

# Webelos Scout-o-rama

## What It Is:

Scout-o-rama is a day of scout skills and games to introduce Webelos to Boy Scouts and recruit them for your troop. This helps with their Arrow of Light requirements and gives them (and their parents) a view of Boy Scouting. They are introduced to many scouting skills and games scouts play.

We've found that right after Halloween is a good time because 5<sup>th</sup> grade Webelos are doing their AoL requirements and many have not yet chosen a troop – by January it will not help with recruiting. Plus, here in Minnesota, the bugs are gone but we still have a chance of decent weather.

## How It Works:

- Webelos participate in scout skill activities run by Boy Scouts during the morning.
- Enjoy an easy lunch together.
- Play scout games after lunch. Either wide-area games or DELTA activities.
- There should be 8-10 skill activities, each taking about 8 minutes. An activity should have 2-3 scouts running it so each patrol can do 2 stations, if needed. This gives 90-100 minutes of stations. Add about 90 minutes of games after lunch.
- SPL should have a list of skills that need to be covered and ask patrols which activities they want to organize and run. Helping younger patrols choose first can help match skill with ability.

## Possible Activities:

- Eagle Scout Challenge – any challenge the Webelos scout wants to do against an Eagle Scout (whistling, holding his breath, tying a knot, ...). (need at least 2 Eagle Scouts)
- Bearmuda Triangle – demonstrate bear bags, 'smellables', safe campsite layout, and other wilderness camping with animals skills.
- New Patrol – show what each patrol gets for gear, such as tents, patrol box, stove, and discuss how scouts take care of it all. Explain a patrol leader and how patrols work in the troop.
- Other activities – leave no trace, knot tying, Kim's Game (memory), water rescue (rope throwing), compass use, fire starting (different methods), simple first aid, backpacking stoves, pitching a tent, exercises (pushups, situps, run), flag etiquette, friction bridge, catapults, service project (leave raking, litter, ...), dutch oven cookies
- These should be activities rather than talking so the Webelos are 'doing' not 'sitting'.

Scout Wampum: Each skill station group starts out with 50 wampum beads on a stringer. (These are pony beads strung on a leather or plastic strand) When a Webelos scout registers, he gets an empty stringer. At each activity he completes, he is given a bead. Webelos scouts can exchange their wampum for items at the Trading Post.

## Trading Post:

Trinkets from Oriental Trading Company that Webelos trade for wampum beads. Candy, bouncing balls, parachutes, whistles, ... for about \$1.50 per Webelos, you can have a lot of silly stuff.

## Patches:

Each Webelos gets a custom patch ordered from StadriEmblems. Cost \$166.00 for 100. Have a version for 5<sup>th</sup> grade and one for 4<sup>th</sup> grade so Webelos get a different patch both years.

### Schedule:

- 10:30 – scouts arrive to set up stations. Meet with SPL to receive beads, order of rotation between stations, signal to rotate, other questions.
- 10:45 – registration area is ready for Webelos.
- 11:00 – welcome Webelos and explain the day. Divide into small groups and send to stations.
- 11:30 – start laying out lunch. Start heating food if needed.
- 12:45 – gather for lunch. SPL explains how the meal will work. Chaplain leads grace.
- 1:15 – begin scout games.
- 2:30 – open Trading Post for exchange of beads for trinkets. Start clean-up of area.
- 2:45 – reflection. Pack up and leave at 3:00

### Preparation:

- Define skills and list patrols with their activities and games
- Ensure patrols gather gear necessary for their skill activity and game
- Define order of rotation between activities
- Define location for each activity, to make rotation easier and if any specific environment is required, such as a tree, open field, water, or firepit.
- Define menu, purchase food.
- Purchase trading post items. We spent about \$100 on trinkets and that has lasted for 4 years, being about \$1.00 per Webelos that participates.
- Prepare the beads and stringers.

### Costs:

- Advertising – postcards to Webelos and flyers for den leaders - \$35  
(we won't do postcards again - just use flyers to den leaders to hand out)
- Patches - \$1.66 each from StadriEmblems
- Prizes - \$1.00 for each Webelos for stuff from Oriental Trading Company
- Food - \$80 for tacos, cookies, koolaid, plates, cups for 60 people – made 72 tacos
- Beads - about \$8 at WalMart and they can be used year to year

We had 30 Boy Scouts, 7 adults, and 23 Webelos

The event cost the troop about \$7.50 for each Webelos that participated.

The event is free for Webelos and Boy Scouts, the troop pays for the day as a recruiting event.

# Trading Post

Each Webelos scout should get 9 to 15 beads to trade in for prizes, depending on number of activities and games.

Each Webelos can get 1 or 2 items from the '4 bead' choices and/or as many '2 bead' items as they want.

If they have 1 bead left, then they can get one '2 beader' item.

Collect the beads into a storage box as they trade in beads for trinkets.

Give each Webelos a patch in exchange for his plastic bead stringer.

5<sup>th</sup> grade Webelos get the round black patch.

4<sup>th</sup> grade Webelos can choose any other patch.

Item	Amount	Beads	Notes
Bubbles	12	4	
Flashlight	12	4	
Candy Bar	30	4	Most popular item
Whistle slide	12	4	
Fake Mustaches	12	4	
Wire puzzles	24	4	
Trick Gum	12	4	
Whoopee cushion	30	2	
Helicopter	20	2	
Lip whistle	48	2	
Magnet bars	26	2	
Bug	24 (3 bugs)	2	
Frisbee	60	2	
Paratrooper	72	2	
Glider	72	2	
Finger trap	72	2	
Bouncing ball	40	2	



Webelos Scout: \_\_\_\_\_

- This scout participated in the Troop \_\_\_\_\_ Scout-o-rama on \_\_\_\_\_. Participating in this event should fulfill the 'Boy Scout-oriented outdoor activity' portion of the Arrow of Light requirement #4. Attend a troop meeting on \_\_\_\_\_ to complete it.

This scout gave and explained the following for Arrow of Light requirement #2:

- Scout motto
- Scout slogan
- Scout sign
- Scout handshake
  
- This scout demonstrated his ability to tie a square knot for Arrow of Light requirement #2.

I am available for a scoutmaster conference for Arrow of Light requirement #6 when you are ready.

Scoutmaster: \_\_\_\_\_ Phone: \_\_\_\_\_

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