

Cub Scout Den Meeting Outline

Month: **February**

Week: **2**

Point of the Scout Law: **Friendly**

	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: Twitter, Chitter, Chat				
Opening	Friends Near and Far Opening				
Activities/Project	One-Word Charades	Obstacle Course	Carnival Preparation	Fitness Course	
Game/Song	Stand Up Game				
Business items/Take home	None	None	None	None	Building a Better World 10A
Closing	When the Sun Goes Down Closing				
After the meeting					

Materials:

Gathering: copies of Hidden Pictures, pencils

Opening: flag, opening cards

Project/Activity: instructions for all groups; paper, pencils/markers; paper and markers for making carnival games/signs;

Game/Song: none

Closing: none

Home assignments: See home assignment sheets

Advancement:

Tiger - Tiger Theater 2

Wolf – Paws of Skill 7

Bear – working on Grin and Bear It 2, 3

Webelos – Stronger, Faster, Higher 4

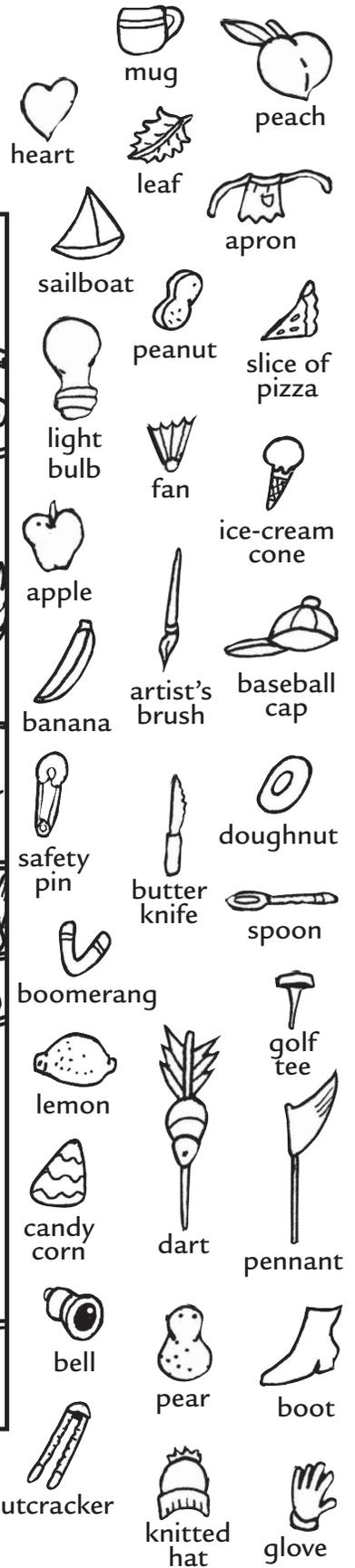
Arrow of Light – Building a Better World 10A

Hidden Pictures®

Twitter, Chitter, Chat

By Diana Zourelias

Can you find these
Hidden Pictures®



In this big picture, find the heart, mug, peach, leaf, sailboat, apron, light bulb, peanut, ice-cream cone, apple, fan, slice of pizza, banana, artist's brush, baseball cap, safety pin, butter knife, doughnut, boomerang, golf tee, lemon, dart, pennant, spoon, candy corn, bell, pear, boot, nutcracker, knitted hat and glove.

Friends Far and Near Opening



Materials:

Papers with flags from different countries on them with the lines for Cub Scouts to say on the back

Cubmaster or Den leader: Some Cub Scouts are going to welcome us today and teach us about Scouting around the world.

Cub Scout #1: (Holding an American flag) I welcome the Tigers, Wolves, Bears, Webelos Scouts to our meeting.

Cub Scout #2: (Holding a South African flag) If we were meeting in South Africa, I might have welcomed some of you as Cheetahs.

Cub Scout #3: (Holding a Japanese flag) If we were meeting in Japan, I might have welcomed some of you as Beavers.

Cub Scout #4: (Holding an Australian flag) If we were meeting in Australia, I might have welcomed some of you as Joeys.

Cub Scout #5: (Holding a Brazilian flag) If we were meeting in Brazil, I might have welcomed some of you as Lobinhos.

Cub Scout #6: (Holding a World Crest) But in every country, I would have called you my friend.

Cubmaster or Den leader: (Holding a picture of a smiling face) These Scouts may be called by different names and wear different uniforms, but we all have one thing in common. A Scout is friendly.

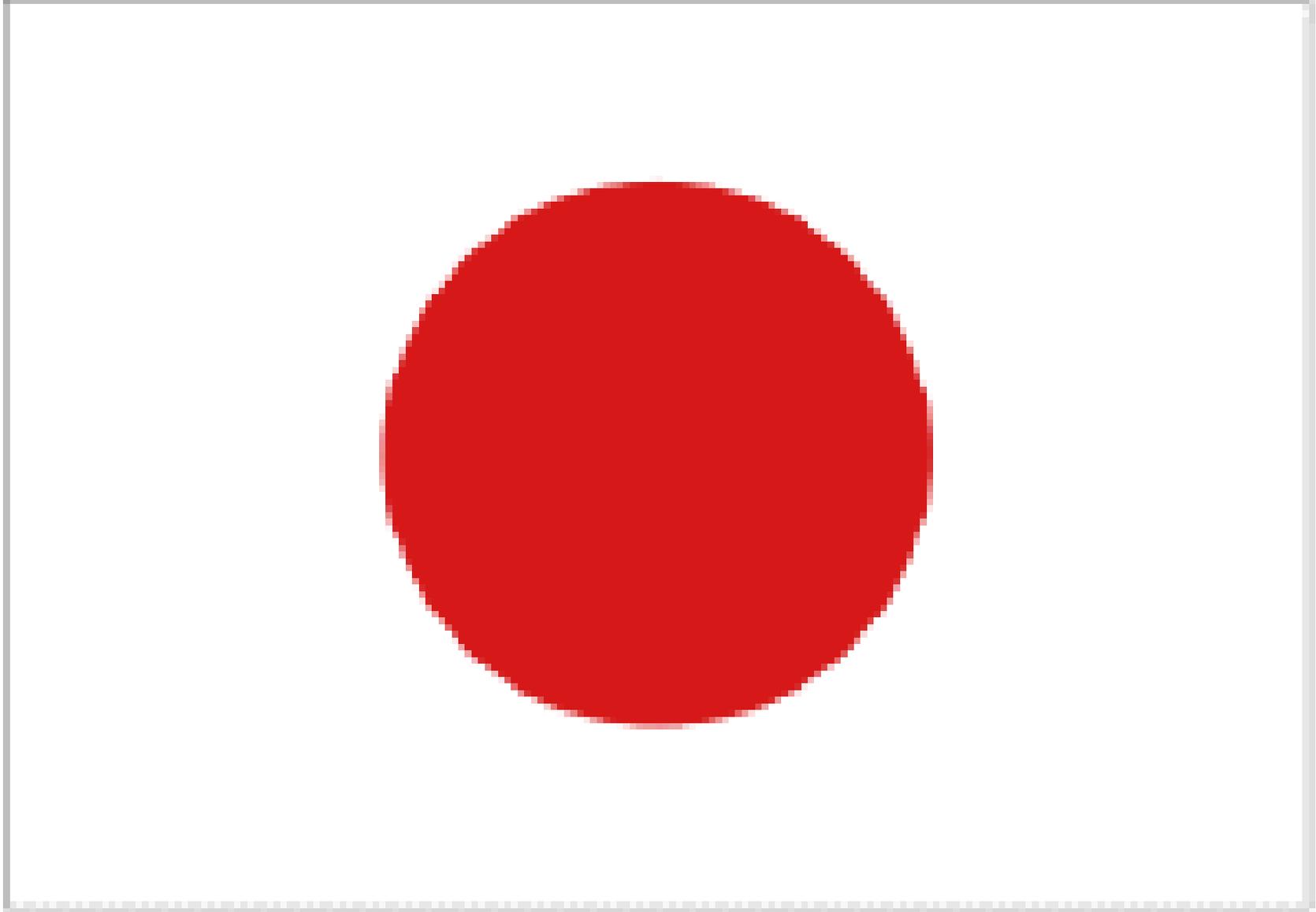
Let's say the Pledge of Allegiance together and then say the Scout Oath and Law.



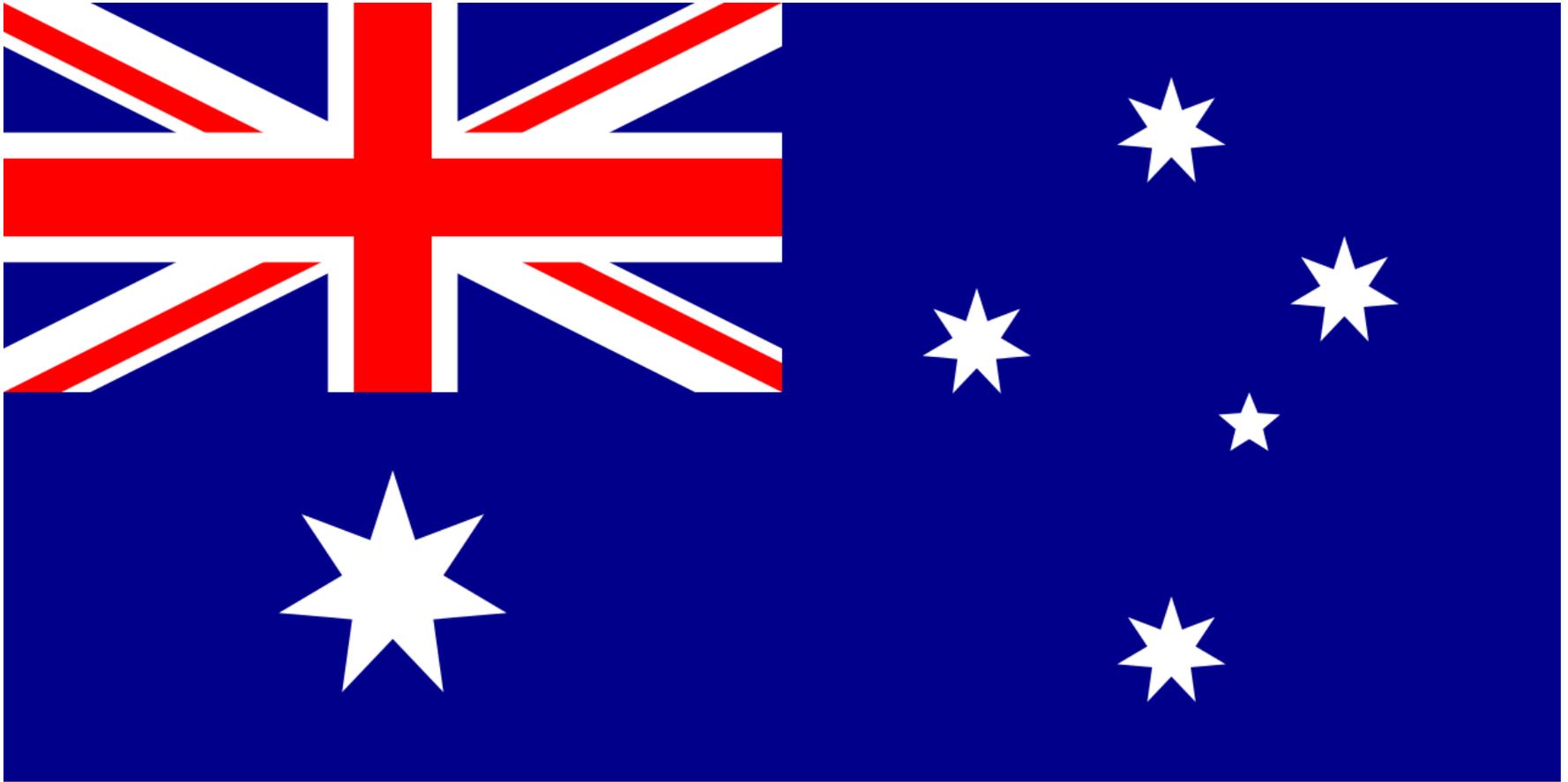
Cub Scout #1: I welcome the Tigers, Wolves, Bears, Webelos Scouts to our meeting.



Cub Scout #2: If we were meeting in South Africa, I might have welcomed some of you as Cheetahs.



Cub Scout #3: If we were meeting in Japan, I might have welcomed some of you as Beavers.



Cub Scout #4: If we were meeting in Australia, I might have welcomed some of you as Joeys.



Cub Scout #5: If we were meeting in Brazil, I might have welcomed some of you as Lobinhos.



Cub Scout #6: But in every country, I would have called you my friend.

One-Word Charades



Materials:

None

From the *Tiger Handbook*:

One-word charades is a great game . Your game leader will give you a word to act out. One-word charades might include simple categories such as animals, sports, or school subjects.

Your den will be told the category the word is in, but they have to guess what the word is. You can only use movements to help your den guess the word. You cannot speak or make sounds.

Let's say the word you are given is "cat." Your den will only be told that the category is "animals." How would you show your den a cat without using any words or sounds?

In one-word charades, you have to use your imagination. You have to come up with as many ways as you can to communicate a word to your den... without saying a word or making a sound!

For the game leader – here are some possible categories and words:

Animals

- cat
- dog
- snake
- rabbit
- butterfly
- bird
- cricket
- etc

Emotions/Feelings

- sleepy
- happy
- excited
- sad
- angry
- etc

Sports

- baseball
- football
- volleyball
- soccer
- kickball
- etc

School Subjects

- math
- reading
- writing
- science
- art
- etc

Things that go

- car
- airplane
- train
- bicycle
- helicopter
- runner
- etc

Obstacle Course

(Wolf - Paws of Skill 7)

Materials:

Cones

Masking tape (for balancing on)

Balls/Beanbags

Stopwatch (or way to keep time)

From the *Wolf Handbook*:

With your den, develop an obstacle course that involves five different movements. Run the course two times and see if your time improves.

Obstacle courses combine many activities. You get to move in different ways and try new skills. Like other sports activities, you can improve your time on an obstacle course with practice.

Here are some movements you could include in your obstacle course:

Crawling under a table

Jumping over a line

Tossing a ball or beanbag into a bucket

Running a specific distance

Weaving through cones

Walking backward 10 steps

Balancing as you run along a tape

Help the Wolf den members quickly decide on 5 movements to have in their obstacle course and then quickly create the course. Let Wolf den members run the course and time them to see how fast they can go.

Carnival Preparation

(Bear: Grin and Bear It 2, 3)

Materials:

Paper for taking notes
Pencils/pens
Blank copy paper (for signs)
Crayons/Markers



Instructions:

Bear den members will need to decide what games will be part of their carnival that will be held in two weeks. The Bear den members will have to set up the games and run the games and help other Cub Scouts enjoy the games at the “carnival.”

Lead a discussion with the Bear den members to choose 5 or 6 games that can be done at the carnival. Here are some ideas from the *Bear Handbook* (describe the game to each of the Scouts from the handbook – as they make decisions – other games could be used as well):

- page 93 - Batting Down the Line (Materials: several inflated balloons)
- page 94 - Blanket Ball (Materials: sheet or blanket; large ball or large soft object)
- page 94 – Group Stand Up (Materials: Long thick rope)
- page 95 – Line Up (Materials: none)
- page 95 – Forehead Squeeze Relay (Materials: tennis balls)
- page 96 – Clothespin Ring Toss (Materials: Bucket or wastebasket, clothespins, jar rings)
- page 96 – Keep Your Balance (Materials: long two-by-four board, neckerchief or blindfold – could also use masking tape for a long line to walk)
- page 97 – Smile (Materials: coin for flipping)
- page 97 – Marble Chop Suey (Materials: marbles, pencils or chopsticks, two bowls)
- page 97 – Juggle Toss (Materials: tennis balls)

Discuss which Bear den members will lead each of the chosen games. Games with minimal material needs are Batting Down the Line, Line Up, Keep Your Balance, Forehead Squeeze Relay, Juggle Toss.

Once games are decided upon, have the Bear den members make signs to label their games for the carnival.

Fitness Course

(Stronger, Faster, Higher 4)

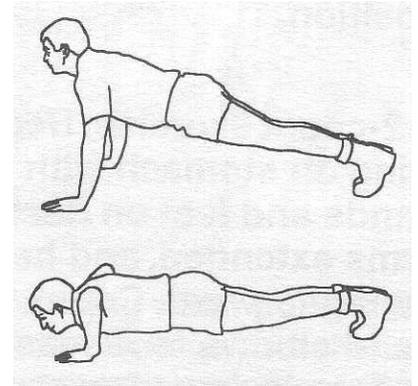
Materials:

Paper and pencils/markers (for making signs)

Balls

Masking tape (for balance walking)

Stopwatch for keeping time



From the *Webelos Handbook*:

Exercise is a lot more fun when you make a game out of it. You and your den can create your own fitness course at your meeting place. First, think of some fitness activities you like to do:

Here are some ideas to get you started:

Jumping over an obstacle

Doing Curls

Balance walking

Doing push-ups

Shooting a basketball

Tumbling

Weight lifting

Lay out a path for your fitness course and set up your stations along it. Put a sign at each station saying what you're supposed to do there, like "Do Five Push-ups."

Take turns going through the course. Record your times. In two weeks, set up the course again and see who has improved the most.

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.

When the Sun Goes Down Closing

Materials:

None

Cubmaster or Den leader:

Lord Baden-Powell, the founder of Scouting, said this to Scouts everywhere in the world: "I often think when the sun goes down, the world is hidden by a big blanket from the light of Heaven, but the stars are little holes pierced in that blanket by those who have done good deeds in this world.



"The stars are not all the same size; some are big, some are little, and some men have done small deeds but they have made their hole in the blanket by doing good before they went to Heaven. Try and make your hole in the blanket by good work while you are on earth. It is something to be good, but it is far better to do good."

Think of Baden-Powell's words when you promise "to help other people." That is part of a Scout being friendly.

Name _____

February Week 2

Home Assignment – Webelos

Building a Better World 10A

_____ 10A. Learn about Scouting in another part of the world. With the help of your parent or your den leader, pick one country where Scouting exists, and research its Scouting program. See pages 142 -143 in the *Webelos Handbook*.

Make a small display to share with other members of the pack in two weeks.

Akela's OK

Date

Return this paper to Cub Scout meeting after you have completed the assignments.

Name _____

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