

Cub Scout Den Meeting Outline

Month: **September**

Week: **2**

Point of the Scout Law: **Helpful**

	Tiger	Wolf	Bear	Webelos	Arrow of Light
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.	Gather materials for gathering and other activities, games and have home assignments (if any) ready.
Gathering	Hidden Pictures: School Bus				
Opening	A Scout is Helpful Opening				
Games	Cooperation Crossing Game, Mirror Tag, Stand Up Game				
Business items/Take home	None	None	None	None	None
Closing	Buddies Closing				
After the meeting					

Materials:

Gathering: copies of Hidden Pictures, pencils

Opening: flag

Games: masking tape, construction paper, scissors, pencils, crayons/markers, cooperation circles (to trace and cut out)

Closing: None

Home assignments: None

Copies:

Hidden Pictures - School Bus

Cooperation Crossing Game Circle

Advancement:

Tiger - None

Wolf – None

Bear – None

Webelos – None

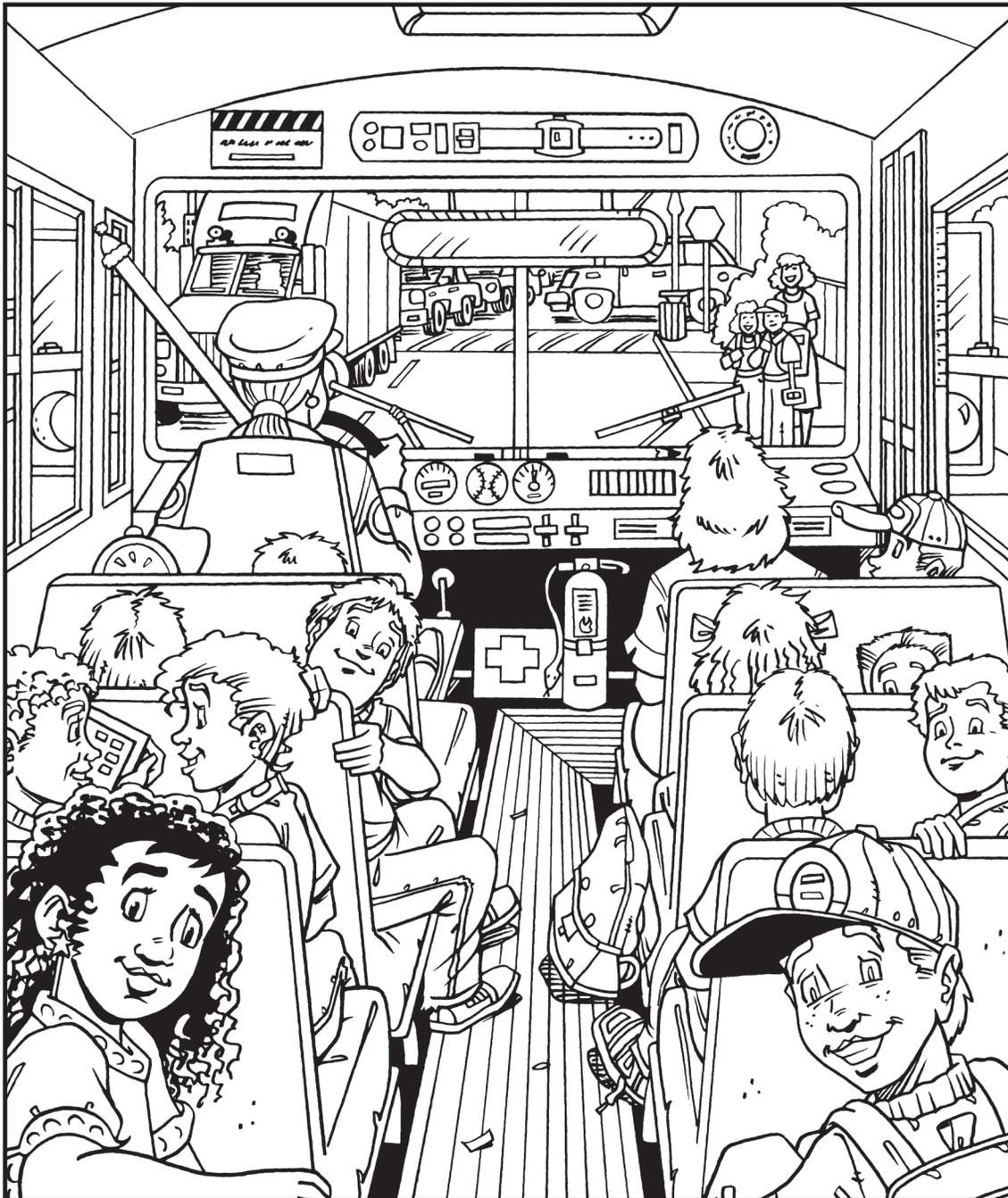
Arrow of Light – None

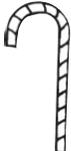
Hidden Pictures®

Can you find these
Hidden Pictures®

School Bus

By Ron Zalme



-  ruler
-  magic wand
-  pea pod
-  pencil
-  crescent moon
-  wristwatch
-  tube of toothpaste
-  candy cane
-  magnet
-  baseball
-  oilcan
-  snake
-  skateboard
-  shovel
-  knitted hat
-  drinking straw
-  wedge of lemon
-  screwdriver

In this big picture, find the ruler, magic wand, pea pod, pencil, crescent moon, wristwatch, tube of toothpaste, candy cane, magnet, baseball, oilcan, snake, skateboard, shovel, knitted hat, drinking straw, wedge of lemon and screwdriver.

A Scout is Helpful Opening

Materials:

Flag

Cubmaster or Den leader:

If I say “A Scout is helpful,” what does that mean to you?

[Listen to their answers and make sure that they understand that “A Scout volunteers to help others without expecting a reward.”]

How can Cub Scouts be helpful at home, at school and at den meetings?

[The Cub Scouts will likely have some perfect answers to your question. Encourage them to do their best to be helpful. Remind them that their oath says that they will do their best to “...help other people at all times.”]

Let’s start our meeting today with our friends by saying the Pledge of Allegiance and the Scout Oath.

Cooperation Crossing Preparation and Game

Game Materials:

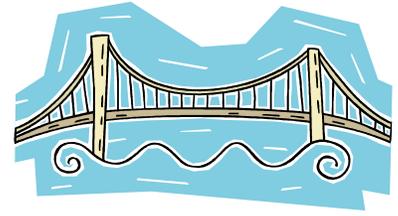
Large colored paper circles (see preparation below – need copied circles to cut out, scissors, markers)

Masking tape for marking start and finish lines

Pencils

Crayons

Extra cut circles – 1 per group



Preparation:

To prepare the circles – have each Cub Scout cut out a circle using the copied circles. They then can color and decorate their circle (also write their name; write the word “cooperate” on it, etc).

Game Materials:

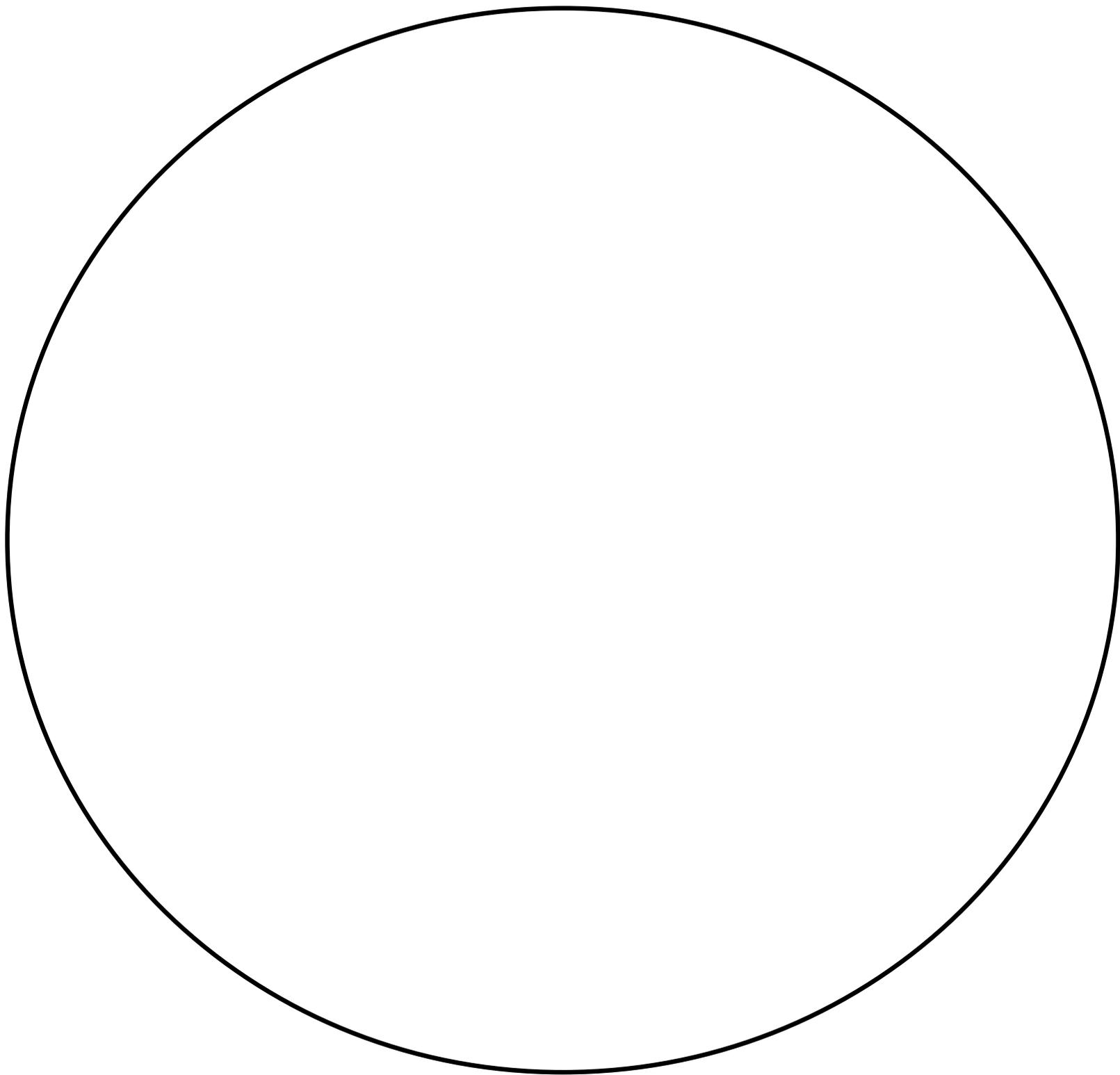
Large colored paper circles made by Scouts with an extra pre-made one per team.

Masking tape for marking start and finish lines

Directions:

1. Mark start and finish lines (with masking tape) – 20 feet apart.
2. Divide the Cub Scouts into teams of 5 to 6 players. Each team gets one more circle than they have players.
3. The object of the game is to cross the space from the start line to the finish line with team members keeping at least one foot by walking from circle to circle until they reach the finish line. The whole team needs to get from start to finish.
4. When a team member is moving, he must have at least one foot on a circle. If a team member takes both feet off on the floor (meaning no feet are on any circle) or drags the circle with their foot, the whole team has to start over. Circles can be picked up and moved if needed if no one is stepping on them, but the person moving the circle will need to have one of his feet on another circle.

Teams will have to cooperate to figure out the fastest way to move their whole team from start to finish. Encourage the boys to talk to each other to figure out the best way to use the circles to get all of their team members across.



Mirror Tag



Materials: None

Everyone pairs up. Partners stand facing each other, about 3 feet apart. One is the "leader". The other is the "mirror". Remind Scouts that in a mirror, left and right don't really matter. Be a mirror, not a video.

Simple activities for the leader to act out are things you might do by a mirror - washing his face, getting dressed, brushing teeth - etc. This exercise promotes inventiveness, and timing - the children should be encouraged to be as specific as they can with each movement. Also have them try facial expressions and emotions.

After a certain amount of time that the adult leader can set, the "leader" and the "mirror" switch places.

Most children will want to make this harder than they should. The goal is to mirror the partner perfectly. If they are doing it well, someone watching will not be able to tell who the "leader" is and who the "mirror" is. Coach them to use smooth, continuous movements, because abrupt movements almost always catch the "mirror" lagging. Coach them to look into each others' eyes, rather than at their hands, because this facilitates more precise communication and cooperation. Try to keep them from using their lower bodies until they have really mastered the arms-and-face mirroring.

The leader's job, as much as the "mirror's", is to see that the exercise works. The leader does not try to trick his partner--on the contrary, he works very hard **not** to trick him. It is the leader's responsibility to perform movements that the "mirror" can follow precisely. Remind the leaders that they should be looking right at their partners, because their "mirrors" *must* look at them, and therefore the only way the mirror illusion can be perfect is if the leader also looks at the partner.

Once you've got all the Scouts concentrating on mirroring, have them switch leaders a few times. At first, every time they switch leaders they'll have to start over, but they should reach the point where they can switch leaders in mid-stream, without interrupting the smooth flow of movement.

Variations:

Magnifying Mirrors

Work in pairs. The leader tries to keep his movements "small," but the "mirror" makes all the movements "bigger." This is lots of fun, and calls for imagination, because it is not always obvious how to make a movement "bigger."

Shrinking Mirrors

Like "Magnifying Mirrors," but in reverse.

Stand Up Game

Materials:

None

Directions:

This game is played with pairs of Cub Scouts.

1. Have each Cub Scout get a buddy.
2. The buddies sit back to back with legs stretched out in front of them.
3. The buddies must try to stand up without using their arms.

The Cub Scouts will see that they can only stand up if they work together.

Variation:

You could first let the Cub Scouts use their arms to get up from the same position and then make the game more challenging by having them not use their arms.

Buddy Closing

Materials:

None

Cubmaster or den leader:

What is a buddy? A buddy is a friend – someone to have fun with, to do things with, someone you can trust, someone you can count on.



Have you heard of the buddy system? The buddy system is when two people pair off and watch out for each other. Using the buddy system is important in swimming, bicycling, hiking or any other activity.

Having a buddy isn't just fun. Being with a buddy also you stay safe. There is safety in numbers. As we get to know each other, we will find out that it's fun to have buddies of all ages.