

THE  
**KIM**  
BOOK



**WELCOME  
TO A  
JUNGLE  
ADVENTURE  
IN  
CUBBING**

©  
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**THIS  
BOOK  
BELONGS  
TO  
KIM**

\_\_\_\_\_

of the

\_\_\_\_\_ Troop

Presented by

Cub Leader \_\_\_\_\_

Scout Leader \_\_\_\_\_

Date Joined Pack  
Leadership Team \_\_\_\_\_

# Notes

Pack Meeting \_\_\_\_\_

Location \_\_\_\_\_

Day \_\_\_\_\_ Time \_\_\_\_\_

Leader's Name \_\_\_\_\_

Leader's Jungle Name \_\_\_\_\_

Telephone Number \_\_\_\_\_

E-Mail \_\_\_\_\_

Leader's Name \_\_\_\_\_

Leader's Jungle Name \_\_\_\_\_

Telephone Number \_\_\_\_\_

E-Mail \_\_\_\_\_

Leader's Name \_\_\_\_\_

Leader's Jungle Name \_\_\_\_\_

Telephone Number \_\_\_\_\_

E-Mail \_\_\_\_\_

Leader's Name \_\_\_\_\_

Leader's Jungle Name \_\_\_\_\_

Telephone Number \_\_\_\_\_

E-Mail \_\_\_\_\_

## Sixer's Names and Telephone Numbers:

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Sixer's Name \_\_\_\_\_

Telephone Number \_\_\_\_\_

\_\_\_\_\_ Six

Sixer's Name \_\_\_\_\_

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Sixer's Name \_\_\_\_\_

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# Language of the Jungle

<b>Cub</b>	A child aged 8 to 10 who has joined the Wolf Cub program
<b>Pack</b>	All the Cubs, leaders and Kim together
<b>Six</b>	A group of Cubs within the pack
<b>Sixer</b>	A leader of a six
<b>Second</b>	The sixer's helper
<b>Tenderpad</b>	Refers to a new Cub before he or she is invested
<b>Old Wolf</b>	A term referring to any leader
<b>Grand Howl</b>	A welcome to Akela by the Cubs
<b>Swimming-Up</b>	A ceremony where a new Tenderpad comes into the pack from a Beaver colony
<b>Going-Up</b> (Advancement)	A ceremony when a Cub leaves the pack and goes on to the troop

While you will be called Kim, most other leaders in the Pack will adopt jungle names. Here are some of the more common names and their meanings.

<b>Akela</b>	The Lone Grey Wolf (the pack leader)
<b>Baloo</b>	The Old Brown Bear and teacher
<b>Bagheera</b>	The Black Panther
<b>Raksha</b>	The Mother Wolf
<b>Chil</b>	The Kite (bird)
<b>Kaa</b>	The Python
<b>Hathi</b>	The Elephant
<b>Mang</b>	The Bat

Does your pack use other jungle names? If yes, write them below along with their meaning. An Old Wolf will help you.

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Dear Kim,

This book is for you – to help understand **Who** Kim is, **Why** you have been asked to be Kim, and **What** your job is in the pack. It's also a very handy guide providing things to do in the pack, especially after you have filled in your ideas on some of the following pages.

Akela and your troop Scouter have specifically selected you from the other Scouts to help in the pack.

Kim is an important part of the pack. A lot of people are depending on you to do a good job: your troop Scouter, the pack leaders, and most important, the Cubs themselves.

You are a Scout who can be counted on to be a good example to Cubs in the pack as they look forward to the day when they become Scouts, so “**BE PREPARED**” to “**DO YOUR BEST!**”

Read through this book. Enjoy it, fill in the sections that will help you, and above all, have *fun* with the Cubs.



Sincerely,

*Baloo*

**Baloo**

# About Cubbing

Cubs was started by the same man who started Scouts – Lord Baden-Powell. By the year 1914, so many younger boys wanted to become Scouts that Baden-Powell realized he had to do something.

He believed that these younger boys should have their own separate program, with a uniform of their own and activities they liked. In 1916, he wrote *The Wolf Cub's Handbook* using Rudyard Kipling's first *Jungle Book* as a basis for the program.

Cubs are 8 to 10 years old. They work in sixes, other small groups. or by themselves in their pack. They enjoy stories, songs, games. Crafts, playacting, the outdoors, and having fun while learning about things in the world around them.

Like the Scout program, the Cub program has a Law, a Promise, and a Motto.

## **The Cub Law is:**

The Cub respects the Old Wolf,  
The Cub respects himself.

## **The Cub Promise is:**

I promise to do my best,  
To love and serve God,  
To do my duty to the Queen,  
To keep the law of the Wolf Cub pack,  
And to do a good turn for somebody every day.

## **The Cub Motto is:**

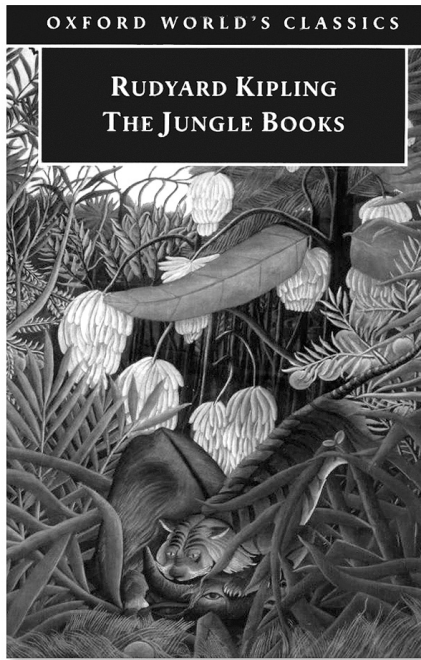
Do Your Best

# The Jungle Book

Cubbing is based on *The Jungle Book* which was written by Rudyard Kipling in the 1890s. The story tells how Mowgli, a young boy in India, was separated from his family. He was found and adopted by a family of wolves before he could be eaten by the tiger, Shere Khan.

The story goes on to tell Mowgli's adventures as he was raised in the wolf pack, according to the laws of the jungle.

Cub packs take many of the things described in *The Jungle Book* to give a distinctive "feel" to our program. We use the language of the pack. Many of our ceremonies (described on a later page) are also found in stories from *The Jungle Book*.



Have you read *The Jungle Book* or seen the movie? Why not borrow a copy of the book or buy it and add it to your library so you can tell some of the stories from it to the pack?

# The Story of Kim

Kim is the story of a boy written by Rudyard Kipling about 100 years ago. The boy's full name was Kimball O'Hara – the same as his Irish father. At age three, he was orphaned in India. He then grew up as a poor native boy would. Everyone knew him by his nickname, "Little Friend of the World." At about age 13, Kim became a Chela (disciple) to a Lama (holy man), and spent a year wandering around India with his master in search of the River of the Arrow.

During their travels, Kim and the Lama met a regiment of soldiers. The regiment's priest found out that Kim was the son of a soldier, and arranged for him to be sent to a boarding school.

During his first school vacation, Kim again wandered around India. While traveling he stopped to live for a while with a merchant. It's here that Kim first saw the *Play of the Jewels*, now known to us as *Kim's Game*.

Late in the story, some leaders who rules India sent Kim on a mission. He again met up with this Lama friend and traveled with him. The story ends by describing how Kim finished his mission and helped the Lama find the River of the Arrow.

Throughout the story, three qualities stand out about Kim. What are they? It is his:

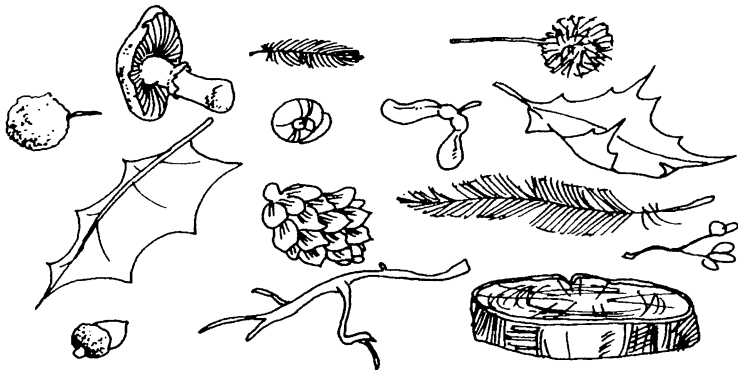
- unswerving loyalty to his friends,
- quickness to learn, and
- resourcefulness in times of need.

These same qualities are found in your own Scout Law.

Do you want to learn more about Kim's life and times? You might find the book in your local library, or perhaps Akela has a copy of it.

## Kim's Game

Set out a number of small objects on a table, and cover them over – 15 to 20 articles are about right. When the cover is removed from the articles, the Cubs have one minute to look and memorize what's on the table. Then the cover is replaced. The Cubs must now go away and write down what objects were on the table. The group (or Cub) that has remembered the most objects is the winner. In the story of Kim, when he first tried the game, he did not do very well. He only improved after a lot of practice.



## Why Does Kim Work with the Pack?

Kim's work is vital to the pack, Kim helps the Cubs, helps the leaders, and helps himself (or herself) in certain parts of the Scouting program.

As Kim, you will work with other pack leaders a part of a team to plan and carry out programs that are interesting and helpful to the Cubs.

Because you're younger than others leaders, and closer to Cub age, you're more likely to know what Cubs want to do. When you *ask* Cubs what they like, and *listen* to what they say, they'll know that you're interested and want to help. When you share these ideas with other leaders, you become an important member of the leadership team.

You'll also be an important role model for Cubs. What does this mean? When Cubs watch you and listen to you, they'll be encouraged to do those things that are important parts of their program. They'll also be able to see themselves in you, when they move on to Scouts.

But there's more. While you're doing all these, you may be fulfilling some Scout program badge requirements. (See pages 34-37 for Scout badge information.)

Do you have some ideas what Cubs like to do or don't like to do? Write them down here as you notice them. Then you can discuss them later with the other leaders.

## **Things Cubs LIKE:**

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## **Things Cubs DON'T Like:**

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# What is my Job?

This chapter will explain many things that you can do in the pack to be an effective helper. It will give you some ideas, and ask for some of yours. Ask Akela or speak to another leader if you find things that you don't understand.

In Scouts, you learn to "Be Prepared." Be ready to help Cubs by serving as a good example.

Remember the Cub Motto - "Do Your Best." That's what the Cubs and other leaders will expect of you.

**BE PREPARED**  
**to**  
**DO YOUR BEST**

# Link

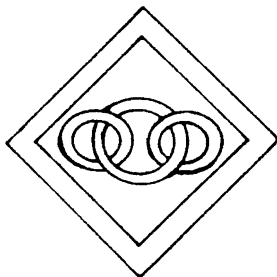
Kim is a link between the pack and the troop. This is a very important job. Many young Cubs are timid about going up from Cubs to Scouts. Through your work with them, they'll get a better idea of what a Scout does.

You'll help remove many of their fears of the unknown, making the move into a Scout troops something they'll really anticipate.

Keep your Troop Scouter informed about Cubs who are preparing to move up to Scouts. This will help leaders make plans to invite these Cubs for several visits before the Going-Up Ceremony.

s Kim, you'll be able to keep Cubs informed of troop activities; this will give them some idea of the adventures and fun awaiting them as Scouts.

Although Akela and the Troop Scouter talk with each other, you are an important *link* between the pack and the troop.

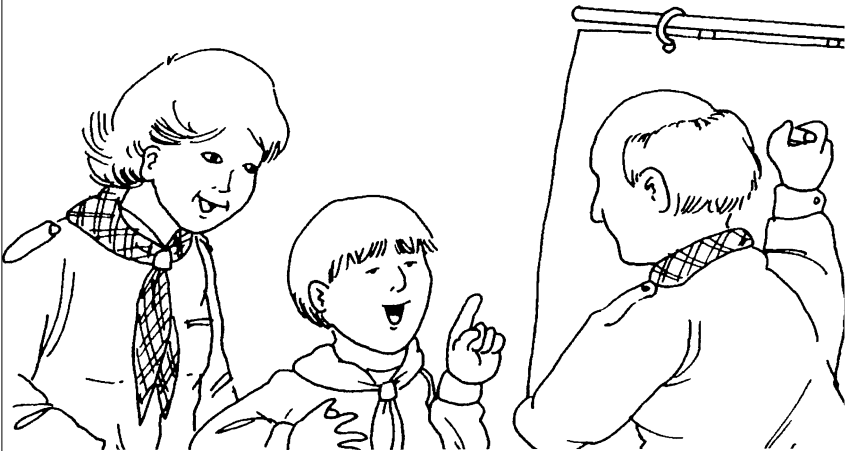


# Planning

Why do we plan? Have you ever stood around doing nothing, and not knowing what will happen next? Don't you soon lose interest in what you're doing? Cubs are just the same. If no one plans a program and they just stand around, they'll soon lose interest.

As Kim, you're part of the pack leadership team responsible for planning. You'll help make exciting decisions about the Cub program. To do this, you must know some of the things Cubs want to do. Tell the other leaders what the Cubs have told you. Many of these activities can be built into the program.

Each leader, including you, will have some duties and jobs to do. Before each meeting, know what your responsibilities involve, so you can come prepared to do your part.

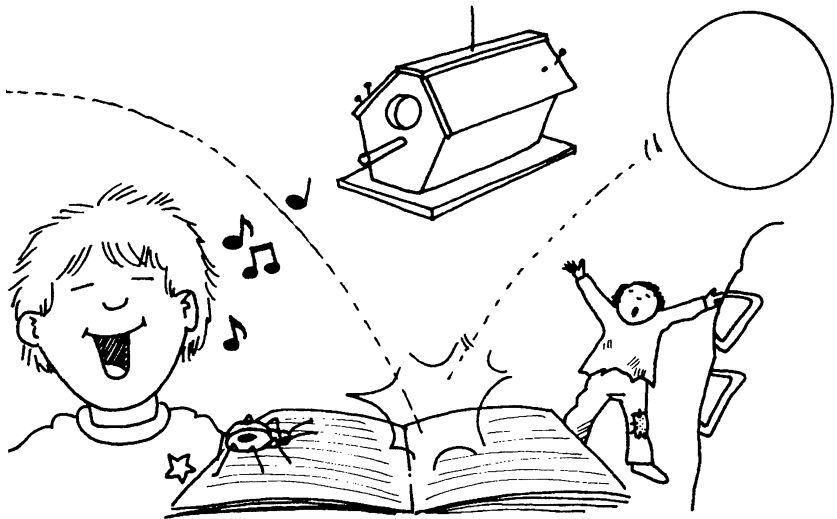


# Activities

Cubs like to do many things. Most of these can be found in the seven parts of the Cub program. They are:

1. Games
2. Crafts
3. Music
4. Storytelling
5. Playacting
6. Outdoors
7. Spiritual fellowship

Each one of these seven items is equally important. On the next few pages we'll discuss each one, and show how you can help.



# Storytelling

Who can tell stories? **You** can. We all can.

When do you tell stories? Almost anytime. Stories can teach things, they can be acted out, or they can just be plain fun and nonsense.

Before you tell a story, read it over until you're familiar with it. It's far better to tell a story in your own words than to read it from a book, word for word. If it's a long story, perhaps it would be better to tell it over several nights. Try and put the story into the program at a point where the Cubs are ready to sit and listen.

You can show Cubs how to tell a story by your own example. Where can you find stories? *The Jungle Book* and the *Wolf Cub's Handbook* are two good sources. Tell stories about your troop and what it does. How about your local library or the Scout Shop? List some of the Cubs' favourite stories below.

## Favourite Stories:

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# Crafts

All Cubs love to make things. Crafts help teach Cubs to use their imagination. You can help those who are not as nimble fingered as yourself to build their crafts. You can also help them develop their ideas as they work on crafts.

Before doing a craft with your Cubs, try it at hoe first to make sure it can be done easily. Make sure you have more than enough materials on hand so everyone will be able to make the craft. Other pack leaders may have some suggestions, and can help get the material you need.

For ideas, check with pack leaders to find out what books or magazines are available. *Scouting Life* magazine (formerly *the Leader* magazine) is full of great ideas. Another good resource is Scouts Canada's *Pack Resource Book*. Also, you'll find many craft magazines in your local library. You can show some of the simpler camp gadgets you make in your troop, to interest Cubs in the Scout program. List some craft ideas below. You might be able to use them later.

## Craft Ideas

## Where to Find Them

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Singing is fun. Cubs love to sing. Songs can be quiet, loud or full of action. Encourage Cubs to always sing the songs and not shout them. Be sure you know the words and the tune of a song before teaching it. If it's a new song, why not put up a large chart on the wall with the words printed out in big block letters? Cubs will learn short, simple easiest. Why not teach them one or two of the easier songs from your troop?

Do any Cubs play musical instruments? Perhaps you can get pack members to make simple musical instruments from scraps and junk. *The Cub Book* has some great ideas. (Other excellent resources are Scouts Canada's *Song Book*, and *The Campfire Book*.) If the Cubs show interest, you might suggest that the pack put on a musical night with their instruments and singing. See if this will meet any requirements for your Scout Performing Arts or Music Badge.

Below, list some of the pack's favourite songs. Ask other leaders where you can find words for them.

<b>Favourite Songs</b>	<b>Where to Find Them</b>
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_____	_____
_____	_____
_____	_____
_____	_____

# Games

Why do we play games? Games are a fun way of learning to do things, and learning how to work together. You can help by leading games for the pack or six.

Before leading a game, here are a few hints that will help:

1. Check to see if the area is safe to play in. report any concerns to a leader before starting the game.
2. Know the rules, and have equipment ready.
3. Get the Cubs' attention, and explain the rules simply and briefly.
4. Allow as much fun and noise a possible while the game is being played.
5. Expect everyone to agree and to follow the rules. Don't try to force any one Cub to do so. If there's a problem, you might need help from an adult leader.
6. If the game is not going well, stop it, and explain it again.
7. Keep games active so they don't drag on or become boring.
8. Play a variety of games. When one doesn't go over well, be prepared to change games.

Most leaders make a list of games and put them in a separate book or binder. Why not start your list with some of your favourite games? Check with Akela to see if they're suitable for Cubs.

An excellent resource is Scouts Canada's *Games ...From A to Z*. Check to see if Akela has a copy you can borrow.

## Favourite Games:

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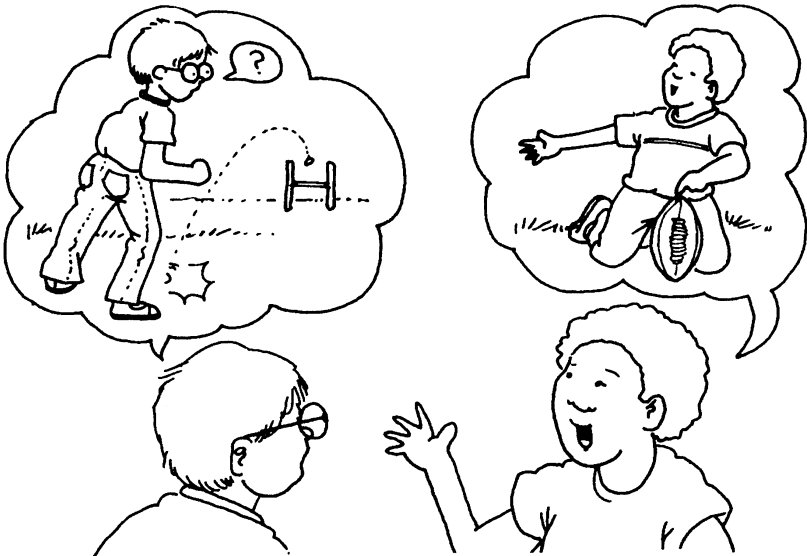
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# Playacting

Skits are a type of playacting; so are the jungle dances found in *The Wolf Cub Leader's Handbook*. Role-playing (the art of imitating another person) is a form of playacting.

Playacting comes naturally to the Cubs' world of make believe. Help them by giving ideas for skits and plays. You might even lead the jungle dances. Perhaps you can direct the Cubs in a play to earn your Scout Performing Arts Badge, and to help them with their Cub Entertainer Badge.



Here are some hints:

1. Set the play up in a place where all can see it.
2. Be firm about the audience paying attention.
3. Make sure everyone has a part.
4. Make sure the Cubs speak loudly and clearly.
5. Discourage rough and rowdy skits, especially around a campfire.
6. Let the Cubs dress up and use props.
7. Set a time limit.
8. Discourage skits that are in “bad taste” or make fun of others.

Several excellent resource books include Scouts Canada’s *Best of the Leader Cut-Out Pages* and *The Campfire Book*.

## **Favourite Skits:**

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# Outdoors

You can help Cubs learn about nature and the outdoors in many ways. Let's look at some of them.

**Meetings** – These are much more fun to hold outside in good weather. Run outdoor meetings in almost the same way as you run indoor meetings, but expect some things to take a little longer. Here's one very important task for you and leaders: when you're outdoors, know where the Cubs are **at all times**.

**Nature Visits** – Use your Kim's eye to spot nature in the city or country. You don't need to identify everything, just get Cubs interested in appreciating nature.

**Conservation Habits** – Good conservation habits, like recycling or planting trees (Scoutrees) can save natural resources.

**Games** – You can lead a lot of different games outdoors. They can cover a wider area and be more active than those held indoors.

**Hiking** – Hiking can take many forms, from a walk around the block at your meeting place, to a stroll in the park, or a long hike in the woods. As Kim, you will help lead these hikes, but you won't be expected to lead them by yourself.

**Camping** – Camping is always a favourite activity, A camping activity may involve a one-day or weekend (or longer) trip. Here, you can use many Scouting skills you've learned to help teach the Cubs about the outdoors. Show them how you prepare yourself for camp. Your excellent example will show them the skills they'll learn when they move up to Scouts.

*The Fieldbook for Canadian Scouting* is a good resource.

# Spiritual Fellowship

The heart of spiritual fellowship involves teaching Cubs values, such as sharing, fair play and co-operation. Set an example for the Cubs by showing you care about others, yourself, and God. When you live by the Scout Law and Promise, you will be showing Cubs how to act and behave in a positive way.



# Outdoors

As Kim, you can help Cubs learn about some different requirements they need to know to pass Cub stars, badges and awards. You may be asked to work individually with a Cub, or to work with a group. Be sure to tell Akela what interests you have, and the things you're good at doing. This way, other leaders will know where they can count on you to help as an instructor.

Think of the things you like doing (for example: computers, fly fishing, knot tying). List them below, and discuss them with Akela and the other leaders.

## **Areas of Interest and Skill:**

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# Spiritual Fellowship

Leaders can use all the activities we have just looked at (for example, games, hiking, camping) to build a program for a meeting. Not all activities will be used every week. You'd run out of time. Most meetings will follow a schedule like the one below.

<b>Time</b>	<b>Activity</b>	<b>Length</b>
6:20	Gathering activity(game, puzzle)	10 minutes
6:30	Opening Grand Howl	5 minutes
6:35	Steam-off game	10 minutes
6:45	Instruction period, star and badge work (Theme Activity)	20 minutes
7:05	Game	10 minutes
7:15	Theme Activity	20 minutes
7:35	Quiet game, quiz, story, song	10 minutes
7:45	Six/Pack meeting	10 minutes
7:55	Closing Howl, presentations and announcements	5 minutes

No two meetings will be exactly alike. If they were, they'd soon become boring for everybody. That's why the leadership team of which you're a part, must plan meetings well in advance.

Look around for lots of ideas that might interest Cubs in the pack. If an idea excites your imagination, mention it to the Cubs. If it sparks their interest, tell an adult leader.

# Sixer's Council

The Sixer's Council is a meeting of sixers and the leadership team, including Kim.

The Sixer's Council meets occasionally to discuss program ideas, pack discipline, outings, community service and more. The Council helps sixers, and/or seconds, develop leadership skills and share in the program planning. As Kim, you can bring valuable ideas and experiences to these meetings.



# Ceremonies

Ceremonies play a very important role in a Cub's life. You will play an important part in these ceremonies, with other pack leaders.

The Grand Howl is a significant ceremony that also forms part of other ceremonies. Here is a list of ceremonies usually found in Cub packs.

## **At Every Meeting**

Opening Ceremony

Closing Ceremony

## **For Special Occasions**

Welcoming Ceremony

Swimming-Up Ceremony

Investiture of a Tenderpad

Star, Badge & Award Presentations

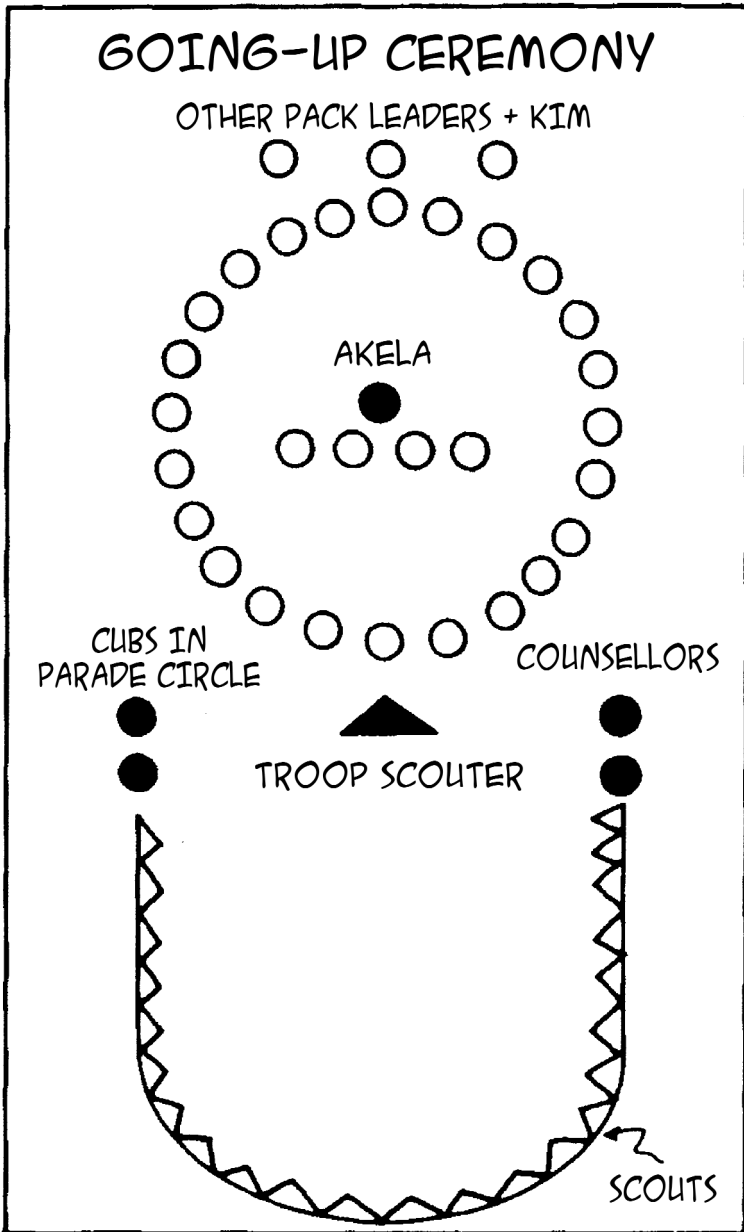
Investiture of a Sixer or Second

Going-Up Ceremony (Advancement)

Investiture of a New Leader

The Going-Up Ceremony is one where you will have a specific job. After the pack has given three cheers to the Cubs going-up, it is Kim's job to escort Akela and the Cubs out from the Parade Circle to the Troop Scouter. (See the diagram on the next page.)

# Going-Up Ceremony



# Helping

“Helping” others is vital in Scouting. In fact, it’s so important that it is part of the Promise in every Scouting section.

People can help others in many ways. Here are just a few ways you can help:

- Help other leaders when planning Cubs activities.
- Help set up equipment for games, crafts, and other activities.
- Help prepare the hall before a meeting, and clean up afterwards.
- Help lead small groups of Cubs.
- Help a Cub who is finding something hard to do; give the child a hand so he or she can keep up with the rest of the pack.
- Help show that Scouts can also be an exciting program for those who are becoming too old for the pack.

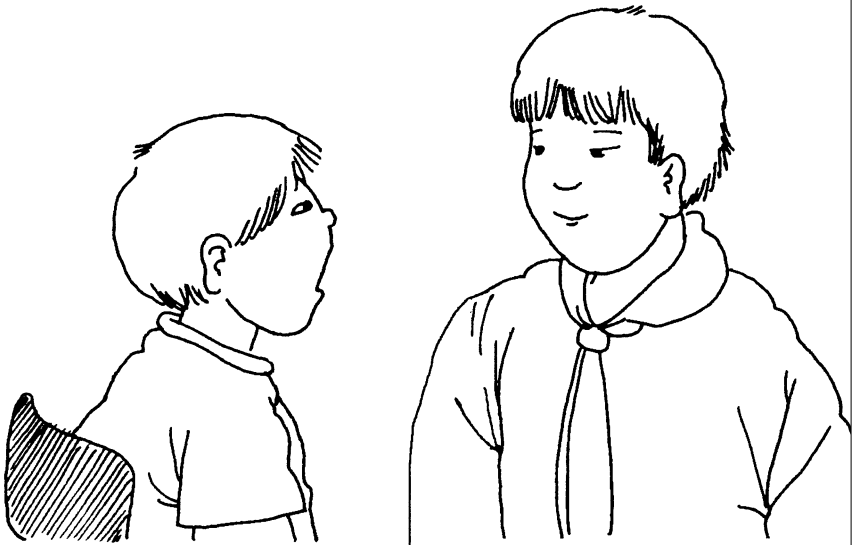
Above all, look around for opportunities where you can help.

# Counselling

“Counselling” means helping others by talking with them when they need assistance or a friend to spend time with them.

Because you are closer to their age, Cubs will sometimes want to talk things over with you, rather than with an adult leader.

What could be bothering a Cub? Perhaps a bully is pushing the child around. If someone shares something with you, keep other leaders informed. They will suggest ways you can help a Cub who shares a problem with you. It’s better to help a child with a small problem, before it becomes a big problem. Remember: you can trust other leaders to care and act in the best interests of Cubs in the pack.



## Kim and Scouting

We've talked a lot about how you can help Cubs in the pack, but let's look at how you can help them learn about Scouts. You'll be working with older Cubs who will soon be old enough for Scouts. These older Cubs will want to find out all about Scouts from you.

Representing your troop is a very important job. You were chosen to be Kim for many reasons, including your enthusiasm for Scouts. The Cubs will want to know about the good times you have, and the thrilling adventures you experiences. When they reach Scout age, they'll want to join too.

Share some of your experiences in the troop with your Cub friends. Explain to them what you did to earn some of the badges you're wearing. Many of the things you've learned in the troop will certainly be useful for your work in the pack. After asking Akela and you Troop Scouter, bring some of the older Cubs to a troop meeting. This will help remove some of their fears of going up to Scouts. Be sure to explain to them what's happening during the meeting, as everything will be new to them.

**Remember to keep smiling and have *fun!***

# Kim in the Scout Program

Now that you know what you can do with the pack, let's look at how some of this ties into your Scout program. Your pack work fulfills many Scout program and badge requirements. Some of the possibilities are listed on the next pages. Discuss them with your Troop Scouter.

## **Voyageur Level**

### ***Leadership Award***

5. Help plan a skills or activity session, and evaluate how the session went.

These are some of the things I did with Cubs and the pack that helped me meet this requirement.

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Date requirement met: \_\_\_\_\_

### ***Personal Development Award***

- 2 Participate in planning and conducting a Scouts' Own.

These are some of the things I did with Cubs and the pack that helped me meet this requirement.

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Date requirement met: \_\_\_\_\_

# **Pathfinder Level**

## ***Citizenship Award***

7. Actively participate in five community projects of which at least Two are different from the choices mad at the Voyageur level.

These are some of the things I did with Cubs and the pack that helped me meet this requirement.

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Date requirement met: \_\_\_\_\_

## ***Leadership Award***

5. Provide a leadership role to another group. Discuss your experience with your patrol leader and/or Scouter.

These are some of the things I did with Cubs and the pack that helped me meet this requirement.

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Date requirement met: \_\_\_\_\_

## ***Advanced Tripping Badge***

6. Instruct other Scouts or Cubs in lightweight camping skills.

These are some of the things I did with Cubs and the pack that helped meet this requirement.

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Date requirement met: \_\_\_\_\_

## ***Performing Arts Badge***

1. Entertain an audience either by your self or with a small group for at least 15 minutes with a varied program (such as music, dance, role-play or acting, storytelling, etc.).

These are some of the things I did with Cubs and the pack that helped me meet this requirement.

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Date requirement met: \_\_\_\_\_

## ***Special Needs Awareness Badge***

1. Meet with an agency or person providing support to persons with a special need, and learn about the support given. Lead an awareness exercise or game for that special need.

These are some of the things I did with Cubs and the pack that helped me meet this requirement.

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Date requirement met: \_\_\_\_\_

Remember to check with your Troop Scouter so he or she is aware of what you will be doing. Can you identify any other parts of the Scout program that you can fulfill while working with a Cub pack? If so, list them below.

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Dear Kim,

I hope you've learned some things to help make your task enjoyable for the Cubs and yourself.

Always remember that you are a Scout, and not one of the Cubs you work with. Also remember that not every Scout has the qualities and abilities to be a Kim. Be a credit to the Troop Scouter who chose you, and the Akela who accepted you.

At times you're sure to find the Cubs a little too excited or hard to handle. Please be patient. Remember: not long ago you were their age, and did the same kinds of things.

Have a happy experience as Kim, and always remember to "**Be Prepared**" to "**Do Your Best.**" The Cubs and I can ask no more of you.

Sincerely,

*Baloo*

**Baloo**



# Autographs

**Cubs and leaders who were in the pack when I was Kim.**



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