



# BEAT OF THE DRUM




## RATIONALE FOR ADVENTURE

In this adventure, Bears will learn about another culture and how it might relate to them.

They will have the opportunity to learn about American Indians and their customs, including crafts, ceremonies, music, and dance. They will also learn the importance of living the Scout Oath and Scout Law.

## TAKEAWAYS FOR CUB SCOUTS

- Developing observation and listening skills
- Following instructions
- Practicing teamwork
- Living the Scout Oath and Scout Law
- Having fun while learning about and respecting others
- A Scout is courteous. 

*Bear Handbook, page 150*

## ADVENTURE REQUIREMENTS

Complete requirement 1 plus two others from requirements 2–4.

1. Learn about the history and culture of American Indians or other indigenous people who lived in your area long ago.
2. Create a legend by building a diorama, writing a story, or presenting a skit.
3. Complete one of the following:
  - A. Make a dream catcher.
  - B. Make a craft similar to one made by American Indians or indigenous people.
  - C. Make a drum. Once your drum is complete, create a ceremonial song.
4. Complete one of the following:
  - A. Visit an Order of the Arrow dance ceremony.
  - B. Visit an American Indian event or an event presented by other indigenous people.
  - C. Learn and demonstrate ceremonial dance steps.
  - D. Create a ceremonial dance.

## NOTES TO DEN LEADER

This adventure has several choices based on which activities you choose to do with your den. These den meeting plans, when followed as written, meet the requirements to earn this adventure. If you choose to make adjustments, be sure you complete at least the minimum requirements.

In this adventure, Bears will explore American Indian history and culture. If possible for Meetings 1 and 2, invite representatives from local American Indian groups or the local Order of the Arrow lodge who can assist with information and activities. Review requirement 1 with those representatives. Invite them to share the information with the den on their visit to help complete this requirement, or plan to fulfill requirement 1 during the outing.

Meeting 3 will be a den outing to a location or event where Bears can learn more about American Indian culture. In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring. Make sure activity consent forms are distributed, signed, and collected. Review the complete adventure and make plans for each meeting well in advance in order to secure visitors and confirm all necessary outing details.

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
- Copy of the Scout Oath and Scout Law
- Materials for gathering game (See Meeting 1 Resources.)
- Dream catcher supplies (See Meeting 1 Resources.)
- Pony bead zipper pull craft (See Meeting 1 Resources.)
- If desired, American Indian music from the music source of your choice may be used to enhance this adventure.
- You may wish to invite an expert on American Indian culture for the Talk Time portion of this meeting.
- Prepare in advance thank-you notes for the Bears to sign and present to any visitors at Meeting 1 or Meeting 2.

## GATHERING

### ◆ Qua'quallis Game

#### Materials:

- Canning jar rings or curtain rings
- ½-inch-thick dowel, cut into 12-inch pieces
- String cut into 30-inch lengths

This American Indian game originally would have used hollow bones (as rings) and a sharp stick. Drill a small hole through each dowel about 1 inch from the end. Thread one end of the string through the hole, and tie a knot to hold it in place. Tie the other end of the string to the ring. Holding the stick in your hand, "throw" the ring into the air by quickly snapping your hand upward. Try to spear the ring with the end of the stick.

## 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 Cub Scouts.
- Introduce the Beat of the Drum elective and the legend of the dream catcher. (See Meeting 1 Resources.)

## ACTIVITIES

### ◆ Activity 1: Den Legend (Requirement 2)

- Have the Bears write a short legend about their den. Allow each Scout to have input in the story. Have them share the story with their parents.

### ◆ Activity 2: Dream Catchers (Requirement 3A)

- Using the directions in the *Bear Handbook*, make dream catchers.

### ◆ Activity 3: Make a Craft (Requirement 3B)

- If an additional activity is needed during the meeting, Bears can make a zipper pull using pony beads (see Meeting 1 Resources); OR you may send this activity home with the Scouts to be completed and brought to the next meeting.
- Bears also have the option to make a craft of their own choosing, such as the talking stick craft described in the *Bear Handbook*.

## CLOSING

- **Akela's Minute:** Spend a few moments reflecting on the information shared with the members of the den and the game they played. Ask them to mention one new thing they learned during this meeting.
- Give the den yell.

## AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 1, 2, 3A, and 3B.
- Work together to clean up the meeting place.

# MEETING 1 RESOURCES

## TALK TIME

This time can be enhanced by sitting on the floor, dimming the lights, and/or playing soft American Indian music. Feel free to make changes that suit the needs of your den. You may also invite an expert in American Indian customs to give this presentation.

Explain that one of the exciting things we get to do as Scouts is to learn about other cultures. American Indians have a culture that is all their own and has developed over many generations. Some examples of traditional American Indian customs might be:

- Medicine men or women (tribe healers and spiritual leaders)
- Animal totems (animals associated with an individual)
- Code of ethics (codes to monitor behavior as a community)
- Love of the land (belief in being connected to all of one's surroundings)

American Indians also have traditionally made many beautiful crafts. They used natural plants for color dyes and also traded for beads and buttons to add to their clothing and the items they used.

Have the Scouts reflect on whether any of the customs you are discussing sound similar to parts of their own culture.

Explain what a "legend" is. One example of a legend is the story of the American Indian dream catcher. (Bears will have an opportunity to write a legend during the activity portion of this meeting.)

## ◆ The Legend of the Dream Catcher

Long, long ago, American Indians discovered the night air was filled with dreams, both good and bad. They believed there must be a way to protect a sleeper by catching the bad dreams but letting the good dreams stay free. So they wove a “dream catcher”—a web in a circle with holes for the good dreams to pass through. The dream catcher was placed on watch over a bed, hanging freely. The first night, the bad dreams rushed to the bed to enter the sleeper and tried to pass through the dream catcher. But they did not know their way, so they became tangled in the lines of the web. The good dreams knew how to pass through the holes and then slide down the soft feathers so gently that the sleeper did not know that he or she was dreaming. As morning began to arrive, the bad dreams that were tangled in the dream catcher perished with the first light of the new day.

### ACTIVITY 3: MAKE A CRAFT (REQUIREMENT 3B)

#### Pony Bead Zipper Pull

##### Materials for Each Bear:

- A variety of pony bead colors, if Bears will create their own designs
- 58 blue beads and 23 yellow beads, if Bears will create the example shown
- One lanyard hook per Bear
- 3 yards of cord for each Bear



Find the center of the cord. Tie the cord to the lanyard hook, or tie a knot to create a loop at the top of the pull. Add beads to one end of the cord, and lace the other end of the cord back through the beads after each row. Have Bears count the beads as they work to follow the pattern in the example, or have them make up their own patterns. Tie a double knot when finished, and add additional beads or feathers as decoration.

## MEETING 2 PLAN

### PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Supplies for Pokean (See Gathering.)
- Supplies for making a drum (See Activity 2.)
- Prior to this meeting, make arrangements if possible for one or more members of your council's Order of the Arrow lodge or for a representative from an American Indian group to attend this meeting. (See [www.oa-bsa.org](http://www.oa-bsa.org) for more information regarding the Order of the Arrow.) Request that they wear American Indian regalia and assist the Scouts with learning ceremonial dance steps. Ask them to bring whatever mode of music this will require. Your local council office can help you contact the lodge. As an alternative, you could invite someone who has knowledge of American Indian ceremonial dancing.
- If the den has completed requirement 1 already, request that Order of the Arrow members or other guests discuss the history and culture of the American Indians who lived in your area.
- Have thank-you notes signed by the Scouts for any special guests at the meeting.
- Prepare thank-you notes for Bears to sign for the upcoming den outing.

### GATHERING

#### Pokean

The game of pokean, which originates with the Zuni tribe of New Mexico, involves seeing how many times a player can use their hand to hit a shuttlecock made of cornhusks and feathers before it falls to the ground.

To make the shuttlecocks, collect corn husks but do not allow them to become too dry. Each Bear will need three corn husks. Fold one corn husk in thirds to make a pad. Then lay the other two across each



other and place the pad in the center. Fold the two flat husks across the pad and bring the ends into the center, wrapping them with another small husk or twine. Glue two or three feather into the top with white glue to make the pokean twirl in the air.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance.
- Have the den form a tight circle with the den flag in the center. Each Scout should grasp the flagpole with the left hand, make the Cub Scout sign with the right hand, and say the Scout Oath.

## TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Introduce the Order of the Arrow member(s) or the American Indian expert. Ask the guest(s) to share about American Indian clothes, decorations, and ceremonial dancing. Ask the guest(s) to demonstrate some ceremonial dance steps.

## ACTIVITIES

### ◆ Activity 1: American Indian Dance (Requirements 4C and 4D)

Have the Scouts learn a couple of the dance steps demonstrated by the guest(s). With the help of the guest(s), have the Scouts create their own ceremonial dance.

### ◆ Activity 2: Make a Drum (Requirement 3C)

#### Materials:

- Large empty container that has a lid (coffee can, oatmeal container, etc.)
- Material to stretch across the top if the lid will not be used. Options include vinyl fabric or latex balloons (check for allergies first).
- Large rubber bands
- Construction paper
- Feathers
- American Indian designs reflecting tribes from your area
- Scissors
- Glue

**Instructions:** Cut out circles of fabric or cut the tops off of balloons, allowing enough extra material to stretch over the edges of the drum base. Attach the top with a rubber band. Cover the can with construction paper of your choice. Either cut out or draw designs on the sides of the can. Decorate with feathers, stickers, etc.

## CLOSING

- Have the Scouts give the Bow and Arrow Cheer to their guest(s). Have them motion as if shooting arrows while saying "Zing!" with each arrow. They should then present their thank-you notes.
- While seated in a circle on the floor, lead the Bears in a reflection on this meeting and have them share any new things they learned.
- Have the members of the den stand and recite the Scout Law.
- Remind Scouts of the upcoming den outing, and be sure families have all necessary travel information.

## AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 3C, 4C, and 4D.
- Work together to clean up the meeting place.

# MEETING 3 PLAN (Den Outing)

## PREPARATION AND MATERIALS NEEDED

- Make arrangements to visit a place or event that presents American Indian culture. This outing will reinforce the information learned at the previous two meetings.

Some examples are:

- Order of the Arrow dance event in your council or one nearby
- American Indian event or powwow
- State park, museum, or local college that has American Indian artifacts
- Confirm that transportation to and from the event is in place. Secure signed activity consent forms.
- See if a guide is available to assist the group and answer questions from the Scouts.
- The unit den leader should bring a copy of the *Guide to Safe Scouting*.

## GATHERING

Remind everyone that it is important to stay together, be on their best behavior, and use the buddy system. Have Bears share things they would like to learn about during the visit.

## OPENING

- Recite the Pledge of Allegiance.

## TALK TIME

- Carry out business items for the den.

## ACTIVITIES

### ◆ Activity 1: Outing (Requirement 4A or 4B)

Enjoy the visit to the selected destination. If your group has a guide, encourage the Bears to ask questions during the tour.

## CLOSING

- Give thank-you notes to people who helped with the outing.
- Plan a cheer ahead of time to show appreciation for this help. The Bow and Arrow Cheer from the previous meeting is a good example.
- Have Bears reflect on what they learned and the parts of the visit they found most interesting.

## AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 4A or 4B.

Upon completion of the Beat of the Drum adventure, your Bears will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.

