



BUILDING A BETTER WORLD



RATIONALE FOR ADVENTURE

The wide range of activities in this adventure will help Webelos Scouts become strong, participating citizens in their communities, their nation, and the world at large.

TAKEAWAYS FOR CUB SCOUTS

- Understanding that citizenship means helping the community, and is more than just saluting the flag.
- Creating a Scouting presence in the community.
- Providing an opportunity for the Scouts to thank public servants.
- Heroes do not actively seek recognition; awards are only given *after* a heroic act is performed — if at all. Not all heroism is recognized publicly.
- A Scout is loyal, thrifty, friendly. 

ADVENTURE REQUIREMENTS

Webelos Handbook, page 108

Complete the following requirements.

1. Explain the history of the United States flag. Show how to properly display the flag in public, and help lead a flag ceremony.
2. Learn about and describe your rights and duties as a citizen, and explain what it means to be loyal to your country.
3. Discuss in your Webelos den the term “rule of law,” and talk about how it applies to you in your everyday life.
4. Meet with a government or community leader, and learn about his or her role in your community. Discuss with the leader an important issue facing your community.
5. Show that you are an active leader by planning an activity for your den without your den leader’s help. Ask your den leader for approval first.
6. Do at least one of these:
 - A. Learn about Scouting in another part of the world. With the help of your parent, guardian, or den leader, pick one country where Scouting exists and research its Scouting program.
 - B. Set up an exhibit at a pack meeting to share information about the World Friendship Fund.
 - C. Under the supervision of your parent, guardian, or den leader, connect with a Scout in another country during an event such as Jamboree-on-the-Air or Jamboree-on-the-Internet or by other means.
 - D. Learn about energy use in your community and in other parts of the world.
 - E. Identify one energy problem in your community, and find out what has caused it.

NOTES TO DEN LEADER

Prepare several weeks in advance when inviting a guest to Meeting 1 and when planning Meeting 4, the den outing to a public meeting. Ideally, your den will present the colors at the public meeting as part of this adventure. In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring. Make sure activity consent forms are distributed, signed, and collected.

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

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Index cards for Scout Law Game (Gathering)
- Playing pieces for Rule of Law Game (Activity 2)
- Materials to create a den flag: fabric, scissors, glue, markers, etc. (Activity 3)
- Invite a local government leader—such as a school board or city council member—to visit the meeting and discuss a community issue and the “rule of law” concept (Activity 1). In advance, give the person you invite a copy of the adventure requirements and any other information that might help them plan for the talk.
- Have a thank-you note ready that Scouts can sign for their guest.

GATHERING: SCOUT LAW GAME

- As Scouts arrive, assign them to one of two teams. Write each of the 12 points of the Scout Law on separate index cards, and give a complete set of cards to each team. Before the game starts, pull one card from each set and place it on a table in front of the team.
- The goal is for teams to put the rest of their cards on the table in the same order as the Scout Law. When players take their turn, they may choose to put a new card on the table or switch the order of the cards that are already there.
- The first team to get all 12 points in order wins.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- **Note:** To fulfill requirement 1, each Scout will need to help lead a flag ceremony; work out a schedule for this in advance, and have each member of your den practice to ensure correctness. Each Scout will also plan a den activity to complete requirement 5. Set some guidelines so that no two Scouts will be planning the same thing.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.
- Introduce the Building a Better World adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- If the den has a local government leader as a guest at this meeting, review any questions the Scouts want to ask to make sure all are appropriate. Select one Scout to introduce your guest and another to say “thank-you” after the discussion.

ACTIVITIES

◆ Activity 1: Guest Speaker (Requirements 2, 3, and 4)

- Discuss with the invited guest what it means to be a citizen, and list some of the duties.
- Have your guest talk about the “rule of law” concept (see *Webelos Handbook*) and a community issue (e.g., water shortages, recycling, cleaning up local parks). Allow the Scouts time to ask their questions.

◆ Activity 2: U.S. and Den Flags (Requirement 1; see Meeting 1 Resources)

- Guide a discussion about the U.S. flag, proper ways to display it, and how to lead a flag ceremony. Use a U.S. flag to help lead the discussion. Ensure that there is as much showing and doing as there is telling.
- One option is to provide pairs of Scouts with a printed version of one historical flag described in the handbook adventure. Pairs can identify the flag, learn its background, and share what they have learned with the den.
- Practice a flag ceremony, and involve each Scout in the activity.
- Using the materials you collected, have the Scouts work together to create a den flag.

◆ Activity 3: “Rule of Law” Game

- Start by having several Scouts play different games with different rules and playing pieces. One Scout could have a ball, another a set of game cards, another a pair of dice, etc. Tell half of the den to see how many points they can gain and tell the other half to go for the least amount of points. Don’t tell them how to accumulate points. Then let them play for a few minutes before they figure out the plan is not working well.
- Say: *When playing a game, is it important that everybody knows the rules? Why? What if somebody plays by different rules? What would happen? In our country, we believe in the rule of law. That means that everybody has to obey the law, and the same laws work for everybody. It doesn’t matter where you are born, how you believe in God, or how much money you have. The law is made by the people’s representatives to protect all of us and to be fair to every person.*
- Now ask: *Could we make rules for a simple game with one set of these playing pieces?* Give the Scouts time to work together on this, and see what they come up with.

CLOSING

- Gather everyone in a friendship circle and recite the Scout Law. Starting with the denner and moving right, have each member of the den say something that the words “a Scout is loyal” mean to them.
- Retrieve the colors. Based on your planning, involve the Webelos in leading the ceremony.

AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Have Scouts present their thank-you note to the guest.
- Record completion of requirements 1, 2, 3, 4, and 5.

MEETING 1 RESOURCES

ACTIVITIES

◆ Activity 3: U.S. and Den Flags

Simple Ways to Include More Scouts in a Flag Ceremony

- Include more flags. Besides the American flag, your color guard can include the flags of your den, pack, state, or city, as well as the POW/MIA flag and historic flags.
- Include patriotic readings such as "I Am Old Glory" or Johnny Cash's "This Old Flag." Divide the poem or narrative into as many speaking parts as necessary to include all members of the den. Reading the words to patriotic songs such as "God Bless the USA" by Lee Greenwood can also be a great tribute.
- Present several historic flags and tell some of the history of each one.
- Read descriptions of the 12 points of the Scout Law from the *Webelos Handbook*. Set out 12 candles on single or multibranched candelabras, and have the Scouts take turns lighting a candle after each description.

Flag Trivia Test

1. When an American flag is properly folded, the only thing visible is:
a) the field of stars b) stripes c) gold trim
2. When a state flag is properly folded, what shape is it in?
a) triangle b) trapezoid c) square
3. Is it appropriate to stand at attention and salute when you hear a recorded version of "The Star-Spangled Banner"?
4. During a closing flag ceremony, when do you finish your salute?
a) when the flag has fully descended the flagpole
b) when the flag is completely folded
c) after the color guard has exited the building
5. When flags cross in front of the audience at an opening flag ceremony, does it matter which flag crosses in front of the other?
6. May you continue to fly the American flag in inclement weather?
7. How can you properly display the American flag 24 hours a day?
8. Is it OK to turn an old flag into a costume for a skit, as long as the theme is patriotic?
9. Is it OK to wear a Webelos Scout cap during a flag ceremony?
10. How long should an audience hold their salute when the flag is being raised?
11. Should the color guard salute?
12. Do you have to burn every flag that accidentally brushes the ground?
13. When should a flag be considered no longer usable?

1. a. 2 a. 3. False—You only salute when live music is played. For recorded music, stand at attention. 4. a.—Wait until the flag has reached the bottom of the pole and a member of the color guard has touched it; 5. Yes—The American flag must cross closest to the audience; 6. Yes—if you have an all-weather flag; 7. If you keep a light shining on it—not just near it, but on it exclusively; 8. No—You never use the flag material as anything else; 9. Yes—if you are in uniform, you salute by touching the brim of your cap; 10. Until the flag reaches the top of the hallway; 11. Only if the color guard is given a specific command, separate from the command for the audience; 12. No—You only retire a flag when it can no longer be washed or mended and returned to service; 13. When it is faded or torn beyond repair.

Common Mistakes

1. **Following the flag up or down the pole with your head or eyes.** The correct position is with eyes looking straight forward and your head remaining still.
2. **Talking during flag presentation.** This is a problem particularly at sporting events. Presentation of the colors is a solemn ceremony and requires respectful silence. The only talking should be by the caller, or when the Pledge of Allegiance is recited.
3. **Not removing headwear during flag presentation.** The Flag Code specifically states that anyone not in military uniform should remove headwear and render a salute. Official BSA headgear may be worn while the unit or individual is participating in an indoor formal ceremony or service duty, except in religious institutions where custom forbids. Typical indoor activities of this type are flag ceremonies, inspections, orderly duty, or ushering service.
4. **Holding the salute too long.** The salute is only held while the flag is moving on the pole or moving through the room. The command to release the salute ("Two") should be given when the flag reaches the top or bottom of the pole. When it reaches the bottom, the command should be given as soon as a member of the color guard physically touches the flag. For the remainder of the ceremony (folding, recitation of poetry, etc.), simply stand at attention.
5. **Color guard members saluting while holding the flag.** The color guard is guarding the flag, and therefore does not participate in the flag ceremony itself unless commanded to do so by the caller, and only after the flag is in place.
6. **Pausing as though there is a comma in the Pledge of Allegiance between the words "one nation" and "under God."** "One nation under God" is written in the Pledge of Allegiance as one phrase; there should be no pause.

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Items to tie together in the Long Distance Knot Game (Gathering)
- Information on energy use and related issues in your community and other parts of the world (Talk Time; check with your local power company or the U.S. Energy Information Administration website at www.eia.gov)
- Materials for a World Friendship Fund exhibit (Activity 1; see Meeting 2 Resources)
- Rolled up sock(s) for Sock Baseball (Activity 2)
- Thank-you notes that Scouts can sign for anyone who will be helping with the den outing (Meeting 3)

GATHERING: LONG DISTANCE KNOT

- Tie objects together to make the longest chain possible before it's time to start the meeting. Anything goes: shoelaces, old belts and shirts, etc. Once the chain is formed, it must be able to withstand one person on each end holding it and leaning back.
- As Scouts arrive, they can join in until it's time to start the meeting. Then the challenge is to get everything untied!

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Be sure to involve any Scouts who did not help lead the ceremonies at the last meeting.

TALK TIME (REQUIREMENTS 6D AND 6E)

- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.
- Discuss energy usage in your community. Where does the bulk of your power come from—coal, nuclear, hydroelectric, or other sources? Why? Where is your power plant located?
- What are the energy issues or problems in your community (e.g., environmental impact, sustainability, cost to produce, water rights)?
- How do the local issues compare to concerns around the world?

ACTIVITIES

◆ Activity 1: Pack Meeting Exhibit (Requirement 6B)

- Have Scouts create a World Friendship Fund exhibit for the upcoming pack meeting (see Meeting 3 Resources), unless they chose a different option for the requirement.
- The exhibit should be easy to dismantle and set up again at the pack meeting.

◆ Activity 2: Sock Baseball

- This game is played the same as baseball, except the ball is made of one or more rolled up socks and no bats are used.
- Players hit the ball with their hands held together, and the field size is scaled down for a smaller number of players. This can easily be played in a small backyard.

CLOSING

- Lead Scouts in a patriotic song. One option is “America, the Beautiful,” below:

America, the Beautiful

*O beautiful for spacious skies,
For amber waves of grain,
For purple mountain majesties
Above the fruited plain!
America! America! God shed his grace on thee,
And crown thy good with brotherhood
From sea to shining sea!*
—Katherine Lee Bates

- Retrieve the colors. Based on your planning, involve the Webelos in leading the ceremony.
- Review details for the upcoming outing in Meeting 3. Make sure all Scouts and their families know the plans.

AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Record completion of requirements 6D and 6E.
- Have Scouts sign thank-you notes for anyone who helps with the outing.

MEETING 2 RESOURCES

World Friendship Fund Exhibit

Materials: brochures (may be obtained through your local service center); pictures of flags from other countries; world map with pins that mark Scouting locations around the world



- Through the World Friendship Fund, voluntary contributions of Scouts and leaders are transformed into cooperative projects that help Scouting associations in other countries to strengthen and extend their Scouting programs. The World Friendship Fund gives the youth members of the Boy Scouts of America an opportunity to help fellow Scouts who are in need of their support. It teaches Scouts that Scouting is global. Since the inception of the World Friendship Fund, American Scouts and leaders have voluntarily donated more than \$11 million to these self-help activities.
- The World Friendship Fund was developed during the closing days of World War II. At that time, there was a great need to rebuild Scouting in those nations that had been wracked by war and were just emerging from the shadows of totalitarianism.
- Over the years, this fund has provided Scouts from around the world with Scouting literature, uniforms, summer camp equipment, computers, and other Scouting-related supplies.
- Collections for the World Friendship Fund can be organized during camporees, roundtable meetings, den and pack meetings, summer camping programs, blue and gold banquets, or any other Scout activity. World Friendship Fund brochures, posters, and labels are available through your local council. Information for reaching international Scouts can be obtained from:

International Department, S221
Boy Scouts of America
1325 West Walnut Hill Lane
P.O. Box 152079
Irving, Texas 75015-2079
Fax: 972-580-2413
Email: international@scouting.org

MEETING 3 PLAN (Den Outing)

PREPARATION AND MATERIALS NEEDED

- Contact the outing location at least a month in advance to schedule the Scouts' attendance at a public meeting. If possible and appropriate, arrange for the den to conduct a flag ceremony at the meeting. Consider media coverage for the event. **Note:** Each Scout in the den should have led a flag ceremony by this date; perhaps the Scouts can vote on the ceremony they liked best and present it at this meeting or the next pack meeting.
- Confirm that transportation to and from the location is in place. Secure signed activity consent forms.
- The den leader should bring a copy of the *Guide to Safe Scouting*.
- Bring the thank-you notes the Scouts signed.

GATHERING

- Remind everyone of the importance of staying together and being on their best behavior.
- Use the buddy system.

ACTIVITIES

◆ Activity 1: Public Meeting

- If possible, conduct a flag ceremony at the meeting and express appreciation to the public servants in attendance.
- After the public meeting, lead a discussion on what Scouts learned about public service.

CLOSING

- Gather the den together and have each Scout share something they learned during the adventure that will help them in participating as a citizen in the community.
- Have Scouts report on their completion of requirement 6 if they chose options other than the pack meeting exhibit.

AFTER THE MEETING

- Serve refreshments, if desired and appropriate.
- Record completion of requirement 6.
- Give thank-you notes to anyone who helped.

Upon completion of the Building a Better World adventure, your Webelos Scouts will have earned the adventure pin shown here. Make sure they are recognized for their completion by presenting the adventure pins, to be worn on their uniforms, as soon as possible according to your pack's tradition.

