

Cub Scout Den Meeting Outline

Month: **September**

Week: **1**

Point of the Scout Law: **Friendly**

	Tiger	Wolf	Bear	Webelos
Before the Meeting	Gather materials for gathering and other activities, games and have home assignments (if any) ready.	Gather materials for gathering and other activities, games and have home assignments (if any) ready.	Gather materials for gathering and other activities, games and have home assignments (if any) ready.	Gather materials for gathering and other activities, games and have home assignments (if any) ready.
Gathering	Railroad Safety and Railroad Safety Word Scramble			
Opening	A Scout is Friendly Opening			
Activities/Project	Make a Train			
Game/Song	Tunnel Relay; Hitching Train Cars Relay			
Business items/Take home	None	None	None	None
Closing	Stay on the Right Track Closing			
After the meeting				

Materials:

Gathering: copies of Railroad Safety handouts (front and back), crayons, pencils

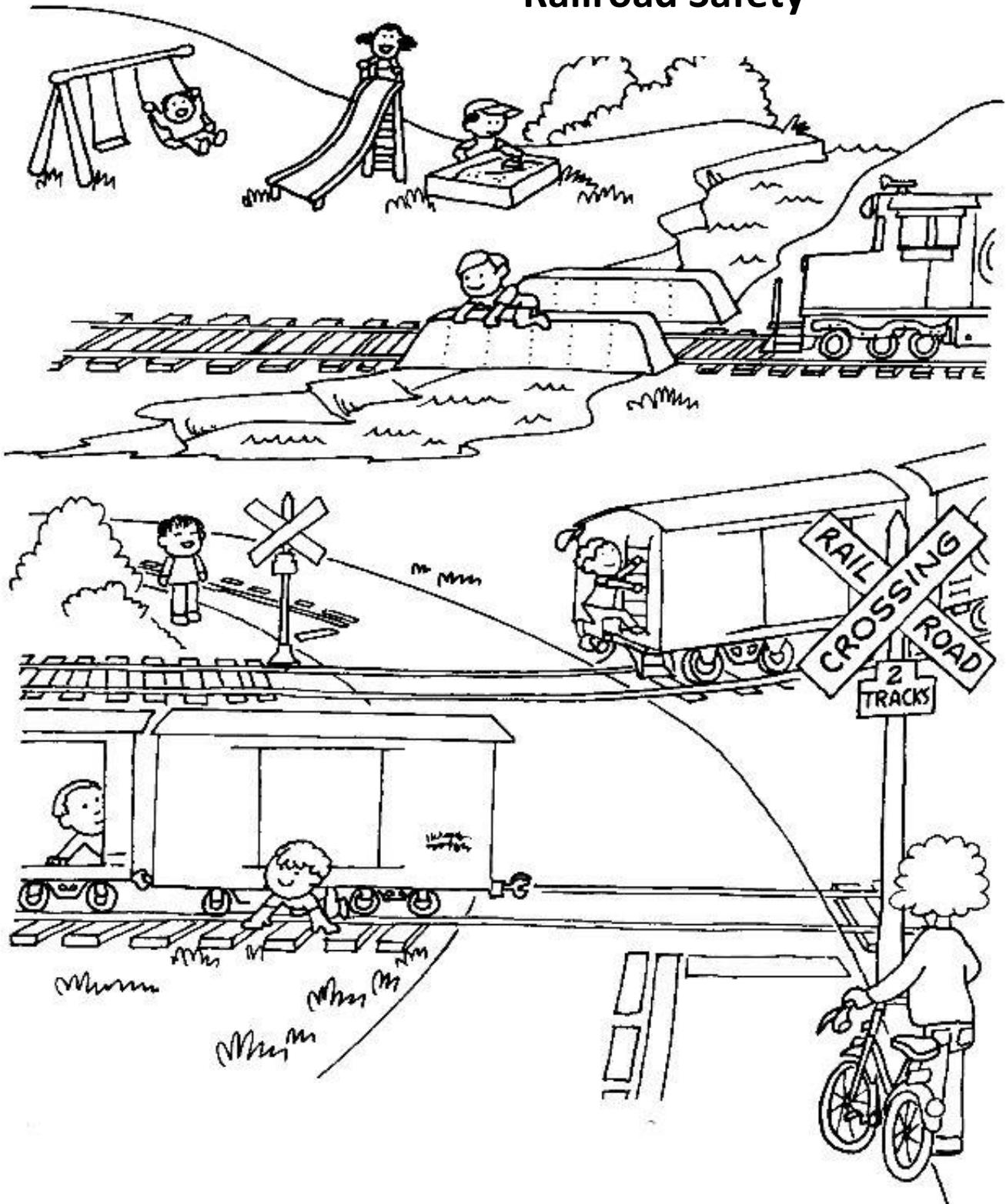
Opening: instructions

Activities/Project: Train car and engine patterns – copy one engine for every 3 to 4 car copies made (so that there is a mix of engines and cars that Cub Scouts are working on), scissors, crayons

Game: instructions

Closing: instructions

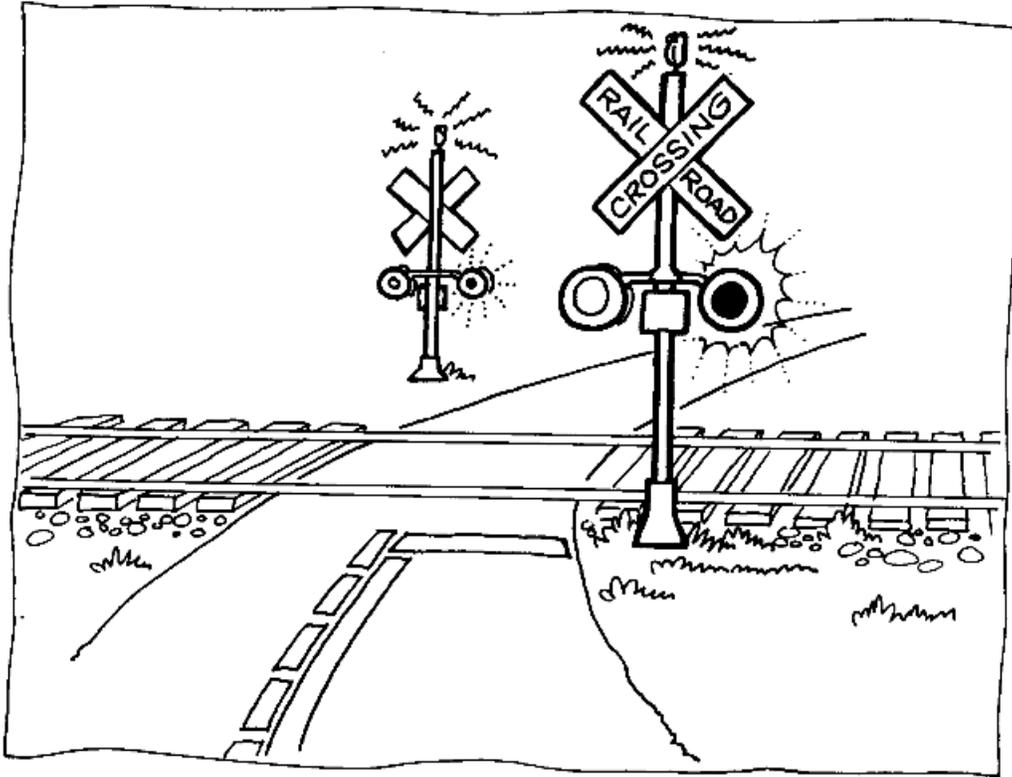
Railroad Safety



As you color this picture, look for:

1. Dangerous things that children are doing around the trains and railroad tracks.
2. Safe things that children are doing around the trains and railroad tracks.

Railroad Safety Word Scramble



Unscramble the underlined words.

1. There are gnalsis at the railroad crossing.

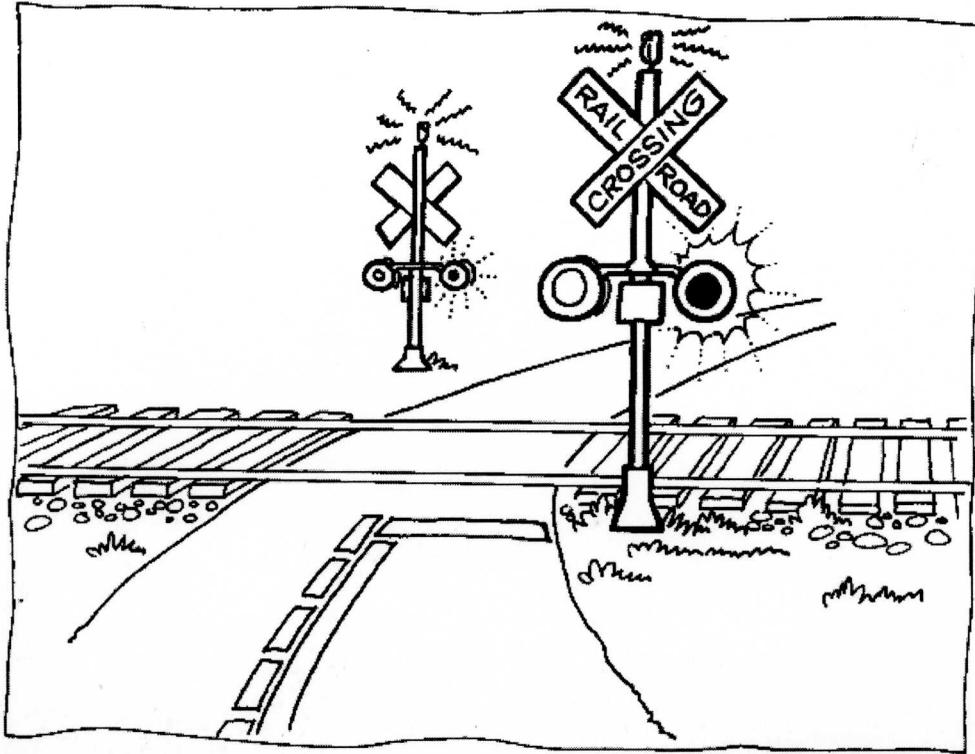
2. Tops, kool, and netsil at all railroad crossings.

_____, _____, and _____

3. Stop when you see the hingflas lights.

4. Cross the railroad tracks after the artin passes.

Railroad Safety Word Scramble



Unscramble the underlined words.

1. There are gnalsis at the railroad crossing.

S I G N A L S

2. Tops, kool, and netsil at all railroad crossings.

S T O P, L O O K, and L I S T E N

3. Stop when you see the hingflas lights.

F L A S H I N G

4. Cross the railroad tracks after the artin passes.

T R A I N

A Scout is Friendly Opening

Materials:

None

Instructions:

Cubmaster or Den leader:

If I say "A Scout is friendly," what does that mean to you?

[Listen to their answers and make sure that they understand that "A Scout is a friend to everyone, even people who are very different from him."]

How can Cub Scouts better friends to the people around them?

[The Cub Scouts will likely have some perfect answers to your question. Encourage them to do their best to be a better friend.]

Let's start our meeting today with our friends by saying the Scout Oath and Scout Law.

Make a Train

Materials:

[Make the copies of the train components so that there are 3 to 4 train cars for every 1 train engine]

Copies of Train Cars

Copies of Train Engines

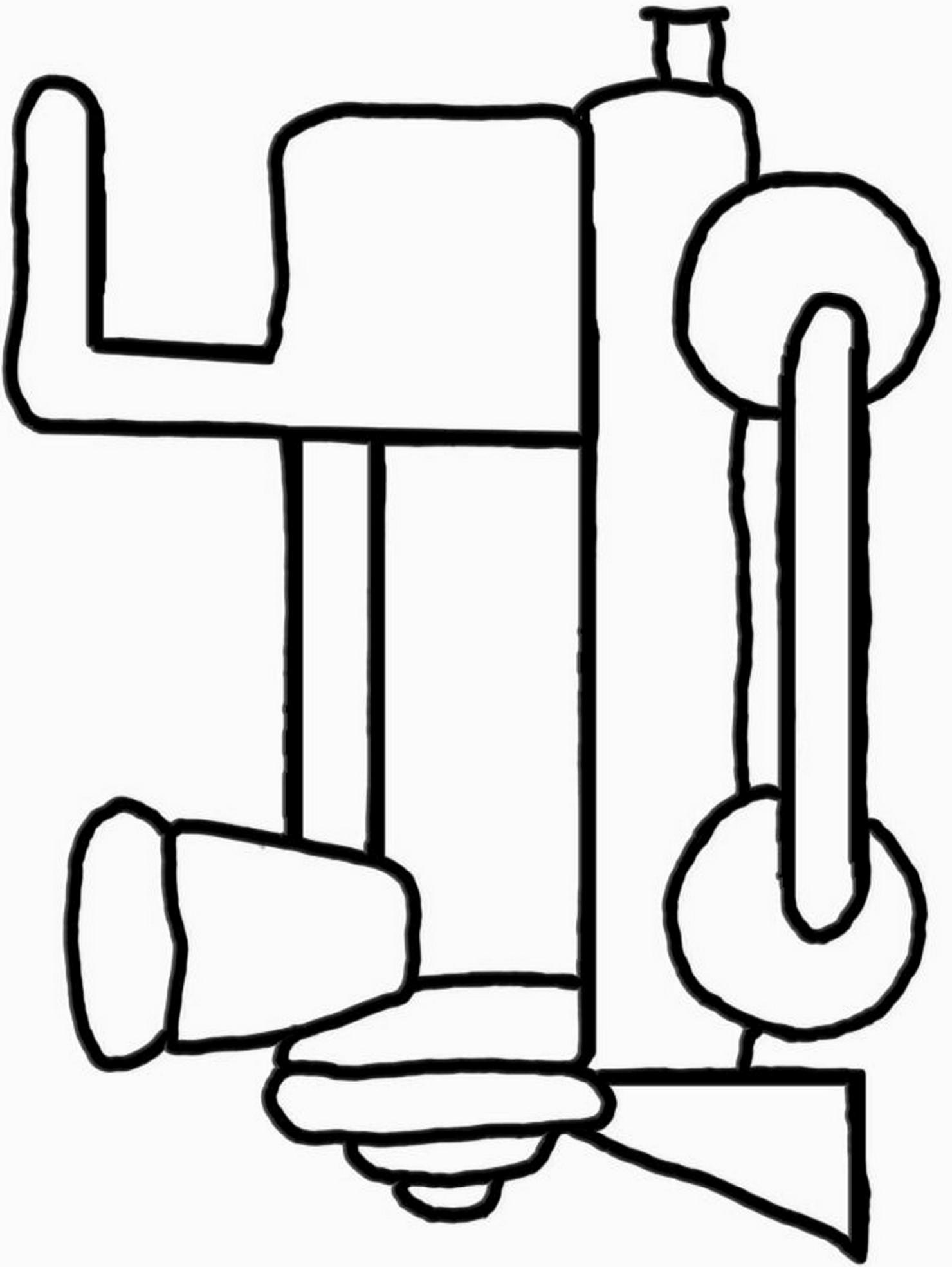
Scissors

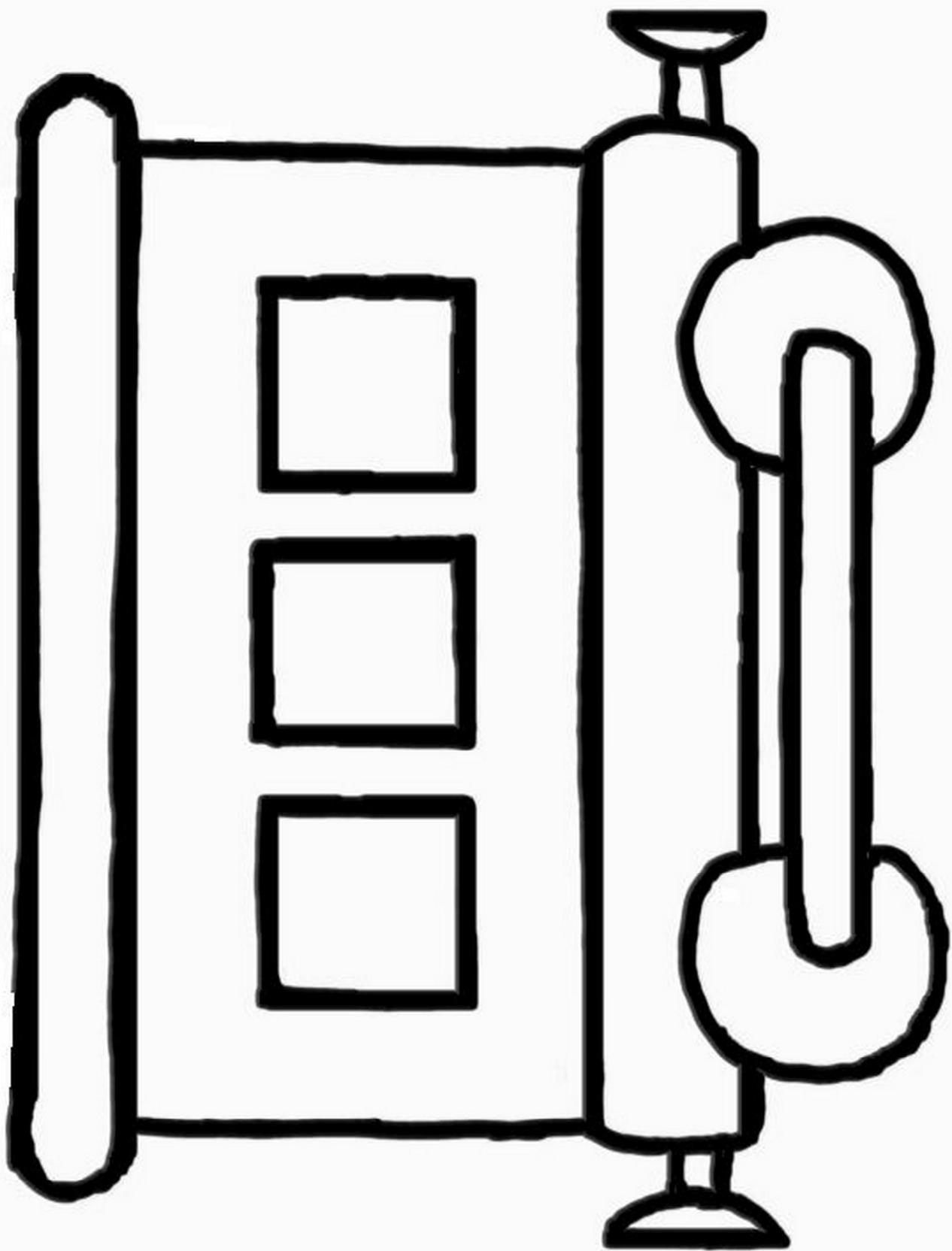
Crayons



Directions:

1. Pass out train cars and train engines to the Cub Scouts. Cub Scouts should only have one – not one of each kind.
2. Cub Scouts will do their best to color and cut out the train engines and train cars.
3. Next they will look around and try to make a train with an engine and 3 cars. They “make” this train by holding up their train engine or train car and standing in a line, or laying their train engines or cars down on a table or the floor.
4. Then see if they can make a train with an engine and 5 cars, then with two cars.
5. Then see how long of a train they can make (remind them that trains can have more than one engine).
6. Explain that this longest train is like their pack. It needs lots of engines and lots of cars – just like the Cub Scout pack needs all kinds of Cub Scouts.





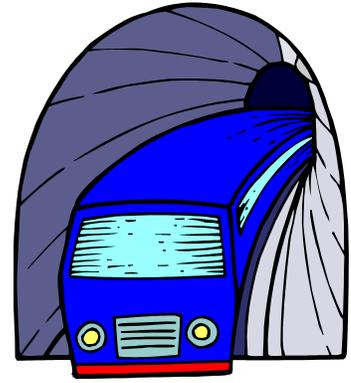
Tunnel Relay

Materials:

None

Divide the Cub Scouts as evenly as possible into teams.

Have team members line up behind each other, standing with their feet apart, making a tunnel. The last Cub Scout in the team's line crawls through the tunnel and then stands up with his feet apart. He yells, "All clear!" and the next player at the end of the line follows in succession. The first team back to its original order wins.



Hitching Train Cars Relay

Materials:

Masking tape for marking start and turning line

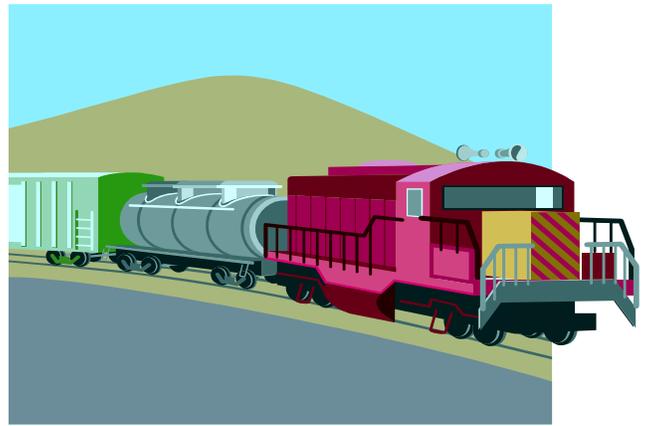
Directions:

Mark a start line and turning line 15-20 feet apart from each other. The turning line is called the “destination.”

Divide the group into teams as even as possible. Have them line up in relay fashion.

The first Cub Scout in each team runs to the destination and returns to the start line. He touches the hand of the next player, who hitches on to the first player by grabbing his waist. Then they both run to the destination and return to start. The third boy hitches on and so forth. The last player is the caboose.

The team to be the first to bring all train cars and the caboose to the destination and then back wins.



Stay on the Right Track Closing

Cubmaster:

There are many different kinds of trains – passenger trains that can carry you through this great country, freight trains that haul food and products to stores and even historical trains that show you what riding a train was like many years ago.

All of these trains are different, yet they have something in common – they all run on tracks. A train, as large and powerful as it is, can't go anywhere without tracks to guide it.

Like these trains, we are all different. But we all need tracks to guide us too. Some of these tracks are faith, honesty, cooperation, love and service. This month, let's pledge to stay on the right track. Show your family and friends how much you love and appreciate them through your words and good deeds. Work hard to be honest and to cooperate with everyone. Give service too. Stay on the right track and you'll go far.

