

Cub Scout Den Meeting Outline

Month: **August**

Week: **1**

Point of the Scout Law: **Courteous**

	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	Animal Scramble				
Opening	Outdoor Code Opening				
Games	Inchworm Relay Race, Animal Tag, Frog Hop, Duck Duck Goose				
Business items/Take home	None	None	None	None	None
Closing	Thank You Closing				
After the meeting					

Materials:

Gathering: copies of Animal Scramble, pencils

Opening: opening lines cut for Cub Scouts to read

Games: masking tape

Closing: None

Home assignments: None

Copies:

Animal Scramble

Outdoor Code Opening – lines to cut

Advancement:

Tiger - None

Wolf – None

Bear – None

Webelos – None

Arrow of Light – None

Animal Scramble

Unscramble the animals!

aeffgir -

adelopr -

ilno -

aeegllz -

ekmnoy -

hnopty -

egirt -

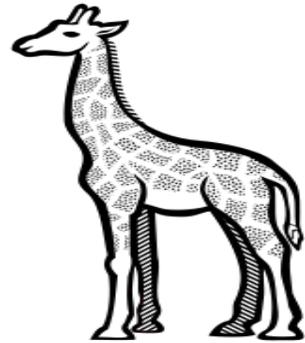
aeehlnt -

aber -

aceeht -

aberz -

aezny -



Animal Scramble

Unscramble the animals!

aefgri - giraffe

adelopr - leopard

ilno - lion

aeegllz - gazelle

ekmnoy - monkey

hnopty - python

egirt - tiger

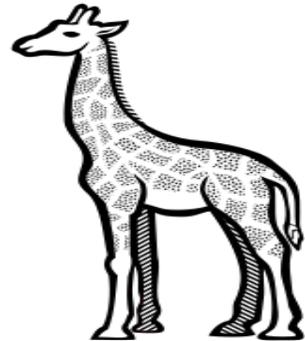
aeehlnt - elephant

aber - bear

aceeht - cheetah

aberz - zebra

aealny - hyena



Outdoor Code Opening

Materials: strips of paper with lines for Cub Scouts to read

Cubmaster or Den leader: We would like to share with you our thoughts on what the Outdoor Code means to our den.

Cub Scout #1: As an American, I will do my best to:

Cub Scout #2: Be clean in my outdoor manners.

Cub Scout #3: Saying we will be clean in our outdoor manners means that we are courteous by taking with us any trash we might create while outdoors and helping to clean up any trash we see along the way. I am ready.

Cub Scout #4: Be careful with fire.

Cub Scout #5: We as Scouts follow the rules of fire safety and know when and where we can build a fire. We understand that each of us can help to prevent forest fires. I'll be careful!

Cub Scout #6: Be considerate in the outdoors.

Cub Scout #7: "When we go outdoors, we enter the world of the birds, wildlife, and nature that live there always. We are guests and we need to remember we are in their world. I will be considerate!

Cub Scout #8: And be conservation-minded.

Cub Scout #9: We can help protect the things we find in nature by leaving them there, staying on the paths and trails, and keeping it beautiful for others. I will do my part!

All Cub Scouts: We will all DO OUR BEST!

Cubmaster or Den Leader: Let's together say the Pledge of Allegiance and the Scout Law.

Outdoor Code Opening

(cut the lines out for each Cub Scout to read)

Cub Scout #1: As an American, I will do my best to:

Cub Scout #2: Be clean in my outdoor manners.

Cub Scout #3: Saying we will be clean in our outdoor manners means that we are courteous by taking with us any trash we might create while outdoors and helping to clean up any trash we see along the way. I am ready.

Cub Scout #4: Be careful with fire.

Cub Scout #5: We as Scouts follow the rules of fire safety and know when and where we can build a fire. We understand that each of us can help to prevent forest fires. I'll be careful!

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Cub Scout #7: "When we go outdoors, we enter the world of the birds, wildlife, and nature that live there always. We are guests and we need to remember we are in their world. I will be considerate!

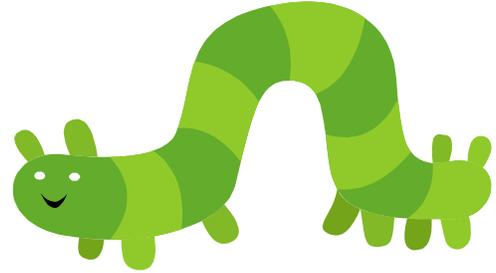
Cub Scout #8: And be conservation-minded.

Cub Scout #9: We can help protect the things we find in nature by leaving them there, staying on the paths and trails, and keeping it beautiful for others. I will do my part!

Inchworm Relay Race

Materials:

Masking tape (for marking lines)
Large ball (for each team – only for game variation)



Mark a starting line and a finish line ten to twenty feet apart.

Form at least two teams.

On the start signal, the first boy mimics the movement of an inchworm by bending over and putting his hands and feet on the ground. He "walks" his feet forward as far as they can go, then "walks" his hands forward, then his feet, then hands, and so on.

When he reaches the finish line, the next boy goes.

Variation: The boys use their heads to push a ball as they imitate an inchworm. When a Cub Scout reaches the finish line, he tosses the ball back to the next player.

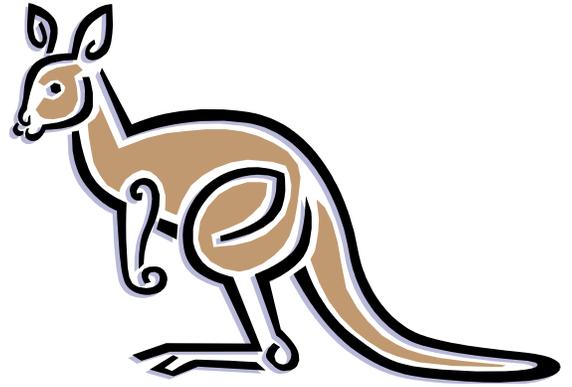
Animal Tag

Materials:

None

Directions:

Have the players in a scattered formation. Select one Cub Scout to be "it." "It" names an animal, and all the players assume the identity of the animal as they move around. "It" also assumes the identity of the animal he named as he tries to tag one of the animals, who then becomes "it."



Example: "It" calls "Kangaroo!" and everyone must hop like kangaroos until someone is tagged and person who was tagged chooses a different animal.

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.



Duck, Duck, Goose

Materials: None

This is a common game that most Cub Scouts should know.

All Cub Scouts sit in a circle – except for one person who is “it”. “It” walks around the outside of the circle, tapping each individual on the head and saying "duck." Eventually, “it” taps a person and says "goose" (instead of duck) and the person that’s been called “goose” has to jump up and chase “it” around the outside of the circle, trying to tag “it.” “It” has to try to run around the circle and sit in the place where the “goose” was sitting – before being tagged by the “goose”.

Continue the game until everyone has a chance to be “it” or until it is time to do something else.



Thank You Closing

All Cub Scouts and leaders stand in a circle.

Cubmaster:

We are thankful for the world we live in. We are thankful for its beauty. We are thankful for the animals. Help us to take good care of the animals that share this world with us. Help us to always be out best.

