

Cub Scout Program

The Mystery of Mowgli's Missing Essential

Gather 'round, Cub Scouts, for a tale of adventure, mystery, and teamwork! Today, you are not just Scouts—you are brave problem-solvers on a mission to help Mowgli find something very important that he lost at the Isett Heritage Museum!

Mowgli had been exploring the Isett Heritage Museum all day, fascinated by the many incredible inventions from long ago. He visited exhibit after exhibit, learning from his jungle friends about the wonders of technology. But then, disaster struck—Mowgli realized he had lost one of his Cub Scout Essentials!

The problem is... he can't remember what he lost, who he was with, or where in the museum he lost it!

Luckily, you are here to save the day! To solve this mystery, you will need to follow the clues hidden throughout the museum. The wise and noble spirits of the Jungle Book—Akela, Bagheera, Rikki-Tikki-Tavi, Kaa, Baloo, and mighty Hathi—each remember part of the story, but only by working together can you piece together the full answer!

That's where you come in! Today, you will journey through the museum, guided by the wisdom of the Jungle Book guardians and the Six Cub Scout Essentials. Each of you has a path to follow:

- Lions, with the help of Kaa, will unravel the wonders of Everyday Tech, discovering how inventions like typewriters and radios changed the world.
- Tigers, alongside Baloo, will explore the secrets of Tech All-Around, unlocking the voices of the past through telephones and phonographs.
- Wolves, guided by Akela, will set out on Paws on the Path, using maps, compasses, and observation skills to navigate their way through history.
- Bears, under the watchful eyes of Bagheera, will become clever detectives in the Forensics Adventure, using fingerprints and clues to solve historical mysteries.
- Webelos, with Rikki-Tikki-Tavi at their side, will test their creativity in Modular Design, building and engineering like the great inventors before them.

Each station will reveal to you a special token that will help uncover part of the mystery—what Mowgli lost, which Jungle Book friend he was with, and where in the museum it might be found. Once you gather enough clues, you will piece together the final answer and help Mowgli recover his missing Cub Scout Essential!

So, are you ready to step into the past, solve the challenges, and complete the mystery? Then gather your courage, trust in your Scout skills, and let the quest begin!

Onward, Cub Scouts! Adventure awaits!

Lions (Kindergarten) – Everyday Tech Adventure

I Spy Technology

Gather the Cub Scouts and adult partners and share that technology is used every day. Some technology is used so often that we forget it is technology.

- Share that the purpose of technology is to meet a human need or solve a human problem. This could be a machine or just a method of making something. Technology is using science to solve a problem.
- Inform the den that they will play a game of “I Spy” to identify electronic technology that is around them.
- Explain how to play “I Spy”
- Pick a Cub Scout to go first. That Cub Scout picks an object that is a form of technology that everyone can see. The player gives the first letter of the object as a clue. For example, if the player chooses a TV, they say, ‘I spy with my little eye something beginning with T’. Players take turns to call out guesses until someone gets the right answer. The Cub Scout that gets the right answer gets to go next.
- “I Spy” is designed to help kids learn how to take turns. Remind Cub Scouts to keep the Scout Oath and Law in mind when they are playing such as being friendly and courteous.
- Play “I Spy” to spot technology at the exhibit until each Scout has had two or three turns.

Making Life Easier

- Gather the Cub Scouts and adult partners and have them work together to complete the activity on page 34 of the Lion handbook.
- When everyone is finished, ask adult partners to share what old technology they used when they were a child and what new technology they use today, that makes life easier.

Tigers (1st Grade) – Tech All-Around

Technology Scavenger Hunt

Before the camporee:

- Take a walk around your meeting location and identify what type of technology is around. Make any adjustments to the scavenger hunt to match the technology around your meeting location.
- Print a copy of the Technology Scavenger Hunt for each Cub Scout.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with them that technology is all around us and sometimes we use something that we don't even realize is technology.
2. Have Cub Scouts work with their adult partners to complete the scavenger hunt activity.
3. When everyone has completed the scavenger hunt, have Cub Scouts share where they found each item and describe what it does.

Technology Charades

Before the Camporee:

1. Use the 3" x 5" index cards to create cards for charades. The card will have a description of how something was done before technology improved it. For example, a card will have "wash dishes by hand" the answer is "dishwasher." Use the Life Easier Charades Cards document found in Additional Resources to create the cards and have the answer key accessible. Make up a couple of your own charades.
2. Become familiar with how to play charades. Begin with a stack of charade cards. In turn, each player draws a card and acts out the old way of doing things using hand signals and body motions but no spoken words. Players then try to guess the technology that improved the old way of doing things. The player giving the correct answer is allocated a point. You may wish to use a timer to keep rounds short and succinct. When playing with a larger den, divide into teams before playing. If a team does not guess the acted phrase correctly within the time limit, the other team can try to guess the phrase and steal the point. The player or team with the most points wins the game.

During the station:

- Gather the Cub Scouts and adult partners. Tell them that you are going to play a game of charades. Explain the rules for playing charades.
- Play a game of technology charades.

The Way it Was

Gather the Cub Scouts and adult partners and have Cub Scouts ask their adult partner how their parents would do things, how they did things when they were growing up, and how technology has made it easier to do those things.

- How did your parents talk to a friend after school and how did you talk to friends after school? How do you talk to your friends now?
- What things in the kitchen would your parents use for meals and what things in the kitchen do you use to make meals?

- How did your parents keep track of birthdays, holidays, and other events and how do you keep track of important dates?
- How did your parents learn about a topic in school and how did you learn about a topic in school and how do students learn about topics today?
- What is one of your favorite pieces of technology that makes your life easier?
- Examine vintage communication devices like rotary phones and phonographs.

Wolves (2nd Grade) – Paws on the Path

Cub Scout Six Essentials Clue

Before the meeting:

1. Print out the Cub Scout Six Essentials Clue cards.

During the meeting:

- Choose one of the Cub Scout Six Essentials card sets and hand out the cards to the Cub Scouts.
 - Each set has a different color that matches one of the Cub Scout Six Essentials.
 - Depending on the number of Cub Scouts in the den, some may have more than one card or the Cub Scouts can buddy up with the cards.
- Cub scouts take turns reading the clue on their card that is associated with the essential item.
- When all the clues have been ready, Cub Scouts can guess the essential item.
- Repeat until all the Cub Scout Six Essential cards sets have been completed.

Cub Scout Essentials Museum Hunt

Inside the building with the Scout exhibit, ask Cub Scouts to explore the exhibits as a den and try to find displays that include a Cub Scout Essential.

Outdoor Code and Leave No Trace Hand Signs

Supply List

- Phone or laptop or iPad /tablet
- Bluetooth speaker

Directions

Before the meeting:

- Familiarize yourself with the hand motions corresponding to the Leave No Trace Principles, [Leave No Trace Seven Principles Hand Signs for Youth](#).
- Set up a sound system and connect to the internet.

During the meeting:

- Explain to the Cub Scouts that they will be learning the Outdoor Code and Leave No Trace Principles for Kids through hand motions.
- Demonstrate the motions for each part of the song.
- Play the song on the device. As it plays, lead the Cub Scouts in using the hand motions for each principle.
- Start with a slower pace and gradually increase the tempo as the Cub Scouts become more comfortable.
- Repeat a few times to reinforce the principles and motions.
- Encourage the Cub Scouts to get creative with their hand motions. Cub Scouts can contribute their own ideas for motions that symbolize the principles.
- Take a guided outdoor walk using maps and compasses.
 - Identify wildlife and landmarks along the route.
 - Earn **Water Bottle Token, Akela Token, and Compass Display Token**.

Bears (3rd Grade) – Forensics Adventure

Before the meeting:

- Contact local law enforcement to see if they have a program for kids that explains how they use forensics to solve a crime or if there is an officer who would be willing to speak to the den. Some police agencies have a specific person that handles teaching kids' groups.
- Let the local law enforcement know the Adventure requirements and coordinate with the agency on the activities:
- How to take a fingerprint
- How to take a shoe imprint
- Discuss uses of chromatography
- Evidence collection methods
- Remind parents and legal guardians of the meeting location date and time and to bring a completed Activity Consent Form.

During the meeting:

- Gather Cub Scouts outside the meeting space. Discuss with Cub Scouts the expectations when visiting:
- Be respectful during the presentation
- Raise your hand when you want to speak or ask a question
- Stay seated while the speaker is talking unless they ask you to stand up

- Use your listening ears
- Encourage Cub Scouts to ask questions.
- Solve a historical mystery using fingerprinting and forensic analysis.
- Visit the **Typewriter Collection** to examine historical detective work.
- Earn **First Aid Kit Token, Bagheera Token, and Typewriter Location Token.**

Webelos (4th Grade) – Modular Design Adventure

Modular activity

Supply List

- Computer or smart device with internet connectivity
- [Introduction to Modular Design by Bitovi UX & Design video](#) (2 minutes 55 seconds)

Directions

Before the meeting:

1. Review video that will be viewed, Introduction to Modular Design by Bitovi UX & Design.
2. Set up meeting space for Cub Scouts to view video.

During the meeting:

- Explain that modular design or construction means using pieces that interlock and are interchangeable with each other.
- Watch a video on concepts of modular design and construction, [Introduction to Modular Design by Bitovi UX & Design](#).
- Have the Cub Scouts discuss the concept of modular design. Modular design involves creating an item out of smaller, interchangeable parts known as modules.
- Have the Cub Scouts identify three benefits of using modular design. These may include:
 - Efficiency in Production Process
 - Cost-Effective
 - Flexibility and Customizability
 - Enhanced Product Quality
 - Scalability
 - Encouraging Innovation
- Have the Cub Scouts identify three things that use modular design in their construction. Some examples include:
 - Cars
 - Computers

- Solar panels
- Wind turbines
- Elevators
- Furniture
- Modular building

Let's Build it!

Supply List

- Modular building system pieces such as LEGOs, Lincoln Logs, or K'NEX

Directions

Before the meeting:

1. Gather enough modular building pieces for each Cub Scout to be able to build a house, spaceship, or castle.
2. Set up meeting space for Cub Scouts to have room to select building pieces and build their chosen structure.

During the meeting:

- Tell Cub Scouts that they will be building a house, spaceship, or castle using the modular building pieces and without instructions.
- Allow time for Cub Scouts to build their structure.

Live Action!

Supply List

- Computer or smart device with internet connectivity
- [This dad follows his kid's PB&J sandwich instructions very literally](#) video (4 minutes 44 seconds)
- Smart device for recording video, one per Cub Scout

Directions

Before the meeting:

1. Complete requirement 2
2. Review video that will be viewed, [This dad follows his kid's PB&J sandwich instructions very literally](#).

3. Set up meeting space for Cub Scouts to view video and also a space to record their own video.

During the meeting:

- Watch a video on how to write instructions, [This dad follows his kid's PB&J sandwich instructions very literally.](#)
 - Tell Cub Scouts that they are to record using video step-by-step instructions for the structure they built in requirement 2. Explain that they need to keep in mind the video they just watched and be very specific in their directions. They may want to take apart and rebuild their structure
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- Build and test a modular structure using historical engineering tools.
 - Explore **Engineering Exhibits** to see mechanical designs in action.
 - Earn **Trail Food Token, Rikki-Tikki-Tavi Token, and Engineering Exhibit Token.**