

Cub Master Minute Idea for 'Cubs in Shining Armor':

Many years ago I heard the story of the son of King Louis XVI of France. King Louis had been taken from his throne and imprisoned. His young son, the prince, was taken by those who dethroned the king. They thought that inasmuch as the king's son was heir to the throne, if they could destroy him morally, he would never realize the great and grand destiny that life had bestowed upon him.

They took him to a community far away, and there they exposed the lad to every filthy and vile thing that life could offer. They exposed him to foods the richness of which would quickly make him a slave to appetite. They used vile language around him constantly. They exposed him to lewd and lusting women. They exposed him to dishonor and distrust. He was surrounded 24 hours a day by everything that could drag the soul of a man as low as one could slip. For over six months he had this treatment—but not once did the young lad buckle under pressure. Finally, after intensive temptation, they questioned him. Why had he not submitted himself to these things—why had he not partaken? These things would provide pleasure, satisfy his lusts, and were desirable; they were all his. The boy said, "I cannot do what you ask for I was born to be a king."



#### Dragon Toilet Paper Tube Craft Materials:

toilet paper tube

4 green pom poms

green paint

2 googly eyes

hot glue or [glue dots](#)

red, yellow, and red streamers or tissue paper

#### Dragon Toilet Paper Tube Craft Instructions:

1. Paint your toilet paper tube green. If you're a teacher considered about germs just use a paper towel roll tube cut in half! I used acrylic paint but with younger kids you might want washable paint.
2. Once the paint has dried glue two green pom poms next to each other on one side of the toilet paper tube for eyes, and two slightly smaller green pom poms at the other end of the toilet paper tube for nostrils.
3. Then using [glue dots](#) or hot glue add your googly eyes onto a set of green pom poms.
4. Once that has all dried simply stuff your red, yellow, and orange streamers or tissue paper into the dragon's "mouth". If you want to blow into the dragon and make the "flames" flutter around make sure to tape the streamers inside the toilet paper tube!

## Opening Ideas:

Pledge of Allegiance (The pre-assigned den presents the flags.)

CUBMASTER (to the pre-assigned den): "Come forth and tell all gathered the code of a Cub Scout in shining armor." (Each Cub Scout has a shield made of poster board. Each shield features one of the letters of the word COURAGE. Make sure the Cub Scouts stand in a line so the audience can read the word COURAGE when the boys are ready to present. If you have an eighth boy, write the entire word COURAGE on his shield. If you have only seven boys, have all of them read the last line together. Have each boy say what is written on the back of his shield.)

CUB SCOUT 1: C is for CHARITY, giving aid to those who need our help.

CUB SCOUT 2: O is for OBEY, to listen to those placed in authority, our AKELA.

CUB SCOUT 3: U is for USING all we have learned for good.

CUB SCOUT 4: R is for RESPECT of God, family, and country.

CUB SCOUT 5: A is for ALWAYS telling the truth.

CUB SCOUT 6: G is for GALLANTRY, showing courteous and thoughtful behavior, especially toward women.

CUB SCOUT 7: E is for seeing to the END all tasks begun.

CUB SCOUT 8: When you put them all together you get COURAGE. Doing what is right regardless of its difficulty or the consequences because we are Cub Scouts!

OPENING Knights (The first six boys have letters spelling out KNIGHT.)

CUB 1: K is for King, the knight with most heart.

CUB 2: N is for Night, without the K at the start.

CUB 3: I is for Iron, weapons made with the best.

CUB 4: G is for Grail, the holiest quest.

CUB 5: H is for Honor, a knight's highest aim.

CUB 6: T is for Tournaments, the knight's friendly game.

CUB 7: And so starts our meeting, with knights willing and able.

CUB 8: So join us tonight, the knights of the round table.

## AUDIENCE PARTICIPATION

### The Fair Maiden's Plight

Divide the audience into 4 groups and have them make the appropriate responses to the following words:

KNIGHTS – “Clankety-clank!”

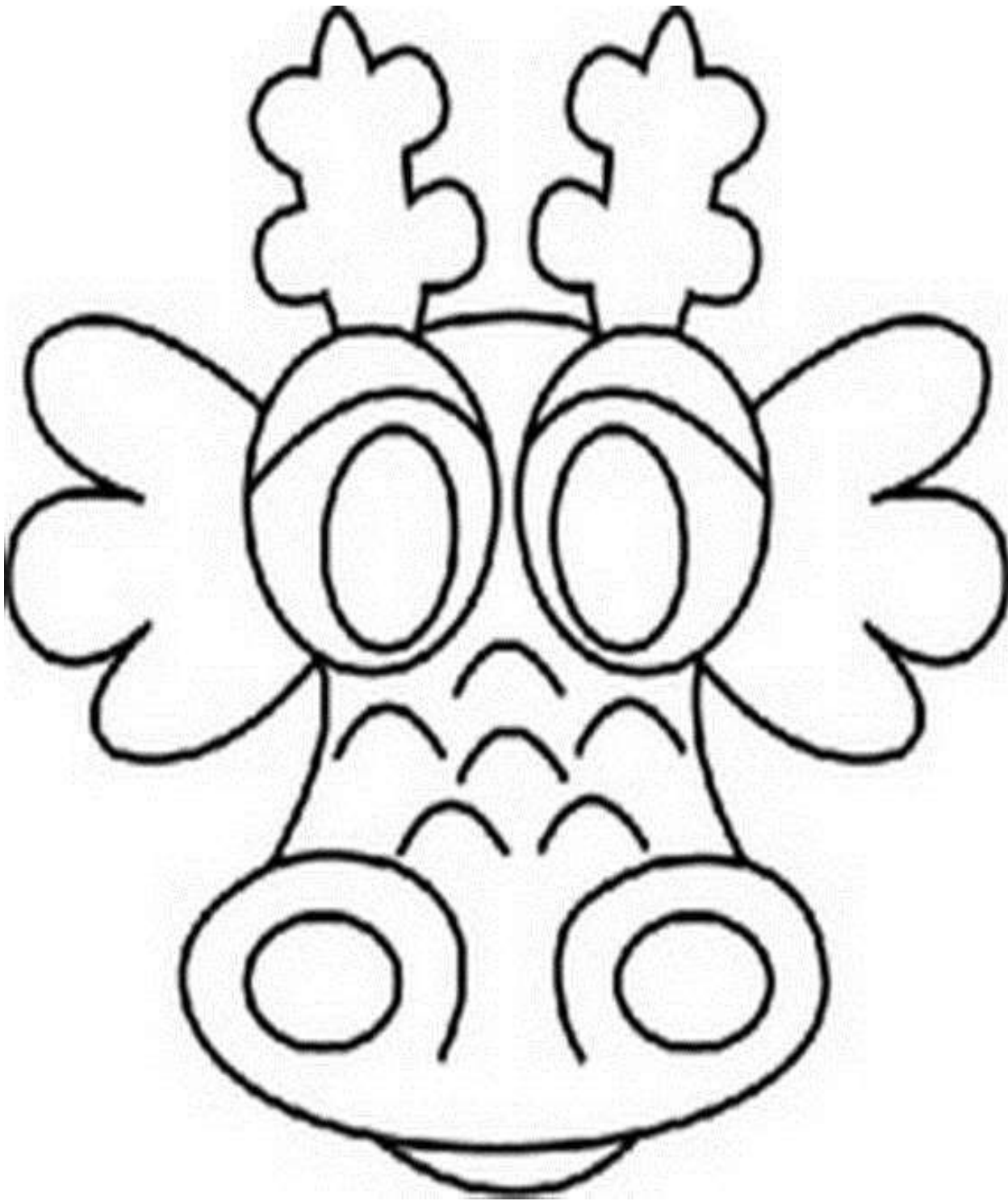
MAIDEN – “Help, help!”

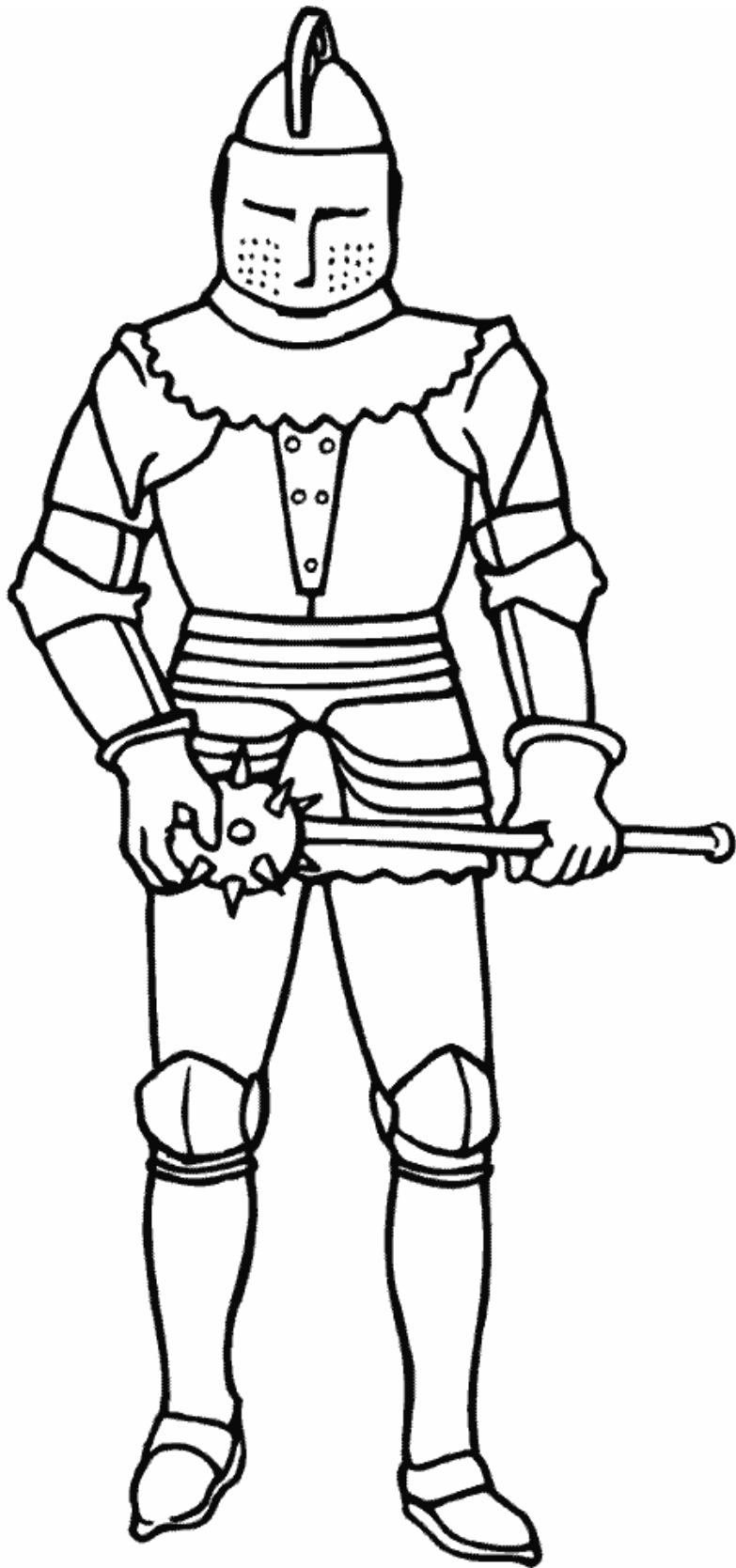
MEAN KING – “G-r-r-r-r!”

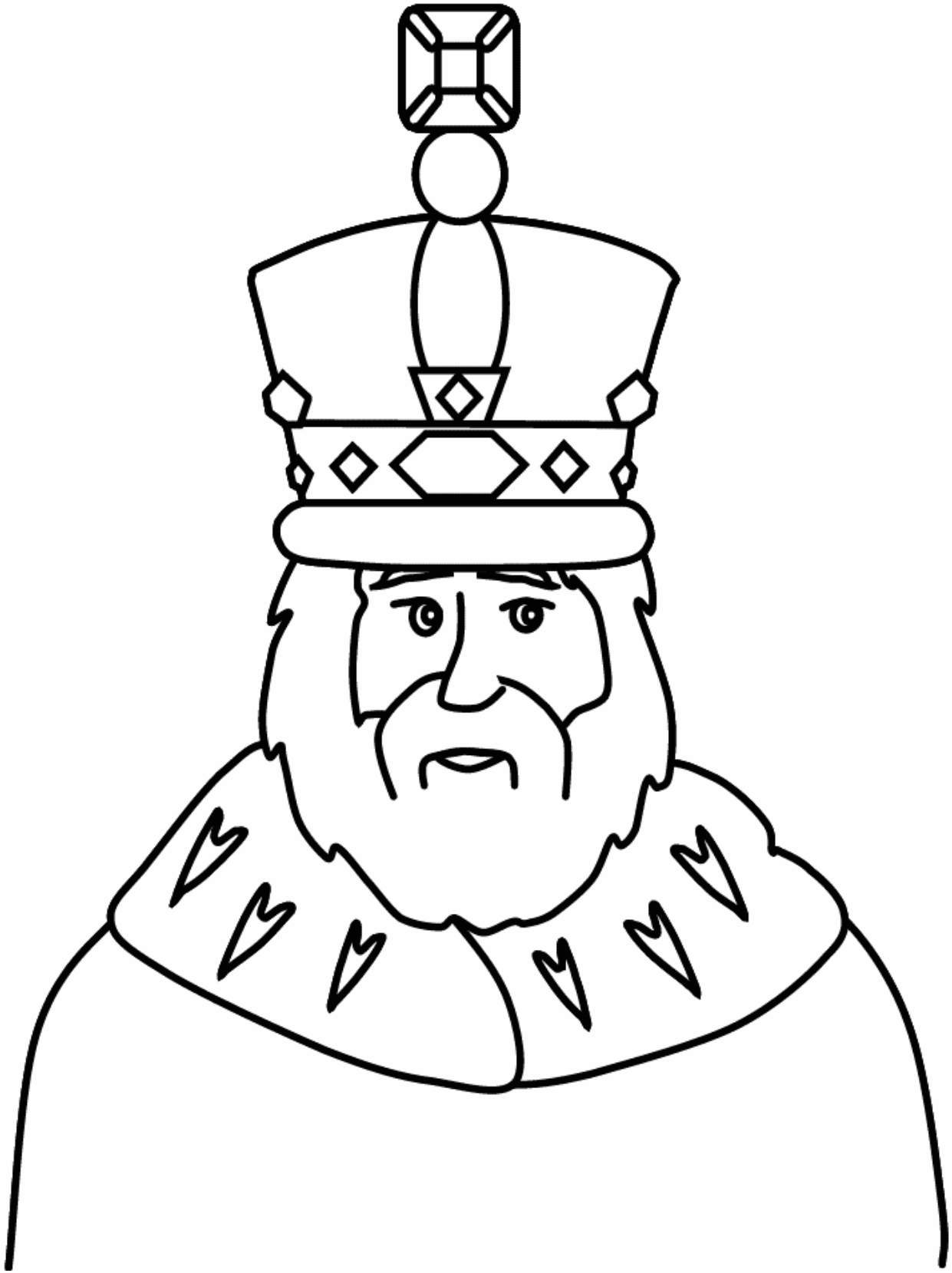
DRAGON – “Roar-r-r-r-r!”

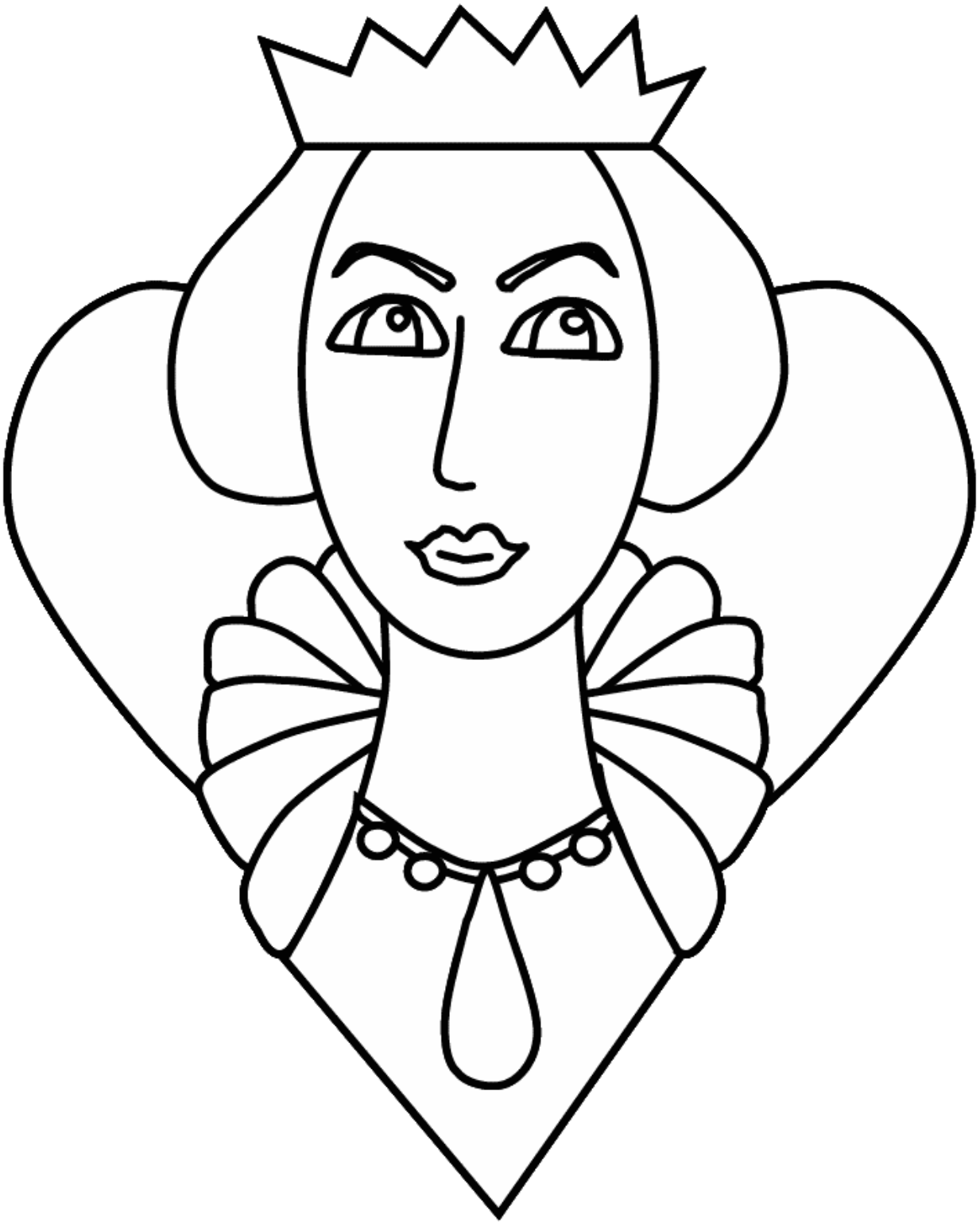
Back in the day of bold **KNIGHTS** and fair **MAIDENS**, there lived a **MEAN KING** with his daughter who was indeed the most beautiful **MAIDEN** in all the land. All those who passed by their castle would see this fair **MAIDEN** sitting by the hour in the window longing to be set free. It was told about the land that this fair **MAIDEN** had a curse put upon her by the wicked witch that if a **DRAGON** which lived in the woods close by were to look upon her, she would suddenly become the most ugly **MAIDEN** that lived so that was why the **MEAN KING** kept her locked within the castle. Of course, after hearing this all, the brave **KNIGHTS** for miles around came to that part of the land hoping to kill the terrible **DRAGON**, and thus save the fair **MAIDEN** from a terrible fate. Night and day the brave young **KNIGHTS** searched for that terrible **DRAGON**. Each hoping to be the one to save the fair **MAIDEN** and take away from the castle of the **MEAN KING**. However, one day there came a gallant **KNIGHT** who was much wiser than all the rest. He decided that since the **DRAGON** was nowhere to be found that maybe there was another reason why the **MAIDEN** didn't come out. So he rode his horse as swiftly as he could and charged at full speed right through the door of the castle sending debris and rubble flying in all directions. It seems the **MAIDEN** couldn't find the door because the castle was such a mess and that's why she hadn't come out. The brave young **KNIGHT** bounded up the stairs and carried his fair **MAIDEN** down and put her on his horse and rode away from the castle of the **MEAN KING** and left the other **KNIGHTS** in the land still searching for the terrible **DRAGON** while he saved the damsel in distress.... right out of her terrible mess!

\*\*Pictures included to make headbands











# GAMES

## **Chivalry Lives**

No knightly tournament would be complete without a chivalrous deed!

- For this game the knights will not need their helmets or horses. • Line the knights up and place a handkerchief on the floor in front of each of them.
- At a given signal, each knight (with his hands behind his back) bends down and picks up the handkerchief with his teeth.
- The knight then gets up and delivers the handkerchief, still in his teeth, to the “Lady” at a designated point.
- First one who reaches the “Lady” wins.

## **Tug of War**

Learn to **Juggle** like a Court Jester

**Jousting:** Make swords out of pool noodles & boys stand on five Gallon buckets and joust

**Blow Bows:** Each Scout get a straw and 10 Q-Tips. (You may want to Color Code the Q-Tips so the boys can clean up their own “arrows” . Shoot towards a Castle that is printed poster size.

# CHEERS

**Sword Applause** Pretend to draw your sword from its scabbard and swing it in front of you and yell: “Swish, swish, swoosh!”

**Bow and Arrow Applause** Make a motion as if drawing arrow from quiver or back, put it in bow, pull string and say “Zing”. Put your hand over your eyes and pretend to look after the arrow. Yell, “**Bull’s Eye!**”

**Lion Cheer** Lions have been a symbol for courage and bravery for cultures around the world so we’re going to perform the Lion’s Cheer } Place your hands behind your head and spread your fingers to represent the mane of a male lion. } Give a hearty **ROAR!**

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**Knight Applause.** Kneel and place your right hand on your left shoulder, then on your right shoulder, while saying , “I dub thee Sir Knight.”

**Roundtable Applause.** Move your hands in a big circle while clapping.

**A traditional cheer at Renaissance Fairs** is saying “Hazzah!” This can be initiated by either ringing once the “palace bell”( a small hand bell) or the raising of the arm

**CLOSING** Have five Cub Scouts and a leader line up across the stage. Cubs should have props as indicated.

CUB 1: (holds up sword) The Sword: its hilt forms a cross, reminding the knight of his pledge to serve with a pure mind and heart.

CUB 2: (holds up shield) The Shield: its strength reminds the knight of his pledge to devote the strength of his arm to the defense of the weak and those in need.

CUB 3: (holds up helmet) The Armor: its steel protects the knight from harm, but must be kept in good condition or it will rust. It reminds the knight that he must stay physically fit or he also will be unable to carry out his quest.

CUB 4: (holds up lance) The Lance: its unbending shaft reminds the knight of his pledge to maintain his honor and integrity.

CUB 5: May we as Cubs so remember our pledge to do our duty to God and country, to help others, and to obey the Law of the Pack. LEADER: May we as parents and leaders remember our responsibility to guide, strengthen, nurture, love and serve as worthy examples to these young lives entrusted for a time to our care.

**Closing Ceremony: Knights of Old Personnel:** Den of Cub Scouts in costume

Narrator: Knights of old stood straight and tall as they pledged themselves to defend all things that were good and to strive to always do right.

(Boys turn and form a Living Circle.) Cub Scouts today stand straight and tall as they pledge themselves to do good, taking the Cub Scout Promise as their code while they do what they should.

(Boys repeat the Cub Scout Promise.) Let each of us now tonight silently pledge again to live up to a good knight’s code of friendly service to others.

The Knight’s Code of Honor Be always ready with your armor on, except when you are taking your rest at night.

Defend the poor and help those who cannot defend themselves.

Do nothing to hurt or offend anyone or anything.

Be prepared to fight in the defense of your country.

At whatever you are working, try to win honor and a name for honesty. Never break your promise.

Maintain the honor of your country with your life.