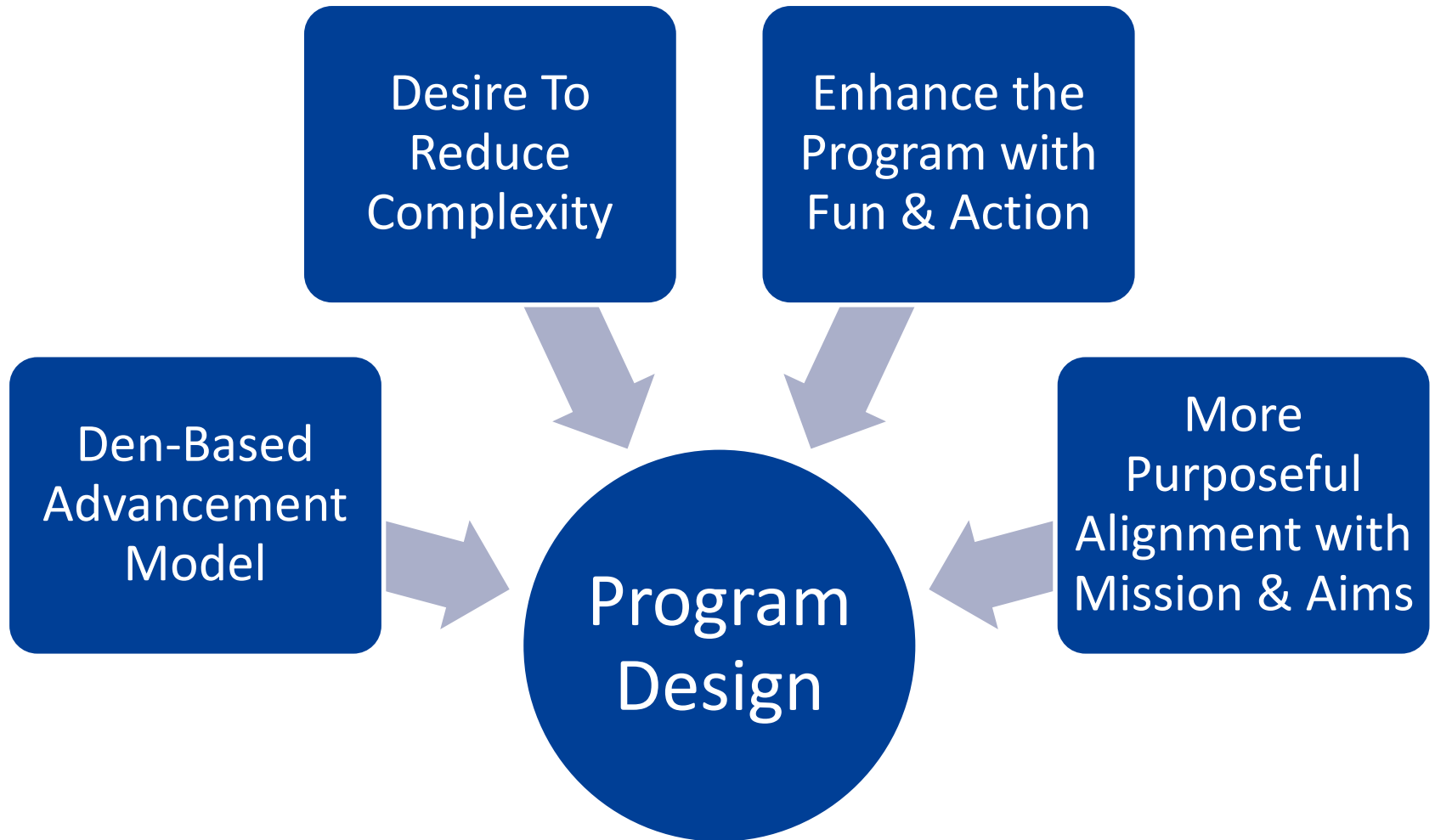


Nature of the Changes

Cub Scouting Program Updates



Design Objectives...





One Oath & Law

Adopt the Scout Oath and Law for use in the Cub Scout & Venturing program, retiring the Cub Scout Promise, Cub Scout Law of the Pack & Venturing Oath.

Mission of the BSA to instill in young people the values of the Scout Oath & Law...

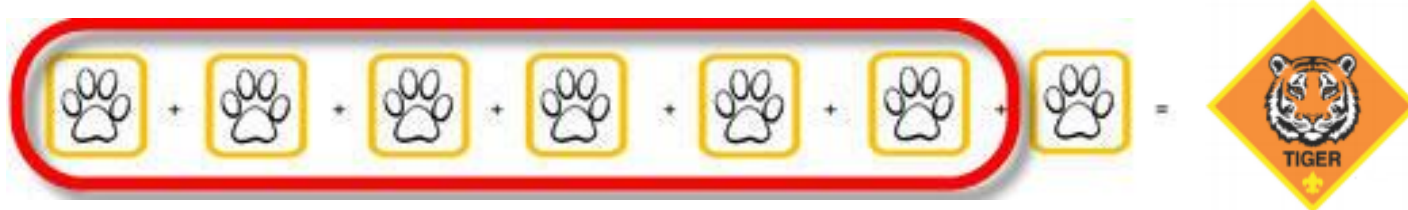
- Never too early to start learning...
- Age-appropriate expectations
- Similar to “Pledge of Allegiance”

Updated Advancement Model

Rank Advancement Thru “Adventures”

To earn rank, complete seven adventures (*6 defined / 1 elective*)

- Includes a family-based “Duty to God” adventure



Adventures:

- Interdisciplinary, theme-based experiences
- Takes about 3 den meetings to earn each adventure
- Immediate recognition after each adventure (*belt loops / pins*)

More Choice for Webelos...

Rank	Defined Adventures	Elective Adventures	Adventure Recognition Device
Tiger	6	1	Belt Loops
Wolf	6	1	Belt Loops
Bear	6	1	Belt Loops
Webelos	5	2	Pins
Arrow of Light	4	3	Pins

- 7 Adventures = Rank Advancement
- More choice as boys age (*fewer defined*)
- Sets the stage for the freedom of choice with merit badges
- Tiger/Wolf/Bear = Belt Loops
- Webelos/AOL = Pins

“Tiger Cub” becomes
“Tiger”



Directly to AOL...



Webelos before Arrow of Light:

When joining in the 5th grade year, a boy is no longer required to earn Webelos first before earning Arrow of Light.

- Relieves burden on unit leader to deliver two tracks of program
- Keeps the boy engaged with his peers – greater likelihood to stay in the program
- Bobcat is still required



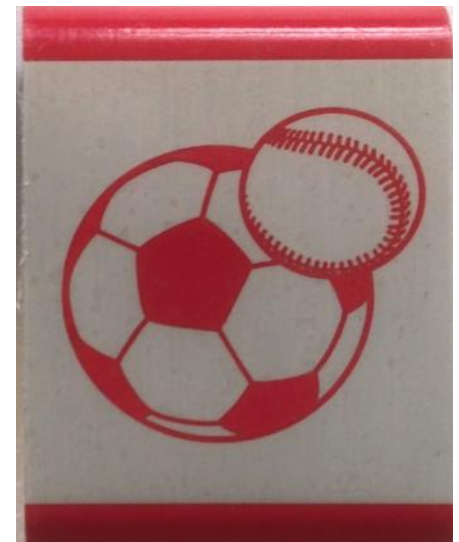
Academic & Sports Program Retired

Retirement of the Academic & Sports Program:

The Academic & Sports program has been retired, but many of the fun activities have been retained and woven into the new adventures.

- Many of them didn't support the mission and aims of the program
- Layers built up over time
- DID take the fun activities that supported the program and carried them over as appropriate within the new adventures

Immediate Recognition Changes...



Desired Outcomes...





Program Materials

Handbooks & Guides

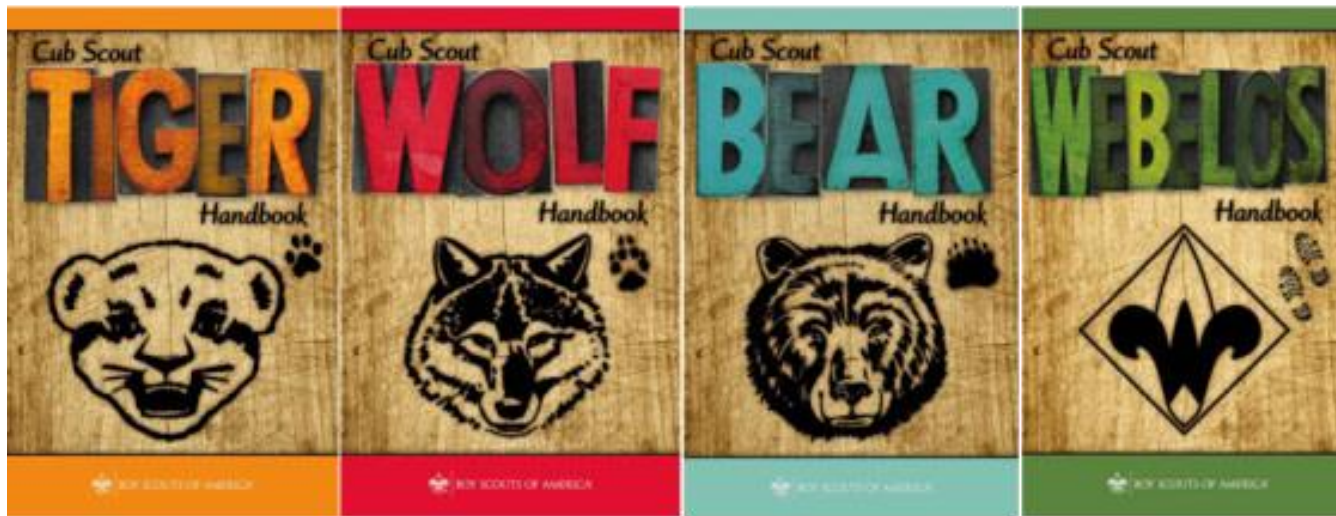


Putting the Program to Work...

Meet “Ethan”...




Youth Handbooks



Snapshot

SNAPSHOT OF ADVENTURE

Do you like to play games? In some games, one person or one team wins. Team-building games help everyone leave the game a winner! In this adventure, you are going to find out you are part of an amazing team of Scouts who play together and work together!




4 Tiger

REQUIREMENT 1A

Play two initiative or team-building games with the members of your den.


As Tigers, you are proud members of a Scout team. You will learn many new skills playing Initiative and team-building games with your den. Initiative is a big word that means a plan to solve a problem. Your Tiger den will solve problems during Initiative games by sharing ideas and working together as a team.



TEAM BUILDING TIPS

Here are a few tips for building a strong team:

- **Get to know the members of your team.** Ask the Tigers to share about their pets, favorite hobbies, and families.
- **Trust each other.** Team members must trust each other to work well together.
- **Spend time together.** When you work together on projects and get together for outings, you will feel comfortable with your den.
- **Be cheerful and courteous.** If you get too excited or upset, it can hurt your team's chances of doing well.



A Scout is friendly. Smile and support others on your Tiger team. Whether you are working or playing, everything will go more smoothly if you are friendly to others in your group!

GAMES TIGERS PLAY • 5

Action photos

Requirement

Helpful knowledge

"Character Compass"

Den Leader Guide





GAMES TIGERS PLAY

RATIONALE FOR ADVENTURE

This adventure will help boys develop appropriate emotional responses, engage in shared decision making in group settings, and encourage an active and healthy lifestyle.

TAKEAWAYS FOR CUB SCOUTS

- Learning how to respond when they win or lose
- Seeing the value of teamwork
- Developing problem-solving skills
- Playing cooperative games
- Learning how to build teams
- Creating new games
- A Scout is friendly, brave.

RANK REQUIREMENTS

1. Do the following:
 - 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.
4. Find out how being active is part of being healthy. Ask someone who plays a sport why he or she thinks it is important to be active.
5. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.

NOTES TO DEN LEADER: Den meeting 3 for this adventure is an outing to a sporting event. You will need to identify a sports event in your community that the Tigers and their adult partners can visit together. Contact the team at least a month ahead to arrange the visit. In addition, arrange to have one of the team's players, someone from the facility, or an expert on the sport meet with the den before the event starts. Provide that person with requirement 4 information for this adventure.

Contact your pack's Cubmaster or the Council office regarding the need for a tour and activity plan. Determine if the tour and activity plan form will need to be filled out and filed at the Council office to attend the sporting event for this adventure.

There is a home assignment to be completed by the Tiger between den meeting 1 and den meeting 2.

Rationale for Adventure

Takeaways For Cub Scouts

Requirement Listing

Planning and Implementation notes to Den Leaders

Meeting Plans

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- Materials for games (See Meeting 1 Resources.)
- United States flag and den flag
- Copies of the at-home assignment

GATHERING

Set up a scavenger hunt around the room or outdoor meeting space. In keeping with the Games Tigers Play adventure theme, or give the Tigers a flying disc to keep them engaged while waiting for the others arrive. (See Appendix for other Gathering Ideas.)

OPENING

Recite the Pledge of Allegiance.

TALK TIME

- Carry out business items for the den:
 - Dues
 - Record advancement (a second adult)
 - Notification/reminder for upcoming trips or tours
 - Notification/flier for upcoming events
 - Meeting information: Tell Cub Scouts what to expect at this meeting.
 - Groundwork for future advancement
 - Notes for upcoming pack meeting
- Time for sharing among Cub Scouts

ACTIVITIES (REQUIREMENTS 1 AND 2)

Initiative Game 1 (See Meeting 1 Resources.)

- Choose one of the games listed in the Meeting 1 Resources and encourage the boys to play that game with their adult partner and the members of the den.
- Introduce the activity as a special kind of game called an "Initiative game." There are no winners or losers in these kinds of games, which help us learn how to work together.
 - If you believe conflict might arise over winning or losing—based on prior experiences with this den—make these comments before the game: *Remind the Scouts and their partners that "a Scout is courteous" and knows how to be a good sport (which means being a good winner and loser). Explain to the Scouts that they might feel happy or disappointed when they win or lose, but they can express those feelings appropriately. Tell them it's OK to be sad or upset because those are feelings we all have, but it's important to not "act out" just because you are feeling this way.*
- After the game, lead a reflection time. (See Appendix for more information about leading a reflection.) Ask the boys:
 - What were their roles in the game, and what were their partners' roles?
 - Could they have done something different to change the outcome of the game?
 - How did they feel about the team's success? Were they able to feel happy or sad and still be a "good sport"?

Clear and Complete Meeting Plan

- Gathering
- Opening
- Talk Time
- Activities
 - *Explanation*
 - *Step-by-step instructions*
- Closing
- After the Meeting

Meeting Resources

MEETING 1 RESOURCES

INITIATIVE GAMES

Ballooney

Materials needed: Balloons

Have everyone in the den form a circle and join hands. The den leader will toss a balloon into the center of the circle. Using only their feet, the Scouts must keep the balloon in the air and cannot let it touch the ground. A different person must kick the balloon each time. To make the game more challenging, the den leader may add more balloons to the center of the circle.

Synapse

Materials needed: Timer or stopwatch

Join hands and form a circle. Squeeze the hand of the person next to you, one time. That person then gives the same "signal" to the next person, and it goes around the circle until it reaches the one who started it. The den leader will use a timer to see how fast the signal travels around the circle. Can you do it faster the next time?

Blob

Play this game like tag. Mark an area to keep everyone close together. To start, someone must be "it." When that person tags someone, the two join hands and begin to form a "blob." Continue until everyone has been tagged and joined hands, and the whole group has formed a blob.

Lineup

Materials needed: Bandanas to serve as blindfolds

Blindfold everyone and ask them to remain quiet. They must then form a line according to something specific: birthdate, age, height, weight, etc. If two people share the same number, they should stand side by side.

All Aboard!

Materials needed: A carpet square or cardboard square to serve as a platform

Everyone in the group must get on the platform. A carpet square, 2 feet x 2 feet, works well for this. To finish the game, all players must have both feet off the ground—at the same time—for five seconds.

Monster

The group joins together to "make a monster." This monster travels using both its "hands" and its "feet," and makes its own sound before and after it moves. The monster must walk with one more leg and one fewer arm than there are members of the group (so a group of five would form a monster that uses six legs and four arms to walk). When the monster walks, it makes its noise, moves 20 feet or so, stops, and makes its noise again.

Hog Calling

Materials needed: Bandanas to serve as blindfolds

Ask each person in the group to pair up with someone they do not know very well. Each pair chooses its own matching set of words. (For example, "salt and pepper" or "black and white" are good choices.) Split the pairs, asking the two members to walk to opposite ends of the room or playing field. When they're in place, they must put on blindfolds. Then, on a signal, they must try to find each other by shouting their matching words. Leaders will protect players from running into each other or wandering off.

All meeting resources
follow the meeting plan.

Everything in one book.



Program Transition

Converting to the New Program



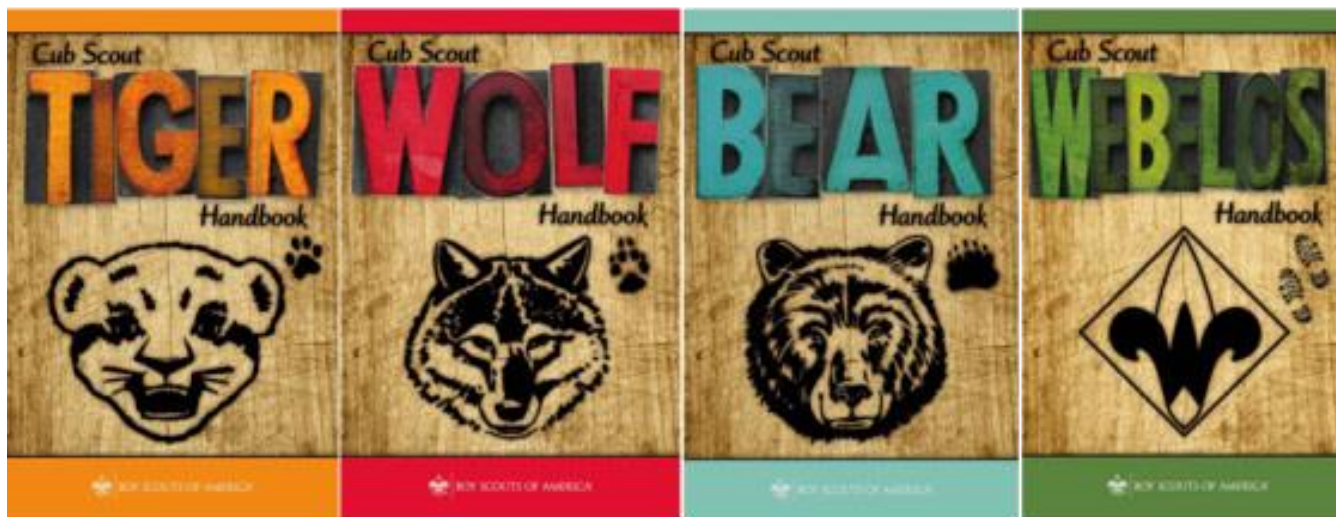
Program Transition

Current program – active until May 31, 2015

- All advancement until that date will use the current materials

Updated program – active on June 1, 2015

Handbooks/Den Leader Guides in Scout Shops – May 1, 2015



Webelos to Arrow of Light



Boys Earning Their Webelos Badge Prior to June 1, 2015


May continue to work out of the current handbook and complete the AOL requirements as stated.

- or -

May convert to the new handbook:

- Must complete the 4 defined + 3 elective adventures
- To satisfy the 3 electives, they may utilize *either* the new adventure electives *or* electives earned under the current program (*that weren't already used to fulfill Webelos rank requirement*)

Summary of Changes



NOT Changing

- Family focus
- Ages (or genders)
- Bobcat still first rank earned
- Ranks or approach
- Den/pack meeting structures
- Outdoor program emphasis
- Delivery model

CHANGING

- Movement to Scout Oath & Law
- “Tiger Cub” becomes “Tiger” (*new image*)
- Arrow of Light no longer requires earning Webelos
- More active
- More aligned with Aims/Mission
- Simplified Advancement
- Academics and Sports program retired, but many woven into new adventures
- Current immediate/elective recognition devices replaced with belt loops
- One Den Leader Guide per rank

Many Methods of Cub Scouting DO NOT CHANGE

The Methods of Cub Scouting:

1. Living the Ideals – *Movement to one Scout Oath and Law*
2. Belonging to a Den
3. Advancement – *Revisions to Current System*
4. Family Involvement
5. Participating in Activities
6. Serving Home and Neighborhood
7. Wearing the Uniform
8. Character Connections – *Becomes “Character Compass” with a Focus on 12 Points of the Scout Law*



Ongoing Support

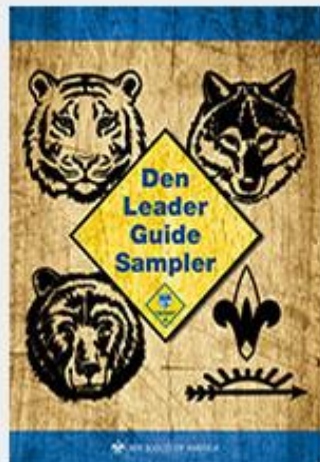
Where to get help...



What Can You Do?...

- Help units stay focused on recruiting and implementing a great Cub Scout program in 2014-2015!!
- Help units prepare! www.scouting.org/programupdates - especially FAQs

2015 Updates: Cub Scouts



- Program Change Overview—Cub Scouts (2015) and Boy Scouts (2016) | En Español
- **NEW!** Adventure requirements and insignia
- **NEW!** Sampler of youth handbook adventures
- **NEW!** Sampler of den leader guides—den meeting plans for youth handbook sampler adventures
- **NEW!** FAQs compiled by developers of the program
- **NEW!** Transition guidelines—Including two options for Webelos/Arrow of Light (updated 6-30-14)
- **NEW!** Introduction to Ethan, a Cub Scout's new guide
- **NEW!** Cub Scout adventures ... in a nutshell!
- **REVISED** New Cub Adventure Program—correctly lists Aquanaut Adventure as an elective

What is coming?....



- Q1 2015 - Revised Leader Position-Specific Trainings
What's New In Cub Scouts (*online update*)
Unit leader webinars
- 5-1-2015 - New handbooks, den leader guides, etc.
(*English & Spanish*)
- 6-1-2015 - Official launch of new requirements



Cub Scouting Program Changes

Overview

