

COMMON GROUND RECREATION CENTER

CUB SCOUT DAY CAMP 2019



UNDER THE SEA

Program Guide



RIDE THE WAVE TO AN UNDER THE SEA ADVENTURE



Cub Scout Day Camp is a weeklong outdoor experience for boys and girls. Common Ground Day Camp will run from 8:30 am to noon from Monday, June 3 through Friday, June 7. A Camp and Program Director with the help of parent volunteers will conduct the Under the Sea activities. Cub Scout Day Camp:

- Promotes year-round Cub Scout program
- Encourages Cub Scouts to benefit and grow with a good outdoor experience
- Strengthens the operation of Dens with teamwork, leadership, and Cub Scout skills
- Achieves Scouting's ideals of character development, citizenship, and personal fitness

Under the Sea is our theme and we will focus on fun with activities including investigating science, creative projects, academics, nature, physical fitness, skits and songs. We will promote Scouting and the Scout spirit in our activities while we slide in a bit of education! But the Scouts will just call it tons of FUN! The program is designed for all registered Cub Scouts (boys and girls who have completed kindergarten but not yet completed the fifth grade).

All registered Cub Scouts are eligible to attend day camp. Day camp uses the same ranks to identify age groups as your pack. Keep in mind, the rank you register for should be the rank your Scout will be NEXT fall!

- Tigers are Scouts who have completed kindergarten;

An adult partner must attend with each Tiger Cub

- Wolves have completed the first grade
- Bears have completed second grade
- Webelos have completed third grade
- Arrow of Light Scouts have completed fourth grade

TIGER Partners: It is a National BSA requirement that all Tiger Scouts must have an adult partner with them at all activities. The adult partner is expected to participate.

The volunteers and staff at day camp are committed to providing the best possible program for your Scouts. Their focus is on running a safe, fun and educational camp full of Scout spirit.



OUTSIDE PROGRAM PROVIDERS

*A special thank you to these community organizations
for their support in making our Day Camp
an unparalleled experience for our Scouts!*



Common Ground Recreation Center & Swimming Pool

Common Ground Recreation Center is providing the location and shelter in the case of severe weather. In addition, we will be utilizing the pool area on both Tuesday and Thursday during the week. Although not required for a public pool of this nature, Swim Tests will be administered and documentation provided for those attending Resident Camp later in the summer!

M.U.D. – Behind the Faucet

Learn how water travels all the way from the ocean, right to the faucet in your own home! Our guest speaker will discuss how M.U.D. treats the metro Omaha area's drinking water, transforming dirty Missouri River water, known as "raw water" into clear drinking water.

Papio-Missouri River Natural Resources District

This surfacewater presentation uses an interactive model called an Enviroscape to 'pollute' a city followed by a flood model where campers will try and create structures to prevent a neighborhood from flooding! Campers will also be introduced to some new aquatic friends as well!

WoggWorks Kayaking

Campers will learn the basics of Safety Afloat and get a chance to hone their paddle craft skills in provided Kayaks. Swim tests will be administered to determine Blue Swimmers that are eligible to kayak individually. All other campers will be paired with a Blue Swimmer.



DAY CAMP ACTIVITIES



BUBBLING SEA TURTLES:

- Creating a mixture of baking soda and citric acid, campers will form Sea Turtles to make bath time more fun! This progressive activity will allow Webelos and Arrow of Light Dens to create molds for the sea turtles that other dens will then utilize.

BURIED TREASURE

- Each den will go on their very own treasure hunt to uncover the pirate loot left behind! This progressive activity will offer basic orienteering and map reading for the youngest dens on up to geocaching using coordinates for the Webelos and Arrow of Light campers.

CITY OF ATLANTIS

- During this open swim session at Common Ground, campers will have the opportunity to discover the lost city of Atlantis, aka a floatable obstacle course!

DEEP SEA FISHING:

- Fashioning fishing poles long enough to reach the ocean will require knot tying, lashing skills and team work as together campers try to maneuver their oversized poles to catch a whale!

FROZEN OCEAN:

- Using water, salt and plastic utensils Dens/Scouts will need to rescue their sea creatures. This progressive activity will have Lions & Tigers working as teams rescue all creatures from their frozen world. Bears will form small groups to race in rescuing their frozen sea creatures. Webelos & AoL will race to defrost individual cubes with the added challenge of “tagging” in!

PIRATES & PARROTS

- Campers will don their hand-made pirate attire and run a rig through obstacles many a seadog has conquered including sweep the deck, capturing Jolly Roger and of course, walking the plank!

RAINGUTTER REGATTA

- This sailboat equivalent to the Pinewood Derby is sure to make splash. Using the materials provided, campers will build their boat to race down the inflatable waterway using their “wind” power to blow the sail!

SAND CITIES:

- Each den will create their sea sand by adding one bag of flour and two containers of baby oil in the provided plastic pool. They will mix their “sand” using a spatula until it is the right consistency. (If the sand doesn’t stick together well, slowly add more baby oil). One mixed, they will create their sand city using the plastic containers/utensils provided.

SEA SLIME

- Using a solution of borax and glue, Campers will make their own ooey-goopy sea slime!

STRANDED ISLANDER:

- These various sea-themed COPE games will have campers putting their teamwork to the test. Through moving individual puzzle pieces together, flipping the tarp, and the shrinking safe space challenge...it's all hands on deck for the fun!

WATER GAMES

- **Fill the Bucket** - Divide into 5 teams placing a bucket full of water for each team at the start and an empty bucket 15 feet away at the end. The first person in line dips his sponge to fill with water and races down to squeeze it into the empty bucket. He then races back to pass to the next person in line. This is a times race and at the end, the bucket with the most water wins!
- **Over/Under** – Divide into teams of 5. Each member stands about a foot apart with a full bucket of water at the beginning of the line (all will be facing the full bucket). The first team member soaks the sponge with water and passes it to the person behind him (without turning around) either over his head or under his legs (each team member alternates going over or under). Scouts must keep both hands on the sponge when passing. The last person in line wrings out the water into a bucket and runs to the front of the line to start the process again.
- **Sponge Tag** – The person who's "it" used a wet sponge to tag another person
- **Water Splash** – Kids jump rope while trying to hold a cup of water
- **Footsie** – Scouts sit in a circle with their feet in the wading pool. On go, each scout uses his toes to pick up the marbles scattered and place them on plate outside of the pool using only their feet!