

CAMP TUCKAHOE

NEW BIRTH OF FREEDOM COUNCIL, BSA

King Arthur's Quest



Summer Camp 2012

Cub Scout & Webelos
Den Meeting Activities



Dear Parents and Leaders,

Summer holds a special place in most of our childhood memories. The long, idle days were often ours to fill as we saw fit. Ball games and books, movies and make-believe – these provided all of the entertainment for which anyone could have wished.

Life's responsibilities may keep us a bit busier nowadays, but summer's still a special time. This is especially true for those of us who work with Scouts. For these fortunate boys, summer brings the opportunity to spend the better part of a week at camp.

While you might see camp as a relaxing retreat from a stressful world, our Scouts will see it as a grand adventure. What could be better than joining their friends on a trip to the woods? To sleep out in a tent like a real woodsman, to build a fire and use a knife, to swim and shoot? It's easy for them to imagine that they walk in the footsteps of great explorers, pioneers, or even heroic knights of old.

We at Camp Tuckahoe foster that imagination by delivering our program through themed activities. For the summer of 2012 we've selected the theme of *King Arthur's Quest*, and our Scouts will catch a glimpse of what life might have been like in Merry Old England.

But why wait until summer? Why not get into the spirit sooner with themed-activities at your den and pack meetings? In this guide we've prepared a few ideas to help you get started, but the possibilities are endless. We believe you'll find that activities like these will help to build interest among your boys and make them more likely to partake of summer camp's opportunities.

I'd like to close by thanking you for your support of our outdoor program. Too often we hear of Scouts who are unable to go camping for lack of a commitment from their adult leaders. By taking steps now to promote camping, you will deliver the ultimate Scouting experience for your boys. Your positive attitude and enthusiasm will reap dividends in the happy memories you build together.

For those who are curious about the details of our summer program, separate Program Highlights Guides and Camp Leaders Guides are available. You can also keep in touch with the latest information by following us on Facebook. I'll look forward to seeing you this summer!

Yours in Scouting,

Patrick McCormack
Summer Camp Director

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<http://newbirthoffreedom.org/tuckahoe>

So what's the value of this guide?

This packet contains activities that your Scouts will love! Each relates to our summer camp theme, and you can use them to help enrich your pack program. You can use them over the course of several meetings or dedicate a single meeting to the theme. This is an especially good way to conduct a summer camp promotion night at your pack!

For example, you can start a meeting by distributing one of our word puzzles (Activity 8), follow it up with a song (Activity 7), work on several crafts (Activities 2 through 5), play a rousing game (Activity 1), and then quiet things down with a story (Activity 6). You should also be able to find more great ideas online or at your local library. Enjoy!



Activity 1: Play a medieval game!

Recommended Time: 15-30 minutes

Supplies Needed: Varies by game

Introduction: Though life was often very hard in the Middle Ages, children still found time to have fun. They did not have most of the opportunities we have today, but they played a variety of games. Some of those same games, such as chess and checkers, are still popular today! Here are three games that you'll enjoy – the first two are adapted from authentic medieval games, while the other is inspired by medieval battles.

Game 1: *Blind Man's Bluff*

Equipment: A blind-fold and a playing area free of tripping hazards

Instructions: One player is blind-folded and designated "It." It stands in the center of the playing field and the rest of the players take their starting positions. It then attempts to tag another player, who then takes the blindfold and becomes It. There are many variations of this game.



Game 2: *Knucklebones (or Dice)*

Equipment: A half-dozen (or more) dice for each player

Instructions: Players pair off to compete. Each rolls his dice simultaneously (be careful to keep space between the players so the dice won't be mixed) and totals his result. The player with the lower result removes one of his dice from play. If the players tie, neither loses a die. The first player to run out of dice is the winner. Players can rematch ("best of three" series) or organize a tournament to find an overall winner.



Game 3: *Knights & Knaves*

This game is best played outside where there is plenty of room to run around. Mark boundaries appropriate to the size of your group.

Instructions: Divide the players into two groups, the knights and knaves. Each group lines up (side by side) on opposite edges of the playing field. The first knight in line then issues an order that contains a number of steps (i.e. "Knights, two steps forward!"). All knights execute that command. Then the first knave in line does the same. He is followed in sequence by the second knight, then the second knave, and so on. Each player decides for himself how big a step to take on each command. Eventually, one player will issue the command "Charge!" The team receiving that order then attempts to tag all of the opposing players before they can run back to the safety of their starting position. Any tagged player is out (or, alternately, joins the side that tagged them). The game ends when all of the players from one side have been eliminated (or when all of the players are on the same team).





Activity 2: Design a Coat of Arms!

Recommended Time: 20-30 minutes

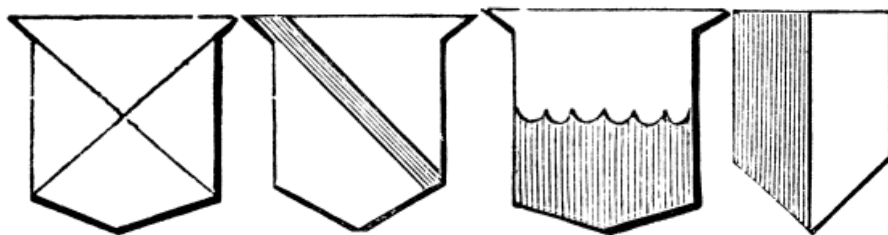
Supplies Needed: A piece of paper or poster board for each Scout
A pencil for each Scout
A ruler, yardstick, or other straight edge for tracing
2-3 packs of washable markers
2-3 pairs of scissors

Introduction: Historically, coats-of-arms were used for identification. They might be displayed on a banner or cloak, or painted on a shield. A knight in armor would be very hard to recognize without one! While the earliest coats-of-arms must have been simple, they eventually became so complicated that kings employed experts who could understand their symbols. These experts were called heralds. Now, you can design your own coat-of-arms!

Step 1: Use a pencil to draw the shape of a shield on your paper. Here are some shapes you might like:



Step 2: A coat of arms was often split into two or four sections, and each section contained different symbols. You can draw a jagged line or use the ruler and yardstick to draw straight lines. Here are some samples:



Step 3: Add symbols that represent you. Animals were popular symbols, but ordinary objects such as weapons, wheels, anchors, and tools were also used. Be creative! What would a lion represent?

Step 4: Color your shield. The background colors you choose are also symbolic.

Red: Strength

Yellow: Generosity

Green: Hope

Blue: Loyalty

Purple: Royalty

Silver: Peace

Step 5: Under the supervision of your den leader or other adult, use scissors to cut out your shield.

Step 6: Show your finished shield to your friends. See if they can guess what your symbols represent. Explain what they mean to you.

Step 7: (Optional) Glue each completed coat-of-arms to a piece of heavy cardboard, attach two loops for handles, and you can carry your shield as part of a costume at camp!

Activity 3: Make a knight's helmet!

Recommended Time: 20-40 minutes

Supplies Needed: Poster board or cardboard
Aluminum foil
Scissors
Box cutter
Ruler
Pencil
Invisible tape

Introduction: A knight's helmet protected him from harm, and no medieval costume would be complete without one!

Step 1: Under the supervision of an adult, cut the cardboard into a rectangle. The shorter sides should be about 12 inches long, and the longer sides should be about 30 inches long.



Step 2: Bend the cardboard so that the shorter ends touch, and tape them together. The point where these ends meet will be the front of your helmet.

Step 3: Stand your helmet on another piece of cardboard and trace its outline. Then, under the supervision of an adult, cut this shape out to make the top of your helmet. Tape it in place.

Step 4: Place the helmet over your head to try it on for size. Then trim the bottom of the helmet so that it will be the proper size and rest comfortably on your shoulders.

Step 5: Ask an adult to help you cut holes in the helmet for your eyes. Be careful - a box cutter is very sharp!

Step 6: Cover the helmet with aluminum foil and tape it in place. Add other decorations if desired.

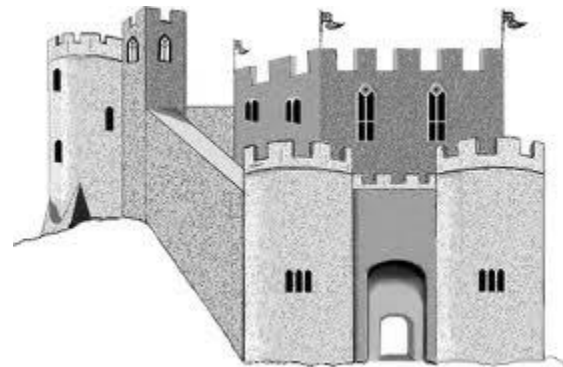
Variations: Attach large, colorful feathers (available at craft supply stores) to create a plume on the helmet OR create a visor with extra cardboard and attach it using a hole punch and clasp fasteners.



Activity 4: Make a model castle!

Recommended Time: 30-60 minutes

Supplies Needed: Small cardboard boxes (i.e. shoeboxes)
Cardboard tubes (i.e. paper towel tubes)
Poster board or cardboard
Gray construction paper
Invisible tape
Ruler
Scissors
Assorted washable markers



Introduction: Castles were not always the most comfortable places to live, but they provided protection in a dangerous world. Thick walls of solid stone kept out intruders

Step 1: Select a box to form the base of your castle. Under an adult's direction, use scissors to cut the folding flaps off and then cut the proper pattern along the top edges of the box.

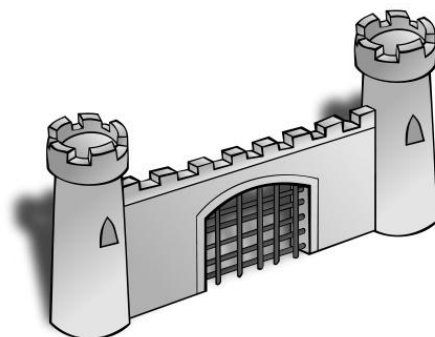
Step 2: Attach cardboard tubes to one or more of the corners of the box with invisible tape. Roll a piece of paper into the shape of a cone. Trim this cone so that it fits on top of the tube. Tape it in place. These tubes will form the towers of your castle.

Step 3: Use invisible tape to cover all of the cardboard with gray paper (if desired).

Step 4: Use a black marker to draw windows and doors.

Step 5: Under an adult's direction, use the scissors to cut triangles of paper. Color these to look like banners or flags. Tape them to the roofs of your towers.

Note: While these castles are nice to display, they also make great targets for the marshmallow catapults described in Activity 5. You can make a competition by giving each Scout a limited number of marshmallows to fire at his buddy's castle. The winner would be the Scout who lands the most marshmallows in his targets.





Activity 5: Build your own catapult!

Recommended Time: 30-60 minutes

Supplies Needed:

- A tissue box for each catapult
- Two unsharpened pencils for each catapult
- A two-liter plastic bottle cap for each catapult
- A small stick (a third pencil will do) for each catapult
- Masking or electrical tape
- Glue
- Rubber bands
- Ruler
- Scissors
- Mini marshmallows (for ammunition)



Introduction: Catapults were terrifying weapons. They could hurl enormous rocks over long distances, crushing even the stone walls of many castles. These models, on the other hand, shoot tasty treats!

Step 1: Under the supervision of an adult, carefully cut the top off of the tissue box. Leave about one inch of the top along one of the shorter sides of the box.

Step 2: Under the supervision of an adult, use the scissors to poke a hole in one side of the tissue box. This hole should be about two inches from the short side mentioned above and about one inch from the top of the box. Use a pencil to widen and smooth the hole.

Step 3: Repeat this procedure on the opposite side of the box. These two holes will hold the ends of the pencil that supports the catapult arm.

Step 4: Tape the pencils together in the form of a cross. The horizontal pencil should only be about one inch away from the end of the vertical pencil. These pencils have become the arm of your catapult.

Step 5: Insert the catapult arm into the holes you prepared in Steps 2 and 3.

Step 6: Under the supervision of an adult, use the scissors to poke a hole in the short side of the box farthest from the catapult arm. This hole should be about half an inch from the bottom of the box.

Step 7: Put a rubber band over the upright piece of the catapult arm. Stretching it toward the front of the catapult, bring it around and under the horizontal piece of the catapult arm. Stretch it toward the back of the catapult and push the end of the rubber band through the hole you created in Step 6. This should cause your catapult arm to move forward.

Step 8: Place a small stick through the free end of the rubber band on the outside of the box. The rubber band should tighten around the stick, pinning it against the side of the box.

Step 9: Glue the bottle cap into the proper position on the catapult arm. Wait for the glue to dry.

Step 10: Gently draw the catapult arm back. Place a mini marshmallow in the bottle cap. Release the catapult arm and watch your marshmallow fly!



Activity 6: Learn a legend about King Arthur!

Recommended Time: 5 minutes

Supplies Needed: This script

Introduction: Most of us have learned the legends of King Arthur. This story explains how Arthur was chosen for greatness when he was just a young boy. Your Scouts will love this story because they will have an opportunity to help in its telling. They will need to listen very carefully, and when they hear certain words they must say the appropriate response. Explain the prompts and responses before you begin. For a younger group, you may want to assign certain prompts to different parts of the group so that they have less to remember.



<i>When you hear...</i>	<i>You respond by saying...</i>
King	Huzzah!
Knight	Honor and Duty!
Battle	Attack!
Merlin	Abracadabra!

Once upon a time and far, far away, England was in trouble. When the old **KING** died, no one knew that he had a son to take his place. With no one to inherit the throne, all of the **KNIGHTS** started to argue amongst themselves over who should become the new **KING**. It looked as though there would be a great **BATTLE**, and many brave **KNIGHTS** would be killed.

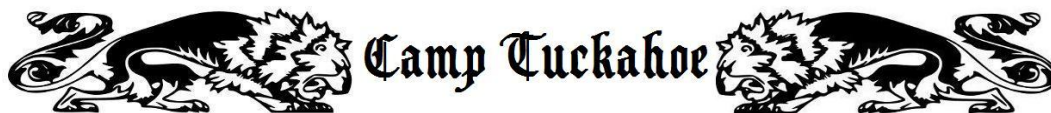
That's when old **MERLIN** had an idea. He was a wise wizard, so people listened to his ideas. He took the sword of the **KING**, cast a spell on it, and plunged it into an enormous stone in front of the royal palace. "Whoever pulls this sword free," said **MERLIN**, "deserves to be the next **KING**." Everyone agreed to this idea, and each **KNIGHT** took his turn. Yet the sword remained stuck in that stone for many years.

Now in this land there lived a young lad named Arthur. He was a strong and brave young man who dreamed of becoming a **KNIGHT**. He was also the son of the old **KING**, though this had been kept secret for his own protection.

One day, **MERLIN** announced that he would hold a contest for all of the **KNIGHTS**. There would be horse-riding competitions, sword fights, and even a **BATTLE**. Arthur was too young to enter the contest, but he went along to watch his older friends compete. They put him in charge of their equipment.

Finally, the big day arrived, and all of the **KNIGHTS** were dressed for **BATTLE**. That's when Arthur realized he had lost one of his friend's swords! He knew he would be in trouble, so he ran around looking for a replacement. He saw the sword of the old **KING** still sticking out of its stone, and when he grabbed it, it came free!

MERLIN saw what happened and immediately told all of the **KNIGHTS**. They knew that Arthur would one day be the **KING**.



Activity 7: Sing a song about the Middle Ages!

Recommended Time: 5 minutes

Supplies Needed: This song-sheet

The Grand Old Duke of York

The Grand Old Duke of York, he had ten thousand men,
He marched them up the hill and then he marched them down again!
And when you're up, you're up. And when you're down, you're down.
And when you're only half-way up, you're neither up nor down!

When singing this song it is customary to stand at the word "up," to sit at the word "down," and to crouch at the words "half-way up." Sing this song several times, going faster each time.

We Are Knights

Sung to the tune of *Three Blind Mice*

We are knights! We are knights!
We wear swords! We wear swords!
We fight and we joust and we go off to war!
We rescue fair damsels from dragons galore!
We do what is right and chase villains from sight!
Oh, we are knights!

Cub Quest

Sung to the tune of *This Old Man*

Knights of old, stories tell,
Lived their code of honor well,
Helpfulness and loyalty their call,
And to show respect to all.

Like the knights, Cubs today,
Pledge to live a helpful way,
To honor God and country is our quest,
And we try to do our best.





Activity 8: Medieval Word Search!

A L P R S M N V Z E C Y N B V D K L H U O J F
 T E A H D O U S D R A G O N C O R P E C M I D
 M S R O Y A L E M J S P H Q U E T K A B N A M
 I C T D U H N F Y S T O R B A I D M W G F L A
 L G H E A B V I S R L U T H B S Q U I R E S C
 O M U N D C A Y E K E W J M O R E G K F D R E
 P S R V L W Z A S Q U E T E S L I D P E O M S
 B C A E D F S P W G L M W R P E N B A W H I Z
 M S T R O U C D O N U I D L Z W S C N U E J B
 J H I V R N S I R E G H E I U P N A P S G H A
 C I D E S H E L D B T Y K N I G H T S H Y K E
 N E B Y K J A S K E S I O P L M W A N B Q J R
 T L G S D I T H R L E J Y K W S O P L M U N E
 B D C P A E N T B O S E A L T I D U H J E Y M
 Q U E R F C A G T S H E L M E T X L Z B E I K
 E E B I L W Y M C I T O S S P O I T R E N U N
 S C A N T E H O Y J L K N D A C E B O R Y J Q
 W E E C V R S E A C P U N O W I R S K M O O B
 N A R E I T U C K A H O E A R C N H Z W I L M

Can you find the following words?

Bonus Word: Tuckahoe

Castle	Knight	Page	Catapult
Sword	King	Squire	Honor
Mace	Queen	Arthur	Crown
Shield	Prince	Royal	Horse
Helmet	Merlin	Dragon	Treasure

