

Cub Scout Den Meeting Outline

Month: **November**

Week: 4

Core Value: **Citizenship**

	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	Tall Tales Fun			
Opening	To Obey the Law of the Pack Opening			
Activities/Project	Good Citizen Posters			
Game/Song	Good Citizens and Famous Americans Freeze Tag			
Business items/Take home	Tiger 3Fb	None	None	Citizen 14
Closing	What Could Happen Next Closing			
After the meeting				

Materials:

Gathering: copies of Tall Tales Fun sheet, pencils

Opening: flag, instructions

Activities/Project: paper, crayons/markers; pencils

Game: instructions

Closing: instructions

Home Assignments: Tiger Cubs 3Fb, Webelos Scouts – Citizen 14

Tall Tales Fun

Here are some folktale stories. Do you know some other stories? Play the match game on the back.

Sasquatch or Bigfoot - A giant humanlike creature of the Pacific Northwest. Footprints and fleeting glimpses are all that anyone has seen of it.



Pony Express Riders - Between 1860 and 1861 these riders carried mail from Missouri to California. They rode for 2000 miles, changing horses every 10 miles.

Paul Bunyan - A lumberman who leveled a forest with one swing of his ax. He then trimmed the trees and stacked the logs for Babe, the blue ox, who hauled them out of the woods in one trip.

Pecos Bill - A cowboy who was raised by coyotes. He fought a 10-foot rattlesnake, tamed it and used as a whip. He rode a mountain lion like a horse. He staked out New Mexico and dug the Grand Canyon.

Rip Van Winkle - The hero of Washington Irving's story about a man who went into the mountains to hunt. He took a nap and slept for 20 years.

Hiawatha - The main character of Longfellow's poem about an American Indian chief.

Hiawatha did not desire victory in battle or to be praised for his bravery but prayed that his people would prosper.



Charlie Parkhurst - A stagecoach driver before there were railroads. Charlie was unusual, because Charlie was a lady.

The Lost Dutchman - A mine, not a man, that is still lost somewhere in the Superstition Mountains of Arizona. It is supposedly loaded with gold.

Johnny Appleseed - a Christian minister whose real name was Jonathan Chapman. He planted apple orchards in the wilderness. He was a friend to American Indians and settlers. During the War of 1812 he saved settlers from a surprise attack.

Daniel Boone - Hunter, pioneer and trailblazer who led settlers over the Allegheny Mountains into Kentucky.

Davy Crockett - Backwoods hero, member of Congress, and one of the defenders of the Alamo who died in its defense.

John Henry - A steel-driving champion in railroad building. In 35 minutes he drove two 7-foot shafts into solid rock while a steam drill made only one 9-foot shaft.

Zorro - A hero who lived on a large ranch in southern California when it was a colony of Mexico. The colony was ruled by a harsh governor. Zorro hid who he was by wearing a mask and he would ride to protect the people.



El Dorado - The American Indians told the Spaniards that somewhere in the West was a fabulous city of gold.

Ichabod Crane - A schoolmaster in Washington Irving's "The Legend of Sleepy Hollow" who was scared out of town on Halloween night by the ghostly headless horseman.

Molly Brown - A tough frontier lady from the Colorado silver-mining town of Leadville who helped save some of the survivors of the *Titanic* when it hit an iceberg.

King Kamehameha - For 37 years, the ruler of Hawaii long before Hawaii was part of the United States. He began his rule in 1782 and died in 1819.

Casey Jones - A famous engineer who stayed with his train to warn others that it was going to crash. He died with his hand on the whistle and one hand on the brake.

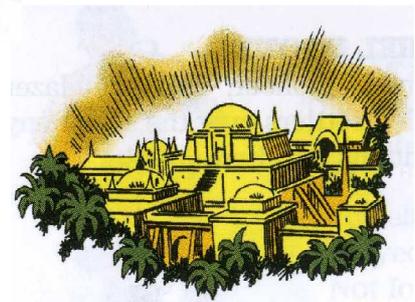


Barbara Fritchie - Took up the flag hauled down by Confederate soldiers in the Civil War and defied Stonewall Jackson. "Shoot, if you must, this old gray head, but spare your country's flag," she said.

Folklore Match Game

On the line, write the number of the person or place that matches the description.

- | | |
|-------------------------|--|
| 1. Sasquatch or Bigfoot | ___ Ruled Hawaii for 37 years. |
| 2. Pony Express Riders | ___ Slept a very long time. |
| 3. Paul Bunyan | ___ She drove a stagecoach. |
| 4. Pecos Bill | ___ Was frightened by some body on Halloween. |
| 5. Johnny Appleseed | ___ City built of a precious metal. |
| 6. Daniel Boone | ___ Died in the Alamo |
| 7. Davy Crockett | ___ Saved some people when the Titanic sank. |
| 8. John Henry | ___ Carried the mail. |
| 9. Zorro | ___ Rode a strange "horse." |
| 10. El Dorado | ___ Is famous in Kentucky for being a trailblazer. |
| 11. Barbara Fritchie | ___ Warned settlers of an attack. |
| 12. Molly Brown | ___ A missing mine. |
| 13. Ichabod Crane | ___ Beat a machine. |
| 14. Rip Van Winkle | ___ Protected people from a harsh governor. |
| 15. Hiawatha | ___ Leveled a forest with one swing of his ax. |
| 16. Charlie Parkhurst | ___ Blew the train whistle to warn people. |
| 17. Lost Dutchman | ___ Isn't a man, but not many have seen it. |
| 18. King Kamehameha | ___ Longfellow's chief. |
| 19. Casey Jones | ___ Stood up to Stonewall Jackson. |



Folklore Match Game

On the line, write the number of the person or place that matches the description.

- | | |
|-------------------------|---|
| 1. Sasquatch or Bigfoot | <u>18</u> Ruled Hawaii for 37 years. |
| 2. Pony Express Riders | <u>14</u> Slept a very long time. |
| 3. Paul Bunyan | <u>16</u> She drove a stagecoach. |
| 4. Pecos Bill | <u>13</u> Was frightened by some body on Halloween. |
| 5. Johnny Appleseed | <u>10</u> City built of a precious metal. |
| 6. Daniel Boone | <u>7</u> Died in the Alamo |
| 7. Davy Crockett | <u>12</u> Saved some people when the Titanic sank. |
| 8. John Henry | <u>2</u> Carried the mail. |
| 9. Zorro | <u>4</u> Rode a strange "horse." |
| 10. El Dorado | <u>6</u> Is famous in Kentucky for being a trailblazer. |
| 11. Barbara Fritchie | <u>5</u> Warned settlers of an attack. |
| 12. Molly Brown | <u>17</u> A missing mine. |
| 13. Ichabod Crane | <u>8</u> Beat a machine. |
| 14. Rip Van Winkle | <u>9</u> Protected people from a harsh governor. |
| 15. Hiawatha | <u>3</u> Leveled a forest with one swing of his ax. |
| 16. Charlie Parkhurst | <u>19</u> Stayed with his train. |
| 17. Lost Dutchman | <u>1</u> Isn't a man, but not many have seen it. |
| 18. King Kamehameha | <u>15</u> Longfellow's chief. |
| 19. Casey Jones | <u>11</u> Stood up to Stonewall Jackson. |



To Obey the Law of the Pack Opening

Cubmaster:

In part of our Cub Scout Promise we promise that we will “obey the Law of the Pack”.

Let’s make the Cub Scout sign and say the Law of the Pack:

The Cub Scout follows Akela.

The Cub Scout helps the pack go.

The pack helps the Cub Scout grow.

The Cub Scout gives goodwill.

To “obey the Law of the Pack” we need to do what Akela asks us to do. You need to be a good Cub Scout and be proud that you are a Cub Scout.

Let’s start our Cub Scout meeting today by saying the Pledge of Allegiance and by saying the Cub Scout Promise.



Good Citizen Posters

Materials:

Paper

Crayons, markers, pencils

Explain some characteristics of good citizens to the Cub Scouts. Good citizens are honest in what they say and do. Good citizens care about other people. Good citizens have respect for other people. Good citizens are responsible for what they do and do not do. Good citizens are brave enough to do the right thing.



Have the Cub Scouts each make a poster showing things that they can do to be a good citizen. Brainstorm Ideas before they start such as planting trees, picking up trash, helping people such as making repairs or painting a house, recycling, obeying laws, etc.

Core Value:

Citizenship, Respect

Good Citizens and Famous Americans Freeze Tag

Materials:

None

This game is played very much like “freeze tag”.

One Cub Scout (or more Cub Scouts – depending on how many are playing) is “it”. This person goes around trying to tag a person and cause them to “freeze” (hold still).



Franklin

Unlike “freeze tag,” running away from “it” is not the only way to stop from being frozen. If “it” tries to touch someone, all the person needs to do is to say the name of a famous American as well as something that they did very quickly and they can stop from being frozen. They could also give the name of someone they think is a good citizen (that isn’t a famous American) and quickly tell why that person is a good citizen. The same person’s name can’t be used twice by the same person. If a person can’t think of a famous American or good citizen in 10 seconds, they could be tagged and be frozen. To “unfreeze” someone, a non-frozen person just needs to run by and tag the frozen person as they run by.

Game play continues until time for the game is over or everyone has been frozen.

Here are just a few names of some famous Americans with one thing they are famous for as suggestions:

George Washington – first U.S. President

Thomas Jefferson – one of our founding fathers

Abraham Lincoln – U.S. President during the Civil War

Benjamin Franklin – a writer and printer

Martin Luther King – a civil rights leader

Thomas Edison – inventor of the light bulb

George Washington Carver – scientist best known for finding many uses for the peanut

Helen Keller – deaf and blind author and lecturer

Amelia Earhart – first female pilot to fly the Atlantic

Neil Armstrong – first man to step on the moon

Core Values:

Citizenship, Honesty, Respect, Compassion, Responsibility

What Could Happen Next? Closing

Materials:

None

Cubmaster:

We've talked today about good citizens and what we can do to be good citizens all of the time wherever we are.



Here is a question for you:

At school you find a watch on the playground. What could happen next?

[Discussion with the Cub Scouts of what could happen next.]

One last question:

Everyone is in a hurry. You notice that a kid trips and falls down. What could happen next?

[Discussion with the Cub Scouts of what could happen next.]

Being honest and having compassion are two things that help anyone be a good citizen. Make sure that you're a good citizen this week.

Name _____

Tiger Cub – Home Assignment

November Week 4

Tiger Cubs

Tiger Requirement 3Fb – Keeping Myself Healthy and Safe

3Fb - With your adult partner, plan what to do if you became lost or separated from your family in a strange place.

Akela's OK

Date

Return this paper to Cub Scouts meeting.

Nombre _____

Tiger Cubs – Tarea

2012 Noviembre Semana 4

Tiger Cubs

Tiger Requisito 3Fb – Manteniéndome Sano y Salvo

3Fb – Con tu compañero adulto, planifica lo que deberán hacer si te pierdeso separas de tu familia en un lugar desconocido.

El Sí de Akela

Fecha

Devolver este papel para Cub Scouts reunión.

Name _____

Webelos Scouts – Home Assignment

November Week 4

Webelos Activity Badge

Citizen #14

14 - Tell why we have laws. Tell why you think it is important to obey the law.
Tell about three laws you obeyed this week.

Akela's OK

Date

Return this paper to Webelos Scouts meeting.

Nombre _____

Webelos Scouts – Tarea

2012 Noviembre Semana 4

Webelos insignias de actividad

Ciudadano #14

14 - Explica porque tenemos leyes. Di porque crees que es importante obedecer la ley. Nombra tres leyes que hayas obedecido esta semana.

El Sí de Akela

Fecha

Devolver este papel para Cub Scouts reunión.

TIGER DEN MEETING PROGRAM



DEN NO. _____ PACK NO. _____

MEETING PLACE _____

MONTH November WEEK 4 TIME _____

THIS MONTH'S TOPIC Citizenship/America/Texas/Gratitude

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

With the help of their Tiger Adult Partners, Tiger Cubs will read the Tall Tales and answer the questions about the folktale stories.

Materials: Copies of Tall Tales stories sheets, pencils

OPENING

Tiger Cubs and their adult partners will participate in the To Obey the Law of the Pack Opening.

Materials: flag

ACTIVITIES / PROJECTS

Tiger Cubs, with help from their adult partners, will make Good Citizen Posters with paper, crayons and markers.

Materials: paper, crayons/markers

GAME / SONG

Tiger Cubs and their adult partners will play the game Good Citizens and Famous Americans Freeze Tag.

Materials: None

BUSINESS ITEMS / TAKEHOME

Tiger 3Fb

CLOSING

What Could Happen Next 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 November WEEK 4 TIME _____

THIS MONTH'S TOPIC Citizenship/America/Texas/Gratitude

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 (if any) ready.

GATHERING

Tall Tales Fun
Materials: Copies of Tall Tales Sheet, pencils

OPENING

To Obey the Law of the Pack Opening
Materials: flag

ACTIVITIES / PROJECTS

Good Citizen Posters
Materials: paper, crayons/markers

GAME / SONG

Good Citizen and Famous Americans Freeze Tag
Materials: None

BUSINESS ITEMS / TAKEHOME

None

CLOSING

What Could Happen Next 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 November WEEK 4 TIME _____

THIS MONTH'S TOPIC Citizenship/America/Texas/Gratitude

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 (if any) ready.

GATHERING

Tall Tales Fun
Materials: Copies of Tall Tales Sheet, pencils

OPENING

To Obey the Law of the Pack Opening
Materials: flag

ACTIVITIES / PROJECTS

Good Citizen Posters
Materials: paper, crayons/markers

GAME / SONG

Good Citizen and Famous Americans Freeze Tag
Materials: None

BUSINESS ITEMS / TAKEHOME

None

CLOSING

What Could Happen Next 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 November WEEK 4 TIME _____

THIS MONTH'S TOPIC Citizenship/America/Texas/Gratitude

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 (if any) ready.

GATHERING

Tall Tales Fun
Materials: Copies of Tall Tales Sheet, pencils

OPENING

To Obey the Law of the Pack Opening
Materials: flag

ACTIVITIES / PROJECTS

Good Citizen Posters
Materials: paper, crayons/markers

GAME / SONG

Good Citizen and Famous Americans Freeze Tag
Materials: None

BUSINESS ITEMS / TAKEHOME

Citizen Activity Badge 14

CLOSING

What Could Happen Next Closing
Materials: None

AFTER THE MEETING

Evaluate the meeting and review next week's plans.