

ROARING LAUGHTER

ELECTIVE ADVENTURE



252 Bear

SNAPSHOT OF ADVENTURE



Laughing makes you feel good, and when you laugh others may start laughing, too. With just a smile, you can meet a new friend, make someone else smile, and create a happy feeling in yourself and other people. In this Adventure, you'll find lots of ways to smile and laugh.

REQUIREMENTS

1. Think about what makes you laugh. Discuss these with your den or family.
2. Practice reading tongue twisters.
3. Play charades with your den or family.
4. Have a "funniest joke contest" with your den or family.
5. Practice "run-ons" with your den or family.



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REQUIREMENT 1

Think about what makes you laugh. Discuss these with your den or family.



Everybody likes to laugh, but not everybody laughs at the same things. Did you know that laughing actually helps your body? It relaxes your muscles and makes your body and mind feel peaceful and calm. It helps your body fight off germs that could make you sick. It even improves blood flow in your blood vessels, which helps keep your heart functioning well. So laughter is just what the doctor ordered!

Think about what makes you laugh and make some notes.

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears slightly aged or off-white. There is no handwriting or other markings on the page.



Adult's Signature

REQUIREMENT 2

Practice reading tongue twisters.

Tongue twisters are silly statements that trick your tongue. Some are easy to read, and others are really tricky — especially when you say them fast or repeat them. Tongue twisters can give you the giggles when the words that come out of your mouth are not exactly what you were trying to say.

Here are some examples of tongue twisters.

- ▶ A big black bug bit a big black bear. But where is the big black bear that the big black bug bit?
- ▶ How many yaks could a yak pack pack if a yak pack could pack yaks?
- ▶ How much wood could a woodchuck chuck if a woodchuck could chuck wood?
- ▶ How many cans can a canner can if a canner can can cans?
- ▶ Peter Piper picked a peck of pickled peppers. A peck of pickled peppers Peter Piper picked.
- ▶ If Peter Piper picked a peck of pickled peppers, how many pickled peppers did Peter Piper pick?
- ▶ She sells seashells by the seashore.



Check out *Scout Life* magazine's Think & Grin feature for more jokes and tongue twisters.

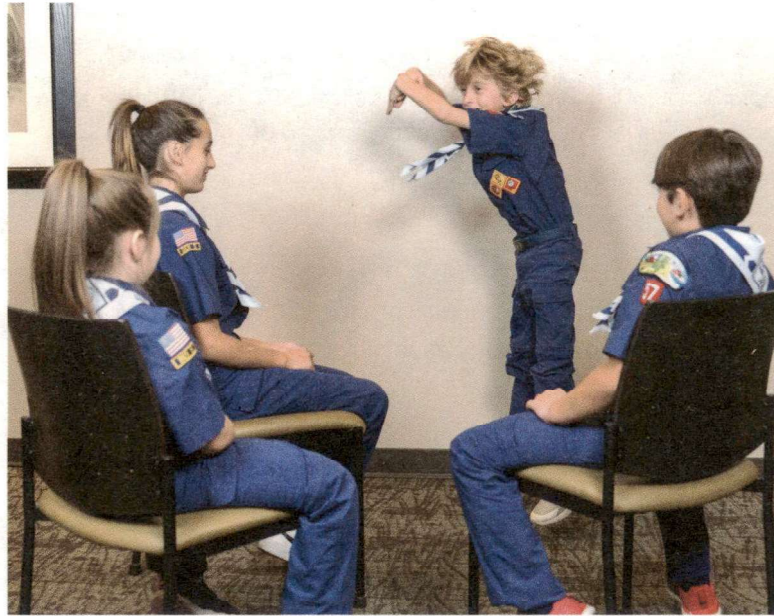


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REQUIREMENT 3

Play charades with your den or family.



Charades is a game in which a person describes a person, place, or thing without talking. To start, divide the den or family into two teams. Choose someone to start the game.

The first person to start the game thinks of a person, place, or thing. It needs to be something that everyone knows. It could be a movie title. They then describe it without talking. They can use movements, gestures, or signals to communicate, but no words or sounds. This is called pantomime. The player pantomimes the word or phrase they chose to the other players to see if they can guess it.

Here are some common clues used in charades.

- ▶ To indicate a song title, pretend to sing into a microphone.
- ▶ To indicate a movie title, pretend to crank an old movie camera in front of your eyes.
- ▶ To indicate the number of words, hold up that many fingers. (Then hold up one finger before pantomiming the first word, two fingers before the second, and so on.)
- ▶ To pantomime a word that rhymes with the word you want players to guess, first tug on your ear to say, "sounds like."

Players from each team take turns pantomiming for their teammates. If the team guesses the word or phrase, the player or team gets a point. Play until each player has a turn to pantomime or set a time limit for the game.

Keep track of the points earned by each player or team. The one with the most points at the end of the game wins.



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REQUIREMENT 4

Have a "funniest joke contest" with your den or family.

Everybody knows at least a few jokes. You can find lots of jokes in *Scout Life* magazine. You can even make up your own.

Here are some examples.

Q: What do you call a Cub Scout who carries another Cub Scout on their back?

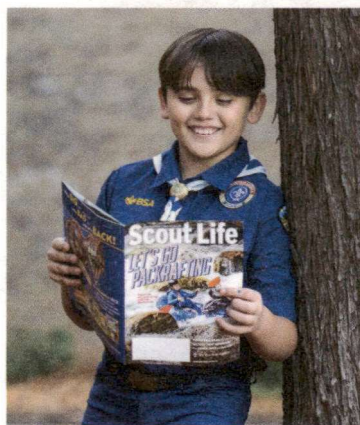
A: A taxi Cub!

Q: How does a taxi Cub move?

A: Low-Cub motion!

Q: How did the Cub Scout look after forgetting to take a jacket on the mountain hike?

A: Blue and cold! (blue and gold)



Q: What did the Cub Scout bake as den treats?

A: Cub-cakes!

Q: What did the Cub Scout neckerchief say to the Cub Scout hat?

A: You go on ahead; I'll hang around here.

Q: Why did the rubber chicken cross the road?

A: She wanted to stretch her legs.

Q: Why did the horse cross the road?

A: To reach his neigh-borhood.

You'll need a partner to ask the questions for knock-knock jokes.

You: Knock, knock.

Your Partner: Who's there?

You: Cows go.

Your Partner: Cows go, who?

You: No, silly. Cows go MOOO!



You: Knock, knock.

Your Partner: Who's there?

You: Interrupting Cow.

Your Partner: Interrupting C—

You: MOO!

You: Knock, knock.

Your Partner: Who's there?

You: Who.

Your Partner: Who, who?

You: Is there an owl in here?



You: Knock, knock.

Your Partner: Who's there?

You: Woo.

Your Partner: Woo, who?

You: Don't get so excited; it's just a joke.

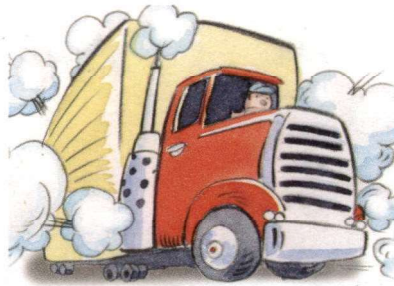
You: Knock, knock.

Your Partner: Who's there?

You: Yodalayhi

Your Partner: Yodalayhi, who?

You: Hey, why are you yodeling?



You: Knock, knock.

Your Partner: Who's there?

You: Cargo

Your Partner: Cargo, who?

You: Cargo vroom vroom.



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REQUIREMENT 5

Practice "run-ons" with your den or family.

Run-ons are quick gags that are used during downtime at a campfire program or pack meeting. They can involve one person or many. When performing your run-on, remember to speak loudly and clearly so the audience can hear what you're saying.

Here are some examples:

Scout 1: Runs out screaming, "They're on me! They're on me!"

Scout 2: "What's on you?"

Scout 1: "My clothes."

Scout 1: Runs out screaming, "They're after me! They're after me!"

Scout 2: "Who's after you?"

Scout 1: "The squirrels. They think I'm nuts."

Scout 1: Walks out dragging a rope across the ground.

Scout 2: "Why are you dragging that rope?"

Scout 1: "Have you ever tried pushing one?"



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