

Deseret Peak District 11

Roundtable Guide for Webelos
May 2011



Artist



Traveler

Derek & Michelle Scriven 435-843-8758 dscriv@msn.com

James & Christie Heaton 435-882-0786 frostedflake92@comcast.net

Helpful Websites: gslc-bsa.org, scouting.org, boyscouttrail.com,
meritbadge.org, deseretpeakcubscouting.com



TRAVELER

Do **Five** of These:

1. Get a map or timetable from a railroad, bus line, airline, subway, or light rail. The line should serve the place where you live or near where you live. Look up some places it goes.
2. Use a timetable to plan a trip from your home to a city in another state by railroad, bus, airline, or ferry.
3. With the help of your parent, guardian, teacher, or librarian, use a map site on the Internet to plan a trip from your home to a nearby place of interest. Download and/or print the directions and street map showing how to go from your home to the place you chose.
4. With your parent or guardian, take a trip to a place that interests you. Go by car, bus, boat, train, or plane.
5. Figure out what it costs per mile for the trip you took or planned to fulfill requirement 2, 4, 6, or 7. (Don't forget to include getting back to your starting point.)
6. Decide on four nearby trips you would like to take with your parents or guardian. Draw the route of each trip on a highway map. Using the map, act as navigator on one of these trips. It should start at your home, be at least 25 miles long, and have six or more turns.
7. Decide on a trip you would like to take that lasts at least two days. Pack everything you would need for that trip.
8. Check the first aid kit in the family car to see if it contains what is needed. Explain what you found.
9. Look at a map legend on a road map of your area. Learn what the symbols mean. Show your den members what you have learned.
10. On a road map of your area, find a place of interest, and draw two different routes between it and your home. Use the map legend to determine which route is shorter in miles.
11. Make a list of safety precautions you, as a traveler, should take for travel by each of the following; car, bus, plane, boat, train.
12. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for Geography.
13. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for Map and Compass.

Requirements for the Geography Belt Loop

Complete these three requirements:

1. Draw a map of your neighborhood. Show natural and manmade features. Include a key or legend of map symbols.
2. Learn about the physical geography of your community. Identify the major landforms within 100 miles. Discuss with an adult what you learned.
3. Use a world globe or map to locate the continents, the oceans, the equator, and the northern and southern hemispheres. Learn how longitude and latitude lines are used to locate a site.

Requirements for the Map & Compass Belt Loop

Complete these three requirements:

1. Show how to orient a map. Find three landmarks on the map.
2. Explain how a compass works.
3. Draw a map of your neighborhood. Label the streets and plot the route you take to get to a place that you often visit.

Packing Light: Divide den into teams. For each team have a suitcase with a hat, coat, gloves, and an umbrella inside.

To play: On Signal the first player on the team runs up to the suitcase, opens it, and puts on the clothes. Then he opens the umbrella (with gloves on) and runs back to the line. He removes the clothes and the next player puts them on. This boy now opens the umbrella (with gloves on!) and runs forward to the suitcase. There, he removes the clothes, puts them back into the case, and closes it.

Players continue in this pattern until each member has dressed for the trip. The members of the team that finishes first all are awarded a state map.

Suitcase Race: Make a pile of clothes, shoes, and accessories in the middle of the floor. Have at least two suitcases at one end of the room. Line the boys up on the opposite end. Explain that they are going on a trip and need to pack their suitcase. They will need to decide what to take, fold it properly, and pack it in the suitcase. They can only get one item at a time. The first to correctly pack his suitcase wins. This can be timed or done as a relay race. The first time, you may want to let them pack what they think they need then have them discuss what really needs to be taken. Make a list and have them pack again. Be sure to mix the pile up and include things that really shouldn't be taken on the trip. Maybe leave out some necessary items like a toothbrush to see if anybody notices.

Packing A Suitcase: Provide a medium size suitcase and bring plenty of items to pack into it. Included in the items should be the necessities of any trip (extra clothes, toiletries, etc.). Be sure that you deliberately bring too much to fit into the suitcase so that the Webelos are forced to select only what they cannot do without for the trip. Have the Webelos select items and practice packing the suitcase.

Ways to Go: Divide den into two teams. In this relay the players are to travel from one end of the room to the other. Each team member must travel in a different way; however, the opposite team may use the same ideas. Suggestions are: front rollovers, cartwheels, skipping rolling.

Map Study: Divide den into small groups. Give each group a different state map. Ask them to complete the following questions in the next 15 minutes.

1. What is the state capital?
2. Name a town with population over 100,000 people.
3. Name a state park.
4. What is the name of the third town beginning with "H"?
5. What states are around the border of your map?
6. What is the mileage scale used on your map?
7. Name two towns, which have detailed city maps shown.
8. Name a town, park, or site of interest in area C-4.
9. Are there any towns that start with the letters "X" or "Z"?
10. List one interesting fact you found on your map.

When time is up, post a United States map on the wall. Ask the groups to come forward and point to their state. Let them tell the answers to a few of the questions depending how much time you have.

Air Route: Players are seated in a circle. Each one is given the name of some city or airport. One player has no chair. He stands inside the circle and calls "All aboard for the plane from Oklahoma City to Boston." The two players representing the two cities must change seats. The caller tries to get a seat during the scramble. The player left without a seat becomes the caller. This is fun when the caller names a city that has not been assigned to anyone, thus causing confusion and excitement. Have each boy in turn name something that is found in a gas station. If a boy can't think of anything else or repeats something that has already been said, he is "out of gas" and out of the game until only one person is left and you can play it again.

Concentration: Make up a set of index cards showing map signs and symbols. On another set of cards, write the correct answers. Show the cards and lay them face down on a table. To play concentration, the first boy turns over two cards. If they match he removes them and tries again. If they don't match, he turns them back over and the next person takes a turn. Continue until all cards are matched.

Ways to Go: Unscramble the following modes of transportation. Count up how many you have used.

1. necoa
2. crepeithlo
3. odemp
4. atfr
5. rmat
6. osdedlg
7. wuasyb
8. giiknsi

Do You Know Your Cars?: Each definition below describes a type of car. Can you identify them?

1. Our 16th President.
2. River in New York.
3. First colony in New England.
4. Indian Chief.
5. Theater in which Lincoln was shot.
6. A young horse.
7. A spotted horse
8. A hawk
9. Wild animal in the cat family.
10. A motherless calf.
11. A stinging insect.
12. A shooting star.
13. French tourist spot.
14. Prince Rainier's country
15. A Roman mythical god.

Ways to Go: answers

1. (canoe)
2. (helicopter)
3. (moped)
4. (raft)
5. (tram)
6. (dogsled)
7. (subway)
8. (skiing)

Do You Know Your Cars?: answers:

1. Lincoln
2. Hudson
3. Plymouth
4. Pontiac
5. Ford
6. Colt
7. Pinto
8. Falcon
9. Jaguar, Cougar
10. Maverick
11. Hornet
12. Comet
13. Riviera
14. Monaco
15. Mercury

My Ship Goes Sailing: This game tests your memory. The first player starts by saying, "My ship goes sailing with elephants, or any favorite thing. The second player must say, "My ship goes sailing with elephants and oranges," or any other favorite addition. Each player must repeat all the things that the ship goes sailing with. It gets more difficult when there are a lot.

Pretend Hide and Seek: Our player thinks of a place to pretend to hide in the car, such as "under the spare tire in the trunk" or "on top of the rearview mirror", and others try to guess the hiding place. The player who's "it" will tell them if they're getting warmer (guessing somewhere near the hiding place), or getting colder (guessing far away.)

My Name Is Alberta: The first player says, "My name is Alberta, and I came from Alabama with a load of artichokes." (Any names would be all right as long as they begin with A.) The second player must repeat the sentence using B words, such as "My name is Bruce, and I came from Belgium with a load of bats." Go all the way through to Z.

How Much Per Mile?: Webelos Woody's dad had offered to take him to the Nature Center to work on his Naturalist Activity Badge. Woody's father tells him that they could go by bus, taxicab, or he will drive the family car. The bus would cost \$1.50 each for Woody and his father. The taxicab would cost \$22.00 for both Woody and his father. The family car cost \$0.25 per mile to operate and the trip would require 2 gallons of gas at \$1.00 per gallon. Woody's father says that they can leave as soon as Woody figures out what it would cost per mile to travel to the Nature Center by bus, by taxicab, and by car. The Nature Center is 20 miles away. Answers: Bus \$0.15 per mile, Taxi cabs \$1.10 per mile, and car, \$0.35 per mile.

Find The Mystery City: Divide the den into two teams. Give each team captain a state highway map. Call out the names of various cities in the state and have the team locate them on the map. The first team to locate the city wins the round (win or lose, make sure both teams locate the town before moving on to the next). The team that locates the most towns first wins.

20 Questions: One person thinks of a person, place or thing for everyone else to identify. The rest of the family members may ask questions that can be answered "yes" or "no". If no one guesses after 20 questions have been asked, the person who thought of it has stumped the others and is declared the winner. Take turns presenting the mystery to be solved.

Find The Most: The point is to see who can count the most of something by the time you reach your destination or within a specified time limit. People choose different objects to count: green cars versus red cars, cows versus horses, pickup trucks versus trailer trucks, Chevrolets versus Fords, or the license plates of two nearby states.

Great Map Games: At first, a map may look hard to use. (By the way you'll need a good road map for the following activities.) "I'll never figure out how to get from one place to another," you may think. The games below will help you find your way around the United States. As you explore, you'll discover a lot of interesting places. To get started, find the state and town where you live. Once you've found that familiar place, try the games, later invent some map games of your own.

Name That State: Two or more people can play this game. Take turns holding the map. The player with the map calls out the name of any capital - say "Austin!" The other player must call out the state "Texas!" The first person to miss is out. Continue playing until one player - the winner - remains. Once you're good at matching the capitals with their states, try the game in reverse. Call out the name of the state. The correct answer would be the capital.

Map Game: Supply each boy or team of boys with a map, a piece of string, a ruler, dice, and paper and pencil. Depending on how far you can actually travel, have them roll the dice and multiply by 10 (or larger) to determine how many miles your trip will be. With the ruler, measure the distance needed on the mileage chart. Cut a piece of string to that length. place one end of the string at your home town and draw a circle around your town. Now have the boys decide where within that circle they want to go. Next, have them chart a route to the location, make plans for an activity when they arrive there, and decide if snacks or a meal are needed. Take the trip using their instructions. Even if they get you "lost", follow their instructions so they can see how important it is to read a map accurately.

I Spy: Divide boys into teams and take them on a hike. The first person to spot anything made with wood or wood product scores for his team. Keep a tally by teams and the team with the most points at the end of hike wins.

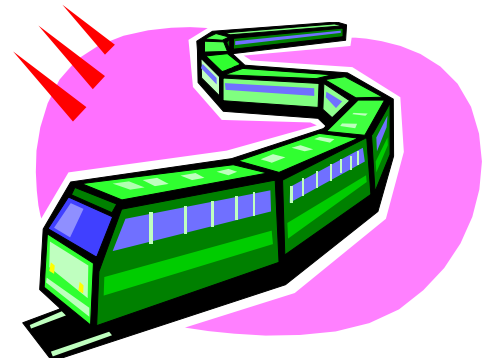
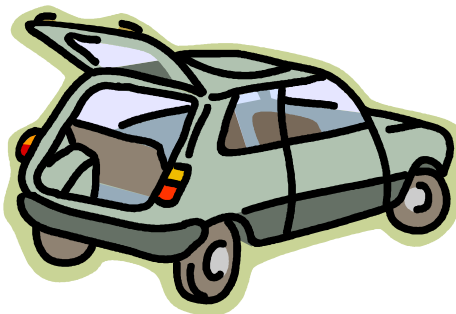
Detective Fool: Seat the boys in a circle (pick someone to be the "detective fool" and leave the room. Have the remaining boys change places in the circle. Ask them to be very quiet. Blindfold the "detective fool" and lead him back into the room. Position "detective fool" in the center of the circle. Tell him to point to someone around the circle. The person indicated must say, I am a Imposter," using either his real voice or disguised voice. The "detective fool" must try to guess whose voice he hears. If he guess correctly, the "detective fool" will point to another person and try to guess his identity. If he guess incorrectly, he will take a seat in the circle, and the person who successfully fooled him will become the "detective fool" and leave the room.

What 'cha looking at?: Arrange objects on a large tray. You may prefer to use objects from a specific category. For example, musical instruments or science objects.) Ask someone to carry the tray around so that everyone has a chance to observe the objects on the tray closely. Then have the tray carrier leave the room. Give paper and pencils to the boys. The boys will think that you are going to ask them To write down the items on the tray. Instead, fool them by asking them to describe what the person carrying the tray was wearing. This game can provide a vehicle for a discussion on the importance of careful observation.

Looking through the Window:

1. Try to find all the numbers from 1 to 100 in sequential order. Look for numbers on signs, count the number of a specific type of object(i.e. Cow. in one location, etc. The person who reaches 100 first wins.
2. Watch the oncoming cars. One person counts all the two-door cars. The other person counts all four door cars. The person who reaches 25 first wins.
3. Have each person with a good view from the window. Look for billboards, signs, posters, etc. Call out the letters of the alphabet in sequence from A to Z but only allow one letter per sign.
4. Play the same game as in (3. using objects instead of letters: i.e. A for ambulance, B for bike, C for church, etc.
5. Name the parts of your car that can't be seen starting from the letter A for air filter to Z.
6. Have an adult/leader make a list of animals that you might see while traveling. Give point value to the animals, the least points to the most likely to be seen and the most points to those least likely to be seen.
7. Watch out the window for pairs of things such as, two horses, two mailboxes, anything that comes together in pairs. The winner is the first to reach twenty pairs.
8. Pretend that each sign is only half a sign. Think of a good sentence to finish the half sign that you have.
9. Remember something that you have just seen outside the window. Give everyone a clue such as its size and color. Someone must guess what it is before you go two miles.
10. Have one person choose one side of the road and the other person, the other side. Give yourself a point every time an animal is seen and five points for a napping cat. See who has the most points after five minutes.

11. Have everyone choose a different color. When a person sees a car in his and says, "Paint It," five points is awarded. The first person to reach a 100 points wins.
12. Play these or other games by yourself as well and see how many points you can accumulate.
13. Look for license plates that have letters, write down the first ten letters that you see and try to make as many words as possible from those letters using each letter only once.
14. Watch for a license plate with three letters. Form the longest word possible with those letters in it.
15. Choose any word you like and then spell it out using license plates, one letter plate, as well as in order.
16. Search for numbers in order, one number per license plate. See who can get to fifty first.
17. Pick a number that has four digits such as 4250. Give yourself one point for finding it in order.
18. Using out-of-state license plate, name the state as soon as you can. A point is given to the first correct guess. Subtract one point if wrong. With commercial trucks having more than one plate, count only the top plate.
19. This game requires two people to play. While watching oncoming cars, one person counts license plates that end in even numbers and the other person counts license plates that end in odd numbers.
20. When driving through (or past) a city or town, each person in the car tries to guess how many people live in the community. After everyone has guessed check the road map which usually has population totals or a road atlas for the correct answer.
21. Each player takes a turn telling how he goes to Europe. He must go on something that will move and it must be seen as he rides in the car. Players drop out of the game when they cannot name something new. (Suggestions: bus, car, plane, boat, floating log, cloud, bird, fly, etc..)
22. Each Player selects a "destination" - a state far away from where the car is currently. Each player's destination state is different from the other players. By looking at the license plates of oncoming or passing cars, they try and find all the states they might pass through to reach their particular destination. They may take any sort of winding, out of the route - provided that it actually carries them in order from state to state as if they were actually driving. The first player to reach his destination first is the winner. This game works best on the interstate or major highways where it more likely to see license plates from different states. Disputes can be settled by consulting the map.
23. This game can be played in a couple of different ways. Players may take turns trying to identify the make of an oncoming car, winning a point for each correct identification. Instead of taking turns, the game may also be played with the first person to call out a guess winning one point if he is right or losing a point if he is wrong. Disputes can be handled by another person who isn't participating.
24. The players each make up a Bingo card with nine boxes. Each box has two numbers in it. These numbers ascend in value from left to right and descend in value from top to bottom. Another passenger observes the license plates of cars passing by and calls out the first two digits of each. When a player hears his number called, he crosses it out. The first player to cross out three numbers in a row - vertically, horizontally, or diagonally - is the winner.



ARTIST

Places to Find Free or Inexpensive Art Supplies

Appliance repair center: unclaimed clocks, radios, fans, and old parts are good for collage projects.

Cabinet shops: The best sources for classy wood scraps, sawdust, and wood curls.

Carpet Stores: some carpet stores occasionally give away old samples.

Construction sites: Make friends with the builder and ask permission to scrounge first. Sites are private property and you don't want to trespass. Collect lumber scraps, pipes, molding, tile scraps, electrical wire, and bits of hardware.

Electronic Stores: Fascinating assortment of Styrofoam packing containers and empty wire spools.

Furniture and appliance stores: Enormous boxes!

Ice cream parlors: Three and five gallon round cartons.

Lumber yards: Sawdust, wood shavings, small wood scraps, scrap counter top laminate.

Newspaper agencies: Newsprint paper roll ends.

Photo Studios: Plastic and metal fill cans. Study, black-lined boxes that photo paper comes in.

Picture framers: Scraps of mat and foam core board.

Printing companies: Scraps of paper in all colors, sizes and weights.

Self-Service Laundromats: Empty bleach bottles, cardboard soap boxes, and stray socks for puppets. Check to see if they'll let you put a decorated collection box in the laundry.

School Cafeterias: Half pint milk cartons, large tin cans.

Upholstery and tailor shops: foam and fabric scraps, buttons, spools, cord, and trims.

Den Activities

- Let the boys study a color wheel and practice combining paints making shades and tints with tempera or watercolor.
- Make cookies and have three different bowls of frosting colored with the primary colors. Then let the boys mix the frostings to make different colors to frost their cookies with.
- Have modeling clay and material on hand for making models.
- Make mobiles. Boys can bring some of materials for mobiles from home. One idea is to print out copies of the Webelos badges and let the boys make Webelos mobiles.
- Have boys make drawings during a nature hike of birds, animals, trees, insects, plants, etc. then frame it by making a frame out of twigs.
- Scrapbooks or portfolios can be simple to elaborate depending on the supplies available. They can be 3-ring binders, poster board duct taped together, sheet protectors bound together with ribbon, lunch sacks folded in half and tied together with string, etc. The boys can even make a collage for the front cover of their scrapbook using pages from magazines.
- Make a fuzzy pencil friend with a #2 pencil, fun fur, googlie eyes and hot glue.
- Don't forget to take pictures at your den and pack activities that you can print and give to the boys to put in their scrapbooks.
- Make sidewalk chalk drawings.

ART SHOW: Sponsor a den or pack art show that would encourage all boys to create something in various media for judging and display. Invite parents to judge and be part of the fun.

Create **FUN** awards for the judges to give:

- **MOST KALEIDOSCOPIC** - using all or at least many different colors.
- **MOST TRANQUIL** - anything that looks restful.
- **MOST AUTOMOVISTIC** - relating to cars, hot rods, trucks, etc.
- **MOST ACHROMATISTIC** - meaning free from color, black and white picture.
- **MOST CAPTIVATING** - catches your eye.
- **MOST SYMBOLIC** - representation of a symbol or emblem.
- **MOST DUPLICITIC** - a double, in pairs, using two as part of the design.
- **MOST NATURALISTIC**-anything to do with nature; trees, flowers, animals, etc.

Webelos Scouts could work on the Art Academic Belt Loop and Pin in conjunction with this activity badge.

Homemade Paints

Here are some homemade paint recipes that you can use for the Art activity badge. They are thick concoctions that can add texture to artistic creations. For added interest, try squeezing them out of a bottle, or from a zip-style sandwich bag with a corner snipped off.

Soap Flake Paint: Slowly add 1/2 cup soap flakes to 1/2 cup water, beating with an eggbeater as you go. Beat until the mixture is blended evenly. Food coloring or tempura paint may be added for color.

Faux Oil Paint: Mix 1 tablespoon powdered tempura paint and 1 tablespoon dishwashing liquid. Blend evenly. It feels like real oil paint.

Sparkle Paint: Blend together 1/4 cup flour, 1/4 cup salt, 1/4 cup water, and 2 tablespoons tempura paint. When dry, the salt makes the picture sparkle.

MODELING CLAY

RECIPE 1

Mix together:

2 1/2 cups flour

1-cup salt

1-cup water

Food coloring is optional.

Store in refrigerator.

RECIPE 2

Mix and cook over low heat until mixture thickens:

1-cup salt

1-cup flour

1-cup water

Food coloring is optional.

Cool before using

Websites

- enchantedlearning.com
- slartcenter.org: free admission. Call 801-328-4201 x122 to set up a tour.
- umfa.utah.edu: Utah Museum of Fine Arts. Free admission 1st Wednesday and 3rd Saturday each month.
- discoverygateway.org: non-profit group rates \$3.25 per person. See website for details.