



Fall 2026 Cub/Parent Weekend

Activities GUIDE

“Audacious Autumn Activities”

Camp Daniel Boone
October 24-25, 2026

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For Pack Program Helpers:

Please indicate any activities you they would like to run in the “Program Helper” box on the pack registration, along with names and contact info. Thanks!



Arrow of Light Neckerchief Slides (Need Power supply Area)

Supplies:

Power Supply and Multi Plug strip

Hot Glue Guns

Hot Glue

Rice and Beans

Small Paper clip

Soda Bottle Caps painted black

Black beads

½ inch slice of 1-inch pvc to make a ring

Directions

Hot Glue 3 Black Beads to the bottom of a Soda Bottle Cap

Hot Glue Ring to side of a bottle cap

Mix rice, beans and school glue together in a small cup with a popsicle stick (Enough to fill a bottle cap)

Fill bottle cap with rice/bean mixture

Bend the small Paper clip to form a handle and stick each end into the rice and bean mixture in the bottle cap

Add Hot glue to the bean mix where it meets the handle

WEBELOS Campfire Pin



Supplies:

Power Supply and Multi Plug strip

Hot Glue Guns

Hot Glue

Popsicle sticks

Orange, Red yellow Foam Flame cut outs

White Bead

Twig

Pin

School Glue

Directions

1. Cross Two Popsicle sticks and glue together. Glue a Pin to the back
2. Glue Orange, Yellow and red Foam Flame cutouts to the popsicle sticks
3. Glue a white bead to the fire
4. Place a thin twig in the white bead and glue it on the fire

Tigers Fall leaf suncatcher Craft



Supplies:

Black Construction Paper leaf Templates

Yellow, Red and orange Tissue paper cut in squares

2 pieces Self-sticking contact or laminate paper

Scissors

Directions:

1. On 1 piece of laminated paper place the black leaf template
2. Add squares of tissue paper as desired
3. Put 2nd piece of laminate paper on top and smooth out the paper and eliminate bubbles
4. Cut out the leaf
5. Take home and hang it on a window as a fall Suncatcher



Lion Pumpkin in a Patch Craft

Supplies

White paper with a Black Pumpkin outline

Scrunched up Orange and green Tissue paper.

Green Crayons or markers

Glue sticks

Directions

1. Give each Lion a Pumpkin Paper
2. Place Strips of scrunched up Tissue Paper in Orange and green on paper plates every few feet down the center of the table
3. Place Glue Sticks down the center of the table
4. The Lions can Glue the tissue paper scrunchies on the pumpkin template and color green grass around the base of the pumpkin to look like a pumpkin patch

Bear Painted Rocks



Supplies

Pre-Painted Rocks

Design Ideas

Painted Rock Samples

Paper plates (Sandwich Size)

Paint Pens Fall Colors Directions:

1. Put design ideas, templates and painted rocks down the center of the table with the different colored paint pens
2. Give each Bear a paper plate.
3. Ask them to put their name on the plate.
4. Give each Bear a Pre painted blue rock 5. Let them draw a leaf, acorn, pumpkin or other autumn design on the rock 6. Add a point of the scout law if desired

Wolf Acorn Puppet



Supplies:

Paper Lunch Bag
Cap Template cut out
Leaf template cut out
Mouth template cut out
Tongue Template cut out
Magic Markers
Eye Templates

Directions

1. Give each Wolf a paper bag with 1 of each template piece
2. Lay magic markers down center of table
3. Lay glue sticks down center of table
4. Ask Each Wolf to put name on back of bag
5. Ask them to take the templates out of bag and Glue to bag

Cub Scout Autumn Campout Games by Rank

Theme: Autumn / Fall **Game Length:** ~10-15 minutes each

LION (Kindergarten)

Primary Game: Autumn Leaf Freeze

Overview: A movement-and-imagination game with no elimination.

Materials:

- Real fallen leaves
- Music or a leader clapping a steady beat (optional)
- Clear an open play area.
- Scatter some leaves around the area.
- Scouts spread out with arm-length space.

Rules:

1. Leader starts music or clapping.
2. Leader calls an autumn movement: leaf blowing in the wind, squirrel gathering food, scarecrow, jumping in a leaf pile, migrating bird.
3. Scouts move that way while the beat continues.
4. When the leader calls "FROST!" everyone freezes.
5. Anyone still moving makes a silly squirrel or bird sound, then immediately rejoins.

Winning:

No winners or losers. Keep changing movements until time is up.

Backup Game: Leaf Pile Relay

Materials:

- Two buckets or cardboard boxes
- Real leaves

Rules:

1. Divide Scouts into two teams. Put a small pile of leaves at one end and the team's bucket at the other. One Scout at a time runs to the pile, picks up one leaf, brings it back, drops it in the bucket, and tags the next Scout. Continue until the pile is gone.

TIGER (1st Grade)

Primary Game: Pumpkin Roll Relay

Overview: A simple relay where Scouts roll a 'pumpkin' through a short course.

Materials:

- Two small pumpkins OR two playground balls
 - Cones, water bottles, or sticks to mark the course
- Setup:**
- Make two short lanes with 3-4 markers in each.
 - Divide Scouts into two equal teams.

Rules:

1. First Scout rolls the pumpkin around the markers and back.
2. The pumpkin must stay on the ground - no carrying.
3. If it leaves the course, retrieve it and continue from where it escaped.
4. Return to the line and hand the pumpkin to the next Scout.

Winning:

First team to have every Scout complete the course wins.

Backup Game: Leaf and Spoon Relay

Materials:

- One spoon per team
- Dry leaves

Rules:

1. Each Scout carries a dry leaf on a spoon to a marker and back. Scouts may not hold the leaf with their other hand. If it falls, put it back on the spoon where it landed and continue.

WOLF (2nd Grade)

Primary Game: Squirrels Getting Ready for Winter

Overview: A fast collection relay where 'squirrel families' gather food for winter.

Materials:

- One bucket or cardboard box per team
- Pinecones, sticks, acorns/walnuts if available, OR crumpled pieces of brown paper
- Scatter the 'food' over a large open area.
- Place each team's winter stash at the starting line.
- Divide Scouts into teams.

Rules:

1. One Scout from each team runs out, collects ONE item, returns it to the winter stash, and tags the next squirrel.
2. After a normal round, add leader commands to change the action.
3. **"Cold Snap!"** - squirrels must hop back to the stash.
4. **"Fox!"** - everyone freezes until the leader calls "Safe!"
5. **"Big Harvest!"** - everyone on the team may gather at once.

Winning:

When time is called, count the food. Team with the largest winter stash wins.

Backup Game: Pinecone Toss**Materials:**

- Buckets or cardboard boxes
- Pinecones OR small balls

Rules:

1. Set containers at increasing distances. Scouts take turns tossing pinecones or balls into them. Farther containers can be worth more points. Move the throwing line as needed for the group.

BEAR (3rd Grade)**Primary Game: Rake the Yard**

Overview: A relay that turns fall cleanup into a goofy skill challenge.

Materials:

- Two household brooms
- Tennis balls, pinecones, crumpled paper, or other safe 'leaves'
- Cones or markers
- Two boxes or buckets
- Make two lanes with a few markers.
- Scatter an equal number of 'leaves' at each team's starting area.
- Put a collection box at the far end.

Rules:

1. First Scout uses ONLY the broom to sweep one 'leaf' through the course and into the collection box.
2. Hands may not touch the leaf while it is being moved.
3. Scout runs back with the broom and gives it to the next player.
4. If the leaf leaves the course, continue from where it escaped.

Winning:

First team to rake all of its leaves into the collection box wins.

Backup Game: Scarecrow Says

Materials:

- No materials needed

Rules:

1. Play like Simon Says, but use autumn commands: "rake the leaves," "pick an apple," "scare the crows," "shiver in the cold," "jump in the leaves," and "drive the tractor." Keep eliminated Scouts involved by letting them help judge or simply play without elimination.

WEBELOS (4th Grade)

Primary Game: Harvest Haul

Overview: A teamwork and problem-solving challenge. Scouts must move the harvest without simply picking it up and carrying it.

Materials:

- Playground balls, tennis balls, pinecones, or small pumpkins as the 'harvest'
 - Bucket or cardboard box
 - Old towel or small tarp
 - Rope
 - Two sturdy sticks
- Setup:**
- Put all of the harvest at one end of the course and the empty 'barn' at the other.
 - Give each team the same basic equipment.

Rules:

1. Teams must move their entire harvest to the barn.
2. No Scout may touch a piece of harvest with their hands while it is being transported.
3. Teams may use the towel, rope, sticks, bucket, or another solution they devise.
4. If an item falls, that item returns to the harvest area.
5. After a team succeeds, remove one piece of equipment or change the route and let them solve it again.

Winning:

First team to successfully bring in its entire harvest wins.

Backup Game: Autumn Crossing

Materials:

- Several pieces of cardboard per team

Rules:

1. The ground is "frozen." The entire team must cross the playing area while stepping only on the cardboard pieces. Scouts have to pass and reposition the cardboard as they move. If someone touches the ground, the team returns to its previous safe position.

ARROW OF LIGHT (5th Grade)

Primary Game: Winter Is Coming

Overview: A Scout skills and problem-solving challenge where teams prepare their camp before winter arrives.

Materials:

- Rope
- Bucket

- Paper or plastic cup
 - Playground ball or small pumpkin
 - Several sticks
 - Two pieces of cardboard
 - Cones or markers
- Setup:**
- Place the materials at the starting area.
 - Mark a 'creek,' a camp area, and a water source.
 - Divide Scouts into small teams.

Rules:

1. Tell the teams they have limited supplies and must solve each problem together.
2. **Cross the Creek:** Get the entire team across using only the cardboard as safe stepping spots.
3. **Save the Harvest:** Move the ball/pumpkin to camp without carrying it directly in a Scout's hands.
4. **Secure the Food:** Use the rope and a basic knot to secure the food container as directed by the leader.
5. **Get Water:** Move water from the source to camp using the cup.
6. **Prepare for Cold:** Gather the provided sticks and build a correct UNLIT fire lay.
7. Every Scout must participate in at least one part of the solution.

Winning:

First team to correctly complete all challenges wins. Leaders should value teamwork and correct completion over pure speed.

Backup Game: Autumn Scout Law Relay

Materials:

- 12 pieces of scrap paper or index cards
- Marker

Rules:

1. Write one point of the Scout Law on each card and mix them up at the far end of the field. One Scout at a time runs out and retrieves one card. After all 12 have been collected, the team works together to put the Scout Law in the correct order. First team with the correct order wins.

NATURE— Fall 2026 Cub Parent

Lions - “What does nature feel like”

Materials: “Feely boxes”, sample items, magnifying glasses, paper, pencils

Put provided items (for example rocks, nuts, leaves, shells, etc) into each section of the box. There will be 12 sections. One at a time the scouts put their hand in the opening and try to figure out what it is without looking. They can whisper what they think it is to their parent, but others should not be able to hear it. If necessary, parent can write down the item. When everyone is finished then open the boxes and go over what each item is. Then using the magnifying glasses

they can look at items (can take out of the box). There will probably be some other items for them to look at that are not in the box.

Tigers - “What doesn’t belong hike”/Scavenger hunt

Materials: clipboards, scavenger hunt sheets, pencils, items to put out

The scouts walk on a designated trail with their parents. As they walk along the trail they make a list of items they find. Some are not natural items, some are natural items but don’t belong there, and some are real items you would find in nature. When the hike is over go over the list and talk about some of the items. Could add a short discussion about Leave No Principal - “Trash Your Trash” when talking about the unnatural things along the trail. For example if you’re on a hike what would you do if you find trash? Also point out that when going on a hike be sure to take a trash bag, but also be careful about picking up items.

Wolves, Bears, Webelos and AOL will be doing activities connected to The Outdoor Code and Leave No Trace Principles for Kids. You should go over both of these at the beginning of the session. You can use the hand motions to learn Leave No Trace (this can be found on-line at scouterlife.com. - be sure to use the Cub Scout points). There will be certain principles highlighted for each of these ranks in the activities.

Wolf - Principle is “Trash Your Trash”

Materials: Items that are used in “breakdown”, year cards, bag of trash, bag of “burned trash”, cards that say burnable and unburnable,

#1 - Put “breakdown” items on the table. Lay out the timeline cards. Scouts can work together to match up items. They make decisions about how long they think it takes for items to break down. When they are finished go over the answers.

#2 - This activity is about what to do with your trash. “Sometimes we think we can burn our campsite trash in the fire. Can we?” Empty one bag of trash in a pile. Divide scouts into 2 teams. One at a time they pick up an item and run to the end of the area and place item in the correct pile (use cards to label the area). When finished, check their choices. Then, “Ask the group what happens when you put items in the fire. Do they all burn to ash?” From the 2nd bag show them examples of partially burned items and explain that not everything burns to ash. These items will remain as litter in the campsite. Burning trash also puts odors into the air that attract wildlife to your camp. And trash not completely burned will also attract animals.

You can also talk about what to do with trash you find along the trail when hiking or playing in some outdoor area. Suggest that someone always carry a trash bag. It is also important to note that they should be careful what they pick up.

Bears - LNT Principle: “Leave what you find”

Remember to go over the Outdoor Code and 7 Principles of Leave No Trace at the beginning.

Materials: “artifacts”, paper, pencils, clipboards (2)

Artifacts can help us determine what happened in an area. Often they tell us what those who lived there lived in, hunted, or ate. They can also give us clues about what the land and weather (climate) was like. Those artifacts could be pottery, fossil bones, footprints, or plant parts. Scientists who do this type of study are called archeologists or paleontologists.

You are traveling in the year 2175 on spaceships to Earth. You are on a science mission to find out how earthlings lived hundreds of years ago. Break the group into two teams. Explain that two teams will take turns visiting the planet. One team will “beam down” to observe the site while the other waits inside the spacecraft. Have the first team view the objects and site without picking up the artifacts. Tell team members to remember their initial impression of the site to be able to describe what the people who lived there were doing. After the viewing, remove about half the items so they are not visible. “Beam down” the second science team and have its members look at the site and the remaining artifacts. Have each person from this team look at the site and remember what was there. Next have both groups come up with an idea of what took place here. Give them

a couple of minutes. Now put the groups together and let group 2 tell their story first. Then group 1 tells their story - and you can show all the objects. As an entire group discuss the following:

1. If all the artifacts had been removed what would your impression of the area be?
2. Does it take all the artifacts to have a fairly accurate idea of what happened?
3. Has the value of the site changed since all artifacts have been removed?

So, often scouts hike or camp in areas where you might run across artifacts. It is important to leave them alone - take only pictures.

Now let's take this in another direction. Think about this... you're hiking in an area and decide to dig some interesting plants and take them home with you.

(Continued - Bear)

Should you do this? Many times these could be endangered plants or they would not live in the area to which they are transplanted. Perhaps their plant parts (fruit, nuts, flowers) provide food for wildlife of the area. How about picking up special rocks (ie petrified forest). Having State and National parks helps us protect these areas.

Someday you may go to Philmont Scout Ranch in New Mexico where there is a t-rex footprint. To protect it from damage it is surrounded today by a "cage". That footprint gives us clues about the climate of that area millions of years ago.

Webelos - LNT Principle: "Be Careful With Fire"

(Remember to go over The 7 points and Outdoor Code at the beginning)

Materials: 2025 fire chart, Webelos Book (Let's Camp adventure), samples of sizes of firewood, questions, 3-4 different colors of sticky notes

Some background information to share. In 2025 North Carolina's wildfire season saw significant activity, especially in the western mountain region, spurred in part by lingering storm debris from Hurricane Helene' and unusually dry conditions. In early spring, multiple fires ignited across Polk and Henderson counties. Those fires collectively burned several thousand acres before being fully contained.

Steep mountainous terrain and scattered blowdown from the hurricane made firefighting efforts difficult. Smoke from these fires triggered air quality alerts in adjacent counties, especially during inversion days and low wind events. Evacuations were ordered in several rural and mountain neighborhoods. (You can even use some information from the chart.)

Start with a discussion of why we want/need a campfire. You can ask scouts to suggest reasons. You can also talk about the size of the campfire needed. Also talk about safety connected to a campfire (for example “cold out”). Talk briefly about the dangers of fire - wildfires not only affect plants in an area but also the wildlife and sometimes nearby structures/homes. You can use the information in Requirement 7 of “Let’s Camp” for part of this information.

(Continued Webelos)

Game 1: Now play a game about the size of wood to be used. Have a pile of wood at one end of an area, and the labels “tinder”, “kindling” and “fuel” at the other end where the teams line up. Divide the scouts into 2 teams. Call out one of the categories and have the first person in line run down, get an example, and bring it back to the correct “label”. Continue until everyone has had at least 1 to 2 turns. Look at what was put in each pile and rearrange if necessary.

Game 2: Using Requirement 6 in the “Let’s Camp” adventure go over the information. Divide the group into 3-4 smaller groups. Take turns putting the statements under the correct category (category board and statements provided). Can make helpful comments as you go over each one if necessary.

Game 3: Use the same groups to play the game, “Who Knows”. You will need to number each “packet” of colored sticky notes for the number of questions to be read. You will need an adult for each group to read the multiple choice questions. On your signal the adult reads the question and then the group decides on the correct answer and runs down to the end to put their answer on the question board (each group may not have the same answer to the question). When finished, go over the correct answers. This is sort of a review type game.

AOL: LNT Principle: Covers several of them

“Don’t be a Camp Oh No Camper”

(Remember to go over The 7 points and Outdoor Code at the beginning)

Materials: AOL book - can use some information from Requirement 6 in “Outdoor Adventurer”, Leave No Trace Camp Oh No information on-line

How to Play “Camp Oh No”

Materials: tent/camping gear (either life-size or miniature), food wrappers, trash, real or simulated lake/stream, stuffed animal(s), speaker blaring music, pretend campfire (I have a piece of blue material you can use as the river), paper & pencil (you may think of other things to add - there are some cute videos for ideas).

Objective: To help participants identify common campsite impacts, such as improper food storage, litter, unattended campfires, loud music, water pollution, etc.

Directions: Setup a campsite with a tent, campfire, kitchen area, water source (blue blanket or paper), etc. Set up the scene to demonstrate common camping impacts. Intentionally leave food, trash and toiletries inside the tent, in the campfire and around camp, have stuffed animals “eating” the food and trash, leave soap and dishes by the water source, put crushed flowers/plants under the tent, and make it clear that the campfire has been left burning (with trash in it)! To demonstrate the taking of natural or cultural items, place such items in the tent or a backpack. If possible, have a speaker or phone playing loud music.

To play: Ask participants to spend a few minutes looking around “Camp Oh No”. They will see “things” that could go in several categories of “Leave No Trace”. Have teams of four to five players send a runner into the campsite, find one thing they would improve, and then run back to report it to a designated team scribe. A new team member then runs to find another “oh no.” You can also have them note which principle is being impacted. When finished, lead a debrief discussion.

Can also talk about how to set up a campsite at the end. Have the troop set up a sample using page 81 in the AOL book.