CUB SCOUTS

Canadian Path
Section Demo Kit

Canadianpath.ca

It starts with Scouts
How to host this

The goal is to showcase The Canadian Path in action, with actual youth. Invite a Pack or two, or three.
The emphasis will be on Youth-led and Plan-Do-Review and how the two will help for Adventures and SPICES.
Help the Section you are working with come up with activities on the spot.

REMEMBER:
- Have the Scouters participate.
- Some of the youth will need re-programming. Your enthusiasm will help them get motivated to try it out.
- Remember, Cub Scout attention spans are short. Be concise when presenting.

SCHEDULING:
- 5 minutes to check out the map of the Jungle and select a Program Area for an Adventure.
- 5 minutes to Plan
- 10-15 minutes to Do
- 2 minutes to Review
- Quick break

GEAR LIST:
- Any game material that section may have (hula hoops, rope, cones, small soft balls)
- Copies of the map
- Trail Cards (if needed)
- Flipchart
- Markers

NEW CYCLE:
- 1 minute to select new area to explore.
- 5 minutes to Plan
- 10-15 minutes to Do
- 2 minutes to Review

DONE:
Repeat cycles as needed. You may want to include a washroom break and/or a snack break.
Welcome to the Jungle

Introduce the map

Describe some of the areas on the map.

“Where do we want to explore?”
SelAction

The Cubs have an idea

Trail Card

What can we discover there?

Plan

Do

Review
There may be occasions when Cub Scouts need some suggestions about what kinds of Adventures they might like to have. Scouters can help out with some suggestions of their own, and Cubs can be provided with a deck of Trail Cards, which will provide ideas for Adventures in each Program Area found on the map of the Jungle. Trail Cards are designed to be Youth-led, and they emphasize Plan-Do-Review.

Trail Cards may require several meetings or a camp to complete. In addition to supporting the Program Areas, some Trail Cards support Scouts Canada’s STEM (Science, Technology, Engineering and Mathematics) program. STEM Trail Cards will still be categorized according to the Program Areas, and so can be matched to a place on the map of the Jungle.

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**Using a Trail Card**

**PLAN:**
- How can we make sure everyone participates?
- What material do we need?
- Does everyone know what they need to do?
- What new skills are required?
- Does every Cub agree on all the details?

**DO:**
- Learn any new skills needed
- Test out skills
- Take part in your Adventure
- Participate successfully.
MONKEY CITY — Creative Expression
• Planning a skit night for the Beaver Scouts
• Sharing your hobbies or skills
• Create a musical instrument and perform
IDEA: Create a song, story or skit about an Adventure your Lair has shared.

ELEPHANT TURF — Citizenship
• Planning a hike through the community
• Creating a project to help your family
• Entertaining senior citizens
IDEA: Share some of your favourite places in your neighbourhood with your Pack. Make a collective map, with everyone’s favourite places on it.
IDEA: How can we stop people from littering? Make a game with small balls of paper, and compete to pick them up as quickly as possible. Picking up litter is easy!

THE SWINGING BRIDGE — Active & Healthy Living
• Cook something new
• First aid skills review
• Planning a camp menu
• Lead a game night
IDEA: Using random materials, create a game on the spot. What is the goal of the game? What are the rules?
COUNCIL ROCK — Leadership

- Plan a camp or outing or event
- Lead an Adventure Review
- Plan a game night

IDEA: What is a good leader? In Lairs, draw a stick person and add on evidence of the attributes of a good leader. Present your Super Leader to the Pack!

IDEA: Think safety. In Lairs, Cubs can brainstorm hazards they might encounter in different places and sharing different Adventures. What should Cubs look out for when at a tobogganing hill, a beach, or the meeting hall? Cubs can present their thoughts as a skit or a song.

THE RED FLOWER CAMP — Outdoors

- Take a hike
- Take on a pioneering project
- Try orienteering
- Go geocaching

IDEA: Lash a structure (such as a bench or a table)
IDEA: Create the ultimate camping tent
BAGHEERA’S HUNTING GROUNDS — Environment

- Compete in a nature scavenger hunt.
- Visit an animal shelter
- Plan a Leave No Trace hike
- Clean up a neighbourhood park

IDEA:
On an outing in the forest, team up in pairs. Take turns wearing a blindfold. One Cub leads the blindfolded partner to a tree, and the blindfolded Cub explores the tree using senses other than sight. The blindfolded Cub is then led back to the starting line. The Cub removes the blindfold and tries to find his or her tree.

BALOO’S CAVE — Beliefs & Values

- Have a Cub Scout’s Own
- Share a campfire
- Visit a multicultural fair
- Learning about other cultures

IDEA: Create a skit with a very important message about bullying.
IDEA: Create a commercial about the right and wrong ways to treat our friends.
IDEA: What do we appreciate in nature? Take a moment for solitary reflection outdoors.

REVIEW:
The Pack Leadership Team receives the review reflections to help them with future planning.

Here are some review questions to get you started:

• What did you see or hear or notice?
• What did you enjoy about this activity?
• What was a challenge for you in this activity?
• What do you know now that you did not know before?
• What might you do differently if you do this activity again?
I work with others as part of a team, sometimes leading and sometimes participating.

- How are you involved in the community (Pack, friends, family, local, provincial, national, world).
- How does your team cooperate and communicate effectively?
- Talk about how you helped someone else.
- What is a time when you've lent somebody a helping hand?
- Talk about how you considered other people when you were doing this Adventure.
- What did you learn about other people through this Adventure?
- Talk about how you, or someone else, acted as a leader. What is the difference? How did that work out?

I am true to myself and I treat others with kindness and respect.

- What rules did you have to follow that you found tough?
- What people and places do you need to respect?
- Talk about how you followed your Promise/Law/Motto/Code of Conduct.
- What did you learn about yourself on this Adventure?
- What did you do to be a successful leader?

I talk about my feelings and share them in helpful ways.

- How did you feel?
- What surprised you? What frustrated you? What delighted you? What inspired you?
- How did you react to a situation when you weren’t sure what to do?
- How did you cope with moving out of your comfort zone?

I take care of my body and keep it healthy with good food and exercise.

- How have you grown stronger through this Adventure?
- What personal limits did you discover on this Adventure?
- How were you physically challenged?
- How did you need to take care of your body / health / wellbeing in this Adventure?

I’m part of something bigger than myself: my family, my community, the world and God. I respect what others believe.

- What did you discover about what you believe about yourself?
- About others? About animals? About the world?
- What did you discover about what others believe?
- What new discoveries/new beliefs/codes of conduct did you create for yourself?

I love learning, creating, imagining and discovering.

- What is an example of a problem that you had to creatively solve?
- What processes have you used to think problems through?
- What do you know now that you did not know before?
- Talk about how you taught someone else something.
- What have you created?

SPICES—Questions to Ask the Youth as the Activities are Reviewed

What are some of the SPICES that we touched on in this Adventure?

- Social
- Physical
- Intellectual
- Character
- Emotional
- Spiritual

Remember: Not every one of the six SPICES will be part of every Adventure, but over the course of the year, all the SPICES will be engaged many times.

Scouters: Avoid questions that can be answered with "yes" or "no"; pose questions in a way that encourages Cub Scouts to reflect sincerely and share their thoughts.