

LOOKING BACK, LOOKING FORWARD

RATIONALE FOR ADVENTURE

Webelos Scouts will learn in this adventure that few things ever remain the same: Information from the past has helped shape our world today, and information from today will help shape the future.

TAKEAWAYS FOR CUB SCOUTS

- Seeing how actions of the past have influenced the present
- Understanding that they can help make productive changes in the future



ADVENTURE REQUIREMENTS

Webelos Handbook, page 434

Complete the following requirements:

1. Create a record of the history of Scouting and your place in that history.
2. With the help of your den leader, parent, or guardian and with your choice of media, go on a virtual journey to the past and create a timeline.
3. Create your own time capsule.

NOTES TO DEN LEADER

Scouts may do this adventure with their families or with the den. If it is done with the den, you may want to invite parents to attend both meetings and assist with activities.

Scouts will need to decide in advance whether their record of Scouting history (requirement 1) will be created electronically or manually.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Materials for the Artifacts Game (Gathering):
 - Dozen or more Scouting-related artifacts (e.g., books, camping gear, old issues of *Boys' Life*, badges and pins from years ago)
 - Cloth large enough to cover those items (e.g., pillowcase, blanket, tablecloth)
 - Paper and pens or pencils
- Computers if the Scouts' scrapbooks will be electronic
- Printer loaded with paper
- Printed copies of Scouting history and the 1908 Scout Law (see Meeting 1 Resources)

GATHERING: ARTIFACTS GAME

- Set a dozen or so Scouting-related items on a tray or table. If possible, include several artifacts from earlier generations that the Scouts may have never seen. Cover them with a large cloth.
- After all the Webelos Scouts have arrived, gather them around the table and uncover the collection for a short time. Then cover it again.
- Hand out paper and pens and give each Scout one minute to write down all the items they remember seeing. When the minute is over, divide the Scouts into buddy pairs to compare notes and see how many items they can record in teams. The teams should do better than the Scouts did solo—two heads really are better than one!

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.
- Inform the Scouts that in this adventure they will learn about the history of Scouting. They will see how and when Scouting began and how it traveled from England to America. This information will be helpful when they make their scrapbooks.

ACTIVITIES

◆ Activity 1: Scouting History Scrapbooks (Requirement 1)

- Review Scouting history to help the Scouts get a sense of where and when the movement began, and how it traveled to America. Discuss or display original uniform parts and tell how the uniforms have changed.
- Assist the Webelos Scouts in beginning their scrapbooks. Computers and printers will be needed for those who are making electronic scrapbooks. Remind them to bring the finished scrapbooks to the next pack meeting to put on display.
- Help them construct their scrapbooks in three parts:
 - Part 1 will contain the history of Scouting that they have just discovered in this meeting and in reading their *Webelos Handbooks*. They should record the important dates in their scrapbooks as well as other items of interest. They will illustrate their scrapbooks with photographic images or drawings.
 - Part 2 will show each Scout's personal experience in Scouting. Have the Scout enter important dates (such as when they started Scouting), the rank badges they have earned, drawings or photos from Scouting events, special awards, and people who have helped them along the Scouting trail. The den leader may be able to help the Scouts with important dates if he or she has access to individual Cub Scout records.
 - Part 3 will require some thinking and possibly discussion with the Scouts. First, have them take a look at parts 1 and 2 of their scrapbooks. Do they see some ways that Scouting has changed through the years? Have them list two changes that they would like to see happen in Scouting and one thing that they can do to help Scouting be successful in the future.

CLOSING

- Close by reminding everyone of what they learned in the Gathering game: Two heads are better than one. Cooperation and teamwork have been essential to the Scouting program since it began.
- Recite the Scout Law. Review the original Scout Law written in 1908 (see Meeting 1 Resources).



Do-at-Home Project Reminder:

Tell the Scouts that the den will assemble a time capsule at the next meeting (requirement 3), and they will need to bring items to put in the capsule. Have a brief discussion on items to bring. Review what might not be safe in a time capsule, such as food or anything that could deteriorate and damage the other items.

In addition, each Scout will create a timeline that shows the development of two things in their community (requirement 2; see directions and list of topics in the *Webelos Handbook*). Research may be done online (with a parent or guardian's permission), at a library, or by talking to friends and family members. The Scout should add the timeline to their scrapbook and bring it to Meeting 2 to share with others in the den.

AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Record completion of requirement 1.

MEETING 1 RESOURCES

HISTORY OF SCOUTING

- 1908: The Scouting movement is founded in England by Lord Baden-Powell.
- 1909: William D. Boyce, an American businessman visiting London, learns about Scouting when a Scout helps him to find his way in a heavy fog. This inspires him to start a Scouting program in America.
- 1910: The Boys Scouts of America is chartered.
- 1930: The Cub Scout portion of the program is launched.
- Lion was the name of the program for 4th- and 5th-grade boys before it was called Webelos.
- Scouting programs exist today in more than 160 countries. (More information may be found by searching the internet for "international Scouting.")
- Girls may join Scouting in the U.S. at age 14 (or age 13 with the completion of eighth grade) as part of a Venturing crew.
- 2018: Lion Scouts was reintroduced as a program for kindergarten-age youth.
- 2018: Girls are welcomed to join Cub Scouting.
- 2019: Girls are welcomed to join Scouts BSA troops.





1908 SCOUT LAW

The original Scout law appeared with the publication of *Scouting for Boys* in 1908:

1. A SCOUT'S HONOUR IS TO BE TRUSTED. If a scout says "On my honour it is so," that means it is so, just as if he had taken a most solemn oath. Similarly, if a scout officer says to a scout, "I trust you on your honour to do this," the scout is bound to carry out the order to the very best of his ability, and to let nothing interfere with his doing so. If a scout were to break his honour by telling a lie, or by not carrying out an order exactly when trusted on his honour to do so, he would cease to be a scout, and must hand over his scout badge and never be allowed to wear it again.
2. A SCOUT IS LOYAL to the King, and to his officers, and to his country, and to his employers. He must stick to them through thick and thin against anyone who is their enemy, or who even talks badly of them.
3. A SCOUT'S DUTY IS TO BE USEFUL AND TO HELP OTHERS. And he is to do his duty before anything else, even though he gives up his own pleasure, or comfort, or safety to do it. When in difficulty to know which of two things to do, he must ask himself, "Which is my duty?" that is, "Which is best for other people?"—and do that one. He must Be Prepared at any time to save life, or to help injured persons. And he must do a good turn to somebody every day.
4. A SCOUT IS A FRIEND TO ALL, AND A BROTHER TO EVERY OTHER SCOUT, NO MATTER TO WHAT SOCIAL CLASS THE OTHER BELONGS. If a scout meets another scout, even though a stranger to him, he must speak to him, and help him in any way that he can, either to carry out the duty he is then doing, or by giving him food, or, as far as possible, anything that he may be in want of. A scout must never be a SNOB. A snob is one who looks down upon another because he is poorer, or who is poor and resents another because he is rich. A scout accepts the other man as he finds him, and makes the best of him—"Kim," the boy scout, was called by the Indians "Little friend of all the world," and that is the name which every scout should earn for himself.
5. A SCOUT IS COURTEOUS: That is, he is polite to all—but especially to women and children and old people and invalids, cripples, etc. And he must not take any reward for being helpful or courteous.
6. A SCOUT IS A FRIEND TO ANIMALS. He should save them as far as possible from pain, and should not kill any animal unnecessarily, even if it is only a fly—for it is one of God's creatures.
7. A SCOUT OBEYS ORDERS of his patrol leader or scout master without question. Even if he gets an order he does not like, he must do as soldiers and sailors do, he must carry it out all the same because it is his duty; and after he has done it he can come and state any reasons against it: but he must carry out the order at once. That is discipline.
8. A SCOUT SMILES AND WHISTLES under all circumstances. When he gets an order he should obey it cheerily and readily, not in a slow, hang-dog sort of way. Scouts never grouse at hardships, nor whine at each other, nor swear when put out. When you just miss a train, or some one treads on your favourite corn—not that a scout ought to have such things as corns—or under any annoying circumstances, you should force yourself to smile at once, and then whistle a tune, and you will be all right. A scout goes about with a smile on and whistling. It cheers him and cheers other people, especially in time of danger, for he keeps it up then all the same. The punishment for swearing or bad language is for each offence a mug of cold water to be poured down the offender's sleeve by the other scouts.
9. A SCOUT IS THRIFTY, that is, he saves every penny he can, and puts it in the bank, so that he may have money to keep himself when out of work, and thus not make himself a burden to others; or that he may have money to give away to others when they need it.

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Items for the Archaeology Box Dig or “What Was It?” (Gathering activities; see Meeting 2 Resources)
- Timelines created by Scouts (Talk Time)
- Materials for time capsule container (one for the whole den or one for each Scout)
 - Schedule 40 PVC pipe (4 inches or more in diameter, about 2 to 3 feet long)
 - Two end caps
 - Packets of drying agent
 - Quality sealant
 - Acid-free paper
 - Waterproof membrane
- Items selected for the time capsule(s): Photos, newspaper clippings, small toys, ticket stubs, newly minted coins, etc. **Note:** Scouts will put together individual or collective time capsules for preserving their objects. The goal is for others in the future to open the capsule and learn about the person(s) who buried it, so it is important to choose contents that last a long time and will not deteriorate quickly.
- Index cards for the Timeline Matching Game (Activity 2). Label five of the cards as follows: “100 Years Ago,” “50 Years Ago,” “20 Years Ago,” “Five Years Ago,” and “Now.” Save five cards (per Scout) to be prepared during the Talk Time.

GATHERING

- Engage Scouts in one or both of these activities while waiting for everyone to arrive.

Archaeology Box Dig. This game will help reinforce the basics of archaeology as Scouts search for hidden artifacts. It teaches the logic of horizontal excavation, and the importance of keeping records and preserving the context of the items found.

“What Was It?” Scouts will learn that things left behind by others may “speak” to us today, giving us information about who was here before and, possibly, how they lived. Likewise, the things we leave behind today will tell Scouts of the future about us.

OPENING

- The denner or den leader calls the roll, and each member of the den comes forward and gives the Scout handshake. When all have shaken hands, stand and recite the Pledge of Allegiance.

TALK TIME (REQUIREMENT 2)

- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.
- Review the timelines the Scouts created at home. Then, give each Scout five blank index cards and a pen or pencil. Each Scout—keeping what they write a secret from the rest of the den—will put on each card a fact in their timeline (e.g., “There were no computers!” or “Computers were so big they filled entire rooms”). **Note:** Do NOT include the time when this was true.
- Scouts will turn in the cards to be used later in the meeting when they play the Timeline Matching Game (Activity 2).

ACTIVITIES

◆ Activity 1: Time Capsule (Requirement 3)

- A time capsule is a collection of objects put together to preserve the memory of a place, experience, or group of people at one period in time. People often bury time capsules at special public occasions for others to open many years in the future. You can make one to celebrate a family event, to remind you of a special experience, or to tell others about your friends, family, or school—anything that is important to you.
- Time capsules are meant to preserve things over time, so this is an opportunity to learn the basic science of preservation! All materials decay, but some deteriorate very, very slowly and others very fast. The amount and speed of damage depend on:
 - Chemicals that make up an object, and how they react with each other in that object
 - Chemicals in items stored together
 - Mechanical damage from folding, handling, pressure, abrasion, and other actions
 - Temperature, water, air, and light
- All of the above may work together to damage objects, whether they are inside a time capsule, in your home, or in a library, archive, or museum collection. The good news is that the better you control these factors, the longer things will remain in good condition in your time capsule.
- Start by properly cleaning one end of the PVC pipe and capping it. Clean the inside of the cap too, and use the sealant. (It is best to do all of this inside the meeting place while the air conditioner is running to reduce humidity.)
- Drop several packets of a drying agent into the pipe for preservation. Then insert the objects for the time capsule, fill the empty spaces with acid-free paper if desired, and seal the other end. Allow a few hours for the sealant to fully cure. Before burying, the capsule should be wrapped in the waterproof membrane.
- Do the burying as a group and include a flag ceremony. Set a date in the future for your time capsule(s) to be retrieved and opened. Den members may pick a date that relates to an upcoming milestone in their lives (e.g., high school graduation, becoming an Eagle Scout). **Note:** This type of time capsule is meant for short-term use of a few years. It can eventually deteriorate and release acid that affects the contents of the capsule. See the Smithsonian Institute website for more information and suggestions: www.si.edu/mci/english/learn_more/taking_care/timecaps.html.

◆ Activity 2: Timeline Matching Game

- Set the five labeled index cards on a table. Then, in turn, have each Scout take a stack of cards you collected earlier; have them lay each card down next to the time period they think it belongs to: “100 Years Ago,” “50 Years Ago,” “20 Years Ago,” “Five Years Ago,” or “Now.”
- If a Scout is given one of their own cards, have them put it back and pick another. See how quickly the den can match up all the cards!

CLOSING

- Gather the den together and have each Scout share something they enjoyed learning during the adventure. Then recite the Scout Oath or Scout Law.

AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Record completion of requirements 2 and 3.

MEETING 2 RESOURCES

GATHERING

Archaeology Box Dig

Preparation and Materials:

- Shoeboxes (or similar cardboard or plastic boxes)—one for each Scout or for two Scouts to share. Boxes should be labeled on the outside with a number and a cardinal direction (North, South, etc.).
- Material for each layer:
 - Sand at the bottom (layer C). Playground sand is readily available at your local building center. Fine or dusty sand is not recommended.
 - Potting soil in the middle (layer B), mixed with birdseed—not too fine, and a couple of different colors/textures is desirable.
 - Potting soil at the top (layer A), mixed with a fragrant additive (e.g., oregano, sesame, coffee)
- Artifacts—perhaps three items of four different types for each layer (total of 12 artifacts). The artifacts may be coins, small plastic bugs, beads, etc.
- Excavation tools:
 - Spoons
 - Container to hold excavated dirt
 - Small strainer or sieve
- Small plastic bags to hold the artifacts
- Markers to label the bags
- Pencils
- Inexpensive paint brushes
- Record sheets for each layer—used to keep a list of the artifacts found in each layer and their location
- If you do your “dig” inside, you will need a plastic tablecloth to cover everything.

The Webelos Scouts will use their tools to dig and clean up their finds. As they do this, they will record their finds.

A sample record sheet might look like this:

Record Sheet, Box # _____
Layer A (soil with fragrant additive)
Artifacts found _____
Location (top right, center, etc.) _____
Layer B (middle layer with birdseed)
Artifacts found _____
Location (top right, center, etc.) _____
Layer C (bottom layer with sand)
Artifacts found _____
Location (top right, center, etc.) _____

“What Was It?”

Materials:

- Small cardboard or plastic box (if the den is large, consider multiple boxes)
- Soil or sand
- Broken pieces of pottery (from a clay pot, bowl, cup, or plate)
- Brushes or cloth for cleaning
- Glue
- Work gloves

Hide the broken pieces of pottery throughout the soil in the box. Have the Scouts carefully search and find the pieces, clean them, and try to re-create the object and glue it back together. Then guide them in a reflection about how difficult the activity was, what they learned about the pottery, and what might have happened if environmental changes or other circumstances had caused further damage. For teaching purposes, an additional box may be assembled containing a different item that has missing pieces (used during the reflection).

Upon completion of the Looking Back, Looking Forward adventure, your Webelos Scouts will have earned the adventure pin shown here. Make sure they are recognized for their completion by presenting the adventure pins, to be worn on their uniforms, as soon as possible according to your pack's tradition.



NOTES