




BEAR CLAWS



RATIONALE FOR ADVENTURE

Most Cub Scouts are very excited about the opportunity to own and carry a pocketknife. In some families a pocketknife may be a common tool to carry. In other cases this might be the first time the Cub Scouts and their families are learning about knife safety. It is important that each Scout understands a pocketknife is a tool and not a toy, and how to responsibly handle and use the pocketknife when they are around others.

TAKEAWAYS FOR CUB SCOUTS

- Understanding that carrying and using a pocketknife at approved Scouting activities is an honor to be given to those Scouts who demonstrate they are mature enough to live up to the responsibility that goes along with this tool
- Learning the different types of pocketknives and the appropriate times to use them
- Learning and following safety rules
- A Scout is trustworthy, obedient. 

Bear Handbook, page 50

ADVENTURE REQUIREMENTS

Complete the following requirements.

1. Learn about three common designs of pocketknives.
2. Learn knife safety and earn your Whittling Chip.*
3. Do one of the following:
 - A. Using a pocketknife, carve two items.
 - B. With a pocketknife, safely perform each of these tasks:
 - (1) Demonstrate how to cut a piece of rope, twine, or fishing line.
 - (2) Open a sealed box without damaging the contents.
 - (3) Open a can with the can opener tool on a pocketknife.
 - (4) Remove and replace the screws on an object with the screwdriver tool on a pocketknife.
 - (5) Open a letter.

*One of the items carved for Bear Claws requirement 3 may be used to fulfill Whittling Chip requirement 2.

NOTE TO DEN LEADER

Check to see if there are any restrictions about using a pocketknife at your meeting location. With help from parents or other leaders in the pack, identify alternate meeting locations to meet these requirements. You may also find a local troop that is able to assist you with meeting locations and obtaining meeting supplies.

If desired, it is an option to invite a knife collector to assist you with the presentation of the material for Meeting 1. It might also be helpful to invite a few extra parents for the hands-on knife sharpening portion.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

These den meeting plans, when followed, will complete the requirements for the Bear Claws adventure. These plans allow for completing requirement 3A (carving two items). You may easily adjust the plans to complete requirement 3B during Meeting 2. If Cub Scouts are working on requirement 3A, you may want to plan on a third meeting to allow enough time for each den member to complete their carving at the meetings.

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- For each Cub Scout, a copy of the Knife Know-How Quiz and a pencil or pen (See Meeting 1 Resources.)
- Materials for Bag of Air Relay game (See Meeting 1 Resources.)
- One of each of the three knives from the *Bear Handbook* (Referencing the pictures in the handbook is an option if actual knives are not available.)
- Whittling Chip cards
- Sharpening stones, and old rags for wiping down knife blades
- Pocketknife for sharpening in Activity 1
- First-aid kit

GATHERING

Have Scouts take the Knife Know-How Quiz (see Meeting 1 Resources). The answers are as follows: 1. True; 2. False; 3. False; 4. True; 5. False; 6. False; 7. False; 8. False; 9. True. (Doing this activity before the knife safety talk will serve as a benchmark for reflection on what was learned.) Cub Scouts are not expected to know the answers in advance.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Then call the den roll by asking each Cub Scout to respond with one thing a pocketknife might be used for.

TALK TIME (REQUIREMENT 1)

- Carry out business items for the den.
- Introduce the Bear Claws adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Present the three common pocketknives that are referenced in the *Bear Handbook*. (Requirement 1)
- Review the knife safety rules—be certain there is complete understanding about why each rule is in place. This is also a good time to reinforce the two Scout Law points of being trustworthy and obedient.
- Discuss how well the Bears did on the Knife Know-How Quiz. Help them reflect on any new information that was learned after reviewing the knife safety rules.

ACTIVITIES

◆ Activity 1: Knife Sharpening and Safety (Requirement 2)

- Following the knife safety rules, demonstrate the proper way to sharpen a knife.
- Have parents or other adults assist Scouts to ensure safety and comprehension.
- As an optional activity, Bears who have learned how to properly and safely sharpen a knife may use their pocketknives to sharpen the pencils they used for the quiz.

◆ Activity 2: Bag of Air Relay (Optional)

Needed: An even number of players (one player may go twice to even up the teams), enough small paper bags for each player

Instructions: Place a stack of small paper bags at a goal line about 25 feet from each team. Each Cub Scout in turn races to the stack, blows up a paper bag, bursts it with a hand, and races back to touch off the next player.

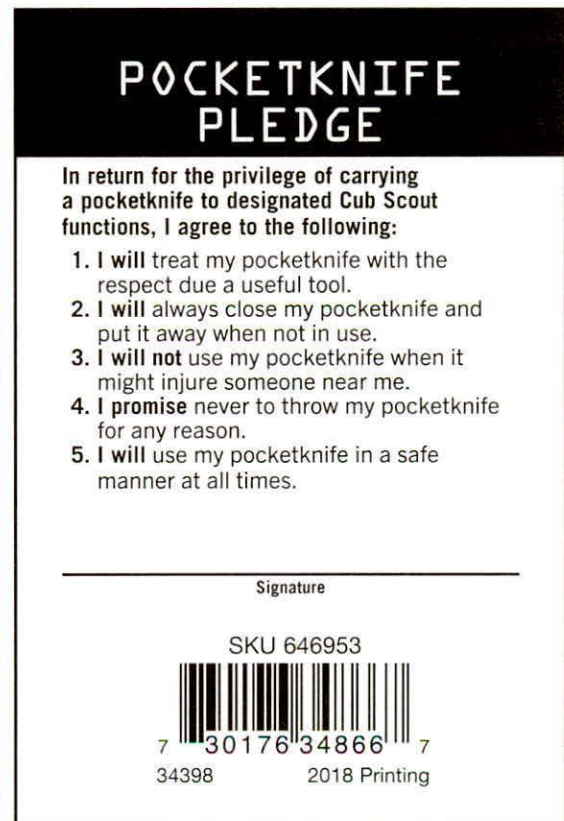
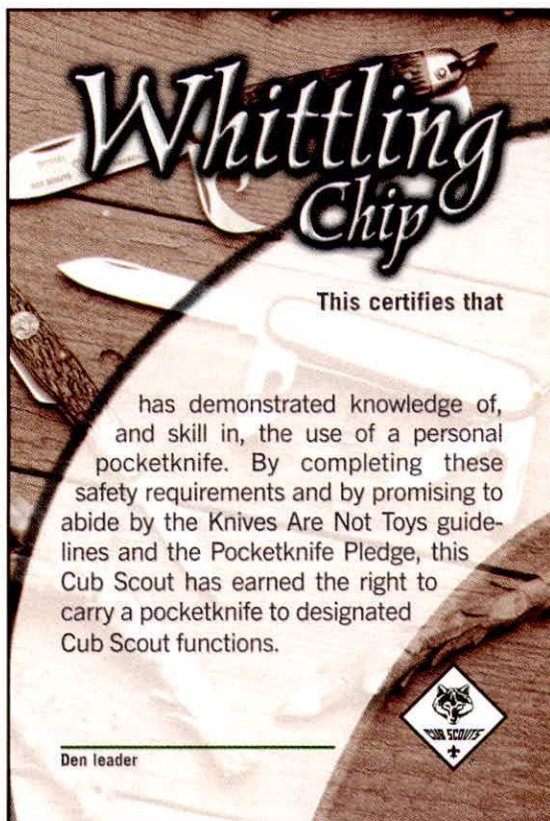
An alternative could be to have the players walk backward on one of the trips either to the bag or back to the line.

CLOSING

- Explain that Bears will earn their Whittling Chip cards at Meeting 2.
- Have the group recite together the Pocketknife Pledge found in the Bear Claws adventure in their handbooks.

AFTER THE MEETING

- Thank any guests who have assisted at the meeting.
- Serve refreshments, if desired.
- Record completion of requirement 1.
- Work together to clean up the meeting place.



Knife Know-How Quiz

Circle the correct answer.

- | | | |
|---|------|-------|
| 1. You should close the blade with the palm of your hand. | True | False |
| 2. A knife is just a toy. | True | False |
| 3. It's OK to keep your knife dirty as a badge of honor. | True | False |
| 4. A dull knife is more likely to slip and cut you. | True | False |
| 5. You should carry your open knife in your pocket. | True | False |
| 6. Carving your initials into a tree is OK. | True | False |
| 7. Knives were invented 550 years ago. | True | False |
| 8. I should use my knife to cut a metal pipe. | True | False |
| 9. My friends and I should not sit near each other when using our knives. | True | False |

MEETING **2** PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Materials for Group Juggle activity during the gathering
- Bar of Ivory soap for each Bear's first carving
- Small blocks of soft wood for the second carving
- Orangewood sticks and plastic knives with serrated edges for each member of the den
- Sample patterns (See Meeting 2 Resources and the *Bear Handbook*.)
- *Wood Carving* merit badge pamphlet
- Basic first-aid kit
- Whittling Chip cards (No. 34398, single; No. 34223, 8-sheet) to present to Scouts at the end of this meeting
- Invite a local wood-carver to attend the den meeting to assist with the carving.
- If desired, invite a parent or grandparent to also assist.
- Prepare copies of the Whittling Chip certificate (No. 512-028WB) for Scouts who will fulfill the requirements by the end of this meeting.

GATHERING

The Group Juggle game requires a large playing area and several beanbags or small stuffed animals that can easily be thrown. (Provide at least one object for every two players.)

- Arrange den members in a circle. Have each Bear raise one hand to indicate they have not yet caught a beanbag.
- The game leader begins by tossing a beanbag to one Scout, who then tosses to another Scout, who then tosses to another Scout in the circle. After each player has caught the beanbag, their hand should remain down to ensure everyone gets a turn.
- Players continue to toss the beanbag until each Bear has caught it. Then they return the beanbag to the leader who started the tossing.

Second round:

- Try for speed, using the same order of tosses each time.

Third round:

- Add more bags to the game. Work up to as many bags as there are Bears in the circle. Have fun!

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

TALK TIME

- Carry out business items for the den.
- Do a quick review of the knife safety rules from the previous den meeting.
- Review the instructions for creating the soap carving. Point out that a Bear's first carving should be a very simple pattern. Explain that the carving will complete the requirements for earning the Whittling Chip card.

ACTIVITIES

◆ Activity 1: Carving (Requirements 2 and 3A)

NOTE: The members of your den may need to practice with an additional bar of soap prior to beginning their project.

Work on the soap carving using the steps in the *Bear Handbook* and the detailed instructions in the Meeting 2 Resources. If some of the Cub Scouts finish early, they may begin their second carving using one of the small blocks of wood. Remind Scouts that they will need to finish their carving projects at home or at the next meeting if not completed during this meeting.

CLOSING

- Present Whittling Chip cards to Bears who have completed the requirements.
- Offer a leader's "thought of the day." This can be any inspirational saying you choose.
- Have each Cub Scout hold up both hands and, as a group, count their fingers. Tell them if they always follow the knife safety rules they have learned, they will always score a perfect set of 10!



Do-at-Home Project Reminder:

If needed, Bears should finish their two carving projects at home in order to complete requirement 3.

AFTER THE MEETING

- Thank any guests and helpers who attended.
- Ask the Scouts to bring their completed carvings to the pack meeting for a display.
- Serve refreshments, if desired.
- Record completion of requirements 2 and 3A, if completed during the meeting.
- Work together to clean up the meeting place.

Upon completion of the Bear Claws adventure, your Bears will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.



MEETING 2 RESOURCES

CARVING TIPS AND IDEAS

Patterns: A few simple patterns are shown below, and more can be found in the *Bear Handbook*. Children's coloring books provide another good source for patterns. It's important to use simple line drawings that can be easily transferred to the bar of soap.

Instructions for Learning to Carve Using Soap

- 1. The Tools.** You will need the following: a large cake of white soap (the shape and texture of Ivory® Soap is most commonly used), a paring knife, one or two orangewood "manicure" sticks, and a pencil and tracing paper for sketching (or preprinted patterns).
- 2. Preparing the Soap.** If possible, unwrap the soap and allow it to dry for a day or two before you start carving. Cut away the raised edges, and scrape off the lettering. This will create a flat surface for carving. Carving on a tray will keep the area clean and make it easy to collect the chips.
- 3. Your Idea.** The subject is often suggested by the shape and quality of the soap. Don't be too ambitious at first. Choose a simple design with a solid, basic shape, without too many delicate undercuts or projections.
- 4. From Idea to Soap.** If you have a clear mental picture of your idea, you may carve directly in the soap; or you may use the orangewood sticks to outline a rough sketch of the form you wish to carve on all surfaces. A beginner may wish to sketch the idea first on tracing paper and then transfer it to the soap.
- 5. First Rough Cuts.** Regardless of the way you mark the rough outline on the surface of the soap, the first carving step is to make the first rough cuts. This step removes the greater part of the soap that will not be used to carve the design. Place the soap on a table or tray and, holding it with the left hand, start cutting at the upper right-hand corner (reverse this instruction if you are left-handed). Leave about a 1/4-inch margin outside the outline or penciled sketch. You should cut clear through the cake, removing excess soap all the way around. After making these first cuts, you will probably find it more comfortable to carve along your outline, using the knife as if peeling a potato. Again, the cuts should be 1/8- to 1/4-inch away from guide lines to allow for finer work later. Caution: While making rough cuts, you should cut away in small pieces or slices. Soap often breaks apart if cut in big chunks, which could spoil the whole design. It's best to cut too little rather than too much, because you cannot put back a piece once it is removed.
- 6. Shaping the Model.** Round out the design by cutting around the corners. As you work, keep turning the soap, always keeping the shape of the piece in mind. You should watch the high points (those that jut out farthest from the surface) and low points (those farthest in), carving gradually from the high points toward the deepest cuts. It may help in some spots to use the tip of the knife. Keep checking the whole form as you carve, and do not try to finish any one part in detail before you are finished shaping the soap.
- 7. Polishing.** Allow the soap to dry for a day or two. Then rub it with a soft paper napkin, being careful not to break off corners or projections. Finally, rub it gently with your palm or fingertips.
- 8. Details.** When the piece is about finished and all planes and forms are shaped, you can smooth rough edges with the edge of the knife. Mark in details like eyes or ears, etc., with the knife tip or with your orangewood stick.

9. **Soap Sample Designs.** Here are some examples of what could be carved out of soap (a design may need to be enlarged or made smaller depending on the soap size). Please remember that shapes with feet are the ones most likely to break or crack; simple shapes like acorns are just as challenging but will not crack as easily. If you choose a plain shape, you can work to put a lot of detail into your carving.

