

Cub Scout Skits

The purpose of performing skits is to give the Scouts a chance to perform and have some fun. Skits are a great time for Scouts to act silly and learn how to project their voice to a crowd. The key is to encourage each group and every Scout.

Hand each group a set of scripts for one of the skits. They will rehearse it for a few minutes and then perform it for the group. These skits have been chosen for groups of 4 Scouts and either do not need props or need something very common. If you have a smaller group, then have a Scout read multiple parts. Many of the skits can accommodate larger groups and instructions are provided to expand them.

Key Points:

- The Skits have been written for 4 Scouts. Some can accommodate a larger group but keep Groups to no more than 6 Scouts.
- Scouts should rehearse the skit at least 3 times to get the flow.
- Scouts can take their scripts with them on stage to perform. This is about learning to be in front of a group, not memorizing lines.
- The adult leader should act as the Master of Ceremonies and introduce each Skit.
- Keep this a positive environment. Monitor the groups to make sure that the Scouts are supporting each other. Sometime Scouts can get caught up in getting the lines perfect that they can become critical of their co-actors. The goal is for everyone to have fun.
- If a Scout does not want a speaking part, they should not be forced. Several skits have non-verbal parts or they may have an idea on how they can contribute.
- The Cub Scout Motto is “Do Your Best” – that is what we are looking for.

Preparation:

Have a set Stage Area for the Scouts to perform. Have the scripts divided to easily hand them out to a group. Pick the scripts you like the best, the numeric order was random. When the groups split up, you may need to go around and help the Scouts divide roles and get into the flow of rehearsing.

Group Instructions (read aloud to group):

A skit is a short fun play. Today we will be performing skits in small groups. Each group will get a script to perform. They should assign a role for each person and then practice the skit. Remember that you can be silly, but you must read the lines. You cannot do anything that would hurt or embarrass your fellow Scouts.

Skit 1 - THE VIPER IS COMING!

This is written for 5 Scouts, for 4 Scouts, skip Scout 4.

Scout 1: *Runs in from the side of the stage*

“The viper is coming! Run!”

Runs out

Scout 2: *Runs in from the side of the stage*

“The viper is coming! Hide!”

Runs out

Scout 3: *Runs in from the side of the stage*

“The viper is coming! Call for help!”

Runs out

Scout 4: *Runs in from the side of the stage*

“The viper is coming! Save yourselves!”

Runs out

Viper: *Walks in holding a napkin or rag and mines wiping a window.*

Speaking in a Dracula like, spooky voice –

“Hallo! I'm de Viper! I'm here to vipe the vindows!!!”

Skit 2 - GOT ANY DUCK FOOD?

This Skit has a Store Owner and 3 Customers. The customers will come in one at a time. You can also do this with 2 people and the same Scout comes in as the customer each time.

At the beginning of the skit, the Store Owner will walk on stage and mime standing behind a counter. The store owner could pretend to wipe the counter, count money, play with the register, etc.

Scout 1: Walks in from the side of the stage and faces store owner

“Got any duck food?”

Store Owner: No, this is a hardware store. We don't sell duck food

Scout 1 leaves off the side of the stage

Scout 2: Walks in from the side of the stage and faces store owner

“Got any duck food?”

Store Owner: “No, like I told that other Scout. We don't sell duck food. If another Scout comes in asking for Duck Food I will nail their feet to the floor!”

Scout 2 quickly leaves off the side of the stage

Scout 3: Walks in from the side of the stage and faces store owner

“Got any nails?”

Store Owner: “No, we just sold out.”

Scout 3:

“Got any duck food?”

Skit 3 - INVISIBLE BENCH

This skit can be expanded to extra Scouts if needed. The extra scouts fill in between Scout 3 and the last Scout.

Scout 1 walks onstage and squats down as if he is sitting on an invisible bench. Scout 2 walks up to Cub Scout 1.

Scout 2: **“Whatcha doing?”**

Scout 1: **“Just sitting on this invisible bench.”**

Scout 2: **“Can I join you?”**

Scout 1: **“Sure!”**

Scout 2 squats down to sit next to Cub Scout 1. Cub Scout 3 walks up to Cub Scouts 1 & 2.

Scout 3: **“Hey, what are you doing?”**

Scouts 1 & 2: **“Just sitting on this invisible bench.”**

Scout 3: **“Do you mind if I join you?”**

Scouts 1 & 2: **“Not at all! Have a seat.”**

If you have extra Scouts, continue the dialog with each Scout coming up to ask what the Scouts are doing and if they can join them until you get to the last Scout.

Last Scout: **“What are y'all doing?”**

All Other Scouts: **“Just sitting here on this invisible bench.”**

Last Scout: **“No you aren't. I moved that bench over there yesterday.”**

*Last Scout points to the other side of the stage.
All Other Scouts who are “sitting on the bench” fall down.*

Skit 4 - CAN'T WORK IN THE DARK

This skit can be expanded to extra Scouts if needed.

There is one Scout who is the boss, they start off-stage. One Scout is standing with his arm raised straight as if he were holding a flashlight in his hand and shining it on the other Scouts. The remaining Scouts are pretending to rake leaves or dig with shovels.

Boss enters stage and walks up to the Cub Scout who has his arm raised.

Boss: "I'm paying you to work, not to just stand around. Why aren't you working?"

Scout with arm raised: **"I'm a lightbulb!"**

Boss: "Get to work! When I come back, if you aren't working, you're fired!"

Boss leaves, and Scouts continue to work. Boss returns and sees the "lightbulb" Scout still standing with his arm raised.

Boss: "That's it! You're fired! Get out!"

Scout with arm raised drops his arm and dejectedly leaves. As soon as he drops his arm, the rest look around, stop working and start to leave.

Boss: "Hey, why are you leaving? Get back to work!"

Scouts: "How? We can't work in the dark!"

Skit 5 - EMERGENCY BROADCAST SYSTEM

This skit can be expanded to extra Scouts if needed. Choose one Scout to be the Announcer.

The Announcer stands towards the front of the stage facing the audience. The other Scouts form a line a few feet behind the announcer.

Announcer: “For the next ten seconds, we will conduct a test of the emergency broadcast system.”

Announcer raises their hand.

Scouts: “Beeeeeeeeeeppppp”

Scouts will continue to say “Beeeeeep” until the Announcer lowers their hand completely (about 10 seconds). As the Announcer lowers their hand the Scouts get quieter and when the Announcer raises their hand, the Scouts get louder. The leader can move their hand up and down to change the volume.

Announcer lowers their hand completely and the Scouts go quiet.

Announcer: “Thank you. This concludes the test of the emergency broadcast system. Had this been an actual emergency, you would have heard...”

Scouts scream in panic and run off stage waving their hands.

Skit 6 – ‘WE HAVE NO SKIT’

You can use as many Cub Scouts as you would like for this skit.

Cub Scout 1 walks onto stage and slaps their forehead.

Cub Scout 1: **“Oh, no!”**

Cub Scout 2 walks onto stage.

Cub Scout 2: **“What's wrong?”**

Cub Scout 1 pretends to whisper into Cub Scout 2's ear. (can be from a distance)

Cub Scout 2: **“Oh, no!”**

Cub Scout 3 walks onto stage.

Cub Scout 3: **“What's wrong?”**

Cub Scout 2 pretends to whisper into Cub Scout 2's ear. (can be from a distance)

Cub Scout 3: **“Oh, no!”**

Repeat this for each Cub Scout only one Cub Scout is left.

Last Scout walks onto stage.

Last Scout: **“What's wrong?”**

All Scouts: **“We have no skit!!!”**

Skit 7 – IS IT TIME YET?

Required: a chair for each Scout.

Line chairs up in a row facing audience. Scouts sit on chairs. All scouts sit on chairs and cross right leg over left and right arm over left and stretch out like they are resting.

Scout on the right end looks to the Scout next to them: **“Is it time yet?”**

Each scout passes the question down the line to the end asking the question to the Scout beside them

Scout on far end: **“Nope.”**

Each scout passes the reply back up the line to the end by telling the Scout next to them the reply.

(wait a few seconds)

Scout on the right end looks to the Scout next to them: **“Is it time yet?”**

The question is passed down the line as before.

Scout on far end: **“Nope.”**

The Answer is passed back as before

(wait a few seconds)

Scout on the right end: **“Is it time yet now?”**

The question is passed down the line as before.

Scout on far end: **“Yep, its time.”**

The Answer is passed back as before

Scout on the right end **“Yeah!”**

All scouts stretch their arms up and switch their arms and legs to left over right.

Skit 8 – ICE FISHING SKIT

One Scout will be off stage and yelling their lines as if they are a booming voice from above. The others will enter to center stage.

Scout 1: **“We are ice fishermen looking for our dinner.”**

Scout 2: **“This looks like a good spot.”**

Scout 3 pretends to drill through the ice. All Scouts pretend to fish.

Scout 3: **“I hope we catch a big one!”**

Off Stage Scout: **“There are no fish there!”**

Scouts jump up and look confused... The Scouts move to another spot.

Scout 1: **“OK, let’s try over there.”**

Scout 3: **“You drill the hole this time.”**

Scout 2: **“OK, here we go.”**

Scout 2 pretends to drill hole. The all start fishing.

Off Stage Scout: **“There are no fish there!”**

Scouts jump up and look confused... The Scouts move to another.

Scout 3: **“I don’t know what that was - this place looks pretty good.”**

Scout 1: **“I’ll drill the hole this time.”**

Scout 1 drills the hole and all the Scouts start fishing.

Scout 2: **“I know we will get dinner now!”**

Off Stage Scout: **“Listen, I’m the ice rink manager and THERE ARE NO FISH THERE!”**