




AWARE AND CARE



RATIONALE FOR ADVENTURE

Everyone has challenges—and understanding the challenges of others leads to acceptance. In this adventure, Webelos Scouts will learn firsthand how people live with disabilities that affect their sight, hearing, dexterity, and mobility; with this new understanding, they can help educate their peers and prevent the hurtful exclusion of others.

TAKEAWAYS FOR CUB SCOUTS

- Recognition that all people are different and have challenges
- An understanding of challenges faced by others
- Seeing that people with challenges are not helpless and often give back to their community through service to others
- A Scout is friendly. 

ADVENTURE REQUIREMENTS

Webelos Handbook, page 274

Do all of these:

1. Develop an awareness of the challenges of the blind through participation in an activity that simulates blindness.
2. Participate in an activity that simulates severe visual impairment, but not blindness.
3. Participate in an activity that simulates the challenges of being deaf or hard of hearing.
4. Engage in an activity that simulates mobility impairment.
5. Take part in an activity that simulates dexterity impairment.
6. With your den, participate in an activity that focuses on the acceptance of differences in general.
7. Do two of the following:
 - a. Do a Good Turn for residents at a skilled nursing facility or retirement community.
 - b. Invite an individual with a disability to visit your den, and discuss what activities he or she currently finds challenging or found challenging in the past.
 - c. Attend a disabilities event such as a Special Olympics competition, an adaptive sports event, a performance with sign language interpretation, or an activity with service dogs. Tell your den what you thought about the experience.
 - d. Talk to someone who works with people who have disabilities. Ask that person what they do and how he or she helps people with disabilities.
 - e. Using American Sign Language, sign the Scout Oath.
 - f. With the help of an adult, contact a service dog organization, and learn the entire process from pup training to assignment to a client.
 - g. Participate in a service project that focuses on a specific disability.
 - h. Participate in an activity with an organization whose members are disabled.

NOTES TO DEN LEADER

Please consult with parents to see if any Webelos Scouts in the den may have extra sensitivity to activities in this adventure.

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

MEETING 1 PLAN

The Signs, Signals, and Codes Merit Badge Braille Supplement (No. 621366) includes a Braille alphabet in raised dots and several phrases in Braille that Cub Scouts could use to practice. Contact your local council Scout shop for more information about this resource.

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Copies of the Aware and Care word scramble (Gathering; see Meeting 1 Resources)
- Pencils
- Materials for games (see Meeting 1 Resources)

GATHERING: WORD SCRAMBLE

- As each Scout arrives, give him a pencil and a copy of the Aware and Care word scramble. See how many words the boys can create from the letters.

OPENING

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

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.
- Introduce the adventure by discussing what disabilities are and how they affect people, especially children like the Scouts' peers. Tell the boys that in the next few weeks, they will get a chance to understand more about many different types of disabilities and how people face and overcome their challenges.
- The Department of Health and Human Services website at www.hhs.gov is a good resource for more information you can share with the den.

ACTIVITIES

◆ Activity 1: "Lost in Space" Game (Requirement 1)

See Meeting 1 Resources.

◆ Activity 2: "Don't Drop Humpty" Relay Game (Requirement 2)

See Meeting 1 Resources.

◆ Activity 3: "Did You Get My Message?" Game (Requirement 3)

See Meeting 1 Resources.

◆ Activity 4: "My Fingers Are Stiff" Game (Requirement 5)

See Meeting 1 Resources.

CLOSING

- Gather the den together and recite the Scout Law. Then, starting with the denner and moving right, have each Scout mention one point of the law and how it might apply to this adventure.



Do-at-Home Project Reminder:

Encourage Webelos Scouts to watch a TV show with the volume turned off and be ready to tell the den about it at the next meeting.

AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Record completion of requirements 1, 2, 3, and 5.

MEETING 1 RESOURCES

GATHERING: WORD SCRAMBLE

Using the letters below, see how many words you can form. The words can have two, three, four, or five letters.

A	A	R	W	E	C

ACTIVITIES

◆ Activity 1: “Lost in Space” Game (Requirement 1)

Materials

A large, safe playing area like an empty gymnasium or an open lawn; blindfolds for every Scout except one

How to Play

Explain to the Scouts that they will be “lost in space.” Perhaps something has gone wrong with their space station and all the lights are out. They cannot see the space station, but they must find it to get out of danger.

One Scout—the only one without a blindfold—will be the space station. He stays in one spot and doesn’t move, and all the others must find him without being able to see. Have the den chief and a few adult volunteers stand at the edges to keep the blindfolded Scouts from wandering out of the play area.

Wait until all the Scouts are blindfolded, spread out across the area. Then put the space station in place. Have the blindfolded Scouts turn around three times and start their search. They must rely on hearing, moving toward what they hope is the space station. Each time someone bumps into another searcher, he must say, “beep, beep,” and the person he bumps says the same thing. When a blindfolded player reaches the goal, the space station Scout doesn’t answer the “beep, beep.” Instead he silently takes that player’s hand, so the player knows he is home and safe. Keeping very quiet, the player then removes his blindfold and becomes part of the space station. The action continues until everyone is home.

Reflection

Ask Scouts: *Did you feel a little worried when you weren’t able to see anything? How did you figure out where the space station was? By listening closely for just a single “beep, beep” signal?*

Say: *It might be easy to just peek, but a person who is totally blind could never do that. They often rely on a guide dog or a cane to warn them if something is in their way. And people who are blind must use their other senses to do activities that a seeing person would do with just their eyes.*

People who are blind are not helpless. They get used to their surroundings, and once things are familiar, it becomes easier for them to get around. However, when something is moved from its usual place, they need to be told about the change so they can make adjustments. How might we be of help to people who cannot see when they are in a new place, or when things have been moved around? If you meet a person with a white cane who seems to need help finding an address, what could you do?

Note: If desired, you can substitute this game, “A Knight in the Dragon’s Den.” Divide the Scouts into two teams, the dragons and the knights. The dragons sit randomly in the dragon den (playing area). Keep the knights blindfolded with only the voice of a sighted guide from their team to direct them as they walk through the area. The dragons hiss very loudly the whole time, trying to mask the guide’s directions. If a knight touches a dragon, he sits down where he is and becomes a dragon himself.

◆ Activity 2: “Don’t Drop Humpty” Relay Game (Requirement 2)

Materials

Bottle of hand lotion; two spoons; two pairs of goggles; four bowls; an even number of hardboiled eggs

How to Play

Divide the Scouts into two teams, and give each team half of the hardboiled eggs, one spoon, two bowls, and a pair of goggles with lotion spread on the lenses. Teams will put their eggs in one bowl and place the other bowl on the opposite side of the room. On signal, one player from each team puts on the goggles, picks up one egg with a spoon, and moves it to the other bowl. Then they run back and pass the spoon and goggles to the next player. The object is to transfer as many eggs as possible without letting them drop.

Reflection

Ask the Scouts what it was like not to be able to see clearly. Did it affect how they walked? Could this be what walking is like for someone who has lost his glasses or was born with a visual impairment? How could they help a person in that situation?

Say: *People with different abilities must try to adapt to their differences, and sometimes it takes longer for them to do something. Since people adapt in different ways, what you felt and how you moved in this game is not necessarily how someone born with a visual impairment would always function.*

Note: Try substituting this activity if you want to simulate a more severe visual impairment. Make a blindfold out of cellophane wrap. This closely mimics the rough shapes or colors that people with visual impairments often see. A Scout can put the blindfold on and stand opposite another person whose identity he does not know. Can he identify the person with his limited vision, or by feeling that person's face and hair?

◆ **Activity 3: “Did You Get My Message?” Game (Requirement 3)**

Materials

A stack of 14 index cards, each with one of these phrases:

- A Scout is thrifty
- Be aware and care
- Be kind to others
- Be prepared
- Do a Good Turn daily
- Do your best
- Duty to God
- Follow the rules
- I am true to my word
- I love camping
- On my honor
- Tried and true
- Webelos is cool
- You are my friend

How to Play

Divide the Scouts into pairs—one boy with his lower palms placed firmly over his ears and the other with his hand pressed over his mouth. The second boy draws a card and recites the phrase on it. The first Scout tries to guess what was said. Then they switch places to draw another card, and so on.

Reflection

Ask the Scouts if they have ever had to repeat something to someone who was hard of hearing. Challenge them to think about what they would do if they could not hear well or at all.

◆ **Activity 4: “My Fingers Are Stiff” Game (Requirement 5)**

Materials

A stopwatch or other timing device; adult-size shirt with buttons down the front for each Scout to wear over his uniform; a pair of oversize gloves for each Scout, with craft sticks inserted into the same three fingers on all gloves.

How to Play

Start by timing the Scouts as they put on and button the shirts without wearing the gloves. Then have each boy put on the gloves and try to unbutton and rebutton the shirt while you time them again.

Reflection

Say: *Just as you all had trouble fingering the buttons with the gloves on, sometimes people cannot move their fingers easily because of an injury or disease. This often happens to people who are older. It isn't that they don't know how buttons work; it just takes them longer because they must adapt to the stiffness in their joints. How might you be helpful to someone who has this problem?*



MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Copies of the Scout Oath in American Sign Language, one per Scout (Gathering; see *Webelos Handbook*)
- Potatoes (one per Scout) and a bag to hold them (Activity 1)
- Tape for Mobility Relay (Activity 2)

GATHERING

- As each Scout arrives, give him a copy of the Scout Oath in American Sign Language and have him practice it. Then challenge Scouts to communicate the Oath in ASL without looking at the example.

OPENING

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

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.
- Have Scouts report on their do-at-home project—watching a TV show with the volume turned off. How difficult was it to understand the show?
- Brainstorm to decide which activity the Scouts will do next week to complete requirement 7. The meeting could be an outing to a disabilities event such as the Special Olympics or a visit to a nursing or retirement community. A person who lives with a disability or a service dog trainer might come and speak to the den. The Scouts may want to plan a service project focused on a particular disability. Explore all the options and have Scouts vote on their choice. **Note:** As den leader, you may want to do some research before the meeting to find out which activities are most feasible.

ACTIVITIES

◆ Activity 1: One Potato, My Potato (Requirement 6)

- The purpose of this game is to help Scouts explore their attitudes toward differences in people (gender, racial or ethnic backgrounds, physical appearance, and economic status). The boys will discover that each member in any group is a special individual. See Meeting 2 Resources for directions.

◆ Activity 2: Mobility Relay (Requirement 4)

See Meeting 2 Resources.

CLOSING

- Gather the den members in a circle and lead them in signing the Scout Oath in ASL.
- Review details if Meeting 3 will be a den outing decided on during the brainstorming part of Talk Time. Make sure all Scouts and their families know the plans.

AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Record completion of requirements 4 and 6.

MEETING 2 RESOURCES

ACTIVITIES

◆ Activity 1: One Potato, My Potato

This game has been adapted from an activity in the Prejudice Book, by David Shiman. We wish to thank Dr. Carol Wirtschafter and the Anti-Defamation League of B'nai B'rith for permission to adapt this activity for the Ethics in Action program. — Cub Scout Leader How-To Book 11-28, 11-29, 11-30 Ethics in Action – 1993 Printing Copyright 1985 Boy Scouts of America, Irving, Texas ISBN 0-8395-3831-6

Materials

Potatoes (one per Scout) and a bag to hold them

How to Play

Ask the Webelos Scouts if they agree with the statement, “All potatoes are alike.” If there is a difference of opinion, write down how many are on each side of the issue.

Roll the potatoes out of the bag and ask each Scout to take one. Each boy should look carefully at his potato and, without saying anything out loud, give it a name so he can introduce his new “friend” to the rest of the den. The potatoes must not be marked or scratched in any way. Give the group one minute of silence for this “getting acquainted” process.

Then each Scout in turn introduces his potato by name and tells a little story about it. He may comment on the potato’s physical characteristics—perhaps a little dent caused by growing next to a stone or its multiple “eyes” for seeing in every direction. When all the potatoes have been introduced, have Scouts put them back in the bag. Observe to see if the Scouts handle their new friends, the potatoes, any differently than before. If so, comment on this.

Then roll out the potatoes again and ask Scouts if they think they can find their friends among the batch. Has anyone changed his mind about the statement, “All potatoes are alike”?

Now divide the Scouts into pairs and give them two or three minutes to discover something unique about each other. Stress the positive, such as hobbies, favorite foods, places they have visited, etc. Have each Scout introduce his partner, describing the unique feature that he has discovered.

Reflection

Explore a few more questions:

- Do we sometimes look at certain kinds of people—for example, members of a particular ethnic group or people who are overweight—and say “Oh, they’re all alike”?
- What does this tell us about the person who says that? Does it mean he hasn’t bothered to get to know that person as an individual?
- How does it feel when you are the one being called a name?

If there is time and interest, the group may want to go on to talk about similarities. Although each person is in some way unique, it is sometimes important to know how they are similar. Go back to the potatoes, and ask Scouts what things their potatoes have in common. Make a list of the similarities they find and see how many different groups the potatoes could belong to.

Then finish by asking, *What are some ways that all people are alike?* The Scouts will start to see that people, like potatoes, can fit into a wide range of groups.

◆ Activity 2: Mobility Relay (Requirement 4)

Materials

Masking tape

How to Play

Divide the den into two teams, standing single file in two parallel lines. Using tape, mark a start line in front of each team and a turnaround line about 10 feet away.

On signal, the first Scout in each line drops to the ground and propels himself to his team's turnaround line, using only his arms to move. Then he goes back the same way and tags the next Scout, who repeats the process.

Reflection

After everyone has finished, ask the Scouts if they found this game challenging. Say: *What would it be like if you had to do everything without the use of your legs? What if you could use just one leg? What if you were using a wheelchair, and you fell out of it?* **Note:** If you have access to a wheelchair or crutches, consider a relay with them.

MEETING 3 PLAN

PREPARATION AND MATERIALS NEEDED

- If this meeting will be a den 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.
- Confirm that a tour and activity plan has been submitted, if required, and that transportation to and from the event is in place. Secure signed activity consent forms.
- Unit den leader should have in possession (if required by local council practices) the tour and activity plan and a copy of the *Guide to Safe Scouting*.
- If the den selects a Good Turn or service project, ensure that you have the appropriate materials.

GATHERING

- When they arrive, give the Webelos Scouts time to brainstorm about expected behavior for this meeting. (A Scout is helpful, friendly, courteous, kind.)

OPENING

- Have Scouts present the Scout Oath in American Sign Language.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.

ACTIVITIES

Hold the activity or outing you have planned for Scouts to complete requirement 7.

CLOSING

- One last time, present the Scout Oath using ASL.

AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Record completion of requirement 7.

Upon completion of the Aware and Care 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.

