

# Sparky's **HIDDEN PICTURE PUZZLE**



The following objects are hidden in this picture:  battery,  smoke alarm,  candle,  flashlight,  pencil,  sailboat,  banana,  golf club,  bell,  sock,  ruler,  ring,  cup, and a  button!

For more FUN STUFF, visit [SPARKY.ORG](http://SPARKY.ORG)

The name and image of Sparky are trademarks of the NFPA.

## Fire Prevention Opening

**Materials:**

Cards for Cub Scout to hold with pictures, etc

**Cubmaster:**

Today we are going to share some fire safety tips in our families and homes.

**Cub Scout #1:** Never play with matches, lighters or candles.

**Cub Scout #2:** If you find matches or lighters – tell a grownup.

**Cub Scout #3:** Help your family put smoke alarms in your home.

**Cub Scout #4:** Ask an adult to help you cook.

**Cub Scout #5:** Know two ways to get out of every room.

**Cub Scout #6:** Help to plan and practice a family escape plan.

**Cub Scout #7:** Put emergency phone numbers near the telephone.

Please join us in the Pledge of Allegiance.



## Fire Prevention Opening – Word Strips

**Cub Scout #1:** Never play with matches, lighters or candles.

**Cub Scout #2:** If you find matches or lighters – tell a grownup.

**Cub Scout #3:** Help your family put smoke alarms in your home.

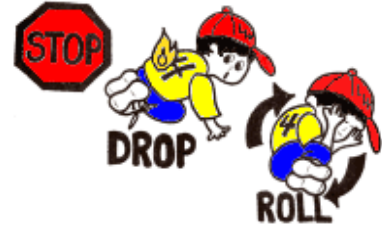
**Cub Scout #4:** Ask an adult to help you cook.

**Cub Scout #5:** Know two ways to get out of every room.

**Cub Scout #6:** Help to plan and practice a family escape plan.

**Cub Scout #7:** Put emergency phone numbers near the telephone.

## “Stop, Drop and Roll”



### Materials:

None

### Discussion:

Sometimes our clothing can catch on fire. What are some ways that our clothes could catch on fire? We don't want the fire to burn our skin, so we need to put the fire out. These are steps we need to follow:

- STOP** – If you run, the fire will get bigger.
- DROP** – Fall flat on the ground and cover your face with your hands.
- ROLL** – Keep your legs straight and roll over and over to smother the fire.

In a large area of the classroom or outside, have the Cub Scouts practice “Stop, Drop and Roll” until they feel that they can do it.

### Discussion and variation:

Sometimes it can be hard to remember what to do when you are scared. That is the time when you need a friend. Ask the Cub Scouts to each find a buddy. This time when you practice “Stop, Drop and Roll”, have one Cub Scout pretend that his clothes have caught fire and he does not know what to do. Have the partner act as a buddy to help remember and act out “Stop, Drop and Roll”

### Core Values:

Responsibility, Perseverance

# Dial 911 Opening



## Materials:

Lines for the characters to read

2 copies of script – for Older Cub Scout and Den leader

## Characters:

One older Cub Scout (a Webelos or Arrow of Light Scout)

Six younger Cub Scouts (Tigers, Wolves, or Bears)

Den leader

**Den leader:** “It is important to know when to dial 911. What do you know about 911?”

**Cub Scout #1:** “You only call it in an emergency.”

**Cub Scout #2:** “What is an emergency?”

**Older Cub Scout:** “You call 911 for emergencies you or your family can’t handle.”

**Cub Scout #3:** “What kind of emergency can my family not handle?”

**Older Cub Scout:** “Like, your house smells like natural gas, or it is on fire. If someone is really hurt, not breathing, or needs an ambulance.”

**Den leader:** “Wow that Cub Scout knows his stuff. What do you say to the 911 operator?”

**Cub Scout #4:** “I’m not supposed to talk to strangers.”

**Older Cub Scout:** “That’s true, but the 911 operator is there to help you. Go ahead and tell them your name.”

**Cub Scout #5:** “Then I hang up, right?”

**Older Cub Scout:** “No, you tell them what the emergency is and where it is. It is a good idea to know your address if the emergency happens while you are at home so they know where to go.”

**Cub Scout #6:** “Now I hang up?”

**Older Cub Scout:** “No, you will need to stay on the line until help arrives, speak clearly, and answer all the operator’s questions.”

**Den leader:** “He’s right! Dial 911 only for emergencies; tell the operator what the emergency is and where it is. Tell them your name, answer all their questions, and stay on the line until help arrives.”

**All:** “Scouting can teach us how to come to the rescue!”

**Cubmaster or Den leader:** “Thank you! Let’s all say the Pledge of Allegiance. ”



## Dial 911 Opening (Lines to read – cut lines)

**Den leader:** “It is important to know when to dial 911. What do you know about 911?”

**Cub Scout #1:** “You only call it in an emergency.”

**After Den Leader sums up at the end all say:** “Scouting can teach us how to come to the rescue!”

**Cub Scout #2:** “What is an emergency?”

**After Den Leader sums up at the end all say:** “Scouting can teach us how to come to the rescue!”

**Older Cub Scout:** “You call 911 for emergencies you or your family can’t handle.”

**Cub Scout #3:** “What kind of emergency can my family not handle?”

**After Den Leader sums up at the end all say:** “Scouting can teach us how to come to the rescue!”

**Older Cub Scout:** “Like, your house smells like natural gas, or it is on fire. If someone is really hurt, not breathing, or needs an ambulance.”

**Den leader:** “Wow that Cub Scout knows his stuff. What do you say to the 911 operator?”

**Cub Scout #4:** “I’m not supposed to talk to strangers.”



**After Den Leader sums up at the end all say:** “Scouting can teach us how to come to the rescue!”

**Older Cub Scout:** “That’s true, but the 911 operator is there to help you. Go ahead and tell them your name.”

**Cub Scout #5:** “Then I hang up, right?”

**After Den Leader sums up at the end all say:** “Scouting can teach us how to come to the rescue!”

**Older Cub Scout:** “No, you tell them what the emergency is and where it is. It is a good idea to know your address if the emergency happens while you are at home so they know where to go.”

**Cub Scout #6:** “Now I hang up?”

**After Den Leader sums up at the end all say:** “Scouting can teach us how to come to the rescue!”

**Older Cub Scout:** “No, you will need to stay on the line until help arrives, speak clearly, and answer all the operator’s questions.”

**Den leader:** “He’s right! Dial 911 only for emergencies; tell the operator what the emergency is and where it is. Tell them your name, answer all their questions, and stay on the line until help arrives.”

**After Den Leader sums up at the end all say:** “Scouting can teach us how to come to the rescue!”

**Cubmaster or Den leader:** "Thank you! Let's all say the Pledge of Allegiance."



## Law Enforcement Officer Visit

Cub Scouts, working on almost all rank advancement, have a need to visit with a law enforcement officer. Rather than go on a field trip to a police station, it may be best for your pack to have an officer come and visit them. However, use your best judgment and flexibility to meet the needs of the Cub Scouts (as well as the schedule of law enforcement officers) in your community.

As you invite law enforcement (at whatever level) to your den or pack meeting, the following are all items that could be covered as he or she talks to the Cub Scouts –

- When are appropriate situations to call 911? (when is it not appropriate to call 911?)
- What is it like to serve in the community?
- What are the best ways to help family stay safe at home and in the neighborhood?
- What are some issues facing our community?
- How can citizens help law enforcement officers?
- Why is it important to obey the law?
- Do you know how to do CPR? Is it hard? What training did you receive to do that?

The Wolf den has the requirement to write the officer a thank you note (currently scheduled for the week after this visit as part of the Gathering activity).

**This is scheduled for Week 3, but can be done whenever the officer's schedule allows it. Feel free to swap Week 3 for Week 4 or other weeks if needed.**

# 911 Safety Quiz



Circle **YES** if you should dial 911. Circle **NO** if you should not dial 911.

1. Should you call 911 if you someone breaking into a car?

**YES**

**NO**

2. Should you call 911 if you brother or sister breaks your toy?

**YES**

**NO**

3. If you are hiking with a friend and he falls and hurts himself very badly, should you call 911?

**YES**

**NO**

4. If your friend falls down and scrapes his elbow, should you call 911?

**YES**

**NO**

5. If you see fire or smell smoke, should you call 911?

**YES**

**NO**

6. Should you call 911 if you need help with a school project?

**YES**

**NO**

7. Should you call 911 if a stranger is following you?

**YES**

**NO**

8. Should you call 911 if you see a car accident where someone is hurt?

**YES**

**NO**

9. Should you call 911 if your parents put you in timeout?

**YES**

**NO**

# We Salute You Closing

## Materials:

Card for each Cub Scout to hold with pictures on front and lines to read on back.



**Cub Scout #1:** Some who we salute are obvious, local heroes who like a police officer risks life to protect us from violence or the fireman who pulls people out of burning buildings.

**Cub Scout #2:** Others we salute are the ambulance drivers, paramedics, doctors and nurses who save lives every day.

**Cub Scout #3:** Some people around us seem like regular people, but they we salute them because they were soldiers in the military and served our country to keep us free.

**Cub Scout #4:** A hero is someone who does the right thing even when they are afraid of failure. They do it because it should be done. And we salute them.

**Cub Scout #5:** Some who should be saluted are harder to spot, but they are still there. These include blood donors, teachers who spend their time and energy helping kids, and kids who say “No” to drugs.

**Cub Scout #6:** Heroes are all around us. Let us all stand and give the Cub Scout salute.

[Cub Scout #6 leads the pack or den in a Cub Scout salute.]

Thank you.



**Cub Scout #1:** Some who we salute are obvious, local heroes who like a police officer risks life to protect us from violence or the fireman who pulls people out of burning buildings.



**Cub Scout #2:** Others we salute are the ambulance drivers, paramedics, doctors and nurses who save lives every day.





**Cub Scout #3:** Some people around us seem like regular people, but they we salute them because they were soldiers in the military and served our country to keep us free.

Do the Right Thing!

**Cub Scout #4:** A hero is someone who does the right thing even when they are afraid of failure. They do it because it should be done. And we salute them.



**Cub Scout #5:** Some who should be saluted are harder to spot, but they are still there. These include blood donors, teachers who spend their time and energy helping kids, and kids who say “No” to drugs.





**Cub Scout #6:** Heroes are all around us. Let us all stand and give the Cub Scout salute.

# Hand Washing Word Search

Find and circle the eight words in the puzzle below.

GERMS

DISEASE

SOAP

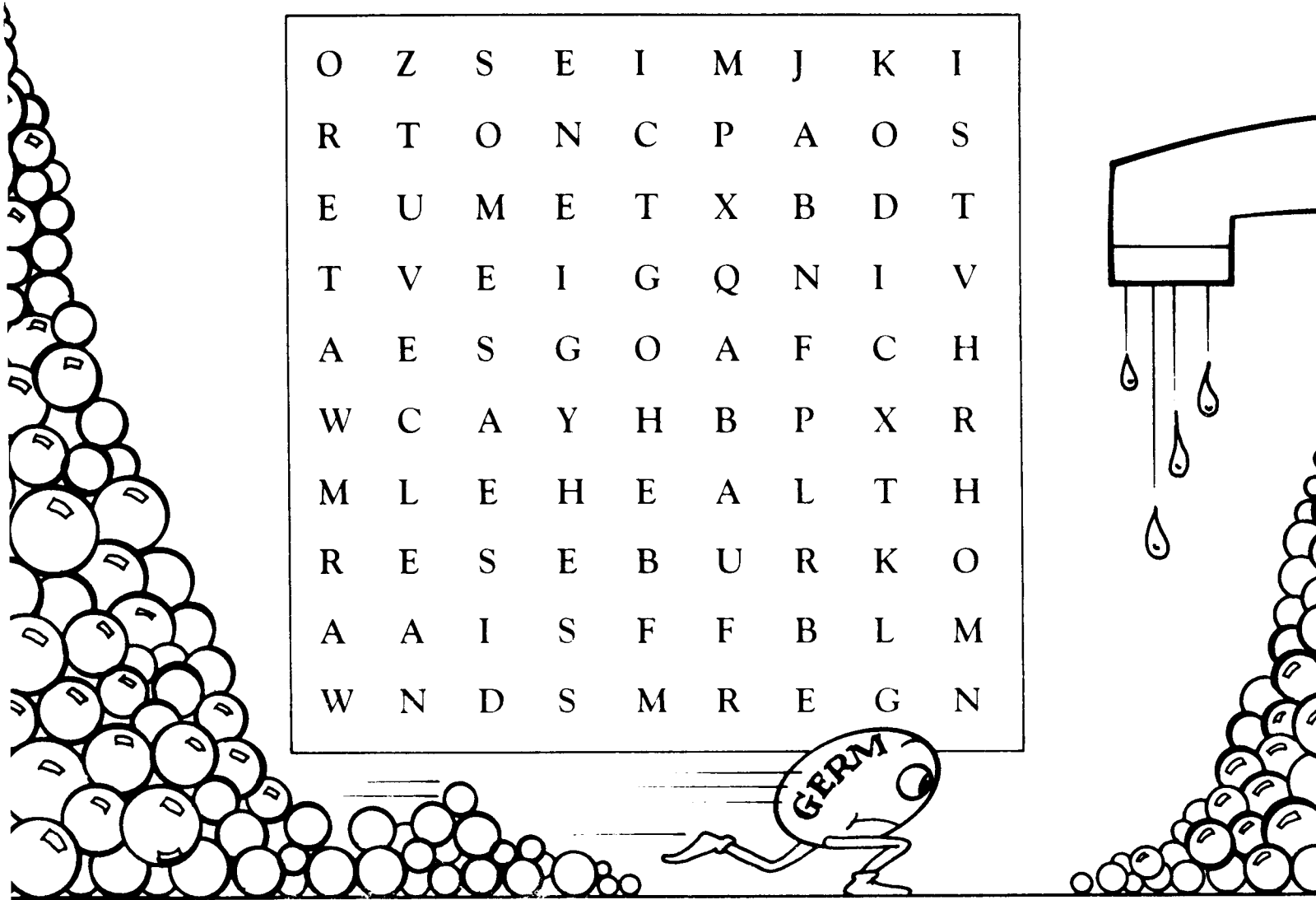
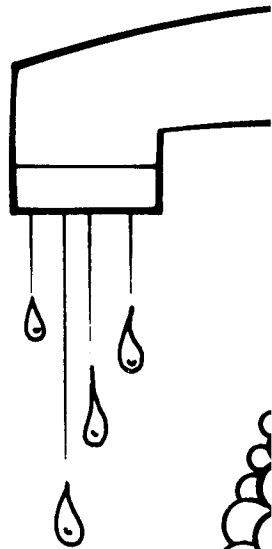
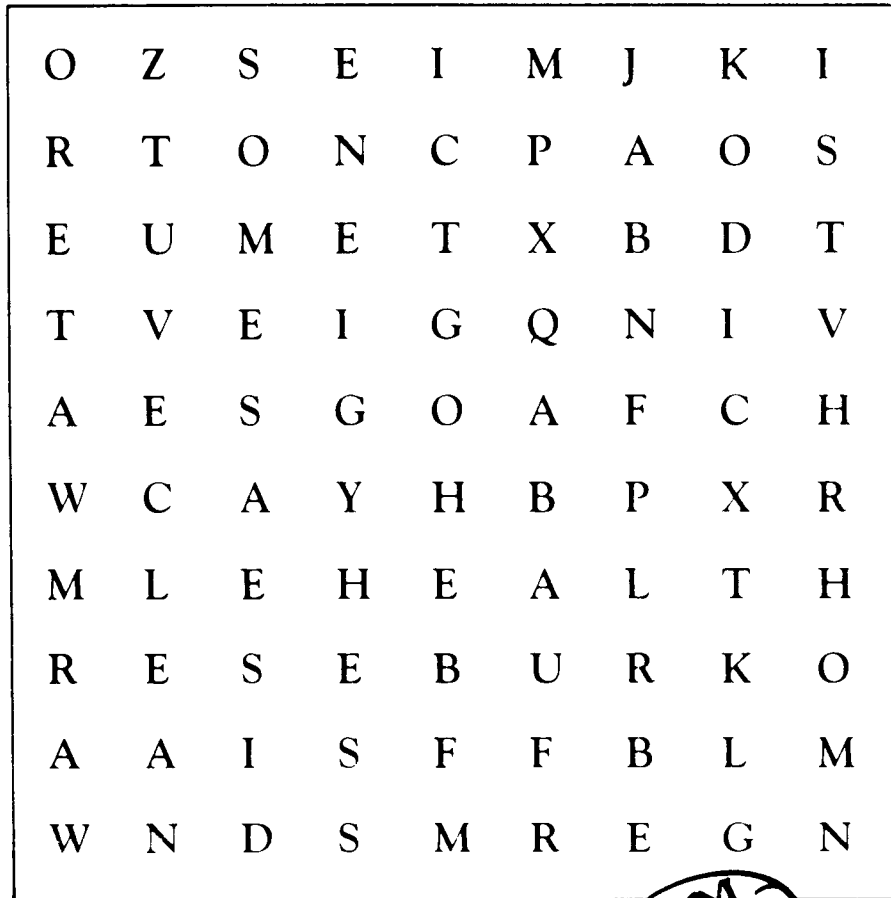
WASH HANDS

WARM WATER

HYGIENE

CLEAN

HEALTH



Name \_\_\_\_\_

I pledge to wash my hands

**Glo Germ Company**

P.O. Box 537  
 Moab, Utah 84532  
 (801) 259-6034  
 (800) 842-6622 USA  
 (800) 634-0770 Canada  
 (801) 259-5930 FAX

# Hand Washing Word Search

Find and circle the eight words in the puzzle below.

GERMS

DISEASE

SOAP

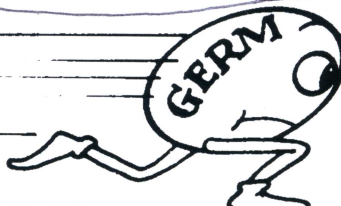
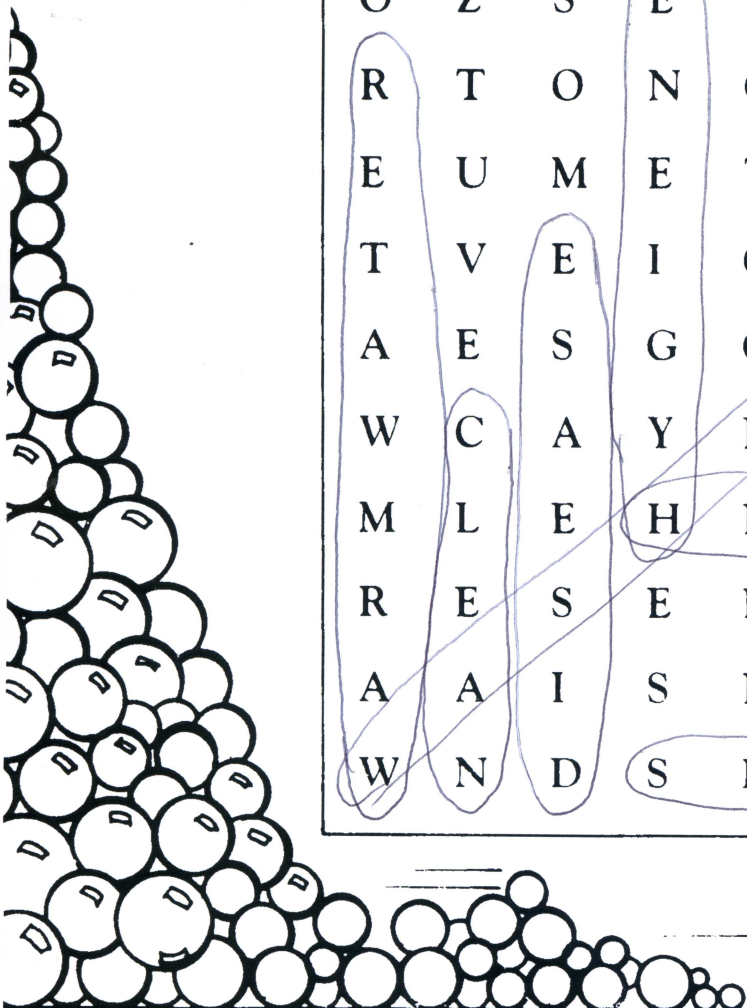
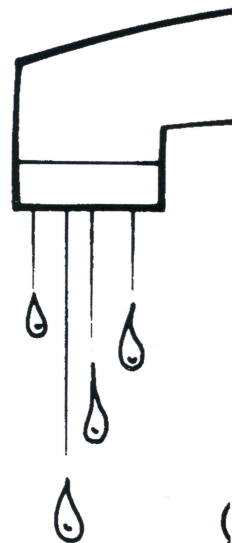
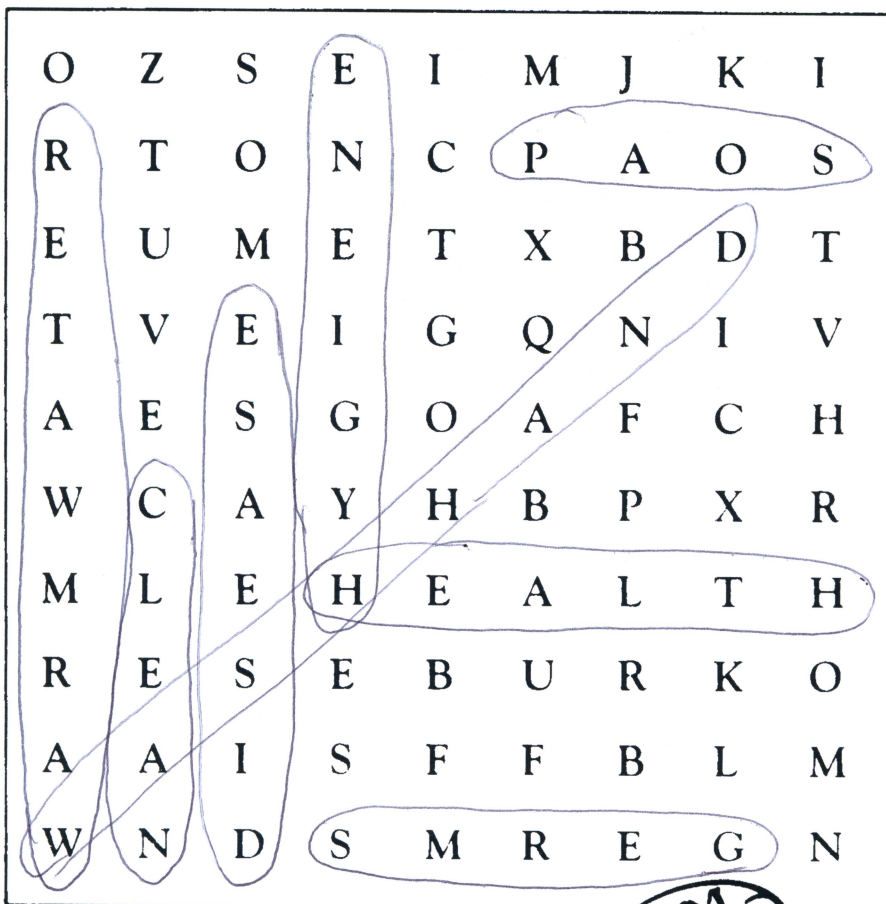
WASH HANDS

WARM WATER

HYGIENE


CLEAN

HEALTH



Name \_\_\_\_\_

I pledge to wash my hands

 Glo Germ Company

P.O. Box 537  
 Moab, Utah 84532  
 (801) 259-6034  
 (800) 842-6622 USA  
 (800) 634-0770 Canada  
 (801) 259-5930 FAX

## **A Scout is Clean Opening**

Lead the following discussion with the Cub Scouts:

***Our Point of the Scout Law for this month is “Clean.”***

***Who can tell me what they think it means to be “clean”?***

[Cub Scouts probably have an idea of what it means to be “clean”. Integrate as many of their answers as possible while you make sure that they understand that **Being clean means that a Scout keeps his body and mind fit. He helps keep his home and community clean.**

***How can Cub Scouts be clean?***

[Listen to their responses and remind them to realize that they can be clean in many things –they can be physically clean (washing hands, taking a shower, etc) and their mind can be clean and ready to learn new things. They can also do their part to keep their community clean (their parks, their street, etc). They can also help their family by doing their part to keep their home clean.

***Let’s have a great day in Cub Scouting today.***

***Let’s say the Scout Oath [repeat it with me].***

# Why We Wash Our Hands

## Materials:

Spray bottle filled with clean water

## Instructions:

1. Spray water on the Cub Scouts' hands.
2. Explain to the Scouts that the water on their hands represents the dirt and germs (bacteria, viruses, etc) that come out of the mouth when they cough or sneeze.
3. Have the Cub Scouts touch an object in the room (door, table, chair, etc) – whatever they touch with that wet hand gets damp.
4. Explain how this is what happens when we cough or sneeze into our hands and then touch something else (the germs on our hands get on the object).
5. Ask the Cub Scouts what might happen if a friend touches the object while it is moist (from the water). The friend might pick up the germs and get sick.
6. Explain that if you wash your hands after sneezing or coughing in them the germs will mostly be washed away and there will be less of chance for people to get sick.

## How Do We Wash our Hands?

1. Start a discussion and role play about how we wash our hands. [Answers will vary.]
2. Make sure they understand that they need to use warm, running water, and liquid soap when they can.
3. They should rub their hands together while they count to 10 and even try to wash under their fingernails.
4. Then they rinse their hands in water and dry their hands.

A role play of them rubbing their hands together and actually counting to 10 may help them remember.

If there is time, have Cub Scouts complete the Hand Washing Word Search.

Shared from the

**Utah Hygiene Education Coalition**

**2001 S. State S-2500 SLC UT 84190-2150 (801) 468-2700**

## Good Health Habits Closing

### Materials:

Lines cut out for Cub Scouts to read

**Cubmaster:** Being clean is part of our good personal health habits . Here are some things we can do.

**Cub Scout #1:** Shower every day, especially after exercising.

**Cub Scout #2:** Visit your dentist regularly.

**Cub Scout #3:** Stand up straight, don't slouch.

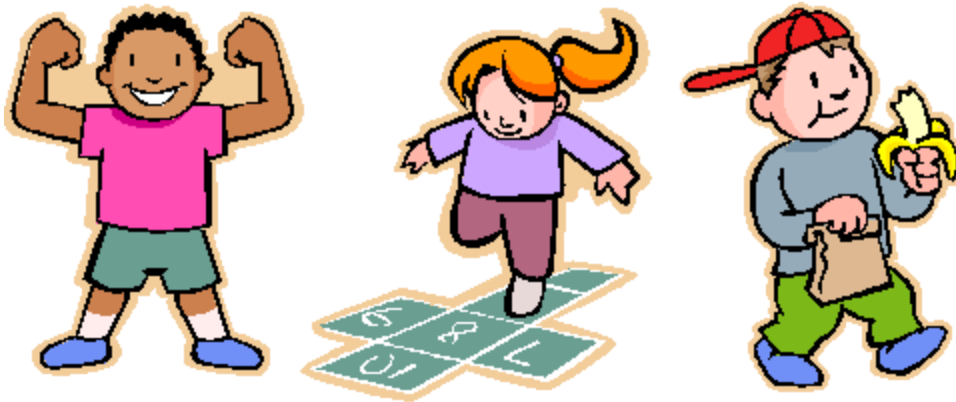
**Cub Scout #4:** Get plenty of sleep.

**Cub Scout #5:** Wash your hands frequently.

**Cub Scout #6:** Eat right! A balanced diet will make you feel good!

**Cub Scout #7:** Get plenty of exercise to make you feel great!

**Cubmaster:** Let's all stay healthy and have a great week.



# **Good Health Habits Closing**

(lines to cut out for Cub Scouts to read )

**Cub Scout #1:** Shower every day, especially after exercising.

**Cub Scout #2:** Visit your dentist regularly.

**Cub Scout #3:** Stand up straight, don't slouch.

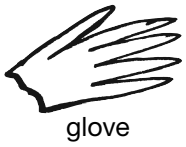
**Cub Scout #4:** Get plenty of sleep.

**Cub Scout #5:** Wash your hands frequently.

**Cub Scout #6:** Eat right! A balanced diet will make you feel good!

**Cub Scout #7:** Get plenty of exercise to make you feel great!





glove



football



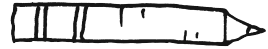
flashlight



snake



hot dog

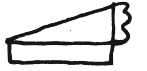


pencil



banana

# Washing the Car



slice of pie



hamburger



ice-cream cone



slice of bread



nail



tack



slice of pizza

Illustrated by Chuck Dillon

# Travel Safety Opening

## Materials:

Flag

## Cubmaster or den leader:

We all like to travel and visit people and places.

When we travel in a car – what is something that we should put on to help keep us safe? [seat belt]

When we travel on a bicycle – what is something that we should put on to help keep us safe? [helmet]

When we travel on an airplane – what is something that we should put on to help keep us safe? [seat belt]

In what other ways can we be safe as we travel?

[Cub Scout answers will vary.] In a car, we can keep noise down in the car so that we don't distract the driver. We can help make sure that the car is in good condition to go somewhere – are the tires and brakes working? When we get out of a car – don't get out on a side where there is lots of traffic. Exit out the other door.

When we travel on airplanes, buses or trains we can work to stay together with our parents or with those that we are traveling. Watch your suitcase. Listen to other people that are giving you safety instructions. Remember what they tell you.

Let's remember to always do our best to be safe by joining me in the Pledge of Allegiance and the Scout Oath.



## License Plates

### Materials:

Blank license plate templates (on cardstock)

Texas license plate template (on cardstock)

Crayons/Markers

Scissors



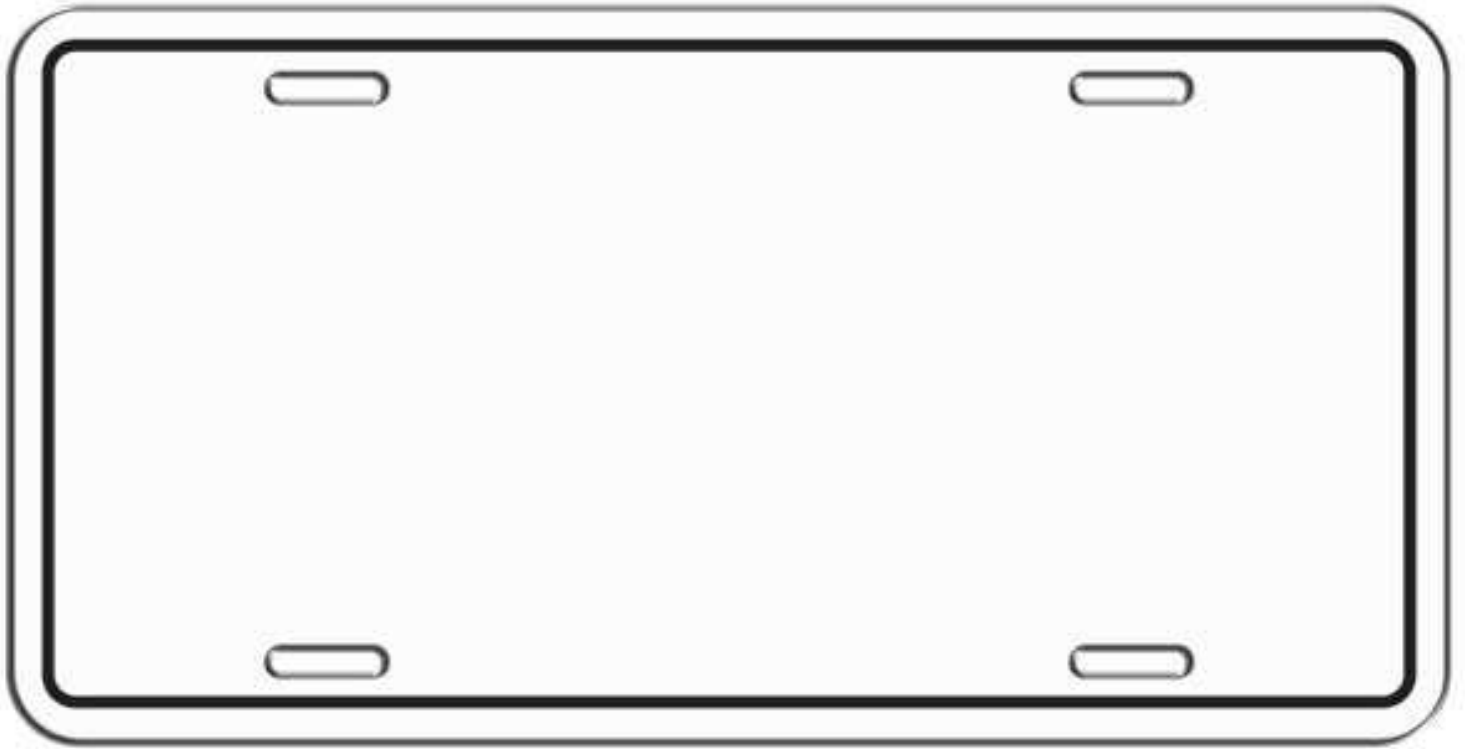
### Background:

Ask the Cub Scouts if they know why cars have license plates. It's all about vehicle registration. Other vehicles besides cars have license plates as well (busses, trucks, motorcycles, trailers, etc). Different states have different designs for their license plates. Texas has had many designs for its license plates over the years.

### Instructions:

Using the blank license plate template, have the Cub Scouts design their own license plate – from whichever state they would like.

Using the Texas license plate template, have the Cub Scouts design their own Texas license plate and come up with the letters for the license plate.



## Road Trip Bingo

### Materials:

Bingo card templates (1 sheet per Cub Scout – 2 cards per Cub Scout)

Scissors

Colored pencils or crayons

Tokens for playing Road Trip Bingo

1 copy of Road Sign Cards for the leader



### Game preparation:

















Have Cub Scouts cut out the cards (2 per sheet) and color them. Gather the colored cards.

### Play Bingo:

















1. Distribute all of the previously colored cards – ensuring that each Cub Scout gets at least 2 bingo cards.
2. Make small tokens available to the Cub Scouts so that they can mark their card if one of their road signs is called.
3. Once everyone is set up with cards and tokens, the leader shuffles the stack of cards to call and draws a card from the stack. The leader describes or tells the name of the road sign on the card (for example: stop sign or yield sign). Players then look to see if they have that road sign on their bingo card. If they do, then they use a token to mark the sign.
4. Play continues until someone gets a “bingo” – or 4 tokens on their bingo card in a row. Play can continue after that until everyone gets a bingo, or “blackout” (where the whole card is filled in).

Use this game to talk with the Cub Scouts about what certain road signs mean.

















## Road Trip Bingo

## Road Trip Bingo

# Road Trip Bingo

















			
			
			
			

# Road Trip Bingo

















			
			
			
			



















# Road Trip Bingo

















# Road Trip Bingo

















## Road Trip Bingo














## Road Trip Bingo

















## Road Trip Bingo

















## Road Trip Bingo

# Road Trip Bingo








			
			
			
			










# Road Trip Bingo

## Road Sign List

Cut the following cards in between the rows and use as part of the Road Trip Bingo Game.

	<b>Blue – Hospital Sign</b>
	<b>Yellow – Road Closed</b>
	<b>Yellow – Lane merges to left</b>
	<b>Blue – Gasoline available</b>
	<b>Yellow – Right curve</b>
	<b>Yellow – Pedestrian Crossing</b>
	<b>Red – Yield Sign</b>

	<b>Yellow – Steep grade (or downhill) ahead</b>
	<b>Yellow – Railroad crossing</b>
	<b>Red outline – No left turn</b>
	<b>White – Speed limit – 50 miles per hour</b>
	<b>Yellow – Road intersection ahead</b>
	<b>White – Left turn yield</b>
	<b>Yellow – Deer crossing</b>
	<b>Yellow – Slipper roads ahead</b>
	<b>Red – Stop Sign</b>



**White and Black – One Way Road**



**Blue – Telephone available**



**White – Road divides**



**Yellow – Road ends**



**Yellow – Speed for ramp ahead is 35 mph**



**Orange – Road construction**



**Yellow – Cow crossing**

# Red Light, Green Light

In this game, one Cub Scout plays the "stop light" and the rest try to touch him.

At the start, all of the Cub Scouts form a line about 15 feet away from the "stop light".

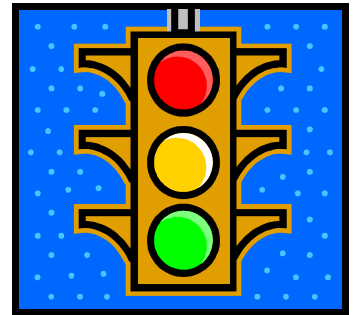
The "stop light" faces away from the line of kids and says "green light". At this point the kids are allowed to move towards the stoplight.

At any point, the "stop light" may say "red light!" and turn around. If any of the kids are caught moving after this has occurred, they are out.

Play resumes when the "stop light" turns back around and says "green light".

The "stop light" wins if all the kids are out before anyone is able to touch him.

Otherwise, the first player to touch the "stop light" wins the game and earns the right to be "stop light" for the next game.





## Traveling Closing

**Materials:**

None

**Cubmaster or Den leader:**

Who likes to go places and see new things? I would imagine that we all like to travel.

Who has visited another state in our United States other than Texas? What was the name of that state? What did you like about it? How did you get there?

Visiting new places helps us to learn new things and be with lots of new people. The world is full of countries and cultures that can help us learn and be respectful and cooperative of all kinds of people.

Think about how you can learn from new friends and places. We'll see you next week. Have a great week!



# 911 Safety Quiz



Circle **YES** if you should dial 911. Circle **NO** if you should not dial 911.

1. Should you call 911 if you see someone breaking into a car?

**YES**

**NO**

2. Should you call 911 if you brother or sister breaks your toy?

**YES**

**NO**

3. If you are hiking with a friend and he falls and hurts himself very badly, should you call 911?

**YES**

**NO**

4. If your friend falls down and scrapes his elbow, should you call 911?

**YES**

**NO**

5. If you see fire or smell smoke, should you call 911?

**YES**

**NO**

6. Should you call 911 if you need help with a school project?

**YES**

**NO**

7. Should you call 911 if a stranger is following you?

**YES**

**NO**

8. Should you call 911 if you see a car accident where someone is hurt?

**YES**

**NO**

9. Should you call 911 if your parents put you in timeout?

**YES**

**NO**

# 911 Safety Quiz



Circle **YES** if you should dial 911. Circle **NO** if you should not dial 911.

1. Should you call 911 if you see someone breaking into a car?

**YES**

**NO**

2. Should you call 911 if you brother or sister breaks your toy?

**YES**

**NO**

3. If you are hiking with a friend and he falls and hurts himself very badly, should you call 911?

**YES**

**NO**

4. If your friend falls down and scrapes his elbow, should you call 911?

**YES**

**NO**

5. If you see fire or smell smoke, should you call 911?

**YES**

**NO**

6. Should you call 911 if you need help with a school project?

**YES**

**NO**

7. Should you call 911 if a stranger is following you?

**YES**

**NO**

8. Should you call 911 if you see a car accident where someone is hurt?

**YES**

**NO**

9. Should you call 911 if your parents put you in timeout?

**YES**

**NO**

# Be Prepared Closing

**Materials:**

None

**Den leader or Cubmaster:**

Being a hero does not mean that you must risk your own life.

It can mean getting help, or making a phone call to 911 to get the police, or fire department, or an ambulance. The key is to use wisdom and judgment, but to do it quickly. Sometimes time is limited. You can save a drowning person by pulling them in with a life ring, and not become a victim yourself by jumping in after them. Many times, an adult has been saved because a child knew to call 911 in an emergency and get help right away.

You never know when or where emergencies will arise. Cub Scouting teaches us to handle these situations. We don't expect to get hurt, and don't expect to need first aid, but we are prepared just in case to do our best!