

Cub Scout Den Meeting Outline

Month: **August**

Week: **3**

Point of the Scout Law: **Courteous**

	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	Bugs and Names			
Opening	BUGS Opening			
Activities/Project	Jumping Frog Origami			
Game/Song	Centipedes, Frog Hop			
Business items/Take home	None	None	None	None
Closing	Secrets of Nature Closing			
After the meeting				

Materials:

Gathering: copies of Bugs and Names, pencils/pens

Opening: Flag, opening cards

Project/Activity: 4x6 index cards, pencils/pens

Game/Song: None

Closing: None

Home assignments: None

These bugs need names! Write the name of the bug next to the picture of the bug.

Some names to choose from:

Monarch butterfly

Dragonfly

Housefly

Bee

Grasshopper

Moth

Gulf Fritillary butterfly

Stinkbug

Caterpillar

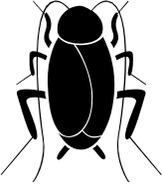
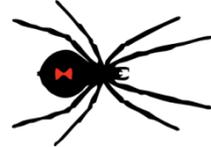
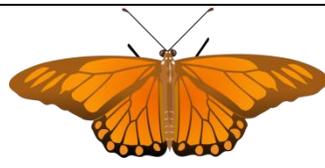
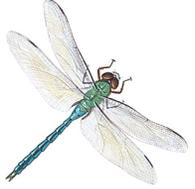
Ladybug

Ant

Black Widow spider

Cockroach

BUGS and NAMES!

			
			
			
			
			
			
		Draw another bug!	What is it called?

These bugs need names! Write the name of the bug next to the picture of the bug.

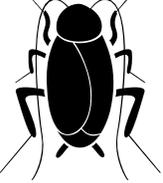
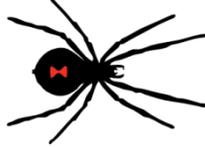
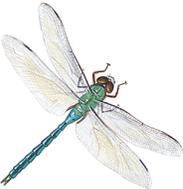
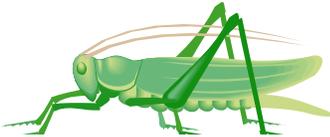
Some names to choose from:

Monarch butterfly
 Dragonfly
 Housefly
 Bee
 Grasshopper

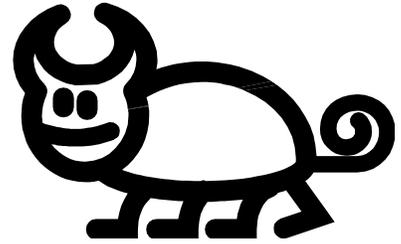
Moth
 Gulf Fritillary butterfly
 Stinkbug
 Caterpillar
 Ladybug

Ant
 Black Widow spider
 Cockroach

BUGS and NAMES!

	Monarch butterfly		Caterpillar
	Ladybug		Stinkbug
	Cockroach		Black Widow spider
	Ant		Gulf Fritillary butterfly
	Dragonfly		Moth
	Housefly		Grasshopper
	Bee	Draw another bug!	What is it called?

Bugs Opening Ceremony



Materials:

Large cards to spell out B-U-G-S with the words to be read on the back. As boys read each line, they hold cards up high.

Cub Scout #1: B stands for best. A Cub Scout promises to do his best.

Cub Scout #2: U stands for understands. A Cub Scout understands his duty to God and his country.

Cub Scout #3: G stands for good. A Cub Scout is good. He helps other people at all times.

Cub Scout #4: S stands for spirit – the Cub Scout spirit.

Cubmaster: The letters on the cards spell BUGS. We share our world with bugs and many other creatures. Let us learn to live in harmony with every living thing around us.

Please join us for the Pledge of Allegiance, the Scout Oath and the Scout Law.

B

Cub Scout #1: B stands for best.

A Cub Scout promises to do his
best.

u

Cub Scout #2: U stands for understands. A Cub Scout understands his duty to God and his country.

G

Cub Scout #3: G stands for good. Cub Scouts are good and help other people at all times.

S

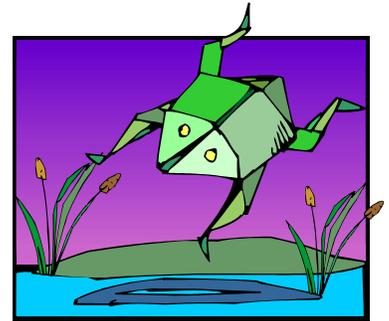
Cub Scout #4: S stands for spirit
– the Cub Scout spirit.

Jumping Frog Origami

Materials:

4x6 index card (1 per Cub Scout)

Pencil, marker or crayon for drawing eyes

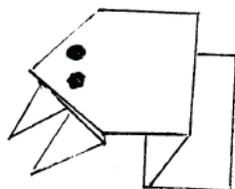
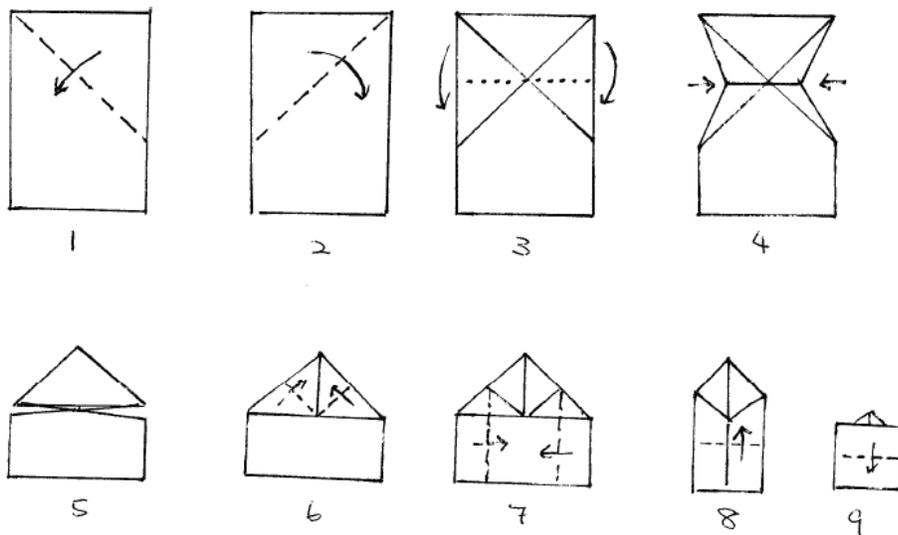


Directions:

For each of the folds, make sure you crease them well.

1. Fold down right top corner. Unfold.
2. Fold down left top corner. Unfold.
3. Fold backward as shown by dotted line. Unfold.
4. Push down at the center of "X" and bring sides to meet in the middle.
5. Push down top triangle.
6. Fold up two points of the top triangle.
7. Fold sides of card to the center.
8. Bring the bottom edge up almost to the top and fold.
9. Fold down top layer.
10. Turn the frog over. You may want to draw eyes.

Stroke the back of frog to make him jump.



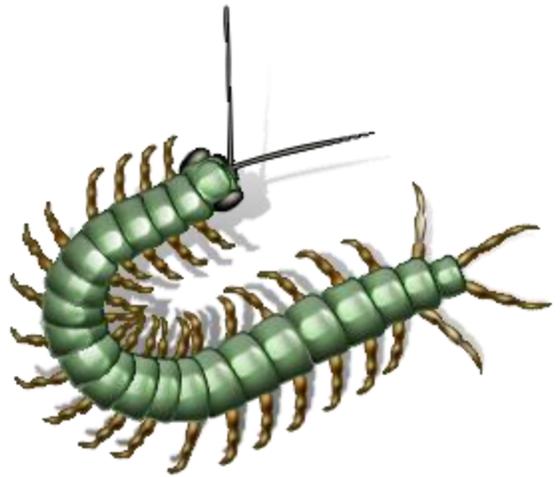
Centipedes

Materials:

Masking tape for marking lines

Mark start and finish lines about 20 feet apart.

Play this game in teams. It is OK if one team has one more player than another team, though try to make the teams as even as possible.



All boys get down on their hands and knees and teams line up behind each other at the start line. The second player of the team grasps the first player by the ankles. The third grabs the ankles of the second player, and so on. At the signal, the “centipedes” try to move across the playing area to the finish line as quickly as they can without breaking hand-ankle hold.

The Frog Hop

Materials:

Masking Tape for marking the start and finish lines

Directions:

Mark the finish line about 25 feet from the start line.
Line the players up along the start line about 3 feet apart. Make sure that each player has room to jump to either side.

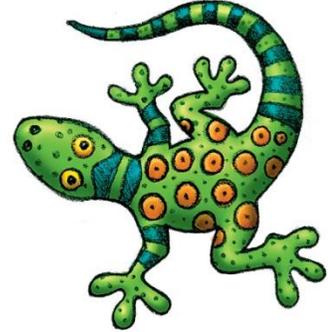
At "Go" the players race by **jumping first to the right, then to the left, then straight ahead**. This procedure is followed until someone crosses the finish line.



Secrets in Nature Closing

Cubmaster:

No matter where you live, there is a world of undiscovered secrets of nature waiting to be explored. Farmers and naturalists are students of nature. A naturalist stands like Columbus on the prow of his ship, with a vast continent before him. The main difference is that the naturalist's world can be at his feet. It is as near as your back yard, a nearby park, the woods, or the fields of a local farm. All kinds of insects, birds, plants, and other forms of life inhabit these lands. Continue exploring the world of nature and you will find many wonderful things that we have on this earth to enjoy.



TIGER DEN MEETING PROGRAM



DEN NO. _____ PACK NO. _____

MEETING PLACE _____

MONTH August WEEK 3 TIME _____

THIS MONTH'S TOPIC Courtesy, Sportsmanship/Courteous

Use this form at a den leader meeting or at your monthly pack leader's meeting. Include ways for the den chief and denner to help you in the den meeting.

BEFORE THE MEETING

Gather materials for gathering and other activities, games and have home assignments ready.

GATHERING

Tigers and their partners will work together to match the bugs and their names in Bugs and Names.
Materials: copies of Bugs and Names, pencils/pens

OPENING

Tigers and their partners will participate in the BUGS Opening
Materials: flag

ACTIVITIES / PROJECTS

Tigers and their partners will make Jumping Frog Origami.
Materials: 4x6 index cards, pencils/pens

GAME / SONG

Tigers and their partners will participate in the Centipedes and Frog Hop games.
Materials: None

BUSINESS ITEMS / TAKEHOME

None

CLOSING

Secrets of Nature Closing
Materials: None

AFTER THE MEETING

Evaluate the meeting and review next week's plans.

WOLF DEN MEETING PROGRAM



DEN NO. _____ PACK NO. _____

MEETING PLACE _____

MONTH August WEEK 3 TIME _____

THIS MONTH'S TOPIC Courtesy, Sportsmanship/Courteous

Use this form at a den leader meeting or at your monthly pack leader's meeting. Include ways for the den chief and denner to help you in the den meeting.

BEFORE THE MEETING

Gather materials for gathering and other activities, games and have home assignments ready.

GATHERING

Bugs and Names
Materials: copies of Bugs and Names, pencils/pens

OPENING

BUGS Opening
Materials: Flag, opening cards

ACTIVITIES / PROJECTS

Jumping Frog Origami
Materials: 4x6 index cards, pencils/pens

GAME / SONG

Centipedes, Frog Hop
Materials: None

BUSINESS ITEMS / TAKEHOME

None

CLOSING

Secrets of Nature Closing
Materials: None

AFTER THE MEETING

Evaluate the meeting and review next week's plans.

BEAR DEN MEETING PROGRAM



DEN NO. _____ PACK NO. _____

MEETING PLACE _____

MONTH August WEEK 3 TIME _____

THIS MONTH'S TOPIC Courtesy, Sportsmanship/Courteous

Use this form at a den leader meeting or at your monthly pack leader's meeting. Include ways for the den chief and denner to help you in the den meeting.

BEFORE THE MEETING

Gather materials for gathering and other activities, games and have home assignments ready.

GATHERING

Bugs and Names
Materials: copies of Bugs and Names, pencils/pens

OPENING

BUGS Opening
Materials: Flag, opening cards

ACTIVITIES / PROJECTS

Jumping Frog Origami
Materials: 4x6 index cards, pencils/pens

GAME / SONG

Centipedes, Frog Hop
Materials: None

BUSINESS ITEMS / TAKEHOME

None

CLOSING

Secrets of Nature Closing
Materials: None

AFTER THE MEETING

Evaluate the meeting and review next week's plans.

WEBELOS DEN MEETING PROGRAM



DEN NO. _____ PACK NO. _____

MEETING PLACE _____

MONTH August WEEK 3 TIME _____

THIS MONTH'S TOPIC Courtesy, Sportsmanship/Courteous

Use this form at a den leader meeting or at your monthly pack leader's meeting. Include ways for the den chief and denner to help you in the den meeting.

BEFORE THE MEETING

Gather materials for gathering and other activities, games and have home assignments ready.

GATHERING

Bugs and Names
Materials: copies of Bugs and Names, pencils/pens

OPENING

BUGS Opening
Materials: Flag, opening cards

ACTIVITIES / PROJECTS

Jumping Frog Origami
Materials: 4x6 index cards, pencils/pens

GAME / SONG

Centipedes, Frog Hop
Materials: None

BUSINESS ITEMS / TAKEHOME

None

CLOSING

Secrets of Nature Closing
Materials: None

AFTER THE MEETING

Evaluate the meeting and review next week's plans.