



Get ready for a
howling
good time!

the party guide

Canadianpath.ca



It starts with Scouts.

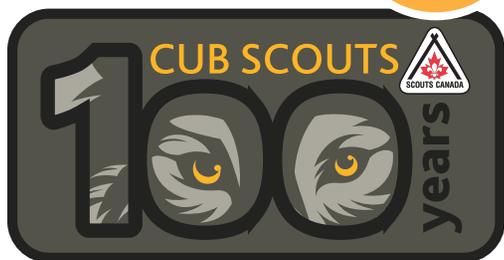


SCOUTSHOP.CA

Gear up for the celebration, with some awesome collector crests and an exciting new T-shirt. Available online at Scoutshop.ca

CUB SCOUTS CENTENNIAL COLLECTOR GEAR

\$1.99



100 Years of Cub Scouts collector crest

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100 Years of Cub Scouts T-shirt

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100 Years of Cub Scouts 7-piece woven crest

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It starts with Scouts.

One Hundred Years of Doing Our Best!

Cub Scouts around Canada and the world are celebrating this amazing milestone. Your Pack should get on the bandwagon!

This celebration guide contains some fun ideas to make your party a grand-howl time! You'll also find great tidbits about the hundred-year history of Scouts Canada's Cub program.



The Many Faces of Our Canadian Wolf



Share your celebration using
#SCCubs100

Check out more Cubs adventures
at Canadianpath.ca/cubs

SAVE THE DATES

OCTOBER 15TH AND 16TH, 2016

JOTA/JOTI

For 100 years, Cub Scouts around the world have been learning about each other. Do you know what Cub Scouts in other countries do at their meetings? What do their uniforms look like? What games do they play? Where do they go camping? You will find they are just like you, only different! To find out in a fun way, why not chat with them over the radio or the internet? What's the best way to do this without leaving your home town?

For more information on getting started, you can contact the National JOTA/JOTI Coordinator for Scouts Canada by email at: jotacoordinator@scouts.ca.

For more details and resources, visit: jota-joti.ca.



DECEMBER 16TH, 2016

CUB PARTY!

On 16 December 2016, and throughout 2017, Cub Scouts from across Canada and around the world will be celebrating the 100th anniversary of Cub Scouts. Many Packs are planning Promise Parties—gatherings at which Cubs can renew their Cub Scout Promise. Promise Parties can include former Cub Scouts and Cub Scouts from around Canada and the world, who can join in the fun via the internet!

Many Cub Scouts will celebrate by writing penpals in other parts of Canada or in other countries. Some Packs will hold parties like it's 1916. They'll play games from that time and pursue the requirements for the original First and Second Stars. Some Cub Scouts will bake cakes and send pictures to Scouts Canada for a national contest.

What are you going to do?



HOWLING ACROSS CANADA!

CELEBRATING THE 100TH ANNIVERSARY OF CUB SCOUTING

Are you interested in having the chance to connect with other Cub Scouts across the country? Would you like to find out what kinds of adventures do they have on The Canadian Path? Then join us, howling across the country. Howling Across the Country is your chance to do just that. We want to help you make friends across the country, and we want you to learn from your new friends.

Interested? Send an email to howling@scouts.ca with the number of youth you have in your Pack by September 28, 2016. Let us know if your Pack would prefer to write letters or send emails. We'll pair your Pack up with another someplace else in Canada.

Howl to you all soon!



GAMES

OVER THE PAST 100 YEARS, CUB SCOUTS HAVE ENJOYED ALL KINDS OF GREAT GAMES. THESE ARE JUST A FEW.

GAME: SNEAK BY

The prize goes to the quietest team in this game. Set up two chairs about two metres apart. These are sentry posts. Two blindfolded players are seated in them, facing each other.

At the signal, the first player in each line sneaks forward on tiptoe and tries to pass between the two sentries without a sound. If either sentry hears anything, he or she calls out and points in the direction from which the sound came. If the sentry is right, the player is "captured" and out of the game. If sentry points in the wrong direction, the player sneaks ahead. Each team goes through just once. The winning team is the one that gets the most players past the sentries.

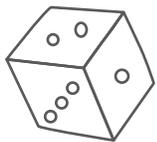
GAME: WHITE RABBIT

One Cub is the white rabbit who wears a white toque. The rabbit cannot take the hat off during the game. The rabbit is sent off into the forest to hide. The "forest" is the country or park for 500 metres in any direction around a central well-known spot, such as the church, school or tall tree.

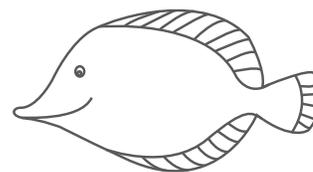
The rabbit is given a ten-minute head start—time to get away and hide. Then the wolves (the Cub Pack) are divided into pairs and let loose in different directions to hunt for the white rabbit.

They can track the rabbit, or ask passers-by if they have seen a Cub in white hat. If they find the rabbit, they can chase him or her until they capture the hat. The pair of wolves must stay together; the rabbit cannot be captured by a single wolf. The rabbit must not hide in any inhabited building unless a rule is made allowing it, but may hide in a cart or carriage of any kind. The white hat must be kept on at all times. If the rabbit succeeds in keeping the hat un-captured for an hour, the white rabbit wins the game.





GAMES



GAME: SENTRY GO

Each Lair will pick a side of the field. Once on their sides of the game field, the Lairs brainstorm six simple large drawings (shapes, objects or animals). Each image is drawn on a piece of paper.

Each Lair designates a sentry, who is positioned at one end of the field. The sentry has one simple job: he or she wears the Lair's drawings on his or her chest, like a sandwich board. One image is exposed, and the others are tucked behind it. The sentry paces 15 large strides in one direction, then turns and takes 15 large strides back, slowly. Once a set of paces is completed, the sentry exposes the next image and repeats his or her paces.

Once both Lairs have their sentries ready, the remaining Cubs are divided into "defenders" and "spies". Spies must cross the field with a pencil and paper in hand. Their task is to spy on the pacing sentries and draw the images they see. Ideally, there are just about twice as many spies as defenders (in a Lair of six Cubs, one should be sentry, three spies and two defenders). Defenders try to keep their sentry

from being spied on. All the Cubs except the sentries have "tails" tucked behind them. The Cubs try to pull the tails of their opponents. If a tail is pulled, that Cub is eliminated from the game and must sit out the remainder of the round (until the sentries have displayed all six images). When spies are eliminated, they must take their drawings with them from the field of play.

The game begins at the blast of a whistle. Both Lairs send out their spies and defenders. Ten seconds later, two blasts of the whistle signal to sentries to begin their march. Once the sentries have finished their six marches, a single long whistle blast signals the end of the round.

At the end of the game, a Scouter takes in all the spy reports and counts up how many correct reports there are. Every one of the six designs that is correctly drawn on a spy's report counts as one point for his or her Lair. Spies should not compare their reports with one another. The Lair with the most points wins the round.

OLD SCHOOL!

In the past, Cub Scouts had this nifty leather pouch to wear on their belts. It was used to carry dues, a pencil and other little things—perhaps candy!



CLASSIC BADGES



Can you complete the Second Star requirements?

Before being awarded the Second Star, a Cub must satisfy the Cubmaster that he or she can re-pass the Tenderpad and First Star tests and pass the following tests:

1. Use a compass to show a knowledge of the eight principal points.
2. Be able to tie the following knots and know their uses: clove hitch and bowline.
3. Understand the meaning of thrift in all things and carry it out in practice.
4. Produce a satisfactory model or article made entirely by himself in wood, metal, cardboard, clay, plasticine or similar substance; or an article knitted or netted, woven or carved; or a set of at least eight sketches drawn in colours (chalk or paint) of National flags, or animals, or flowers, with their names clearly written. Models made in Meccano or other partly constructed materials are not admissible.
5. Lay and light a fire indoors. Run or cycle with a verbal message of not less than fifteen words, go by a certain route, and deliver it correctly. Be able to use the telephone; or where telephones are nonexistent, know where and how to ask for assistance in an emergency (Ambulance, Fire, Police).
6. Skip with both feet together 15 times forward and 15 times backward; the Cub must turn the rope himself or herself. Walk a plank 4 metres by 25 cm, 1 metre above the ground.
7. Show how to clean and dress a cut finger, cover a scald or burn. Understand the danger of dirt in a scratch. Know the simple treatment for shock (not electric). Understand the necessity of summoning adult help.

8. Observe and point out from life three birds (not domestic), three trees and three other natural things, the choice to be made by the Cub.
9. Have at least 9 months' satisfactory service as a Wolf Cub.

The Second Star is worn on the front of the cap, on the left of the Wolf Cub Badge.

Can you complete these Arctic Wolf Cub badge requirements? Why do you think these requirements are important in the Arctic?

BOWMAN

1. Make and use an effective bow and arrow set with weighted arrow for stunning small game and be able to string and unstring a bow.
2. Hit a reasonable target at least 20 metres away about 60% of the time.
3. Know the safety precautions and particularly know why arrows should not be shot straight up.

CUB INTERPRETER

1. Carry on a conversation in a language not your own.
2. Be able to give clear instruction to someone who can't talk a native language.
3. If an Inuit, know the system of Inuit writing and be able to translate to and from Inuktitut.
4. Be able to read and translate a passage from a book or newspaper.

GERM ENEMY

1. Keep hands, feet, nails, and teeth clean and cared for properly.
2. Know why regular meals and regular sleep are important and make an effort to observe good habits.

3. Know the need for prompt attention to cuts, injuries and skin infections.
4. Know the treatment for fleas and lice.
5. Perform the Cub exercises and walk with good posture.
6. Know why regular exercise is important.

KOMATIK DRIVER

1. Have the use of a komatik of suitable size and a team of at least three dogs.
2. Be able to catch and harness a team and make the dogs obey.
3. Know how to care for dogs, harness the komatik, and be able to apply mud and ice to the runners.



SNOWMOBILE SAFETY

1. Know how to ride safely on a snowmobile.
2. Know how to tie a komatik to a snowmobile.
3. Know how to load and tie down the load on a komatik.
4. Know the local by-laws and safety rules for snowmobiles and sleds.

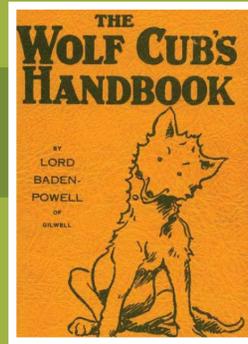
WATER BOY

1. Know the importance of clean water supply.
2. Know where to find good ice when the available water is frozen solid.
3. Know why water should be stored in a clean covered container.
4. Show willingness to help get water in a hurry without being told.



HISTORY

16 DECEMBER 1916
CUB SCOUTS BEGINS!



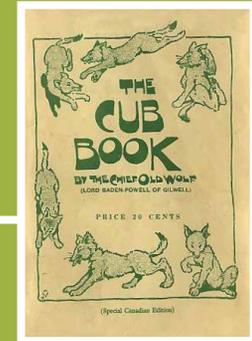
1916

KUB KARS HIT THE TRACK

1953



1952



THE CUB BOOK

THE NEW CUB UNIFORM

The new Wolf Cub uniform includes: a green cap with yellow piping with an embroidered Wolf Cub badge, a grey jersey with Wolf Cubs Canada on the right breast or a Wolf Cubs T-shirt when appropriate, grey shorts or long pants, grey stockings with green stripes.



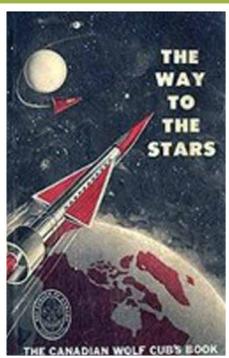
1960

1963

BIG CHANGES IN STORE FOR WOLF CUBS IN CANADA

In 1963, a new 94 page handbook titled *The Way to The Stars* is published, taking Cubs into a new era. This handbook includes the original First and Second Stars, and includes two new badges (Cyclist—introduced in 1955, and Pet Care—introduced in 1961).

This handbook is currently being rewritten, and should be released in 1966, as a 155 page handbook. It will remove the First and Second Star tests, replacing them with a five Star program (Black, Blue, Green, Red, and Tawny) which represent the Program Areas of: Natural World, Organized World, Self-reliance and Scouting Skills, Self Development and Physical Skills, and Creative Skills.



THE WAY TO THE STARS



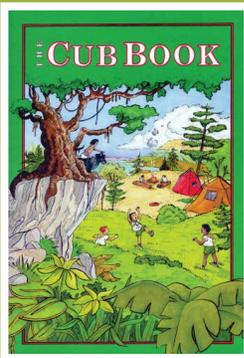
1970

1970, a new handbook, entitled *The Cub Book*, is published. This 316-page book's cover shows a number of Cubs, in formal and informal uniforms, sitting around a campfire, with a Cub Leader playing a guitar. It includes the five stars, 28 badges, and sections on: Family Activities, Crafts and Science Projects, Games and Stunts, Music and Songs, Stories, Outdoors, and Tricks and Puzzles.

THE CUB BOOK

BEAVER SCOUTS IS ESTABLISHED IN 1974.

1974



THE CUB BOOK
FALL 1989

A NEW UNIFORM

In 1991, the Cub uniform is changed to: a navy blue beret with a Wolf Cub emblem, Group or National neckerchief, a tan shirt (same as all Sections, except for Beavers), yellow epaulettes with a Wolf Cub and stripes for Sixers/Seconds, a red sash with yellow edging, navy blue slacks or shorts, a yellow web belt and navy blue socks with tan garter tabs.



1991



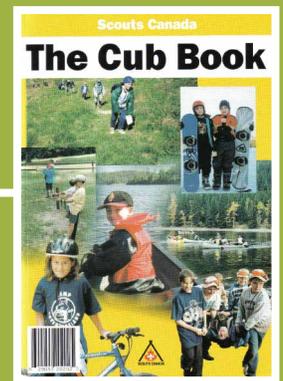


1995

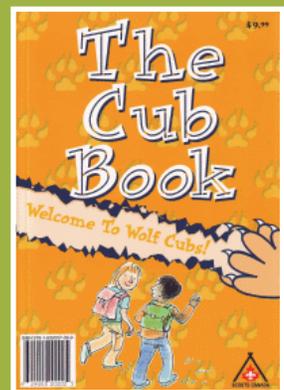
A NEW STAR DISCOVERED
In 1995, a new Star, Purple, is added to the Cub Scouts program! The Stars are now: Black (Natural World), Green (Outdoor Activities), Tawny (Creative Expression), Red (Health and Fitness), Blue (Home and Community), and Purple (Canada and the World). Numerous badges have been added and/or redesigned. Awards (Canadian Wilderness, Canadian Camper, Canadian Heritage Trails, Canadian Arts, Canadian Healthy Living, Canadian Family Care, and World Citizen) have also been added. In 2002, Individual and Pack Specialty Badges will be added.

**GIRLS JOIN CUB SCOUTING
IN CANADA IN 1998**

1998



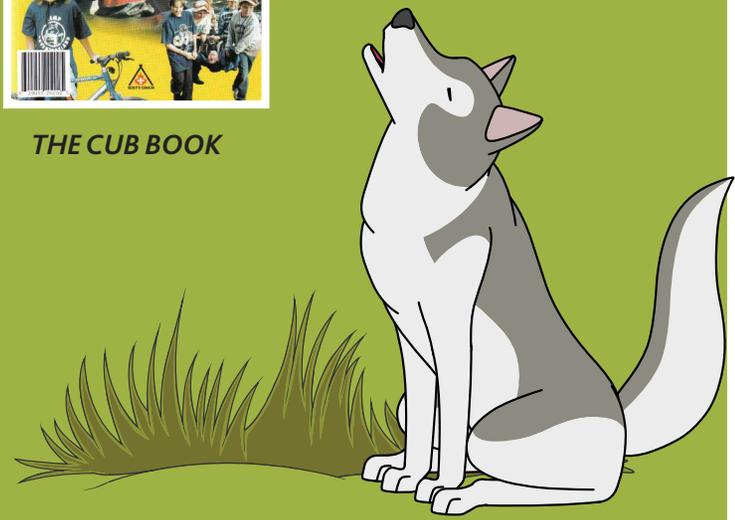
THE CUB BOOK



THE CUB BOOK

2005

NEW BOOK!





2011

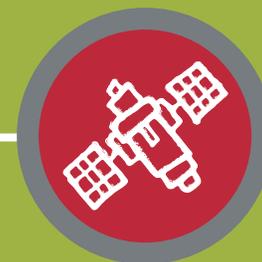
A BOLD NEW UNIFORM TO LAUNCH US INTO A NEW CENTURY OF SCOUTING

Our revitalized uniform respects the great heritage of Scouting and signals its bright future. A key component of our Action Plan for Canadian Scouting, the uniform reflects our commitment to innovation, and to meeting the changing needs of our members and Canadian youth.

The current Wolf Cub uniform includes: a grey jersey, Group or National neckerchief, tan woggle with red edging and a Wolf Cub with whiskers for Sixers/Seconds, and navy blue pants or shorts. With the new uniform, the badges, stars and awards have been redesigned and made smaller to fit on the uniform arms.

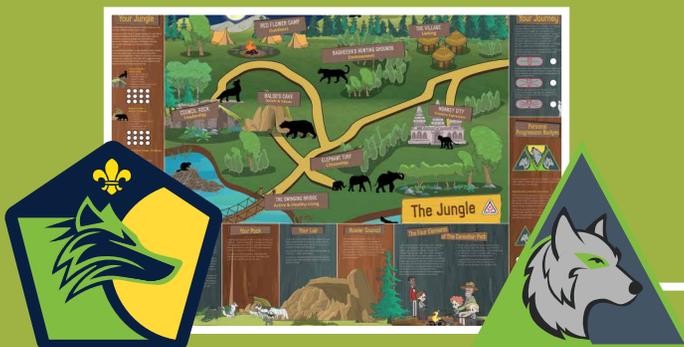
BACK IN WOLF GREY

2013



In the summer of 2013, Scouts Canada launches its STEM program at the Canadian Jamboree in Sylvan Lake, Alberta. In 2015, the STEM Space Exploration Kit is introduced for the Cub Scout Section.

2016



THE CANADIAN PATH
FALL 2016



DECEMBER 16, 2016

THE NEXT 100 YEARS OF CUB SCOUTS

On the Canadian Path Moving forward, into the next 100 years of Cub Scouts, Scouts Canada has introduced the Canadian Path. Shared leadership and youth-led programming are a focus, with the introduction of Runners, Trackers and Howlers. Cub Scouts are expected to create adventure based activities in a Plan-Do-Review format. Personal growth is encouraged through the elimination of adultenforced badge requirements and the introduction of youth-led Personal Achievement badges and SPICES. The six Program Areas on the Jungle Map ensure Cub Scouts plan a balanced program. The focus is on adventure and personal growth.

2116

Cubs 100!

MONKEY CITY Creative Expression



The Adventure:

100 is a pretty big number. How can you and the other Cubs in your Pack highlight this milestone? Can your Pack hike 100 kilometres, do 100 good turns, plant 100 trees or invite 100 people to a party?

As a Pack, think of your own "100" celebration for the anniversary of Cub Scouting. Create a vlog to share your progress!

Online Resources:

- Kids Learn to Blog



Safety Note:

- Always remember to make sure the milestones are achievable by all.
- Please use internet safety when creating a vlog.

Plan:

- Will you do your "100" as a Pack, as a Lair or as an individual Cub?
- What materials are you going to use for this adventure? Where will you get them?
- Form your "100" list. What skills do you need to learn? How can you learn them? What help can your Scouters offer?
- Is this going to be a competition against other Lairs? If so, what rules will you have?
- How are you going to log your 100?

Do:

- Share your events.
- Participate fully!

Review:

- What do you know now that you did not know before?
- How did the Cubs in your Lair get along?
- Are there any Cubs in your Lair who deserve a special pat on the back? Why?
- How can you build on this experience?

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PARTY!

MONKEY CITY Creative Expression



The Adventure:

On December 16, 1916, Cub Scouts was first launched. This December 16th will be the Section's 100th Birthday! We should have a party! On December 16, 2016 at 7pm, join Cub Scouts across Canada and around the world by performing the Grand Howl and saying the Cub Scout Promise. Perhaps plan a sleepover, an urban campfire, a barbecue or just party like it's 1916!

Create the ultimate party for your Pack to mark this milestone. December 16th is the day Cubs Scouts around the world will celebrate!

Online Resources:

- Jungle Theme Parties
- What Happened in 1916

Safety Note:

- Remember to check for food allergies.
- Ask some MedVents to be your first aiders.



Plan:

- What materials are you going to use for this adventure?
- Where will you get them?
- What skills do you need to learn? How can you learn them? What help can your Scouters offer?
- Is this going to be a competition against other Lairs? If so, what rules will you have?
- When and where will your Lair have this adventure?
- What skills do you need to learn for this adventure?

Do:

- Make the food to be served.
- Create the party games.
- Write invitations.
- Throw a party!

Review:

- What do you know now that you did not know before?
- How did the Cubs in your Lair get along?
- Are there any Cubs in your Lair who deserve a special pat on the back? Why?
- How can you build on this experience?

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Cub Cakes!

MONKEY CITY Creative Expression



The Adventure:

Cubs Scouts was created in England by Lord Baden-Powell on 16 December, 1916. This year marks the 100th birthday of Cub Scouts. This anniversary is being celebrated by millions around the world. Join in the celebrations by making and decorating a cake with a Jungle theme. Take a picture of your cake and enter our contest.

The best part? You can throw a party and have fun eating your cake!

Online Resources:

- Cake Recipes



Safety Note:

- Ask for adult help when using kitchen utensils and the oven.
- Do any Cubs in your Pack have allergies that need to be considered?

Plan:

- What materials are you going to use for this adventure? Where will you get them?
- What skills do you need to learn? How can you learn them? What help can your Scouters offer?
- Is this going to be a competition against other Lairs? If so, what rules will you have?
- When and where will your Lair have this adventure?
- What skills do you need to learn for this adventure?

Do:

- Write invitations for other people to attend.
- Throw a party!

Review:

- What do you know now that you did not know before?
- How did the Cubs in your Lair get along?
- What did you like about the other Lairs' creations?
- How can you build on this experience?

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Cubs of the Future!

MONKEY CITY Creative Expression



The Adventure:

How do you think the Cub program will look in the year 2116? Will our badges be holograms? Will we be visiting Camp Red Rock on Mars? Will Akela have robotic eyes to help him light a fire?

In your Lairs, think of what Cubs will be doing one hundred years from now. Create a skit, song, video or drawing and present it to the rest of your Pack. Show your Pack what amazing things Cubs of the future will experience. Perhaps you will create a concept for a future Cub camping gadget!

Online Resources:

- The Future of Back to the Future

Safety Note:

- The future is uncertain. Respect the views of others when imagining the future of Cub Scouts.



Plan:

- What materials are you going to use for this adventure? Where will you get them?
- What skills do you need to learn? How can you learn them? What help can your Scouters offer?
- When and where will your Lair present its vision of the future?

Do:

- Develop your concept.
- Have fun presenting.

Review:

- What do you know now that you did not know before?
- How did the Cubs in your Lair get along?
- Are there any Cubs in your Lair who deserve a special pat on the back? Why?
- How can you build on this experience?

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