



A WORLD OF SOUND



RATIONALE FOR ADVENTURE

Every culture has its own unique instruments. In this adventure, Scouts will “visit” three different parts of the world and explore some of their musical sounds. Scouts will get the chance to make their own versions of three instruments from those places and take them home to share with their family.

TAKEAWAYS FOR CUB SCOUTS

- A basic understanding of world musical culture
- Cooperation and sharing while making instruments
- Creativity
- Deductive reasoning when it comes to sound
- Respect for other countries

ADVENTURE REQUIREMENTS

Bear Handbook, page 280

Complete all of the following:

1. Make an mbira.
2. Make a sistrum.
3. Make a rain stick.

NOTES TO DEN LEADER

In this adventure, you and your den will be able to experience something every culture has in common—music! Your Bear den will be able to explore three different instruments made from easily found and recycled materials. It might be good to download audio samples online in advance of each meeting so Scouts can hear what each instrument sounds like. A great time to share your instruments would be at a pack meeting.

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Map of Africa
- Materials for constructing an mbira (see this adventure in the *Bear Handbook*)
- If you wish, try to find someone who has knowledge or experience with this instrument who could visit the den meeting and speak with the Scouts. Check with local cultural centers, museums, or the music department at a nearby college.

GATHERING

Play a game of Ampe, Ampe (*AM-pay*). Schoolchildren play this game in Ghana, Africa. It is very similar to Rock Paper Scissors.

Instructions:

Pick one player as the leader. That player stands on one side and the others stand in a line facing the leader. The leader then walks across and stands opposite the first player in line, and they both do the following actions at the same time:

1. Say, "Ampe, Ampe."
2. Clap your hands.
3. Jump in place and land with one foot forward.

If both of them put the same foot forward, the leader sits down and the other Scout take the leader's place. If each puts a different foot forward, the leader moves to the next player in line and they repeat the actions.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Have Bears answer the den roll call with the Swahili word for Yes, *ndiyo z* (*en-DEE-yo*), or Hello, *jambo* (*JAM-bo*).

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Tell the Scouts it is time to visit Africa and learn about one of the musical instruments, played there, the mbira—a wooden board with metal or wooden strips, or tines, that vibrate when you pluck them.
- Display a map of Africa so the Scouts can get a sense of where the instrument comes from. The mbira has been an important instrument in Africa for more than 800 years, and it is known by that name throughout much of the continent. But depending on the country you visit, the style of the instrument may be different and called by a different name:
 - mbira in Zimbabwe
 - kalimba (*kuh-LIM-buh*) in Kenya
 - ikembe (*ee-KEM-bay*) in Rwanda
 - likembe (*lee-KEM-bay*) in the Democratic Republic of the Congo

These versions of the mbira are different in appearance, just as there are various types and styles of some instruments in the United States, like the guitar. Some mbiras have only six tines to pluck, while others have as many as 33. The instrument can be played by itself, but normally several mbiras are played together to accompany singers or dancers.

In our country, this kind of instrument might be called a finger harp, a gourd piano, or a thumb piano—because you use your thumbs to pluck (depress and release) the metal strips (tongues or lamellas) that make particular musical notes.

ACTIVITIES

◆ Activity: Make an Mbira (Requirement 1)

See instructions in the *Bear Handbook* for making an mbira. After each Scout has made one, take some time to experiment. Have the Scouts see what difference it makes if a player uses a craft stick instead of their thumb to pluck the tines. Ask: *What happens when a metal spoon? How about a plastic spoon? Does the noise change depending on whether wood, metal, or plastic?* Have them try to play a simple tune like "Happy Birthday" or "Twinkle Twinkle Little Star."

CLOSING

Akela's Minute: Tell the Scouts that while people around the world may be different in many ways, they are the same in many other ways. This adventure helps us to understand that other cultures have musical instruments and enjoy music just as we do. Likewise, when friends in other cultures close a meeting or gathering, they wish for their friends to remain safe until they see each other again. Have the Scouts turn to each other and say *kuwa salama* (KOO-uh sa-LA-ma), which means "Be safe" in Swahili, a language used widely in East Africa and the Congo region.

AFTER THE MEETING

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

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Map of Egypt
- Materials for constructing a sistrum (see this adventure in the *Bear Handbook*)
- If you wish, try to find someone who has knowledge or experience with this instrument who could visit the den meeting and speak with the Scouts. Check with local cultural centers, museums, or the music department at a nearby college.

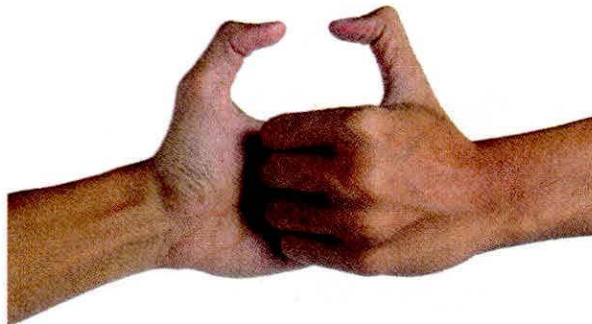
GATHERING

Play thumb wrestling, an ancient Egyptian game.

Instructions:

Divide the Scouts into pairs as they arrive for the den meeting. Have each Scout link four fingers on one hand with the same four fingers on the other's hand. Both of them should leave their thumbs free, facing up. On the count of three, they "wrestle" with their thumbs. The winner is the first player who can hold the other's thumb down for more than 3 seconds.

NOTE: Adults should not thumb wrestle with the Scouts. Remind everyone that good sportsmanship is important, and they are not to hold each other's thumbs down for more than 3 seconds.



OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law. Refer to *Ceremonies for Dens and Packs* for additional guidance.
- Have Bears answer the den roll call with the Arabic word for Yes, *Aiwa (you-wa)*, or Hello, *Ahlain (Ah-len)*.
- Share this information with them about the gathering activity they just did: The ancient Egyptians played many of the same games that we do today. If you look at pictures of Egyptian artwork, you will see people throwing javelins, wrestling, swimming, running, etc. The game you just played (thumb wrestling) is one that ancient Egyptians also played.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Display the map of Egypt and tell Bears that, for this meeting, they will travel 3,000 years back in time to ancient Egypt where they will learn how to make a sistrum. This instrument is a type of Egyptian musical rattle that was used to play songs for the pharaohs of Egypt. There are many wall paintings of musicians playing their sistrums for the Egyptian royalty. In those days, sistrums were made out of bone, wood, and strong plant fibers. To make our sistrums, we will use materials found around us that give us the same look and sound as those early instruments (see this adventure in the *Bear Handbook*).

ACTIVITIES

◆ Activity: Make a Sistrum (Requirement 2)

- Have Scouts make their sistrums (see instructions in this adventure in the *Bear Handbook*).
- After this is done, play a song and have them try to match the rhythm of the song with the rattle of their sistrums. Then ask: *Was it easier to match the beat by shaking the sistrum or by sliding it back and forth? Now use your Bear ears: What sound in nature is similar to the sound of a sistrum? Does the sistrum sound like wind blowing through tall grass? Like an animal? Like the gentle noise of a river?*

CLOSING

- **Akela's Minute:** *This week we traveled again—not only to another country, but also back in time. Egyptian history gives us details of one of the earliest cultures that has been discovered, and more discoveries are being made even now. Since we have been on a journey this week both in time and place, let's wish each other a safe journey in Arabic until we come together for the next meeting. Bissalama. That means "Have a safe journey!"*

AFTER THE MEETING

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

MEETING 3 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Map of Chile (or a map of South America)
- 1 spinning top for each Scout in the gathering activity
- Materials for making a rain stick (see this adventure in the *Bear Handbook*)
- If you wish, try to find someone who has knowledge or experience with this instrument who could visit the den meeting and speak with the Scouts. Check with local cultural centers, museums, or the music department at a nearby college.

GATHERING

Have the den play a game of Trompo, or “Whipping Top.” Trompo has been played by people in Latin America since approximately 2,800 BC. It is a version of spinning tops.

Instructions:

Tape a circle on the floor or ground for playing tops, and give one to each Scout as they arrive. Pair up the Scouts and have them spin their tops to see which one will be knocked out of the circle.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Have the Scouts answer the den roll call with the Spanish word for Yes, *Sí*, or Hello, *Hola*. Spanish is the official language spoken in Chile.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Display the map of Chile or the map of South America, pointing out where Chile is. Remind Bears that they traveled to Africa and Egypt in the first two meetings of this adventure, and now it's time to go to the country of Chile.
- Explain that rain sticks—which are thought to produce rain by artificial means—are found in many cultures where plants must be kept growing for communities to survive. The Diaguita Indians of Chile have been making rain sticks for centuries. They dance and shake them to imitate the sound of rain.
- The original rain sticks were made out of cacti. A piece of cholla cactus would be cut off and left to dry out. The spikes on the outside were then scraped away so it would be safe to hold the rain stick. The spikes on the inside were left intact so that when the “stick” was filled with seeds, beans, or small rocks, a unique noise would be made as they fell softly past each spike.

ACTIVITIES

◆ Activity: Make a Rain Stick (Requirement 3)

Tell the Scouts: *Since we don't have cacti growing at our meeting place, we will use cardboard tubes and other modern items to recreate the sound of rain. (See this adventure in the Bear Handbook for a list of materials and instructions.) There are many ways to control the sound of a rain stick: The length of the stick makes a difference and so do the items that you choose to put inside. Decide on the combination of sounds and size before you create your rain stick. Everyone's rain stick will be a little bit different.*

After the rain sticks are completed, discuss the sounds the sticks made. Say: *Use your Bear ears. What sound from nature did your rain stick make? Did it sound like the rain on your roof? Did it make the sound of a waterfall? When you shook it, did it sound like thunder?*

CLOSING

Have the Scouts stand at attention and repeat the Scout Oath. Then have them turn to each other and say, "Cuídate" (KWEE-da-tay), which is Spanish for "Be safe."

AFTER THE MEETING

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

Upon completion of the A World of Sound 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.

