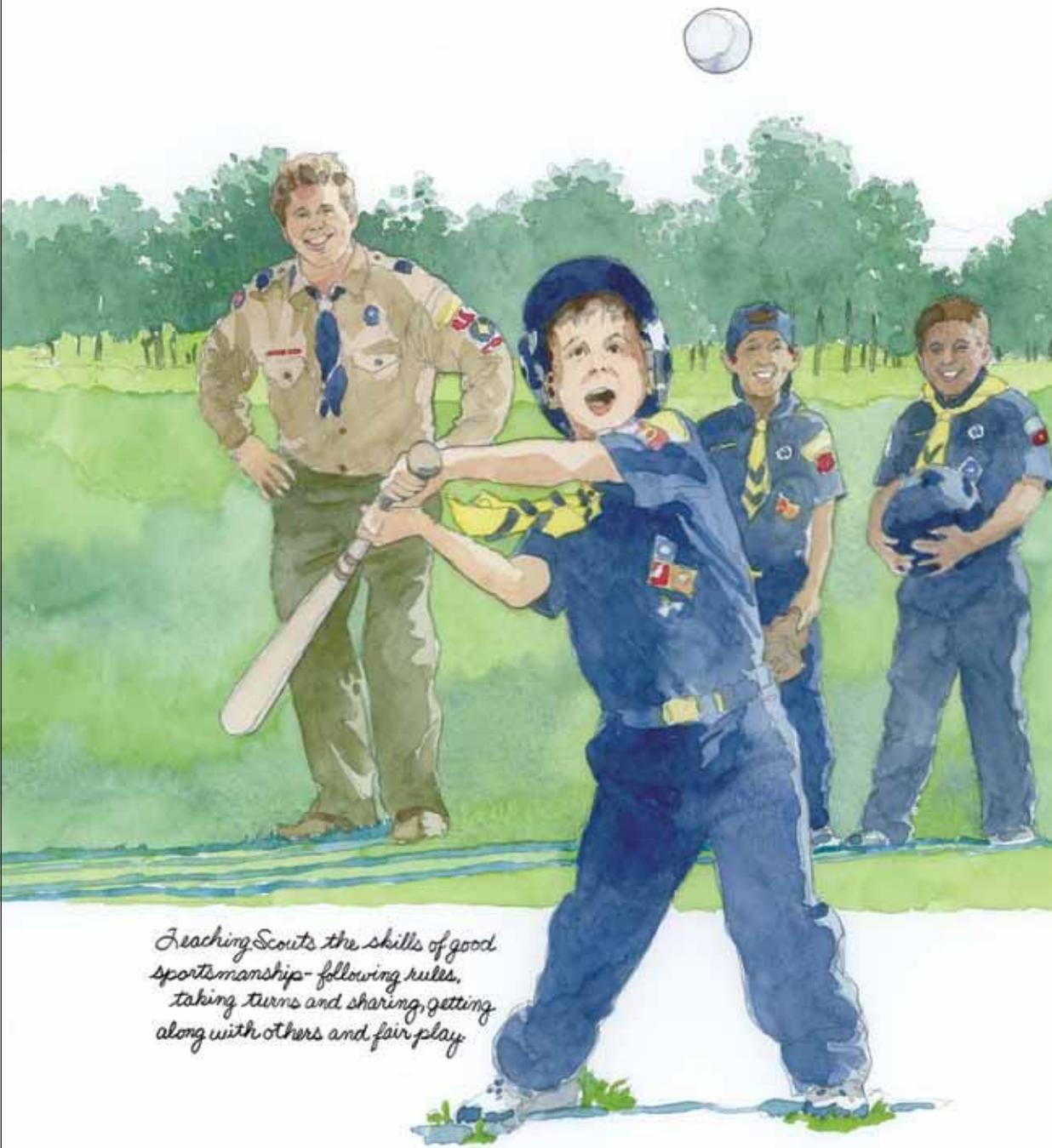


CUB

Den & Pack
Meeting Resource
Guide

SCOUTS



Teaching Scouts the skills of good sportsmanship- following rules, taking turns and sharing, getting along with others and fair play



BOY SCOUTS OF AMERICA®





THANKS TO YOU,
MILLIONS OF BOYS ...

- ... Become More Confident
- ... Grow Spiritually
- ... Are Better Citizens
- ... Learn Life Skills
- ... and Have Fun!!

You have our eternal thanks for helping
make this an everyday reality!

The Boy Scouts of America welcomes your comments and suggestions on
how to improve this resource.

Please e-mail your thoughts to cs.resource.guide@scouting.org.



DEN & PACK MEETING RESOURCE GUIDE

Important Changes to the Boy Scouts of America's Youth Protection Training Policies

A Word About Youth Protection

Child abuse is a serious problem in our society, and unfortunately, it can occur anywhere, even in Scouting. Youth safety is of paramount importance to Scouting. For that reason, the BSA continues to create barriers to abuse beyond what have previously existed in Scouting.

The Boy Scouts of America places the greatest importance on providing the most secure environment possible for our youth members. To maintain such an environment, the BSA has developed numerous procedural and leadership selection policies, and provides parents and leaders with numerous online and print resources for the Cub Scout, Boy Scout, and Venturing programs.

Effective June 1, 2010, the BSA implemented mandatory Youth Protection training for all registered volunteers.

New leaders are required to complete Youth Protection training within 30 days of registering. To take the training online, go to www.MyScouting.org and establish an account using the member number you receive when you register for BSA membership. If you take the training online before you obtain a member number, be sure to return to MyScouting and enter your number for training record credit. Your BSA local council also provides training on a regular basis if you cannot take it online. For more information, refer to the back of the BSA adult membership application, No. 524-501.

Youth Protection training must be taken every two years. If a volunteer does not meet the BSA's Youth Protection training requirement at the time of recharter, the volunteer will not be reregistered.

We encourage all adults, including all parents, to take the BSA's Youth Protection training.

To find out more about the Youth Protection policies of the Boy Scouts of America and how to help Scouting keep your family safe, see the *Parent's Guide* in any of the Cub Scouting or Boy Scouting handbooks, or go to <http://www.scouting.org/Training/YouthProtection.aspx>.

Revised May 2011

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INTRODUCTION

Welcome, Cub Scout leader! You have chosen to make an important difference in the lives of the boys in your den and pack.

With your guidance as their leader, the Cub Scouts will develop character, leadership skills, responsibility, fitness, and a love for fun with a purpose. Your role as a den leader or Cubmaster is a critical one to a boy's success and continued involvement in Cub Scouting.

This *Resource Guide* is designed to help prepare you for your den and pack meetings and to provide you with the tools necessary to advance your boys along the Cub Scout advancement trail.

This book is divided into four sections:

- I. Overview of Cub Scouting and Using the Den & Pack Meeting Resource Guide:** This section should be reviewed prior to any Cub Scout activities as it provides the fundamental purpose, methods, and ideals of Cub Scouting as well as the structure of how the program works and key tips about conducting den and pack meetings.
- II. Den Meeting Plans:** The den meeting plans are the core of the Cub Scouts delivery method. They represent the guide to advancement and have been developed directly from the Cub Scout handbooks. Used as indicated in this section, they are the key to advancement and retaining boys throughout the program.
- III. Pack Meeting Plans:** This section provides guidance on planning and executing the monthly pack meetings for Cubmasters and committee members. It is important for den leaders as they may have pack meeting responsibilities for themselves or their den members. Also, pack meeting involvement is important to the recognition of a boy's advancement and to parental satisfaction.
- IV. Resources, Forms, and Applications:** This appendix lists resources needed by the den leader and Cubmaster to effectively carry out their responsibilities. These resources are referenced in the den and pack meeting plans and should be used as needed.



OVERVIEW



Overview of Cub Scouting

The Cub Scout *Den & Pack Meeting Resource Guide* is designed to have everything a leader needs to plan and conduct den and pack meetings. The activities found in the *Resource Guide* are designed to support the purposes of Cub Scouting and are chosen to help promote the overall aims of Scouting:

- ▶ To develop a boy's character,
- ▶ Train him in good citizenship,
- ▶ And encourage him to become more fit—physically, mentally, and morally.

Purposes of Cub Scouting

Cub Scouting is a year-round, family-oriented part of the Boy Scouts of America program designed for boys who are in first through fifth grades (or are 7, 8, 9, and 10 years of age). Parents, leaders, and organizations work together to achieve the 10 purposes of Cub Scouting:

- ▶ Character Development
- ▶ Spiritual Growth
- ▶ Good Citizenship
- ▶ Sportsmanship and Fitness
- ▶ Family Understanding
- ▶ Respectful Relationships
- ▶ Personal Achievement
- ▶ Friendly Service
- ▶ Fun and Adventure
- ▶ Preparation for Boy Scouts

All the activities leaders plan and boys enjoy should relate to one or more of these purposes.

The Methods of Cub Scouting

Cub Scouting uses eight specific methods to achieve Scouting's aims of helping boys and young adults build character, train in the responsibilities of citizenship, and develop personal fitness. These methods are incorporated into all aspects of the program. Through these methods, Cub Scouting happens in the lives of boys and their families.

- 1. The ideals:** The Cub Scout Promise, the Law of the Pack, and the Cub Scout sign, handshake, motto, and salute all teach good citizenship and contribute to a boy's sense of belonging.
- 2. The den:** Boys like to belong to a group. The den is the place where boys learn new skills and develop interests in new things. They have fun in den meetings, during indoor and outdoor activities, and on field trips. As part of a small group of six to eight boys, they are able to learn sportsmanship and good citizenship. They learn how to get along with others. They learn how to do their best, not just for themselves but also for the den.
- 3. Advancement:** Recognition is important to boys. The advancement plan provides fun for the boys, gives them a sense of personal achievement as they earn badges, and strengthens family understanding. Cub Scout leaders and adult family members work with boys on advancement projects.
- 4. Family involvement:** Family involvement is an essential part of Cub Scouting. When we speak of parents or families, we are not referring to any particular family structure. Some boys live with two parents, some live with one parent, some have foster parents, and some live with other relatives or guardians. Whomever a boy calls his family is his family in Cub Scouting.
- 5. Activities:** In Cub Scouting, boys participate in a wide variety of den and pack activities, such as games, projects, skits, stunts, songs, outdoor activities, and trips. Also, the Cub Scout Academics and Sports program and Cub Scouting's Fun for the Family include activities that encourage personal achievement and family involvement.
- 6. Home- and neighborhood-centered:** Cub Scouting meetings and activities happen in urban areas, in rural communities, in large cities, in small towns—wherever boys live.
- 7. The uniform:** The Cub Scout uniform helps build pride, loyalty, and self-respect. Wearing the uniform to all den and pack meetings and activities also encourages a neat appearance, a sense of belonging, and good behavior.

8. Making Character Connections: Throughout the program, leaders learn to identify and use character lessons in activities so boys can learn to know, commit, and practice the 12 core values of Cub Scouting. Character Connections are included in all the methods of Cub Scouting and are the program themes for monthly pack meetings.



Cub Scouts: A Positive Place

The Boy Scouts of America emphasizes a positive place in Cub Scouting. Any Cub Scouting activity should take place in a positive atmosphere where boys can feel emotionally secure and find support, not ridicule. Activities should be positive and meaningful and should help support the purpose of the BSA.

Delivering the Cub Scout Program

The Cub Scout program can be extremely rewarding for the boys in the program and their adult leaders. At the same time, it can be challenging, especially for the new leader facing his or her first group of boys. The purpose of this *Resource Guide* is to break down how to deliver the program, beginning with the den meeting, such that the planning and execution are simplified and new leader confidence is increased.

Part of the inherent strength of the Cub Scout program is its organization. At its most basic, Cub Scouting consists of:

- ▶ A boy—The individual boy is the basic building block for Cub Scouting and is its most important element. It is only when each boy’s character, citizenship, and fitness are enhanced that the program is successful.
- ▶ A den—Each boy belongs to a den of similarly aged boys. The den is the boy’s Cub Scout family where he learns cooperation and team building, and finds support and encouragement.
- ▶ A leader—Adult leadership is critical to achieving the purposes and aims of Scouting. By example, organized presentations, and one-on-one coaching, the boy learns the value and importance of adult interaction.
- ▶ A pack—Each den is part of a larger group of boys of different ages and experience levels in Cub Scouting. The pack provides the resources for enhanced activities, opportunities for leadership, and a platform for recognition.

While there are other parts of the Cub Scout organization (districts, councils, etc.) which are important administratively and to support adult leaders, they are more or less transparent to the boy in Cub Scouting.

Responsibilities to the Boys

All Cub Scout leaders have certain responsibilities to the boys in Cub Scouts. Each leader should:

- ▶ Respect boys’ rights as individuals and treat them as such. In addition to common-sense approaches this mean that all parents/guardians should have reviewed *How to Protect Your Children From Child Abuse: A Parent’s Guide*, and all youth leaders must have taken the BSA’s Youth Protection training.
- ▶ See that boys find the excitement, fun, and adventure that they expected when they joined Cub Scouting.
- ▶ Provide enthusiasm, encouragement, and praise for boys’ efforts and achievements.
- ▶ Develop among the boys a feeling of togetherness and team spirit that gives them security and pride.
- ▶ Provide opportunities for boys to experience new dimensions in their world.

Den Leader Responsibilities

In addition to the leader’s general responsibility to the boys in Cub Scouting, the den leader has certain other leadership responsibilities that may be summarized as follows:

- ▶ Work directly with other den and pack leaders to ensure that their den is an active and successful part of the pack.
- ▶ Plan, prepare for, and conduct den meetings with the assistant den leader and den chief (if Wolf, Bear or Webelos den leaders) or adult partners (if Tiger Cub den leaders).
- ▶ Attend the pack leaders’ meetings.
- ▶ Lead the den at the monthly pack activity.
- ▶ Ensure the transition of their Cub Scouts to a den of the next rank (or to a Boy Scout troop if Webelos) at the end of the year.

Monthly Core Value Themes

<i>September</i>	<i>Cooperation</i>
<i>October</i>	<i>Responsibility</i>
<i>November</i>	<i>Citizenship</i>
<i>December</i>	<i>Respect</i>
<i>January</i>	<i>Positive Attitude</i>
<i>February</i>	<i>Resourcefulness</i>
<i>March</i>	<i>Compassion</i>
<i>April</i>	<i>Faith</i>
<i>May</i>	<i>Health and Fitness</i>
<i>June</i>	<i>Perseverance</i>
<i>July</i>	<i>Courage</i>
<i>August</i>	<i>Honesty</i>

Effective June 1, 2010, Youth Protection training is required for all BSA registered volunteers, regardless of their position(s).



Cubmaster Responsibilities

Den leaders and Cubmasters (with supporting unit committee members) represent the leadership team that makes the pack go. In general, the Cubmaster (sometimes referred to as the *unit leader*) is the guiding hand behind the work of other pack leaders and serves as program adviser to the pack committee. He or she is a recruiter, supervisor, director, planner, and motivator of other leaders. The Cubmaster's main responsibilities are:

- ▶ Work directly with the pack trainer, den leaders, den chiefs, and pack committee chair and members to make sure that all dens are functioning well.
- ▶ Plan the den and pack programs with the help of other leaders.
- ▶ Lead the monthly pack meeting with the help of others, involving all dens in some way.
- ▶ Coordinate pack membership, recruiting, and transition.

Role of Training

Core to succeeding with these responsibilities is the concept that every Cub Scout deserves a trained leader. Being a trained leader helps you deliver the program in a way that is effective and efficient with a focus on the core objectives for the boy.

Becoming a trained leader requires completion of the following training:

- ▶ Youth Protection
- ▶ Fast Start
- ▶ This Is Scouting
- ▶ Leader Position-Specific

Consult with your pack trainer or visit www.myscouting.org for training options.

Why the Method Underlying the *Resource Guide* Works

Success of the Cub Scout program, defined as developing character, building citizenship, and developing personal fitness, is demonstrated by a cascading process of outcomes:

- ▶ The longer a boy stays involved in Scouting (Cub Scouts AND Boy Scouts), the more the attributes of character development, citizenship, and fitness are demonstrated.
- ▶ Boys who advance with their peers are more likely to stay involved in the program than boys who do not advance.
- ▶ Delivery focused on increasing the likelihood of advancement increases retention and tenure of boys.

These are the foundation of the Cub Scout delivery method. As such, the *Resource Guide* offers, for each rank, the following:

- ▶ Den meeting plans: plans designed around the school year which, if followed, will result in all boys in the den advancing in rank. The plans are developed around the following:
 - Two den meetings per month in addition to the pack meeting and other outings or activities
 - Beginning the Scouting year in September
 - Resulting rank advancement by the annual blue and gold banquet, usually in February
 - Continuing den and pack meetings through the school year and summer
 - The plans support other start dates. However, if starting later than September, it may be necessary to have more than two den meetings per month if rank advancement by blue and gold is the objective.
- ▶ Supplemental den meeting plans: Plans are provided for dens that meet more than twice per month during the school year or for dens that meet year-round. These should also be used after rank advancement is achieved to continue working toward electives, Academics and Sports belt loops/pins, and other individual and group awards.

The den meeting plans for each rank are designed to be conducted in sequential order. Certain activities are partially completed in one meeting and finished in another. Other activities or skills are natural prerequisites for things that come later in the den's year.

Local conditions (weather, events, etc.) or your den's schedule may make altering the order of the den meetings attractive. As a den leader, you may change the order so long as you make sure the change does not jeopardize the boys' opportunity to earn their rank in the allotted time or disrupt the logical order of the activities and achievements. When there is any doubt, the planned order should be used. Discuss with your Cubmaster any changes, as they may also affect pack activities.



Special Moments

Throughout the *Den & Pack Meeting Resource Guide*, leaders will find many ideas for helping them capture the moment and gently give boys a glimpse of the deeper purposes within the fun of Cub Scouting.

- ▶ **Cubmaster's and Den Leader's Minutes:** A den or pack meeting may close with a den leader's or Cubmaster's Minute—a one- or two-minute story that emphasizes values, Scouting ideals, or character. It relates to everyday life encounters of Cub Scout-age boys and ends the meeting with a thought-provoking moment or challenge.
- ▶ **Reflecting:** Reflecting is a method for leaders to guide Cub Scouts to their own understanding of the deeper purpose of an activity. Open-ended questions guide boys into discussing their thoughts, feelings, and actions about an activity and its effects. Guidelines on leading a reflecting session are found in the *Cub Scout Leader How-To Book*, No. 33832.
- ▶ **Character Connections:** Character development is a part of everything a Cub Scout does. Character Connection discussions relate an activity, project, or event to one of the 12 core values of Cub Scouting. The focus is on knowledge, commitment, and practice. Guidelines on leading a Character Connection discussion are in the *Cub Scout Leader Book*, No. 33221.

Awards Cub Scouts Can Earn

Cub Scout Outdoor Activity Award: Tiger Cubs, Wolf and Bear Cub Scouts, and Webelos Scouts have an opportunity to earn the Cub Scout Outdoor Activity Award. Boys may earn the award in each of the program years as long as the requirements are completed each year. The first time the award is earned, the boy will receive the pocket flap award, which is to be worn on the right pocket flap of the uniform shirt. Each successive time the award is earned, a wolf track pin may be added to the flap. Complete requirements are in the *Cub Scout Leader Book*.

Cub Scouting's Leave No Trace Awareness Award: This award may be earned by Tiger Cubs, Cub Scouts, and Webelos and Cub Scouting leaders. It acquaints them with frontcountry guidelines for being gentle with Mother Nature. Complete requirements are in the *Cub Scout Leader Book*.

Cub Scout World Conservation Award: Cub Scouts and Webelos Scouts who have participated in a den or pack conservation project and have completed requirements based on their rank may earn the World Conservation Award. This award is earned only once while a boy is in Cub Scouting. Tiger Cubs do not earn this award. Complete requirements are in the *Cub Scout Leader Book*.

Cub Scout Academics and Sports: All Cub Scouts can learn new physical and scholarship skills, develop an understanding of sportsmanship, discover new and build on old talents, and have fun. There are nearly 40 specific subjects or sports. Boys may earn belt loops by learning the basics of the sport or academic subject, and then may go on to earn pins by further development of the skill. Complete requirements are in the *Cub Scout Academics and Sports Program Guide*, No. 34299.

National Den Award: Cub Scouting happens in the den. The National Den Award creates an incentive for a year-round, fun, quality program in the den. The National Den Award may be earned only once in any 12-month period, as determined by the pack committee. Complete requirements are in the *Cub Scout Leader Book*.

Fun for the Family: Strengthening families is one of the purposes of Cub Scouting in the Boy Scouts of America. With this purpose in mind, Cub Scouting endorses family programs and activities that can strengthen families and build character. *Fun for the Family*, No. 33012, is Cub Scouting's family activity program. It contains a series of activities and requirements designed to help strengthen families and to develop good character skills among family members. These activities occur through adventure learning experiences. Every family member can earn a patch for completing two activities in each of five subject areas. In addition, for each additional two activities in each of the five subject areas, family members may earn a pin.





DEN MEETING PLANS

Here Come the Boys!!! Are You Ready?

- Have you taken Fast Start and Youth Protection training?
- Are you familiar with your responsibilities?
- Are you prepared for the meeting?

This section will get you on your way.



Den Meeting Introduction

Thank you for agreeing to be a den leader, filling one of the most important roles in Cub Scouting and helping a den thrive and grow. Without your help and leadership, the den cannot exist, the boy cannot be served, and the pack cannot be sustained.

Den Leader Responsibilities

In addition to the leader's responsibility to the boys in Cub Scouting generally, the den leader has certain other leadership responsibilities which may be summarized as follows:

- ▶ Work directly with other den and pack leaders to ensure that their den is an active and successful part of the pack.
- ▶ Plan, prepare for, and conduct den meetings with the assistant den leader and den chief (if Wolf, Bear or Webelos den leaders) or adult partners (if Tiger Cub den leaders).
- ▶ Attend the pack leaders' meetings.
- ▶ Lead the den at the monthly pack activity.
- ▶ Ensure the transition of their Cub Scouts to a den of the next rank (or to a Boy Scout troop if Webelos) at the end of the year.

Getting Your Den Started

If you are starting your program in June, invite the boys and their adult partners to participate in your pack's summertime activities, such as marching in parades, going to a ball game, having a campfire and marshmallow roast, and participating in Cub Scout day camp. Boys may be able to earn the National Summertime Pack Award pin by participating in events.

Den Meetings

Along with the Cub Scout's family, the den meeting is critical to the Cub Scout's success and enjoyment of Cub Scouting. It is in and through the den that the boy makes social connections, has fun, completes his advancement, and bonds with the pack. Den meetings that are fun, organized, and interesting make a great environment for the boys. Planning and delivering such meetings is the goal of this section of the *Den & Pack Meeting Resource Guide*.

What Is a Den Meeting Plan and How Do I Use Them?

There are two types of den meeting plans.

Den Meeting Plans: These plans, modeled to support a school-year program, will, if followed, result in all boys in the den advancing in rank. The plans are developed around the following:

- ▶ Two den meetings per month in addition to the pack meeting and other outings or activities
- ▶ Beginning the Scouting year in September
- ▶ Resulting rank advancement by the blue and gold banquet, usually in February
- ▶ Continuing den and pack meetings through the school year and summer
- ▶ The plans support other start dates. However, if starting later than September, it may be necessary to have more than two den meetings per month if rank advancement by blue and gold is the objective.

Supplemental Den Meeting Plans: Plans are provided for dens that meet more than twice per month during the school year or for dens that meet year-round. These may also be used after rank advancement is achieved to continue working toward electives, Academics and Sports belt loops/pins, and other individual and group awards.



The den meeting plans for each rank are designed to be conducted in sequential order. Certain activities are partially completed in one meeting and finished in another. Other activities or skills are natural prerequisites for things that come later in the den's year.

Local conditions (weather, events, etc.) or your den's schedule may make altering the order of the den meetings attractive. As a den leader, you may change the order so long as you make sure the change does not jeopardize the boys' opportunity to earn their rank in the allotted time or disrupt the logical order of the activities and achievements. When there is any doubt, the planned order should be used. Discuss with your Cubmaster any changes, as they may also affect pack activities.

Do, Home Assignment, and Verify

At the beginning of each rank section and throughout the den meeting plans, you will find the terms "do," "home assignment," and "verify." These will guide you, your boys, and their parents.

- ▶ Do: Activities to be done during den meetings
- ▶ Home assignments: Activities that boys and/or their parents must do outside den meetings but that you should assign (usually during the closing)
- ▶ Verify: A reminder, usually during the business items section of the den meeting, for you to confirm completion of a home assignment



Simple ceremonies serve to congratulate boys on their accomplishments.



Helpful Hints for Den Leaders

The following are some hints that will help you better plan and execute your den meetings.

Plan Your Meetings in Advance: Plan your meetings ahead of time with emphasis on the flow of activities. Pay special attention to “After the Meeting” sections of den meeting plans for preparation and materials needed for the next meeting. Alternate between quiet and more vigorous activities. Boys have a lot of energy to expend, so be sure you have an active game or other activity to help channel some of that energy.

Den Rules and Code of Conduct: At the beginning of the year, establish the rules that the den will follow and the consequences for breaking those rules. Boys should participate in the decision-making process. By helping decide what can and can’t happen in the den, boys will feel a sense of responsibility toward how the den is run. They will feel that the den is “theirs.”

Have them sign a poster on which the code of conduct is written and display it at your meeting place. Or make two copies: one that boys can keep at home and one to be displayed at the den meeting after both the boy and his parent have signed it.

Ceremonies: Ceremonies are important for marking the beginning and end of each meeting. They are also a time for reinforcing the aims and purposes of Scouting and bringing the boys together. As boys finish achievements toward their badges, simple ceremonies during the den meeting will serve to congratulate them on their accomplishments.

Immediate Recognition Kits: Use of the immediate recognition kits for Tiger Cubs and Cub Scouts is a method of encouragement along the advancement trail. Set aside time in den meetings to award beads representing completion of achievements. Congratulate boys enthusiastically for their efforts.

A den doodle is an object for the boys to use to show off their accomplishments and achievements. The *Cub Scout Leader How-To Book* has many ideas for den doodles. Your den of boys can design and create their own den doodle as a den meeting activity at the start of the year. Use the den doodle to keep a visual reminder of activities the den has completed and shared.

Treats: Boys love goodies! Simple nutritious refreshments add a finishing touch. Give everyone a chance to share his favorite treats with the den. Discuss food allergies with families and share the information with the den if appropriate.

Den Scrapbook: Fill the scrapbook with sample artwork boys do as den activities, stories about their adventures, and pictures taken of boys with their completed projects. The den scrapbook will be a treasured memento proudly displayed at the boys’ Eagle Scout court of honor in just a few years!

Your First Den Meeting

The tone you set at the first meeting will determine, to a large extent, the success of your year. Key to setting the right tone is to consider the following:

- ▶ Wear your adult uniform to all meetings and remind boys to wear their uniforms.
- ▶ Be completely organized before the start of the meeting.
- ▶ Explain clearly to the boys the behavioral expectations. You may wish to use the “good conduct candle” approach (*Cub Scout Leader How-To Book*). Be friendly but firm with the boys.

Ask the host team (Tiger Cub and adult partner who will assist at the meeting, your parents helping and assistant den leader(s)) to arrive at least 15 minutes before the starting time of the meeting. They can help you with final preparations before the rest of the boys arrive.

A snack at den meetings is optional. Set the example with healthy, nutritious snacks. Be aware of any food allergies of den members and communicate these to adult partners who may be assisting with the snacks.

Open each den meeting by saluting the U.S. flag and reciting the Pledge of Allegiance. Then, while showing the Cub Scout sign, recite the Cub Scout Promise and Law of the Pack. See *Cub Scout Ceremonies for Dens and Packs*, No. 33212, for detailed guidelines and ceremony examples.

One best practice to facilitate communications and involvement is to distribute a family information letter at the conclusion of each meeting. The letter tells families what was completed at each meeting and provides information on upcoming den and pack meetings and activities. Sample family information letters can be found at www.scouting.org/CubScouts/Leaders/DenLeaderResources.aspx.



Field trips are an important part of the Cub Scout experience. They are a time not only for fun but for learning. And they are critical steps in your boys earning their badge of rank. It is important that you plan in advance for these field trips. Planning should include the following, at a minimum, for each field trip:

- ▶ Arrange for the visit with the place you will be going (if needed).
- ▶ Work with the adult partners in the den to arrange transportation or get an adult to do the planning for this.
- ▶ A local tour permit should be filed with the council service center. (MANDATORY)

A field trip as a first meeting over the summer can be a good way to break the ice for a new den.

You could, as a den, have an outing to complete **Elective 22: Picnic Fun**; **Elective 29: Safety in the Sun**; and **Elective 35: Fun Outdoors**. (See the *Tiger Cub Handbook*, No. 34713.) Have a den family picnic, use sunscreen, and play an outdoor game at the picnic. This is a great way for the Tiger Cub families to get to know one another. It is also an optimal time to recruit new Cub Scout adult volunteers.

Distribute the Family Talent Survey Sheet to the parents, asking them to complete it and return it to you at the next meeting. (The Family Talent Survey Sheet can be found at www.scouting.org/CubScouts/Leaders/Forms.aspx.) The survey serves as a useful tool for you to identify family resources within your den.

Beyond the Basics

- ▶ Encourage the boys to earn the religious emblem of their faith. This emblem is both an important part of the boy's (and family's) faith journey, but is also considered a premier award within the Scouting community.
- ▶ Talk with your boys and their adult partners about earning the National Summertime Pack Award and the Cub Scout Outdoor Activity Award. These are important group awards that build a sense of team for your boys.
- ▶ Cub Scouting's Leave No Trace Awareness Award defines the standards of behavior for Scouts during outdoor activities. Distribute and review the Leave No Trace frontcountry guidelines before any field trip to a park, playground, or other outing. The guidelines can be found at www.scouting.org/CubScouts/Resources/leavenotrace.

Pledge of Allegiance

I pledge allegiance to the flag of the United States of America
and to the republic for which it stands,
one nation under God, indivisible,
with liberty and justice for all.

Cub Scout Promise

I, (name), promise to do my best
To do my duty to God and my country,
To help other people, and
To obey the Law of the Pack.



TIGER DEN MEETINGS



Tiger Cub Den Meeting Plans

Den meeting plans are developed around a Scouting program year that is presumed to begin in early September and continue through May, at which time Cub Scouts would become involved in summertime Scouting activities. Two types of den meeting plans are offered for the den leader's use:

- ▶ Numbered plans: Programming for the program/school year (September through May), including rank advancement requirements for dens meeting twice a month
- ▶ Lettered or supplemental plans: Additional programming for dens meeting year-round or more than twice per month

Meeting Date	Den Meeting No.	Tiger Den Meeting Plans	Requirements/Electives Covered
	1	Bobcat and Making My Family Special	Do: Achievement 1D, Bobcat (partial) HA*: Achievement 1F
	2	Bobcat and Making My Family Special	Do: Achievements 1G and 3D; Bobcat Verify: Achievement 1F
	3	Keeping Myself Healthy and Safe	Do: Achievements 3D, 3F, and 3G (partial), Elective 28 HA: Achievement 3Fa and Elective 28
	4	Go See It: Keeping Myself Healthy and Safe	Verify: Achievement 3Fa, Elective 23 Do: Achievement 3G
	5	Go See It: Let's Go Outdoors	Do: Achievements 5F and 5D, 5G; Elective 6
	6	Where I Live and How I Tell It	Do: Achievements 2F, 2D, and 4D HA: Achievement 4F
	7	Go See It: Where I Live	Verify or do: Achievement 4F Do: Achievement 2G
	8	Go See It: How I Tell It	Do: Achievement 4G
	9	How Do You Celebrate? and Making Decorations	Do: Elective 1, Elective 2
	10	Go See It: Making Change and Banking	Do: Elective 13, Elective 50
	11	Reduce, Reuse, Recycle; Reading Fun; Play Along!; and The Show Must Go On	Do: Elective 47, Elective 21
	12	Transportation	Do: Elective 41
	13	Phone Manners, Emergency!, Our Colorful World, and A Friendly Greeting	Do: Elective 26, Elective 27, Elective 15, Elective 12
	14	Go See It: Pet Care and Learn About Animals	Do: Elective 43, Elective 31
	15	Fun and Games (Bingo or Other Games)	Do: Elective 3 HA: Elective 23, Elective 25
	16	Cleanup Treasure Hunt, What Kind of Milk?, and Snack Time	Do: Elective 33, Elective 23, Elective 25

*HA = Home/family assignment

Supplemental Den Meeting Plans		
Den Meeting Letter	Tiger Den Meeting Plans	Requirements/Electives Covered
A	Collecting and Other Hobbies	Do: Elective 16
B	Make a Model, Part 1	Do: Elective 17 HA: Elective 17
C	Make a Model, Part 2	Do: Elective 17
D	Go See It: Visit a Bakery	Do: Elective 45
E	Get the Word Out	Do: Elective 20
F	Magic Fun	Do: Elective 19
G	Picnic Fun, Snack Time, Safety in the Sun, and Fun Outdoors	Do: Elective 22, Elective 25, Elective 29, Elective 35
H	Plant a Seed! and Song Time	Do: Elective 30, Elective 6
I	Go See It: See a Performance	Do: Elective 36
J	Visit a Bike Repair Shop and Take a Bike Ride With Your Adult Partner	Do: Elective 38, Elective 37
K	Go See It: Go to Work	Do: Elective 39
L	Feed the Birds	Do: Elective 32
M	Family Mobile	Do: Elective 5
N	Display a Picture	Do: Elective 4
O	Go See It: Healthy Teeth and Gums	Do: Elective 46
P	Sew a Button and Song Time	Do: Elective 18, Elective 6



Tiger “Family” Achievements: Here are the achievements from the boys’ handbooks that must be completed at home, where the parent(s)—as “Akela,” a leader—should review them and sign off in the handbook when each one is completed:

Complete the exercises in the parent’s guide, *How to Protect Your Children From Child Abuse*.

1F: Think of one chore you can do with your adult partner. Complete it together.

2F: Look at a map of your community with your adult partner.

3Fa: With your family, plan a fire drill, then practice it in your home.

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

4F: At a family meal, have each family member take turns telling the others one thing that happened to him or her that day. Remember to practice being a good listener while you wait for your turn to talk.

5F: Go outside and watch the weather: complete the Character Connection for Faith



Tiger Den Meeting 1

Bobcat and Making My Family Special

Bobcat (partial). Achievement 1: Making My Family Special (1F partial, 1D). Character Connection for Honesty.

Preparation and Materials Needed

- ▶ With pack leaders, confirm who is in your den and reach out to parents.
 - Have on hand the Family Talent Survey Sheet found in the resource section of this Guide).
 - If you are not a scrapbook enthusiast or generally good with arts and crafts, see if another parent in the den has those skills and could help make this a special meeting.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Index cards with the Cub Scout Promise printed on one side and Law of the Pack on the other side (enough for each boy and adult attending the meeting). Add the Pledge of Allegiance if needed.
 - One three-ring binder for each boy with three-hole-punched copy or construction paper, stickers, markers
 - Large paper or poster board and markers to write den's code of conduct
 - Tiger Cub Immediate Recognition Emblems and Beads
- ▶ Ask Tiger Cubs to bring a family photo to show the group and put in their scrapbook.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Welcome new Scouts and parents. Today will have lots of "getting to know each other" time.
- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ Distribute the Family Talent Survey Sheet to the parents, asking them to complete it and return it to you at the next meeting. Also ask each parent about interests, abilities, hobbies, occupations, etc.

Opening

- ▶ Learn the Cub Scout motto: *Do Your Best*. Perhaps as a cheer, the den leader asks: "What's our motto?" and Tiger Cubs and adult partners respond: "Do . . . Your . . . Best!" (three times, getting louder each time).

Business Items

- ▶ Have each Scout (and attending parent) introduce themselves. Note that you'll want to know more about each other, and part of that could go in the scrapbook you create.
- ▶ Discuss what a den is and how it fits in with a pack. Discuss your goals for the year and highlight/promote the upcoming activities. Discuss a den name, den yell, and other den identity elements (these could include a den flag, neckerchief slide, or your own den advancement totem or doodle).
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.
- ▶ Discuss behavioral expectations at den meetings. This is a chance to create a code of conduct for how the den should govern itself during meetings. Prompt your Tiger Cubs to come up with a good code.

Activities

- ▶ Teach and review the Bobcat badge requirements (see the *Tiger Cub Handbook*):
 - Learn and say the Cub Scout Promise.
 - Say the Law of the Pack and discuss what it means.
 - Tell what Webelos means (We'll Be Loyal Scouts).
 - Learn the Cub Scout sign and tell what it means. (The sign represents and looks like Wolf ears. It signifies "I'm ready to listen" and the two parts of the Promise: "help other people" and "obey the Law of the Pack.")



- Show the Cub Scout handshake and tell what it means. (Like the sign, two parts of the Promise.)
- Say the Cub Scout motto. (Do Your Best.)

Suggestion: Use a fun method to help the Scouts learn. Thought starters:

- A tape recorder, flash cards, or the game of “hangman” with phrases from the Law, Promise, and motto
 - A “random balloon drawing”: put a different Bobcat requirement on a small sheet of paper, and put each part in separate balloons. Tiger Cubs get to pick a balloon, pop it (maybe make them do it in different ways), and after popping, the boys have to do the requirement listed on the paper.
 - Maybe a “Line Up the Lines” game for Promise and Law (Write the Promise (or the Law) on strips of paper or cardboard, cut into chunks or half-lines. Mix them up, and see if the boys can line them up.)
- ▶ With adult partners, discuss one chore your Tiger Cubs can do and complete the Character Connection for Honesty. This can be done in the den meeting, and reinforced with the family.
- **Know:** Discuss these questions with your family. What is a promise? What does it mean to “keep your word”? What does honesty mean? What does it mean to “do your best”?
 - **Commit:** Discuss these questions with your family. Why is a promise important? Why is it important for people to trust you when you give your word? When might it be difficult to keep your word? List examples.
 - **Practice:** Discuss with family members why it is important to be trustworthy and honest, and how can you do your best to be honest when you are doing the activities in Cub Scouting.
- ▶ **Achievement 1D:** With adult partner, assemble and decorate your family scrapbook.
- Distribute binders, scrapbook pages, plus blank three-hole-punched copy paper or construction paper, stickers, and markers.
 - Have them start the work, and use the opportunity to have them describe (at least) parents and siblings.
 - This helps you get to know the Scouts and their families.

Tiger Cubs who have learned the Cub Scout sign, salute, and motto have earned the Tiger Cub Immediate Recognition Emblem, to be presented TODAY (with the Scouts recognized for it at the next pack meeting).

Tiger Cubs participating in Den Meeting 1 and completing **Achievement 1D** have earned their first orange bead for the Tiger Cub Immediate Recognition Emblem. Beads should be presented at the meeting at which they are earned.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ **Home Assignment: Achievement 1F:** Ask Cub Scouts to think of one chore they can do with their adult partner. Instruct Cub Scouts and adult partners to complete the chore together at home before the next meeting.
- ▶ Remind all that the next meeting is a Go See It (unless the sequence is changed).
- ▶ Hand out or send family information letter.
- ▶ Closing ceremony: perhaps a den leader’s minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ If you’ve changed the sequence of den meetings (not recommended but may be necessary to fit your den’s unique situation), double-check this to line up with the right meeting.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Tiger Den Meeting 2

Bobcat and Making My Family Special

Bobcat badge (completion). Achievement 1: Making My Family Special (1F completion, 1G). Character Connection for Responsibility.

Preparation and Materials Needed

- ▶ For Den Meeting 2, make arrangements to visit a library, historical society, museum, old farm, or historical building in your community. If transportation is an issue, be sure to consider alternatives, such as the library in a school or church that hosts your unit, or an older employee at the school or church to discuss life years ago. Another alternative is the home of an older neighbor willing to help. Be flexible in finding some place, and someone, interesting for the Scouts.
- ▶ Materials checklist (these should be in your basic den box by now):
 - Index cards printed with the Cub Scout Promise and Law of the Pack
 - Tiger Cub Immediate Recognition Emblem beads

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If applicable, collect permission slips.
- ▶ As parents arrive, verify that parents have completed the exercises in the parent's guide, *How to Protect Your Children From Child Abuse*.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening).
- ▶ Maybe add a roll call (give me a Tiger roar when I call your name), and/or uniform recognition.

Business Items

(On a Go See It field trip, you'll really need to determine when to cover these—at the beginning may not make sense—do these in a way that works for you):

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ **Verify:** Ask Tiger Cubs to share with the den the chore they completed with their adult partner (**Achievement 1F**).
- ▶ Review any code of conduct for how the den should govern itself during meetings.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Achievement 1G:** Take a Go See It to a library, historical society, museum, old farm, or historical building, or visit an older person. Discover how family life was the same and how it was different many years ago.
 - Advice to Leaders: Make it fun! Be enthusiastic, or create drama and mystery about the historic place you're visiting. Don't allow it to be just "some boring historic place."
 - You might have the Tiger Cubs dress, or have some adult partners dress, in period costumes to add to the fun of the event, or bring items from the era at the historical place that you're visiting.
 - Be sure to mix in brief games and songs (serious or silly) to change the pace of the meeting. Tiger Cubs have short attention spans, and you and they will have more fun and focus better if you mix it up.



- ▶ **Review** the Bobcat requirements (*Tiger Cub Handbook*, pages 29–34):
 - Learn and say the Cub Scout Promise.
 - Say the Law of the Pack and discuss what it means.
 - Tell what Webelos means (We'll Be Loyal Scouts).
 - Learn the Cub Scout sign and tell what it means. (Two parts of the Promise—"help other people" and "obey the Law of the Pack"—and it looks like a Wolf's ears, meaning "I'm ready to listen.")
 - Show the Cub Scout handshake and tell what it means. (Like the sign, two parts of the Promise)
 - Say the Cub Scout motto (Do Your Best).

- ▶ **Suggestion:** You could do a Law of the Pack puzzle (can do with the Cub Scout Promise as well):
 - Write one word of the Law of the Pack on an index card; place the cards in a paper sack.
 - Prepare a second sack of index cards. Divide the den into two teams.
 - On a signal, teams remove the cards from the sacks and put the words in the correct order.
 - The first team correctly completing the sequence of words wins.

- ▶ **Complete** the Character Connection for Responsibility (**Achievement 3D**).
 - **Know:** Think about the job that you completed. What was the hardest part of doing the job? How well was the job done? What does it mean to be responsible?
 - **Commit:** Why is being responsible important? Are there jobs you can do by yourself? List other ways that you can be responsible.
 - **Practice:** Do **Achievement 1F**: Think of one chore you can do with your adult partner. Complete it together.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

Tiger Cubs who participated in Den Meeting 1 and completed a chore with their adult partner have now earned their first white bead (**Achievement 1F**).

Tiger Cubs who participated in Meeting 2 have earned their first black bead (**Achievement 1G**).

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Tiger Den Meeting 3

Keeping Myself Healthy and Safe (Food Pyramid and Fire Drill)

Achievement 3: Keeping Myself Healthy and Safe (3Fa partial, 3Fb, 3D, 3G partial).

Elective 28: Smoke Detectors. Character Connection for Health and Fitness

Preparation and Materials Needed

- ▶ For Den Meeting 3, bring a working battery-operated smoke detector, a poster board for each boy, markers, food magazines, newspaper grocery store advertisements, and index cards printed with the Cub Scout Promise and Law of the Pack.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Bring "Food Pyramid" handouts. Go to www.mypyramid.gov to check that out.
 - You can create personal pyramids at www.mypyramid.gov/mypyramid/index.aspx, tailored to your size, age and activity level.
 - Consider bringing samples of food in each food group. For example, whole grain bread and crackers, some broccoli and carrots, fresh fruit of your choice, a variety of nuts (check for allergies), milk and cheese, hard-boiled eggs. And water.
 - Tiger Cub Immediate Recognition Emblem beads.
- ▶ **Note:** The sequence of Meetings 3 and 4 may be reversed, depending on your local sports schedule.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ Teach basic courtesies: Have boys sign a note or card as a formal thank-you to the Go See It site or guest from last meeting. You may want to develop a system to use for each Go See It.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.
- ▶ If you've decided to do a den flag or den doodle, you might work on that today.

Activities

- ▶ **Achievement 3Fb:** Have each family plan what to do if the Tiger Cub ever becomes lost or separated from his family. Hints for adult partner:
 - Stay where he is rather than keep moving (making a person harder to find).
 - Assure them that because they are loved, as soon as others realize that he is not with his family or group, they will quickly begin looking for him.
 - You may want to set den rules, too (e.g., buddy system for playground, events, hikes).
- ▶ **Achievement 3D:** Have each adult partner and Tiger Cub draw a food pyramid on poster board.
 - Cut out pictures of food from food magazines or newspaper grocery ads to add to the appropriate sections. Boys could also draw different foods.
 - Remind the boys to bring the posters to your next pack meeting for display. You might have them displayed at school or at the chartered organization.
 - Another option, since snacks are often a part of meeting, is to get the Cubs to direct their adult partners on what healthy snacks the den should have at meetings.



Want More Fun Activities?

Since this is not the most active activity unless you are cooking and eating, if you want to get noisy you can sing the "All You Etta" song (to the French tune, *Alouette*) with Cub Scouts contributing what they "et."

All you etta, think of all you etta
 All you etta, think of all you et:
 Think of all the _____ you et
 Think of all the _____ you et
 _____ you et
 _____ you et
 Oh, oh, oh, oh . . . etc.

Continue with everyone adding something. Eventually you should be holding your belly from eating too much!

- ▶ **Achievement 3Fa:** Have each adult partner and Tiger Cub plan a family fire drill. Remind them to practice it at home.
 - You might have them make maps of their homes showing the escape routes to show their families.
 - And have a practice fire drill at the den meeting. You should have a plan there, too.

Want Another Fun Activity?

Consider, for the next pack meeting, having the Tiger Cubs do a skit about what they've learned. (See the example "Emergency Broadcast System" skit included on the following page.)

- ▶ **Elective 28** ("With your adult partner, check the batteries in the smoke detector in your home or another building."):
 - Have each boy practice removing and replacing the battery in the smoke detector.
 - **Suggestion:** Test it to see if it works. (Do this outside to ensure you don't set off real smoke detectors.)
 - Ask each family to check the batteries in their smoke detectors at home.
- ▶ Complete the Character Connection for Health and Fitness (Part of **Achievement 3D**).
 - **Know:** With a family adult, have a healthy snack.
 - **Commit:** When is it difficult to eat healthy food?
 - **Practice:** What foods are best for your health and growth?
- ▶ **Achievement 3G:** Discuss the rules of the game or sport that you will observe during the next den meeting (unless the sequence is changed).

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.
- ▶ Hand out basic rules of the sporting event that the boys will attend at the next meeting. (**Achievement 3G preparation**)

- ▶ **Home Assignment:** Remind Cubs and adult partners to practice a family fire drill and check their smoke detector batteries at home. (**Achievement 3Fa, Elective 28**)

- ▶ Remind all that the next meeting is a Go See It (unless the sequence is changed). Clean up.

Tiger Cubs participating in Den Meeting 3 have earned a second orange bead (**Achievement 3D**).

Den Meeting 3



After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

Skit

The Emergency Broadcast System

- ▶ The den lines up, facing the audience.
- ▶ An announcer says: "This is a test of the Pack ____ emergency broadcast system. This is only a test."
- ▶ Everyone in the den hums a very high pitched note (a "beeeeeeeeeeep" sound, similar to the tone on the radio just before an emergency broadcast is given).
- ▶ Stop when the leader raises his hand.
- ▶ When the humming stops, the announcer then says: "This has been a test of the Pack ____ emergency broadcast system. This has been only a test. If this had been an actual emergency, this is what you would hear:"
- ▶ At that point everyone in the den begins to scream and run around terrified and in a panic, and then they all run away. (Make sure you practice so the beeeeeeeps start and stop when they should and so the punch line does not drag on too long.)



Tiger Den Meeting 4

Go See It: Keeping Myself Healthy and Safe

Achievement 3 (3Fa completion, 3G completion).

Preparation and Materials Needed

- ▶ For Den Meeting 4, make arrangements to attend a local sporting event such as a football, soccer, or volleyball game, or any amateur or professional game or sporting event.
- ▶ If applicable, remind families to bring appropriate outerwear for an outdoor game.
- ▶ It's helpful to have some people arrive at the game early to save a block of seats for your den.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have families assist in making sure your den sits together as a group.
- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.
- ▶ Participate in singing "The Star-Spangled Banner" if that is sung at the beginning of the game. Those in uniform should use the Cub Scout salute.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ **Verify:** Before going in, or as all are gathered, review **Achievement 3Fb and Elective 28:**
 - Have each family plan what to do if the Tiger Cub ever becomes lost or separated from his family.
 - Set a place for anyone to go to if he becomes separated. **Suggestion:** Establish a buddy system.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Achievement 3G:** Attend a local football, soccer, or volleyball game, or any amateur or professional game or sporting event. Review the rules of the game while you are watching.

Want More Fun Activities?

Depending on the layout of the event venue, and because many Tiger Cubs will have a hard time sitting and watching, consider having a smaller version of the game (or of some other game) informally and out of the way of the actual game.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Remind Tiger Cubs and adult partners that the next meeting is also a Go See It (unless the sequence is changed) and to wear appropriate outerwear.
- ▶ Hand out or send family information letter.

Den Meeting 4

Tiger Cubs attending Den Meeting 4 (the amateur or professional game or sporting event) have earned a second black bead (**Achievement 3G**).

Tiger Cubs who attended Den Meeting 3 and practiced a fire drill at home have earned a second white bead (**Achievement 3F**).



After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Tiger Den Meeting 5

Go See It: Let's Go Outdoors and Song Time

Achievement 5 (5F, 5D, 5G). Elective 6. Character Connection for Faith.

Preparation and Materials Needed

- ▶ For Den Meeting 5, make arrangements for a den hike. Plan your hike in a place where boys will be able to collect autumn leaves. **Note:** A walk around the neighborhood might be sufficient!
- ▶ Remind families to bring appropriate outerwear and wear appropriate shoes or boots.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Bring hand sanitizer, several sheets of copy paper, and crayons with the wrappers removed.
 - Bring the words to the songs “I’ve Got That Tiger Cub Spirit” and “If You’re a Tiger and You Know It” (pages 87–88 in the *Tiger Cub Handbook*). Substitute or add songs that you and the Scouts want to sing.
 - Index cards printed with the Cub Scout Promise and Law of the Pack
 - Tiger Cub Immediate Recognition Emblem beads

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you’re snacking, organize space for that and the cleanup.

Gathering

- ▶ Meet at the designated starting point. This could be the regular den meeting space.
- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, on the hike. Review the Leave No Trace guidelines for frontcountry travel (page 152 of *Tiger Cub Handbook*).
- ▶ Invite Scouts to bring their family scrapbooks back to upcoming den meetings to show to the den.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ With adult partner, could complete the Character Connection for Faith. (**Note:** Den leaders should use their best judgment about this, and because this is a family matter, and especially if you have a mix of faith practices in your den, feel free to ask parents to do this directly, while you just talk about the weather before you go on the hike.)
 - **Know:** Discuss things about the weather that you know to be true, but you cannot see at the moment, such as: Is the sun still there although you only see clouds? Is the moon there, even though it is day? Can you see wind? Do you know that the rain will eventually stop? Do you have faith in other things you can’t see?
 - **Commit:** What makes it difficult to believe in things you cannot see? What helps you to develop faith?
 - **Practice:** Do **Achievement 5F**.
- ▶ **Achievements 5F** (“Go outside and watch the weather.”) and **5G** (“Take a hike with your den.”):
 - As you gather outdoors for the hike, and go on the hike, watch the weather.
 - Use your senses to help you describe what the weather is like. What do you see? What do you hear? What do you smell? What do you taste? What can you feel?



- Suggestion:** A hike doesn't have to be just a walk. Try a hike plus: Don't just walk; do something:
- Alphabet hike. Find things to cover each letter (keep a list as you go).
 - Color hike. Find as many colors as you can (keep a list as you go).
 - Sense-of-touch hike. Find things that are hairy, smooth, rough, cool, dry, wet, sticky, bumpy.
 - Hula-hoop hike. Lay your hoop (or a loop of rope) on the ground. What can you find inside the circle?
 - Inch-high hike (take rulers along). What do you find that is that high (or smaller)?
- ▶ **Elective 6** (“Along with your adult partner, teach a song to your family or to your den and sing it together.”):
- While hiking, sing the songs “I’ve Got That Tiger Cub Spirit” and “If You’re a Tiger and You Know It.”
 - Feel free to substitute or add appropriate songs that you and the Scouts want to sing.
- ▶ **Achievement 5D:** While on your hike, collect fallen leaves and make a leaf rubbing.
- At the end of your hike, make leaf rubbings using the leaves collected, copy paper, and crayons.
 - Place a leaf, vein side up, on a smooth surface, and cover it with a piece of thin writing paper.
 - Hold the paper firmly in position and gently rub the crayon over it. The crayon strokes should all be in the same direction and with just enough pressure to bring out the details of the leaf.
 - They can write information next to each leaf, such as its name and where it was collected.
 - The finished design can be displayed in your home, decorated and framed, made into greeting cards or given as a gift, or used as decorative elements in other projects or in their scrapbooks.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader’s minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.
- ▶ Have boys take home leaf rubbings and suggest they add them to the scrapbook made in Den Meeting 1.

Tiger Cubs participating to this point have earned a third orange (**Achievement 5D**), a third white (**Achievement 5F**), and a third black bead (**Achievement 5G**).

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Tiger Den Meeting 6

Where I Live, How I Tell It

Achievement 2: Where I Live (2F, 2D). Achievement 4: How I Tell It (4F partial, 4D).
Character Connection for Citizenship.

Preparation and Materials Needed

- ▶ For Den Meeting 6, bring a map of your community, index cards printed with the Cub Scout Promise and Law of the Pack, and Tiger Cub Immediate Recognition Emblem beads.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Teach boys how to do a pack flag ceremony. For detailed guidelines and ceremony examples, see *Cub Scout Ceremonies for Dens and Packs*.
- ▶ Practice a pack flag ceremony and the Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ If a Scout has brought his family scrapbook back, allow him to show it to the rest of the den.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Achievement 2D:** Complete the Character Connection for Citizenship:
 - **Know:** What does it mean to be a good citizen? Why do you think we say the Pledge of Allegiance?
 - **Commit:** Is it easy to be a good citizen? Why is it important to show respect to the flag even if others around you might not?
 - **Practice:** Do **Achievement 2D:** Practice the Pledge of Allegiance with your den, and participate in a den or pack flag ceremony.

Suggestion: As part of this, you might do the following:

- Discuss your code of conduct and how you are all citizens in your den, making and following the rules. It is hoped you can take them back to how they came up with the rules, and how they were created out of the need to have respect and order in the group.
 - For "Practice the Pledge," there are lots of ways to do this. Having all recite it alone is obvious; using a tape recorder or video recorder to make it fun is also good.
 - An illuminating exercise is to ask the Scouts to discuss what certain of the words of the Pledge mean. Words like "united," "republic," "liberty," and "justice" may only be sounds to many Scouts at this age, so discussing the concepts can be a revelation for them and you.
- ▶ **Achievement 2F:** Look at the map of your community and find your home and three places you would like to go.



- ▶ **Achievement 4D:** Play “Tell It Like It Isn’t” (*Tiger Cub Handbook*, page 67)
 - To play this game, Tiger Cubs form a line.
 - The first Tiger Cub whispers one sentence to the second Tiger Cub.
 - Each one takes his turn, whispering the sentence to the next boy.
 - The last boy repeats the sentence out loud. How close is it to the original sentence?
 - Take turns and play a few more times.

Want More Fun Activities?

That sort of “telephone” message relay game can be adapted for an outdoor relay race if you space the boys around the perimeter of a field or schoolyard.

- ▶ Then see if they can do a “relay run” and get the message around to everyone. You might bring a prize for everyone for their success and teamwork.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader’s minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.
- ▶ Remind all that the next meeting is a Go See It (unless the sequence has changed).

- ▶ **Home Assignment:** Remind Tiger Cubs and adult partners to complete **Achievement 4F** at home.

Tiger Cubs participating in Den Meeting 6 have earned a fourth white bead (**Achievement 2F**). Tiger Cubs participating in Den Meeting 6 have earned their fourth and fifth orange beads (**Achievements 2D, 4D**).

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Tiger Den Meeting 7

Go See It: Where I Live and How I Tell It

Achievement 2 (2G). Achievement 4 (4F completion). Character Connection for Respect.

Preparation and Materials Needed

- ▶ For Den Meeting 7, make arrangements for a Go See It to a police station or fire station, or for them to come to you (unless the sequence is changed).
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Handouts or printouts of information from the local police or fire department
 - Index cards printed with the Cub Scout Promise and Law of the Pack
 - Tiger Cub Immediate Recognition Emblem beads
- ▶ If transportation is an issue, see if they will come to you—often police and fire departments will come and make visits with sufficient lead time.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in coming pack meetings or pack events as needed.
- ▶ **Verify:** Confirm completion of **Achievement 4F**.

Activities

(On a Go See It field trip, you'll need to determine when to cover these. Do these in a way that works for you.)

- ▶ **Achievement 4F:** Ask boys to share how they practiced listening and talking during a family meal.
 - You will also practice that here as part of your den meeting discussion.
- ▶ Discuss part of **Achievement 4F:** Complete the Character Connection for Respect (*Tiger Handbook*, page 64). This applies to den behavior as much as to family time.
 - **Know:** When talking with other family members, how do you show courtesy and respect? How do you listen respectfully? How can you interrupt people and still be respectful?
 - **Commit:** How does it feel when people listen to you with respect? List three things to remember that will help you talk respectfully with others.
 - **Practice:** Join in a family conversation. After the conversation, discuss how you and the others showed respect.
- ▶ **Achievement 2G:** Go See It at the police station or fire station.
 - Ask someone who works there how he or she helps people in the community.
 - Receive a tour of the police station or fire station (if an emergency pulls personnel away, be ready with a plan B to conduct with your Tiger Cubs).



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell and/or Living Circle.
- ▶ Remind all that the next meeting is a Go See It (unless the sequence is changed).
- ▶ Hand out or send family information letter.

Tiger Cubs completing the home assignment have earned a fifth white bead (**Achievement 4F**). Tiger Cubs participating in Den Meeting 7 have earned a fourth black bead (**Achievement 2G**).

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Tiger Den Meeting 8

Go See It: How I Tell It

Achievement 4 (4G).

Preparation and Materials Needed

- ▶ For Den Meeting 8, make arrangements for a Go See It to a local newspaper office, or radio or television station (unless the sequence has changed).
 - Consider more local broadcasting: a reputable local public access cable channel or other broadcasters, school or church broadcast facilities, maybe a high school or college newspaper office, or a neighborhood newsletter.
 - If transportation is an issue, or if there are no convenient newspaper offices or radio or TV stations in your locale, do your best and consider alternatives where:
 - You visit a:
 - Printing/graphics company
 - Theater projection room
 - Local science museum
 - Business with a communications studio
 - You invite an expert to visit you, such as a:
 - Community reporter
 - Ham radio operator
 - Be sure your host knows how long you need to have someone make the presentation, and that you've confirmed what can or should be covered that would be interesting and fun for Tiger Cubs. Have a plan B ready in case your host's work interferes with giving your Tiger Cubs full attention during your visit.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Copies of the newspaper, or handouts or printouts about the TV or radio station
 - Index cards printed with the Cub Scout Promise and Law of the Pack
 - Tiger Cub Immediate Recognition Emblem beads

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.



Activities

- ▶ **Achievement 4G:** Find out how people at the newspaper office, or radio or TV station communicate to others.
 - Have the personnel demonstrate how they communicate. In a TV or radio station, try to get them to allow your Tiger Cubs to be “on camera” or “on microphone.”
 - Maybe have them coach your Tiger Cubs on how to conduct an interview, and have the Tiger Cubs interview each other, the host, or adult partners.
 - At a radio station, see if they will record the Tiger Cub voices (maybe even alter the sound of the voices on playback to sound different).
 - Receive a tour of the newspaper office or radio or TV station (but if there is some news emergency that pulls personnel away, be ready with a plan B to conduct with your Tiger Cubs).

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader’s minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

Tiger Cubs participating in Den Meeting 8 have earned a fifth black bead (**Achievement 4G**).

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

Tiger Cubs who have participated in all den meetings and completed all home assignments have now earned the Tiger Cub badge. It should be presented to the boys at the blue and gold banquet. Notify the pack committee which boys in your den have met the requirements for their Tiger badge.

For every 10 electives he completes, a boy will earn one Tiger Track bead. As of this meeting plan, the number of electives completed will depend on whether the Tiger Cubs participated in the summer activities before Den Meeting 1.



Tiger Den Meeting 9

How Do You Celebrate? and Making Decorations

Elective 1. Elective 2.

Preparation and Materials Needed

- ▶ Bring balloons, dowels or sticks, metal cans, brightly colored paper, small stones or sand, crayons, markers, adhesive foam shapes or stickers, unfrosted cupcakes, frosting, plastic knives, and sprinkles or other cupcake decoration items to the next meeting.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ Have boys sign a note or card as a formal thank-you to any recent Go See It sites or guests.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ If a Scout has brought his family scrapbook back, allow him to show it to the rest of the den.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 1** ("Think of a time when your family celebrated something, and tell the den about it and how it made your feel.")
 - Have each boy tell the den about a time his family celebrated something.
 - Discuss why Cub Scouts celebrate a blue and gold banquet each year.
- ▶ **Elective 2** ("Make a decoration with your family or your den. Display it or give it to someone as a gift.") Make decorations for your pack's blue and gold banquet (*Tiger Cub Handbook*, page 81).
 - Inflate five balloons and attach them to balloon sticks or tape them to dowels.
 - Cover an empty can with paper and fasten.
 - Have the boys decorate the cans with crayons, markers, and stickers or adhesive foam shapes.
 - Insert the balloon sticks into the cans.
 - Place small stones or sand into the cans so the "balloon bouquets" do not tip over
 - Arrange the finished decorations on the party table.

Want More Fun Activities?

For another (edible) decoration:

- ▶ Place frosting on several plates with plastic knives.
- ▶ Give each Tiger Cub a cupcake on a plate, and have him frost and decorate it as desired.
- ▶ Before enjoying this party treat, ask each Tiger Cub to tell the group what he likes best about being a Tiger Cub.
- ▶ Sing a birthday song to Scouting, then enjoy the cupcakes.

Depending on the level of interest and enthusiasm you see from the Scouts, you might need to add a game or other fun activity to this meeting.



Closing

- ▶ Award any advancement completed at this meeting.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Remind boys and adult partners the next meeting is a Go See It (unless the sequence is changed).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Tiger Den Meeting 10

Go See Its: Making Change and Banking

Elective 13. Elective 50.

Preparation and Materials Needed

- ▶ For this meeting:
 - Bring pennies, nickels, dimes, and quarters, as shown in the *Tiger Cub Handbook*, page 98.
 - Bring Tiger Track Beads for Tiger Cub Immediate Recognition Emblem.
- ▶ Make arrangements for your den to take a Go See It to a bank and to use a conference room or meeting room while there.
 - Be sure your host knows how long you need to have someone make the presentation, and that you've confirmed what can or should be covered that would be interesting and fun for Tiger Cubs. Have a plan B ready in case their work interferes with giving your Tiger Cubs full attention during your visit.
 - Alternative (if transportation or logistics is an issue), have someone come to you to talk about money and finances. You may have parents or relatives who can do this.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 50** ("Visit a Bank."): Tour the bank.
- ▶ **Elective 13** ("Using U.S. pennies, nickels, dimes and quarters, choose the correct coins to make the following amounts."):
 - Following a tour of the bank, use its conference room or meeting room to learn how to count coins and make change accurately. (See the *Tiger Cub Handbook*, pages 97–98.)

Want More Fun Activities?

If you're not touring a bank, consider another money-related elective instead, like:

34. "With your adult partner, think of a way to conserve water or electricity, and do it for one week."
3. "With your family, play a card or board game, or put a jigsaw puzzle together."
Consider Monopoly or another board game that uses money.

Or you could play the game in the bank if you have time!



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Tiger Den Meeting 11

The Show Must Go On and Reduce, Reuse, Recycle

Elective 21. Elective 47.

Preparation and Materials Needed

- ▶ For this meeting, bring paper lunch bags, crayons, markers, construction paper, yarn, old buttons, fabric scraps, bottle caps, and the like.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ Have boys sign a note or card as a formal thank-you to any recent Go See It sites or guests.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

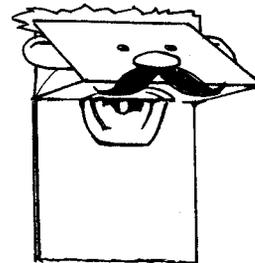
- ▶ If a Scout has brought his family scrapbook back, allow him to show it to the rest of the den.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 47** ("Learn about what you can recycle in your community and how you can recycle at home. Learn about things that need to be recycled in special ways, such as paint and batteries."):
 - Discuss what you can recycle.
 - Show how decorations on your paper-bag puppets can be recycled materials (old buttons, fabric scraps, bottle caps, etc.).
- ▶ **Elective 21** ("Make a Puppet."): Make paper-bag puppets.
 - Can be simple, with the bag completely open and the face done on one side.
 - Could be more complex, with the face using the bottom fold-over as a flap so if you open that flap, you can draw a mouth in/under there. Or eyes that open and close.



Flap down

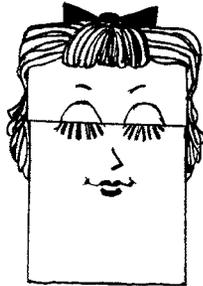


Flap up

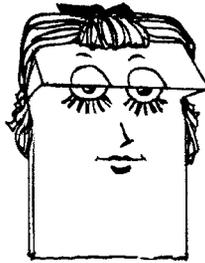
- Your puppet's features may be drawn directly on the paper bag, but a more interesting puppet results when features are made with bits of colored felt, construction paper, or other materials. Use bright colors.



- To give the impression of speaking to your puppet, put the top of the mouth at the bottom of the flap, and put the bottom lip directly underneath on the front of the bag. This will cause the lips to meet.
- Open the flap and finish the mouth so that it will be continuous.
- ▶ For a puppet that will open its eyes and then close them, locate the tops of the eyes at the bottom of the flap and directly under the flap front of the bag.
 - Under the flap, make the eyes open.



Flap down



Flap up

Want More Fun Activities?

Don't just make the puppets, have the Tiger Cubs put on a puppet show for all!

- ▶ Record or videotape it! Play it back for all to see!

Closing

- ▶ Award any advancement completed at this meeting.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.
- ▶ Boys take home puppets and flutes.
- ▶ Remind all that the next meeting is a Go See It (unless the sequence is changed)

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Tiger Den Meeting 12

Go See It: Transportation

Elective 41.

Preparation and Materials Needed

- ▶ For this meeting, make arrangements to visit a train station, bus station, airport, or boat dock.
 - Some of these places may offer tours for visitors. If you'll have a host, be sure your host knows how long you need to have someone make the presentation, and that you've confirmed what can or should be covered that would be interesting and fun for Tiger Cubs.
 - Alternative (if transportation is an issue): have someone come to you if it is possible for them to make a mass transit discussion interesting in a visit (one way might be with model trains), or pick another additional den meeting from this guide.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Bring bus, train, or airplane schedules
 - Tiger Track Beads for Tiger Cub Immediate Recognition Emblem

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 41** ("Visit a train station, bus station, airport or boat dock."):
 - Take a Go See It to a train station, bus station, airport, or boat dock.
 - While there, Tiger Cubs can learn how to read a schedule and check fares for a specific destination.
- ▶ If transportation is an issue or mass transit locations are not accessible:
 - Review schedules at the meeting, and have parents do the visits on their own.
 - Consider using computer tools to check on schedules, costs, etc., for a variety of trips.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.



After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Tiger Den Meeting 13

Phone Manners, Emergency!, Our Colorful World, and A Friendly Greeting

Elective 26. Elective 27. Elective 15. Elective 12.

Preparation and Materials Needed

- ▶ For this meeting, bring several old telephones, crayons, and drawing or construction paper.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ Have boys sign a note or card as a formal thank-you to any recent Go See It sites or guests.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ If a Scout has brought his family scrapbook back, allow him to show it to the rest of the den.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 27:** ("Talk to your adult partner about what to do if these things happened."):
 - "The adult who is caring for you becomes ill."
 - "You are alone with someone who makes you feel uncomfortable."
- ▶ **Elective 26** ("With a toy phone, or a disconnected phone, practice making phone calls and answering the telephone.") Consider adding to that with some more fun by doing the following:
 - With a real telephone, have them practice leaving a message on your home or cell phone.
 - Play the voicemail back for all to hear and practice.
- ▶ **Electives 12** ("Make at least two cards or decorations and take them to a hospital or long-term care facility.") **and 15** ("Mix the primary colors to make orange, green and purple."):
 - Using primary-color crayons and blending them to make orange, green, and purple, make two greeting cards for a hospital or long-term care facility.
 - Ask the adult partners to help the boys deliver them.

Closing

- ▶ Award any advancement completed at this meeting.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Remind all that the next meeting is a Go See It (unless the sequence is changed).
- ▶ Hand out or send family information letter.



After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Tiger Den Meeting 14

Go See It: Pet Care and Learn About Animals

Elective 43. Elective 31.

Preparation and Materials Needed

- ▶ For this meeting, make arrangements for a Go See It to visit a veterinarian or animal groomer. Alternatives include visiting a pet store, nature preserve, animal shelter, science teacher (with animals), or farmer (with animals).
 - Be sure your host knows how long you need to have someone make the presentation, and that you've confirmed what can or should be covered that would be interesting and fun for Tiger Cubs.
 - Alternative (if transportation is an issue): have someone come to you. Some parents may qualify! If you're in a school, some science teachers may have animals as well.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Tiger Track Beads for Tiger Cub Immediate Recognition Emblem

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ If a Scout has brought his family scrapbook back, allow him to show it to the rest of the den.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 43** ("Take a field trip to a veterinarian's or animal groomer's office.")
- ▶ **Elective 31** ("Learn about an animal.")
 - Easy to do if you're at a veterinarian's or animal groomer's office, or visiting a pet store, zoo, nature preserve, animal shelter, science teacher (with animals) or farmer (with animals).
 - Questions that can be asked about any animal include the following from the *Tiger Cub Handbook*: How big is the animal? Where does it live? What kind of food does it eat? How long does it usually live? What sounds does it make? Is it endangered?
 - You, your guest or host, and other adult partners and Tiger Cubs will have other questions.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.
- ▶ Ask adult partners to have boys prepare a healthy snack for themselves and bring it to the next meeting.



After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Tiger Den Meeting 15

Fun and Games

Elective 3.

Preparation and Materials Needed

- ▶ For this meeting, determine if you will play bingo or another game. The materials checklist for Den Meeting 15 assumes bingo. You may play another game besides bingo, or perhaps have a variety of games that the den plays together or rotates around to play.
- ▶ Invite all Tiger Cubs and their family members to this event. Grandparents and other extended family can be welcomed for these fun and games!
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Bingo game with enough cards for all Tiger Cubs and their family members:
 - Ideally, borrow bingo supplies (cards, balls, roller cage) from a church or civic group.
 - Or, search on the Internet for “bingo card maker.” You can find online makers to generate random cards, then just use slips of paper for the numbers. Better yet, use Scouting words or the names of Tiger Cubs and adult partners for your Internet-generated bingo cards.
 - Tiger Track Beads for Tiger Cub Immediate Recognition Emblem

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.
- ▶ Introduce family members who may not know one another. Put on name tags (optional).

Business Items

- ▶ If a Scout has brought his family scrapbook back, allow him to show it to the rest of the den.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 3:** Fun and Games:
 - Play bingo (or your other game).

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Remind boys and their adult partners to make a snack to share with their family or den (**Elective 25**) and find out what kind of milk your family drinks and why (**Elective 23**).



After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Tiger Den Meeting 16

Cleanup Treasure Hunt, What Kind of Milk?, and Snack Time

Elective 33. Elective 23. Elective 25.

Preparation and Materials Needed

- ▶ For this meeting, choose a location where you can play Cleanup Treasure Hunt (**Elective 33**). Create a treasure hunt list of items (litter) that you think you will find. Bring work gloves, trash bags (white for recycling, black for trash), pencils, copies of a “treasure” list of different kinds of litter, and hand sanitizer.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you’re snacking, organize space for that and the cleanup.

Gathering

- ▶ Collect den dues; record attendance.
- ▶ Have boys sign a note or card as a formal thank-you to the Go See It site from the last meeting.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ **Elective 25** (“Make a snack and share it with your family or den.”): Have the boys eat the snack they brought to the meeting.
- ▶ **Elective 23** (“Find out what kind of milk your family drinks and why.”): While eating the snack, Tiger Cubs find out from their adult partners what kind of milk their family drinks, and why.
- ▶ If a Scout has brought his family scrapbook back, allow him to show it to the rest of the den.
- ▶ This is an opportunity to talk about the best things they did, and what they are looking forward to in the summer and next year (you can promote those activities).
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 33** (“With your den or family, play Cleanup Treasure Hunt.”): Boys and adult partners play Cleanup Treasure Hunt:
 - Divide into two teams. Each team should have a copy of the Treasure Hunt List, a pencil, a white trash bag, and a black trash bag.
 - Go to your designated treasure hunt area:
 - One person from each team should be in charge of crossing off the items on the list as you find them.
 - One person from each team should be in charge of holding the white trash bag. This bag is for **RECYCLABLES ONLY**.
 - Another person should be responsible for holding the black trash bag. This bag is for **TRASH ONLY**.
 - The rest of the team is to go, find, and cleanup items that are on the list. **WEAR GLOVES!!!**
 - They can collect items that are not on the list too and add it to the end of the list for **EXTRA POINTS**:
 - Make sure that the trash and recyclables get into the right bag.
 - Make sure that you let the list person know what you have found.
 - You may want to have a time limit—10 minutes might be good.
 - Once the allotted time is up, have the teams tally up their points.
 - The team with the most points gets to take the recyclables home!
 - The team with the least points gets to take care of the garbage. (Just have them throw it out at a nearby trashcan, if available.)



- When finished, have everyone wash their hands with soap or use hand sanitizer.
- Then have everyone get together in a circle and put their hands in. At the count of three everyone is to say the Cub Scout Motto, “DO YOUR BEST” as loud as they can and end it with a big Tiger roar!

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers. Discuss summertime Cub Scout activities with the boys and adult partners.
- ▶ Closing ceremony: perhaps a den leader’s minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

As you go through the other electives in each boy’s book, you are likely to find that he has completed many of them, and therefore may have earned more Tiger Track beads.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Tiger Den Meeting A

Collecting and Other Hobbies

Elective 16.

Preparation and Materials Needed

- ▶ Encourage Tiger Cubs to participate in your pack's summertime activities, such as marching in parades, going to a ball game, having a campfire and marshmallow roast, and participating in Cub Scout day camp. Boys may be able to earn the National Summertime Pack Award pin by participating in events.
- ▶ It is recommended that the den (now a Wolf Cub Scout den!) plan an activity or outing at least once a month during the summer so that the den will qualify for the National Den Award. (The National Den Award requirements and application can be found at www.scouting.org/CubScouts/Leaders/Forms.aspx.)
- ▶ Ask the Tiger Cubs and their adult partners to be prepared to show or tell about each boy's hobby or collection (such as sport cards, coins, rocks, fossils, arrowheads, star wars items, autographs, patches, TV or movie posters, stamps).
- ▶ Adult partners might also bring collections, so long as they don't eclipse attention on the Tiger Cubs (this would just be to get the Tiger Cubs excited about collecting).
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - If you've got something interesting to share, you can bring your collection too.
 - Tiger Track Beads for Tiger Cub Immediate Recognition Emblem

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 16** ("With your den, show or tell about something you like to collect, OR tell your den about a favorite hobby or activity"):
 - Allow each Tiger Cub to show and tell his collection. Tiger Cubs who don't have a collection should tell about their favorite hobby or activity. (Prompt the shy to describe the most fun thing they've ever done.)
 - Be sure that adult partners have prepared each Tiger Cub for this, and that everyone (including adult partners) pays attention to the Tiger Cubs.
 - Adult partners briefly showing their (interesting) collections could be useful to set the example.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Supplemental Tiger Den Meeting B

Make a Model, Part 1

Elective 17.

Preparation and Materials Needed

- ▶ These den meetings can be held in advance of your pack's annual pinewood derby. If you're doing this meeting after your pinewood derby, then find something else fun and interesting to build.
- ▶ Ideally, make arrangements for your den to take a Go See It to a parent's house that has a good (and safe) area for woodworking. A local hardware store may be willing to assist you for this work.
- ▶ **Note:** Power tools are not appropriate for use by Cub Scouts. (See age-appropriate guidelines for Scouting activities at www.scouting.org/HealthandSafety/Resources/AgeAppropriateGuidelines.)
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Pinewood derby car kit for each boy. These can be purchased at your local Scout shop.
 - Bring the rules for your derby about how your cars are to be built.
 - Saws, hammers, wood rasps, drills, weight inserts (washers, fishing weights or other), sandpaper, paint, decals, and smocks. A good scale to weigh the cars is very useful.
 - Tiger Track beads for Tiger Cub Immediate Recognition Emblem

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ Explain the upcoming pinewood derby, what you know of the participation and competition rules, and how you'll go about making the cars today. Outline all safety ground rules for your location and attendees.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 17** ("Make a model."): Build pinewood derby cars with each Tiger Cub.
 - It will likely take two or more meetings to make the pinewood derby car.



Want More Fun in Your Activities?

Focus first on fun designs: Have each Scout use his imagination about what he wants his car to look like. Encourage all to be creative. You may not have the fastest car, but can you have the coolest design?

Here are some crazy ideas:

Coke bottle	Bath tub
Skateboard	Cell phone
Game Boy	Camera
Laptop	Pencil
Computer mouse	Pickup truck
Cockroach	Hot dog
Watermelon	Shark
Tank	Computer
Gift wrapped	Beaver on a log
iPod	Banana
Burrito	Rat
Train engine	Ambulance
School bus	Dragster rocket
Boat	Cheese wedge
Fish	Batmobile
Fire truck	Zamboni

- Start by cutting and sanding the block of wood.
 - The den leader may wish to hold all of the wheels and axles until the second meeting. The cars can be painted at the next meeting. Apply decals when the paint is dry.
 - The Cub Scout and adult should make the car together as a project. Don't let the Tiger Cub just stand around while the adult cuts and sands, and does all the work. Parents should shape with tools, power tools, or whatever (let the Scout help as he can on the rasping and sanding), and then direct the rest of the action while showing the boy each step in building a car. Let your Scout work to his ability.
 - Den leaders: Watch carefully, and be sure that adult partners don't get carried away with this project and leave out their Tiger Cubs in the process. If this is a risk, you might suggest to your pack that they have an adult division so that the adult partners can have a way to participate while allowing their Tiger Cubs to really make their own cars.
- ▶ Watch this meeting carefully, because you'll probably need some breaks. Be sure to mix in brief games and songs (serious or silly) to change the pace of the meeting because Tigers have short attention spans. You and they will have more fun and focus better if you mix it up.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment: Elective 17:** With adult partner or family member, continue to work on pinewood derby model.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.
- ▶ See Supplemental Tiger Den Meeting B for the details.
- ▶ Ideally, all Tiger Cubs have completed the rough assembly of the car kits, and so no sawing or shaping will be needed, but if some need to catch up, you may need all of those materials again for this meeting.



Supplemental Tiger Den Meeting C

Make a Model, Part 2

Elective 17.

Preparation and Materials Needed

- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Pinewood derby car kits in process for each boy.
 - Bring the rules for your derby about how your cars are to be built.
 - Saws, hammers, wood rasps, drills, weight inserts (washers, fishing weights, or other), sandpaper, paint, decals, smocks. A good scale to weigh the cars is very useful.
 - Tiger Track beads for Tiger Cub Immediate Recognition Emblem

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ Review the upcoming pinewood derby, what you know of the participation and competition rules, and how you'll go about making the cars today. Outline all safety ground rules for your location and attendees.
- ▶ This would be a good time for each Tiger Cub to show his car in process and describe how he is going to finish the car and complete the design.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 17** ("Make a model."): Build pinewood derby cars with each Tiger Cub.
 - Ideally, today is decoration and completion day, so there should be less need for adult partners to make the cars, and more opportunity for adult partners to assist and coach the Scouts on their painting, gluing, stickers, and design elements.
 - Den leaders: Watch carefully, and be sure that adult partners don't get carried away with this project and leave out their Tiger Cubs in the process. If this is a risk, you might suggest to your pack that they have an adult division so the adult partners can have a way to participate while allowing their Tiger Cubs to really make their own cars.
- ▶ Watch this meeting carefully, because you'll probably need some breaks. Be sure to mix in brief games and songs (serious or silly) to change the pace of the meeting because Tigers have short attention spans. You and they will have more fun and focus better if you mix it up.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Supplemental Tiger Den Meeting D

Go See It: Visit a Bakery

Elective 45.

Preparation and Materials Needed

- ▶ Make arrangements for your den to take a Go See It to a bakery and to use some space while there for your den meeting business. You may visit a small local bakery or a large baking company. Some large grocery stores bake their own goods. Or use a parent who is a baker, and do the Go See It to that person's kitchen.
 - Be sure your host knows how long you need to have someone make the presentation, and that you've confirmed what can or should be covered that would be interesting and fun for Tiger Cubs.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Arrange for the host to have supplies for baking something as part of the presentation.
 - Tiger Track Beads for Tiger Cub Immediate Recognition Emblem

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 45** ("Visit a bakery."):
 - ▶ Have the baker host show the bakery, tools, and items being baked.
 - ▶ Ideally, have the baker host allow the Tiger Cubs to make something that can be baked and eaten at the end of the meeting, or taken home for families to enjoy.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Tiger Den Meeting E

Get the Word Out

Elective 20.

Preparation and Materials Needed

- ▶ Consider what ideas you might want to salt the meeting with if the Tiger Cubs don't quickly come up with a good "public service announcement" skit about Cub Scouting.
 - You might search the Internet for ideas about similar skits, because many leaders have posted ideas or would be willing to provide suggestions.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Paper and pencils for each Tiger Cub to write his part for the script for the Tiger Cub public service announcement skit.
 - Tiger Track Beads for Tiger Cub Immediate Recognition Emblem
 - (Optional) If you or the adult partners want to add some creativity to this, you might bring some materials that could be costumes or supplies for backdrops or items used in the skits.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ If a Scout has brought his family scrapbook back, allow him to show it to the rest of the den.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 20** ("With your den, make up a PSA (public service announcement) skit to tell people about Tiger Cubs."):
 - Ask the Tiger Cubs what a public service announcement is, and, as needed, explain what it is.
 - Have them create a public service announcement-type skit to tell people about Tiger Cubs.
 - In the skit, tell why you like Tiger Cubs and why others should join, too. You might reenact some of the fun activities your den has participated in to show the audience why Tiger Cubs is fun.
 - This skit can be presented at a pack meeting or at a recruitment event for new Tiger Cubs.
- ▶ Allow the Tiger Cubs to practice the skit to see what elements work and are interesting.
 - Let as many Tiger Cubs as have ideas show them so all ideas can be considered and the best pieces used in the PSA skit.
- ▶ Especially if and when the Tiger Cubs hit "writer's block," be sure to mix in brief games and songs (serious or silly) to change the pace of the meeting. Tiger Cubs have short attention spans, and you and they will have more fun and focus better if you mix it up.

Supplemental Den Meeting E



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Tiger Den Meeting F

Magic Fun
Elective 19.

Preparation and Materials Needed

- ▶ Review the *Cub Scout Magic Book*, No. 33210, for additional tricks that Tiger Cubs and Adult Partners might want to try out at this meeting.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - A dollar bill for each boy
 - Two paper clips per boy
 - Balloons (at least one per boy)
 - Clear cellophane tape
 - Straight pins
 - *Cub Scout Magic Book* and any materials for additional tricks you want to accomplish
 - Tiger Track beads for Tiger Cub Immediate Recognition Emblem

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ If a Scout has brought his family scrapbook back, allow him to show it to the rest of the den.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 19** ("Learn a magic trick and show it to your family or den."):
 - Learn the Magic Jumping Paper Clips magic trick, as shown in the *Tiger Cub Handbook*, page 106.
 - Learn the Magic Unbreakable Balloon magic trick, as shown in the *Tiger Cub Handbook*, page 106.
 - Keep practicing the tricks until they look like magic.
- ▶ If you have selected any other tricks from the *Cub Scout Magic Book*, teach and practice those.
- ▶ Especially if there is frustration in being able to show these tricks, be sure to mix in brief games and songs (serious or silly) to change the pace of the meeting. Tiger Cubs have short attention spans, and you and they will have more fun and focus better if you mix it up.
- ▶ After they master the tricks and at the very end of the meeting, turn it into a magic show.
 - You might prep one of the Tiger Cubs to be the MC or enlist an adult partner to do that with a Tiger Cub, announcing each act and getting volunteers from the audience (any parents in attendance).
 - Have the boys do the tricks they are best able to do, but be sure that each does a trick.

Supplemental Den Meeting F



- ▶ The den could also perform at a pack meeting, if that is consistent with the pack program. This meeting would be a rehearsal for the pack meeting.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Tiger Den Meeting G

Picnic Fun, Snack Time, Safety in the Sun, and Fun Outdoors

Elective 22. Elective 25. Elective 29. Elective 35.

Preparation and Materials Needed

- ▶ Well in advance, select a date, time, and location for your picnic and inform the den. If needed because of weather, you can picnic indoors.
- ▶ With the families of the boys in the den, decide who will bring what food and picnic supplies.
 - Determine what sort of games your den would like to play at the picnic. Take ideas from families and/or assign families to bring their favorite games to play.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Food and picnic supplies (to the extent not delegated to other families).
 - For “ants on a log”: celery, peanut butter (check allergies) or cream cheese, and raisins.
 - For “patriotic surprise”: blueberries, sliced strawberries (or any other red berry), cottage cheese (or any other white food, such as coconut flakes), plus a rectangular tray or platter.
 - If you will be outdoors, bring sunblock and a first aid kit.
 - Tiger Track beads for Tiger Cub Immediate Recognition Emblem
- ▶ **Note:** If your picnic gets rained out and you take it indoors, you can repeat this den meeting with different snacks and games.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you’re snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at your picnic.
- ▶ If a Scout has brought his family scrapbook back, allow him to show it to the rest of the den.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 22** (“With your family or with your den, have a picnic—indoors or outdoors.”):
 - At the picnic, play games your den likes.
 - You might have families take turns leading their favorite games.
- ▶ **Elective 25** (“Make a snack and share it with your family or den.”):
 - Wash your hands with soap and warm water.
 - For ants on a log, take stalks of celery and add peanut butter (check allergies) or cream cheese. Raisins are the “ants” on top of the celery logs.
 - For patriotic surprise, arrange the red, white, and blue foods on the rectangular tray or platter to form an American flag.
- ▶ **Elective 29** (“Safety in the sun”):
 - Talk with your adult partner about when you should use sunscreen. Find out whether you have any in your home and where it is kept.



- With your adult partner, look at a container of sunscreen and find out whether it still protects you when you are wet. Also find out how long you are protected before you have to put on more.
 - Look for the expiration date and make sure the sunscreen is not too old.
- ▶ **Elective 35** (“Play a game outdoors with your family or den.”):
- More games! *Note:* Be sure that adult partners and families get into the action too, so that all have fun!

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader’s minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

Supplemental Tiger Den Meeting H

Plant a Seed! and Song Time

Elective 30. Elective 6.



Preparation and Materials Needed

- ▶ Ideally, identify what you'll plant and start this activity yourself weeks in advance, so that you can bring in examples of how the seeds will grow after the Tiger Cubs plant them (and you can see what works best).
 - As you see how they develop, you might bring in examples showing one, two, three or more weeks.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Seeds, pits, or green tops, preferably from something the boys often eat.
 - Suggestions: avocado pit, carrot tops, or citrus seeds, apple seeds, pear seeds, potatoes, sweet potatoes, pineapple tops, pumpkin seeds, or beet tops.
 - Planting containers
 - Planting soil
 - Words to the songs you're going to sing (if not in the *Tiger Cub Handbook*)
 - Tiger Track Beads for Tiger Cub Immediate Recognition Emblem

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ If a Scout has brought his family scrapbook back, allow him to show it to the rest of the den.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 30** ("Plant a seed, pit, or greens from something you have eaten."):
 - Plant seeds or green tops, as described in the *Tiger Cub Handbook*, page 122.
- ▶ **Elective 6** ("Along with your adult partner, teach a song to your family or to your den and sing it together."):
 - Sing the songs "I've Got That Tiger Cub Spirit" and/or "If You're a Tiger and You Know It."
 - Feel free to substitute or add appropriate songs that you and the Scouts want to sing.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Tiger Den Meeting I

Go See It: See a Performance

Elective 36.

Preparation and Materials Needed

- ▶ Make arrangements for your den to take a Go See It to see a performance. This could be a play or musical performance. Consider attending a performance or recital at an area high school or college, or as part of a neighborhood or community festival.
 - You may wish to include the families of the Tiger Cubs.
 - Obtain tickets in advance and arrange transportation, if necessary.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Tiger Track beads for Tiger Cub Immediate Recognition Emblem

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 36** ("With your family or your den, go see a play or musical performance in your community."):
 - Attend the performance.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Tiger Den Meeting J

**Go See It: Visit a Bike Repair Shop and Take a Bike Ride
With Your Adult Partner**

Elective 38. Elective 37.

Preparation and Materials Needed

- ▶ Make arrangements to visit a bicycle repair shop. If there is none convenient or Tiger Cub friendly, find an adult partner or neighbor with bike tools and interest in hosting (tools plus bikes equals repair shop!).
 - Give the shop manager or other instructor a copy of this meeting plan.
 - Arrange transportation to the bicycle shop or meet there.
- ▶ **Important note:** The bike ride part of this meeting is appropriate only if all Tiger Cubs have learned to ride a bike. If some have not yet learned, encourage them to do so well in advance of this meeting. Avoid having a boy feel embarrassed about not knowing how to ride. This meeting may need to be scheduled late in the year, or not at all, if it would cause embarrassment for a boy.
- ▶ Plan the location for this ride.
 - It will be safest to use a bicycle path or other area not used by motor vehicles.
- ▶ Communicate with parents to make sure all boys have access to a bike and a proper helmet, and so non-riders have advance notice so the boys have time to learn how to ride a bicycle.
 - Each boy participating in the bike ride must wear an approved bike helmet.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Bike safety quiz (An example is at the end of this meeting plan.)
 - Bike repair tools (pumps, spare tubes, tire patch, and other tools), and your own bike and helmet.
 - Tiger Track Beads for Tiger Cub Immediate Recognition Emblem

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Review bicycle safety rules and the plan for your ride.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 38** ("Visit a bike repair shop."):
 - See how people repair broken bicycles and what they do to keep them working.
 - Find out what you can do to take care of a bicycle so that it will last a long time.
 - Have individual "parent signoffs" for bike inspection (so they can judge if each bike is ready to ride).
- ▶ **Elective 37** ("Take a bike ride with your adult partner."):
 - Make sure there is sufficient time and space for the Scouts to ride around and enjoy their bikes!

Supplemental Den Meeting J



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Bike Safety Quiz

A bicycle is not a toy; it is a vehicle and *you are the driver!*

Learn to share the road and *Ride Safely.*

1. Are there any times when you don't need to wear a helmet when riding a bike?

Answer: _____

2. Name three safe bike riding practices:

Answer: _____

3. What kinds of things should you check before you begin to ride?

Answer: _____

4. Where do most bicycle crashes occur?

Answer: _____

5. When riding your bike, it is important to stay alert at all times. Name three road hazards you should watch out for:

Answer: _____

6. Is it OK to ride a bicycle while listening to audio headphones?

Answer: _____

7. What is the most serious type of injury for cyclists?

Answer: _____

8. Always be a courteous cyclist. Remember, who has the right of way? Cyclists or pedestrians?

Answer: _____

9. How do you finish this sentence? Be Safe, Be _____! Sore *or* Seen?

Answer: _____

10. Always go with the flow of traffic, and stay to which side of the road?

Answer: _____

11. Before entering a roadway, you should look which ways for traffic?

Answer: _____

12. Where do you always need to check before changing lanes?

Answer: _____

13. Your bicycle helmet should cover your what?

Answer: _____

14. Your bicycle helmet should fit how?

Answer: _____

15. When making a turn, what do you do for others?

Answer: _____



Bike Safety Quiz Answers

A bicycle is not a toy . . . it is a vehicle and you are the driver!

Learn to share the road and Ride Safely.

1. Are there any times when you don't need to wear a helmet when riding a bike?

Answer: No, you should wear a helmet every time you get on any bike.

2. Name three safe bike riding practices:

Answers include:

- a. Ride single file.
- b. Obey traffic signs, signals, and lane markings.
- c. Always ride on the right side of the road, with traffic.
- d. Signal your moves to others.
- e. Check for traffic at an intersection.
- f. Stay alert at all times; slow down at driveways.
- g. _____

3. What kinds of things should you check before you begin to ride?

Answers:

- a. Inflate your tires properly.
- b. Check your brakes before riding.
- c. Always wear bright colors.
- d. Make sure you're not wearing clothes that can get caught in your bike.
- e. Carry your books and other possessions in a bicycle carrier or backpack.

4. Where do most bicycle crashes occur?

Answer: At intersections, including driveways.

5. When riding your bike, it is important to stay alert at all times. Name three road hazards you should watch out for.

Answers: Potholes, wet leaves, storm grates, cracks, gravel, broken glass or trash, water or oil, parked cars (doors flying open), _____

6. Is it OK to ride a bicycle while listening to audio headphones?

Answer: No.

7. What is the most serious type of injury for cyclists?

Answer: Head injuries.

8. Always be a courteous cyclist. Remember, who has the right of way? Cyclists or pedestrians?

Answer: Pedestrians.

9. How do you finish this sentence? Be Safe, Be _____! Sore or Seen?

Answer: Be Safe, Be Seen!

10. Always go with the flow of traffic, and stay to which side of the road?

Answer: The right side of the road.

11. Before entering a roadway, you should look which ways for traffic?

Answer: Left-right-left.

12. Where do you always need to check before changing lanes?

Answer: Beside you, in front of you, and behind you!

13. Your bicycle helmet should cover your what?

Answer: Forehead and the top of your head.

14. Your bicycle helmet should fit how?

Answer: Snugly, all straps snug and attached.

15. When making a turn, what do you do for others?

Answer: Signal your turn; show right and left turn signals.



Supplemental Tiger Den Meeting K

Go See It: Go to Work

Elective 39.

Preparation and Materials Needed

- ▶ Make arrangements for your den to take a Go See It to visit the workplace of one of the adult partners. Ask the host to be prepared to explain and show the boys what is done at his or her workplace and how.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Tiger Track Beads for Tiger Cub Immediate Recognition Emblem

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 39** ("Visit the place where your adult partner or another adult works."):
 - Ask the host to explain and show the boys what is done at his or her workplace and how.
 - Ask other adult partners how their work may be similar to or different from what is done here.
 - Ask the boys what kind of education and other preparation they will need to do this kind of work or other kinds of work.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Tiger Den Meeting L

Feed the Birds

Elective 32.

Preparation and Materials Needed

- ▶ **Determine if any of the boys is allergic to peanuts.** If peanut allergies are a problem, substitute shortening for peanut butter. Find on the Internet instructions for pinecone bird feeders.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Materials for a pinecone bird feeder: one large pinecone per boy, string, jar of peanut butter, birdseed, an 8-by-8-inch cake pan, plastic knives, newspaper to cover the work table, a smock or large shirt for each boy and adult, and quart-size plastic zipper bags labeled with each boy's name to hold each completed pinecone bird feeder
 - Materials for a garland for the birds: oranges, day-old bread, heavy duty twine, yarn needle.
 - Tiger Track beads for Tiger Cub Immediate Recognition Emblem

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ If a Scout has brought his family scrapbook back, allow him to show it to the rest of the den.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 32** ("Make a bird feeder and then hang it outdoors."):
 - Make one or both kinds of bird feeders described in **Elective 32**; the pinecone bird feeder and/or the garland for the birds. See the *Tiger Cub Handbook*, page 126.
 - Hang the birdfeeder(s) outdoors.
- ▶ Be sure to mix in brief games and songs (serious or silly) to change the pace of the meeting. Tiger Cubs have short attention spans, and you and they will have more fun and focus better if you mix it up.

Want More Fun in Your Activities?

Don't just walk out and hang the bird feeders: Consider fun ways to do this.

- Maybe channel your best Animal Planet sense of wonder and danger.
- Or create your own bird masks. Or go to the other team and wear cat masks out there! They can be made out of paper grocery bags, or paper plates with string/rubber bands, plus markers.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Supplemental Tiger Den Meeting M

Family Mobile

Elective 5.

Preparation and Materials Needed

- ▶ If you are not a craftsperson, this is a great opportunity to enlist an adult partner who can lead crafts.
- ▶ You might ask Tiger Cubs and adult partner to bring in copies of photos that could be added to the mobiles.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Lightweight wire coat hangers (two per boy)
 - Clay
 - Scraps of cloth
 - Rocks
 - Construction paper
 - Thread or string
 - Colored markers
 - Tiger Track beads for Tiger Cub Immediate Recognition Emblem

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ If a Scout has brought his family scrapbook back, allow him to show it to the rest of the den.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 5** ("Make a family mobile."):
 - You may make a mobile with a base of rocks covered with clay, as described in the *Tiger Cub Handbook* under **Elective 5**, or a hanging mobile, using two wire coat hangers for each boy.
 - Have the boys draw pictures of the things that remind them of their family members, or make small models of them out of paper, cloth, or clay.
 - Hang each piece from the wire mobile, using thread or string.
- ▶ Have each Tiger Cub show his family mobile to the den, and explain why the items on the mobile remind them of family members.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Supplemental Tiger Den Meeting N

Display a Picture

Elective 4.

Preparation and Materials Needed

- ▶ If you are not a craftsperson, this is a great opportunity to enlist an adult partner who can lead crafts.
- ▶ Ask Tiger Cubs and adult partner to bring one or more photos to be put into the frames that will be made.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Poster board, for backing the picture and frame
 - Tongue depressors or craft sticks
 - Glue, tape, scissors
 - Buttons, shells, or markers to decorate the frame
 - Tiger Track beads for Tiger Cub Immediate Recognition Emblem

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ If a Scout has brought his family scrapbook back, allow him to show it to the rest of the den.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 4** ("Make a frame for a family picture."). See the *Tiger Cub Handbook*, page 84:
 - If a Tiger Cub did not bring in a photograph, have the Tiger Cub draw a family picture to be framed. You might have all of the Tiger Cubs do that, and they can decide whether to use the photo or drawing.
 - Cut the poster board to a size that will provide backing for the picture and frame.
 - Glue the sticks to the poster board.
 - Decorate the frame with buttons, shells, or markers.
 - Glue the picture in the center of the frame.
 - Fasten ribbon or string to the back, for hanging, if you wish.
- ▶ Have each Tiger Cub show his framed picture to the den, and explain to the den who is in the picture.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Tiger Den Meeting O

Go See It: Healthy Teeth and Gums

Elective 46.

Preparation and Materials Needed

- ▶ Make arrangements for your den to take a Go See It to visit a dental office to visit a dentist or dental hygienist.
 - Ask the host to be prepared to explain and show the boys interesting things in the office, as well as give dental hygiene advice.
 - Alternatively, if transportation or logistics are a problem, you could have a dentist or dental hygienist come to your meeting, but be sure that they bring tools and hands-on items that the Tiger Cubs can examine.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - Tiger Track Beads for Tiger Cub Immediate Recognition Emblem

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

(On a Go See It field trip, you'll really need to determine when to cover these—at the beginning may not make sense. Work it in when you can do it in a way that works for you):

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 46** ("Visit a dentist or dental hygienist."):
 - Visit with a dentist or dental hygienist and ask what you can do to take care of your teeth and gums.
 - Ask the person what he or she had to learn about the job that they do.
 - Ask the person for a tour of the office, and to see how the machines and tools work.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader's minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Tiger Den Meeting P

Sew a Button and Song Time

Elective 18. Elective 6.

Preparation and Materials Needed

- ▶ If you are not a craftsperson, this is a great opportunity to enlist an adult partner who can lead crafts.
- ▶ Materials checklist (add to your den box of U.S. and den flags, paper and pencils, other supplies):
 - An assortment of large buttons with two or four holes
 - Fabric scraps
 - A needle with a large eye for each boy
 - Thread
 - Words to the songs you're going to sing (if not in the *Tiger Cub Handbook*)
 - Tiger Track beads for Tiger Cub Immediate Recognition Emblem

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or host team (Tiger Cub and adult partner) or other parent helper or den chief. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, coloring, puppets) that will keep Tiger Cubs interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct flag ceremony and Pledge of Allegiance.
- ▶ Recite the Cub Scout Promise (or other opening); perhaps add a roll call and/or uniform recognition.

Business Items

- ▶ If a Scout has brought his family scrapbook back, allow him to show it to the rest of the den.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 18** ("Sew a button onto fabric."):
 - Cut a piece of thread about 20 inches long and thread the end into the needle.
 - Double the thread and make a knot in the end.
 - Put the button on the cloth where you want it, and hold it there with one hand.
 - With the other, bring the needle up through one of the holes of the button from the wrong side and pull gently until the thread is all the way through the cloth.
 - Then push the needle through another hole back to the wrong side of the fabric.
 - Keep working the thread up and down through the holes until the button is secure.
 - End with the needle on the wrong side of the fabric. Make a knot by taking several small stitches in the same spot.
 - Cut off the extra thread.

Want More Fun Activities?

To have a use for the button sewing, you could sew the buttons onto socks to make sock puppets (along with other markers and materials to decorate the sock puppets), and then have sock puppet theater.

- ▶ Be sure to mix in games to change the pace of the meeting, because Tiger Cubs have short attention spans, and you and they will have more fun and focus better if you mix it up.

- ▶ **Elective 6** (“Along with your adult partner, teach a song to your family or to your den and sing it together.”):
 - Sing the songs “I’ve Got That Tiger Cub Spirit” and/or “If You’re a Tiger and You Know It.”
 - Feel free to substitute or add appropriate songs that you and the Scouts want to sing.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: perhaps a den leader’s minute, Law of the Pack, den yell, and/or Living Circle.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Template for Parent Information Letter or E-Mail

Adapted from examples shown at www.scouting.org/CubScouts/Leaders/DenLeaderResources.aspx.

_____, 20__

Dear Tiger Den Cub Scout Parents:

Today we completed the following achievements or electives from your son's *Tiger Cub Handbook*: _____ *<copy applicable summary from the Meeting Plan>*. Our special guest leaders were _____ and _____, who _____ *<praise the contributions!>*.

For our next den meeting on _____ day, _____, 20__ at _____, we will be working on these achievements or electives from your son's *Tiger Cub Handbook*: _____ *<copy applicable summary from the Meeting Plan>*. To help prepare, please have your son complete the _____ which he received at the den meeting (if you need another, please let me know) or review those requirements in your son's *Tiger Cub Handbook*. Our special guest leaders planning to assist at that meeting are _____ and _____.

If you would like to assist at this or another meeting, please let me know! Our summary of the den meeting dates, plans and rank requirements to be covered is below.

We have a pack meeting on _____ day, _____, 20__ at _____. The current program for that event is as follows: _____. Our den will _____.

We also have an upcoming pack outing on _____ day, _____, 20__ at _____, where we will _____. Please sign up for that event by contacting _____ or _____.

<NOTE: This concept, and the list below the meeting dates, could be given all at once, or when needed (or both)> Finally, let me remind that there are a number of achievements from your son's handbook that must be completed by you at home, and you—as "Akela," a leader—should review those with your son, and sign off in the handbook when it is complete. A list is provided below for your convenience. Some of these (like requirements related to faith) are clearly family matters, many of these are part of what you will do anyway as you raise your son, and others you will be glad to have (like doing chores around the house)!

Thank you for your help in leading all of our great Scouts.

_____, den leader [*Note:* Or assistant den leader, if the assistant den leader does this]

Phone Numbers: _____

E-Mail Address: _____

Upcoming Dates and Meetings [*Note:* Be sure to adjust as you change the sequence or requirements covered]:

Date	Den Meeting Plan	Rank Requirements/Electives to Be Covered
__/__/__	Meeting 1: Bobcat and Making My Family	Achievements 1D and 1F. Bobcat (partial)
__/__/__	2: Bobcat and Making My Family Special	Achievements 1F, 1G and 3D. Bobcat
__/__/__	3: Keeping Myself Healthy and Safe	Achievement 3D, 3G (partial), and 3F. Elective 28
__/__/__	4: Go See It: Keeping Myself Healthy and Safe	Achievement 3Fa and 3G. Elective 23
__/__/__	5: Go See It: Let's Go Outdoors	Achievement 5F, 5D, and 5G. Elective 6
__/__/__	6: Where I Live and How I Tell It	Achievements 2F, 2D, 4D, and 4F
__/__/__	7: Go See It: Where I Live	Achievements 2G and 4F

__/_/_	8: Go See It: How I Tell It	Achievement 4G
__/_/_	9: How Do You Celebrate? and Making Decorations	Electives 1 and 2
__/_/_	10: Go See It: Making Change and Banking	Electives 13 and 50
__/_/_	11. Reduce, Reuse, Recycle; Reading Fun; Play Along!; and The Show Must Go On	Electives 47 and 21
__/_/_	12: Transportation	Elective 41
__/_/_	13: Phone Manners, Emergency!, Our Colorful World, and A Friendly Greeting	Electives 26, 27, 15, and 12
__/_/_	14: Go See It: Pet Care and Learn About Animals	Electives 43 and 31
__/_/_	15: Fun and Games (Bingo or Other Games)	Electives 3, 23, and 25
__/_/_	16: Cleanup Treasure Hunt, What Kind of Milk?, and Snack Time	Electives 33, 23, and 25

	Supplemental Meeting A: Collecting and Other Hobbies	Elective 16
	B: Make a Model, Part 1	Elective 17
	C: Make a Model, Part 2	Elective 17
	D: Go See It: Visit a Bakery	Elective 45
	E: Get the Word Out	Elective 20
	F: Magic Fun	Elective 19
	G: Picnic Fun, Snack Time, Safety in the Sun, and Fun Outdoors	Electives 22, 25, 29, and 35
	H: Plant a Seed! and Song Time	Electives 30 and 6
	I: Go See It: See a Performance	Elective 36
	J: Visit a Bike Repair Shop and Take a Bike Ride With Your Adult Partner	Electives 38 and 37
	K: Go See It: Go to Work	Elective 39
	L: Feed the Birds	Elective 32
	M: Family Mobile	Elective 5
	N: Display a Picture	Elective 4
	O: Go See It: Healthy Teeth and Gums	Elective 46
	P: Sew a Button and Song Time	Electives 18 and 6





WOLF DEN MEETINGS



Wolf Cub Scout Den Meeting Plans

Den meeting plans are developed around a Scouting program year that is presumed to begin in early September and continue through May, at which time Cub Scouts would become involved in summertime Scouting activities. Two types of den meeting plans are offered for the den leader's use:

- ▶ Numbered plans: Programming for the program/school year (September through May), including rank advancement requirements for dens meeting twice a month
- ▶ Lettered or supplemental plans: Additional programming for dens meeting year-round or more than twice per month

Meeting Date	Den Meeting Plan No.	Wolf Den Meeting Plans	Achievements/Electives Covered
	1	Bobcat and Your Flag	Do: Achievement 2b or 2f, Bobcat (partial), Electives 9b, 12e HA*: Achievement 8b–e, How to Protect Your Children From Child Abuse
	2	Your Flag and Feats of Skill	Do: Achievements 2a and 1a–f
	3	Your Flag, and Sports Electives	Do: Achievement 2c, 2d, 2e, 2g; Elective 20h, i, j (one of k, l, or m), Bowling belt loop HA: Achievement 3a
	4	Keep Your Body Healthy and Bowling Field Trip	Verify: Achievement 3a Do: Achievement 3b–c, Elective 20g, Bowling belt loop
	5	Know Your Home and Community and Be Safe at Home and on the Street	Do: Achievements 4f, 9a, 9d, 9e HA: Achievements 4a–d, 9b–d, 7e
	6	Know Your Home and Community, Make a Gift and Sing-Along	Verify: Achievement 9b–d Do: Achievement 4a–d, Electives 9b–c, 11a HA: Achievement 4e
	7	Your Living World and Tie It Right	Verify: Achievements 4e, 7e Do: Achievement 7a–f, Electives 9b–c, 17a–c HA: Achievements 4e, 6b, 8c–e
	8	Cooking and Eating and Start a Collection	Verify: Achievements 4e, 8c–e Do: Achievements 6a, 6c, 8a, 8b
	9	Tools for Fixing and Building	Do: Achievement 5a–e HA: Achievements 10 and 11, Elective 13c
	10	Birds	Verify: Achievements 10 and 11 and Elective 13c Do: Elective 13a–e; Achievement 10a–g HA: Elective 13f
	11	Making Choices	Verify: Elective 13f Do: Achievement 12a and four from 12b–k HA: Review and complete Achievement 12
	12	Books, Books, Books	Verify: Achievement 12a–k Do: Electives 6a and 6c, 12a
	13	Pets	Do: Elective 14b–d
	14	American Indian Lore (and Turn in Making Choices)	Do: Elective 10a, 10c, 10f HA: Electives 10a (if not complete), 21
	15	Marbles	Verify: Achievement 10a, Elective 21 Do: Elective 4e, Marbles belt loop
	16	Outdoor Adventure and Fishing (or another Game or Belt Loop)	Do: Electives 18a and b, 19a–f

*HA = Home assignment

Supplemental Den Meeting Plans

Den Meeting Plan Letter	Wolf Cub Scout Den Meeting Plan	Achievements/Electives Covered
A	Grow Something and Birds	Do: Electives 10a, 13b, 15a or b
B	Spare Time Fun, Part 1	Do: Elective 5
C	Spare Time Fun, Part 2	Do: Elective 5
D	Swimming and Boating Safety Rules**	Do: Achievement 1h and 1i, Elective 20b, Swimming belt loop
E	Be an Actor, Be an Artist	Do: Electives 2, 12d
F	Make It Yourself	Do: Elective 3a–b
G	Outdoor Adventure Fun	Do: Electives 18a, 4a–f
H	Spare Time Fun	Do: Elective 5a
I	Make It Yourself	Do: Elective 3c and 3d
J	Machine Power	Do: Elective 8a–d
K	Be an Artist	Do: Elective 12b, c, f
L	Grow Something	Do: Elective 15e
M	Family Alert	Do: Elective 16a–c
N	Sports (Softball or Baseball)	Do: Elective 20l
O	Say It Right	Do: Elective 22a–e

** *Note:* Using this plan requires completion by the leader(s) of Safe Swim Defense training. (See www.scouting.org.)





Wolf Den Meeting 1

Bobcat and Your Flag

Achievement 2. Elective 9b. Elective 12e. Character Connection for Honesty.

Preparation and Materials Needed

- ▶ With pack leaders, confirm who is in your den, and reach out to parents.
 - Either distribute a talent survey or ask about interests, abilities, etc.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Index cards with the Cub Scout Promise printed on one side and Law of the Pack on the other side (make enough for all people attending the meeting). And Pledge of Allegiance if needed.
 - An undecorated den flag (can be part of a sheet of fabric), flag stands, squares of yellow-gold felt (one per boy). Large paper or poster board and markers to write the den's code of conduct.
 - Ballpoint pens, youth scissors, camera, and film
 - Cub Scout Immediate Recognition Emblems and beads

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Welcome new and returning Cub Scouts and parents.
- ▶ Get to know parents/engage them in the meeting.
- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed over the summer (a good job for an assistant den leader).

Opening

- ▶ Conduct an indoor or outdoor flag ceremony (**Achievement 2b or 2f**). (*Note: If you don't have a flagpole like at a school, you can still do this, but be sure to plan out in advance where your flag will be posted.*)
 - Choose the first Scout to carry the U.S. flag; he may also be today's denner if you use denners.
 - The second Scout will be next meeting's U.S. flag bearer and will carry the den flag today if you have one (the den flag is probably not yet decorated).
 - The third and fourth boys are the "color guards" marching alongside and assisting.
 - The remaining boys in the den and all adults present form a reviewing line that the color guard passes on the way to the flag stands.
 - The den leader can "call" the flag ceremony at the first few meetings (issue directions and calls to attention, etc). until the boys learn how to do so.
- ▶ After the flags are posted, have all recite the Pledge of Allegiance.
- ▶ Provide index cards printed with the Cub Scout Promise and Law of the Pack for each person present. After the Pledge, all may read the Cub Scout Promise and Law of the Pack in unison from the index cards. Provide the cards for the first few meetings until the boys can recite the Pledge of Allegiance, the Cub Scout Promise, and the Law of the Pack with confidence. Alternatively, the Promise and Law can be learned in "call and response" fashion, line by line.

Business Items

- ▶ At this first meeting, develop a den code of conduct.
 - Have each boy tell the den what one rule for good behavior during a den meeting should be.
 - With a little prompting from the den leader, all the rules can be covered. Try to focus on what you want the behavior to be rather describing a negative action.
 - For example: *Only one person speaks at a time. Stay in the meeting room, unless you have permission from the den leader to go elsewhere. Use good, appropriate, and positive manners. Walk in the building unless we are doing an activity requiring otherwise. Leave our meeting room cleaner than we found it.*



Activities

- ▶ **Review** the Bobcat requirements (pages 16–26 of the *Wolf Handbook*):
 - Learn and say the Cub Scout Promise.
 - Say the Law of the Pack and discuss what it means.
 - Tell what Webelos means. (We'll Be Loyal Scouts.)
 - Learn the Cub Scout sign and tell what it means. (Two parts of the Promise: “help other people” and “obey the Law of the Pack,” and it looks like a Wolf’s ears, meaning “I’m ready to listen.”)
 - Show the Cub Scout handshake and tell what it means. (Like the sign, two parts of the Promise.)
 - Say the Cub Scout motto. (Do Your Best.)
 - Learn the Cub Scout salute and tell what it means. (Respect)
 - **Suggestion:** Bobcat relay race:
 - The den divides into two teams, lining up for relay race on one end of room or field, with leaders and/or parent helpers on the other end, to test on the Cub Scout Promise, Law of the Pack, Cub Scout motto, sign, handshake, salute, and meaning of *Webelos*.
 - The first boy on each team walks to the leader, answers the Bobcat-related question, then returns to tag the next Cub Scout.
 - If the Cub Scout can’t answer, he can go back and get help from the other Scouts, then return and answer the question.
- ▶ **Complete** the Character Connection for Honesty.
 - **Know:** Discuss these questions with your family. What is a promise? What does it mean to “keep your word?” What does honesty mean? What does it mean to “do your best?”
 - **Commit:** Discuss these questions with your family. Why is a promise important? Why is it important for people to trust you when you give your word? When might it be difficult to keep your word? List examples.
 - **Practice:** Discuss with family members why it is important to be trustworthy and honest and how you can do your best to be honest when you are doing the activities in Cub Scouting.
- ▶ **Elective 9b** (“Make a gift or toy like one of these and give it to someone.”):
 - Photograph each boy separately (head and shoulders) in his uniform. Alternatively, have the Scouts photograph each other (serious shots and fun shots).
 - This will be used for **Elective 9b** in Den Meeting 5.
- ▶ **Elective 12e** (“Make a stencil pattern.”):
 - Trace each boy’s hand on cardstock (or heavy paper) and make a stencil.
 - Then trace the pattern on a square of yellow-gold felt.
 - Have each boy cut out his handprint and put his name on the back of it.
 - This will be used for your den flag. If you keep the flag in this way, at their Arrow of Light Award ceremony, when the boys are in fifth grade, the handprints can be removed from the den flag and each boy will present his print to his parents.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Hand out or send family information letter.
- ▶ **Home Assignment:** Remind parents to complete **Achievement 8b–e** and read *How to Protect Your Children From Child Abuse: A Parent’s Guide*.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

Following Den Meeting 1, the den leader prints each boy’s name on his felt handprint, using fabric paint. When the paint is dry, the leader may sew the handprints onto the den flag or may choose to have the boys do the sewing at Den Meeting 2.



Wolf Den Meeting 2

Your Flag and Feats of Skill

Achievement 2. Achievement 1.

Preparation and Materials Needed

- ▶ For meeting 2, you will need:
 - Cub Scout Promise and Pledge of Allegiance printed on index cards.
 - Bring a baseball or softball and (optional) baseball gloves for boys to play catch. Foam balls if indoors.
 - Bring a narrow board, 4 to 6 feet long (see *Wolf Handbook*, page 39). (Lacking a board, you could use a curb or a strip on a basketball court, or make a mark with tape.)
 - Bring tape measure and tape to mark how high and how long.
 - You may wish to have a small poster with the den code of conduct.
- ▶ **Note:** You may elect either to spread **Achievement 1** out over several meetings and spend more time here on tasks like a den flag if you choose. If you do so, make sure your den stays on schedule to advance in rank.
- ▶ You may wish to make a small poster with the den code of conduct.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include:
 - Gather in a line, circle, or square: Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.
 - **Note:** Lots of ways to do this. Having each Scout recite alone is ideal; using a tape recorder or video recorder to make it fun is also good as long as all are not silly.
 - Maybe, after each Scout recites, have each add one statement about “what it means” (without, if possible, repeating an earlier comment).
 - An illuminating exercise is to ask the Scouts to discuss what certain of the words mean. “United,” “republic,” “liberty,” and “justice” may just be sounds or noise to many Scouts at this age, so this can be a real eye-opener for them.
 - Rotate leadership of flag ceremonies so each boy has a turn at every role (**Achievement 2b**).
- ▶ Continue using the index cards printed with the Cub Scout Promise and Pledge of Allegiance.

Business Items

- ▶ Review the code of conduct for den meetings.
- ▶ **Verify:** Confirm completion of **Achievement 8b–c** and *How to Protect Your Children From Child Abuse*.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Achievement 1:** Feats of Skill Achievements (These can be done with everyone doing the same activity at the same time, or as a rotation among different leaders around the meeting space.):
 - **Achievement 1a** (“Play catch with someone 10 steps away. Play until you can throw and catch.”)
 - **Achievement 1b** (“Walk a line back and forth. Do it sideways too. Walk the edge of a board six steps each way.”)
 - **Achievement 1c** (“Do a front roll.”)



- **Achievement 1d** (“Do a back roll.”)
- **Achievement 1e** (“Do a falling forward roll.”)
- Do one of the following:
 - **Achievement 1f** (“See how high you can jump.”)
 - **Achievement 1g** (“Do the elephant walk, frog leap, and crab walk.”)
 - **Achievement 1j** (“Using a basketball or playground ball, do a: chest pass, bounce pass, overhand pass.”)
 - **Achievement 1k** (“Do a frog stand.”)
 - **Achievement 1l** (“Run or jog in place for five minutes.”)
- This is a terrific day to jazz up with excitement if you wish. Consider:
 - Themes: carnival, circus, track meet
 - An MC or announcer for each event
 - Someone with a video recorder (Flip, phone) can team up with a “sideline reporter” to get interviews with the contestants.
- **Note:** If completing **Achievement 1h** (“Using a basic swim stroke, swim 25 feet.”) or **1i** (“Tread water for 15 seconds or as long as you can. Do your best.”):
 - Review aquatics guidelines in the *Guide to Safe Scouting* (www.scouting.org/HealthandSafety/GSS).
 - Follow all of the procedures of Safe Swim Defense when participating in any swimming, boating, or water activity.
 - Safe Swim Defense training is required for any aquatics activity; Safety Afloat training for any boating. Both of these may be completed online at www.scouting.org/myscouting.

Want More Fun Activities?

Creating a den flag is a great way to build den identity. If you’ve done handprints, have each boy sew or glue his handprint onto the den flag and write his name.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Set the example with healthy nutritious snacks. Be aware of any food allergies of den members.

Wolf Den Meeting 3

Your Flag and Sports Electives

Achievement 2. Achievement 3. Elective 20. Bowling Belt Loop (partial).

Preparation and Materials Needed

- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Find a location with a flagpole so the boys can practice raising and lowering the U.S. flag. Or attach a rope and pulley to an existing pole or similar structure.
 - Bring a U.S. flag, your state flag (pictures on page 50 of the *Wolf Handbook*), and the den flag. Research the meaning of your state flag.
 - A U.S. flag either 3 by 5 feet or 4 by 6 feet is best. Smaller flags may be hard to fold in the official way, and larger flags are too big for Cubs to hold off the ground. A cotton flag is easier to fold than a nylon one.
 - Practice folding a flag yourself before the meeting!
 - Bring a football and flags for flag football; soccer ball, basketball, baseball or softball; and a bat. Or bring whichever of these you think you will really get done in the meeting.
 - Print a health habits chart (below) for each boy (**Achievement 3a**, *Wolf Handbook* page 57).
 - Procure indoor space to do **Elective 20** in case the weather does not permit these activities outdoors. Or be ready to use an alternate meeting plan.
 - Stopwatch and tape to mark how far they each run in 10 seconds.
 - If you're doing a field trip for Den Meeting 4, make preparations with the bowling lanes, make transportation plans, and prepare permission slips.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ Practice raising and lowering the U.S. flag (**Achievement 2e**).

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include:
 - ▶ Gather in a line, circle, or square:
 - Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**)
 - Cub Scout Promise or Law of the Pack
 - Lead patriotic song.
- ▶ Rotate leadership of flag ceremonies so each boy has a turn at every role (**Achievement 2b**).

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ "Your Flag" Achievements (page 47 of the *Wolf Handbook*):
 - **Achievement 2c** ("Tell how to respect and take care of the U.S. flag. Show three ways to display the flag.")
 - On a pole.
 - Hanging (stars to the right looking out, to the left looking in).
 - Posted on the speaker's right side.



- **Achievement 2d** (“Learn about the flag of your state or territory and how to display it.”)
 - See the state flags on page 50 of the *Wolf Handbook*, and discuss what your flag shows/ what other flags show.
 - Display is subordinate to the U.S. flag (below on a single pole, or to the speaker’s left).
 - **Achievement 2e** (“Learn how to raise a U.S. flag properly for an outdoor ceremony.”)
 - **Achievement 2g** (“With the help of another person, fold the U.S. flag.”)
 - As they practice, it is a good idea to have a third Scout help support the middle of the flag.
- ▶ Sports Electives (**Elective 20**):
- **Elective 20h** (“Show how to make a sprint start in track. See how far you can run in 10 seconds.”)
 - Use a stopwatch (or your watch) and tape to mark how far each Scout ran.
 - Repeat as necessary!
 - **Elective 20i** (“Do a standing long jump. Jump as far as you can.”)
 - Use tape to mark how far each Scout jumped.
 - Repeat as necessary!
 - Play a team sport:
 - **Elective 20j** (“Play a game of flag football.”)
 - **Elective 20k** (“Show how to dribble and kick a soccer ball. Take part in a game.”)
 - **Elective 20l** (“Play a game of baseball or softball.”)
 - **Elective 20m** (“Show how to shoot, pass, and dribble a basketball. Take part in a game.”)
- ▶ **Bowling belt loop, requirement 1** (or for whichever sport you’ll be playing in the next meeting). Discuss with the boys the rules of courtesy and safety for bowling. They will need to be able to tell you about these rules at the next meeting to qualify for the belt loop.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

▶ **Home Assignment:** Complete and return healthy habits chart (**Achievement 3a**) in two weeks.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



**Wolf Cub Scouts
Achievement 3a: Keep Your Body Healthy**

Name: _____

Mark your chart each time you do these things.

	Sun	Mon	Tues	Wed	Thu	Fri	Sat	Sun	Mon	Tues	Wed	Thu	Fri	Sat
Bathe or Shower Often; Use Soap (✓ for each time)														
Wash Your Hands (✓ for each time)														
Brush Your Teeth (✓ for each time)														
Drink Lots of Water (✓ for each cup)														
Run and Play Outdoors (how many minutes)														
Get the Sleep You Need (how many hours)														



Wolf Den Meeting 4

Keep Your Body Healthy and Bowling Field Trip

Achievement 3. Elective 20g. Bowling Belt Loop (completion).

Preparation and Materials Needed

- ▶ Confirm arrangements for Den Meeting 4's trip to the bowling lanes (or other location) are in place, transportation plans are made, etc.
- ▶ For Den Meeting 6, make arrangements for a field trip to your local fire station or another important place in your community, such as a historic or government location, so find a location that is important and interesting, as well as convenient, for your den to visit.
- ▶ Request permission to use a meeting room at the fire station or other important place for snacks and to complete additional requirements while at the location.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring stick-on bandages for the boys to use on a "pretend" cut finger. And a red marker.
 - (Optional fun) Roll-on cotton gauze and medical tape, plus some red dye.
 - Belt loops for Bowling (or the sport you pick) to provide "immediate recognition" for each boy.
- ▶ Make arrangements with a bowling alley to bring your den.
 - Provide bowling alley staff with a copy of the Bowling belt loop requirements (see below).
 - Arrange transportation to the bowling alley.
- ▶ Alternate sport: Try to do bowling if possible. If not, do another sports belt loop.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include:
 - Gather in a line, circle, or square: Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.
 - Rotate leadership of flag ceremonies so each boy has a turn at every role (**Achievement 2b**).

Business Items

- ▶ **Verify: Achievement 3a**—completed healthy habits chart.
- ▶ Do a general review of rules of courtesy and safety for bowling; cover specific rules for the field trip.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 20g:** Go bowling. The Bowling belt loop can be earned. Requirements are:
 1. Explain to your leader or adult partner the rules of courtesy and safety for bowling.
 2. Show how to pick out a ball of proper weight and with finger holes that fit your hand.
 3. Play a complete game with your family or den.
 - Use the down time between throws to have each boy explain to the den leader or adult the rules of courtesy and safety for bowling.
- ▶ **Achievements 3b** ("Tell four ways to stop the spread of colds.") Complete these while the boys are awaiting their turn at bowling, or while taking a break from another sport. Give each boy the opportunity to explain to the den leader or parent helper four ways to stop the spread of colds: Stay away from others if you have a cold or flu; get lots of rest, drink liquids; turn away when sneezing (use a handkerchief, use your elbow); wash your hands often, and always after you sneeze.



- **Achievement 3c:** (“Show what to do for a small cut on your finger.”):
 1. Tell a grown-up. If it is a big cut, get help fast.
 2. Let it bleed out a little (to clear dirt and germs).
 3. Wash with soap and water.
 4. Put on a stick-on bandage.
- Let each boy demonstrate to the den leader or a parent helper how to use a stick-on bandage on a pretend cut.
- Use the red marker to make a “cut” on a finger. Make it small enough to fit under the bandage and to obviously be a “small cut,” probably less than a half-inch long.
- Then go through the steps above. The red marker makes a big difference. The kids are pretty serious and careful about their “cut.”

Want More Fun Activities?

Note: For maximum fun, as the bowling ends, in addition to the Band-Aids, put larger bandages on the boys, using the roll on cotton gauze and medical tape, then add red dye. Be sure to prep the boys to be brave when they are picked up by the parents! But make sure they quickly explain that the bandages are just for practice and that their kids weren't injured!

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
 - Award the belt loop in a manner customary to your pack (ask your Cubmaster if you are unsure). Some packs explain to boys that they will receive their Bowling belt loop at the next pack meeting, others give it as immediate recognition and still recognize them at the pack meeting.
- ▶ Closing ceremony: Retire the colors (fold and return the flag) or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Wolf Den Meeting 5

Know Your Home and Community and Be Safe at Home and on the Street
Achievement 4. Achievement 9. Character Connection for Responsibility.

Preparation and Materials Needed

- ▶ Make arrangements for a field trip to your local fire station or another important place in your community, such as a historic or government location; so find a location that is important and interesting, as well as convenient, for your den to visit.
- ▶ Request permission to use a meeting room at the fire station or other important place for snacks and to complete additional requirements while at the location.
- ▶ Bring the photographs of the boys that were taken at the first den meeting; bring picture frames to be decorated, paint and brushes or other materials to decorate the frames, and smocks (or old shirts that fit over the boys' uniforms) to protect the boys' uniforms from paint.
- ▶ Prepare permission slips for a field trip to a fire station or other important place at Meeting 6.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring paper and pencil for each boy.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Using the U.S. flag at the fire station or other important place, conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**2f**). Options include:
 - Gather in a line, circle, or square: Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.
 - Rotate leadership of flag ceremonies so each boy has a turn at every role (**Achievement 2b**).

Business Items

- (Do these when it makes sense based on your field trip schedule (could be after the field trip part):
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Achievement 4f** ("Visit an important place in your community, such as a historic or government location. Explain why it is important."):
 - If you've been able to arrange a tour or a guest speaker at the fire station or other important place, be sure to confirm how long they will speak. Remember: Official duties may call them away (e.g., a fire!), so you need to be prepared with plan B.
 - Plan B is for the den leader or another parent to lead the discussion of what the place is and tour it (within the limits of your permission) and why the place is an important place.
- ▶ **Achievement 9d and e** (safety rules):
 - **Achievement 9d** ("Practice good rules of street and road safety."): Discuss good rules of street safety and road safety. Go ahead and practice at your field trip location.
 - **Achievement 9e** ("Know the rules of bike safety."): Discuss the rules of bike safety.
 - *Assignment:* Boys should practice the rules of road safety before the next meeting and have a family member sign off in their handbook.



- ▶ Introduce the concept of home safety in preparation for your Cub Scouts completing **Achievement 9b** and **c** at home (home safety rules):
 - **Achievement 9b** (“With an adult, check your home for hazards and know how to make your home safe.”), and **9c** (“With an adult, check your home for danger from fire.”)
 - You can start in your den meeting location and make a list of things that should be maintained or changed to keep everyone safe. The adult can make the list as the Cubs point out safety items.
 - The *Wolf Handbook* specifically mentions several items at pages 83–84, such as knowing where the water shutoff and circuit breaker box are. Check the gas shutoff, too, if you have natural gas service.
 - Basic safety information makes a big difference in an emergency. Do you know where the fire extinguishers are at your workplace? At your den and pack meeting places? Help your Cubs by pointing out emergency exits and fire extinguishers on field trips.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

▶ Home Assignments:

- Ask parents to help Cub Scouts complete **Achievements 9b, 9c, 9d; and 4b, 4c, and 4d**. Ask them to help Cub Scouts find articles for **Achievement 7e** to share at the next den meeting.
- Boys should practice the rules of bike safety before the next meeting (**9e**) and have a family member sign off in their handbook. Hand out the bike safety quiz at the end of this meeting plan as a resource to help teach Scouts and parents.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Bike Safety Quiz

A bicycle is not a toy . . . it is a vehicle and *you are the driver!*

Learn to share the road and *Ride Safely.*

1. Are there any times when you don't need to wear a helmet when riding a bike?
Answer: _____
2. Name three safe bike riding practices:
Answers: _____

3. What kinds of things should you check before you begin to ride?
Answer: _____
4. Where do most bicycle crashes occur?
Answer: _____
5. When riding your bike, it is important to stay alert at all times. Name three road hazards you should watch out for:
Answers: _____

6. Is it OK to ride a bicycle while listening to audio headphones?
Answer: _____
7. What is the most serious type of injury for cyclists?
Answer: _____
8. Always be a courteous cyclist. Remember, who has the right of way? Cyclists or pedestrians?
Answer: _____
9. How do you finish this sentence? Be Safe, Be _____! Sore *or* Seen?
Answer: _____
10. Always go with the flow of traffic, and stay to which side of the road?
Answer: _____
11. Before entering a roadway, you should look which ways for traffic?
Answer: _____
12. Where do you always need to check before changing lanes?
Answer: _____
13. Your bicycle helmet should cover your what?
Answer: _____
14. Your bicycle helmet should fit how?
Answer: _____
15. When making a turn, what do you do for others?
Answer: _____

Bike Safety Quiz Answers

A bicycle is not a toy . . . it is a vehicle and *you are the driver!*
Learn to share the road and *Ride Safely*.



1. Are there any times when you don't need to wear a helmet when riding a bike?

Answer: No, you should wear a helmet every time you get on any bike.

2. Name three safe bike riding practices:

Answers include:

- a. Ride single file.
- b. Obey traffic signs, signals, and lane markings.
- c. Always ride on the right side of the road, with traffic.
- d. Signal your moves to others.
- e. Check for traffic at an intersection.
- f. Stay alert at all times; slow down at driveways.
- g. _____

3. What kinds of things should you check before you begin to ride?

Answers:

- a. Inflate your tires properly.
- b. Check your brakes before riding.
- c. Always wear bright colors.
- d. Make sure you're not wearing clothes that can get caught in your bike.
- e. Carry your books and other possessions in a bicycle carrier or backpack.

4. Where do most bicycle crashes occur?

Answer: At intersections, including driveways.

5. When riding your bike, it is important to stay alert at all times. Name three road hazards you should watch out for.

Answers: Potholes, wet leaves, storm grates, cracks, gravel, broken glass or trash, water or oil, parked cars (doors flying open), _____

6. Is it OK to ride a bicycle while listening to audio headphones?

Answer: No.

7. What is the most serious type of injury for cyclists?

Answer: Head injuries.

8. Always be a courteous cyclist. Remember, who has the right of way? Cyclists or pedestrians?

Answer: Pedestrians.

9. How do you finish this sentence? Be Safe, Be _____! Sore or Seen?

Answer: Be Safe, Be Seen!

10. Always go with the flow of traffic, and stay to which side of the road?

Answer: The right side of the road.

11. Before entering a roadway, you should look which ways for traffic?

Answer: Left-right-left.

12. Where do you always need to check before changing lanes?

Answer: Beside you, in front of you, and behind you!

13. Your bicycle helmet should cover your what?

Answer: Forehead and the top of your head.

14. Your bicycle helmet should fit how?

Answer: Snugly, all straps snug and attached.

15. When making a turn, what do you do for others?

Answer: Signal your turn; show right and left turn signals.



Wolf Den Meeting 6

Know Your Home and Community, Make a Gift, and Sing-Along

Achievement 4. Elective 9b. Elective 11a.

Preparation and Materials Needed

- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring the photographs of the boys that were taken at the first den meeting.
 - Picture frames to be decorated
 - Paint and brushes or other materials to decorate the frames
 - Smocks (or old shirts large enough to fit over the boys) to protect the uniforms from paint
 - Index cards (for important phone numbers)
 - Prepare permission slips for a field trip to a fire station or other important place for Meeting 6.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct a flag ceremony, indoor (Achievement 2b) or outdoor (2f). Options include:
 - Gather in a line, circle, or square: Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (Achievement 2a); Cub Scout Promise or Law of the Pack; lead patriotic song.
 - Rotate leadership of flag ceremonies so each boy has a turn at every role (Achievement 2b).

Business Items

- ▶ **Verify: Achievement 9b–9d** based on boys' handbooks.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ You might want to do two or more of these as stations, and rotate pairs of kids through them. Boys and their families will have worked on these at home, but this is a chance for the boys to practice.
- ▶ **Achievement 4a** ("Make a list of phone numbers you need in case of an emergency. Put a copy of this list by each phone or in a central place in your home. Update it often.") Check for:
 - Police
 - Sheriff
 - Fire department
 - Doctor
 - Ambulance service
 - Adult family member(s) at work
 - Relatives
 - Neighbors
 - Others
- Consider having them keep some numbers (family home, work, cell numbers) on a card they keep with them if they have not memorized those numbers. Use the index cards you brought.
- ▶ **Achievement 4b** ("Tell what to do if someone comes to the door and wants to come in."):
 - Using another adult leader, have each Scout *practice* that.
 - But do not replicate a horror movie. Just be normal and encourage normal response.



- ▶ **Achievement 4c** (“Tell what to do if someone calls on the phone.”):
 - Similarly, have each Scout *practice* that on a real phone (have another leader call in—if you have a speakerphone feature, use it!). If needed, use a fake or disconnected old phone.
 - You can practice leaving messages (and if you’re using a real phone, listen to them and praise the good messages).
 - Teach them appropriate phrases to use when someone is not at home, in the bathroom, or taking a shower, like “I’m sorry, they are not available at this minute. Can I take a message?”
- ▶ **Achievement 4d** (“When you and your family leave home, remember to . . . (Turn off lights, close/lock windows, turn off water, take care of pets, have the key, lock all doors).”):
 - Wherever you’re meeting, have each Scout *practice* that, too.
 - Have them explain what happens if you don’t do one of these. Do they know how to lock windows? How to lock doors? Try it in your den meeting place.
 - Repeat this as the “last thing you do” at the end of the closing today and each meeting.

Want More Fun Activities?

This meeting may need a dose of Feats of Skill or games for active fun!

- ▶ Be ready, if you sense it is dragging, to pull out a quick game or quick set of “Feats of Skill.”
 - ▶ Other Suggestions: Pick a game or relay from another portion of this guide, like Crows and Cranes, or Balloon Battle Royale, or Dizzy Izzy, or any game they like.
- ▶ **Elective 9b–c** (“Make a gift or toy like one of these and give it to someone.”) More than one gift may be made for elective credit:
 - Have each boy (wearing a smock) decorate a picture frame and insert the photo of himself that was taken at the first den meeting of the year. Save these for Den Meeting 7.
 - ▶ **Elective 11a** (“Learn and sing the first and last verses of ‘America.’”)

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Ask parents to help their sons complete **Achievement 4e:** Family Assignment: With their families, make a list of household jobs that the Scouts will do for one month.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Achievement 4e: Talk with your family members. Agree on the household jobs you will be responsible for. Make a list of your jobs and mark off when you have finished them. Do this for one month.

Name: _____

Mark your chart each time you do these things.

Chore	Sun	Mon	Tues	Wed	Thu	Fri	Sat	Sun	Mon	Tues	Wed	Thu	Fri	Sat



Wolf Den Meeting 7

Your Living World and Tie It Right

Achievement 7. Achievement 6. Achievement 8. Elective 9b. Elective 17. Character Connection for Respect.

Preparation and Materials Needed

- ▶ Tip: A field trip to a waste disposal plant, water treatment plant, or recycling center is a fun way to cover **Achievement 7: Your Living World**.
- ▶ For additional information, you might look at www.epa.gov/kids/, the Environmental Kids Club site at the U.S. Environmental Protection Agency (or do an Internet search for “environmental kids”).
- ▶ You should also research your local rules about recycling programs.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring litter bags and work gloves for each boy and adult, and hand sanitizer.
 - Provide enough magazines and newspapers so that each Scout who did not find articles at home for **Achievement 7e** can find three stories about how people are protecting our world.
 - Bring the framed photos made at Den Meeting 5, gift wrap, tape, and markers.
 - Bring lengths of rope to learn how to tie the overhand knot and square knot (compared to string or shoelaces, rope is easier to “see” the knot and “teach” the knot).
 - Stories about “how people are protecting our world.” Some places to find stories: *Boys’ Life*, local newspapers, school magazines, *National Geographic* (including their kids’ magazines), publications or Web sites of conservation or environmental organizations (Sierra Club, Nature Conservancy, etc.).
 - Beads for Cub Scout Immediate Recognition Emblems

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you’re snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader).
- ▶ Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ As Scouts enter, have an assistant or another adult ask if they have “three stories that tell how people are protecting our world.” If the Scouts don’t, provide copies for them to read before the meeting.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**).
Options include:
 - Gather in a line, circle, or square: Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.
 - Rotate leadership of flag ceremonies so each boy has a turn at every role (**Achievement 2b**).

Business Items

- ▶ **Verify: Achievement 4e** (If 30 days have passed since Den Meeting 6. Otherwise, verify at Den Meeting 8.) and **Achievement 7e** based on the boys’ handbooks.
- ▶ Discuss the Good Turn for America.
 - The Boy Scouts of America’s Good Turn traces back to American businessman William D. Boyce in 1910. He was lost in a London fog. A boy offered to take Boyce to the address he wanted and refused a tip, saying he was a Boy Scout. Boyce’s curiosity was aroused. He later had the boy take him to Scouting’s British founder, Lord Baden-Powell. From this chance meeting, the Boy Scouts of America was born.



- Among many references to the Good Turn in BSA literature is this comment from the *Boy Scout Handbook*: “To people who know about Scouting, the daily Good Turn is one of the finest features of our movement. The record of Good Turns, small and large, that have been done by Scouts since the day Scouting was founded is truly impressive.”
 - Good Turn for America is a national call to service by the Boy Scouts of America to help provide adequate food and shelter and to develop good health habits in the nation.
 - To address these issues, the BSA is collaborating with some of the most respected service organizations working in each of these areas.
 - More at www.goodturnforamerica.org
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

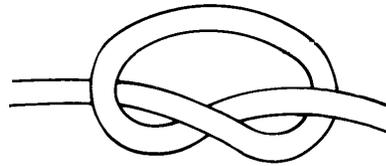
Activities

- ▶ Discuss **Achievements 7a, 7b, 7c, 7e, and 7f**.
- Some of these you might want to complete as breaks during the cleanup project later in the meeting.
- ▶ **Achievement 7a** (“Complete the Character Connection for Respect.”):
- **Know:** Discuss these questions with your family: What things have people done to show a lack of respect to our world? Why is it important to respect our environment and natural resources? How can you show respect for your environment?
 - **Commit:** Discuss with your family how you feel when you see places in your neighborhood that have lots of litter. Name one thing you can do to help the environment. “
 - **Practice:** Practice being respectful while doing the requirements for “Your Living World.”
- ▶ **Achievement 7b** (“Land, air, and water can get dirty. Discuss with your family ways this can happen.”)
- ▶ **Achievement 7c** (“It takes a lot of energy to make glass, cans, and paper products. You can help save energy by collecting these items for use again. Find out how recycling is done where you live. Find out what items you can recycle.”)
- ▶ **Achievement 7e** (“With an adult, find three stories that tell how people are protecting our world. Read and discuss them together.”)
- Have each boy tell about the three stories he found on how people are protecting our world.
- ▶ **Achievement 7f** (“Besides recycling, there are other ways to save energy. List three ways you can save energy, and do them.”)
- ▶ **Achievement 7d** (“With an adult, pick up litter in your neighborhood. Wear gloves to protect your hands against germs and cuts from sharp objects.”)
- Go outdoors to pick up litter around your meeting place.
 - Be sure to separate recyclable stuff.
 - Hints: Find a way to make it fun:
 - A contest (divide the den to award by volume or number of items, or number of recyclables, or something),
 - Or a scavenger hunt (check out the area to create your list of things they could find),
 - Or do a full cleanup treasure hunt (see Tiger Den Meeting 16).
 - Use breaks to allow for rest and to conduct or complete the **Achievement 7a, 7b, 7c, and 7e** discussions. (They may have thought of new things while doing the cleanup!) See above.
 - Wash hands and/or use hand sanitizer when complete.
- ▶ **Elective 9b–c** (“Make a gift or toy like one of these and give it to someone”):
- Wearing smocks, have each boy decorate the picture frame created in Den Meeting 6, then wrap it and tie it with string (to complete **Elective 17b** and **c**).

Den Meeting 7



- ▶ Do **Electives 17a, 17b, and 17c**: (Learn two knots and how to tie a package.)
 - 17a (“Learn to tie an overhand knot and a square knot.”)



- The overhand knot can be used temporarily but unties very easily if tied around something.
- The overhand knot can be used as a stopper knot and can keep a rope from fraying or unraveling.
- To tie an overhand knot: Make a loop in your rope and put an end of the rope through it.



- The square knot is also known as the joining knot because it can join two ropes together and because it is the first knot Scouts learn when they join the BSA. It has many uses, from securing bundles, packages, and the sails of ships to tying the ends of bandages.
- To tie a square knot: Hold one rope end in each hand.
 - Pass the right end over and under the rope in your left hand . . . and pull it snug (now you’re holding that end with your left hand, and you’ve switched the other to your right).
 - Next, pass that same end of the rope (the one that is now in your left hand) over and under the one that is now in your right hand . . . and pull it tightly snug.
 - Remember: right over left, left over right.
 - *Note:* <http://meritbadge.org/wiki/index.php/Knots> includes animation to show you how.
- **Elective 17b** (“Tie your shoelaces with a square bow knot.”)
- **Elective 17c** (“Wrap and tie a package so that it is neat and tight.”)
 - Have the boys wrap the framed photos made at Den Meeting 5, take them home, and give them to their parents as gifts.
- *Note:* **Electives 17b** and **17c** can be completed as part of **Electives 9b** and **9c**.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

▶ Home Assignments:

- Remind boys that their list of household chores completed is due at the next den meeting (**Achievement 4e**).
- Boys are to begin a collection starting with 10 items and arranging them neatly (**Achievement 6b**). Start by collecting 10 things and arranging them neatly. Each boy is to bring his collection to the next den meeting to show the den. (Option: you can spread this out so everyone has more time to show and tell about their collection.)
- Ask the parents to have the boys complete **Achievements 8c–e** (Cooking and Eating) at home.

Boys who have attended all den meetings and completed home assignments will now qualify for the Cub Scout Immediate Recognition Emblem and their first yellow Progress Toward Ranks bead (for completing **Achievements 1, 3, and 9**). These should be presented at the den meeting.

Explain to the boys that every time they complete three achievements, they receive a yellow bead. After they earn four yellow beads, then they will have earned their Wolf badge.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Wolf Den Meeting 8

Cooking and Eating and Start a Collection

Achievement 8. Achievement 6.

Preparation and Materials Needed

- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring a U.S. flag and the den flag, and enough paper and pencils for each boy.
 - Bring “Food Pyramid” handouts. Go to www.mypyramid.gov to check that out.
- ▶ You can create personal pyramids at www.mypyramid.gov/mypyramid/index.aspx, tailored to your size, age, and activity level. Access to a computer with Internet access in this meeting would be an excellent way to research this with Scouts.
 - Bringing samples of food in each food group would also be a great idea and a good snack. For example, whole grain bread and crackers, some broccoli and carrots, fresh fruit of your choice, a variety of nuts (check for allergies), milk and cheese, hard boiled eggs. And water.
 - If you’re doing a field trip, prepare permission slips for the field trip at Den Meeting 9.
 - Beads for Cub Scout Immediate Recognition Emblems

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you’re snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader), especially check handbooks for completion of Achievements 8c, 8d, and 8e.
- ▶ Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include:
 - Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.
 - Rotate leadership of flag ceremonies so each boy has a turn at every role (**Achievement 2b**).

Business Items

- ▶ **Verify Achievement 4e** and **Achievement 8c–e** using the boys’ handbooks. Collect from each Cub Scout a list of household chores he has completed in the last month.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Achievement 8a:** (“Study the Food Guide Pyramid. Name some foods from each of the food groups shown in the pyramid.”) See page 79 of the *Wolf Handbook*.
 - Discuss the Food Guide Pyramid. Name foods from each of the food groups shown there: grains, vegetables, fruits, fats/sugar/salt (sodium), milk, protein (meat/beans).
 - You could conduct it as “Food Pyramid Scholar Bowl Quiz Show”:
 - Split the den into two teams. Pick a food group, and ask each team to name something that is in that group. Alternate between teams, keeping score.
 - Or give them a food and have them determine which group(s) it is in.
 - Ideally, as you discuss each one, you snack on something from each of the food groups!
 - Also, you can ask them to identify the food groups in common meals, like macaroni and cheese, pizza, tacos, hamburgers, peanut butter and jelly sandwich, or breakfast cereal.



- ▶ **Achievement 8b** (“Plan the meals you and your family should have for one day. List things your family should have from the food groups shown in the food group pyramid. At each meal, you should have foods from at least three food groups.”)
 - These can be take-home plans for family cooking, but if you will be doing a pack campout or other outing, and cooking or eating at it, you can make that menu planning part of this meeting!
 - Or use it for snack planning for the rest of the year to cut down on poor snack offerings!
- ▶ **Achievement 6a:** Complete the Character Connection for Positive Attitude.
 - **Know:** Discuss with your family how a cheerful and positive attitude will help you do your best at school and in other areas of your life.
 - **Commit:** Discuss with your family how gathering items for a collection may be difficult. How does a hopeful and cheerful attitude help you to keep looking for more items? Why is a positive attitude important?
 - **Practice:** Practice having a positive attitude while doing **Achievement 6:** Start a Collection.
- ▶ **Achievement 6c** (“Show and explain your collection to another person.”):
 - Have each boy bring his collection to the den meeting and show his collection to the den.

Want More Fun Activities?

This meeting may need a dose of Feats of Skill or games for active fun!

Be ready, if you sense it is dragging, to pull out a quick game or quick set of Feats of Skill.

Other Suggestions: Pick a game or relay from any of those provided throughout this guide.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out permission slips for a field trip to a hardware store/lumberyard if you’re doing a field trip.
- ▶ Hand out or send family information letter.

Boys who have attended all den meetings and completed home assignments now qualify for their second yellow Progress Toward Ranks bead (for completing **Achievements 4, 6, and 7**).

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Wolf Den Meeting 9

Tools for Fixing and Building

Achievement 5.

Power tools are not appropriate for use by Cub Scouts, review the use of age-appropriate tools for Cub Scouts in the *Cub Scout Leader How-To Book* and *Age-Appropriate Guidelines for Scouting*.

Preparation and Materials Needed

- ▶ For Den Meeting 9, make arrangements for a field trip to your local hardware store or lumberyard or local woodworker (your pack may have ideas about who has safe woodworking tools; chartered organization maintenance or facilities personnel may be willing to assist).
 - Discuss **Achievement 5** requirements with the staff, ask for help from the staff when you visit.
 - Determine if the store will permit the boys to build bookends (or a birdhouse (see Meeting 10) or other suitable alternative wood project) at the store, and if there is adequate space to conduct such activity safely. If the store manager grants permission, then bring wood for the project and enough hammers, saws, nails, and safety glasses for each boy.
 - Power tools are not appropriate for use by Cub Scouts. Review the use of age-appropriate tools for Cub Scouts in the *Cub Scout Leader How-To Book* and *Age-Appropriate Guidelines for Scouting activities* (www.scouting.org/HealthandSafety/Resources/AgeAppropriateGuidelines).
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Seven or more tools. Must have pliers, Philips head screwdriver, standard screwdriver, and hammer. Lightweight hammers are a very good idea (many second-graders cannot swing a 16-oz. hammer accurately).
 - Both Philips head and standard screws, and nails
 - Boards for nailing and screws (and removal of nails and screws)
 - Boards or kits to make something useful (For example, birdhouse, bookends or a suitable alternative wood project. A pinewood derby car is useful, right?)
 - Safety glasses and first-aid kit

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include:
 - Use the store's employees to participate (they may help you get a good temporary flagpole).
 - Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.
 - Rotate leadership of flag ceremonies so each boy has a turn at every role (**Achievement 2b**).

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.



Activities

- ▶ **Achievement 5:** Tools for Fixing and Building (page 64):
- ▶ **Achievement 5a** (“Point out and name seven tools. Tell what each tool does.”) Have these laid out on a workbench, so they aren’t confused with everything else on the wall or in the toolbox. Put out seven or eight common tools. A few odd tools can add to the fun and interest.
- ▶ **Achievement 5b** (“Show how to use pliers.”)
- ▶ **Achievement 5c** (“Identify a Philips head and a standard/slotted screw. Then use the right tool to drive and then remove one from a board.”) Have boards and screws ready, one setup for each Cub. Show how to put soap on a screw to make it easier to drive. If they are having trouble turning them, go ahead and drill pilot holes for the screws.
- ▶ **Achievement 5d** (“Show how to use a hammer.”) Start five or six nails into a board, then let the kids pound them in and extract them. Wear safety glasses, and explain why (chance of flying shards of metal from the nails). Choose shorter or heavier nails because they are less likely to bend and frustrate the kids. Or choose the same nails that will be used in your project.
- ▶ **Achievement 5e** (“Make a birdhouse, a set of bookends, or something else useful.”)
 - For these steps, be sure to put any available adults to use here.
 - Can arrange for all to watch each element at the same time, and try it out in sequence, or if you have enough tools and adults, go station to station for the name tools, use pliers, drive and remove screws, use a hammer parts.
 - Then have enough time to make a set of bookends (or suitable alternative wood project).

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
 - ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
 - ▶ Hand out or send family information letter.
- ▶ **Home Assignment:** Ask parents to help Cub Scouts complete **Achievement 10: Family Fun** and **Achievement 11: Duty to God**, at home. Also ask families to find a book about birds for their Cub Scout to read before the next den meeting (**Elective 13c**).

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Wolf Den Meeting 10

Birds

Elective 13. Achievement 10. Achievement 11. Character Connection for Cooperation. Character Connection for Faith.

Preparation and Materials Needed

- ▶ For Den Meeting 10, bring a bird-watching chart (see Wolf Den Meeting 10) for each boy, and a book about birds with lots of drawings (ask your public librarian for assistance in identifying a suitable book for second-graders).
- ▶ **Determine if any of the boys is allergic to peanuts.** If no one is allergic to peanuts, then prepare materials for a pinecone bird feeder (one large pinecone per boy, string, jar of peanut butter, birdseed, an 8-by-8-inch cake pan, plastic knives, newspaper to cover the work table, a smock for each boy and adult, and quart-size plastic zipper bags labeled with the name of each boy to hold each completed pinecone bird feeder). Research on the Internet instructions for pinecone bird feeders; instructions are readily available online.
 - If peanut allergies are a problem, then make a bird feeder as shown in the *Wolf Handbook*, page 176, or make one from a recyclable plastic milk jug or two-liter soda bottle.
- ▶ Make up or purchase a birdhouse kit for each boy.
- ▶ Gather some books about birds for loan to boys who do not complete **Elective 13c** at home.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader), especially check handbooks for completion of **Achievements 10 and 11** (home assignments).
- ▶ Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include:
 - Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.
 - Rotate leadership of flag ceremonies so each boy has a turn at every role (**Achievement 2b**).

Business Items:

- ▶ **Verify** completion of **Achievements 10a–g** and **11a–d** and **Elective 13c** using the boys' handbooks.
- ▶ **Elective 13c** ("Read a book about birds.") (home assignment):
 - A family member should sign off in the boy's handbook when the requirement is completed.
 - But go ahead and have boys share information that they learned from reading a book about birds.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 13a** ("Make a list of all the birds you saw in a week and tell where you saw them (field, forest, marsh, yard, or park).")
 - Go outside now for a hike and to see what birds you can see (or hear, or find evidence of) outside your meeting area as you do these next activities.
 - Consider fun ways to do this. For example, don't just say "Let's go watch birds," but make it a bird safari, and channel your best Animal Planet sense of wonder and danger.
 - Or sing a bird song.



- ▶ **Elective 13d** (“Point out 10 different kinds of birds (five may be from pictures).”):
 - Show the bird pictures on page 174 of the *Wolf Handbook* and ask the boys which of those they have seen. Ask boys to name at least two more species they have seen.
- ▶ **Elective 13a** (“Make a list of all the birds you saw in a week and tell where you saw them (field, forest, marsh, yard, or park).”):
 - Distribute a bird-watching chart (at the end of this den meeting plan) to each boy (modify the chart as needed to include local birds), to be completed and returned at the next meeting.
- ▶ Return inside if you like, and do **Elective 13e** (“Feed wild birds and tell which birds you fed.”) by making pinecone bird feeders.
 - Have each person put on a smock. Cover the work table with newspaper.
 - Each boy receives a pinecone and a dull knife.
 - Place two or three bowls of peanut butter on the table.
 - Using the dull knife, each boy spreads peanut butter all over the pinecone.
 - Put birdseed into an 8-by-8-inch pan and roll each peanut butter-coated pinecone in the birdseed.
 - Place each completed bird feeder into a labeled plastic zipper bag.
 - Wash hands. Remove smocks.
 - Remind the boys to hang the bird feeders from a tree or bush when they get home, or do it at the meeting site if you like.
- ▶ **Elective 13f** (“Put out a birdhouse and tell which birds use it.”):
 - Ask the boys to assemble the birdhouse at home and put it out in their yard or neighborhood and record which birds use it.
 - Ask family members to sign their handbook after they observe which birds use it.
- ▶ **Achievement 10a:** Complete the Character Connection for Cooperation.
 - **Know:** Discuss these questions with your family: What is “cooperation”? Why do people need to cooperate when they are doing things together? Name some ways that you can be helpful and cooperate with others.
 - **Commit:** Discuss with your family what makes it hard to cooperate. How do listening, sharing, and persuading help us cooperate?
 - **Practice:** Practice being cooperative while doing the requirements for Family Fun.
- ▶ **Achievement 10b:** Make a game like one of these. Play it with your family. (Eagle Golf, Beanbag Archery.)
- ▶ **Achievement 10c:** Plan a walk. Go to a park or a wooded area, or visit a zoo or museum with your family.
- ▶ **Achievement 10d:** Read a book or *Boys’ Life* magazine with your family. Take turns reading aloud.
- ▶ **Achievement 10e:** Decide with Akela what you will watch on television or listen to on the radio.
- ▶ **Achievement 10f:** Attend a concert, a play, or other live program with your family.
- ▶ **Achievement 10g:** Have a family Board Game night at home with members of your family.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.
- ▶ **Home Assignment:** Ask family members to help put out the birdhouse and observe which birds use it (**Elective 13f**). Fill out the bird-sighting chart (**Elective 13a**) to do so.

Boys who have attended all den meetings and completed required home assignments will now qualify for a third yellow Progress Toward Ranks bead to be placed on their Cub Scout Immediate Recognition Emblem (for completing **Achievements 5, 8, and 10**).

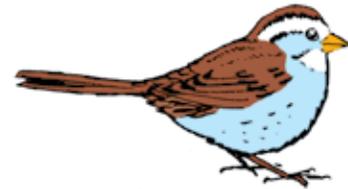


After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Robin



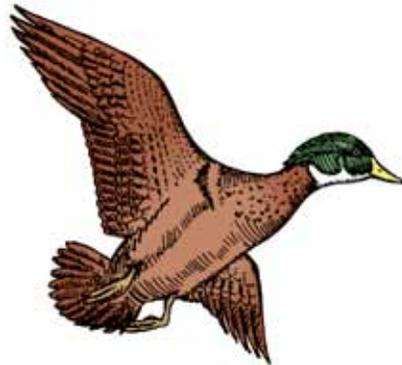
Sparrow



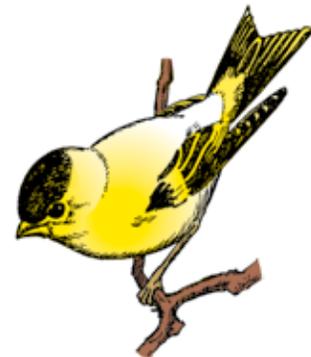
Goose



Seagull



Duck



Goldfinch



Blue jay



Cardinal



Wolf Den Meeting 11

Making Choices Achievement 12.

Preparation and Materials Needed

- ▶ For Den Meeting 11, remind boys to bring their *Wolf Handbook*.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Boys will need their handbooks.
 - If you want to do this as puppet theater, you'll need to bring paper lunch bags, markers or crayons, glue, string. Could bring felt pieces, buttons, stickers.
- ▶ **Note:** You can also do some of these Making Choices discussions in earlier meetings and space it out over the year.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader), especially collect bird-watching charts from the previous meeting (**Elective 13a**).
- ▶ Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include:
 - Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.
 - Rotate leadership of flag ceremonies so each boy has a turn at every role (**Achievement 2b**).

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.
- ▶ **Verify:** Check completion of **Elective 13f** by checking the boys' handbooks.

Activities

- ▶ **Achievement 12a:** Complete the Character Connection for Courage.
 - **Know:** Discuss with your family what courage is. Review the requirements and discuss how you might need courage in each one to do what is right.
 - **Commit:** Give some examples of when it is hard to do the right thing. Discuss with your family times that it might take courage to be honest and kind. Tell about a time in your life when you needed to be brave and courageous to do the right thing.
 - **Practice:** Practice learning about courage while doing the requirements for Making Choices. With family members, act out the choices you would make for some of the requirements.

Want More Fun Activities?

This meeting is all talk, so, consider how to be active:

- ▶ Option: you can do the acting out with puppets, and have this be a puppet theater day. Make simple paper lunch bag hand puppets with markers/crayons, and string and glue. But be sure that after the theater, everyone discusses the issues seriously.
- ▶ Also, there is nothing wrong with mixing up the Making Choices discussion with some activity, like an obstacle course or game segment. (Complete a section of the course or game, then discuss. Repeat.)



- Discuss the following scenarios and have the boys act out the choices they would make for each. Cover as many of the following as time permits, but at least four, allowing each boy to complete at least one.
 - **Achievement 12b:** There is an older boy who hangs around Jason's school. He tries to give drugs to the children. What would you do if you were Jason?
 - **Achievement 12c:** Lee is home alone. The phone rings. When Lee answers, a stranger asks if Lee's mother is home. She is not. Lee is alone. What would you do if you were Lee?
 - **Achievement 12d:** Justin is new to your school. He has braces on his legs and walks with a limp. Some of the kids at school tease him. They want you to tease him, too. What would you do?
 - **Achievement 12e:** Juan is on a walk with his little sister. A car stops and a man asks them to come over to the car. What would you do if you were Juan?
 - **Achievement 12f:** Matthew's grandmother gives him money to buy an ice cream cone. On the way to the store, a bigger boy asks for money and threatens to hit Matthew if he does not give him some money. If you were Matthew, what would you do?
 - **Achievement 12g:** Chris and his little brother are home alone in the afternoon. A woman knocks on the door and says she wants to read the meter. She is not wearing a uniform. What would you do if you were Chris?
 - **Achievement 12h:** Sam is home alone. He looks out the window and sees a man trying to break into a neighbor's back door. What would you do if you were Sam?
 - **Achievement 12i:** Mr. Palmer is blind. He has a guide dog. As he is crossing the street, some kids whistle and call to the dog. They want you and your friends to call the dog, too. What would you do?
 - **Achievement 12j:** Some kids who go to Bob's school want him to steal candy and gum from a store, which they can share later. Bob knows this is wrong, but he wants to be popular with these kids. What would you do if you were Bob?
 - **Achievement 12k:** Paul and his little sister are playing outdoors. A very friendly, elderly woman stops and watches the children for a while. Paul doesn't know the woman. She starts to talk to them and offers to take Paul's little sister on a walk around the block. What would you do?

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

▶ **Home Assignment:** Ask family members to discuss at home four requirements from **Achievement 12b-k**; the boy's handbook should be signed upon completion.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Wolf Den Meeting 12

Visit a Library or Bookstore

Elective 6. Elective 12a.

Preparation and Materials Needed

- ▶ Make arrangements for a field trip to a local public library or bookstore willing to host your meeting. If transport is an issue, consider also a local school's library. Otherwise, can complete **Elective 6b** and **6c** in the home or at the home of a parent who is into books and has a good collection of suitable books.
- ▶ Request permission to use a meeting room at the library or bookstore for snacks and to complete additional requirements while at the location, including the "Be an Artist" project. If applicable, submit a local Tour Permit Application to your council service center two weeks before the event (form found at www.scouting.org/CubScouts/Leaders/Forms.aspx). Arrange transportation.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Brown paper bags (or brown wrapping paper) cut to size to make book covers, colored markers, tape.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Using the U.S. flag at the library, if applicable, or another flag (you may need to supply one if the location does not have one), conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include:
 - Gather in a line, circle, or square:
 - Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**).
 - Cub Scout Promise or Law of the Pack.
 - Lead patriotic song.
 - Rotate leadership of flag ceremonies so each boy has a turn at every role (**Achievement 2b**).

Business Items

- ▶ Do these when it makes sense based on your field trip schedule (could be after the "field trip" part):
 - **Verify Achievement 12a–k** using the boys' handbooks (see Meeting Plan 11).
 - Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 6: "Books, Books, Books":**
 - a. "Visit a bookstore or go to a public library with an adult. Find out how to get your own library card. Name four kinds of books that interest you (for example, history, science fiction, how-to books)."
 - b. "Choose a book on a subject you like and read it. With an adult, discuss what you read and what you think about it."
 - c. "Books are important. Show that you know how to take care of them. Open a new book the right way. Make a paper or plastic cover for it or another book."
 - If you've been able to arrange a tour at the library or bookstore, be sure to confirm how long they will speak, and let them know the requirements if they are to lead those



portions of the meeting. Remember that official duties may call them away, so you need to be prepared with plan B.

- Ideally, a librarian or bookstore representative can conduct most of this (they may not lead the “make a cover” portion) if you prepare them for the requirement.
 - Otherwise, the den leader or a parent interested in books can conduct this discussion.
 - If at a library and Scouts don’t have library cards, go ahead and have them apply for the card.
- ▶ If you have space to conduct this activity, do **Elective 12a** (“Make a freehand sketch of a person, place, or thing”) as part of **Elective 6c** (“... Make a paper or plastic cover for it or another book”):
- Using brown paper grocery bags and markers, have the Scouts make book covers for their *Wolf Handbooks* and made a freehand drawing on the book cover. To do that:
 1. Cut the brown paper shopping bags, and remove the flap formed by the bottom of the bag so you have one large sheet of brown paper. Cut a piece long enough to cover the front, back, and spine of the book with at least three inches of overlap at either end.
 2. Place the book in the center of the paper.
 3. Wrap the paper up across the bottom of the book and make a crease along the bottom cover.
 4. Repeat step 3 for the top of the book.
 5. Remove the book from the paper.
 6. Fold the paper up at the bottom crease and down at the top crease. You should have a strip of paper big enough to cover the book from top to bottom.
 7. Place the book back in the center of the paper. Wrap the paper across the front of the book from left to right and adjust the book position until the two ends of the paper are even.
 8. Fold the overlap around the front cover of the book and make a crease. Then insert the front cover of the book into the slot created by the paper folded over at the top and the bottom. Slide the paper down over the book until you hit the crease.
 9. Repeat step 8 for the back cover of the book.
 10. If the cover fits snugly, you can stop. If it seems a little loose or the top and bottom folds are not lying flat, use small pieces of tape to pull the front and the inside flap together a little more securely. Do not tape the paper cover to the actual cover of the book; the paper cover will move a little when the book opens, and you could damage the book cover.
 11. Using markers, have the Scouts decorate the book covers with a freehand sketch of a person, place, or thing.

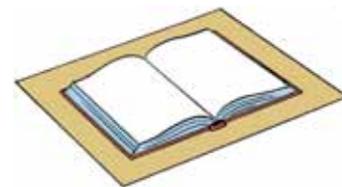
Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag) or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

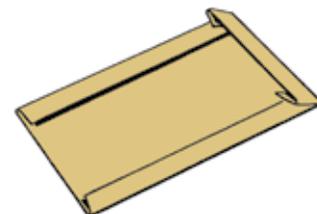
After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

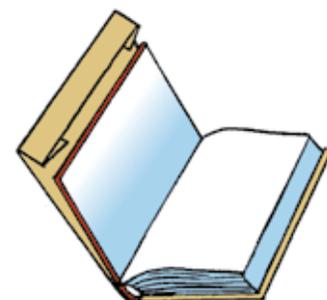
Cut paper 3 inches bigger than the book.



Fold the top, bottom, and right sides.



Slip the book cover into the right-side fold. Make a fold for the front cover. Open the book and slip the front cover into the fold.





Wolf Den Meeting 13

Pets
Elective 14.

Preparation and Materials Needed

- ▶ If possible, invite a veterinarian or other person with knowledge of pets (could be a community animal control officer or similar official, a pet groomer, or a parent with an interest in pets) to discuss pets and **Elective 14b** and **14d** with the Scouts. If none of the Scouts are allergic to animals (or if you make arrangements to deal with any allergies), perhaps the guest could bring a pet to the meeting.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - A suitable book about pets, such as *The Market Square Dog* by James Herriot (ISBN 0-312-06567-1).

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out meeting plan to each.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include:
 - Gather in a line, circle, or square:
 - Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**)
 - Cub Scout Promise or Law of the Pack
 - lead patriotic song.
 - Rotate leadership of flag ceremonies so each boy has a turn at every role (**Achievement 2b**).

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 14: Pets:**
 - **Elective 14b** ("Know what to do when you meet a strange dog.")
 - **Elective 14c** ("Read a book about a pet and tell about it at a den meeting.")
 - **Elective 14d** ("Tell what is meant by rabid. Name some animals that can have rabies. Tell what you should do if you see a dog or wild animal that is behaving strangely. Tell what you should do if you find a dead animal.")
 - If you've been able to arrange a guest, be sure to confirm how long they will speak about their job or interest, and let them know the requirements if they are to lead those portions of the meeting.
 - Ideally, the guest can conduct most of the requirements discussion (they may or may not lead the "tell about a book" portion) if you prepare them for the requirement.
 - Otherwise, the den leader or a parent interested in pets can conduct this discussion.
- ▶ If Scouts have not read a book about a pet, do **Elective 14c** together ("Read a book about a pet and tell about it at a den meeting."):
 - Read a book about pets as a den.
 - Starting with the denner, have each boy read two pages and pass the book to the next boy.
- ▶ For fun, sing the song "Rags," found in the *Cub Scout Songbook*.

Want More Fun Activities?

With sufficient parental assistance, make this a show-and-tell pet day:

- ▶ Have Scouts (or selected Scouts) and parents bring their pets (under control/restraint) to this meeting.
- ▶ Be sure to confirm in advance who will come, and with what pet, and how they will be controlled, so you don't have conflict between pets. You may want to schedule a rotation of pets.
- ▶ Have Scouts present their pets: what it is, its name, how long it has lived with the family, where it lives in the wild (if applicable), what it eats, what it does during the day, how much it sleeps, etc. The Scout should describe how they take care of them (this will satisfy **Elective 14a**, "Take care of a pet").

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag) or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Wolf Den Meeting 14

American Indian Lore

Elective 10.

Preparation and Materials Needed

- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring a short book on American Indian lore with lots of drawings (ask your public librarian for assistance in identifying a suitable book for second-graders).
 - Bring brown paper sacks, scissors for each boy, and markers. Each boy will cut a vest, fringe it, and decorate it with markers. Alternate craft: Drums (coffee or paint cans, chamois or vinyl cloth, string or thong, sticks, cotton ball and string).
 - Alternate to this for the “non-crafty”: Drop the vest/drum, and add **Elective 1** (“It’s a Secret”), bringing white paper and milk or lemon juice, plus toothpicks.
 - Bring copies of the lyrics to “She’ll Be Coming ’Round the Mountain” (*Cub Scout Songbook*) for each boy.
 - Beads for Cub Scout Immediate Recognition Emblems

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you’re snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader).
- ▶ Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include:
 - Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.
 - Rotate leadership of flag ceremonies so each boy has a turn at every role (**Achievement 2b**).

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 10a** (“Read a book or tell a story about American Indians, past or present.”):
 - Ask if anyone has read a book about American Indian lore and would like to discuss it.
 - If not, ask if anyone can tell a story about American Indians, past or present.
 - If needed and you have a book, have each boy read two pages (or so) and pass the book to the next boy—pause at optimal intervals to discuss.
 - If needed, make an assignment for each boy to read another book about American Indians to tell about at the next den meeting.
- ▶ **Electives 10c** (“Make traditional American Indian clothing.”) and **10f** (“Learn 12 American Indian word pictures and write a story with them.”) (page 159 of the *Wolf Handbook*):
 - Each boy cuts a vest from a brown paper sack, then cuts fringe along the bottom of his woodland vest. Then write a story on the vest, with markers, using Indian word pictures.
 - Have each boy choose an American Indian name (Swift Runner, Peace Maker, etc.).
 - If a vest isn’t your thing, they can make a drum with coffee or paint cans, chamois or vinyl cloth, string or thong to tie the cloth on, and drumsticks made of cotton ball and string wrapped around a stick. Decorate as you would the vests.



- ▶ BUT, if you are not crafty and want to drop the vest/drums, you can stay on theme and do **Elective 1** (“It’s a Secret.”):
 - Remind the Scouts that Navajo code talkers were integral to our winning World War Two.
 - **Elective 1a** (“Use a secret code.”): See page 110. Allow them to create their own messages.
 - **Elective 1b** (“Write to a friend in invisible ‘ink.’”): The ink is milk or lemon juice; use a toothpick as a pen/quill. Write the message on a white paper, and let it dry. Can’t be seen . . . unless you put it over or up to a light.
 - **Elective 1d** (“Use 12 American Indian signs to tell a story.”): See page 114. See who can understand some simple messages.
- ▶ Sing “She’ll Be Coming ’Round the Mountain” (*Cub Scout Songbook*).

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Explain the assignment to read a book about American Indians, past or present (**Elective 10a**), and ask parents to help their boy complete this and **Elective 21** at home.

Boys who have attended all den meetings and completed home assignments will qualify for their fourth yellow Progress Toward Ranks bead to be placed on their Cub Scout Immediate Recognition Emblem (for completing **Achievements 2, 11, and 12**).

These boys have now completed requirements for the Wolf badge, which should be presented at the blue and gold banquet. Or you could present today, and “recognize” at the banquet.

Boys who have attended relevant den meetings and completed home assignments will qualify for a Gold Arrow Point for 10 electives completed: **Electives 9b; 11a; 17a–c; 20g; 20h–j; and 20k, l, or m.**

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Wolf Den Meeting 15

Marbles

Elective 4. Marbles Belt Loop.

Preparation and Materials Needed

- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Marbles for each boy. At least five glass bottles to play Marbles Sharpshooter.
 - Research on the Internet ways to play marbles and bring rules you find.
 - A street map of the local area, and one or more compasses.
 - Belt loops and Arrow Points to provide immediate recognition for each boy.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square; Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

Business Items

- ▶ **Verify:** Check completion of **Achievement 10a** and **Elective 21** by reviewing the boys' handbooks.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 4e** ("Play a game of marbles.") For example, Marble Sharpshooter (*Wolf Handbook*, page 128):
 - Each player rolls five marbles towards glass bottle targets.
 - Score ONE point for each marble that rolls between the bottles without hitting a bottle.
- ▶ Marbles belt loop (*Cub Scout Academics and Sports Program*, page 109). Complete **requirements 1–3**.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting (belt loop).
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out permission slips for the fishing outing and picnic, if you are going somewhere other than your usual meeting place.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

Den Meeting 15





Wolf Den Meeting 16

Outdoor Adventure and Fishing

Elective 18. Elective 19.

Preparation and Materials Needed

- ▶ Make arrangements for a den family fishing outing and picnic.
- ▶ Research your local and state fishing guidelines. Determine whether a fishing license will be required for youth or adults participating in the fishing outing.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Fishing equipment and bait, picnic supplies and equipment, and first-aid kit.
 - Bring a book or chart with pictures of different types of local fish.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Electives 18a** ("Help plan and hold a picnic with your family or den.") and **18b** ("With an adult, help plan and run a family or den outing."): Have a den family picnic.
- ▶ Fishing: **Electives 19a, 19b, 19c, 19d, 19e, and 19f**:
 - **19a** ("Identify five different kinds of fish.")
 - **19b** ("Rig a pole with the right kind of line and hook. Attach a bobber and sinker, if you need them. The go fishing.")
 - **19c** ("Fish with members of your family or an adult. Bait your hook and do your best to catch a fish.")
 - **19d** ("Know the rules of safe fishing.")
 - **19e** ("Tell about some of the fishing laws where you live.")
 - **19f** ("Show how to use a rod and reel.")
- ▶ Then go fishing with an adult, following the rules for safe fishing and obeying local and state fishing regulations.
- ▶ **Note:** You may not be doing fishing, so adjust if you have picked some other event.
 - Many options, such as kites, games, or other sports.
 - **Other Suggestions:** Pick a game or relay from another portion of this Guide, or the *Cub Scout Leader How-To Book*, No. 33832.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers. All boys should now have earned their Cub Scout World Conservation Award.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Ask parents to sign for any other electives the boy has completed during the year. Remind the boys to bring their handbooks to the next meeting to review and sign off any additional electives they may have completed outside of the den meetings during the year.
- ▶ Hand out or send family information letter.

Den Meeting 16



After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Wolf Den Meeting A

Grow Something and Bird Nests

Elective 15. Elective 13.

Preparation and Materials Needed

- ▶ Encourage Cub Scouts to participate in your pack's summertime activities, such as marching in parades, going to a ball game, having a campfire and marshmallow roast, and participating in Cub Scout day camp. Boys may be able to earn the National Summertime Pack Award pin by participating in events.
- ▶ It is recommended that the den (now a Bear Cub Scout den!) plan an activity or outing at least once a month during the summer so that the den will qualify for the National Den Award. (The National Den Award requirements and application can be found at www.scouting.org/CubScouts/Leaders/Forms.aspx.)
- ▶ Obtain permission to plant flowers or bulbs at your meeting place, school, park, or church.
- ▶ Recruit one or more green-thumb or gardening types to help lead and teach this, if possible.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Garden tools and enough flowers or bulbs and soil amendments so each boy can plant several.
 - Bring bird nesting material (short pieces of yarn, straw, or string), and mesh bags (like three or five pounds of onions/potatoes come in at a grocery store, or make bags out of hardware cloth).
 - Have books available about American Indians for loan to Cub Scouts who did not complete **Elective 10a** at home.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader), especially check handbooks for completion of **Elective 10a**.
- ▶ Assign parents to meeting roles and hand out a meeting plan to each. If you're on a field trip, collect permission slips from parents who are not staying.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 15b** ("Plant and raise a flower bed.") or **Elective 15a** ("Plant and raise a box garden."):
 - Plant flowers or bulbs on the grounds of your meeting place, school, park, or church.
 - If applicable, assign Scouts and families jobs to return and water as/if needed.
- ▶ **Elective 13b** ("Put out nesting material (short pieces of yarn and string) for birds and tell which birds might use it."):
 - Put out the bird nesting material when you go outdoors to plant the flowers or bulbs.
 - Put the nesting material into the mesh bags, and tie them up off the ground.
 - **Suggestion:** If you put out birdhouses in Meeting 10, you can put nesting material on or near those.
- ▶ Have the boys and adults walk around and pick up trash, and make the area neat and clean.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Supplemental Wolf Den Meeting B

Spare Time Fun
Elective 5.

Preparation and Materials Needed

- ▶ These den meetings can be held in advance of your pack's annual pinewood derby. If you're doing this meeting after your pinewood derby, then find something else fun and interesting to build.
- ▶ Ideally, make arrangements for your den to take a Go See It to a parent's house that has a good (and safe) area for woodworking. A local hardware store may be willing to assist you for this work.
- ▶ **Note:** Power tools are not appropriate for use by Cub Scouts. (See Age-Appropriate Guidelines for Scouting activities at www.scouting.org/HealthandSafety/Resources/AgeAppropriateGuidelines.)
- ▶ Materials checklist (add to your den Cub tub of U.S. and den flags, paper and pencils, other supplies):
 - Pinewood derby car kit for each boy. These can be purchased at your local Scout shop.
 - Saws, hammers, wood rasps, drills, weight inserts (washers, fishing weights or other), sandpaper, paint, decals, smocks. A good scale to weigh the cars is very useful.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square; Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

Business Items

- ▶ Explain the upcoming pinewood derby, what you know of the participation and competition rules, and how you'll go about making the cars today. Outline all safety ground rules for your location and attendees.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 5** ("Make or put together some kind of model boat, airplane, train, or car."): Build pinewood derby cars with each Scout.
 - It will likely take two or more meetings to make the pinewood derby car.
 - Start by cutting and sanding the block of wood.
 - The den leader may wish to hold all of the wheels and axles until the second meeting. The cars can be painted at the next meeting. Apply decals when the paint is dry.
 - The Cub Scout and adult should make the car together as a project. Don't let the Cub Scout just stand around while the adult cuts and sands and does all the work. Parents should shape with tools, power tools or whatever (let the Scout help as he can on the rasping and sanding), and then direct the rest of the action while showing the boy each step in building a car. Let your Scout work to his ability.
 - Den leaders: Watch carefully, and be sure that adult partners don't get carried away with this project and leave out their Cubs in the process. If this is a risk, you might suggest to your pack that they have an adult division so the adult partners can have a way to participate while allowing their Cub Scouts to really do their own cars.

- ▶ Watch this meeting carefully, because you'll probably need some breaks. Be sure to mix in brief games and songs (serious or silly) to change the pace of the meeting. Cub Scouts have short attention spans, and you and they will have more fun and focus better if you mix it up.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Supplemental Wolf Den Meeting C

Spare Time Fun

Elective 5.

Preparation and Materials Needed

- ▶ See Supplemental Wolf Den Meeting B for the details.
- ▶ Ideally, all Cubs have completed the rough assembly of the car kits, and so no sawing or shaping will be needed, but if some need to catch up, you may need all of those materials again for this meeting.
- ▶ Materials checklist (add to your den Cub tub of U.S. and den flags, paper and pencils, other supplies):
 - Pinewood derby car kits in process for each boy.
 - Bring the rules for your derby about how your cars are to be built.
 - Saws, hammers, wood rasps, drills, weight inserts (washers, fishing weights or other), sandpaper, paint, decals, smocks. A good scale to weigh the cars is very useful.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

Business Items

- ▶ Review the upcoming pinewood derby, what you know of the participation and competition rules, and how you'll go about making the cars today. Outline all safety ground rules for your location and attendees.
- ▶ This would be a good time for each Cub to show his car in process and describe how he is going to finish the car and complete the design.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 5** ("Make or put together some kind of model boat, airplane, train, or car."): Build pinewood derby cars with each Scout.
 - Ideally, today is decoration and completion day, so there should be less need for adult partners to make the car, and more opportunity for adult partners to assist and coach the Scouts on their painting, gluing, stickers, and design elements.
 - Den leaders: Watch carefully, and be sure that adult partners don't get carried away with this project and leave out their Cub Scouts in the process. If this is a risk, you might suggest to your pack that they have an adult division so the adult partners can have a way to participate while allowing their Cubs to really do their own cars.
- ▶ Watch this meeting carefully, because you'll probably need some breaks. Be sure to mix in brief games and songs (serious or silly) to change the pace of the meeting. Cub Scouts have short attention spans, and you and they will have more fun and focus better if you mix it up.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Den Meeting D



Supplemental Wolf Den Meeting D

Swimming and Boating Safety Rules

Achievement 1h and i. Elective 20b. Swimming Belt Loop.

Preparation and Materials Needed

- ▶ Make arrangements for the boys to swim at a pool. Arrange for adequate adult supervision.
 - Have parents and leaders take the Safe Swim Defense and Safety Afloat online training at www.scouting.org/my scouting.
 - If you've arranged for a lifeguard or supervisor at the pool to conduct instruction and lead the activity, provide them with a copy of this plan.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Scouts and others to bring swimsuits and towels, sunscreen if needed
 - Swimming belt loops for each Scout

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Achievement 1h:** Using a basic swim stroke, swim 25 feet.
- ▶ **Achievement 1i:** Tread water for 15 seconds or as long as you can. Do your best.
- ▶ **Elective 20b:** Know boating safety rules:
 - Go boating only with a grown up.
 - Wear a personal floatation device.
 - Don't overload the boat.
 - Stay with the boat, even if it leaks. It will keep you afloat.
 - When you see lightning or a storm coming, head for shore.
- ▶ **Swimming belt loop:** Complete these three:
 - Explain the rules of Safe Swim Defense. Emphasize the buddy system.
 - Play a recreational game in the water with your den, pack, or family.
 - While holding a kickboard, propel yourself 25 feet using a flutter kick across the shallow end of the swimming area.

Safe Swim Defense

This is to verify that _____

has satisfactorily completed specific instruction in Safe Swim Defense and has agreed to use the eight defenses in this plan on every occasion when _____ goes swimming.

(Unit and No.) _____

This card is good for two years from date: _____ Council _____

Boy Scouts of America

Signed: _____

Aquatics Counselor Approved by Council _____

BOY SCOUTS OF AMERICA

Safe Swim Defense

Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense training, have a commitment card (No. 34243) with them, and agree to use the eight defenses in this plan.

Want More Fun Activities?

For the recreational game, you might play a water game, if permitted at your pool:

- ▶ Pool volleyball? Cannonball contest? Pool tag?
- ▶ Ping-pong race: Scout blows a ping-pong ball ahead of him as he swims a given distance. He cannot touch the ball with his body.
- ▶ Newspaper delivery: Each Scout swims a distance on his back carrying a newspaper, and hands the paper to a judge at the finish line. The judge decides the winner on the basis of whose newspaper remained the driest.
- ▶ Or play your den's favorite water games.



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Wolf Den Meeting E

Be an Actor and Be an Artist

Elective 2. Elective 12d.

Preparation and Materials Needed

- ▶ Identify any parents or other pack resources who have an interest in theater. Alternatively, you might see if a school drama teacher or community theater actor or set person would like to help. You might do this meeting as a field trip to that location if the theater is willing to assist you.
 - If you arrange a trip, be sure your host knows how long you need to have someone make a presentation, and that you've confirmed what can or should be covered for the Scouts.
 - Consider whether you can then perform your skit at an upcoming pack meeting or pack event.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - A variety of costumes or old clothes that can be used as costumes
 - Materials for scenery and props that line up with the likely skits you will select
 - Paper sacks for creating masks
 - Markers, yarn, glue, colored construction paper, and other craft supplies to decorate the masks
 - You might bring a selection of Cub Scout skits for the Scouts to review and choose.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 2a** ("Help to plan and put on a skit with costumes."):
 - You might bring skit suggestions, or provide some costume materials and see if the Scouts can come up with their own skit.
- ▶ **Elective 2b** ("Make some scenery for a skit.") and **Elective 12d** ("Help draw, paint, or color some scenery for a skit, play, or puppet show."):
 - To be determined based on the materials available and the plan for the skit.
 - If you do this over two meetings, you can identify needed elements for the second meeting.
- ▶ **Elective 2c** ("Make sound effects for a skit."):
 - To be determined based on the materials available and the plan for the skit.
 - Page 119 of the *Wolf Handbook* gives some ideas that you may want to incorporate into the skit.
 - Scouts will likely have additional ideas about sounds for the skit.



- ▶ **Elective 2d** (“Be the announcer for a skit.”):
 - This may rotate among the Scouts as they rehearse, if all are keen to earn this, or you will hopefully do several skits for the pack over the course of the year.
- ▶ **Elective 2e** (“Make a paper sack mask for a skit.”):
 - Optional, but this gives some additional costuming and “Be an artist” activity.
- ▶ Present your skit!

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Wolf Den Meeting F

Make It Yourself

Elective 3.

Preparation and Materials Needed

- ▶ If you are not a craftsperson, this is a great opportunity to enlist another parent who can lead crafts.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies).
For each boy, the following:
 - Rectangular block of wood, 3 by 4 inches and ½ to ¾ inches thick
 - Triangular piece of wood, 3 inches on one side
 - Spring-type clothespin
 - Wood glue
 - (Optional) Paint or stain to finish recipe card holder
 - Smocks or large old shirts

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 3a** ("Make something useful for your home or school. Start with a recipe card holder."):
 - See diagram on page 124 for the recipe card holder.
 - One rectangular piece of wood, 3 by 4 inches, can be used for the base.
- ▶ **Elective 3b** ("Use the ruler on this page (125) to see how far you can stretch your hand.")

Want More Fun Activities?

This meeting may need a dose of Feats of Skill or games for active fun!

- Be ready, if you sense it is dragging, to pull out a quick game or quick set of Feats of Skill.
- Other Suggestions: Pick a game or relay from another portion of this Guide, or pull something from the emergency fun box.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Supplemental Wolf Den Meeting G

Outdoor Adventure

Elective 18.

Preparation and Materials Needed

- ▶ Well in advance, select a date, time, and location for your picnic and inform the den. If needed because of weather, you can picnic indoors. You may wish to plan this event with another den or with your entire pack.
- ▶ Plan a meal or snack arrangements according to the time of day of your event. Each family could bring their own picnic or each family could bring part of the meal.
- ▶ With the families of the boys in the den, decide who will bring what food and picnic supplies.
 - Determine what sort of games your den would like to play at the picnic. Take ideas from families and/or assign families to bring their favorite games to play.
 - You might choose the games in **Elective 4**.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Food and picnic supplies (to the extent not delegated to other families).
 - If you will be outdoors, bring sunblock and a first aid kit.
 - Game supplies for the games you will play, to the extent parents don't bring them:
 - Pie tins and washers or pennies for washer toss
 - Marbles and targets for Marble Sharpshooter
 - Rings and a stake or stick for the ring toss game (you could bring rings, or make them out of roper, rubber, wire, heavy cardboard or folded newspaper)
 - For a bean bag toss game, bean bags and a target (could be flower pots, or create a target like the one shown on page 130 of the *Wolf Handbook*)
 - A "flag" to play Capture the Flag (**Elective 4f**) (could be a neckerchief)
 - A treasure for a treasure hunt, dried beans (or a substitute) in a jar (**Elective 18c**)

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 18a** ("Help plan and hold a picnic with your family or den.")
- ▶ Picnic games: choose from the following (**Note:** Some of the games can be played in groups of two to four; some are for the whole den and family members):
 - **Elective 4a:** Pie-tin Washer Toss
 - **Elective 4b:** Marble Sharpshooter

- **Elective 4c:** Ring Toss
- **Elective 4d:** Beanbag Toss
- **Elective 4f:** A wide-area or large group game with your den or pack. Could be ultimate, could be Capture the Flag, could be something else.
- Other games that the den likes.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Supplemental Wolf Den Meeting H

Spare Time Fun

Elective 5.

Preparation and Materials Needed

- ▶ Identify any parents or other pack resources who have an interest in kites.
- ▶ See also for more ideas, the following:
 - See the ideas on page 132 and following of the *Wolf Handbook* for kite designs.
 - Do an Internet search for “kite designs for kids” and figure out which ones are best for you.
- ▶ Make arrangements for a field trip to a field or other outdoor space where you can fly the kites.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - If you follow the *Wolf Handbook* design for a paper bag kite:
 - Large paper grocery bag for each boy (bring extras)
 - Tape
 - Single-hole punch (optional)
 - If you follow other kite designs from the *Wolf Handbook* or other sources, follow their instructions.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 5a** (“Explain safety rules for kite flying.”):
 - Fly kites away from electrical wires.
 - Fly kites in fair weather. Put them away if a storm approaches.
 - Make kites with paper and wood, never metal; it might attract lightning.
 - Use dry string for kite line.
 - Fly kites in an open field or park, never on a street or railroad line.
 - If a kite gets caught in wires, a treetop or somewhere else, have your parent or another adult see if it can be saved.
- ▶ **Elective 5b** (“Make and fly a paper bag kite.”) See the ideas on pages 133–134 and following of the *Wolf Handbook*.

Want More Fun Activities?

This meeting may need a dose of Feats of Skill or games for active fun!

- ▶ Be ready, if you sense it is dragging, to pull out a quick game or quick set of Feats of Skill.
- ▶ Other suggestions: Pick a game or relay from another portion of this Guide, or pull something from the emergency fun box.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Supplemental Wolf Den Meeting I

Make It Yourself

Electives 3c and 3d.

Preparation and Materials Needed

- ▶ For this meeting, you'll want to meet where you have safe access to, and supervision of, woodworking tools. You might make arrangements for a field trip to your local hardware store, lumberyard, or local woodworker (your pack may have ideas about who has safe woodworking tools; chartered organization maintenance or facilities personnel may be willing to assist).
- ▶ Working with tools requires greater supervision, so have additional parents who are handy with tools.
- ▶ **Note:** Power tools are not appropriate for use by Cub Scouts. (See Age-Appropriate Guidelines for Scouting activities at www.scouting.org/HealthandSafety/Resources/AgeAppropriateGuidelines).
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring wood to build a bench fork and doorstops for each Boy (**Electives 3c and 3d**). See plans on pages 126-127 of the *Wolf Handbook*.
 - Bring hand saws, coping saws, C-clamp, safety glasses, and markers.
 - Sanding paper and paint or stain to make the doorstop.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 3c** ("Make and use a bench fork.") and **Elective 3d** ("Make a door stop."): See plans on pages 126-127 of the *Wolf Handbook*.

Want More Fun Activities?

This meeting may need a dose of Feats of Skill or games for active fun!

- ▶ Be ready, if you sense it is dragging, to pull out a quick game or quick set of Feats of Skill.
- ▶ Other Suggestions: Pick a game or relay from another portion of this Guide, or pull something from the emergency fun box.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.



After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.
- ▶ Identify any parents or other pack resources who have an interest in machines, preferably with access to trucks or construction equipment. Alternatively, you might see if a construction site, or a manufacturing facility or farm, would allow you to do this meeting as a field trip where they can show you their machinery.
 - Be sure your host knows how long you need to have someone make a presentation, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.



Supplemental Wolf Den Meeting J

Machine Power

Elective 8.

Preparation and Materials Needed

- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Hardhats and/or safety glasses, if necessary
 - If you don't have a field trip or visitor, have books or other information available about machines, and/or models of trucks and/or construction machinery.
 - If you aim to complete other **Elective 8** achievements, then bring these items:
 - For **Elective 8b**, a wheelbarrow, or other tool that uses a wheel and axle.
 - For **Elective 8c**, a pulley (from a hardware store, or perhaps you have blinds that operate on this). Ideally, borrow a block and tackle to show how pulleys can lift heavy things. A field trip site may well have this on-site.
 - For **Elective 8d**, an empty milk carton, a pencil, paper clip, tread, and a cup.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 8a** ("Name 10 kinds of trucks, construction machinery, or farm machinery and tell what each is used for.") If possible, have the boys see the machines in use. If on a field trip, this may fill up your meeting time.
- ▶ If not a field trip, you might do other **Elective 8** achievements:
 - **Elective 8b** involves a wheelbarrow or other tool that uses a wheel and axle. But you'll need to create some work to be done with the tool!
 - For **Elective 8c**, this is a pulley (from a hardware store, or perhaps you have blinds that operate on this).
 - Ideally, borrow a block and tackle to show how pulleys can lift heavy things.
 - A field trip site may well have this on site.
 - For **Elective 8d** and the windlass, use an empty milk carton, a pencil, paper clip, tread, and a cup.
 - (See *Wolf Handbook*, page 151)
 - Ideally, use this to transport something. Perhaps snack items?

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Supplemental Wolf Den Meeting K

Be an Artist
Elective 12.

Preparation and Materials Needed

- ▶ Identify any parents or other pack resources who have an interest in art. Alternatively, you might see if a hobbyist or art teacher can visit your den meeting, or you might do this meeting as a field trip to an art classroom or artist's studio if they are willing to assist you.
 - Be sure your host knows how long you need to have someone make a presentation, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Crayons or washable colored markers
 - Red, yellow, and blue paint
 - Paper for drawing and painting
 - Poster board
 - Smocks or large old shirts

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 12b** ("Tell a story in three steps by drawing three cartoons.") Allow each Scout to develop his own cartoon story.
- ▶ **Elective 12c** ("Mix yellow and blue paints, mix yellow and red, and mix red and blue. Tell what color you get from each mixture.")
- ▶ **Elective 12f** ("Make a poster for a Cub Scout project or a pack meeting.") Have each boy, or boys working in pairs, make a poster promoting the pack's conservation project, or a pack meeting, pinewood derby, summer camp, or other pack activity.

Want More Fun Activities?

This meeting may need a dose of Feats of Skill or games for active fun!

- ▶ Be ready, if you sense it is dragging, to pull out a quick game or quick set of Feats of Skill.
- ▶ Other Suggestions: Pick a game or relay from any of those provided throughout this guide, or pull something from the emergency fun box.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Supplemental Wolf Den Meeting L

Grow Something

Elective 15e.

Preparation and Materials Needed

- ▶ Make arrangements for a field trip to a local botanical garden or other agricultural exhibition.
 - Consider whether local colleges, science museums, or nature centers have exhibits.
 - Someone who has a large and interesting private garden may be willing to host you.
 - Be sure your host knows how long you need to have someone make a presentation, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - None unique

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 15e** ("Visit a botanical garden or other agricultural exhibition in your area.")
- ▶ This meeting may need a dose of Feats of Skill or games for active fun!
 - Be ready, if you sense it is dragging, to pull out a quick game or quick set of Feats of Skill.
 - Other Suggestions: Pick a game or relay from any of those provided throughout this guide, or pull something from the emergency fun box.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Wolf Den Meeting M

Family Alert

Elective 16.

Preparation and Materials Needed

- ▶ Identify any parents or other pack resources who have an interest in emergency preparedness.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Water and water purification tablets or a purification filter
 - Paper and pencil for each boy to make a list of first aid supplies
 - (Optional) first-aid supplies

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 16a** ("Talk with your family about what you will do in an emergency."):
 - You can discuss this in the den, about what the den would do in an emergency.
 - Pick different types of emergencies: fire, flood, windstorm, blizzard.
 - Scouts should then discuss this with their families following the den meeting.
- ▶ **Elective 16b** ("In case of a bad storm or flood, know where you can get safe food and water in your home. Tell how to purify water. Show one way. Know where and how to shut off water, electricity, gas, or oil."):
 - Using water purification tables, show how to purify water following the directions that came with the tablets.
 - If in a home, and with the owner's permission, show how to the turn off water, electricity, gas, or oil.
- ▶ **Elective 16c** ("Make a list of your first-aid supplies, or make a first-aid kit. Know where the first-aid things are kept."):
 - Find these in your meeting location.
 - Show the boys the first-aid supplies you brought and explain how each is used.

Want More Fun Activities?

This meeting may need a dose of Feats of Skill or games for active fun!

- ▶ Be ready, if you sense it is dragging, to pull out a quick game or quick set of Feats of Skill.
- ▶ Other Suggestions: Pick a game or relay from another portion of this Guide, or pull something from the emergency fun box.

Supplemental Den Meeting M



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Wolf Den Meeting N

Sports
Elective 20.

Preparation and Materials Needed

- ▶ **Note:** This meeting can be repeated for soccer, flag football, basketball, tennis, table tennis, badminton.
- ▶ Identify any parents or other pack resources who have an interest in or who coach the sport.
- ▶ Make arrangements for a field trip to a field where you can play the game.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring bats, balls, baseball gloves. Invite the boys' families to attend.
 - For other games in other versions of this meeting (soccer, flag football, basketball, tennis, table tennis, badminton), bring the necessary equipment.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 20i:** Play a game of baseball or softball.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Wolf Den Meeting O

Say It Right

Elective 22.

Preparation and Materials Needed

- ▶ Identify any parents or other pack resources who have facility in foreign languages to help lead this.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - *Wolf Handbooks*
 - Paper and markers to make invitations

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include: Gather in a line, circle, or square. Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 22a:** Say "hello" in a language other than English. (Examples given in *Wolf Handbook*, page 218)
- ▶ **Elective 22b:** Count to 10 in a language other than English. (Examples given in *Wolf Handbook*, page 219)
- ▶ **Elective 22c:** Tell a short story to your den, your den leader, or an adult. Search *Boys' Life* magazine, www.boyslife.org, for stories, if needed.
- ▶ **Elective 22d:** Tell how to get to a nearby fire station or police station from your home, your Den Meeting place, and school. Use directions and street names. Have each Scout do this. You can change the destinations as needed to meet abilities.
- ▶ **Elective 22e:** Invite a boy to join Cub Scouting. Write out an invitation letter.

Want More Fun Activities?

This meeting may need a dose of Feats of Skill or games for active fun!

- ▶ Be ready, if you sense it is dragging, to pull out a quick game or quick set of Feats of Skill.
- ▶ Other Suggestions: Pick a game or relay from another portion of this Guide, or pull something from the emergency fun box.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.
- ▶ Arrange a field trip to an ice cream shop to reward yearlong good behavior. You can do this in another location, or another way (even a party in your regular den meeting space).
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Any final advancement to be awarded in the den meeting.
 - If you're doing your party in your space, bring food and drinks and supplies as you like.





Template for Sample Parent Information Letter or E-Mail

Adapted from examples shown at www.scouting.org/CubScouts/Leaders/DenLeaderResources.aspx.

_____, 20__

Dear Wolf Den Cub Scout Parents:

Today we completed the following achievements or electives from your son's *Wolf Handbook*:

_____ <copy applicable summary from the meeting plan>. Our special guest leaders were _____ and _____, who _____ <praise the contributions!>.

For our next den meeting on _____ day, _____, 20__ at _____, we will be working on these achievements or electives from your son's *Wolf Handbook*: _____ <copy applicable summary from the meeting plan>. To help prepare, please have your son complete the _____ which he received at the den meeting (if you need another, please let me know) or review those requirements in your son's *Wolf Handbook*. Our special guest leaders planning to assist at that meeting are _____ and _____.

If you would like to assist at this or another meeting, please let me know! Our summary of the den meeting dates, plans, and rank requirements to be covered is set forth below.

We have a pack meeting on _____ day, _____, 20__ at _____. The current program for that event is as follows: _____. Our den will _____.

We also have an upcoming pack outing on _____ day, _____, 20__ at _____, where we will _____. Please sign up for that event by contacting _____ or _____.

<Note: This concept, and the list below the meeting dates, could be given all at once, or when needed (or both)> Finally, let me remind you that there are a number of achievements from your son's handbook that must be completed by you at home, and you—as "Akela," a leader—should review those with your son, and sign off in the handbook when it is complete. A list is provided below for your convenience. Some of these (like requirements related to faith) are clearly family matters, many of these are part of what you will do anyway as you raise your son, and others you will be glad to have (like doing chores around the house).

Thank you for your help in leading all of our great Scouts.

_____, den leader [*Note: Or assistant DL, if the ADL does this*]

Phone Numbers: _____

E-Mail Address: _____

Upcoming Dates and Meetings [*Note: Be sure to adjust as you change the sequence or requirements covered*]:

Date	Den Meeting Plan	Rank Requirements/Electives to Be Covered
__/__/__	1: Bobcat and Your Flag	Achievement 2b or 2f. Bobcat (partial). Elective 9b (partial). Elective 12e. Achievement 8b–e: How to Protect Your Children From Child Abuse
__/__/__	2: Your Flag and Feats of Skill	Achievements 2a and 1a–f
__/__/__	3: Your Flag and Sports Electives	Achievements 2c, 2d, 2e, 2g, and 3a. Elective 20h, 20i, 20j, and one of 20k, 20l, or 20m), Bowling belt loop
__/__/__	4: Keep Your Body Healthy and Bowling Field Trip	Achievement 3a–c. Elective 20g. Bowling belt loop
__/__/__	5: Know Your Home and Community and Be Safe at Home and on the Street	Achievements 4a–d, 4f, 7e, and 9a–e
__/__/__	6: Make a Gift and Sing-Along	Achievements 4a–e and 9b–d. Electives 9b–c and 11a

__/_/_	7: Your Living World and Tie It Right	Achievements 4e, 6b, 7a–f, and 8c–e. Electives 9b–c and 17a–c
__/_/_	8: Cooking and Eating and Start a Collection	Achievements 4e, 6a, 6c, and 8a–e
__/_/_	9: Tools for Fixing and Building	Achievements 5a–e, 10, and 11. Elective 13c
__/_/_	10: Birds	Achievements 10a–g and 11. Elective 13a–f
__/_/_	11: Making Choices	Achievement 12a and four from 12b–k. Elective 13f
__/_/_	12: Books, Books, Books	Achievement 12a–k. Elective 6a, 6c, and 12a
__/_/_	13: Pets	Elective 14b–d
__/_/_	14: American Indian Lore	Electives 10a, 10c, 10f, and 21
__/_/_	15: Marbles	Achievement 10a. Electives 4e and 21. Marbles belt loop
__/_/_	16: Outdoor Adventure and Fishing	Electives 18a, 18b, and 19a–f

Supplemental Meeting A: Grow Something and Birds	Electives 10a, 13b, 15a or b
B: Spare Time Fun, Part 1	Elective 5
C: Spare Time Fun, Part 2	Elective 5
D: Swimming and Boating Safety Rules	Achievement 1j and 1i. Elective 20b. Swimming belt loop
E: Be an Actor, Be an Artist	Electives 2 and 12d
F: Make It Yourself	Elective 3a–b
G: Outdoor Adventure	Electives 18a, 4a–f
H: Spare Time Fun	Elective 5a
I: Make It Yourself	Elective 3c and 3d
J: Machine Power	Elective 8a–d
K: Be an Artist	Elective 12b, c, f
L: Grow Something	Elective 15e
M: Family Alert	Elective 16a–c
N: Sports	Elective 20l
O: Say It Right	Elective 22a–e

Wolf “At Home” Achievements: Here are the achievements from the boys’ handbook that must be completed by the parent or guardian, at home, where the parent or guardian is “Akela,” a leader. After completion, the parent or guardian will sign off in the handbook. The den leader will acknowledge completion by initialing the handbook and recording the advancement.

- ▶ Complete the exercises in the parent’s guide, *How to Protect Your Children From Child Abuse*.
- ▶ **Achievement 3 KEEP YOUR BODY HEALTHY** (page 56): a) Make a chart and keep track of your health habits for two weeks. (We’ll send home the chart when it is time to do this).
- ▶ **Achievement 4 KNOW YOUR HOME AND COMMUNITY** (page 60): While we’ll talk about these in a den meeting, there will be “do at home” work for the following:
 - a) Make a list of phone numbers you need in case of an emergency. Put a copy of this list by each phone or in a central place in your home. Update it often. (List given in the book.)
 - b) Tell what to do if someone comes to the door and wants to come in.
 - c) Tell what to do if someone calls on the phone.
 - d) When you and your family leave home, remember to . . . (List given in the book.)
 - e) Talk with your family members. Agree on the household jobs you will be responsible for. Make a list of your jobs and mark off when you have finished them. Do this for one month.





- ▶ **Achievement 6 START A COLLECTION** (page 70): While we'll talk about this in a den meeting, it would be finished at home:
 - b) Make a collection of anything you like. Start with 10 things. Put them together in a neat way.

- ▶ **Achievement 8 COOKING AND EATING** (page 78): While we'll talk about this in a den meeting, some of it would need to be finished at home:
 - b) Plan the meals you and your family should have for one day. List things your family should have from the food groups shown in the food group pyramid. At each meal, you should have foods from at least three food groups.
 - c) Help fix at least one meal for your family. Help set the table, cook the food, and wash the dishes.
 - d) Fix your own breakfast. Wash and put away the dishes.
 - e) With an adult, help to plan, prepare, and cook an outdoor meal.

- ▶ **Achievement 9 BE SAFE AT HOME AND ON THE STREET** (page 82): While we'll talk about this in a den meeting, some of it would need to be finished at home:
 - b) WITH AN ADULT, check your home for hazards and know how to make your home safe.
 - c) WITH AN ADULT, check your home for danger from fire.

- ▶ **Achievement 10 FAMILY FUN** (page 88): Do requirement a and do TWO of requirements 10b through 10g: (Extra ones count as electives.):
 - a) Complete the Character Connection for Cooperation.
 - **Know:** Discuss these questions with your family: What is "cooperation"? Why do people need to cooperate when they are doing things together? Name some ways that you can be helpful and cooperate with others.
 - **Commit:** Discuss with your family what makes it hard to cooperate. How do listening, sharing, and persuading help us cooperate?
 - **Practice:** Practice being cooperative while doing the requirements for "Family Fun."
 - b) Make a game like one of these. Play it with your family. (Eagle Golf, Beanbag Archery.)
 - c) Plan a walk. Go to a park or a wooded area, or visit a zoo or museum with your family.
 - d) Read a book or *Boys' Life* magazine with your family. Take turns reading aloud.
 - e) Decide with Akela what you will watch on television or listen to on the radio.
 - f) Attend a concert, a play, or other live program with your family.
 - g) Have a family board game night at home with members of your family.

- ▶ **Achievement 11 DUTY TO GOD** (page 94):
 - a) Complete the **Character Connection for Faith**
 - **Know:** What is "faith"? With your family, discuss some people who have shown their faith—who have shown an inner strength based on their trust in a higher power or cause. Discuss the good qualities of these people.
 - **Commit:** Discuss these questions with your family: What problems did these faithful people overcome to follow or practice their beliefs? What challenges might you face in doing your duty to God? Who can help you with these challenges?
 - **Practice:** Practice your faith while doing the requirements for "Duty to God."
 - b) Talk with your family about what they believe is their duty to God.
 - c) Give two ideas on how you can practice or demonstrate your religious beliefs. Choose one and do it.
 - d) Find out how you can help your church, synagogue, mosque, temple, or religious fellowship.

- ▶ We might also have you do some of **Achievement 12, MAKING CHOICES** (page 100), and you might want to review those, too, to prepare your son for the right choices when we discuss them.

NOTES





BEAR DEN MEETINGS



Bear Cub Scout Den Meeting Plans

Den meeting plans are developed around a Scouting program year that is presumed to begin in early September and continue through May, at which time Cub Scouts would become involved in summertime Scouting activities. Two types of den meeting plans are offered for the den leader's use:

- ▶ Numbered plans: Programming for the program/school year (September through May), including rank advancement requirements for dens meeting twice a month
- ▶ Lettered or supplemental plans: Additional programming for dens meeting year-round or more than twice per month

Meeting Date	Den Meeting Plan No.	Bear Den Meeting Plans	Achievements/Electives Covered
	1	Bobcat, The Past Is Exciting and Important, and Building Muscles	Do: Bobcat 1–7. Achievements 8c, 8d, 8g, and 16a HA*: Bobcat 8. Achievements 3b, 8d and 16a
	2	What Makes America Special? and The Past Is Exciting and Important	Verify: Bobcat 8. Achievement 8d Do: Achievements 3a, 3b, 3d, 3j, 8b, and 8e. HA: Achievement 3b
	3	Ride Right	Verify: Achievement 3b, 16a Do: Achievement 14a, 14b, 14c, and 14e (14f)
	4	Law Enforcement Is a Big Job (police station visit)	Do: Achievement 7a–f HA: Achievements 7c–e, 1a, and 1b
	5	Ways We Worship, Law Enforcement Is a Big Job, and Sawdust and Nails	Verify: Achievement 7c–e Do: Achievements 1a, 1b, 7c–e, 20a, and 20b (20c) HA: Achievement 20c if not done in the den
	6	Sawdust and Nails and Games, Games, Games!	Verify: Achievement 20c if not done in the den Do: Achievements 15a and 20b
	7	What's Cooking?	Do: Achievement 9a, 9b, 9d, and 9e HA: Achievement 9c
	8	Be Ready!	Verify: Achievement 9c Do: Achievement 11a–e and 11g HA: Achievement 11e
	9	Building Muscles and Games, Games, Games!	Verify: 11e Do: Achievements 15b and 16a–c HA: Achievement 13a–g (any four)
	10	Saving Well, Spending Well and Games, Games, Games!	Verify: Achievement 13a–g (any four) Do: Achievement 15a–c HA: Achievement 6a
	11	The Past Is Exciting and Important and Information, Please	Verify: Achievement 6a Do: Achievements 8a, 17b, and 17c HA: Achievement 17a and 17d if not already done
	12 and 13	Sharing Your World With Wildlife	Verify: Achievement 17a and 17d if not already done Do: Achievement 5a–c and 5e. Wildlife Conservation belt loop optional HA: Achievements 5d and 6d–f

*HA = Home/family assignment

	14	Take Care of Your Planet	Verify: Achievements 5d and 6d–f Do: Achievement 6a–g (four of seven)
	15	Build a Model (pinewood derby car construction, part 1)	Do: Assignment 21a
	16	Build a Model (pinewood derby car construction, part 2)	Do: Assignment 21a



Supplemental Den Meeting Plans

Den Meeting Plan Letter	Bear Cub Scout Den Meeting Plan	Achievements/Electives Covered
A	Maps	Do: Elective 23a–e
B	Shavings and Chips	Do: Achievement 19a–d
C	Tying It All Up	Do: Achievement 22a–e
D	Build a Model (rockets)	Do: Achievement 21f and 21g
E	Magic!	Do: Elective 13
F	Jot It Down	Do: Elective 18a, 18d, 18e, 18g, and 18h
G	Nature Crafts	Do: Elective 12a
H	Space	Do: Elective 1c. Astronomy belt loop
I	Space	Do: Elective 1b, 1e, and 1f
J	Landscaping	Do: Elective 14
K	Farm Animals (field trip)	Do: Elective 16
L	Swimming**	Do: Elective 19. Swimming belt loop
M	Boats ***	Do: Elective 5
N	American Indian Life	Do: Elective 24
O	Build a Model	Do: Achievement 21e
P	Family Fun	Do: Achievement 10a
Q	Family Outdoor Adventure (den hike)	Do: Achievement 12b. Hiking belt loop
R	Let's Go Camping	Do: Elective 25a
S	Tall Tales	Do: Achievement 4

** *Note:* Using this plan requires completion by the leader(s) of Safe Swim Defense training. (See www.scouting.org.)

*** Using this plan requires completion by the leader(s) of Safety Afloat training. (See www.scouting.org.)

Bear Rank Achievements and Electives

To earn the Bear rank, a Cub Scout must complete 12 achievements out of a possible 24 that are offered in the book. This is VERY different from *Wolf* and *Tiger* where you had to “do every achievement category,” though in *Wolf* there are *some* choices. The Bear achievements are grouped in four major areas, God (1 and 2), Country (3–7), Family (8–13), and Self (14–24). Within each group, a required number of achievements must be completed (the details are in the *Bear Handbook*). So, in Bear, you don’t need to try to “do it all,” because you don’t have to do it all to earn the rank.

The den meeting plans select the achievements to be done so that rank advancement may be most efficiently achieved. In addition to the den activities, certain activities are **primarily done at home and signed off in the handbook by the boy’s parent** or adult family member after the boy has completed each task. The handbook is later shown to the den leader or assistant, who records the progress and also signs the boy’s book.



Bear Den Meeting 1

Bobcat, The Past Is Exciting and Important, and Building Muscles

Bobcat. Achievement 8. Achievement 16. Character Connection for Respect.

Preparation and Materials Needed

- ▶ With pack leaders, confirm who is in your den, and reach out to parents. Either distribute a talent survey or ask about interests, abilities, etc.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Prepare a family history chart (**Achievement 8d**, below) for distribution to each boy at the end of the meeting (an example is provided at the end of this meeting plan).
 - Bring an empty scrapbook (or three-ring binder) for use as the den scrapbook.
 - Print enough blank den scrapbook pages for each boy (see sample at the end of this meeting plan).
 - Tape measure for standing long jump, and softball. Tape (for start line)
 - Make a scrapbook page to record each Scout's push-ups, standing long jump, and hopefully the softball throw and curl-ups (see the example at the end of this meeting plan).
 - If you're doing a field trip, prepare permission slips for the field trip at Den Meeting 2.
 - Large paper or poster board and markers to write the den's code of conduct.
 - Cub Scout Immediate Recognition Emblems and beads
- ▶ Go to www.scoutingmagazine.org and click to get to the search page, and search "scrapbook" for more ideas and tips to help you in preparation.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Welcome new and returning Cub Scouts and parents.
- ▶ Get to know parents/engage them in the meeting.
- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed over the summer (a good job for an assistant den leader).

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.
- ▶ Provide index cards printed with the Cub Scout Promise and Law of the Pack for use by any new boys and adults.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.
- ▶ Effectively, everyone today is a "guest," so all should be introduced, which takes us to . . .

Business Items

- ▶ Have each Scout (and attending parent) introduce themselves. Note that you'll want to know more about each other, and part of that will be the family history chart for **Achievement 8d**.
- ▶ Discuss/remind what a den is, and how it fits in with a pack. Discuss your goals for the year and highlight/promote the cool activities. Discuss a den name, den yell, and other den identity elements (could include flag, totem, or neckerchief slide).
- ▶ Remind boys of behavioral expectations at den meetings. This is an opportunity to create your den's code of conduct for how the den should govern itself during meetings.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ Review or learn Bobcat requirements 1–7: Cub Scout Promise; Law of the Pack; Cub Scout motto, sign, handshake, salute; meaning of Webelos.



- **Suggestion:** Use a fun method to help the Scouts learn:
 - Could be a tape recorder to practice and listen
 - Could be flash cards
 - Could play “hangman” with phrases from the Law, Promise, Motto
 - Could be a Bobcat Relay Race:
 - Den divides into two teams, lining up for relay race on one end of room or field, with leaders and/or parent helpers on the other end, to test on the Cub Scout Promise; Law of the Pack; Cub Scout motto, sign, handshake, and salute; and meaning of Webelos.
 - Team members could go one at a time (run, skip, crawl, roll) to the leader, answers the Bobcat-related question, then returns to tag the next Cub Scout. If the Cub Scout can’t answer, he can go back and get help, then return and answer the question.
 - Scouts could come in pairs to work together and teach each other.
- ▶ **Achievement 8g:** Complete the Character Connection for Respect:
 - **Know:** As you learn about what Cub Scout–age life was like for adults you know, does what you learn change what you think about them? Tell how it might help you respect or value them more.
 - **Commit:** Can you think of reasons others might be disrespectful to people or things you value? Name one new way you will show respect for a person or thing someone else values.
 - **Practice:** List some ways you can show respect for people and events in the past.
- ▶ **Achievement 8c** (“Start or add to an existing den or pack scrapbook.”) and **8d** (“Trace your family back through your grandparents or great-grandparents.”)
 - Show empty scrapbook, distribute den scrapbook Scout page (example at the end of this meeting plan).
 - Have them start the work, and use the opportunity to have them describe (at least) parents and siblings so you get to know the Scouts and their families.
 - If you have this job, have this week’s den photographer take pictures for the scrapbook!
 - If you need more time, they can take home and complete.
- ▶ **Achievement 16a** (“Do physical fitness stretching exercises. Then do curl-ups, push-ups, the standing long jump, and the softball throw.”):
 - Have boys do physical fitness stretching exercises, then at least push-ups and standing long jump, maybe the softball throw and curl-ups.
 - Create a record of each boy’s numbers for the den scrapbook (example included at the end of this meeting plan).
 - Record on a scrapbook page with great ceremony.
 - Don’t worry about not doing it all today; this is a good “active” item to pair with passive ones, so go ahead and have a fun time doing some well, and catch up later.
 - Repeat these in future meetings to measure progress when you need a physical activity.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ If you’re doing a field trip next meeting, hand out permission slips.

▶ **Home Assignment:** With the help of parents, Cub Scouts should find out about two famous Americans (**Achievement 3b**). They should be prepared to report at the next meeting on what these people did or are doing to improve our way of life. Remind Cub Scouts and their families to work on **Achievement 16a** and record weekly results. If not started in the meeting, hand out a family history chart (at the end of this meeting plan) to be completed and returned at the next den meeting (**Achievement 8d**).

- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

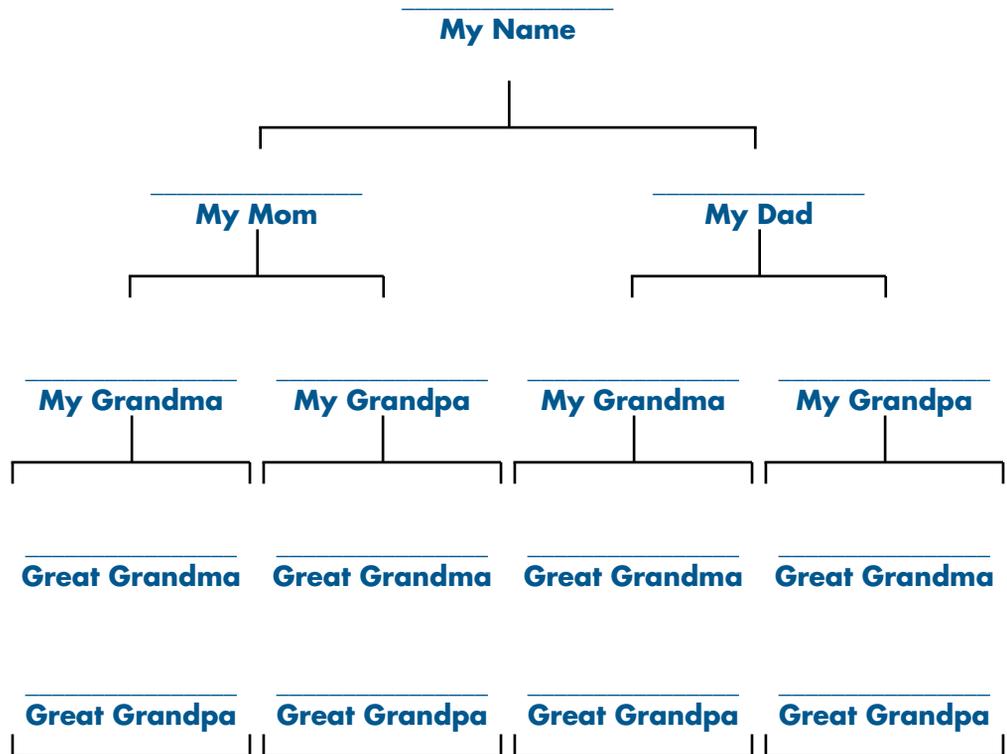
Den Meeting 1



Bear Cub Scouts

Achievement 8d: The Past Is Exciting and Important

(Trace your family back through your grandparents or great-grandparents. If possible, talk to a grandparent about what it was like when he or she was younger.)



Den Scrapbook Page

Pack _____ Den _____ Date: _____

My name: _____ Den Leader: _____

My family (parents, brothers, sisters, etc.): _____

My pets: _____

My favorite places: _____

My favorite things to eat: _____

Things I like to do with my family: _____

Things I like to do with my friends: _____

Things I want to do when I grow up: _____

Other things about me: _____

Den Meeting 1





Bear Cub Scouts—Achievement 16a

Achievement Record: Push-Ups, Standing Long Jump, Softball Throw, and Curl-Ups

Name: _____

Date:				
Curl-ups				
Push-ups				
Standing long jump				
Softball throw				

Name: _____

Date:				
Curl-ups				
Push-ups				
Standing long jump				
Softball throw				

Name: _____

Date:				
Curl-ups				
Push-ups				
Standing long jump				
Softball throw				

Name: _____

Date:				
Curl-ups				
Push-ups				
Standing long jump				
Softball throw				

Name: _____

Date:				
Curl-ups				
Push-ups				
Standing long jump				
Softball throw				



Name: _____

Date:				
Curl-ups				
Push-ups				
Standing long jump				
Softball throw				

Name: _____

Date:				
Curl-ups				
Push-ups				
Standing long jump				
Softball throw				

Name: _____

Date:				
Curl-ups				
Push-ups				
Standing long jump				
Softball throw				

Name: _____

Date:				
Curl-ups				
Push-ups				
Standing long jump				
Softball throw				

Name: _____

Date:				
Curl-ups				
Push-ups				
Standing long jump				
Softball throw				



Bear Den Meeting 2

What Makes America Special? and The Past Is Exciting and Important

Achievement 3. Achievement 8. Character Connection for Citizenship.

Preparation and Materials Needed

- ▶ If applicable, for Den Meeting 2, make arrangements to take a field trip to a local historical place of interest.
- ▶ If you can, invite someone who was a Cub Scout a long time ago to accompany (or visit) your den. Ask the historical place of interest if they have a tour guide/host who was a Cub Scout. If not, see if a dad or grandfather or trusted neighbor was a Cub Scout. Ask that person to be prepared to tell the boys what Cub Scouting was like then. Also, if that person is comfortable doing so, ask that person to help with the achievement discussions; provide this meeting plan in advance to assist them.
- ▶ Research when your state was admitted to the Union; its state bird, tree, and flower; and the symbolic elements of the state flag.
- ▶ **Achievement 3** (“What Makes America Special?”) provides: Do requirements (a) and (j) and any *two* of the others. This meeting plan offers options for more achievements that would be electives for Arrow Points after the badge is earned.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Paper or whiteboard or chalkboard to list “what makes America special to you.”
 - U.S. flag, den flag, and state flag or pictures of state flag. Pictures of bird, tree, flower, etc.
 - If you’re doing a field trip, prepare permission slips for the field trip to a bicycle shop at Den Meeting 3.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you’re snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader); especially collect completed family history chart from each boy (**Achievement 8d**) and add it to the den scrapbook (**Achievement 8c**). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you’re on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ **Verify:** Collect completed family history chart from each boy (**Achievement 8d**) and **Bobcat requirement 8**. Allow them time to talk about it and add to the den scrapbook.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Achievement 3d** (“Find out where places of historical interest are located in or near your town or city. Go and visit one of them with your family or den.”): Examples include a local historical house, building, museum, historical plaque, monument, cemetery, something old!
 - Your field trip activities will need to be determined with the staff at your destination.
- ▶ **Achievement 3a** (“Write or tell what makes America special to you.”) (Required). Have each boy discuss (you can use other adult leaders to create smaller groups for this):
 - Discussion can be “open” (call on Scouts as hands go up), or organized around the circle, but either way, be sure everyone gets to participate and no one is left out.



A great way to inform and involve parents is to pass out a family information letter at the end of each meeting.

- Adults can participate too, if needed to get the conversation going.
- A flip chart or whiteboard on which you write answers can help focus attention and reward good ideas.

- ▶ **Achievement 3j:** Complete the Character Connection for Citizenship. (Required)
 - **Know:** Tell ways some people in the past have served our country. Tell about some people who serve our country today. (Don't forget about ordinary people who serve our country.)
 - **Commit:** Tell something that might happen to you and your family if other people were not responsible citizens. Tell one thing you will do to be a good citizen.
 - **Practice:** Tell three things you did in one week that show you are a good citizen.
- ▶ **Achievement 3b** ("With the help of your family or den leader, find out about two famous Americans. Tell the things they did or are doing to improve our way of life.") (**Note:** this could be an elective.)
- ▶ **Achievement 3e:** If time permits, show the state flag and seek answers to name the state bird, tree, flower, and date the state was admitted to the union. If boys have prepared information on a different state, ask them to share their findings with the den.
- ▶ **Achievement 8e** ("Find out some history about your community.") Discuss with the representative of the place you visit or with someone who was a Cub Scout a long time ago (**Achievement 8b**). See the *Bear Handbook* for discussion areas.

Want More Fun Activities?

- ▶ Invite someone who was a Cub Scout a long time ago, ideally a tour guide at your place of historical interest or another guest at your den meeting. If so, he might help complete (or reinforce) **Achievement 8b** (Talk about what Cub Scouting was like way back when) as an elective, by talking about his meetings, activities, and other memories.
- ▶ **Achievement 3f, 3h, and 3i.** As part of **Achievement 3f** ("Be a member of the color guard in a flag ceremony for your den or pack.") and **3h** ("Learn how to raise and lower a U.S. flag properly for an outdoor ceremony."), practice a flag ceremony.
 - By rotating flag ceremony opening/closings, you'll complete **Achievement 3f** well before the banquet.
 - If you have access to an outdoor flagpole, do **Achievement 3h** (raise/lower) and **3i** (outdoor flag ceremony).

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ **Home Assignment:** If not completed in Den Meeting 2, ask parents to help their sons complete **Achievement 3b** at home. Provide the Bike Safety Quiz and answers to help teach Scouts and parents. Remind Cub Scouts and their families to work on **Achievement 16a** and record weekly results. Completed achievement forms will be due at the next meeting.
- ▶ If you're doing a field trip next meeting, hand out permission slips for the field trip to a bicycle shop. **Note:** If you do a one-mile ride, the meeting may take approximately two hours to complete.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Bike Safety Quiz

A bicycle is not a toy; it is a vehicle and you are the driver!

Learn to share the road and Ride Safely.

1. Are there any times when you don't need to wear a helmet when riding a bike?

Answer: _____

2. Name three safe bike riding practices:

Answer: _____

3. What kinds of things should you check before you begin to ride?

Answer: _____

4. Where do most bicycle crashes occur?

Answer: _____

5. When riding your bike, it is important to stay alert at all times. Name three road hazards you should watch out for:

Answer: _____

6. Is it OK to ride a bicycle while listening to audio headphones?

Answer: _____

7. What is the most serious type of injury for cyclists?

Answer: _____

8. Always be a courteous cyclist. Remember, who has the right of way? Cyclists or pedestrians?

Answer: _____

9. How do you finish this sentence? Be Safe, Be _____! Sore *or* Seen?

Answer: _____

10. Always go with the flow of traffic, and stay to which side of the road?

Answer: _____

11. Before entering a roadway, you should look which ways for traffic?

Answer: _____

12. Where do you always need to check before changing lanes?

Answer: _____

13. Your bicycle helmet should cover your what?

Answer: _____

14. Your bicycle helmet should fit how?

Answer: _____

15. When making a turn, what do you do for others?

Answer: _____



Bike Safety Quiz Answers

A bicycle is not a toy . . . it is a vehicle and *you are the driver!*
Learn to share the road and *Ride Safely.*

1. Are there any times when you don't need to wear a helmet when riding a bike?

Answer: No, you should wear a helmet every time you get on any bike.

2. Name three safe bike riding practices:

Answers include:

- a. Ride single file.
- b. Obey traffic signs, signals, and lane markings.
- c. Always ride on the right side of the road, with traffic.
- d. Signal your moves to others.
- e. Check for traffic at an intersection.
- f. Stay alert at all times; slow down at driveways.
- g. _____

3. What kinds of things should you check before you begin to ride?

Answers:

- a. Inflate your tires properly.
- b. Check your brakes before riding.
- c. Always wear bright colors.
- d. Make sure you're not wearing clothes that can get caught in your bike.
- e. Carry your books and other possessions in a bicycle carrier or backpack.

4. Where do most bicycle crashes occur?

Answer: At intersections, including driveways.

5. When riding your bike, it is important to stay alert at all times. Name three road hazards you should watch out for.

Answers: Potholes, wet leaves, storm grates, cracks, gravel, broken glass or trash, water or oil, parked cars (doors flying open), _____

6. Is it OK to ride a bicycle while listening to audio headphones?

Answer: No.

7. What is the most serious type of injury for cyclists?

Answer: Head injuries.

8. Always be a courteous cyclist. Remember, who has the right of way? Cyclists or pedestrians?

Answer: Pedestrians.

9. How do you finish this sentence? Be Safe, Be _____! Sore or Seen?

Answer: Be Safe, Be Seen!

10. Always go with the flow of traffic, and stay to which side of the road?

Answer: The right side of the road.

11. Before entering a roadway, you should look which ways for traffic?

Answer: Left-right-left.

12. Where do you always need to check before changing lanes?

Answer: Beside you, in front of you, and behind you!

13. Your bicycle helmet should cover your what?

Answer: Forehead and the top of your head.

14. Your bicycle helmet should fit how?

Answer: Snugly, all straps snug and attached.

15. When making a turn, what do you do for others?

Answer: Signal your turn; show right and left turn signals.



Bear Den Meeting 3

Ride Right

Achievement 14.

Preparation and Materials Needed

- ▶ For Den Meeting 3, communicate with parents to make sure all boys have access to a bike and a proper helmet. Give the parents of non-riders advance notice so the boys have time to learn how to ride a bicycle.
 - Each boy participating in the bike ride must bring a bike and wear an approved bike helmet.
 - **Note:** Police departments often have community officers willing to talk about bike safety!
- ▶ Determine where a safe place would be to complete a bike ride to demonstrate bike skills.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bike safety quiz (An example is provided, as a resource to help teach Scouts and parents, on the next page.)
 - Bike repair tools (pumps, spare tubes, tire patch, other tools)
 - Your own bike and helmet!
 - Pylons, signs, or parents to mark your bike course (showing turns and stops)
 - If you do the belt loop, you should get the loops to award at the closing of the meeting.
- ▶ If applicable, if you'll do a field trip to a bicycle shop, make arrangements for the trip (this is optimal, but you can still complete this in an interesting and fun way in other ways—you can have a cycling club representative come to you, and parents can teach how to ride safely!):
 - Give the shop manager a copy of **Achievements 14a, 14c, 14d, and 14e** so the requirements can be completed during the field trip. Ask the manager to also include information on the importance of wearing approved bike helmets.
 - Arrange transportation to the bicycle shop or meet there. Determine where a safe place would be to complete your bike ride.
 - If you're doing a field trip, prepare permission slips for a field trip to the police station at Den Meeting 4.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ You might enlist attending parents to begin bike inspections and quiz tutorials to save time.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind all of appropriate behavior at the bike shop or during the event.
- ▶ **Verify:** Check completion of **Achievement 3b** and **16a** by reviewing the boys' handbooks.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Achievement 14a** ("Know the rules for bike safety. If your town requires a bicycle license, be sure to get one."):
 - Ideally, do this in smaller groups or individual "parent signoffs" (since you hopefully will have more parents than usual at this meeting).
 - You might use the bike safety quiz provided at the end of this meeting plan (which can go home with parents, too, as a resource for them, and to help you and parents go over bike safety rules with your Scouts).
 - If your town requires a bicycle license, be sure all boys get one.



- ▶ **Achievement 14c** (“Keep your bike in good shape. Identify the parts of a bike that should be checked often.”) and **Achievement 14e** (“Protect your bike from theft. Use a bicycle lock.”):
 - Ideally, do this in smaller groups or individual “parent signoffs” for this bike inspection (so that they can judge if the bike is ready).
- ▶ **Achievement 14b** (“Learn to ride a bike, if you haven’t by now. Show that you can follow a winding course for 60 feet doing sharp left and right turns, a U-turn, and an emergency stop.”):
 - This is to be done in the safe area bike course marked with pylons, signs and/or parents.
 - Do this one by one, with appropriate praise and help from the supervising parents.
- ▶ Make sure there is sufficient time and space for the Scouts to ride around and enjoy their bikes!

Want More Fun Activities?

If you’ve done **14a, b, c** and **e**, **Achievement 14** is complete. But you might do other items as electives or for fun:

- ▶ If you have time (or the need while on your ride!), change a bike tire (**14d**).
- ▶ As the meeting highlight, you can do a den one-mile ride (**14f**).
- ▶ If you’re doing a long ride, you might want to have water and a special snack on hand.
- ▶ Note also that the Bicycling belt loop requirements are:
 1. Explain the rules of safe bicycling to your den leader or adult partner.
 2. Demonstrate how to wear the proper safety equipment for bicycling.
 3. Show how to ride a bike safely. Ride for at least half an hour with your den.
- ▶ So if you do the one-mile ride, you will probably complete that belt loop!

Closing

- ▶ Thank any parents or guests who helped today. Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.
- ▶ Hand out copies of Bike Safety Quiz to take home (and complete); you can note the Bicycling pin and **Achievement 14** electives as items that can be done at home.
- ▶ If you’re doing a field trip, hand out permission slips for a field trip to a police station at Den Meeting 4.

Boys who have attended all den meetings and completed all home assignments have now earned their first red Progress Toward Ranks bead for the Bear rank (for **Achievements 3, 8, and 14**).

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Bear Den Meeting 4

Law Enforcement Is a Big Job

Achievement 7.

Preparation and Materials Needed

- ▶ For Den Meeting 4, if you'll take a field trip to a police station.
 - Make arrangements for a field trip to your local police station.
 - Ask if fingerprints can be taken during the visit.
 - If law enforcement cannot take fingerprints, then bring a nontoxic inkpad and paper for fingerprinting.
- ▶ Alternatively, ask a police officer, sheriff, or other law enforcement personnel to come to your den meeting. If so, ask if they can bring any tools for fingerprinting, or lifting fingerprints. Also, they could talk about bike safety to follow up this activity.
 - **Note:** Police departments often have community officers available for these visits.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies), if law enforcement personnel do not bring these:
 - Fingerprinting gear: nontoxic inkpad and paper. And clear cellophane tape.
 - If doing plaster casts, bring plaster, shoeboxes, bucket, and an old shoe.
 - Remind the boys to bring their *Bear Handbook*, No. 33451 (every week, but this one especially for the fingerprints that go in the handbook).
 - Cleaning supplies for inky fingers.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.
- ▶ If you are unable to complete **Achievements 3h** and **3i** at an earlier den meeting, the police station probably has an outdoor flagpole.
- ▶ Introduce police officer to the den.

Business Items

- ▶ Remind all of appropriate behavior at the police station or during the event.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Achievement 7b** ("Visit your local sheriff's office or police station, or talk with a law enforcement officer visiting your den or pack to discuss crime prevention."):
 - Ideally, visit your local police station or sheriff's office. Or have an officer visit your meeting.
 - Have the law enforcement officer discuss crime prevention, including the following *Bear Handbook* achievements.
- ▶ **Achievement 7c** ("Help with crime prevention for your home."):
 - Discuss ways this can be done (locking doors and windows, lighting, neighborhood watch).
 - If you are meeting in your usual place, inspect the building where your den is meeting: windows that close and lock, doors with deadbolt locks, other safety items.



- ▶ **Achievement 7d** (“Be sure you know where to get help in your neighborhood.”):
 - Discuss the importance of knowing who adult family members consider trusted neighbors.
 - Complete the phone number list in the *Bear Handbook* (or put the names in the handbook, and assign Scouts to look up the numbers later at home).

- ▶ **Achievement 7e** (“Learn the phone numbers to use in an emergency. Post them by each phone in your home.”):
 - Have an officer discuss the numbers to call in an emergency.
 - Generally this will be 911. If there is no 911 service, discuss what numbers to call.
 - Discuss when you should and when you should not call 911.
 - **Suggestion:** Do practice calls on a phone, preferably a real phone with all listening in on a speakerphone option if you have it on the receiving phone.

- ▶ **Achievement 7f** (“Know what you can do to help law enforcement.”):
 - Have an officer discuss what the boys can do to help law enforcement.
 - A key point is to not put yourself in danger. Simply gather information and then tell an adult or call the police.
 - Get the facts:
 - Where is it happening? Where did it happen? What is happening? What happened? What did you see?
 - Who is doing it? Can you describe (a) how many, (b) what clothes they are wearing or other identifying marks or traits (hair color, height, size), (c) car license number, color, style.
 - You might do a “recall skit” to practice this (the officer may be able to help with this):
 - A couple people “act out” an incident, wearing special clothing items to be identified later, maybe someone even wearing a license plate with a number on it to see if anyone remembers it.
 - Everyone watches, and then Scouts interview the witnesses to see if they got the facts right about who did what, what they were wearing, what the license plate read, and other details.

- ▶ **Achievement 7a** (“Practice one way police gather evidence: by taking fingerprints, or taking shoeprints, or taking tire track casts.”):
 - Ideally, have the officer help the Scouts take fingerprints. Ask to have the boys’ fingerprints imprinted in their *Bear Handbooks* at page 65.
 - Alternatively, use ink pad and paper to take Scout fingerprints. Have them compare prints.
 - Or do tape-lift fingerprints using clear cellophane tape:
 - First make the finger(s) to be printed dirty by rubbing it against pencil lead, a charcoal drawing stick, a charcoal briquette, or even against black ink newspaper photos.
 - Next, place the sticky side of the cellophane tape against the dirty fingers one at a time and then stick the tape to a piece of white paper or cardboard.
 - Label each strip to indicate which finger/thumb and hand it is from.
 - Fingerprints produced by clear tape lifts are mirror-image reversals of fingerprints produced using ink and paper.
 - Look at the tape-lift fingerprints through a magnifying glass and you will see very fine friction ridge detail, including very exact ridge shapes and pore structure that is often not recorded by ink or electronic fingerprint recording methods (especially when recording detail from small fingers).
 - If you record your own fingerprints using tape, you can use a magnifying glass to determine your own fingerprint patterns.

Want More Fun Activities?

You might make a plaster cast. You can do it inside with plaster, shoeboxes, bucket, and an old shoe:

- ▶ Put about an inch of sand in a shoe box. Step into the sand, making a clear impression.
- ▶ Fill the shoeprint with plaster of Paris; let harden. This makes a negative cast of the shoe.

Den Meeting 4



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

▶ Home Assignment:

- Ask parents to complete **Achievement 7c-e** at home with boys using the attached form. Have boys return the form at the next den meeting.
- Ask parents to work with their sons on **Achievements 1a** and **1b: Ways We Worship**

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

Law Enforcement Is a Big Job: Pages 64–71 of the *Bear Handbook*

Take-home items to be completed at home:

7c. Help with crime prevention for your home. With an adult in your family, check to be sure you have tight, strong locks on your doors and windows.

7d. Be sure you know where to get help in your neighborhood. List places you can get help in neighborhood (officials, neighbors, others).

7e. Learn phone numbers to use in an emergency and post them by each phone in your home. List the numbers you've put by your phone:





Bear Den Meeting 5

Ways We Worship, Law Enforcement Is a Big Job, and Sawdust and Nails
Achievement 1. Achievement 7. Achievement 20. Character Connection for Faith.

Preparation and Materials Needed

- ▶ For Meeting 5, bring wood to build a toolbox (**Achievement 20b**) (plans on page 154 of *Bear Handbook*).
 - ▶ **Note:** You may want to do this in advance. **Note:** If woodworking like that is out of your comfort zone (and you cannot get a hardware store to help), you might swap **Achievement 20:** Sawdust and Nails, and instead do **Achievement 19:** Shavings and Chips (Supplemental Den Meeting B) or **Achievement 22:** Tying It All Up (Supplemental Den Meeting C).
 - ▶ Bring hand saws, hammers, nails, C-clamp, screwdriver, wood screws, safety glasses, and markers; maybe also hand drill, wood plane, pliers, crescent wrench, bench vise, coping saw, drill bit.
 - ▶ Working with tools requires greater supervision, so you should ask for additional parents who are handy with tools.
 - ▶ Bring equipment for the game you choose (**Achievement 15a:** backyard golf, badminton, croquet, sidewalk shuffleboard, kickball, softball, tetherball, horseshoes, volleyball).
- ▶ Power tools are not appropriate for use by Cub Scouts. (See *Age-Appropriate Guidelines for Scouting activities at www.scouting.org/HealthandSafety/Resources/AgeAppropriateGuidelines*.)

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader).
- ▶ Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.
- ▶ **Verify:** Check boys' handbooks to verify completion of **Achievements 1a–b** and **7c–e**.

Activities

- ▶ If the den leader and parents choose to do so, they can discuss **Achievement 1a:** Complete the Character Connection for Faith. (Den leaders may defer and have this be a family discussion.)
 - **Know:** Name some people in history who have shown great faith. Discuss with an adult how faith has been important at a particular point in his or her life.
 - **Commit:** Discuss with an adult how having faith and hope will help you in your life, and also discuss some ways that you can strengthen your faith.
 - **Practice:** Practice your faith as you are taught in your home, church, synagogue, mosque, or religious fellowship.



- ▶ **Achievement 1b** (“Make a list of things you can do this week to practice your religion as you are taught in your home, church, synagogue, mosque, or other religious community. Check them off your list as you complete them.”)
- ▶ **Achievement 20a** (“Show how to use and take care of four of these tools. (Hammer, hand saw, hand drill, C-clamp, wood plane, pliers, crescent wrench, screwdriver, bench vise, coping saw, drill bit)”)
 - **Suggestion:** For the tool box, bring at least a hammer, hand saw, C-clamp, and screwdriver.
 - These will all be used for the tool box.
 - Bring as many tools as you can safely demonstrate, as that will be most interesting for the Scouts.
- ▶ **Achievement 20b** (“Build your own tool box.”) (Plans on page 154 of *Bear Handbook*):
 - Have each boy begin building his own toolbox.
 - Have each boy write his name on the bottom of his toolbox.
 - **Note:** If you have access to the tools and woodworking space for both this meeting and next, don’t sweat the progress and timing, this is intended to be a two-meeting project.
 - If you have time and projects (and permission from the owner of the space), do 20c (“Use at least two tools listed in (a) to fix something”).
 - For example, using a screwdriver to tighten door plates, or a hammer to set nails that have popped up from a wooden deck.
 - If you meet in a facility with a maintenance staff, they might be willing to help and supervise!
- ▶ **Achievement 20c** (“Use at least two tools listed in requirement a to fix something.”)

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

▶ **Home Assignment:** If not done (or planned for the next meeting), boys should complete **Achievement 20c** (“Use at least two tools listed in requirement (a) to fix something.”)

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Bear Den Meeting 6

More Sawdust and Nails and Games, Games, Games!

Achievement 20. Achievement 15.

Preparation and Materials Needed

- ▶ For this meeting, as with Meeting 5, you'll want to meet where you have safe access to, and supervision of, woodworking tools.
- ▶ **Note about alternate activities (pinewood derby):** As with Meeting 5, if you're having a pinewood derby, you might drop **Achievement 20: Sawdust and Nails** and instead do **Achievement 21: Build a Model** (Supplemental Den Meetings F and G, pinewood derby car construction).
- ▶ **Note about alternate activities:** As with Meeting 5, if woodworking is out of your comfort zone, you might drop **Achievement 20: Sawdust and Nails** and instead do **Achievement 19: Shavings and Chips** (Supplemental Den Meeting B) or **Achievement 22: Tying It All Up** (Supplemental Den Meeting C).
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring wood to build a toolbox (**Achievement 20b**) (Plans on page 154 of *Bear Handbook*).
Note: you will most likely want to do this in advance.
 - Bring the tools you need to complete the toolboxes (this depends on your stage of construction).
 - Bring equipment for the game you choose (**Achievement 15a:** backyard golf, badminton, croquet, sidewalk shuffleboard, kickball, softball, tetherball, horseshoes, volleyball).
 - Beads for Immediate Recognition Emblems

Note: Power tools are not appropriate for use by Cub Scouts. (See Age-Appropriate Guidelines for Scouting activities at www.scouting.org/HealthandSafety/Resources/AgeAppropriateGuidelines.)

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader), especially check handbooks for completion of **Achievement 20c** if not done in a previous meeting. Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Finish checking the handbooks for completion of achievements at home.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.
- ▶ **Verify:** Check completion of **Achievement 20c** by reviewing the boys' handbooks.

Activities

- ▶ **Achievement 20b** ("Build your own tool box.") (Plans on page 154 of *Bear Handbook*):
 - Have each boy finish building his own toolbox.
- ▶ **Achievement 15a:** Set up equipment and play one of the following: backyard golf, badminton, croquet, sidewalk shuffleboard, kickball, softball, tetherball, horseshoes, or volleyball.

Den Meeting 6



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

Boys who have participated in all den meetings and completed home assignments have now earned their second red Progress Toward Ranks bead to be placed on their Cub Scout Immediate Recognition Emblem (for completing **Achievements 1, 7, and 20**).

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Bear Den Meeting 7

What's Cooking?

Achievement 9.

Preparation and Materials Needed

- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - If you have access to an oven, consider baking oatmeal cookies (*Bear Handbook*, page 81) or brownies.
 - If you do not have access to an oven, then have ingredients to make trail mix (banana chips, raisins, pretzels, peanuts, granola).
 - Have sandwich-size zipper bags for the boys (for the cookies or the trail mix).
 - For den snacks, bring celery, peanut butter (check for allergies) or cream cheese, cheese, crackers, raisins, fruit (apples, oranges, bananas, grapes), hard-boiled eggs.
 - Plates, napkins, and plastic knives.
- ▶ **Note: Achievement 9:** What's Cooking? Do four requirements (out of seven). This meeting plan offers options for Arrow Points after the badge is earned.
- ▶ **Note:** If your pack is going camping in the fall or winter, this is a GREAT meeting to move to before the campout, so that the den can help plan the campout meals.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Achievement 9a** ("With an adult, bake cookies."):
 - If you have access to an oven, make oatmeal cookies.
 - See the *Bear Handbook*, page 81, for a recipe.
- ▶ **Achievement 9b** ("With an adult, make snacks for the next den meeting."):
 - Put on smock (or oversized old shirt) and wash hands with soap and water.
 - Make den snacks:
 - Ants on a log—celery, peanut butter or cream cheese, and raisins
 - Cheese and crackers, hard-boiled eggs
 - Assorted fruit—apples, oranges, bananas, or grapes
- ▶ **Achievement 9d** ("Make a list of the 'junk foods' you eat. Discuss junk food with a parent or teacher."):
 - While cookies are baking (or after making trail mix), make a list of junk foods.
 - Discuss why they are called "junk."
 - Consider using this session to come up with non-junk snack suggestions for future meetings.
- ▶ **Achievement 9e** ("Make some trail food for a hike."):
 - Each boy makes his favorite trail mix in sandwich-size zipper bags. Label with boys' names.



Closing

- ▶ Put cookies into plastic bags for each boy.
- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** With his parent's help, each boy is to complete **Achievement 9c** ("Prepare one part of your breakfast, one part of your lunch, and one part of your supper.")

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Bear Den Meeting 8

Be Ready!

Achievement 11. Character Connection for Courage.

Preparation and Materials Needed

- ▶ Invite a parent or friend who is a doctor, a nurse, an emergency medical technician (EMT), or someone knowledgeable about first aid to attend the den meeting.
- ▶ Go to www.scoutingmagazine.org, click to get to the search page, and search “first aid” for more ideas and tips to help you in preparation for this meeting.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring props (flashlight, blanket, 25-foot length of rope, cell phone, pole or branch) to act out different emergencies.
 - First-aid kit (e.g., from your car, or what your den will use on outings).
 - If you want more activity, you could have the Scouts create their own first-aid kits (bring supplies, including zippered plastic bags to hold the items, plus adhesive bandages, anti-bacterial cream and other items they might need to use commonly).

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you’re snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader).
- ▶ Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ **Verify:** Complete checking handbooks for completion of **Achievement 9c**.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Achievement 11a** (“Tell what to do in case of an accident in the home. A family member needs help. Someone’s clothes catch on fire.”): Discuss, then act out, what to do in case of the following:
 - Person falls and is clearly hurt:
 - Have a leader act out the hurt (you can change the injury from Scout to Scout).
 - Stay calm, comfort the person (but don’t try to move him or her).
 - Get help (from a neighbor, call 911). You can practice the call in the meeting.
 - Stay with the person. Keep the person warm.
 - Someone’s clothes catch on fire:
 - Stop, drop and roll!
 - You might show the impact of movement and fire by lighting a rolled up newspaper (in a safe place), to show how much it burns when holding steady, but how much more it burns when you feed it oxygen by moving it around.
 - The house catches on fire:
 - Discuss how to get out.
 - Where is the fire? How can you tell if it is behind a closed door?
 - Why is crawling important?
 - Again, you can demonstrate where smoke goes (up), by doing a safe demonstration.
- ▶ The “house catches on fire” scenario ties well into **Achievement 11e** (“With your family, plan escape routes from your home and have a practice drill.”) Consider doing this as a “den drill” for your den meeting place.
 - Pick their brains about the best way out of your meeting place (you may need to search it out).
 - Discuss, then act out, what to do in case of a fire at the den meeting place.



- For fun, and because they'll need to get it out of their system, if your meeting place can stand it, they can practice the "panic" version first—provided you're then able to demonstrate why that is the "bad way" to respond if the building catches on fire!
 - Then have them do it the right way.
- ▶ **Achievement 11g:** Discuss the Character Connection for Courage.
- **Know:** Memorize the courage steps: Be brave, be calm, be clear, and be careful. Tell why each courage step is important. How will memorizing the courage steps help you to be ready?
 - **Commit:** Tell why it might be difficult to follow the courage steps in an emergency situation. Think of other times you can use the courage steps. (Standing up to a bully is one example.)
 - **Practice:** Act out one of the requirements using these courage steps: Be brave, be calm, be clear, and be careful.
- ▶ **Achievement 11b** ("Tell what to do in case of a water accident."):
 - Discuss, then act out, what to do in case of a water accident: Boat Overturns.
 - You might use a box or wagon as your "boat":
 - Have the Scouts show what they should do if they fall out, or the boat capsizes (stay with the boat! Don't try to swim away!).
 - Someone falls into a lake or stream:
 - "Reach, throw, row, go" is the adult and Boy Scout rule.
 - Cub Scouts can do reach and throw, but instead of "row" or "go," they should "go get help."
 - Practice reaching (find things in/around your meeting room you can use).
 - Practice throwing (use the 25-foot coil of rope). This also satisfies **Achievement 22d** ("Coil a rope. Throw it, hitting a 2-foot-square marker 20 feet away.")
- ▶ **Achievement 11c** ("Tell what to do in case of a school bus accident."):
 - Discuss, then act out, what to do in case of a school bus accident.
 - This one is harder to act out, but discuss emergency exits, staying calm, etc.
- ▶ **Achievement 11d** ("Tell what to do in case of a car accident."):
 - Discuss, then act out, what to do in case of a car accident.
 - Go out to your car to practice this.
 - Don't get in an accident, but have them come up to you while you're in the driver's seat like you just had one.

Want More Fun Activities?

Maybe "Be Ready for Emergency Relay Races," using blankets and strong poles (as a stretcher). See how long it takes your den to move the "victim" or a series of victims.

Or a Fireman's Hold Relay, as they carry other Scouts away from danger. Two Scouts create a seat (for a third Scout to be carried). (1) Each Scout grips the right wrist with the left hand (on top of the wrist); (2) each links up with the other Scout by gripping the other Scout's left wrist with his right hand (on top of the wrist); (3) this makes a simple square, and (4) an "injured" Scout rides on that, with arms around the two carriers' necks.

You could also have the Scouts create their own first-aid kits (bring supplies, including zippered plastic bags to hold the items, plus adhesive bandages, anti-bacterial cream and other items they might need to use commonly).

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment: Achievement 11e:** With family, boys plan escape routes from their home and have a practice fire drill.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Bear Den Meeting 9

Building Muscles and Games, Games, Games!

Achievement 15. Achievement 16.

Preparation and Materials Needed

- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - A stopwatch (if your wristwatch doesn't do that) is cool. Everyone likes to know their time!
 - Beads for Immediate Recognition Emblems

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader).
- ▶ Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ **Verify:** Check handbooks to confirm that each boy planned an escape route from their home and had a practice fire drill (**Achievement 11e**).
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

Want More Fun in Your Activities?

This is a terrific day to jazz up with excitement. You don't want to just be "checking the box" after they do each of these, you want to make a big deal out of it.

- ▶ Consider themes like carnival, circus, track meet.
 - ▶ Maybe have an MC or announcer for each event.
 - ▶ Maybe someone with a video recorder can team up with a "sideline reporter" to get interviews with the contestants.
- ▶ **Achievement 16a** ("Do physical fitness stretching exercises. Then do curl-ups, push-ups, the standing long jump, and the softball throw.")
 - ▶ Update the record for each boy in the den scrapbook (see sample sheet at the end of Bear Den Meeting 1).
 - ▶ Repeat these in future meetings to measure progress when you need a physical activity.
 - ▶ **Achievement 16b** ("With a friend about your size, compete in at least six different two-person contests, for example, One-Person Push Over Line, Pull Over Line, One-Person Pull Over Line, Seated Back-to-Back Push, Foot Push, One-Legged Hand Wrestle, Stand-Up Back-to-Back Push, Hand Wrestle, Elbow Wrestle."):
 - Have boys compete in six different two-person contests. Or more as they like.
 - You can do it all at once (each does the same thing at the same time) or rotate around to different stations (perhaps in a different order, one half clockwise, one half counter-clockwise, so that Scouts go against different Scouts in each of the two-person contests).
 - Putting a stopwatch on it can add to the fun.



- ▶ **Achievement 16c** (“Compete with your den or pack in the crab relay, gorilla relay, 30-yard dash, and kangaroo relay.”):
 - Have boys compete in the crab relay, gorilla relay, 30-yard dash, and kangaroo relay.
 - These can be more of an “all at once” activity. Could be a relay race, or track the overall time.
- ▶ **Achievement 15b:** Play an organized game as a den.
 - The game could also be **Achievement 15c** for someone (“Select a game that your den has never played. Explain the rules. Tell them how to play it, and then play it with them.”)
 - Examples of games that can be played (including some unusual games) are found throughout this guide, and more are found in the *Cub Scout Leader’s How-To Book*.
 - In Bear Den Meeting 10 of this guide you will find the rules for ultimate, likely not a game played outside of Scouts at this age.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** With their parents, boys are to complete **Achievement 13**, Saving Well, Spending Well, at home. They must complete four of the seven available choices.

Boys who have attended appropriate den meetings and completed required home assignments have now earned their third red Progress Toward Ranks bead to wear on their Cub Scout Immediate Recognition Emblem (for completing **Achievements 9, 11, and 16**).

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Bear Den Meeting 10

Saving Well, Spending Well and Games, Games, Games!

Achievement 13. Achievement 15.

Preparation and Materials Needed

- ▶ Bring equipment for a game that your den has not played as a den (**Achievement 15b**). Some of the boys may have played the game before, but you should try to pick a game that is new to most of the boys.
- ▶ If you're doing a field trip, prepare permission slips for the field trip at Den Meeting 11.
- ▶ If you'll discuss saving/spending, bring newspaper inserts/advertisements with grocery ads and car ads (for price comparisons); access to a computer for car pricing could also be a help.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ **Verify:** Check handbooks for completion of **Achievement 13: Saving Well, Spending Well**. Four of the seven must be done.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Achievement 15a:** Set up equipment and play one of the following: backyard golf, badminton, croquet, sidewalk shuffleboard, kickball, softball, tetherball, horseshoes, or volleyball.
- ▶ **Achievement 15b** ("Play two organized games with your den."): Play an organized game as a den, one or both of which could also be **Achievement 15c** for someone ("Select a game that your den has never played. Explain the rules. Tell them how to play it, and then play it with them.")
 - Examples of games that can be played (including some unusual games) are found throughout this guide, and more are found in the *Cub Scout Leader's How-To Book* and the *Cub Scout Academics and Sports Program Guide*.
 - Here are the rules for ultimate:
 - Play with two seven-person teams.
 - Start play with teams lining up on their end zone lines. One player throws the disc to the opponents. If it goes out of bounds, the receiving team can start where it went out or ask for another throw.
 - Play proceeds downfield to the end zone at the opposite end of the field. Players can go anywhere on the field at any time and can throw in any direction. Players may not run with the disc. The person who has the disc (the "thrower") has 10 seconds to throw it.
 - Whenever a pass is incomplete, intercepted, knocked down, or flies out of bounds, possession of the disc changes.
 - Physical contact is not allowed between players. Any physical contact is a foul. A fouled player gets the disc where the call was made. Players are responsible for their own foul calls and resolve their own disputes.
 - When the offense completes a pass in the defense's end zone, it gets a point.



- Follow this final rule from the Ultimate Players Association: “**Spirit of the Game**— Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.”

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).

▶ **Home Assignment:** With their parents, ask the boys to begin working on **Achievement 6a**, saving recyclable material.

- ▶ If you’re doing a field trip, hand out permission slips for the field trip at Den Meeting 11.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Bear Den Meeting 11

The Past Is Exciting and Important and Information, Please

Achievement 8. Achievement 17.

Preparation and Materials Needed

- ▶ If possible, make arrangements to visit a newspaper office or a TV, cable, or radio station, and talk to a news reporter. Consider also local public access cable or other broadcasters, school or church broadcast facilities, high school or college newspaper offices, or neighborhood newsletters.
 - Be sure that they have staff ready with good things to show and tell your Scouts.
 - A field trip is the most interesting way to complete the achievement, but you can still complete the achievement in good ways with other requirements.
- ▶ **Note: Achievement 17** (Information, Please) provides: requirement (a) and three more requirements. This meeting plan offers options for more achievements that would be electives for Arrow Points after the badge is earned.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Beads for Immediate Recognition Emblems

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader).
- ▶ Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.
- ▶ **Verify:** Check that boys have begun working on **Achievement 6a**, saving recyclable material.

Activities

- ▶ **Achievement 17c** ("Visit a newspaper office, or a TV or radio station, and talk to a news reporter."):
 - This requirement is completed if you are able to arrange a visit to a newspaper office or a TV or radio station. Be sure that staff is fired up and ready with good things for show and tell.
 - Be ready with a plan B in case the staff's work (like breaking news) interferes with your visit.
 - **Note:** If you don't do the **Achievement 17c** field trip, you could do one of these instead to earn the Achievement:
 - **Achievement 17e** ("Write a letter to a company that makes something you use. Use e-mail or the U.S. Postal Service."): this could be done easily in the den meeting, though you'll need some "fun" too.
 - **Achievement 17f** ("Talk with a parent or other family member about how getting and giving facts fits into his or her job.") This is a conversation you can also have with parents attending your meeting.
- ▶ **Achievement 8a** ("Visit your library or newspaper office. Ask to see back issues of newspapers or an almanac." See page 73 in the *Bear Handbook*.)
 - What was happening in the world:
 - When you were born?
 - On July 20, 1969?
 - When you were 5 years old?



- ▶ **Achievement 17b** (“Play a game of charades at your den meeting or with your family at home.”):
 - Play a game of charades as a den. Search the Internet for rules, but these are common:
 - Create a list of common phrases (like quotes or titles of books, movies, TV shows, songs; you might use Scouting phrases).
 - Some charades rules allow the players to come up with the phrases; use your judgment (and review as needed).
 - The players divide into two teams.
 - Teams will alternate turns.
 - Phrases are put in a container, and one person from the first team randomly picks a phrase from the container, gets a minute or so to think it out, and then has a limited period of time in which to act out the meaning of the phrase to his teammates.
 - No sounds or lip movements are allowed. Variation: sometimes a player may make any sound other than speaking or whistling a recognizable tune.
 - The actor cannot point out at any of the objects present in the scene.
 - Usually, any gesture is allowed other than spelling out the word.
 - The teams alternate until each team member has had an opportunity to pantomime.
 - Since rules can vary, clarifying all the rules before the game begins avoids problems later.
- ▶ **Achievement 17d** (“Use a computer to get information. Write, spell-check, and print out a report on what you learned.”): This could be done in the den meeting.

Want More Fun Activities?

Especially if you don’t do this as a field trip (or if the field trip is dragging), this meeting will need some fun, like a dose of Building Muscles or games, or pull something from your den’s emergency fun box.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

▶ **Home Assignment:** With an adult family member, complete **Achievement 17a** and **17d** at home.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Bear Den Meeting 12 and 13

Sharing Your World With Wildlife

Achievement 5. Wildlife Conservation Belt Loop.

Achievement 5a–c is designed to be completed over two den meetings. Allow the boys to work through them at that pace. Don't rush!

Preparation and Materials Needed

- ▶ Bring posters and drawing supplies. Bring books about animals and how they live.
- ▶ Be able to explain what a wildlife conservation officer does.
- ▶ Research information about one animal that has become extinct in the last 100 years. Get a list of animals on the endangered species list.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Purchase a birdhouse kit (available from the BSA's National Distribution Center; three different birdhouses have catalog Nos. 7201, 17185, and 17083) for each boy, and bring enough hammers, safety glasses, hot-glue guns, and glue sticks. Working with tools requires greater supervision, so you should ask for additional parents who are handy with tools.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.
- ▶ **Verify:** Check the boys' handbooks for completion of **Achievements 6a, 17a, and 17d**.

Activities

- ▶ **Achievement 5a:** Choose a bird or animal that you like and find out how it lives. Make a poster showing what you have learned.
- ▶ **Achievement 5c:** Explain what a wildlife conservation officer does.
- ▶ **Achievement 5e:** Name one animal that has become extinct in the last 100 years. Tell why animals become extinct. Name one animal that is on the endangered species list.
- ▶ **Achievement 5b:** Have each boy build a birdhouse using the BSA birdhouse kits.
 - Paint and decorate, as desired.
 - Can complete at the next meeting, too!
 - Ideally, install the birdhouses in an approved location or send them home (as the Cub Scouts desire).

Want More Fun Activities?

This meeting may need some fun, like a dose of *Building Muscles* or games, or pull something from your den's emergency fun box.



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

▶ Home Assignment:

- With an adult family member, have boys complete **Achievement 6d, 6e, and 6f**:
 - **Achievement 6e and 6f**: Each boy should lead a family discussion about the kinds of energy his family uses (including electricity) and how to conserve energy.
 - **Achievement 6d**: With an adult, check for dripping faucets and repair or correct those problems.
- Also have the boys and their adult family members review and complete **Achievement 5d**.

Boys who have attended all den meetings and completed all required home assignments have now earned a fourth red Progress Toward Ranks bead to be placed on their Cub Scout Immediate Recognition Emblem (for completing **Achievements 13, 15, and 17**). The Bear rank badge will be presented at the pack's blue and gold banquet.

Boys attending all den meetings and completing home assignments may also now qualify for a gold Arrow Point. The 12 electives would have been selected from items achieved above those required for the Bear rank.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

- ▶ Continue to work on **Achievement 5a-c** during Den Meeting 13.



Bear Den Meeting 14

Take Care of Your Planet

Achievement 6.

Preparation and Materials Needed

- ▶ If applicable, make arrangements for a field trip to a recycling facility. A field trip is the most interesting way to complete the achievement. You can still complete the achievement, but you'll need to jazz it up in an interesting and fun way with other requirements.
 - If you meet at a large school or church, there may be trash/recycling options there, and a facilities person who might be able to make it interesting. Or a local trash or recycling service might be willing to come visit your den meeting with a presentation if you ask.
- ▶ For additional information, you might look at <http://www.epa.gov/kids/>, the Environmental Kids Club site at the U.S. Environmental Protection Agency (or do an Internet search for "environmental kids").
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring unfinished birdhouses, hammers, safety glasses, paint, and smocks.
 - Families may bring aluminum cans for recycling. **Note:** Scouts and parents may also just do their own recycling without hauling all of those cans to dump on the den leader!
 - Arrow Points for those completing the requirements today.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.
- ▶ **Verify:** Review the boys' handbooks to verify completion of **Achievement 5d** and **Achievement 6d-f**.

Activities

- ▶ **Achievement 6, Take Care of Your Planet.** Do three of the seven:
 - **Achievement 6a:** Save five pounds of glass or aluminum, or one month of daily newspapers. Turn them in at a recycling center or use your community's recycling service.
 - **Achievement 6c:** Have each boy report on what he learned about your trash-hauling company and what happens to your trash after it is hauled away.
 - **Achievement 6d:** Discuss all the ways water is used at home. Repair leaky faucets.
 - **Achievement 6e:** Discuss the kinds of energy available and the kinds your family uses.
 - **Achievement 6f:** Have each boy report on what he found out about how electricity is generated for his home.
 - **Achievement 6g:** Take part in a den or pack neighborhood cleanup project.



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

- ▶ **Home Assignments** if not complete:

- **Achievements 6e** and **6f**: Each boy should lead a family discussion about the kinds of energy his family uses (including electricity) and how to conserve energy.
- **Achievement 6d**: With an adult, check for dripping faucets and repair or correct those problems.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Bear Den Meeting 15

Build a Model

Achievement 21a.

Preparation and Materials Needed

- ▶ These den meetings can be held in advance of your pack's annual pinewood derby. If you're doing this meeting after your pinewood derby, then find something else fun and interesting to build.
- ▶ Ideally, make arrangements for your den to take a Go See It to a parent's house that has a good (and safe) area for woodworking. A local hardware store may be willing to assist you for this work.
- ▶ **Note:** Power tools are not appropriate for use by Cub Scouts. (See Age-Appropriate Guidelines for Scouting activities at www.scouting.org/HealthandSafety/Resources/AgeAppropriateGuidelines).
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Pinewood derby car kit for each boy. These can be purchased at your local Scout shop.
 - Bring the rules for your derby about how your cars are to be built.
 - Saws, hammers, wood rasps, drills, weight inserts (washers, fishing weights or other), sandpaper, paint, decals, smocks. A good scale to weigh the cars is very useful.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Explain the upcoming pinewood derby, what you know of the participation and competition rules, and how you'll go about making the cars today.
- ▶ Outline all safety ground rules for your location and attendees.
- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ Go to www.pinewoodderby.org for all things related to pinewood derby. Scouts can watch a movie, build a car, or view photos of other Scouts' cars—all online. Rules, resources, and much more are now in one location. This is a good place to begin.
- ▶ **Achievement 21a** ("Build a model."): Build pinewood derby cars with each Scout.
 - It will likely take two or more meetings to make the pinewood derby car.



Want More Fun in Your Activities?

Focus first on fun designs: Have each Scout use his imagination about what he wants his car to look like. Encourage all to be creative. You may not have the fastest car, but can you have the coolest design?

Here are some crazy ideas:	Burrito	Hot dog
Coke bottle	Train engine	Shark
Skateboard	School bus	Computer
Game Boy	Boat	Beaver on a log
Laptop	Fish	Banana
Computer mouse	Fire truck	Rat
Cockroach	Bath tub	Ambulance
Watermelon	Cell phone	Dragster rocket
Tank	Camera	Cheese wedge
Gift wrapped	Pencil	Batmobile
iPod	Pickup truck	Zamboni

- Start by cutting and sanding the block of wood.
 - The den leader may wish to hold all of the wheels and axles until the second meeting. The cars can be painted at the next meeting. Apply decals when the paint is dry.
 - The Cub Scout and adult should make the car together as a project. Don't let the Cub Scout just stand around while the adult cuts and sands and does all the work. Parents should shape with tools, power tools or whatever (let the Scout help as he can on the rasping and sanding), and then direct the rest of the action while showing the boy each step in building a car. Let your Scout work to his ability.
 - Den leaders: Watch carefully, and be sure that adult partners don't get carried away with this project and leave out their Cub Scouts in the process. If this is a risk, you might suggest to your pack that they have an adult division so that the adult partners can have a way to participate while allowing their Cub Scouts to really make their own cars.
- ▶ Watch this meeting carefully because you'll probably need some breaks. Be sure to mix in brief games and songs (serious or silly) to change the pace of the meeting because Cub Scouts have short attention spans. You and they will have more fun and focus better if you mix it up.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Bear Den Meeting 16

Build a Model

Achievement 21a.

Preparation and Materials Needed

- ▶ See Bear Den Meeting 15 for the details.
- ▶ Ideally, all Scouts have completed the rough assembly of the car kits so no sawing or shaping will be needed, but if some need to catch up, you may need all of those materials again for this meeting.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Derby car kits in process for each boy.
 - Bring the rules for your derby about how your cars are to be built.
 - Saws, hammers, wood rasps, drills, weight inserts (washers, fishing weights or other), sandpaper, paint, decals, smocks. A good scale to weigh the cars is very useful.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Review the upcoming pinewood derby, what you know of the participation and competition rules, and how you'll go about making the cars today.
- ▶ This would be a good time for each Scout to show his car "in process" and describe how he is going to finish the car and complete the design.
- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Achievement 21a** ("Build a Model."): Build pinewood derby cars with each Scout.
 - Ideally, today is decoration and completion day, so there should be less need for adult partners to make the car, and more opportunity for adult partners to assist and coach the Scouts on their painting, gluing, stickers, and design elements.
- ▶ Watch this meeting carefully, because you'll probably need some breaks if Scouts get bored. Be sure to mix in brief games and songs (serious or silly) to change the pace of the meeting as needed.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

Den Meeting 16



After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Bear Den Meeting A

Maps

Elective 23. Map and Compass Belt Loop.

Preparation and Materials Needed

- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring a United States map showing time zones, a state map, and one or more local maps.
 - The more maps and types of maps you have, the better, including really old maps that say “here be dragons” or that show weird shapes of the continents.
 - A globe would be great too.
 - Bring a compass, paper, and pencils. And magnets. All metal straight needles (to become a compass needle), corks (to float needles), bowls (to float the cork and needle). Tape measure.
 - Bring Map and Compass belt loops (for those who have not yet earned).
 - If doing a treasure hunt, candy or treat for a treasure, and treasure maps.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you’re snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ If needed, complete **Achievement 5b**: Build a birdhouse using the BSA birdhouse kits.
 - Paint and decorate, as desired.
 - Ideally, install the birdhouses in an approved location or send them home (as the Cub Scouts desire).
 - To continue the den meeting, go to a park or other safe place.
- ▶ **Elective 23: Maps, requirements 23a–e**:
 - a. Look up your state on a U.S. map. What other states touch its borders?
 - b. Find your city or town on a map of your state. How far do you live from the state capital?
 - c. In which time zone do you live? How many time zones are there in the U.S.?
 - e. Mark a map showing the way to a place you would like to visit that is at least 50 miles from your home.
 - For **Elective 23a–c**, roll out your maps and have the Scouts locate the items.
 - Divide up into small groups and have them rotate through the three requirements.
 - For **Elective 23d** (Make a map showing the route from your home to your school or den meeting place.), depending on how complicated the route and neighborhood, they might draw from scratch on a blank paper (which would likely tie into the “Draw a map of your neighborhood” belt loop requirement).



- ▶ Map and Compass belt loop requirements:
 1. Show how to orient a map. Find three landmarks on the map.
 2. Explain how a compass works.
 3. Draw a map of your neighborhood. Label the streets and plot the route you take to get to a place that you often visit
 - For “Explain how a compass works,” start with the magnets.
 - One side of a magnet will attract another magnet only if it is the correct side.
 - Magnetism is just an invisible force of nature that can only be demonstrated.
 - Earth is a magnet: the planet itself generates magnetism just like it had a giant bar magnet inside. Under the crust of the earth, there are giant swirling pools of liquid iron metal.
 - Because the iron is so hot and moving so fast, it generates magnetism.
 - For “Draw a map of your neighborhood,” have the Scouts draw a map of the neighborhood where they are meeting, so that they are drawing what they all see around them, and you can compare it to what you see. Have attending adults do this too!
 - You might ask them to draw it both as a street map and as a topographic map, if you have interesting terrain.
 - Be sure to have them show landmarks on the map.
 - Have them show where north is, and put a north arrow on the map. Use the compass!
 - While possibly done as a Tiger and/or a Wolf, there is no reason you could not do a more difficult treasure hunt for the Bears using a more complex map, with a need to use compass bearings.
 - See Tiger Cub Den Meeting 6 in this guide for that treasure hunt, which you can now upgrade with use of the compass, bearings, and distances to be stepped off.

Want More Fun Activities?

Without something like a treasure hunt, this meeting will need some fun, like a dose of Building Muscles or games, or pull something from your den’s emergency fun box.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Bear Den Meeting B

Shavings and Chips

Achievement 19.

Preparation and Materials Needed

- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Soap bars (a softer bar, such as Ivory, works well) and plastic knives for each Scout
 - Newspapers to collect shavings, paper towels
 - One or more real pocketknives
 - Sharpening stone and oil
 - Soft wood to practice whittling
 - A first-aid kit
 - Whittling Chip cards (and, if you like, patches)
- ▶ Review knife safety information in the *Bear Handbook* and *Cub Scout Leader Book*.
- ▶ It will be helpful to have extra adult helpers at this den meeting.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

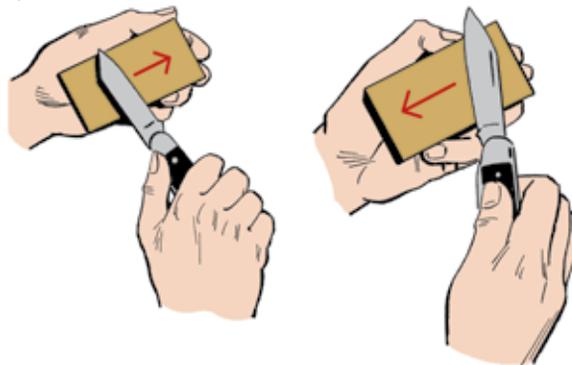
- ▶ Discuss Bear **Achievement 19** "Shavings and Chips."
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Achievement 19a: Know the safety rules for handling a knife.** Here are some key rules. (See the *Bear Handbook*):
 - A knife is a tool, not a toy.
 - Know how to sharpen a knife. A sharp knife is safer because it is less likely to slip and cut you.
 - Keep the blade clean.
 - Never carry an open pocketknife.
 - When you are not using your knife, close it and put it away.
 - Keep your knife dry.
 - When you are using the cutting blade, do not try to make big shavings or chips. Easy does it.
 - Make a safety circle: Before you pick up your knife to use it, stretch your arm out and turn in a circle. If you can't touch anyone else, it is safe to use your knife.
- ▶ **Achievement 19b: Show that you know how to take care of and use a pocketknife.** Here are key tips:
 - Know how to sharpen a knife. A sharp knife is safer because it is less likely to slip and cut you.:
 1. Place the stone on a level surface.
 2. Wet the stone with a little water or oil.
 3. Place the blade of the knife flat on the stone, then raise the back edge about the width of the blade itself, keeping the cutting edge on the stone.



4. Push the blade along the stone as though you were slicing a layer off the top. Sharpen the other side of the blade in the same manner. This is always better than moving it in a circular fashion.



- Keep your knife dry.
- Keep the blade clean:
 - To clean: Open all of the blades.
 - Twirl a small bit of cloth onto the end of a toothpick, moisten the cloth with light oil, and wipe the inside of the knife.
 - If you have used your pocketknife to cut food or to spread peanut butter and jelly, get rid of bacteria by washing the blade in hot, soapy water along with the rest of your dishes.
- Keep it off the ground. Moisture and dirt will ruin it.
- Keep it out of fire. The heat draws the temper of the steel. The edge of the blade becomes soft and useless.
- Opening and closing your pocketknife:
 - To open a pocketknife, hold in left hand, put right thumbnail into nail slot.
 - Pull blade out while pushing against hinge with little finger of left hand.
 - Continue to hold on to handle and blade until blade snaps into open position.
 - To close pocketknife, hold handle with left hand with fingers safely on the sides. Push against back of blade with fingers of right hand, swinging handle up to meet blade. Let knife snap shut; “kick” at base of blade keeps edge from touching inside of handle.

- **Achievement 19c: Make a carving with a knife.** Work with your den leader or other adult when doing this. For this den meeting, the carvings will be done with soap and a plastic knife. (*Option:* If the leader is comfortable that the boys will follow the safety rules for handling a knife and they have earned their Whittling Chip cards, have boys make a carving with a real pocketknife.)

- How to use your knife:
 - When using the cutting blade, do not try to make big shavings or chips.
 - Easy does it.
- For coarse cutting, grasp handle with whole hand.
- Cut at a slant. Do not “saw” with a knife!
- Make a stop cut to control the shaving cut.
- Always cut away from you.

- **Achievement 19d: Earn the Whittling Chip card.**

- Review and know the safety rules, the rules for care of a pocketknife, and the rules for how to use a pocketknife. Read, understand, and promise to abide by the Knives Are Not Toys guidelines (*Bear Handbook*, page 150).
- Take the POCKETKNIFE PLEDGE:
 - “I understand the reason for safety rules.
 - “I will treat my pocketknife with the respect due a useful tool.
 - “I will always close my pocketknife and put it away when I’m not using it.
 - “I will not use my pocketknife when it might injure someone near me.
 - “I promise never to throw my pocketknife for any reason.
 - “I will use my pocketknife in a safe manner at all times.”

Supplemental Den Meeting B



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers. Depending on level of achievement, award the Whittling Chip cards (and, if you like, patches). Otherwise, award at a following meeting (or weekend event) when you are sure it is earned.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Knife Safety Signoff for Bear Rank

Your Cub Scout knife is an important tool. You can do many things with its blades. The cutting blade is the one you will use most of the time. With it you can make shavings and chips and carve all kinds of things.

You must be very careful, and think when you whittle or carve. Take good care of your knife. Always remember that a knife is a tool, not a toy. Use it with care so that you don't hurt yourself or spoil what you are carving.

a. Know the safety rules for handling a knife. (Date: _____/Signature: _____)

Safety Rules (Selected)

- A knife is a _____, not a _____. It can be used to make _____.
- _____ carry an open knife in your hand.
- When you are not using a knife, _____ it and put it _____.
- Keep your knife _____ and _____.
- Close the blade with the _____ of your _____—and your _____ out of the way.
- _____ use a knife on something that will dull or break it.
- _____ use a knife to strip the bark from a tree.
- _____ carve your initials into anything that does not belong to you.
- _____ throw a knife.
- Be _____ when you use a knife—maintain the “_____ circle.”
- To pass a knife to someone, first _____ the pocketknife.
- If you have an open knife, the person handing it away should hold the knife by the _____, and the person receiving should grab the _____.
- When you pass any knife, never let go until the receiver says “_____.”

b. Show that you know how to take care of and use a pocketknife.
(Date: _____/Signature: _____)

Care and Use Rules (Selected)

- A sharp knife is safer because _____.
- A dull knife is dangerous because _____.
- To sharpen a knife, use a _____.
- When sharpening a knife, turn the back of the blade up _____ degrees from “flat” (90 degrees is “straight up”).
- When sharpening a knife, hold the stone (a) on your leg?, (b) on a flat surface?, (c) firmly?
- When sharpening a knife, scrape the blade (a) backward?, (b) sideways?, (c) forward?
- A dirty knife is dangerous because _____.
- When you are using the cutting blade, make (a) big cuts?, or (b) small cuts?
- Close the blade with the _____ of your hand, and with _____ hand(s).

d. Earn the Whittling Chip card (Date: _____/Signature: _____)

Complete parts a and b above, and know “The Pocketknife Pledge”

- I understand the reason for _____ rules.
- I will treat my pocketknife with the _____ due a useful tool.
- I will always _____ my pocketknife and put it away when not in use.
- I will not use my pocketknife when it might _____ someone near me.
- I _____ never to throw my pocketknife for any reason.
- I will use my pocketknife in a safe manner at _____ times.



Supplemental Bear Den Meeting C

Tying It All Up Achievement 22.

Preparation and Materials Needed

- ▶ Review the *Cub Scout Magic Book* for rope tricks.
- ▶ Become proficient in tying a square knot, bowline, sheet bend, two half hitches, and slip knot; go to www.scoutingmagazine.org and search for “knots” for more ideas and tips to help you prepare for this meeting. The Web page at <http://meritbadge.org/wiki/index.php/Knots> includes animation to show you.
- ▶ Invite a den chief or other Scout from your local Boy Scout troop to assist with this meeting.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring lengths of nylon rope for each boy and leader (fuse the ends in advance to prevent fraying); bring dental floss for whipping and a lighter to demonstrate fusing.
 - You’ll need at least one 20- to 30-foot piece, plus 4-foot pieces for each boy to practice with.
 - Twine and scissors
 - Red “shoelace” licorice—two for each Scout
 - Arrow Points for those completing the requirements today

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you’re snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity that will keep Scouts interested and busy, and that others may join as they arrive (maybe distribute ropes, and start teaching one or more “magic knots”; have early arrivals teach later arrivals. Do this with parents too!). If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Discuss why this matters (lifesaving on or near water, emergencies in a house, sailing, backpacking, travel, general safety).
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Achievement 22a** (“Whip the ends of a rope.”) See page 163 of the *Bear Handbook*.



- Start with a 2-foot length of thin twine or fishing line or dental floss.
- Form it into a loop and place it at one end of the rope, with the two ends of the loop against the rope.
- Wrap tightly around the rope, starting ¼ inch from the end.
- When the whipping is as wide as the rope is thick, pull out the ends of the loop hard, and trim off the twine or line.

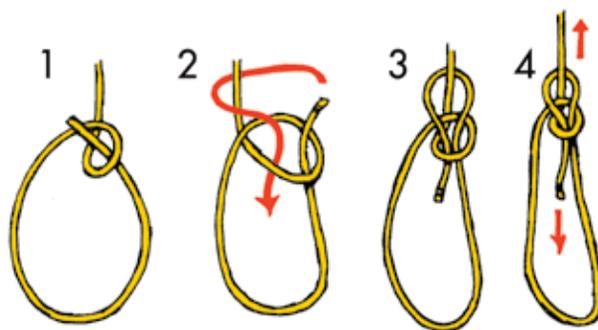


- **Achievement 22b** (“Tie a square knot, bowline, sheet bend, two half hitches, and slip knot. Tell how each knot is used.”) See page 164 of the *Bear Handbook*; selected information is below.



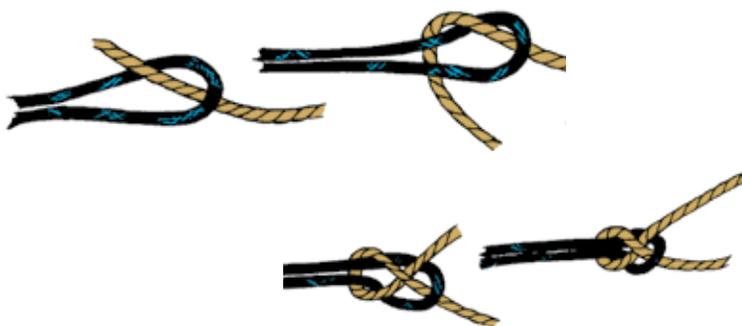
Square Knot

- The **square knot** is also known as the joining knot because it can join two ropes together and because it is the first knot Scouts learn when they join the BSA. It has many uses— from securing bundles, packages, and the sails of ships to tying the ends of bandages.
 - To tie a square knot, hold one rope end in each hand.
 - Pass the right end over and under the rope in your left hand . . . and pull it snug (now you’re holding that end with your left hand, and you’ve switched the other to your right).
 - Next, pass that same end of the rope (the one that is now in your left hand) over and under the one that is now in your right hand . . . and pull it tightly snug.
 - Remember: right over left. left over right.



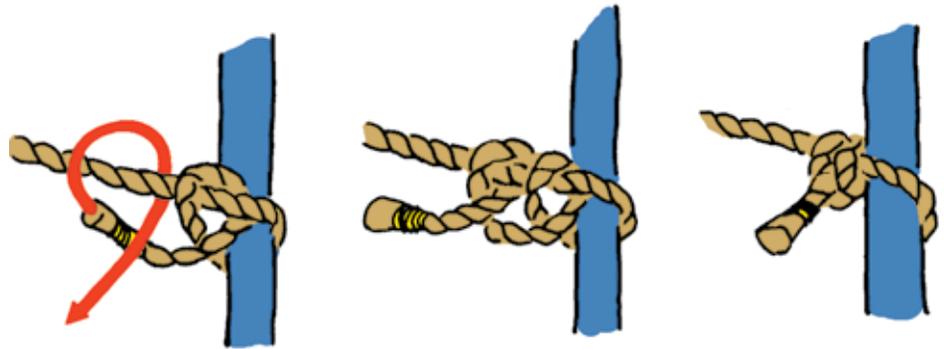
Bowline

- The **bowline** is also known as the rescue knot, the most useful of knots.
 - To tie a bowline, make a small overhand loop in the standing part of a rope.
 - Bring the rope end up through the loop, around behind the standing part, and back down into the loop.
 - Tighten the bowline by pulling the standing part away from the loop. It forms a loop that will not slip and is easy to untie.



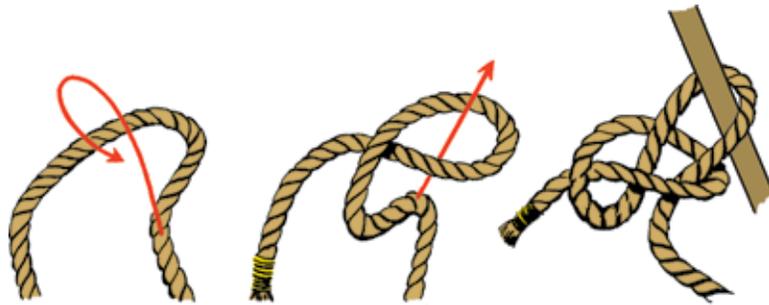
Sheet bend

- The **sheet bend** is recommended for joining two ropes of unequal size. It works equally well if the ropes are of the same size. The sheet bend is much more secure than a square knot.
 - To tie a sheet bend, make a bight at the end of one rope (if two sizes, use the larger).
 - The other end of the second rope comes up through the bight, around the back of the bight, and back under the second rope’s path.



Two half hitches

- **Two half hitches** is a useful knot for attaching a rope to a pole or boat mooring. As its name suggests, it is two “half hitches,” one after the other, with the small end of the rope going in the same direction around the long end of the rope.
 - Hook your rope around your post.
 - Cross the short end under the long, main length of the rope.
 - Bring the short end over and down through the hole between where the rope crosses and the pole. That’s one half hitch.
 - Repeat to make the second half hitch.
 - To finish, push them together and snug them by pulling on the standing part.



Slip knot

- A **slip knot** is just an overhand knot with a “bight” or “loop” so it can be undone quickly simply by pulling one of the ends.
 - Hold a length of rope out and twist to form a loop.
 - Reach through the loop, grasp the dangling right end by the middle, and pull it through the loop, being careful not to let the end come through.
 - You can now hook the new loop around things, and pull the main length of the rope to tighten around them.

Want More Fun Activities?

Have the Scout use the red “shoelace” licorice to show how they can tie one or more of the knots. When they have successfully completed the knots you assign, they can eat the licorice!

- ▶ **Achievement 22c** (“Learn how to keep a rope from tangling.”)
- ▶ **Achievement 22d** (“Coil a rope. Throw it, hitting a 2-foot-square marker 20 feet away.”)
- ▶ **Achievement 22e** (“Learn a magic rope trick.”) Here’s the Magic Overhand Knot:
 - Ask a Scout if he can tie an overhand knot in the middle of one cord without letting go of either end. Let the Cub Scout try it, then show him the trick:
 - First fold your arms over your chest, then lean over and pick up each end of the cord without unfolding your arms. As you straighten up, unfold your arms—still holding the ends of the cord—and presto, there’s the overhand knot!



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.
- ▶ Ask parents to sign for any other electives the boy has completed. Tally them to make sure that at the last pack meeting of the school year, each boy receives all Arrow Points he has earned.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Bear Den Meeting D

Build a Model Achievement 21.

Preparation and Materials Needed

- ▶ Research Rocket Building. See the *Cub Scout Leader How-To Book* (No. 33832), and www.scoutingmagazine.org/issues/0611/a-reddy.html for an article on Rockets. See also <http://wwong.homestead.com/rockets.html>.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Three-inch-wide cardboard mailing tubes, for rocket body, and tube end cap for rocket bodies.
 - Heavy-duty poster paper, for nose cones.
 - Scrap matte board for fins (Excess pieces of board may be purchased from an art supply store's framing department if you ask.)
 - Bring scissors, rolls of 2-inch-wide clear packaging tape, colored paper, glitter stickers.
 - Strips of plastic "fun foam"
 - Empty 20-oz. plastic soft drink bottles.
 - A garden hose gasket to be the launcher stem.
 - A snap/spring connection.
 - An automotive tire valve stem, through which air is pumped into the rocket bottle.
- ▶ Yes, there is a lot to put together for this, but the idea isn't just to build a model rocket, but to blast it off!
 - There will probably be some parents or uncles who would love to help with this.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

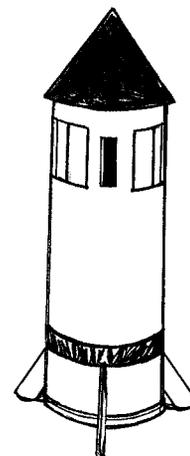
- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Achievement 21f** ("Build a model."), which includes **21f** ("Make a model of a rocket, boat, car, or plane."). Today is "Build a rocket," and blast it off!
 - Bottle rocket model uses a two-piece body made from a 3-inch-wide cardboard mailing tube.
 - A tube end cap is inserted in the top of the 6-inch bottom section which is then connected with tape to the 12-inch top section.
 - A nose cone, cut from heavy-duty poster paper, is taped to the top, and three fins, shaped from scrap matte board, are inserted in slots in the lower section. (Excess pieces of board may be purchased from an art supply store's framing department if you ask.)
 - Decorate with colored paper and glitter stickers.





- ▶ Prior to launching, a strip of plastic “fun foam” is wrapped around an empty 20-oz. plastic soft drink bottle to insure a tight seal.
 - The bottle is then inserted, top down, into the rocket’s bottom section, with the open bottle mouth sticking out.
 - About one-third of the bottle is filled with water. The Cub Scout, holding the rocket upside down, hands the rocket to an adult, who turns it over and quickly puts it on the stem of the launcher. (A garden hose gasket on the launcher stem provides a close fit.)
 - The rocket locks into place with a snap/spring connection. The bottom of the launcher stem is fitted with an automotive tire valve stem, through which air is pumped into the rocket bottle.
 - When pressure is up and stabilized at 60 to 80 pounds per square inch, depending on wind conditions, the signal is given and the Cub Scout pulls a release rope to launch the rocket.
 - The pressurized air and water blasting out of the bottle mouth cause the rocket to be propelled upward.

- ▶ **Achievement 21g** (“Complete the Character Connection for Resourcefulness.”)
 - **Know.** Review the requirements for this achievement and list the resources you would need to complete them. Then list the materials you could substitute for items that you do not already have. Tell what it means to be resourceful.
 - **Commit.** After you complete the requirements for this achievement, list any changes that would make the results better if you did these projects again. Tell why it is important to consider all available resources for a project.
 - **Practice.** While you complete the requirements for this achievement, make notes on which materials worked well in your projects and why.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Bear Den Meeting E

Magic!
Elective 13.

Preparation and Materials Needed

- ▶ Identify any parents or other pack resources who are good at magic tricks. Alternatively, you might see if a hobbyist can visit your den meeting, or if there is a magic shop, you might do this meeting as a field trip to that location if the shop owner is willing to assist you.
- ▶ See also for more ideas, the following:
 - *Cub Scout Magic Book* (See “Rope Tricks.”)
 - Search *Boys’ Life* magazine, www.boyslife.org, for magic tricks and puzzles.
 - Also see www.scoutingmagazine.org, click to get to the search page, and search “magic.”
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Four foot lengths of rope for each Scout
 - For String the Washers:
 - String
 - Four metal washers
 - Handkerchief
 - Ten coins or checkers
 - Small mechanical tape measure
 - For Triangle Turnabout Puzzle, 10 checkers or coins
 - For The Amazing Handkerchief:
 - A large ironed handkerchief
 - A mechanical tape measure (metal, that will stay extended when pulled)
 - For Magic Dollar, a dollar bill
 - For The Floating Body:
 - A large bed sheet
 - A large towel
 - Two 3- to 4-foot-long sticks or poles
 - Pair of shoes and socks *just like the helper is wearing!*

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you’re snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Elective 13a:** (“Learn and show three magic tricks.”). See page 230 of the *Bear Handbook*. As preparation for the magic show, demonstrate and have the Scouts learn the following magic tricks from the handbook:
 - String the Washers
 - Triangle Turnabout Puzzle
 - The Amazing Handkerchief
 - Magic Dollar
 - The Floating Body



- ▶ **Elective 13d:** (“Learn and show three rope tricks.”)
 - See Supplemental Bear Den Meeting C: Tying It All Up for one rope trick.
 - Add additional knot tricks: _____
 - See also the *Cub Scout Magic Book*:

- ▶ After they master the tricks and at the very end of the meeting (hopefully as more parents have arrived), do **Elective 13b:** (“With your den, put on a magic show for someone else.”)
 - You might prep one of the Cub Scouts to be the MC, announcing each act, getting volunteers from the audience (any parents in attendance).
 - Have the Cub Scouts do the tricks they are best able to do, but be sure that each does some trick.
 - The den could also perform at a pack meeting, if that is consistent with the pack program. This meeting would be a rehearsal for it.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Bear Den Meeting F

Jot It Down

Achievement 18.

Preparation and Materials Needed

- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Several sheets of paper and a pencil for each boy, two fold-over note cards for each boy
 - Washable colored markers

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Achievement 18a:** Make a list of the things you want to do today. Check them off when you've done them:
 - Have each Scout share his list with the den.
- ▶ **Achievement 18d:** Write an invitation to someone:
 - You might look at your upcoming meeting schedule, and perhaps there is a special guest you want to invite, or a field trip that you want to invite yourself to attend.
 - The Scouts can write the invitations for it.
- ▶ **Achievement 18e:** Write a thank-you note:
 - Thank-you notes to those who have been special guests or hosted field trips are in order!
- ▶ **Achievement 18g:** Write about the activities of your den:
 - These could be included in the den scrapbook.
- ▶ **Achievement 18h:** Complete the Character Connection for Honesty:
 - **Know:** Tell what made it difficult to be clear and accurate as you wrote details and kept records, and tell what could tempt you to write something that was not exactly true. Define honesty.
 - **Commit:** Tell why it is important to be honest and trustworthy with yourself and with others. Imagine you had reported something inaccurately and tell how you could set the record straight. Give reasons that honest reporting will earn the trust of others.
 - **Practice:** While doing the requirement for this achievement, be honest when you are writing about real events.

Want More Fun Activities?

At break points in the Jot It Down activity, do some more of **Achievement 15b** ("Play two organized games with your den."), which could also be **Achievement 15c** for someone ("Select a game that your den has never played. Explain the rules. Tell them how to play it, and then play it with them.")

- ▶ Examples of games that can be played (including some unusual games) are found throughout this guide, and more are found in the *Cub Scout Leader's How-To Book*.
- ▶ Or play your den's favorite game.



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Bear Den Meeting G

Nature Crafts

Elective 12a.

Preparation and Materials Needed

- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Light-sensitive paper (many nature center gift shops, and toy and hobby shops, carry this special paper, sometimes called sunprinting paper), or dark colored construction paper
 - Fallen leaves (that you'll collect on a hike)
 - A rectangle of glass or hard plastic (see diagram on page 227 of the *Bear Handbook*).

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Elective 12a** ("Make solar prints of three kinds of leaves."):
 - Go outside for a hike and to see what kinds of interesting leaves you can bring back for the solar prints.
 - Carefully arrange your leaves on the paper (some paper comes in a kit that includes a sheet of clear Plexiglas that can be used to hold the objects steady and flat on your paper).
 - Expose the paper to sunlight for five minutes (longer if you use regular construction paper).
 - Remove the objects and put the paper in water to "fix" the image (your print is now permanent).
 - The objects you placed on the paper will show up white; the background will be a rich, dark blue.

Want More Fun Activities?

While you're waiting for the images to set or the prints to dry, do some more of **Achievement 15b** ("Play two organized games with your den."), which could also be **Achievement 15c** for someone ("Select a game that your den has never played. Explain the rules. Tell them how to play it, and then play it with them.")

- ▶ Examples of games that can be played (including some unusual games) are found throughout this guide, and more are found in the *Cub Scout Leader's How-To Book*.
- ▶ Or play your den's favorite game.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Supplemental Bear Den Meeting H

Space
Elective 1c.

Preparation and Materials Needed

- ▶ Make arrangements for a field trip to a local planetarium.
 - Consider whether local colleges, science museums, or nature centers have planetariums. A local astronomy club may be able to help.
 - The National Aeronautics and Space Administration (NASA) has “Space Place” partnerships with community museums, libraries, planetariums, zoos, and aquariums in every state in the U.S. For locations, see <http://spaceplace.nasa.gov/en/kids/museums/index.shtml>, and see the NASA resources at <http://spaceplace.nasa.gov/en/kids/cubscouts/index.shtml#bear>.
 - Be sure your host knows how long you need to have someone make a presentation, and that you’ve confirmed what can or should be covered that would be interesting and fun for the Scouts.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - One or more simple telescopes or binoculars, if not available at the planetarium.
 - Paper and pencils for drawing the solar system.
 - Astronomy belt loops for each Scout.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you’re snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor) with Pledge; maybe recite the Cub Scout Promise or sing a patriotic song (or other opening); perhaps add a roll call, uniform recognition, or den yell.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Elective 1c:** Visit a planetarium.
- ▶ **Astronomy belt loop:** Complete these three:
 - Set up and demonstrate how to focus a simple telescope or binoculars. (A local astronomy club may be a resource for this activity.)
 - Draw a diagram of our solar system—identify the planets and other objects.
 - Explain the following terms: planet, star, solar system, galaxy, the Milky Way, black hole, red giant, white dwarf, comet, meteor, moon, asteroid, star map, and universe.

Want More Fun Activities?

If the planetarium activity is dry or limited, you might do Supplemental Bear Den Meeting I: Make a Pinhole Planetarium. Or you might find nearby space to do some more of **Achievement 15b** ("Play two organized games with your den."), which could also be **Achievement 15c** for someone ("Select a game that your den has never played. Explain the rules. Tell them how to play it, and then play it with them.")

- ▶ Examples of games that can be played (including some unusual games) are found throughout this guide, and more are found in the *Cub Scout Leader's How-To Book*.
- ▶ Or play your den's favorite game.



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Bear Den Meeting I

Space

Elective 1b, 1e, 1f.

Preparation and Materials Needed

- ▶ Determine if you've got a parent who has an interest in this topic to come in as a guest leader for this.
 - And ask Scouts to bring in information, models, and pictures on constellations, satellites, and planets, because one of them might be your hobbyist expert for this meeting.
- ▶ Review materials on constellations, satellites, and planets from **Elective 1**. You might look at these:
 - The National Aeronautics and Space Administration (NASA) "Space Place" Cub Scout Achievements page includes a star finder. See <http://spaceplace.nasa.gov/en/kids/st6starfinder/st6starfinder.shtml>.
 - Information on satellites (including how orbits work, which is how satellites stay up, and these man-made satellites: Galaxy Evolution Explorer, Landsat, Earth Observing 1, GOES and POES (two kinds of weather satellite), and the Hubble Space Telescope) can be found at the NASA Space Place Cub Scout Achievements page, at <http://spaceplace.nasa.gov/en/kids/cubscouts/index.shtml> or search "Cub Scout satellites."
 - Also at the NASA Space Place Cub Scout page, <http://spaceplace.nasa.gov/en/kids/cubscouts/index.shtml> (or search "Cub Scout planets") is information on planets.
 - To add fun to this meeting, you might also search "Cub Scout planets games" or similar phrases, and see what other leaders have done.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Tin can and nail for each boy
 - Several hammers
 - Pictures of Earth and other planets in our solar system and constellation maps for the pinhole planetariums (bring from books, or print from the NASA space place pages)
 - Articles or books about the international space station and the planets

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you've brought books or pictures or materials, also make these available for Scouts to review if they like.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Elective 1b:** Make a pinhole planetarium and show three constellations:
 - Make a pinhole planetarium with a tin can and a small nail.
 - Make paper patterns of the constellations selected, enlarging the pattern to 2 1/2-inch circles using the grid method. Mark the stars' positions with a pen or pencil.
 - Tape each pattern upside down on the bottom of a clean soda can (upside down, so that you see it correctly).



- Punch tiny holes in the bottom of the can to mark each star's position in a constellation.
 - To use your planetarium, hold the bottom of the can toward a strong light and look through the peep hole.
- ▶ **Elective 1e:** Read and talk about at least one manmade satellite and one natural one:
- Bringing models or pictures from the NASA Space Place page or other sites is important.
 - Solicit the Scouts to name and describe manmade (like the international space station) and natural satellites.

Want More Fun Activities?

To get some up and about activity in this meeting, you might play Asteroid Field Piloting (to demonstrate what might happen to satellites in space):

- ▶ Place objects (the asteroids), such as chairs, into the playing area (outer space).
 - ▶ Pair off the Scouts. One partner is blindfolded at one end of playing area (the satellite). The non-blindfolded partners (mission control) stand at the opposite end of the playing area.
 - ▶ Each mission control tries to talk their satellite partners through the asteroid field without running into any of the asteroids.
 - ▶ Once they understand, have all of the teams playing at the same time. Make it more difficult by starting satellites at opposite corners, forcing teams to cross each others' paths.
- ▶ **Elective 1f:** Find a picture of another planet in our solar system. Explain how it is different from Earth:
- Bringing models or pictures from the NASA Space Place page or other sites is important.
 - Solicit the Scouts to name and describe the planets of our solar system.

Want More Fun Activities?

To get some up and about activity in this meeting, you might play a Solar System Planet Orbiter Game (to let each of the Scouts be a planet for a few minutes):

- ▶ This game is like musical chairs, because there is one fewer chairs than boys. Set chairs up in a circle.
- ▶ The extra boy is the Sun. The other boys are each assigned a planet (Mercury, Venus, Earth, Mars . . .), and sit in the designated chairs.
- ▶ The sun orbits around the outside of the chairs calling out the names of planets. When his planet name is called, the boy called gets up and walks (orbits) around the chairs with the sun.
- ▶ When all the planets are in orbit, the den leader yells "Blast off," and all the boys scramble for a chair. The one left standing becomes the Sun.

You could also put the chairs on one end of a room, and have them orbit around the Sun in the middle of the room, staying in the right order (Mercury closest, Venus next, and so on). Before each round, you might also have each Scout describe something about his planet.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ You might remind the boys that Neil Armstrong, the first person to walk on the moon, is an Eagle Scout. Many other astronauts are Eagle Scouts.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Bear Den Meeting J

Landscaping

Elective 14.

Preparation and Materials Needed

- ▶ Arrange to take part in a project with your den to make your neighborhood or community more beautiful. Consider whether your chartered organization has a need for a landscaping project, and get permission.
 - Schedule this meeting at a time of year when flowers can be planted.
- ▶ Determine if you've got a parent who has an interest in this topic to come in as a guest leader for this.
- ▶ Note that if you break out parts of this meeting in advance, you can do more of the elective:
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Work gloves for each boy and leader
 - Plastic bags to collect litter
 - Flower bulbs or seedlings, mulch and/or other landscaping material for your project
 - Paper and pencils for the landscaping plan

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Elective 14b** ("Make a sketch of a landscape plan for the area right around your home. Talk it over with a parent or den leader. Show which trees, shrubs and flowers you could plant to make the area look better."): You might do this if it fits your project:
 - Show the boys the area that you'll be working on and improving, and ask for their ideas.
 - Unless you break this out and do this before the actual working day, you will want to limit their final ideas to use of the materials in hand.
 - Have them map out where items should be planted in the landscape area.

Want More Fun Activities?

Elective 14d ("Build a greenhouse and grow 20 plants from seed. You can use a package of garden seeds, or use beans, pumpkin seeds, or watermelon seeds.") You might do this if it fits your project:

- ▶ If you do this in an earlier meeting, you can plant those today.
- ▶ Or plant your seeds today, put them in your simple greenhouse, and then transplant them in a later meeting when the plants are ready.



- ▶ **Elective 14c** (“Take part in a project with your family, den, or pack to make your neighborhood or community more beautiful.”) and/or **14a** (“With an adult, help take care of your lawn or flower beds, or help take care of the lawn or flower beds of a public building, school, or church. Seed bare spots. Get rid of weeds. Pick up litter. Agree ahead of time on what you will do.”):
With your Scouts, work your plan:
 - Prepare the area (clear trash, weeds, work the soil as needed to prepare).
 - Plant your flowers and/or bulbs or other plants, and apply any mulch or other landscape cover.
 - Be sure to take “before and after” pictures!

Want More Fun?

Leaning on a shovel and waiting as the landscaping is done may be less active, so watch to see if and when you might need to do some more games or pull something from your den’s emergency fun box.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Bear Den Meeting K

Farm Animals

Elective 16.

Preparation and Materials Needed

- ▶ Determine if you've got a parent who has an interest in this topic to come in as a guest leader for this.
- ▶ Arrange to visit a livestock exhibit at a county or state fair, or a farm or nature center with farm animals.
 - Be sure your host knows how long you need to have someone make a presentation, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
- ▶ Review materials on farm animals from **Elective 16**, and conduct further research as needed.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Books or other materials about farm animals.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you've brought books or pictures or materials, also make these available for Scouts to review if they like.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Elective 16d:** With your family or den, visit a livestock exhibit at a county or state fair.
- ▶ **Elective 16c** ("Read a book about farm animals and tell your den about it."), and **16b** ("Name and describe six kinds of farm animals and tell their common uses."):
 - Allow time for any Scout who has done this to talk about what he learned.
 - Solicit ideas from the Scouts as you go to each exhibit or animals, so that they can teach each other and demonstrate what they know.

Want More Fun Activities?

Depending on where you are conducting the meeting, and how interesting the displays, you might do some more games, perhaps **Achievement 15c** for someone ("Select a game that your den has never played. Explain the rules. Tell them how to play it, and then play it with them.")

- ▶ Or play your den's favorite game.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Supplemental Bear Den Meeting L

Swimming

Elective 19.

Preparation and Materials Needed

- ▶ Make arrangements for the boys to swim at a pool. Arrange for adequate adult supervision.
 - Have parents and leaders take the Safe Swim Defense online training at www.scouting.org/myscouting.
 - If you've arranged for a lifeguard or supervisor at the pool to conduct instruction and lead the activity, provide them with a copy of this plan.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Scouts and others to bring swimsuits and towels, sunscreen if needed.
 - Swimming belt loops for each Scout.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Safe Swim Defense

Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense training, have a commitment card (No. 34243) with them, and agree to use the eight defenses in this plan.

Activities

- ▶ **Elective 19d:** Tell what is meant by the buddy system. Know the basic rules of safe swimming.
- ▶ **Elective 19a:** Jump feet first into water over your head, swim 25 feet on the surface, stop, turn sharply, and swim back.
- ▶ **Elective 19b:** Swim on your back, the elementary backstroke, for 30 feet.
- ▶ **Elective 19c:** Rest by floating on your back, using as little motion as possible for at least one minute.
- ▶ **Elective 19e:** Do a racing dive from edge of pool and swim 60 feet, using a racing stroke. (You might need to make a turn.)
- ▶ **Swimming belt loop:** Complete these three:
 - Explain the rules of Safe Swim Defense. Emphasize the buddy system.
 - Play a recreational game in the water with your den, pack, or family.
 - While holding a kickboard, propel yourself 25 feet using a flutter kick across the shallow end of the swimming area.

Want More Fun Activities?

For the recreational game, you might play a water game, if permitted at your pool:

- ▶ Pool volleyball? Cannonball contest? Pool tag?
- ▶ Ping-pong race: Scout blows a ping-pong ball ahead of him as he swims a given distance. He cannot touch the ball with his body.
- ▶ Newspaper delivery: Each Scout swims a distance on his back carrying a newspaper, and hands the paper to a judge at the finish line. The judge decides the winner on the basis of whose newspaper remained the driest.
- ▶ Or play your den's favorite water games.



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Bear Den Meeting M

Boats
Elective 5.

Preparation and Materials Needed

The *Guide to Safe Scouting* defines how Cub Scouts may engage in boating activities: "Cub Scout activities afloat are limited to council or district events that do not include moving water or float trips (expeditions)."

- ▶ Make arrangements for your den to rig and sail or row a real boat.
 - Check with your local Boy Scout council for local options.
- ▶ Have parents and leaders take the Safe Swim Defense and Safety Afloat online training at www.scouting.org/my scouting.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Personal flotation devices for everybody when they are in the boats

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you've brought books, pictures, or materials, also make these available for the boys to review if they like.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Safety Afloat

Safety Afloat has been developed to promote boating and boating safety and to set standards for safe unit activity afloat. Before a BSA group may engage in an excursion, expedition, or trip on the water (canoe, raft, sailboat, motorboat, rowboat, floating in an inner tube, or other craft), adult leaders for such activity must complete Safety Afloat Training, No. 34159, have a commitment card, No. 34242, with them, and be dedicated to full compliance with all nine points of Safety Afloat.

Activities

- ▶ **Elective 5a**, if you have access to a sailboat:
 - Help an adult rig a real boat.
 - Sail the boat with the adult. Wear your PFDs.
- ▶ **Elective 5c** ("Know the flag signals for storm warnings."): See *Bear Handbook* page 199.



- ▶ **Elective 5e**, if you have access to a rowboat:
 - With an adult on board, and both wearing PFDs, row a boat around a 100-yard course that has two turns.
 - Demonstrate forward strokes, turns to both sides, and backstrokes.

Want More Fun Activities?

Depending on how many boats you have access to, you might do some more of **Achievement 15b** ("Play two organized games with your den."), which could also be **Achievement 15c** for someone ("Select a game that your den has never played. Explain the rules. Tell them how to play it, and then play it with them.").

- ▶ Examples of games that can be played (including some unusual games) are found throughout this guide, and more are found in the *Cub Scout Leader's How-To Book*.
- ▶ Or play your den's favorite game.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Bear Den Meeting N

American Indian Life

Elective 24.

Preparation and Materials Needed

- ▶ Determine if you've got a parent who has an interest in this topic to come in as a guest leader for this.
- ▶ Ask Cub Scouts to bring in information, items, and pictures on American Indian life because one of them might be a hobbyist expert today.
- ▶ Review materials on American Indian life from **Elective 24**.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Supplies for "Motowu" (*Bear Handbook*, page 273).
 - Four dried corn cobs
 - Small dowels
 - White glue
 - Eight turkey or other large feathers
 - Two flower pots or baskets
 - Supplies for "Pokean" (*Bear Handbook*, page 274).
 - Corn husks (for each Pokean shuttlecock, need three husks 1 1/2 inches by 6 or 7 inches, plus one about 3/4-inch wide by 5 inches)
 - Three feathers for each Pokean shuttlecock
 - String
 - Articles or books about the Native American people who live or lived in your area

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you've brought books, pictures, or materials, also make these available for Cub Scouts to review if they like.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Elective 24a** ("American Indian people live in every part of what is now the continental United States. Find the name of the American Indian nation that lives or has lived where you live now. Learn about these people.):
 - Bringing books or printouts with pictures and maps is important here.
 - Solicit the Scouts to tell what they know about Native Americans in your location or others.
- ▶ **Elective 24b** ("Learn, make equipment for, and play two American Indian or other native American games with members of your den. Be able to tell the rules, who won, and what the score was.):
 - Play Motowu: See *Bear Handbook*, page 273. Essentially, this is a Hopi version of lawn darts!
 - Play Pokean: See *Bear Handbook*, page 274. Essentially, this is a Zuni Pueblo version of a hand-hit, personal badminton game.

Want More Fun Activities?

You might also build a shelter. **Elective 24c** (“Learn what the American Indian people in your area (or another area) used for shelter before contact with the Europeans. Learn what American Indian people in that area used for shelter today. Make a model of one of these shelters, historic or modern. Compare the kind of shelter you made with the others made in your den.”)



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Bear Den Meeting O

Build a Model

Achievement 21e.

Preparation and Materials Needed

- ▶ Determine if you've got a parent who has an interest in this topic to come in as a guest leader for this.
- ▶ Make arrangements to visit a site where a model of a shopping center or other building is on display.
 - Contact a local architectural firm to learn if it has any models your den can view.
 - Visit the architect's office or ask the architect to bring the model to your den meeting place.
 - Be sure your host knows how long you need to have someone make a presentation, and that you've confirmed what can or should be covered that would be interesting and fun for the Cub Scouts.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Depends on the field trip location.
 - Could bring Legos or other building-block items to let the Cub Scouts construct their own models.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.
- ▶ If you've brought books, pictures, or materials, also make these available for Cub Scouts to review if they like.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Achievement 21e** ("Go and see a model of a shopping center or new building that is on display somewhere."):
 - Ask the architect to explain the model and the building project it represents.
 - Learn what the architect's role is in the project.

Want More Fun Activities?

OK, you've seen the architect's model, why not have the Scouts make their own models?

- ▶ Bring Legos or other building blocks, and divide them up among the Scouts in teams of two, three, or four (depending on how many supplies you have).
- ▶ Let the Scouts design and build their own architectural model of a building of their choice.
- ▶ Have each Scout and team show and tell about their model.



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Bear Den Meeting P

Family Fun

Achievement 10a.

Preparation and Materials Needed

- ▶ Well in advance, select a date, time, and location for your family fun day and inform the den.
 - Visit a park, museum, airport, seashore, farm or ranch, performance, go bowling, etc.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Depends on where you go and what you'll do.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete Achievement 3f) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Achievement 10a:** Go on a day trip or evening out with members of your family

Want More Fun Activities?

You might do some more of **Achievement 15b** ("Play two organized games with your den."), which could also be **Achievement 15c** for someone ("Select a game that your den has never played. Explain the rules. Tell them how to play it, and then play it with them.").

- ▶ Examples of games that can be played (including some unusual games) are found throughout this guide, and more are found in the *Cub Scout Leader's How-To Book*.
- ▶ Or play your den's favorite game.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Bear Den Meeting Q

Family Outdoor Adventure

Achievement 12b. Hiking Belt Loop.

Preparation and Materials Needed

- ▶ Select a location for your Family Den Hike.
 - It could be in the city or in your neighborhood, in the woods or a park, or at a Scout camp owned by your local Boy Scout council.
 - Invite the family members of the boys in the den well in advance.
- ▶ Designate a meeting time and a place for the start of the hike. Remind everyone to dress appropriately for the weather, including proper footwear. Ask everyone to bring a water bottle, sunscreen, and possibly a healthy snack.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring plastic bandages in case of blisters.
 - Bring maps of your hiking route.
 - Other items depend on where you go and what you'll do on the hike.

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Explain the buddy system and what to do if lost. Explain the importance of cooperation.
- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Achievement 12b:** Go on a hike with your family.
- ▶ **Hiking belt loop** requirements:
 1. Explain the hiking safety rules to your den leader or adult partner. Practice these rules while on a hike.
 2. Demonstrate hiking attire and equipment.
 3. Hike at least 30 minutes with your adult partner, family, or den.

Supplemental Den Meeting Q



Want More Fun Activities?

A hike doesn't have to be just a walk. Try a hike plus: Don't just walk; do something:

- ▶ Alphabet hike. Find things to cover each letter (keep a list as you go).
- ▶ Color hike. Find as many colors as you can (keep a list as you go).
- ▶ Sense-of-touch hike. Find things that are: hairy, smooth, rough, cool, dry, wet, sticky, bumpy.
- ▶ Hula-hoop hike. Lay your hoop (or a loop of rope) on the ground, what can you find inside the circle?
- ▶ Inch-high hike (take rulers along). What do you find that is that high (or smaller)?
- ▶ Silent hike (well, try it for a while). Hike or stand still for a few minutes. What do you hear?
- ▶ Give-it-a-name hike. Identify trees and plants, or come up with your own names and descriptions if you don't know the name.
- ▶ Or do knot hikes or first aid hikes (where every so often they stop and work on the subject you pick).

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Bear Den Meeting R

Let's Go Camping

Elective 25a.

Preparation and Materials Needed

- ▶ Ideally, invite a Boy Scout to your den meeting. Have him teach the boys how to put up a tent and lay a fire. Ask him to wear his uniform and explain to the boys what his insignia represent.
- ▶ If not, have one or more parents who are knowledgeable about camping attend and bring their camping gear.
- ▶ Determine if you can light a campfire in the location of your meeting (consider whether you can bring a portable outdoor fireplace).
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Ask the Boy Scout to bring the following or bring it yourself:
 - One or more tents, backpacks
 - Logs, kindling, tinder, matches
 - Water bucket

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Elective 25a:** Learn about the 10 essential items you need for a hike or campout. Assemble your own kit of essential items. Explain why each item is essential.
 - Some of your Scouts will be able to discuss this and help teach the others.
 - Allow everyone to touch and hold the gear.
- ▶ If you have a fireplace and permission, have the Boy Scout or leader demonstrate how to lay a fire.

Want More Fun Activities?

OK, you've laid out a fire: Have a campfire!

- ▶ Got s'mores? Could do hot dogs, too.
- ▶ Time for some campfire songs, stories, and skits.
- ▶ If someone has brought backpacking gear, and backpacking stoves, let everyone see how these work by making some trail food.

Supplemental Den Meeting R



Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Supplemental Bear Den Meeting S

Tall Tales

Achievement 4.

Preparation and Materials Needed

- ▶ Review the American folklore characters described in the *Bear Handbook* (pages 43–47) and be prepared to discuss each with the den.
- ▶ Home assignment for this meeting: Each boy is to read two folklore stories and be prepared to share his favorite one at this den meeting (**Achievement 4c**).
- ▶ Want More Fun Activities? Asking the Scouts to “dress” like a folklore character is a great idea. Leaders and parents can do that as well.
- ▶ Materials checklist (add to your den “Cub tub” of U.S./den flags, paper/pencils, and other supplies):
 - A United States map
 - Any supplemental printouts or books that help bring to life the folklore characters in the *Bear Handbook*, and any poems or songs that help tell the tales
 - The folklore match game at the end of this meeting plan or one you adapt

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you’re snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Scouts who did not read their two folklore stories in advance can use this time to read their handbooks or other material to catch up on the home assignment.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (or other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items:

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Achievement 4a** (“Tell in your own words what folklore is. List some folklore stories, folk songs, or historical legends from your own state or part of the country. Play the Folklore Match Game on p. 48.”) and **Achievement 4b** (“Name at least five stories about American folklore. Point out on a United States map where they happened”).
 - Depending on how many assistants, attending parents, and den chiefs you have in attendance, you can do these as one-on-one sessions, or small group sessions, to cover the following elements of those achievements.
 - Ask each boy to tell what folklore is.
 - Have each list five folklore stories, folk songs, or historical legends that he learned about since the last den meeting (home assignment) and point out on a map where they happened.
 - Scouts who are prepared can go first.
 - In the smaller sessions, you can also find out which folklore story each boy would like to tell the whole den. They can rehearse and prepare in the small group before telling the whole den.
 - After the small group breakouts, these would be good for the whole den at one time.

Supplemental Den Meeting S



- ▶ **Achievement 4c** (“Have boys tell their favorite folk story to the other boys.”) Allow each Scout to go “one by one” while the others listen.
 - Play the Folklore Match Game (*Bear Handbook* page 48). When someone gets it right and knows something about the story, ask them to tell you what they know (tell the story). You could divide the den in two parts and do this like a “Scholar Quiz” game show.
 - As each Scout describes a story, have them point out on a United States map where some of these stories happened.

Want More Fun Activities?

You can use two meetings to cover this achievement, and have one meeting be a “Folklore Film Festival,” where you and the den watch a folklore movie!

- ▶ One example you might be able to find at your local library or video store is *Disney’s American Legends*, which includes short films about Paul Bunyan, John Henry, and Casey Jones. Don’t forget your popcorn!
- ▶ You might also sing folk songs or read poems about folklore characters or legends . . .

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors, or have a den leader’s minute with a Living Circle or Law of the Pack and/or den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

Bear Folklore Match Game

Achievement 4a.



- | | |
|-------------------------|---|
| 1. Sasquatch or Bigfoot | ___ Was of royal blood |
| 2. Pony Express Riders | ___ Slept a long time |
| 3. Paul Bunyan | ___ She drove a stagecoach |
| 4. Pecos Bill | ___ Stood up to Stonewall |
| 5. Johnny Appleseed | ___ Was frightened by somebody |
| 6. Daniel Boone | ___ Built of a precious metal |
| 7. Davy Crockett | ___ Died in the Alamo |
| 8. John Henry | ___ From Leadville to the Titanic |
| 9. Zorro | ___ Got tired of the sea |
| 10. El Dorado | ___ Beat a machine |
| 11. Barbara Fritchie | ___ Protected victims of a cruel governor |
| 12. Old Stormalong | ___ Warned the settlers of an attack |
| 13. Molly Brown | ___ Is famous in Kentucky |
| 14. Ichabod Crane | ___ A missing mine |
| 15. Rip Van Winkle | ___ Leveled a forest with one swing of his ax |
| 16. Hiawatha | ___ Rode a strange "horse" |
| 17. Charlie Parkhurst | ___ Longfellow's chief |
| 18. Lost Dutchman | ___ Stayed with his train |
| 19. King Kamehameha | ___ Isn't a man, but a something |
| 20. Casey Jones | ___ Carried the mail |



Template for Sample Parent Information Letter or E-Mail

Adapted from examples shown at www.scouting.org/CubScouts/Leaders/DenLeaderResources.aspx.

_____, 20__

Dear Bear Den Cub Scout Parents:

Today we completed the following achievements or electives from your son's Bear Handbook: _____ *<copy applicable summary from the meeting plan>*. Our special guest leaders were _____ and _____, who _____ *<praise the contributions!>*.

For our next den meeting on _____ day, _____, 20__ at _____, we will be working on these achievements or electives from your son's *Bear Handbook*: _____ *<copy applicable summary from the meeting plan>*. To help prepare, please have your son complete the _____ which he received at the den meeting (if you need another, please let me know) or review those requirements in your son's Bear Handbook. Our special guest leaders planning to assist at that meeting are _____ and _____.

If you would like to assist at this or another meeting, please let me know! Our summary of the den meeting dates, plans and rank requirements to be covered is set forth below.

We have a pack meeting on _____ day, _____, 20__ at _____. The current program for that event is as follows: _____. Our den will _____.

We also have an upcoming pack outing on _____ day, _____, 20__ at _____, where we will _____. Please sign up for that event by contacting _____ or _____.

<NOTE: These concepts, and the list below the meeting dates, could be given all at once, or when needed (or both)> Finally, let me give two advancement reminders. First, to earn the Bear badge, your son doesn't have to do EVERYTHING in the book. To earn Bear, he has to complete 12 achievements out of a possible 24 (this is VERY different from Wolf and Tiger), but you have to get the right number from four areas: God (1 of 1 through 2), Country (3 of 4 through 7), Family (4 of 8 through 13), and Self (4 of 14 through 24). We're doing some of the more interesting and challenging ones in our den meeting, but the good news is that the program is flexible.

Second, let me remind that there are a number of achievements from your son's handbook that must be completed by you at home, and you—as "Akela," a leader—should review those with your son, and sign off in the handbook when it is complete. A list is provided below for your convenience. Some of these (like requirements related to faith) are clearly family matters, many of these are part of what you will do anyway as you raise your son, and others you will be glad to have (like doing chores around the house)!

Thank you for your help in leading all of our great Scouts.

_____, den leader [*NOTE: Or assistant DL, if the ADL does this*]

Phone Numbers: _____

E-Mail Address: _____

Upcoming Dates and Meetings [*Note: Be sure to adjust as you change the sequence or requirements covered*]:



Date	Den Meeting Plan	Rank Requirements/Electives to Be Covered
//_	1: Bobcat, The Past Is Exciting and Important, and Building Muscles	Bobcat 1–8. Achievements 3b, 8c, 8d, 8g, and 16a
//_	2: What Makes America Special? and The Past Is Exciting and Important	Bobcat 8. Achievements 3a, 3b, 3d, 3j, 8b, 8d, and 8e
//_	3: Ride Right	Achievements 3b, 14a–c, 14e–f, and 16a.
//_	4: Law Enforcement Is a Big Job	Achievements 1a, 1b, 7a–f
//_	5: Ways We Worship, Law Enforcement Is a Big Job, and Sawdust and Nails	Achievements 1a, 1b, 7c–e, and 20a–c
//_	6: Sawdust and Nails and Games, Games, Games!	Achievements 15a, 20b, and 20c
//_	7: What’s Cooking?	Achievement 9a–e
//_	8: Be Ready	Achievements 9c, 11a–e, and 11g
//_	9: Building Muscles and Games, Games, Games!	Achievements 11e, 13a–g, 15b, and 16a–c
//_	10: Saving Well, Spending Well and Games, Games, Games!	Achievements 6a, 13a–g, 15a–c
//_	11: The Past Is Exciting and Important and Information, Please	Achievements 6a, 8a, and 17a–d
//_	12 and 13: Sharing Your World With Wildlife	Achievements 5a–e, 6d–f, 17a, and 17d. Wildlife Conservation belt loop optional
//_	14: Take Care of Your Planet	Achievements 5d and 6a–g
//_	15: Build a Model (pinewood derby car construction, part 1)	Achievement 21a
//_	16: Build a Model (pinewood derby car construction, part 2)	Achievement 21a
	Supplemental Meeting A: Maps	Elective 23a–e
	B: Shavings and Chips	Achievement 19a–d
	C: Tying It All Up	Achievement 22a–e
	D: Build a Model	Achievement 21f and 21g
	E: Magic!	Elective 13
	F: Jot It Down	Elective 18a, 18d, 18e, 18g, 18h
	G: Nature Crafts	Elective 12a
	H: Space	Elective 1c. Astronomy belt loop
	I: Space	Elective 1b, 1e, and 1f
	J: Landscaping	Elective 14
	K: Farm Animals	Elective 16
	L: Swimming	Elective 19. Swimming belt loop
	M: Boats	Elective 5
	N: American Indian Life	Elective 24
	O: Build a Model	Achievement 21e
	P: Family Fun	Achievement 10a
	Q: Family Outdoor Adventure	Achievement 12b. Hiking belt loop



R: Let's Go Camping

Elective 25a

S: Tall Tales

Achievement 4

Bear “At Home” Achievements: Here are the achievements from your son’s handbook that must be completed by you, at home, where you—as “Akela,” a Leader—should review that with your son, and sign off in the handbook when it is complete (these will be assigned at the right time, as in many cases they will tie into meeting plans):

- ▶ **Bobcat 8:** Complete the exercises in the parent’s guide, *How to Protect Your Children From Child Abuse: A Parent’s Guide*.
- ▶ **Achievement 1: Ways We Worship**
 - **Achievement 1a:** Complete the Character Connection for Faith
 - **Know:** Name some people in history who have shown great faith. Discuss with an adult how faith has been important at a particular point in his or her life.
 - **Commit:** Discuss with an adult how having faith and hope will help you in your life, and also discuss some ways that you can strengthen your faith.
 - **Practice:** Practice your faith as you are taught in your home, church, synagogue, mosque, or religious fellowship.
 - **Achievement 1b:** Make a list of things you can do this week to practice your religion as you are taught in your home, church, synagogue, mosque, or other religious community. Check them off your list as you complete them.
- ▶ **Achievement 3b:** With the help of parents, Cub Scouts should find out about two famous Americans.
- ▶ **Achievement 20: Sawdust and Nails:**
 - **Achievement 20c** (“Use at least two tools listed in requirement (a) to fix something.”)
- ▶ **Achievement 7: Law Enforcement:**
 - **Achievement 7c** (“Help with crime prevention for your home.”)
 - **Achievement 7d** (“Be sure you know where to get help in your neighborhood.”)
 - **Achievement 7e** (“Learn the phone numbers to use in an emergency. Post them by each phone in your home.”)
- ▶ **Achievement 8d:** Complete the family tree.
- ▶ **Achievement 9: What’s Cooking:**
 - **Achievement 9c** (“With an adult, prepare one part of your breakfast, one part of your lunch, and one part of your supper.”)
- ▶ **Achievement 11: Be Ready:**
 - **Achievement 11e** (“With your family, plan escape routes from your home and have a practice drill.”)
- ▶ **Achievement 13: Saving Well, Spending Well.** They must complete four of the seven available choices:
 - **Achievement 13a** Go grocery shopping with a parent or other adult member of your family.
 - **Achievement 13b** Set up a savings account.
 - **Achievement 13c** Keep a record of how you spend money for two weeks.
 - **Achievement 13d** Pretend you are shopping for a car for your family.
 - **Achievement 13e** Discuss family finances with a parent or guardian.
 - **Achievement 13f** Play a board game with your family that involves the use of play money.
 - **Achievement 13g** With an adult, figure out how much it costs for each person in your home to eat one meal.
- ▶ **Achievement 14g** (“Plan and take a family bike hike.”)
- ▶ **Achievement 17a** (“With an adult in your family, choose a TV show. Watch it together.”) See page 137 in the *Bear Handbook* for further discussion points.
- ▶ **Achievement 17d** (“Use a computer to get information. Write, spell-check, proofread, and print out a report on what you learned.”)

NOTES





WEBELOS DEN MEETINGS

Welcome to Webelos!

For Webelos Scouts and their leaders, this year and the next are filled with excitement, growth, and challenge. Your boys will be moving from Cub Scouts toward the goal of becoming a Boy Scout. Along that trail they will be picking up new skills and further developing their independence and character.

As a leader you will be developing, too. You will find that the Webelos and Arrow of Light years (and den meeting plans) require more long-term planning on your part. While the den meeting plans will take you and your boys through the achievement activities required for rank advancement, you will find that looking ahead can have significant planning benefits.

Here are a couple of examples:

- The **Outdoorsman activity badge** is a requirement for Arrow of Light. As such, it is proposed as Den Meeting 3 in that year. However, much of the camping or hiking activity that is part of the badge's requirements is perfect for summertime activity (either before the Webelos year or before the Arrow of Light year).
- The **Sportsman activity badge** (again, Arrow of Light year) requires earning two individual sports belt loops and two team sports belt loops. Similar situations exist for many other activity badges. These required belt loops can be earned any time after the boy joins a Webelos den so you can begin working on these belt loops right away.

So, look ahead! Review all the requirements for Webelos and Arrow of Light before starting Webelos. Check back often, and HAVE FUN!



Webelos Den Meeting Plans

Den meeting plans are developed around a Scouting program year that is presumed to begin in early September and continue through May, at which time Cub Scouts would become involved in summertime Scouting activities. The Webelos den meeting plans outlined below offer one way of earning the Webelos badge of rank. If you as a den leader modify the order/badges, make sure requirements will still be met.

Webelos Den Meeting Plans

Meeting Date	Den Meeting Plan No.	Achievements to Complete the Webelos Badge	Rank Requirements and Electives Covered
	1	Fitness and Athlete	Do: Fitness 1 and six from 2–8 Athlete 1–7 Bobcat Review HA*: Complete Fitness 2–7. Complete Athlete 4–7. Review Forester and Naturalist chapters.
	2	Forester and Naturalist	Verify: Fitness 2–7 (complete) Do: Naturalist 1, 4, 8, and 10 Forester 3, 4, 9 HA: Review Forester and Naturalist chapters.
	3	Forester and Naturalist	Do: Forester 5 and 6 Naturalist 6, 7, and 9 HA: Review Traveler chapter.
	4	Traveler and Athlete	Verify: Athlete 4–7 Do: Traveler 1, 9–12 (Geography belt loop) HA: Athlete 4–7. Webelos 8, review Citizen chapter.
	5	Citizen	Do: Citizen 1, 3, 8 (Citizenship belt loop) HA: Citizenship belt loop 1 and 3. Review Citizen chapter.
	6	Citizen	Verify: Citizenship belt loop 1 Do: Citizen 10, 8 (Citizenship belt loop 3) Webelos Review 3, 4, 7. Review Citizen chapter.
	7	Citizen	Do: Citizen 2–7 & 9 HA: Webelos Requirement 8. Review Artist chapter.
	8	Citizen and Artist	Verify: Citizen 8 (Citizenship belt loop 3), Webelos 1–8 Do: Citizen (make up) Webelos Review (make up) Artist 1, 4, 7, 9 HA: Review Geologist chapter.
	9	Geologist	Do: Geologist 1, 2, 8 HA: Review Geologist chapter.
	10	Geologist	Do: Geologist 4, 5, 6 HA: Review Engineer chapter.

Webelos Achievements:

- Webelos badge
- Compass points emblem and compass points
- Arrow of Light



The Webelos badge is the focus of the first year of Webelos.

	11	Engineer	Do: Engineer 2, 5, 6 HA: Review Engineer chapter.
	12	Engineer	Do: Engineer 1, 3, 4 HA: Review Craftsman chapter.
	13	Craftsman	Do: Craftsman 1, 2 HA: Review Craftsman, Scholar, and Artist chapters.
	14	Craftsman	Do: Craftsman 3, 4 HA: Scholar 11. Review Scholar and Artist chapters.
	15	Scholar	Do: Scholar 1, 5, 11, 12 Artist 2, 8, 10
	16	Showman (Puppetry)	Do: Showman 2–5, 7, 11, 17, 20
	17	Showman (Music)	Do: Showman 6, 8–15
	18	Showman (Drama)	Do: Showman 3, 11, 16–18, 20–23

Webelos Rank Requirements

There are three types of Webelos-level achievements, and they overlap each other and the two years of the Webelos program:

- ▶ The Webelos badge
- ▶ The compass points emblem and compass points
- ▶ The Arrow of Light

The Webelos badge is the focus of the first year of Webelos Scouting and requires the completion of three activity badges. The goal for many boys, and the focus of Webelos second year, is the Arrow of Light (which requires five more activity badges, plus other requirements). A Scout can also earn the compass points emblem by completing additional activity badges and the Webelos Super Achiever badge by doing earning all 20 activity badges.

The chart on the previous page shows the advancement plan covered by the den meeting plans in the *Den & Pack Meeting Resource Guide*. It is recommended that these den meeting plans be conducted in sequential order. However, the den leader may choose to alter the order to achieve the following:

- A. Deal with schedules of your Scouts and their other extracurricular activities.
- B. Follow your pack activities (for example, covering Outdoorsman elements before or at a pack campout).
- C. Line up with special guest volunteers who can come in to cover a topic that lines up with their occupation, hobby, or interest.
- D. Aligns with the den leader, assistant den leader, and parent’s interests and skills as it relates to optional activity badges.

If you make changes, be sure that the order and content of your meetings keeps you on track to complete your Webelos rank by the blue and gold banquet, which is likely to be held in February (check with your pack for scheduling) and that the necessary requirements for the badge of rank will be met.

- ▶ Note that while there are some fixed requirements and required activity badges (See the following page and pages 49–50 of the *Webelos Handbook*.), there is more than one way to do the achievements and earn the badge—you get to pick the rest of the activity badges that work for you.
- ▶ You should use the way that is the most fun for the Scouts, and easy to accomplish for you (the leader), especially by using other parent and community resources! **Keep It Simple, Make It Fun.**

Certain activities are **primarily done at home and signed off in the handbook by the parent** or adult family member after the boy has completed each task (the parent is sometimes referred to as “Akela” in the handbook and the achievement tasks). The handbook is later shown to the den leader or assistant, who records the progress and also signs the boy’s book



Webelos Rank Requirements

Achievements	Den Meeting Number
Webelos Badge	
1. Have an adult member of your family read the Webelos Scout Parent Guide (pages 1–22) and sign here.	Webelos Meeting 8
2. Be an active member of your Webelos den for three months. (<i>Active means having good attendance, paying your den dues, and working on den projects.</i>)	Webelos Meeting 8
3. Know and explain the meaning of the Webelos badge.	Webelos Meetings 6 and 8
4. Point out the three special parts of the Webelos Scout uniform. Tell when to wear the uniform and when not to wear it.	Webelos Meetings 6 and 8
5. Earn the Fitness and Citizen activity badges and one other activity badge from a different activity group.	Webelos Meeting 8
6. Plan and lead a flag ceremony in your den that includes the U.S. flag.	Webelos Meeting 8
7. Show that you know and understand the requirements to be a Boy Scout: <ol style="list-style-type: none"> Demonstrate the Scout salute, Scout sign, and Scout handshake. Explain when you would use them. Explain the Scout Oath, Scout Law, Scout motto, and Scout slogan. Explain and agree to follow the Outdoor Code. 	Webelos Meetings 6 and 8
8. Faith After completing the rest of requirement 8, do these (a, b, and c): <ol style="list-style-type: none"> Know: Tell what you have learned about faith. Commit: Tell how these faith experiences help you live your duty to God. Name one faith practice that you will continue to do in the future. Practice: After doing these requirements, tell what you have learned about your beliefs. And do one of these (d OR e): <ol style="list-style-type: none"> Earn the religious emblem of your faith. * Do two of these: <ul style="list-style-type: none"> Attend the mosque, church, synagogue, temple, or other religious organization of your choice; talk with your religious leader about your beliefs. Tell your family and your Webelos den leader what you learned Discuss with your family and your Webelos den leader how your religious beliefs fit in with the Scout Oath and Scout Law and what character-building traits your religious beliefs have in common with the Scout Oath and Scout Law. With your religious leader, discuss and make a plan to do two things you think will help you draw nearer to God. Do these things for a month. For at least a month, pray or meditate reverently each day as taught by your family and by your church, temple, mosque, synagogue, or religious group. Under the direction of your religious leader, do an act of service for someone else. Talk about your service with your family and your Webelos den leader. Tell them how it made you feel. List at least two ways you believe you have lived according to your religious beliefs. 	Webelos Meetings 4, 7, and 8

Webelos Rank Requirements

Activity Badge Requirements		Den Meeting Number
Fitness (Physical Skills)		1-4
Citizen (Community)		5-8
One More From Different Activity Group		
Mental Skills	Artist	8 and 15
	Traveler	4
	Scholar	15
Technology	Craftsman	13-14
	Engineer	11-12
Outdoor	Forester	2-3
	Naturalist	2-3
	Geologist	4-10





Webelos Den Meeting 1

Fitness and Athlete

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Welcome new and returning Scouts and parents.
- ▶ Get to know parents/engage them in the meeting.
- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed over the summer (a good job for an assistant den leader).

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ Provide index cards printed with the Cub Scout Promise and Law of the Pack for any new boys.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ This meeting will have lots of organizational and getting-to-know talk.
- ▶ Have each Scout (and attending parent) introduce themselves.
- ▶ Discuss/remind what a den is, and how it fits in with a pack. Discuss your goals for the year and highlight/promote the cool activities. Discuss a den name, den yell, and other den identity elements (could include flag, totem, or neckerchief slide).
- ▶ Remind boys of behavioral expectations at den meetings. This is an opportunity to create your den's code of conduct for how the den should govern itself during meetings.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to review Bobcat knowledge and requirements, plus to plan for upcoming Webelos events—to work on the **Fitness and Athlete activity badges** because the Webelos Scouts need to help plan where to go and how to get there.

Activities

- ▶ **Review Bobcat Requirements** (*if needed*): Cub Scout Promise; Law of the Pack; Cub Scout motto, sign, handshake, salute; meaning of *Webelos*.
- ▶ **Fitness Activity Badge**: Requirements are to do 1 and six from 2–8.
 1. With your parent, guardian, or Webelos den leader, complete the Health and Fitness Character Connection.
 - a. **Know**: Tell why it is important to be healthy, clean, and fit.
 - b. **Commit**: Tell when it is difficult for you to stick with good health habits. Tell where you can go to be with others who encourage you to be healthy, clean, and fit.
 - c. **Practice**: Practice good health habits while doing the requirements for this badge.
 - Doing this in small groups helps allow each Scout to participate more fully, but you may elect to discuss as an entire den, especially in this introductory meeting.
 2. With a parent or other adult family member complete a safety notebook, which is discussed in the booklet *How to Protect Your Children From Child Abuse: A Parent's Guide* that comes with the handbook.
 - This is an "at home" project, but you may elect to discuss this with the den as well.
 3. Read the meal planning information in this chapter. With a parent or other family member, plan a week of meals. Explain what kinds of meals are best for you and why.



4. Keep a record of your daily meals and snacks for a week. Decide whether you have been eating foods that are good for you.
 - Review the handouts for 3 and 4 that you will ask the Scouts to complete and return.
 - If you have access to a computer, go to www.mypyramid.gov/mypyramid/index.aspx and create personal pyramids tailored to your size, age, and activity level.
 5. Tell an adult member of your family about the bad effects smoking or chewing tobacco would have on your body.
 6. Tell an adult member of your family four reasons why you should not use alcohol and how it could affect you.
 7. Tell an adult member of your family what drugs could do to your body and how they would affect your ability to think clearly.
 - These could be done at home, but you may elect to discuss this with the den as well.
 8. Read the booklet *Choose to Refuse! Take A Stand Against Drugs!* Discuss it with an adult and show that you understand the material.
 - If you do not have these booklets, this will be the extra requirement you do not do.
 - If you have the booklet, this could be done at home and in the den as well.

Note: *Choose to Refuse* is the standard booklet for this requirement and should be available through your council service center.
- This Fitness introduction is a good time, if you haven't done it yet, to have them plan what kind of snacks to have at den meetings for the rest of the year. More nutritious snack alternatives include:
- Hard cheese cut into cubes and served with whole wheat crackers and/or apple slices
 - Celery stalks filled with cheese spread or peanut butter
 - Fresh vegetables served with a dip
 - Peanut butter on bran muffins or whole wheat bread or crackers
 - Chopped nuts mixed with bits of dried fruit
 - Any kind of fruit. If available, try some unusual ones, such as kiwi, pomegranate, or mango.
- Note:** Check for food allergies among your boys—for someone with a peanut allergy, even being around peanuts can trigger an allergy attack.
- **Athlete Activity Badge:** Requirements are to do requirements 1–5, and then two of 6 through 10. (This meeting plan starts those first five, and adds 6 and 7):
1. With your parent, guardian, or Webelos den leader, complete the Perseverance Character Connection.
 - a. **Know:** Review the requirements and decide which ones might be more difficult for you to do. Make a plan to complete one of the harder requirements.
 - b. **Commit:** When doing the harder requirement, did you ever feel frustrated or angry? What did perseverance have to do with that? Name another type of task for which you will need to persevere.
 - c. **Practice:** Practice perseverance by following your plan to do that requirement for the Athlete activity badge.
 2. Explain what it means to be physically and mentally healthy.
 3. Explain what you as a Webelos Scout can do to stay physically and mentally healthy.
 - You might cover 1, 2, and 3 as a group discussion, and then when you start the physical skills, you and other parents might then ask the Webelos Scouts to explain and demonstrate their knowledge of these.
 - So you can do an activity, and while recovering, do the 1, 2, 3 question-and-answer signoffs.

Want More Fun in Your Activities?

This is a terrific day to jazz up with excitement. Consider themes like a track meet. Maybe have an MC or announcer for each event. Maybe someone with a video recorder can team up with a "sideline reporter" to get interviews with the contestants.

Den Meeting 1



4. Every time you work on requirement 5 below, start with at least five minutes of stretching warm-up activities.
 5. Do as many as you can of the following and record your results. Show improvement in all of the activities after 30 days.
 - a. Have another person hold your feet down while you do as many curl-ups as you can.
 - b. Do as many pull-ups from a bar as you can.
 - c. Do as many push-ups from the ground or floor as you can.
 - d. Do a standing long jump as far as you can.
 - e. Do a quarter-mile run or walk.
 6. Do a vertical jump and improve your reach in 30 days.
 7. Do a 50-yard dash as fast as you can, and show a decrease in time over a 30-day period.
 - For requirement 5, 6, and 7, record boys' initial results on the Athlete progress chart. Keep those charts for use in future meetings, since doing some or all of these is a great way to add physical activity, and the Scouts may be fired up to see if they have improved each time!
- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).
 - ▶ It is possible (especially if you have a good deal of Bobcat work) that this meeting will not be completed today. If so, carry over any incomplete elements to the next meeting that has a trip involved.

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge or belt loop item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail).
- ▶ Hand out or send family information letter.

▶ Home Assignment:

- Ask boys to complete Fitness activity badge requirements 2, 3, 4, 5, 6, and 7 at home with their parents/guardians, who should sign the boy's handbook on completion.
- Ask boys to complete Athlete activity badge requirements 4–7.
- ▶ Read Naturalist and Forester chapters in *Webelos Handbook*.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

Webelos Scouts

Athlete Activity Badge Progress Record: Requirements 4-9
 Chart your progress over five weeks.

Name: _____



Week	1	2	3	4	5
Activity	___/___/___	___/___/___	___/___/___	___/___/___	___/___/___
Minutes of stretching/ warm-up activities					
Curl-ups (number)					
Pull-ups (number)					
Push-ups (number)					
Standing long jump (distance)					
Quarter-mile walk or run (time)					
Vertical jump (height)					
50-yard dash (time)					
(Optional) One-mile bike ride (time)					
(Optional) Quarter-mile swim (time)					



Webelos Fitness Activity Badge, Requirement 3

With a parent or other family member, plan a week of meals.

Name: _____

Day \ Meal	Breakfast	Lunch	Supper
Sunday			
Monday			
Tuesday			
Wednesday			
Thursday			
Friday			
Saturday			



Webelos Fitness Activity Badge, Requirement 4

Keep a record of your daily meals and snacks for a week.

Name: _____

Day \ Meal	Breakfast	Lunch	Supper	Snacks
Sunday				
Monday				
Tuesday				
Wednesday				
Thursday				
Friday				
Saturday				



This den meeting is normally done as a field trip. Are you ready?

Webelos Den Meeting 2

Naturalist and Forester

Preparation and Materials Needed

- ▶ Arrange to visit a museum of natural history, nature center, or zoo.
 - Or you might arrange for someone to bring items that might be in a nature center.
- ▶ Identify any parents or other pack resources who are interested in nature (on a working or hobby basis) and could be your activity badge counselor for this meeting. Or you might see if a science teacher, parks department naturalist, or other hobbyist can visit your den meeting.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Naturalist and Forester chapters in the *Webelos Handbook*.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - If you are not visiting a place with Naturalist resources, bring what you can (at least books or downloads of pictures of wildlife).
 - Tree books and materials about trees in your area.
 - Naturalist and Forester activity badge pins for each of your Scouts (so they can be awarded if completed today).
 - A slice of tree trunk showing growth rings. More, if possible, to show different growth patterns. Use cut lumber if tree trunks are not available.

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership among the Webelos Scouts), with Pledge; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, den yell. Webelos Scouts will eventually want to incorporate the Boy Scout Oath and Boy Scout Law into ceremonies.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ **Verify:** Review boys' handbooks for completion of **Fitness 2–7**. Sign handbooks and record on the den advancement record.
- ▶ Explain that today's meeting is to work on the **Naturalist activity badge** because we all need to increase our awareness of, and gain an appreciation for, the natural world around us.

Activities

- ▶ **Naturalist Activity Badge:** Requirements are to do requirement 1 and then five of 2 through 13. (This meeting plan does 1, 4, 8, and 10. Requirements 6, 7, and 9 are to be covered in the next meeting.)
 1. With your parent, guardian, or Webelos den leader, complete the Respect Character Connection.
 - a. **Know:** Tell what interested you most when completing the requirements for this activity badge. Tell what you learned about how you can show appreciation and respect for wildlife.
 - b. **Commit:** Tell things some people have done that show a lack of respect for wildlife. Name ways you will show respect for and protect wildlife.
 - c. **Practice:** Explain how completing the requirements for this activity badge gives you the opportunity to show respect.



4. Visit a museum of natural history, a nature center, or a zoo with your family, Webelos den, or pack. Tell what you saw.
 8. Watch six wild animals (snakes, turtles, fish, birds, or mammals) in the wild. Describe the kind of place (forest, field, marsh, yard, or park) where you saw them. Tell what they were doing.
 10. Identify a plant, bird, or wild animal that is found only in your area of the country. Tell why it survives only in your area.
- **Forester Activity Badge:** Requirements are to do five of 1–10. This plan does requirements 3, 4, and 9.
3. Identify six forest trees common to the area where you live. Tell how both wildlife and humans use them. (If you don't live in a region that has forests, read about one type of forest and name six of its trees and their uses.)
 4. Identify six forest plants (other than trees) that are useful to wildlife. Tell which animals use them and for what purposes.
 9. Describe both the benefits and the harm wildfires can cause in a forest ecosystem. Tell how you can prevent wildfire.
- Activities you could do for these requirements include:
- Tree Survey:
 - Select a small area with several species of trees, like a school yard, a small park, or someone's yard.
 - Sketch a map of the area.
 - Divide the boys into pairs and assign each a section of the area.
 - Have them collect a leafy twig from each tree in their area and try to identify the species (if you can't identify it, describe it, and compare it to other known types of trees).
 - Measure the height and diameter of each tree.
 - Collect any fallen twigs, branches and leaves for leaf print and wood samples.
 - See how many different species were found.
 - Leaf Identification Contest (you might collect the supplies for this while on the hike and use for the pack):
 - Mount about 20 different leaves on a large piece of cardboard with each properly identified.
 - Also prepare another piece of cardboard with the same leaves in different locations.
 - Number these leaves but don't identify them.
 - Give the boys time to study the first display, and then put it away.
 - Give each boy paper and pencil and ask them to identify the leaves on the second display.
 - Find a Tree Game:
 - Play this game outdoors where there are plenty of trees.
 - Pair the boys with a partner and have one of them put on a blindfold.
 - The non-blindfolded boy leads his partner to a tree, who feels the tree's bark, limbs, and leaves.
 - The pair returns to their starting point.
 - The boy removes his blindfold and tries to find the tree he felt while blindfolded.
 - Then it is the other boy's turn to find a tree.
- In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- Award (or recognize) any advancement completed today; thank hosts, guests, helpers.
- Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail).
- Hand out or send family information letter.

- **Home Assignment:** Review the Forester and Naturalist chapters of the *Webelos Handbook*.

Den Meeting 2



After the Meeting

- ▶ Re-read the Naturalist and Forester chapters in the *Webelos Handbook*.
- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

Webelos Den Meeting 3

Naturalist Hike

Naturalist activity badge (completion). Webelos badge (partial).



Preparation and Materials Needed

- ▶ Den Meeting 3 continues and completes the Naturalist and Forester activity badges. Check that preparation for Den Meeting 2 has you ready for Den Meeting 3 as well.

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ Since you're on a hike today, have the boys recite the Outdoor Code.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to complete work on the **Naturalist activity badge**.

Activities

- ▶ **Introduce Webelos Badge Requirements** before or during breaks on the hike:
 3. Know and explain the meaning of the Webelos badge.
 4. Point out the three special parts of the Webelos Scout uniform. Tell when to wear the uniform and when not to wear it.
 7. Show that you know and understand the requirements to be a Boy Scout.
 - a. Demonstrate the Scout salute, Scout sign, and Scout handshake. Explain when you would use them.
 - b. Explain the Scout Oath, Scout Law, Scout motto, and Scout slogan.
 - c. Explain and agree to follow the Outdoor Code.
 - **Hint:** Use Scout Oath Charades: Write out each of the following phrases of the Boy Scout Oath on an index card. Give one to each boy and have him act out what it says on the card (you may want to add hints on how to do this under the phrase). The other boys guess what line of the Scout Oath is being demonstrated.
 - On my honor, I will do my best . . . (*Show Boy Scout sign.*)
 - To do my duty to God and my country . . . (*Hold hands like praying, then salute.*)
 - And to obey the Scout Law. (*Count to 12 on fingers.*)
 - To help other people at all times . . . (*Get a chair for the leader and have him/her sit in it.*)
 - To keep myself physically strong . . . (*Do five jumping jacks.*)
 - Mentally awake . . . (*Pretend to read a book.*)
 - And morally straight. (*Stand at attention, with arms straight at side.*)



- ▶ **Naturalist Activity Badge:** Requirements 6, 7 and 9 (*Note: Show these items as much as possible, don't just talk about them.*):
 6. Learn about the bird flyways closest to your home. Find out which birds use these flyways.
 - Go outside to at least *look* for what birds are flying, even if you are not in a flyway!
 7. Learn to identify poisonous plants and venomous reptiles found in your area.
 - Can you find a poisonous plant in the vicinity of your meeting? Show it!
 - If you can't find one today, see if you can find one on the hike next meeting.
 9. Give examples of:
 - a. A producer, a consumer, and a decomposer in the food chain of an ecosystem
 - Take the Scouts outside to find producers, consumers and decomposers.
 - Have them look for evidence of each of these in the neighborhood location.
 - Especially decomposers! Lift any rock, find rotting leaves.
 - For decomposers, you might have an activity where the boys collect insects. Boys won't have any trouble finding insects in either the city or the country, but if they want a particular kind, you may be able to suggest where to look for it and how to catch it.
 - Beetles and crickets: Sink a small jar or can in the ground so that the rim is level with the surface. Pour in about an inch of a sweet mixture, such as two parts molasses and one part water. This gooey mess will attract hordes of insects, which will tumble into the jar and be trapped. They will drown in a short time, so check the trap frequently to catch a live one.
 - Butterflies, moths, and other flying insects: A sweet, slightly fermented pulp of fruits (peaches or apricots) painted on a tree trunk will trap flying insects. Or you can catch them with a net in an empty lot, open field, or public park.
 - Earthworms can often be found in a handful of soil. Clear away any surface debris from a small patch of ground. Force a soup can deep into the earth, scooping up as much soil as you can, and then empty it onto a sheet of paper (white is best). See how many earthworms and insects you have captured.
 - Here are some things the boys might watch for when observing insects:
 - Watch how ants work together to accomplish a task. Make a note of what they do, and which ants perform each of the various duties.
 - Does light or temperature have any effect on the speed of crawling insects?
 - Does the insect prefer one type of food to another? What does it like best?
 - Listen to music-making insects, such as grasshoppers, crickets, and katydids. How many chirps do they make in a minute? Does a temperature change affect the number of chirps per minute?
 - b. One way humans have changed the balance of nature
 - c. How you can help protect the balance of nature
 - You can quiz the Scouts on these two elements as you're looking for decomposing stuff.

Want More Fun Activities?

You might try this wormy experiment to show your den how worms work.

- ▶ Put four to five inches of rich soil in a large glass jar with a half-dozen earthworms.
- ▶ On top of the soil, put an inch of light sand. Sprinkle corn meal on the sand.
- ▶ Wrap black paper around the jar to shut out light. At your next den meeting, take off the paper and see what has happened.
- ▶ The worms will have moved dark soil up into the sand and sand down into the soil.
- ▶ You'll see tunnels along the glass marking their travels. Explain that the worms' tunnels help oxygenate the soil to nurture life and help the soil hold water.

- ▶ **Forester Activity Badge:** Requirements 5 and 6:
 5. Draw a picture showing
 - how water and minerals in the soil help a tree grow
 - how the tree uses sunlight to help it grow
 6. Make a poster showing a tree's growth rings or examine the growth rings of a tree stump. Explain how the rings tell its life history.
- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).



Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge or belt loop item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.

▶ **Home Assignment:** Remind boys that **Athlete 4-7** requirements are due at the next meeting and to read the Travelers chapter in the *Webelos Handbook*.

- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Webelos Den Meeting 4

Traveler and Athlete

Preparation and Materials Needed

- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Several different kinds of maps (road maps for the local community, city or county, state; one or more world maps or globes; maybe other types of maps used in area destinations), ideally one for each Scout.
 - Obtain or print out maps and timetables from a railroad, bus line, airline, subway, or light rail (ideally, one of each for each Scout).
 - Pencils for drawing routes on the maps. Paper for drawing neighborhood maps.
 - Rulers or index cards (or thread) for measuring distances on the maps.
 - Ideally, access to a computer in order to review Internet maps and Internet direction searches.
 - **Traveler activity badges** and **Geography belt loops** for each of your Scouts (so they can be awarded if completed today).
- ▶ Read the Traveler chapter in the *Webelos Handbook*.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Two copies of the same newspaper, two copies of the *Boy Scout Handbook*, and two pairs of scissors.
 - **Fitness activity badges**, **Traveler activity badges** and **Geography belt loops** for each of your Scouts (to be awarded if completed today).

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ **Verify:** Check boys' handbooks for parent/guardian signatures for **Athlete 4–7**. Sign handbooks and record on den advancement record.

Activities

- ▶ **Traveler Activity Badge:** Requirements are to do five of 13 requirements. This meeting plan covers these five—9, 10, 12, 1, and 11—which can be covered today to complete the activity badge if you have no computer access, but you might skip one or more of these to use computers and/or take a trip instead (see below).

You could have the requirements done in stations run by each attending parent and den chief, so that without multiple maps, computers and so on, they rotate through each station.



9. Look at a map legend on a road map of your area. Learn what the symbols mean. Show your den members what you have learned.
 - This is selected as the first activity because it is so important and basic to the skills.
 - If you don't have one map for each Scout, allow Scouts to go from map to map; parents and den chiefs can work with the Scouts at the different stations.
 - You might assign Scouts to each pick three to five symbols and describe them to the den or small group.
10. On a road map of your area, find a place of interest, and draw two different routes between it and your home. Use the map legend to determine which route is shorter in miles.
 - Use rulers or index cards (or thread) for measuring distances on the maps.
 - For more fun, if you have computer access today, you could see how their routes and distances compared to those on Internet map services that map out directions.
12. While you are a Webelos Scout, earn the **Cub Scout Academics belt loop for Geography**: Complete these three requirements:
 1. Draw a map of your neighborhood. Show natural and manmade features. Include a key or legend of map symbols.
 2. Learn about the physical geography of your community. Identify the major landforms within 100 miles. Discuss with an adult what you learned.
 3. Use a world globe or map to locate the continents, the oceans, the equator, and the northern and southern hemispheres. Learn how longitude and latitude lines are used to locate a site.
 - Allow each Scout to show his neighborhood map and identify the legends on the map.
1. Get a map or timetable from a railroad, bus line, airline, subway, or light rail. The line should serve the place where you live or near where you live. Look up some places it goes.
 - Allow each to report on places the mass transit lines run.
11. Make a list of safety precautions you, as a traveler, should take for travel by each of the following; car, bus, plane, boat, train.
 - Allow each to provide their ideas, preferably in small groups.
 - You can then have the small groups decide on the best ideas to present to the den.

Options to Complete the Activity Badge

These could be done instead of one of the requirements above, or as additional activities:

3. With the help of your parent, guardian, teacher, or librarian, use a map site on the Internet to plan a trip from your home to a nearby place of interest. Download and/or print the directions and street map showing how to go from your home to the place you chose.
 - ▶ If you have one or more computers, this ties directly into No. 10.
 - ▶ If you have identified upcoming field trips or pack weekend activities, you should assign these destinations to the Scouts—so they can tell their parents how to get there!
4. With your parent or guardian, take a trip to a place that interests you. Go by car, bus, boat, train, or plane.
 - ▶ If you're doing a field trip in an upcoming meeting, you can use that to complete this requirement.
8. Check the first-aid kit in the family car to see if it contains what is needed. Explain what you found.
 - ▶ Ideally, have several of these. Have attending parents confirm what they are carrying.
 - ▶ Allow each to provide their ideas, preferably in small groups, and then report to the whole den.
6. Decide on four nearby trips you would like to take with your parents or guardian. Draw the route of each trip on a highway map. Using the map, act as navigator on one of these trips. It should start at your home, be at least 25 miles long, and have six or more turns.
 - ▶ This can be an interesting planning exercise, if you can have the Scouts consider destinations for a potential hike or campout or trip.
 - ▶ Perhaps assign different destinations to different Scouts to present to the group.

Den Meeting 4



Closing

- ▶ Award (or recognize) any advancement completed today; thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail).
- ▶ Hand out or send family information letter.

▶ **Home Assignment:** Remind boys and their parent or guardian to begin working on Webelos requirement 8, Faith. This requirement takes some time and will need to be complete by Den Meeting 8. Boys should also review the Citizen chapter in their handbooks.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Webelos Den Meeting 5

Webelos Citizens Introduction

Citizen activity badge (partial).

Preparation and Materials Needed

- ▶ Identify any parents or other pack resources who are interested in coordinating service projects, because they would be useful to have at this meeting as a service project is planned.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
- ▶ Read the Citizen chapter in the *Webelos Handbook*.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Several U.S. flags so the Scouts can practice folding and care of the flags.
 - Poster board, markers, paper.

Service Project

Citizen requirement 8 and **Citizenship belt loop requirement 3** are to participate in a family, den, or school service project. This requires planning and discussion with the boys and can take some time. Develop a plan to begin with Den Meeting 5.

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Use this time to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to work on the **Citizen activity badge**, one of the badges required for the Webelos badge, because of the importance of recognizing our rights and responsibilities as citizens.

Activities

- ▶ **Citizen Activity Badge:** Requirements are to do requirements 1 through 8, and then two of 9 through 17 (This meeting plan covers 1, 3, and 8. Other elements are covered in succeeding meetings.):
 1. With your parent, guardian, or Webelos den leader, complete the Citizenship Character Connection.
 - a. **Know:** List some of your rights as a citizen of the United States of America. Tell ways you can show respect for the rights of others.
 - b. **Commit:** Name some ways a boy your age can be a good citizen. Tell how you plan to be a good citizen and how you plan to influence others to be good citizens.
 - c. **Practice:** Choose one of the requirements for this activity badge that helps you be a good citizen. Complete the requirement and tell why completing it helped you be a good citizen.
 - Doing this in small groups helps allow each Scout to participate more fully.



- You might tie this into the den’s code of conduct, (or create a den code of conduct now if you don’t have one). As members of your den, they are also “citizens” of the den. The den leader can lead the Scouts to note how they can be good citizens in the den.
 - Rights and duties of citizens include these (also refer to the *Webelos Handbook*; several of these rights and duties don’t apply to people until they are adults. Stress those that are applicable to Webelos Scouts.):
 - The right to equal protection under the law and equal justice in the courts
 - The right to own property
 - The right to be free from arbitrary search or arrest
 - The right of free speech, press, and assembly
 - The right to equal education and economic opportunity
 - The right of religious freedom
 - The right to choose public officials in free elections
 - The right to have legal counsel of your choice
 - The duty to obey the laws
 - The duty to respect the rights of others
 - The duty to be informed on issues of government and community welfare
 - The duty to serve on juries, if called
 - The duty to vote in elections
 - The duty to serve and defend our country
 - The duty to assist agencies of law enforcement
 - The duty to practice and teach principles of good citizenship in the home
3. Describe the flag of the United States and give a short history of it. With another Webelos Scout helping you, show how to hoist and lower the flag, how to hang it horizontally and vertically on a wall, and how to fold it. Tell how to retire a worn or tattered flag properly.
- For the history of the U.S. flag, here is a quiz to help boys learn some of the history of our flag. After they have had an opportunity to discuss and study the questions and their answers, ask them the questions and let them answer either orally or in writing (you might divide the den into teams, quiz show style):
 - The flags of which five countries flew over our country (or parts of it) before it became the United States of America? (*Spain, France, Holland, Sweden, and England*)
 - What was the English flag of the 13 colonies called? (*The Queen Anne flag*)
 - When the colonists decided on a flag of their own, what did they call it? (*The Grand Union flag*)
 - How did the Grand Union flag differ from the Queen Anne flag? (*It had 13 stripes of red and white.*)
 - What was the name of the flag made after the Declaration of Independence? (*Old Glory*)
 - How did Old Glory differ from the Grand Union flag? (*The union was blue with 13 white stars instead of the crosses of St. George and St. Andrew.*)
 - What is the largest number of stripes the U.S. flag has ever had? When and why? (*The U.S. flag had 15 stripes during the War of 1812, because two new states had been added.*)
 - Why was the flag changed back to 13 stripes? (*Because it began to lose its symmetry and beauty.*)
8. As a Webelos Scout, earn the **Cub Scout Academics belt loop for Citizenship**. Complete these three requirements:
1. Develop a list of jobs you can do around the home. Chart your progress for one week.
 - For **belt loop requirement 1**, distribute the attached family job chart.
 - If you have time, you can start to have the Scouts complete that, and share ideas about what jobs they do at home, and why sharing the responsibility is the right thing as a citizen.
 2. Make a poster showing things that you can do to be a good citizen.
 3. Participate in a family, den, or school service project.
 - For **belt loop requirement 3**, discuss with the Webelos Scouts a service project you could conduct.
 - You could approach it completely openly, and solicit ideas just from the Webelos Scouts.
 - Or you might seed the discussion with ideas that you and other parents have.

Den Meeting 5



- If your project is to donate canned and nonperishable food items to a local food bank, they might collect and bring those to the next den meeting.
- You may have a different service project; perhaps collecting toys, books or clothing, and donating them to shelters or agencies; perhaps an anti-litter cleanup campaign. Use the resources of your parents and community and the ideas of your Scouts.
- You might have the Scouts promote the project by making posters for it (and expand the food items collection to schools and/or other institutions).
- With all of the flag work, this service project poster planning may not get completed here, and may need to carry over to one of the following meetings.
- If the next meeting will not have a community leader visit, you can definitely use that meeting for service project planning and poster making.

Want More Fun Activities?

Having done or started Webelos I Den Meeting 4 (“Athletes Practice Fitness”), you will have a good, active, physical activity to insert in this meeting (which has more talk and research, and a need for physical action).

- ▶ You can add Athlete progress chart activities into this meeting at various points.
- ▶ Those activities are curl-ups, pull-ups, push-ups, standing long jump, quarter-mile walk or run, vertical jump, and 50-yard dash
- ▶ Taking a break to check on *just one* of those can be a good active break in your meeting.

- ▶ In the boys’ *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today; thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader’s minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting’s flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail).

- ▶ **Home Assignment: Citizenship belt loop requirement 1:** Develop a list of jobs you can do around the home. Chart your progress for one week. (Webelos Scouts should return their completed job charts at the next meeting.) Continue to review the Citizen chapter in the handbook.

- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Webelos Citizenship Belt Loop, Requirement 1

Develop a list of jobs you can do around the home.

Chart your progress for one week.

On this chart, list the jobs that you will do at home every day.

- Chart your progress as you do these for a week.

Name: _____

Day Job					
Sunday					
Monday					
Tuesday					
Wednesday					
Thursday					
Friday					
Saturday					



Webelos Den Meeting 6

Citizen

Preparation and Materials Needed

- ▶ Make arrangements to visit a community leader at his/her place of work. Discuss the requirements with the leader in advance. Make travel arrangements as needed and arrange permission slips.

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ **Verify:** Check boys' handbooks for parent/guardian signatures for **Citizen activity badge requirement 8/Citizenship belt loop 9 and 3**. Sign handbooks and record on den advancement record.

Activities

- ▶ **Traveler:** If any of the Scouts plotted the directions to today's field trip, you should ask them how the directions worked, and whether they and their parents were able to follow them.
- ▶ **Citizen Activity Badge:** Requirements 10, 8:
 - 10. With your Webelos den or your family, visit a community leader. (Visit the community leader at his or her place of work.) Learn about the duties of the job or office and tell what you have learned.
 - Most Webelos Scout-age boys have no contact with local government and little understanding of it.
 - By taking a field trip or having a visit, you can help them get an idea of how government operates and provides services to citizens.
 - 8. As a Webelos Scout, earn the **Cub Scout Academics belt loop for Citizenship**. Requirement is to participate in a family, den, or school service project.
- ▶ An element of the Citizen activity badge that has likely carried over from the last meeting is the service project planning as part of the **Cub Scout Academics belt loop for Citizenship**. You might see if the community leader is willing to hear from the Scouts about what their plan is for the service project, and if the community leader can offer encouragement (maybe even suggestions to them about how to get it done).
- ▶ If you don't have a community leader visit, you can definitely use this meeting for service project planning and poster making.



Other Ways to Complete the Activity Badge

If you don't have a community leader visit, you will want to cover one of the other Citizen requirements. (If you do have a community leader visit, some of these might be good questions to cover with the leader visit. You might ask the leader to be ready to discuss these with the den.) Options include:

9. Tell about two things you can do that will help law enforcement agencies.
11. Write a short story of not less than 50 words about a former U.S. president or some other great American. Give a report on this to your Webelos den.
12. Tell about another boy you think is a good citizen. Tell what he does that makes you think he is a good citizen.
13. List the names of three people you think are good citizens. (They can be from any country.) Tell why you chose each of them.
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.
15. Tell why we have government. Explain some ways your family helps pay for government.
16. List four ways in which your country helps or works with other nations.
17. Name three organizations, not churches or other religious organizations, in your area that help people. Tell something about what one of these organizations does.

- ▶ **Webelos Badge Requirements:** Review (if you have a guest, you can have the Scouts explain these to the guest):

3. Know and explain the meaning of the Webelos badge.
4. Point out the three special parts of the Webelos Scout uniform. Tell when to wear the uniform and when not to wear it.
7. Show that you know and understand the requirements to be a Boy Scout.
 - a. Demonstrate the Scout salute, Scout sign, and Scout handshake. Explain when you would use them.
 - b. Explain the Scout Oath, Scout Law, Scout motto, and Scout slogan.
 - c. Explain and agree to follow the Outdoor Code.
 - These elements can be challenging to make fun, but fun options do exist, such as:
 - Roll the Dice Game—This requires one dice (a big one if you have it). Each boy rolls the dice and depending on what number comes up, he performs one of the Boy Scout requirements. Score points for each boy who does the task correctly. Here are possible tasks for each number:
 - 1 = Read or recite the Scout Oath and tell what it means.
 - 2 = Read or recite the Scout Law and tell what it means.
 - 3 = Recite the Scout motto and tell what it means.
 - 4 = Read or recite the Outdoor Code and tell its meaning.
 - 5 = Show the Scout handshake and tell its meaning.
 - 6 = Show the Scout salute and tell its meaning.
 - An alternate Roll the Dice game could be done with just the Scout Law (1 = Trustworthy, 2 = Loyal, etc.), but divided into two segments: first points 1 to 6 and then 7 to 12. That way, there is an even chance of each point of the Scout Law coming up!): Roll the die, and tell what the corresponding point of the Scout Law means to you.

- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today; thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Review the Citizen chapter in the *Webelos Handbook*.

Den Meeting 6



After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Webelos Den Meeting 7

Citizen

Preparation and Materials Needed

- ▶ The concept of Den Meeting 7 is to ask questions and complete (or get close to completion) on a lot of the details in the **Citizen badge**. To do this:
 - You might do an Internet search of Webelos and the name of a favorite game show (perhaps the one where there are categories, and the answer must be in the form of a question). This can be done as teams by splitting the den, or as individuals, perhaps done in tournament style to identify a den Citizen quiz champion.
 - Other alternatives include doing this in a quiz show style, splitting the den into two teams, and requiring the team to ring a bell to have the right to answer, and allowing some huddling to confirm the right answer before giving the other team a chance.
 - You might conduct this, or part of it, as “Are You Smarter Than a Webelos Scout?”—perhaps pitting Scouts against the den leader.
 - You will need to recruit one or more judges to determine scoring (you’ll need to inform the judges of the scoring rules if you’re using a game that does not supply that). Judges will need to use discretion (knowing the test is for the Scouts to “Do Their Best”) in determining scores.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Supplies to promote this as a scholar quiz or game show.
 - If you have access to computer projection (either a big screen or a projector or smartboard), you might do some of this meeting using the resources you’ve checked out.
 - You might need to bring your own game boards, poster boards, cards, or other props.
 - A bell or other noisemaker for every team or contestant that might be playing at once. You may decide to just alternate first shots at answers.

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you’re snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today’s meeting is to continue work on the **Citizen activity badge** and how you’ll do it.

Activities

- ▶ **Citizen Activity Badge Requirements:**
 2. Know the names of the president and vice president of the United States, elected governor of your state, and the head of your local government.
 3. Describe the flag of the United States and give a short history of it. Tell how to retire a worn or tattered flag properly.



4. Explain why you should respect your country's flag. Tell some of the special days we fly it. Tell when to salute the flag and show how to do it.
 5. Repeat the Pledge of Allegiance from memory. Explain its meaning in your own words.
 6. Tell how our national anthem was written.
 7. Explain the rights and duties of a citizen of the United States. Explain what a citizen should do to save our natural resources.
 9. Tell about two things you can do that will help law enforcement agencies.
- ▶ Examples of game show questions are provided at the end of this meeting plan.
 - ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today; thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail):

▶ **Home Assignment:** Remind boys and parents that they need to complete **Webelos badge requirement 8** at home and it is due at the next meeting. See page 50 of the *Webelos Handbook*. Review the Artist chapter in the handbook.

- The next meeting is designed to wrap up the **Citizen activity badge**.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



National Anthem	People in Government	American Flag Etiquette	America's Symbols	Pledge of Allegiance
The Star-Spangled Banner is also called this.	He was our first president.	The flag should not be allowed to touch this.	The home of the president is called this.	When Americans say the Pledge of Allegiance, we put our hand over this.
What is our national anthem?	Who was George Washington?	What is the ground?	What is the White House?	What is our heart?
He wrote the Star-Spangled Banner.	He/she is our current president.	If you are a Scout, you use the Scout salute to salute the flag only when this.	The Declaration of Independence says that all men are created this.	The word PLEDGE means this.
Who was Francis Scott Key?	Who is _____?	What is when in uniform?	What is equal?	What is a promise?
Before it was a song, the Star-Spangled Banner was this.	He/she is our current vice president.	When the flag is folded properly, it is this shape.	The left hand of the Statue of Liberty holds this.	The word INDIVISIBLE means this.
What is a poem?	Who is _____?	What is a triangle?	What is a tablet?	What is "can't be taken apart"?
The Star-Spangled Banner was written while on this.	He/she is the governor of the state of _____.	The flag is always placed on this side of a speaker.	The presidential airplane is called this.	These two words were added to the pledge in the 1950s.
What is a ship?	Who is _____?	What is the right?	What is Air Force One?	What are "under God"?
According to the song, that Star-Spangled Banner yet waves over this.	He/she is the chief executive officer of _____ County (or the city of _____).	The flag is flown this way in times of distress.	He wears a tall striped hat.	The word ALLEGIANCE means this.
What is "the land of the free, and the home of the brave"?	Who is _____?	What is upside down?	Who is Uncle Sam?	What is loyal?

American Flag History	Respecting the Flag	Fun State Names	Your Rights and Duties	Odds and Ends
She is said to have sewn the first flag. Who is Betsy Ross?	You do this when the flag is hoisted or lowered. What is saluting the flag?	This state name has an island. What is Rhode Island?	This allows you to pray as you see fit. What is the right to worship?	The activity badge we are working on. What is Citizen?
These represent the 50 states. What are the stars?	When not in uniform, you do this when reciting the Pledge of Allegiance. What is placing your hand over your heart?	This state name has an Indian. What is Indiana?	This allows you to say what you think. What is freedom of speech?	The capital of our state. What is _____?
These represent the 13 original states. What are the stripes of the flag?	A day in September the flag should fly. What is Labor Day?	This state name has a ton. What is Washington?	This allows adults to choose the members of our government. What is the right to vote?	This capital is not in a state. What is Washington, D.C.?
This is Flag Day. What is June 14?	A day in November the flag should fly. What is Veteran's Day or Thanksgiving Day?	This state name is cut on the end. What is Connecticut?	This allows you to create groups of people to discuss problems. What is the right to assemble?	A day in January the flag should fly. What is New Year's Day, Inauguration Day, or Martin Luther King Jr. Day?
Before the American flag, most of the American colonies used this kind of flag for about 150 years. What is the British flag?	We do this to dispose of an old, worn-out flag. What is burn it?	This state name has a tuck in the middle. What is Kentucky?	This paper is required before anyone—police included—can search your home. What is a warrant?	By saying this, you promise loyalty and devotion to your nation. What is the Pledge of Allegiance?





Webelos Den Meeting 8

Webelos Citizen and Fitness Completion

Citizen activity badge (completion). Artist activity badge (partial). Webelos badge (complete, subject to three-month membership).

Preparation and Materials Needed

- ▶ This meeting is designed to wrap up the **Citizen activity badge**, a requirement for the Webelos badge of rank, so:
 - Review each boy's status in your den advancement record.
 - Develop a plan with you assistant den leader and parents to close any gaps during the next den meeting.
- ▶ Read the Artist chapter in the *Webelos Handbook*.
- ▶ Identify any parents or other pack resources who are artists and could be your activity badge counselor for this meeting. An artist may be an art teacher or anyone who has talent in drawing, painting, sculpting, animation, cartooning, pottery, or crafts. See if the artist can visit your den meeting, or do a field trip to the artist's studio or classroom.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show them the Artist chapter in the *Webelos Handbook*.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Red, yellow, and blue paints (for more fun, you might also bring red, yellow, and blue frosting).
 - Paper; paintbrushes. Clay or air-drying modeling material.
 - Flag-sized fabric; and any other elements you determine you want the Scouts to create.
 - Towels, soap, and water for cleanup.

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to complete work on the **Citizen and Fitness activity badges**.
- ▶ **Verify:** Check boys' handbooks for parent/guardian signatures for **Webelos requirement 8** and sign handbooks and record on den advancement record.

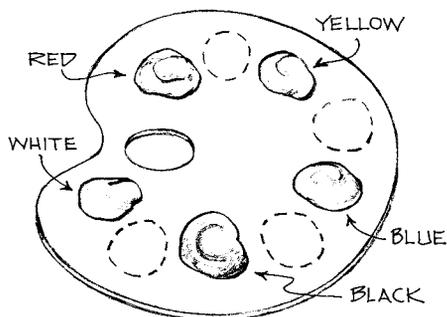
Activities

- ▶ **Complete Citizen Activity Badge Requirements**—to the extent that anyone in the past meetings has not been signed off on the elements that your den worked on in the den meetings:
 1. With your parent, guardian, or Webelos den leader, complete the Citizenship Character Connection.



- a. **Know:** List some of your rights as a citizen of the United States of America. Tell ways you can show respect for the rights of others.
 - b. **Commit:** Name some ways a boy your age can be a good citizen. Tell how you plan to be a good citizen and how you plan to influence others to be good citizens.
 - c. **Practice:** Choose one of the requirements for this activity badge that helps you be a good citizen. Complete the requirement and tell why completing it helped you be a good citizen.
2. Know the names of the president and vice president of the United States, elected governor of your state, and the head of your local government.
 3. Describe the flag of the United States and give a short history of it. With another Webelos Scout helping you, show how to hoist and lower the flag, how to hang it horizontally and vertically on a wall, and how to fold it. Tell how to retire a worn or tattered flag properly.
 4. Explain why you should respect your country's flag. Tell some of the special days we fly it. Tell when to salute the flag and show how to do it.
 5. Repeat the Pledge of Allegiance from memory. Explain its meaning in your own words.
 6. Tell how our national anthem was written.
 7. Explain the rights and duties of a citizen of the United States. Explain what a citizen should do to save our natural resources.
 9. Tell about two things you can do that will help law enforcement agencies.
 10. With your Webelos den or your family, visit a community leader. Learn about the duties of the job or office and tell what you have learned.
 - Complete service project (collection of items or other activity—depends on den plans).
 - Or review results of service project if completed outside of the meeting.
 - If you did not do a community leader visit, or a Scout was absent from this, requirement 12 is a good replacement: Tell about another boy you think is a good citizen. Tell what he does that makes you think he is a good citizen.
- **Review Webelos Badge Requirements** (pages 49 and 50 of the *Webelos Handbook*), consult den records, verify completion, and review as necessary.
- **Artist Activity Badge:** Requirements are to do the first two requirements, and then five of 3 through 11 (This meeting plan does the 1, 4, 7, and 9 as shown below, and 2, 8, and 10 are done in the Den Meeting 15.):

1. Talk to an artist in your area or to your art teacher about the different occupations in the art field. Make a list of them.
 - Encourage the artist to take ideas from the boys, to lead them to discover the many art-related jobs.
4. List the primary and secondary colors. Explain what happens when you combine colors.
 - Study a color wheel and practice mixing paints to make shades and tints (see *Webelos Handbook*).
 - Maybe have each boy prepare a color scheme for his room.
 - Color palette: You can make a palette for each boy out of heavy cardstock. See the example.

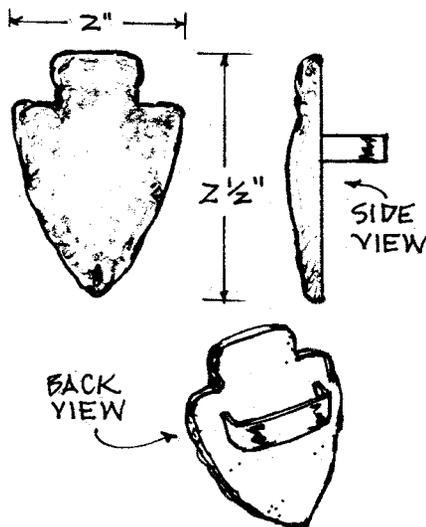


- Let them fill in the primary colors with acrylic, tempera, or poster paint; then mix the primary colors to see what secondary colors result.
- For more fun, use colored frosting. Buy or prepare colored frosting and let boys mix colors to decorate cookies.

Den Meeting 8



7. Use clay to sculpt a simple object.
 - Could be a simple clay sculpture of whatever figure the Scout imagines.
- For more fun, make an arrowhead neckerchief slide:
 - Sculpt the arrowhead in clay, about 2 inches high by 2 inches wide.
 - For the slide device, cut a slice from PVC pipe using a hacksaw; file or sand the edges smooth.
 - Press the piece of PVC pipe into the back of the clay slide. Given Cub Scout wear and tear, you may need to add some other fasteners, like wire, to run into and through the clay.
 - When the clay is dry, paint it brown or dull gold. Add your pack number or other decorations as you like. You can start this today, and complete it in the next meeting.



9. Make an art construction, using your choice of materials.
 - Could be sand painting.
 - Many American Indian tribes have practiced sand painting for generations, so boys may want to try an Indian design or scene. Beach sand or any fine sand that has been rinsed with fresh water and a little bleach works best. Color the sand with food coloring or tempera paint, using small amounts until the desired shade is reached. Let the painted sand dry.
 - Draw the design on cardboard, indicating the colors to be used. Cover one color area at a time with white glue. Spoon the sand onto the glued surface. Let it set briefly, gently shake off any excess sand, and then move on to the next color area. A large area should be done in several pourings. The sand painting can be framed, if desired.
 - Or salt painting (easier than sand painting):
 - Pour salt on paper. Roll a piece of colored chalk over the salt; The chalk will become powdered and mix with the salt to color it. Prepare several different colors of salt.
 - Have boys spoon layers of differently colored salt on top of each other in a small jar. Fill the jar to the top. Then insert a piece of wire (opened paper clips work well) down the side of the jar against the glass, pushing through the layers of salt, to form designs. Fill the jar to the very top with additional salt, if needed, and seal it.
 - Could be earthquake art:
 - Draw or paint a picture in the medium of your choice. Then cut the picture apart into unusual shapes. Put the pieces of the picture back together on a piece of colored construction paper or poster board as you would a jigsaw puzzle, but leave spaces between each piece, allowing the color of the background paper to show through.
 - Paste the picture pieces to the background. It will look like it's been in an earthquake!



Other Ways to Complete the Activity Badge

Optional **Artist activity badge requirements (Requirements 2, 8, and 10)** are done in the next meeting.):

3. Draw or paint an original picture out-of-doors, using the art materials you prefer. Frame the picture for your room or home.
5. Using a computer, make six original designs using straight lines, curved lines, or both.
 - If you have good software and knowledge of this, you might want to do this instead.
6. Draw a profile of a member of your family.
 - Especially if you do a complicated clay artwork, and are short of time, this could be done instead of number 9, "make an art construction, using your choice of materials."
11. While a Webelos Scout, earn the **Cub Scout Academics belt loop for Art**; requirements:
 1. Make a list of common materials used to create visual art compositions.
 2. Demonstrate how six of the following elements of design are used in a drawing: lines, circles, dots, shapes, colors, patterns, textures, space, balance, or perspective.
 3. Identify the three primary colors and the three secondary colors that can be made by mixing them. Show how this is done using paints or markers. Use the primary and secondary colors to create a painting.

- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge or belt loop item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail).
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Review the Geologist chapter in the *Webelos Handbook*.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

Den Meeting 9



This meeting is outlined as a field trip. Are you prepared?

Alternate approaches are possible. See the plan.

Webelos Den Meeting 9

Geologist

Preparation and Materials Needed

- ▶ Read the Geologist chapter in the *Webelos Handbook*.
- ▶ Make arrangements for a field trip to a landscaping contractor, stone quarry, concrete plant, geological site, geological laboratory, rock show, or rock shop. Arrange for drivers. This is the most interesting plan, but you can still complete the achievement using other requirements noted below. Identify any parents or other pack resources who are geologists or rock collectors and could be an activity badge counselor for this meeting.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Geologist chapter in the *Webelos Handbook*.
 - If you don't do this as a field trip, take a hard look at this meeting and the next, and determine how to make it fun and interesting, and how to allocate the requirements.
 - Getting a visitor to bring a rock and mineral collection is a terrific idea.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Rock collections, books.
 - Plastic zipper bags, labeled with each boy's name, for each to collect his specimens.

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to work on the **Geologist activity badge** and to learn about the science of geology, which deals with the study of rocks, volcanoes, geysers, earthquakes, and mountains.

Activities

- ▶ **Geologist Activity Badge:** Requirements are to do five of nine requirements. (This meeting plan does 1, 2, and 8, and the next meeting covers 4, 5, and 6.):
 1. Collect five geologic specimens that have important uses.
 2. Rocks and minerals are used in metals, glass, jewelry, road-building products, and fertilizer. Give examples of minerals used in these products.
 8. Take a field trip to a geological site, geological laboratory, or rock show. Discuss what you learned at your next Webelos den meeting.
 - As you hike, identify the geological product you walk on and see, including as used in building material of the different buildings you pass by and the streets and sidewalks



you cross. Have each Scout keep a list, or if you've checked it out in advance, make a scavenger hunt list of what they might find on the hike.

- As you hike, collect rocks and minerals and then identify them (while on the hike, or when you return, or at the next meeting). Check local laws before allowing the boys to dig for rocks or minerals. In some states, laws prohibit digging rocks and other things from the ground.
- If your host is in the construction business, have the host talk about geologic materials used in home building, such as slate, brick, limestone, marble, cement, and gypsum.

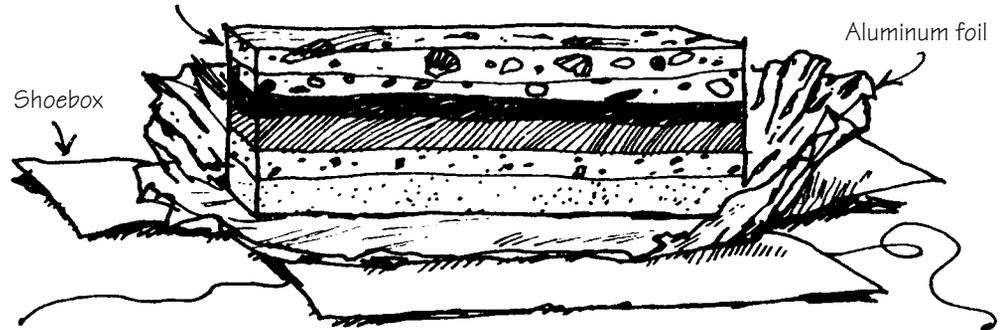
- ▶ The other requirements for this activity badge that are not included in this meeting or in the next can be used in addition to, or in lieu of, the five selected:
 3. Make a scale of mineral hardness for objects found at home. Show how to use the scale by finding the relative hardness of three samples.
 - A clue to a mineral's identity is its hardness.
 - A hardness scratch test is simple enough to perform in the field. Many experienced rock collectors carry a hardness testing kit on their rock-hunting trips. Knowing the hardness of a mineral will not always tell you its identity, but it will help rule out some possibilities.
 - The kit can be made from materials found around the house or obtained inexpensively. (Note that the kit items are rated according to hardness, in relation to the mineral hardness scale in the *Webelos Handbook*.) One kit for the den should be sufficient. Include the following:
 - Tailor's chalk (softest; your fingernail is a hardness of 2)
 - Copper coin (3)
 - 12-penny iron nail (4 to 4½)
 - Knife with steel blade (about 5½)
 - Hard glass, such as window glass (6)
 - High-speed drill bit (6½)
 - Metal file (6½ to 7½)
 - High-speed masonry drill bit (8½)
 - Abrasive sharpening stone (9)
 - In using the hardness kit, test the mineral specimen on a flat surface. After you have made a test scratch, try to rub the mark away with your fingers. A true scratch will remain.
 - Use a magnifying glass to examine any doubtful marks.
 7. Describe what a fossil is. How is it used to tell how old a formation is? Find two examples of fossils in your area.
 9. While you are a Webelos Scout, earn the **Cub Scout Academics belt loop for Geology**. Requirements:
 1. Define geology.
 2. Collect a sample of igneous, sedimentary, and metamorphic rocks. Explain how each was formed.
 3. Explain the difference between a rock and a mineral.

Den Meeting 9



- Here's a simulation to show how sedimentary layers are formed and what they look like.
 - Materials: Shoebox, aluminum foil, string, sand, pebbles, powdered clay, cement, plaster of paris, shells, and water.
 - Line the box with aluminum foil and tie string around the sides so the box won't break or bulge when you fill it. Fill the box halfway with water.
 - Put in a 1/2-inch-deep mixture of sand and cement and let it settle.

Cement and let it settle



- Then put in 1/2-inch layers of plaster of paris and clay. Let each layer settle.
 - Mix pebbles and shells with a small amount of cement and make a layer of each.
 - When the box is filled, let the "rock" harden for a few days.
 - Cut away the box and you'll have a fair approximation of sedimentary layers.
- In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- Award (or recognize) any advancement completed today; thank hosts, guests, helpers.
- Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail).
- Hand out or send family information letter.

► **Home Assignment:** Review the Geologist chapter in the *Webelos Handbook*.

After the Meeting

- If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- Refreshments: If appropriate
- Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



LOOK AHEAD!

Arrow of Light den meeting plans do the Sportsman activity badge, which requires two individual sports belt loops and two team sports belt loops!

LOOK AHEAD!

Webelos Den Meeting 10

Geologist

Preparation and Materials Needed

- ▶ Identify any parents or other pack resources who are geologists or rock collectors and could be an activity badge counselor for this meeting.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Geologist chapter in the *Webelos Handbook*.
 - Getting a visitor to bring a rock and mineral collection is a terrific idea.
 - Also, consider having a den chief show how rocks can be used as firestarters!
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring paper, markers, and pictures (or actual samples) of fossils found in your area.
 - Rock collections, books.
 - Geologist activity badge pins for each of your Scouts (so they can be awarded if completed today).

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

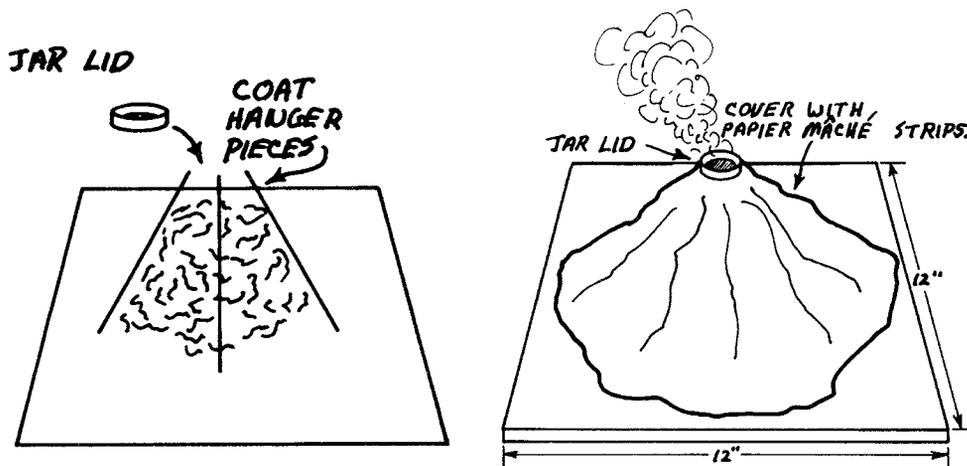
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to complete work on the **Geologist activity badge**.

Activities

- ▶ **Geologist Activity Badge:** Requirements are to do five of nine requirements. (This meeting does 4, 5, and 6. Meeting 9 did 1, 2, and 8.)
 4. List some of the geologic materials used in building your home.
 - Or in building where your den meets.
 5. Make a drawing that shows the cause of a volcano, a geyser, or an earthquake (*Webelos Handbook*, page 290–293).
 - Or do more than a drawing.
 - For earthquakes, you might show the boys how the earth's plates can move, shift, and force down upon each other when you discuss earthquakes:
 - Have each boy put mud in a disposable cake pan. Let dry. Now, have them flex the pan at opposite sides. The earth cracks and shifts. Some pieces break apart; some will fit back together again.
 - For another experiment to demonstrate how strong an earthquake is, you might do this:
 - Fold a sheet of newspaper seven or eight times, and then try to tear it.

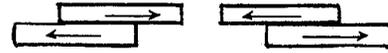
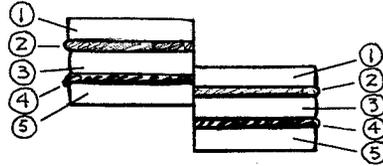


- Each sheet of paper represents a layer of the earth.
- It doesn't take much effort to move one layer of newspaper or earth. However, tremendous force is required to move or fold the earth's crust, which is made up of many different layers.
- For earthquakes/tectonic plates, a simple demonstration you can do in a classroom is to move two desks together and place a few items on each desk.
 - Slide the desks against each other.
 - Have the Scouts notice what happens to the items on the desks.
- For volcanoes, you can make a volcano model:
 - Volcanic eruptions happen when pressure builds inside a volcano, forcing ash and lava out the top. In this papier-mâché volcano, you'll use baking soda and vinegar to simulate an eruption.
 - Materials: 12-inch-square wood for base, aluminum foil, baking soda, vinegar, red food coloring, newspaper and wallpaper paste, jar lid, wire coat hangers.
 - Make a cone-shaped base for the papier-mâché by sticking pieces of coat hanger in the wood base diagonally.
 - Fill in under the wires with wadded aluminum foil.
 - Cover the cone with papier-mâché.
 - Leave an opening in the top where the jar lid can be set. Let it dry.
 - Paint with tempera or acrylic paint.
 - Set the jar lid upside down in the top of the volcano.



- To make the volcano erupt, place about one teaspoon of baking soda in the jar lid.
- Add ¼ cup of vinegar mixed with a little red food coloring, and watch the action!
- The baking soda and vinegar react to make carbon dioxide gas.
- The gas squirts out of the volcano, bringing the foamy red liquid to the surface. This is safe to do indoors.

6. Explain one way in which mountains are formed.
 - Here's a fun way for Webelos Scouts to build models of different geologic formations.
 - Materials: Modeling clay in at least four different colors, approximately ¼ pound each; talcum powder, a knife, and a straw.
 - When building the models, be sure to put talcum powder between the layers so they can be separated easily.
 - The straw can be used to show underground lakes or rivers. These models make a great display for the pack meeting.



- The same effect as the models illustrated above can be achieved with layered peanut butter and jelly sandwiches to help show how natural forces shape layers or rocks. **Note:** Check for food allergies.
 - Sometimes the earth's crust moves up and down.
 - Cut the sandwiches in half and move one half up or down. This demonstrates a vertical fault, a type of movement that can cause earthquakes.
 - Then slide two parts of the sandwich past each other on the same level. This demonstrates a lateral fault. Boys can now eat their rock layers!

- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail).
- ▶ Hand out or send family information letter.

▶ **Home Assignment:** Review the Engineer chapter in the *Webelos Handbook*.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Webelos Den Meeting 11

Webelos Engineers

Engineer activity badge (partial).

Preparation and Materials Needed

- ▶ Read the Engineer chapter in the *Webelos Handbook*.
- ▶ Identify any parents or other pack resources who are engineers (civil, mechanical, structural, electrical, aeronautical, chemical, geological, mining, industrial, management, safety, or sanitary) and could be your activity badge counselor for this meeting. Share the Engineer chapter of the *Webelos Handbook* with them.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Paper, pencils and markers for creating floor plans.
 - Combs and balloons to demonstrate static electricity.
 - To make a simple switch, a spring-style clothespin, one D-cell battery, aluminum foil, flashlight bulb, masking tape, scissors, ruler, testing material such as rubber bands, coins, paper clips.
 - Pieces of wood, D-cell flashlight batteries, small bulbs and bulb holders, on/off switches, wire, screws, screwdrivers, awls, cordless drill.
 - If you select alternative activities, see the following pages for additional materials needed for those activities.

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to work on the **Engineer activity badge** because engineers solve problems.

Activities

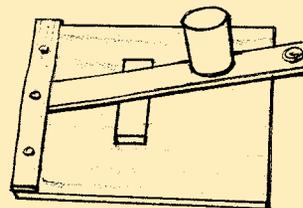
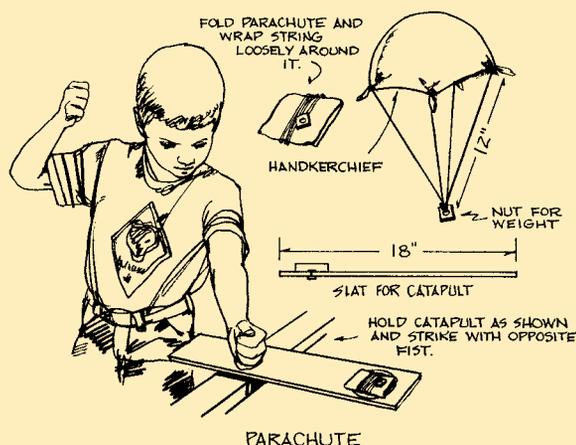
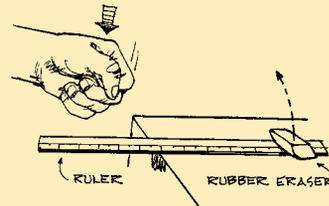
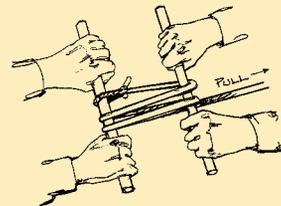
- ▶ **Engineer Activity Badge:** Requirements are to do requirements 1 and 2, and then four of 3 through 10 (This meeting plan does 2, 5, and 6, and the next meeting covers 1, 3, and 4 if you're going to a construction site.):
 2. Draw a floor plan of your house. Include doors, windows, and stairways.
 - Have each Webelos Scout share his floor plan showing his home.
 - **Suggestion:** For more fun, you might turn this into an Extreme Home Makeover, and have them pitch proposals about how they would redo the rooms and locations, and then engage them in discussion of why they need to incorporate foundations, supporting walls, and the like.
 5. Tell about how electricity is generated and then gets to your home.



- See page 216 of the *Webelos Handbook*.
 - **Suggestion:** For more fun, you might do some static electricity tricks. Static electricity is made up of electrons that don't move, unlike current electricity. You can generate static electricity yourself:
 - Run a comb through your hair on a dry day and it will pick up bits of paper.
 - Rub a balloon against your clothing and then it will "hang" on a wall.
 - Wearing socks, but not shoes, drag your feet along a carpet, and then touch a metal object, such as a doorknob. What happens?
 - To see how two electrified objects will repel each other, tie two balloons on a string. Hang them side by side and stroke both of them on a clothing or piece of fur. See how they move apart.
6. Construct a simple working electrical circuit using a flashlight battery, a switch, and a light.
- A switch acts as a kind of bridge along an electrical circuit on which electrons travel. When the switch is closed, the electrons move freely on the electric circuit and complete the electrical connection. When the switch is open, the electrons stop and the connection is incomplete.
 - To make a simple switch, you need spring-style clothespin, one D battery, aluminum foil, flashlight bulb, masking tape, scissors, ruler, testing material such as rubber bands, coins, paper clips. Then:
 - Cut a rectangle of aluminum foil 12 by 24 inches.
 - Fold in half lengthwise five times to form a thin strip 24 inches long.
 - Cut the strip in half to form two 12-inch strips. Tape one end of each strip to the opposite ends of the battery.
 - Wrap the free end of one of the foil strips around the base of the flashlight bulb; hold foil in place with the clothespin.
 - Test the electrical conductivity of several different materials by touching the metal tip of the flashlight bulb to one side of the testing material while touching the free end of the second foil strip to the opposite side of the same testing material.
 - Which objects cause the bulb to glow?
 - Or see *Webelos Handbook* page 217 for a simple electric circuit.

► Other **Engineer activity badge** requirements that could be done in lieu of those selected above and that could be terrific fun are the following:

7. Make drawings of three kinds of bridges and explain their differences. Construct a model bridge of your choice.
8. Make a simple crane using a block and tackle and explain how the block and tackle is used in everyday life. See the *Webelos Handbook*, pages 221–223.
9. Build a catapult and show how it works. See the *Webelos Handbook*, pages 224–225, for one example of a catapult you can make.



Den Meeting 11



10. While you are a Webelos Scout, earn the **Cub Scout Academics belt loop for Mathematics**. Complete these three requirements:

1. Do five activities within your home or school that require use of mathematics. Explain to your den how you used everyday math.
2. Keep track of the money you earn and spend for three weeks.
3. Measure five items using both metric and non-metric measures. Find out about the history of the metric system of measurement.

- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today; thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail).
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Review the Engineer chapter in the *Webelos Handbook*.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Webelos Den Meeting 12

Engineers Field Trip

Engineer activity badge (complete).

Preparation and Materials Needed

- ▶ Make arrangements to visit a construction site with an engineer or architect. Ask him or her to be prepared to discuss occupations in engineering, to explain how property lines are determined and how to measure the length of a property line, and to have a set of plans for the project available. Obtain hardhats if necessary.
- ▶ Identify any parents or other pack resources who are engineers (civil, mechanical, structural, electrical, aeronautical, chemical, geological, mining, industrial, management, safety, or sanitary) and could be your activity badge counselor for this meeting.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Engineer chapter in the *Webelos Handbook*.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - For a field trip, hardhats if necessary.
 - If you select alternative activities, see meeting A6 for additional materials needed for those activities.
 - Engineer activity badge pins for each of your Scouts (so they can be awarded if completed today), and compass emblems or points (if those will be completed today).

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to complete work on the **Engineer activity badge**, to hear from an engineer and see what he does.

Activities

- ▶ **Engineer Activity Badge:** Requirements are to do requirements 1 and 2 and then four of 3 through 10. (This meeting does 1, 3, and 4 if you're visiting a construction site. Meeting 11 did 2, 5, and 6.)

1. Talk to an engineer, surveyor, or architect in your area about the different occupations in engineering. Create a list that tells what they do.



3. Visit a construction job. Look at a set of plans used to build the facility or product. Tell your Webelos den leader about these. (Get permission before you visit.)
 4. Visit a civil engineer or surveyor to learn how to measure the length of a property line. Explain how property lines are determined.
 - The activities for this meeting are dependent on the information provided by your host at the construction site.
 - Be sure the Scouts take notes about what engineers do.
- Other **Engineer activity badge** requirements that could be done in lieu of 3 and 4 above (if you cannot visit a construction site are described in Den Meeting 11.
 - In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail).
- ▶ Hand out or send family information letter.

▶ **Home Assignment:** Review the Craftsman chapter in the *Webelos Handbook*.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



*Pinewood derby car for
Craftsman activity badge?*

Webelos Den Meeting 13

Craftsmen (Derby Car Construction)

Craftsman activity badge (partial).

Preparation and Materials Needed

- ▶ Read the Craftsman chapter in the *Webelos Handbook*.
 - Review the Crafts sections in the *Cub Scout Leader How-To Book* for ideas about crafts you or an activity badge counselor could conduct in the den meetings.
- ▶ Identify any parents or other pack resources who are handy with tools and could be your activity badge counselor for this meeting—these might include woodworkers, potters (so consider your art teachers), and arts and crafts hobbyists. If you have such a resource, you might do this meeting as a field trip to the craftsman’s workshop. You might see if a local hardware store can host a Craftsman meeting.
 - Be sure any guest speaker knows how long the presentation should run, and that you’ve confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Craftsman chapter in the *Webelos Handbook*.
- ▶ Make arrangements for your den to take a field trip to a parent’s house that has a good (and safe) area for woodworking. A local hardware store may be willing to assist you for this work.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.

▶ **Note:** Power tools are not appropriate for use by Cub Scouts. (See *Age-Appropriate Guidelines for Scouting activities* at www.scouting.org/HealthandSafety/Resources/AgeAppropriateGuidelines).

- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Pinewood derby car kit for each boy. These can be purchased at your local Scout shop.
 - Bring the rules for your derby about how your cars are to be built.
 - Saws, hammers, wood rasps, drills, weight inserts (washers, fishing weights, or other), sandpaper, paint, decals, smocks. A good scale to weigh the cars is very useful.

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you’re snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you’re on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today’s meeting is to work on the **Craftsman activity badge** because we want to learn to use tools, and find some craftsman talent that will be useful or may lead to a hobby in one of these areas.



Activities

- ▶ **Craftsman Activity Badge:** Requirements are to do requirements 1–4. (This meeting does 1 and 2 (partial). The next meeting does 3 and 4.)
 1. Explain how to safely handle the tools that you will use for this activity badge safely.
 2. With adult supervision and using hand tools, construct two different wooden objects you and your Webelos den leader agree on, such as the items listed below. Use a coping saw or jigsaw for these projects. Put them together with glue, nails, or screws. Paint or stain them.
 - Many den leaders pick pinewood derby cars as something to build, but two objects need building, and there are many alternatives:

Book rack	Mailbox	Bread box
Napkin holder	Letter holder	Recipe holder
Shelf	Birdhouse	Key rack
Animal cutouts	Notepad holder	Lamp stand
Bulletin board	Desk nameplate	Measuring cup rack
Garden tool rack	Toolbox	Kitchen knife rack
Weather vane	Letter, bill, and pencil holder	Measuring spoon rack
Lid holder	Towel rack	Kitchen utensil rack
Tie rack		

Fun Ideas for Car Design

Focus first on fun designs: Have each Scout use his imagination about what he wants his car to look like. Encourage all to be creative. You may not have the fastest car, but can you have the coolest design?

Here are some crazy ideas:

Coke bottle	Gift wrapped	Bath tub	Beaver on a log
Skateboard	iPod	Cell phone	Banana
Game Boy	Burrito	Camera	Rat
Laptop	Train engine	Pencil	Ambulance
Computer mouse	School bus	Pickup truck	Dragster rocket
Cockroach	Boat	Hot dog	Cheese wedge
Watermelon	Fish	Shark	Batmobile
Tank	Fire truck	Computer	Zamboni

- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail).
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Review the Craftsman and Scholar chapters in the *Webelos Handbook*.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Webelos Den Meeting 14

More Webelos Craftsmen
Craftsman activity badge (completion).

Preparation and Materials Needed

- ▶ Note that while this is laid out as one meeting, to complete this activity badge you will likely need to use two or more den meeting days—the details of each day depend on the projects you'll complete. If you have several craftsman hobbyist activity badge counselors, you might have separate meetings with each.
 - Alternatively, some may be assigned to be completed at home.
 - This meeting might include completion of items started in prior Craftsman meetings.
- ▶ Read the Craftsman chapter in the *Webelos Handbook*.
 - Review the Crafts sections in the *Cub Scout Leader How-To Book* for ideas about crafts you or an activity badge counselor could conduct in the den meetings.
- ▶ Identify any parents or other pack resources who are handy with tools and could be your activity badge counselor for this meeting—these might include woodworkers, potters (so consider your art teachers), and arts and crafts hobbyists. If you have such a resource, you might do this meeting as a field trip to the craftsman's workshop. You might see if a local hardware store can host a Craftsman meeting.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Craftsman chapter in the *Webelos Handbook*.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Tools and material to construct two different wooden objects (see the list below).
 - Tools and material to make a display stand or box to be used to display a model or an award, or a frame for a photo or painting.
 - Tools and material to make four items out of clay, plastic, leather, metal, paper, rubber, or rope.
 - Craftsman activity badge pins for each of your Scouts (so they can be awarded if completed today), and compass emblems or points (if those will be completed today).

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to work on the **Craftsman activity badge** because we want to learn to use tools, and find some craftsman talent that will be useful or may lead to a hobby in one of these areas.

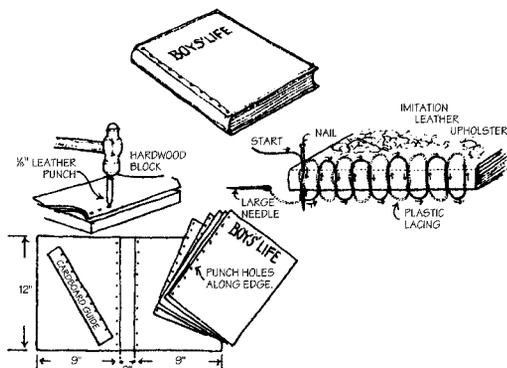
Activities

- ▶ **Craftsman Activity Badge:** Requirements are to do requirements 1–4. (This meeting does 3 and 4. Den Meeting 14 did 1 and 2.)



3. Make a display stand, or box to be used to display a model or an award. Or make a frame for a photo or painting. Use suitable material.
 - You might make pinewood derby display stands for your pack.
 - See the design at page 205 of the *Webelos Handbook* for one idea on how to make those.
4. Make four useful items using materials other than wood that you and your Webelos den leader agree on, such as clay, plastic, leather, metal, paper, rubber, or rope. These should be challenging items and must involve several operations.

- One might be a *Boys' Life* binder:
This binder will hold a year's worth of *Boys' Life* issues.
- Materials: 12-by-20-inch piece of leather or imitation leather, 6 feet of plastic or leather lacing, 1/4-inch leather punch, hammer, wood block, sack needle, cardboard gauge, nail



- a. Use a cardboard gauge to mark an even row of 10 holes along the back edge of each magazine, 1 inch apart and 1/4 inch from the edge. Place a hardwood block under the magazine while driving the punch through.
- b. Punch two rows of holes down the center of the cover, spaced 2 inches apart, center to center. Use the same cardboard gauge to mark these holes.
- c. Lace the magazines and cover together. Run half the length of lacing through the bottom hole. Using a sack needle, run both ends through the next hole (one from the top; one from the bottom) so that each end comes out on the opposite side. A nail inserted in the top hole will keep it all in line. Keep the lacing pulled tight and continue to the top hole.
- d. Tie the lacing at the back of book with a square knot. Cut off excess. Trim the cover, allowing for an extra 1/4 inch over the edges of the magazines.
- e. The cover can be tooled with the words "Boys' Life" and the year.

- This meeting might include completion of pinewood derby cars as one of the two objects.

If more time is needed, especially to complete 2–4, consider assigning as a family project.

- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail).
- ▶ Hand out or send family information letter.

▶ Home Assignments:

- **Scholar 11:** Ask a parent and five other grown-ups these questions:
 - What do you think are the best things about my school?
 - What could be done to improve it?
- Tell what you think were the best answers and why.
- Review the Scholar and Artist chapters in the *Webelos Handbook*.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Webelos Den Meeting 15

Scholar and Artist

Scholar activity badge (complete).

Preparation and Materials Needed

- ▶ Read the Artist chapter in the *Webelos Handbook*.
- ▶ Identify any parents or other pack resources who are artists and could be your activity badge counselor for this meeting. An artist may be an art teacher or anyone who has talent in drawing, painting, sculpting, animation, cartooning, pottery or crafts. See if the artist can visit your den meeting, or you might do this meeting as a field trip to the artist's studio or classroom.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show them the Artist chapter in the *Webelos Handbook*.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Items to create a scrapbook. The scrapbook should be sturdy enough to protect the artwork from weather and accidents, but it should be easy to carry. It could be a binder containing pocket folders or a large file folder. It may be as simple as construction paper stapled together in book form with space for gluing boys' artwork.
 - Paper, pencils, lamp, tape, construction paper cut to bookmark size, assorted magazines.
 - Assorted objects to make mobiles, such as dowel rods, coat hanger wire, craft sticks for small mobiles, or pieces of children's toys, and whatever your imagination sees, as choices for the main structure. Thin wire, heavy thread, yarn, or fishing line to suspend the ornaments.
 - Hammer, nails, and large wooden blocks to create a template for bending wire for the mobiles.
 - Items for any other elements you determine you want the Scouts to create.
 - Towels, soap, and water for cleanup.
 - Artist activity badge pins for each of your Scouts (so they can be awarded if completed today), and compass emblems or points (if those will be completed today).
- ▶ Read the Scholar chapter in the *Webelos Handbook*.
- ▶ Identify any parents or other pack resources who are educators and could be your activity badge counselor for this meeting. Or you might see if a teacher or principal from a local school would serve in that role—this meeting can really work well with a respected guest speaker.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Scholar chapter in the *Webelos Handbook*.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - You might bring old school books from when you or an even older relative went to school.
 - Scholar activity badge pins for each of your Scouts (so that they can be awarded if completed today), and compass emblems or points (if those will be completed today).

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.



Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to work on the **Scholar activity badge** because of the importance of education and the school system.
- ▶ **Verify:** During the meeting or by reviewing the boys' handbooks, confirm completion of **Scholar 11**.

Activities

- ▶ **Scholar Activity Badge:** Requirements are to do this first requirement, and then three of 2 through 8 and three of 9 through 13 (This meeting plan does 1, plus 5, 11, and 12.):
 1. With your parent, guardian, or Webelos den leader, complete the Positive Attitude Character Connection.
 - a. **Know:** Discuss with your parent, guardian, or your Webelos den leader, what it means to have a positive attitude and the "BEST" steps you can take to have a positive attitude. (**B**elieve it can happen, **E**xpect success, **S**et your mind, and **T**ry, try, try.)
 - b. **Commit:** Plan with your parent, guardian, or your Webelos den leader, how you will apply the "BEST" steps for a positive attitude in doing your schoolwork and in other areas of your life.
 - c. **Practice:** Do your "BEST" to have a cheerful and positive attitude while doing the requirements for this activity badge.
 5. List in writing some important things you can do now because of what you've learned in school.
 11. Ask a parent and five other grown-ups these questions:
 - What do you think are the best things about my school?
 - What are its main problems?
 - Tell what you think were the best answers and why.
 - Have boys share the responses with their den members.
 12. List and explain some of the full-time positions in the field of education.

Other Ways to Complete the Scholar Activity Badge

Other requirements that could be done in addition to, or in lieu of, 5, 11, and 12 are:

2. Have a good record in attendance, behavior, and grades at school.
 3. Take an active part in a school activity or service.
 4. Discuss with your teacher or principal the value of having an education.
 6. While you are a Webelos Scout, earn the **Cub Scout Academics belt loop for Language**.
 7. While you are a Webelos Scout, and if you have not earned it for another activity badge, earn the **Cub Scout Academics belt loop for Mathematics**.
 8. While you are a Webelos Scout, earn the **Cub Scout Academics belt loop for Chess**.
 9. Trace through history the different kinds of schools. Tell how our present public school system grew out of these early schools.
 10. Make a chart showing how your school system is run.
 13. Help another student with schoolwork. Tell what you did to help.
- ▶ **Artist Activity Badge.** You might need to work in completion of Artist projects begun last meeting, but not yet complete.
 2. Create a scrapbook (portfolio) of your **Artist activity badge** projects and show it to your den leader.
 - As boys create works of art, the scrapbook or portfolio is used to keep the work safe. The scrapbook should be a complete collection of the boy's work, even if some of it isn't finished.
 - He can be proud of all of it! (Be sure to praise the good elements of the work.)
 8. Make a mobile, using your choice of materials.
 - See the material list above, and use your imagination and that of your Scouts.
 - Here's a helpful way of shaping wire for mobiles and constructions. Draw an outline of your design on paper. Place the paper on a wooden block and drive nails part of the way in along the outline. Wind wire around the nails, and you have your wire shapes.
 - Use the dowel rods, coat hanger wire, craft sticks, pieces of children's toys and other items for the main structure. Then use thin wire, heavy thread, yarn, or fishing line to suspend the ornaments you make to hang on the mobile structure.



10. Create a collage that expresses something about you.
 - *Collage* is a French word describing a work of art created by pasting different items onto a surface. You can use just about anything you want to create a collage: old photographs, greeting cards, magazine pictures, or even junk mail.
 - Choose a subject for your collage that tells something about you, about what Cub Scouting means to you, or about a friend, a pet, or your favorite sport. Find some pictures about your subject and arrange them in an interesting way on a piece of cardboard. When you are pleased with your design, paste the pictures down. Use a thin, even coat of paste so that the pictures don't wrinkle.

Want More Fun Activities?

Play Tag Team Art:

- ▶ Line members up in relay fashion (this may be done in teams). Have a large piece of paper taped on the wall or hung on an easel. Have the first boy begin drawing an object or design on the paper, without telling anyone what he is drawing. Allow him 30 seconds, and then signal for the next boy. This boy adds to the original picture or design. Each boy follows in turn, each having 30 seconds as the artist.
- ▶ When each boy has had a turn or two (depending on how the picture is taking shape), signal a stop.
- ▶ After all have had time to admire their handiwork, have the first boy share what his original intent was for the drawing.

Or play Artist Charades:

- ▶ Divide the group into two teams. Each has a large sheet of paper. Teams line up in relay fashion.
- ▶ On a signal, the first boy in each line runs to the leader, who gives him the name of an object to draw.
- ▶ The boy goes to his paper and begins to draw the object. As he progresses with his artwork, his team tries to guess what he is drawing.
- ▶ When they guess correctly, the next boy in line takes his turn as artist. The game continues until all members have drawn. The team that finishes first wins.

- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Want More Fun Activities?

Having done or started Webelos I Den Meeting 4 ("Athletes Practice Fitness"), you will have a good, active, physical activity to insert in this meeting (which has more talk and research, and a need for physical action).

- ▶ Taking a break to check on *just one* of those can be a good active break in your meeting.

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Webelos Den Meeting 16

Puppetry Showmen

Showman Activity Badge (complete).

Preparation and Materials Needed

- ▶ Read the Showman chapter in the *Webelos Handbook*.
 - **Note:** This meeting plans a puppetry-focused version of Showman, and so adds some other elements from Webelos Den Meetings 17 (Music) and 18 (Drama), to complete the activity badge in one meeting.
 - But if you have interest and it fits your schedule, you could cover each element of Showman.
 - Or you may choose to pick a more even mixture from each: Showman requires completion of nine requirements, as long as there is at least one from each of puppetry, music, and drama.
- ▶ Identify any parents or other pack resources (like teachers) who are into performing, crafts, and/or puppetry and who could be your activity badge counselor for this meeting. Alternatively, you might see if a hobbyist can visit your den meeting, or you might do this meeting as a field trip to a site that has lots of puppets.
 - Be sure any guest speaker knows how long you the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Showman chapter in the *Webelos Handbook*.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - See the materials used for the puppetry options you pick from this plan and the *Webelos Handbook*.
 - The *Cub Scout Songbook* or words to a folk song for the Scouts to sing
- **Showman activity badge** pins for each of your Scouts (so they can be awarded if completed today), and compass emblems or points (if those will be completed today)

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.
- ▶ Explain that today's meeting is to work on the **Showman activity badge** because we want to get exposed to theater and music arts, to build self-confidence by performing, and to have fun.

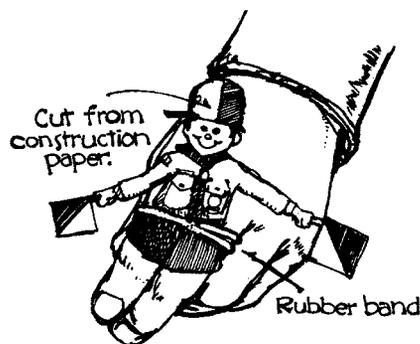


Activities

- ▶ The **Showman activity badge** requirements are to complete nine requirements from among the puppetry, music, and drama requirements offered, as long as there is at least one requirement completed from each of the puppetry, music, and drama areas.
 - This is a puppetry plan, and adds music and drama requirements to complete the activity badge.
- ▶ Puppetry Activities:
 - **Showman 2:** Write a puppet play about one of your Webelos den activities or a subject of your choice.
 - One way to handle the play-writing phase of this badge is to let Webelos Scouts produce a film, using a home camcorder to record the action.
 - This is a unique opportunity that should excite the boys. Let the boys write the script, choose someone to direct and film it, and act in it. You'll find that ideas for the plot will come easily.
 - **Showman 3:** Make a set of puppets or marionettes for the play you have written or for another play.
 - **Showman 7:** There are sock, stick, and finger puppets. There are paper bag puppets and marionettes. Explain their differences and show any puppets you have made for this badge.
 - There are many kinds of puppets—see the *Webelos Handbook*, pages 435–437, and these ideas:

Finger Puppet

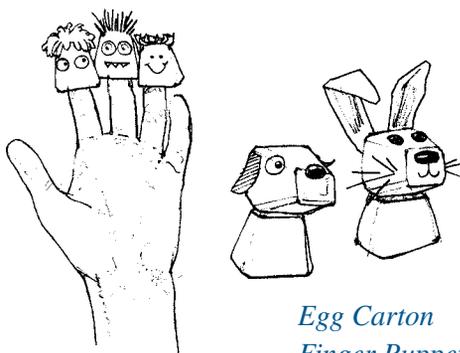
- ▶ The finger puppet is a good introduction to puppetry because it's so easy to make.
- ▶ Cut it out from construction paper or other heavy stock, and then paint or decorate with colored markers.
- ▶ Also use yarn for hair, buttons for eyes, and ribbon for bow ties.
- ▶ Use a felt-tip pen for additional features. Attach to fingers with a rubber band.
- ▶ Your fingers form legs.



Finger Puppet

Egg Carton Finger Puppets

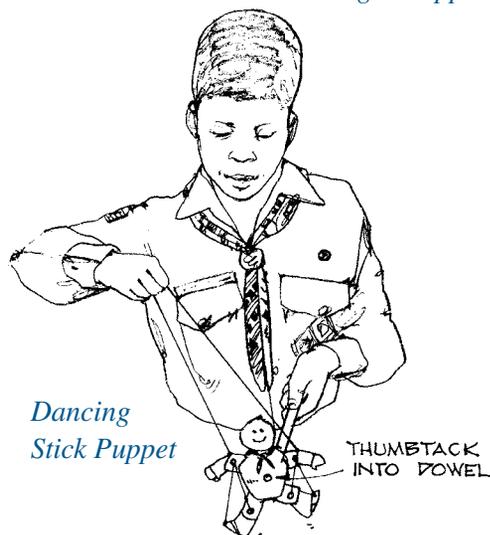
- ▶ Cut the cups from a cardboard egg carton. Decorate as desired.
- ▶ To help the puppets stay on your fingers, wind a 3-inch piece of cellophane tape around your finger, sticky side out.
- ▶ Tuck this tape inside the puppet.
- ▶ When you put the puppet on your finger, it will stay in place.
- ▶ Animal heads can be made by using two cups glued together.
- ▶ Use pieces of the egg carton lid to make ears or antlers.



Egg Carton Finger Puppets

Dancing Stick Puppet

- ▶ Cut parts from heavy cardboard or plastic.
- ▶ Decorate with marking pens.
- ▶ Punch holes for joints and assemble with heavy brass paper fasteners.
- ▶ With a needle, run heavy thread between the right elbow and knee and between the left elbow and knee; tie each.
- ▶ Have one loop of thread tied at the elbow and feet for the operator to use to work the puppet.
- ▶ Attach a dowel to the puppet's back for support.

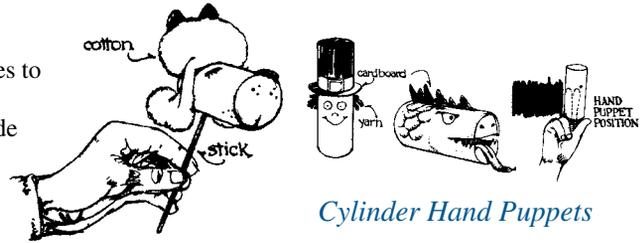


Dancing Stick Puppet



Cylinder Hand Puppets

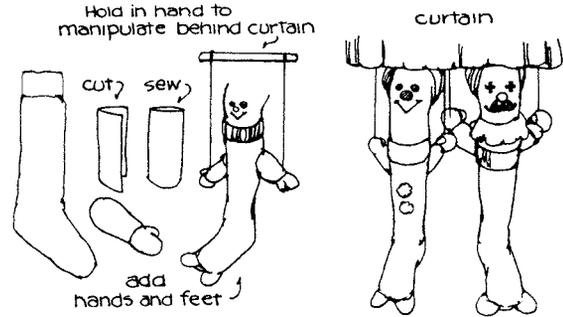
- ▶ Use cardboard toilet tissue cores to make these puppets.
- ▶ Features can be made with made with cardboard, construction paper, yarn, cotton balls, paint, markers and other craft materials.



Cylinder Hand Puppets

Kneesie Puppets

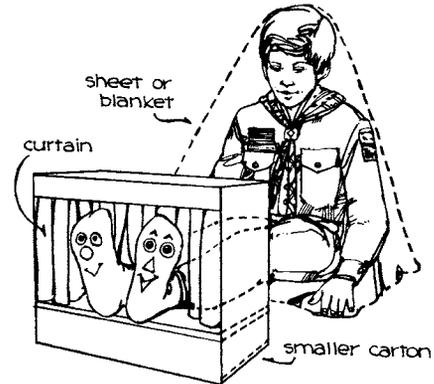
- ▶ A type of sock puppet.
- ▶ The puppet's body is a sock coming up to the knee.
- ▶ Draw the puppet's face on the knee with lipstick and eyebrow pencil.
- ▶ For the arms, cut a second sock as shown and sew to the body.
- ▶ Hands and feet are pieces of felt.
- ▶ String arms to a stick so the puppeteer can manipulate them.



Kneesie Puppets

Footsie Puppets

- ▶ Create puppet faces on the soles of socks.
- ▶ Sew or glue scraps of felt for facial features, or use construction paper, yarn, and other materials.
- ▶ Make the footsie theater from a cardboard carton.
- ▶ The curtain is made of crepe paper strips affixed along the top.
- ▶ Put a smaller carton underneath as a resting place for legs.
- ▶ The puppeteer can stay out of sight beneath a sheet or lightweight blanket.



Footsie Puppets

Glove Puppets

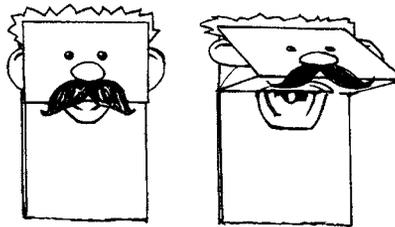
- ▶ Supply each boy with a work glove to decorate as a puppet; gloves come in assorted styles and textures and can be decorated with pieces of felt, pom-poms, glitter, etc.
- ▶ Insert the glove through a hole in a large cardboard box that is decorated to match the style of the puppet (for instance, decorate the box as a jungle for a tiger glove puppet).
- ▶ To animate the puppets, boys can insert their hand into the glove or move the puppet with a stick inserted into the glove.
- ▶ White gloves decorated with black dots make great Dalmatian puppies in a basket. A green glove could become a family of caterpillars on a tree limb. An orange glove could become a family of tigers or giraffes if you add stripes or spots.
- ▶ Brown gloves can be used as reindeer with brown chenille stick antlers; have the glove peek out of a chimney, or make a cardboard sleigh.
- ▶ More puppet options will come from the imaginations of your Scouts and the *Cub Scout Leader How-To Book*.
 - **Showman 4:** Build a simple stage for marionettes or puppets.
 - See the Webelos Handbook, pages 438–439, and the *Cub Scout Leader How-To Book*.
 - **Showman 6:** Make a set of four paper bag puppets for a singing group. With the help of three other den members, sing a song with the puppets as the performers.



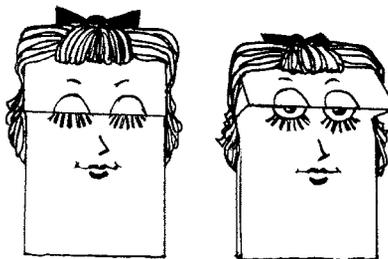
Paper Bag Puppets

- ▶ These can be simple, with the bag completely open and the face done on one side.
- ▶ They could be more complex, with the face using the “bottom fold-over” as a “flap” so if you open that flap, you can draw a mouth in/under there. Or it could have eyes that open and close.
- ▶ Your puppet’s features may be drawn directly on the paper bag, but a more interesting puppet results when features are made with bits of colored felt, construction paper, or other materials. Use bright colors.

Paper Bag Puppets



- ▶ To give the impression of speaking to your puppet, put the top of the mouth at the bottom of the flap, and put the bottom lip directly underneath on the front of the bag. This will cause the lips to meet.
- ▶ Open the flap and finish the mouth so that it will be continuous. (See top illustration.)
- ▶ For a puppet that will open its eyes and then close them, locate the tops of the eyes at the bottom of the flap and directly under the flap front of the bag.



- Under the flap, make the eyes open.
 - **Showman 5:** Alone or with the help of others, put on a puppet show for your den or pack.
 - Music activities (you could pick another item from requirements 8 to 15 if you choose):
 - **Showman 11:** Tell what folk music is. Hum, sing, or play a folk tune on a musical instrument.
- ▶ See Page 441 of the *Webelos Handbook*. For example, “This Land Is Your Land.”
- ▶ Drama activities (you could pick other items from requirements 16 to 23 if you choose):
 - **Showman 17:** Attend a play. Describe the story. Tell what you liked about it.
 - Here the Scouts get to be drama critics as they watch a puppet play put on by another Scout or group of Scouts in the den.
 - **Showman 20:** Make a list of stage directions. Tell what they mean.
 - Have this incorporated into the puppet plan put on by the Scouts.
 - In the boys’ *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop, or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, and helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader’s minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting’s flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Webelos Den Meeting 17

Musical Showmen

Showman Activity Badge (complete). Music Belt Loop.

Preparation and Materials Needed

- ▶ Read the Showman chapter in the *Webelos Handbook*.
 - **Note:** This meeting plans a music-focused version of Showman, and so adds some other elements from Webelos Den Meetings 16 (Puppetry) and 18 (Drama), to complete the activity badge in one meeting.
 - But if you have interest and it fits your schedule, you could cover each element of Showman.
 - Or you may choose to pick a more even mixture from each: Showman requires completion of nine requirements, as long as there is at least one from each of puppetry, music and drama.
- ▶ Identify any parents or other pack resources (like teachers) who are musicians, singers, or have ability in those areas and could be your activity badge counselor for this meeting. This may be a music teacher at school, and the meeting could be done in the music teacher's studio.
 - Be sure any guest speaker knows how long you the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Showman chapter in the *Webelos Handbook*.
- ▶ For this activity badge to be completed today will require advance assignment at home:
 - **Showman 10:** Make a collection of three or more records, tapes, or music CDs. Tell what you like about each one.
 - They can be encouraged to bring these in, but that is not required.
 - For the new millennium, collected downloads would suffice!
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - The *Cub Scout Songbook* or words to a folk song for the Scouts to sing.
 - **Showman activity badge** pins and **Music belt loops** for each of your Scouts (so that they can be awarded if completed today), and compass emblems or points (if those will be completed today)

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.
- ▶ Explain that today's meeting is to work on the **Showman activity badge** because we want to get exposed to theater and music arts, to build self-confidence by performing, and to have fun singing.



Activities

- ▶ The **Showman activity badge** requirements are to complete nine requirements from among the puppetry, music, and drama requirements offered, as long as there is at least one requirement completed from each of the puppetry, music, and drama areas.
- ▶ This is a music plan, and adds puppetry and drama requirements to complete the activity badge.
- ▶ Music: Do one of these not already done for **requirement 1**:
 - **Showman 9**: Sing one song indoors and one song outdoors, either alone or with a group. Tell what you need to do differently when singing outdoors.
 - See the *Cub Scout Songbook*, and your activity badge counselor may have ideas.
 - **Showman 10**: Make a collection of three or more records, tapes, or music CDs. Tell what you like about each one.
 - If anyone has brought some of their collection, you might have show and tell (and sing).
 - **Showman 11**: Tell what folk music is. Hum, sing, or play a folk tune on a musical instrument.
 - See Page 441 of the *Webelos Handbook*. For example, you could sing “This Land Is Your Land.”
 - An activity badge counselor may have other ideas.
 - **Showman 12**: Name three American composers. Name a famous work by each.
 - See Pages 442–443 of the *Webelos Handbook*.
 - **Showman 13**: Draw a staff. Draw on it a clef, sharp, flat, natural, note, and rest. Tell what each is used for.
 - See Page 444 of the *Webelos Handbook*.
 - **Showman 14**: Show the difference between 2/4, 3/4, and 4/4 time by beating time or playing an instrument.
 - Not explained in the handbook, you’ll need your activity badge counselor to help.
 - **Showman 15**: While you are a Webelos Scout, earn the Cub Scout Academics Belt Loop for Music. Complete these three requirements:
 - **Music belt loop 1**: Explain why music is an important part of our culture.
 - **Music belt loop 2**: Pick a song with at least two verses and learn it by heart.
 - **Music belt loop 3**: Listen to four different types of music either recorded or live.
 - Not included here is this requirement, which could be done in lieu of one of the above, or in addition:
 - **Showman 8**: Play four tunes on any band or orchestra instrument. Read these from music.
 - Puppetry activities (you could pick another item from **Showman 2 to 7** if you choose):
 - **Showman 6**: Make a set of four paper bag puppets for a singing group. With the help of three other den members, sing a song with the puppets as the performers.
- ▶ See Meeting Plan 16 for ideas on making paper bag puppets.
- ▶ Drama activities (you could pick other items from **Showman 16 to 23** if you choose):
 - **Showman 16**: Give a monologue (a talk) on a patriotic, humorous, or holiday subject, or another subject of your choice.
 - Could be serious, could be comedy.
 - Stand-up comedy is when someone delivers a humorous monologue—which is when a solo actor recites or acts out a play or gives a talk on any topic.
 - Let your boys warm up your next den meeting by preparing a series of jokes or stories to entertain their den mates. *Boys’ Life* magazine is an excellent source of fresh humor every month.
- ▶ Musical games you might include today:
 - *Song Stumpers*. The first player sings the first line of a familiar song. In turn, the other players try to complete the first verse. If one is successful, he becomes the new leader. If not, the first leader starts a new song.
 - *Musical Chairs*. Place several chairs—one less chair than the number of players—in a line or circle. Start a record or tape recording of music and have the players march around the chairs. When the music suddenly stops, all players will scramble to get to a chair. The one who fails, steps out of the game. Remove one chair and start the music again. Continue until only one player—the winner—is left. Variation: Instead of having players eliminated from the game, score a point against them. At the end of a specified time, the player with the fewest points is the winner.

Den Meeting 17



- *Sing-Along Down.* Players are seated in a circle. The first player chooses any song he likes and sings the first line. The player to his left tries to sing the next line, and so on around the circle, with each player adding one line. If a player doesn't know the line, a point is scored against him, and the next player tries. When the sing-along gets back to the player who started the song, that song ends and another player starts a new one.
- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop, or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, and helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Webelos Den Meeting 18

Dramatic Showmen

Showman Activity Badge (complete).

Preparation and Materials Needed

- ▶ Read the Showman chapter in the *Webelos Handbook*.
 - **Note:** This meeting plans a drama-focused version of Showman, and so adds some other elements from Webelos Den Meetings 16 (Puppetry) and 17 (Music), to complete the activity badge in one meeting.
 - But if you have interest and it fits your schedule, you could cover each element of Showman.
 - Or you may choose to pick a more even mixture from each: Showman requires completion nine requirements, as long as there is at least one from each of puppetry, music and drama.
 - ▶ Identify any parents or other pack resources (like teachers) who are into theater and could be your activity badge counselor for this meeting. Or you might see if a drama teacher or someone from a community theater can visit your den meeting, or you might do this meeting as a field trip to a school or community theater.
 - Be sure any guest speaker knows how long you the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Showman chapter in the *Webelos Handbook*.
 - ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
 - ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Pictures of William Shakespeare's Globe Theatre
 - Props and costumes for the drama options you pick from this plan and the *Webelos Handbook*
- Bring some examples of short plays.
- The *Cub Scout Songbook* or words to a folk song for the Scouts to sing
 - **Showman activity badge** pins for each of your Scouts (so they can be awarded if completed today) and compass emblems or points (if those will be completed today)

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.
- ▶ Explain that today's meeting is to work on the **Showman activity badge** because we want to get exposed to theater and music arts, to build self-confidence by performing, and to have fun by acting.



Activities

- ▶ The **Showman activity badge** requirements are to complete nine requirements from among the puppetry, music, and drama requirements offered, as long as there is at least one requirement completed from each of the puppetry, music and drama areas.
 - This is a drama plan, and adds puppetry and music requirements to complete the activity badge.
 - **Showman 16:** Give a monologue (a talk) on a patriotic, humorous, or holiday subject, or another subject of your choice.
 - Could be serious, could be comedy.
 - Stand-up comedy is when someone delivers a humorous monologue—which is when a solo actor recites or acts out a play or gives a talk on any topic.
 - Let your boys warm up your next den meeting by preparing a series of jokes or stories to entertain their den mates. Boys' Life magazine is an excellent source of fresh humor every month.
 - **Showman 21:** Describe a theater-in-the-round. What are its good and bad points?
 - **Showman 22:** Explain the difference between a grand opera and a light opera. Explain the difference between a musical and a play.
 - **Showman 23:** Read about William Shakespeare. Draw a picture of his Globe Theatre.
 - For these three requirements, see pages 446–453 of the *Webelos Handbook*.
 - **Showman 18:** Read a play. Make a model stage setting for one of the acts.
 - You can bring examples, or the Scouts can read a play that another Scout has written.
 - **Showman 20:** Make a list of stage directions. Tell what they mean.
 - These should be part of the play that they put on.
 - **Showman 19:** Write, put on, and take part in a one-act play.
 - You might split the den into two groups, to put on separate plays for each other.
 - One way to handle the play-writing phase of this badge is to let Webelos Scouts produce a film, using a home camcorder to record the action.
 - This is a unique opportunity that should excite the boys. Let the boys write the script, choose someone to direct and film it, and act in it. You'll find that ideas for the plot will come easily.
 - **Showman 17:** Attend a play. Describe the story. Tell what you liked about it.
 - Here the Scouts get to be drama critics as they watch a puppet play put on by another Scout or group of Scouts in the den.
- ▶ Puppetry activities (you could pick another item from requirements 2 to 7 if you choose):
 - **Showman 3:** Make a set of puppets or marionettes for the play you have written or for another play.
 - See Meeting Plan 16 for ideas on making puppets.
 - You might have them incorporate this as a ventriloquist act:
 - Have boys write a dialogue that takes place between themselves and a hand puppet they use as a ventriloquist's dummy.
 - It is not very likely that a 10-year-old boy will be a very good ventriloquist, but if he makes wide, exaggerated actions with the puppet, the audience's eyes will be on the puppet rather than the boy.
 - Other alternatives include having another boy off-stage speaking for the dummy, or having the dummy's dialogue recorded on tape.
 - Both of these methods work well, particularly if you have a microphone available.
- ▶ Music activities (you could pick another item from requirements 8 to 15 if you choose):
 - **Showman 11:** Tell what folk music is. Hum, sing, or play a folk tune on a musical instrument.
 - See Page 441 of the *Webelos Handbook*. For example, "This Land Is Your Land."
 - In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Den Meeting 18



Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop, or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, and helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

Template for Sample Parent Information Letter or E-Mail

Adapted from examples shown at www.scouting.org/CubScouts/Leaders/DenLeaderResources.aspx.

_____, 20__

Dear Webelos den parents:

Today we completed the following requirements or activity badge achievements from your son's *Webelos Handbook*: _____ <copy applicable summary from the meeting plan>. Our special guest leaders were _____ and _____, who _____ <praise the contributions!>.

For our next den meeting on _____ day, _____, 20__ ,at _____, we will be working on these requirements or activity badge achievements from your son's *Webelos Handbook*: _____ <copy applicable summary from the meeting plan>. To help prepare, please have your son complete the _____ which he received at the den meeting (if you need another, please let me know) or review those requirements in your son's *Webelos Handbook*. Our special guest leaders planning to assist at that meeting are _____ and _____.

If you would like to assist at this or another meeting, please let me know! Our summary of the den meeting dates, plans and rank requirements to be covered is below.

We have a pack meeting on _____ day, _____, 20__ at _____. The current program for that event is as follows: _____. Our den will _____.

We also have an upcoming pack outing on _____ day, _____, 20__ at _____, where we will _____. Please sign up for that event by contacting _____ or _____.

<Note: These concepts, and the list below the meeting dates, could be given all at once, or when needed (or both).> Finally, let me give two advancement reminders. First, to earn the Webelos badge, your son doesn't have to do EVERYTHING in the book (earning the Webelos badge requires three activity badges, the Arrow of Light requires five more, each with some special requirement about what group—Physical Skills, Mental Skills, Community, Technology, and Outdoor groups—the activity badge is from). We're doing some of the more interesting and challenging ones in our meeting, but the good news is that the program is flexible. There will be other activity badges that can be earned at campouts and other activities.

Second, let me remind you that there are a number of achievements from your son's handbook that must be completed by you at home, and you—as "Akela," a leader—should review those with your son, and sign off in the handbook when it is complete. A list is provided below for your convenience. Some of these (like requirements related to faith) are clearly family matters, many of these are part of what you will doing anyway as you raise your son, and others you will be glad to have (like doing chores around the house)!

Thank you for your help in leading all of our great Scouts.

_____, den leader [*Note:* Or assistant DL, if the ADL does this]

Phone Numbers: _____

E-Mail Address: _____

Notes:

- ▶ **Be sure to adjust this list as you develop and change the sequence of your meetings.**
- ▶ **Of course, all Scouting is local: your mileage may vary, and so should your plan!**

Upcoming dates and meetings for the Webelos I year (some of these activities that are shown as "one meeting plans" may expand to be covered in two meetings to be sure that the activities are covered in a fun and interesting way):





Date	The Webelos Den Meeting Plans	Requirements and Electives Covered
__/__/__	1: Fitness and Athlete	Fitness 1 and six from 2–8. Athlete 1–7. Bobcat review. Fitness 2–7. Review Forester and Naturalist chapters.
__/__/__	2: Forester and Naturalist	Fitness 2–7. Naturalist 1, 4, 8, and 10. Forester 3, 4, and 9. Review Forester and Naturalist chapters.
__/__/__	3: Forester and Naturalist	Forester 5 and 6. Naturalist 6, 7, and 9. Review Traveler chapter.
__/__/__	4: Traveler and Athlete	Athlete 4–7. Traveler 1, 9–12. Geography belt loop. Webelos 8. Review Citizen chapter.
__/__/__	5: Citizen	Citizenship 1, 3, and 8. Citizenship belt loop. Review Citizen chapter.
__/__/__	6: Citizen	Citizenship belt loop 1 and 3. Citizen 10 and 8. Webelos review 3, 4, and 7. Review Citizen chapter.
__/__/__	7: Citizen	Citizen 2–7 and 9. Webelos 8. Review Artist chapter.
__/__/__	8: Citizen and Artist	Citizen 8. Citizenship belt loop 3. Webelos 1–8. Citizen (make up). Webelos review (make up). Artist 1, 4, 7, and 9. Review Geologist chapter.
__/__/__	9: Geologist	Geologist 1, 2, and 8. Review Geologist chapter.
__/__/__	10: Geologist	Geologist 4, 5, and 6. Review Engineer chapter.
__/__/__	11: Engineer	Engineer 2, 5, and 6. Review Engineer chapter.
__/__/__	12: Engineer	Engineer 1, 3, and 4. Review Craftsman chapter.
__/__/__	13: Craftsman	Craftsman 1 and 2. Review Craftsman, Scholar, and Artist chapters.
__/__/__	14: Craftsman	Craftsman 3 and 4. Scholar 11. Review Scholar and Artist chapters.
__/__/__	15: Scholar	Scholar 1, 5, 11, and 12. Artist 2, 8, and 10
__/__/__	16: Showman (Puppetry)	Showman 2–5, 7, 11, 17, and 20
__/__/__	17: Showman (Music)	Showman 6 and 8–15
__/__/__	18: Showman (Drama)	Showman 3, 11, 16–18, and 20–23

Our plan will be to cover these activity badges in the Arrow of Light year: Aquanaut, Outdoorsman, Readyman, Family Member, and Scientist, and maybe Sportsman, Handyman, and Communication. Some of these may be “one meeting plans,” others may take two or more, and we might also add these into the program this year and/or use some of these at pack weekend activities now or next year or over the summer.

Webelos “At Home” Achievements: Here are the achievements from the boys’ handbooks that must be completed at home, where the parent—as “Akela,” a leader—should review and sign off in the handbook when it is complete (these will be assigned at the right time, as in many cases they will tie into meeting plans):

- ▶ Complete the exercises in *How to Protect Your Children From Child Abuse: A Parent’s Guide*.
- ▶ Webelos badge: requirement 8.
- ▶ Citizen activity badge.
- ▶ Fitness activity badge.
- ▶ Readyman activity badge.
- ▶ For other activity badges, we’ll advise on what is to be done at home.

NOTES





ARROW OF LIGHT DEN MEETINGS

Arrow of Light!

The Arrow of Light Award is the pinnacle of a Cub Scout's career and is the only Cub Scout award or insignia that may be worn on the Boy Scout uniform. Boys who achieve this award and the leaders and family members who help can be very proud of these Cub Scouts' accomplishments.

For the leader, the keys to the Arrow of Light Award are to:

- Know the Arrow of Light requirements.
- Plan ahead for activity badges and activities to be done with Boy Scouts.
- Get to know your local Scoutmaster(s).

Remember, your goal includes bridging your Webelos Scouts to Boy Scouts!

Arrow of Light Den Meeting Plans



Den meeting plans are developed around a Scouting program year that is presumed to begin in early September and continue through May, at which time Cub Scouts would become involved in summertime Scouting activities. The Arrow of Light den meeting plans outlined below offer one way of earning the Arrow of Light. If you as a den leader modify the order/badges, make sure requirements will still be met.

Arrow of Light Den Meeting Plans

Meeting Date	Den Meeting Plan No.	Achievements to Complete the Webelos Badge	Rank Requirements and Electives Covered
	1	Family Member	Do: Family Member 8 and 9, Arrow of Light 2 and 7 HA*: Family Member 2–6, 9. Review Aquanaut chapter
	2	Aquanaut	Verify: Family Member 2, 3, 5, 6 Do: Aquanaut 1–5, 8 (Swimming belt loop) HA: Family Member 4, 9. Review Outdoorsman chapter
	3	Outdoorsman	Do: Outdoorsman 1, 2, 5, 7, 8, 10, 11 HA: Family Member 4, 9, Review Sportsman chapter
	4	Sportsman	Verify: Family Member 4 & 9 Do: Sportsman 1–4 (Ultimate belt loop) HA: Review Scientist chapter
	5	Scientist	Do: Scientist 1–7, 9, 11, 12 (Science belt loop). HA: Review Scientist chapter
	6	Scientist and Arrow of Light	Do: Scientist 1–7, 9, 11, 12 (Science belt loop). Arrow of Light 2, 5, 7 HA: Review Readyman chapter
	7	Readyman	Do: Readyman 1–3, 11, 13 HA: Review Readyman chapter. Readyman 3, 11
	8	Readyman	Verify: Readyman 3, 11 Do: Readyman 4–7 HA: Review Readyman chapter
	9	Readyman	Verify: All Readyman Do: Readyman 4–7, 8
	10	Arrow of Light	Do: Arrow of Light make up and ceremony preparation HA: Handyman 1. Review Handyman chapter.
	11	Handyman	Do: Handyman 1, 2, 5 – 8, 10 HA: Review Sportsman chapter.
	12	Sportsman	Do: Sportsman 4 (Soccer belt loop) HA: Communicator 11–14. Review Communicator chapter
	13	Communicator	Verify: Communicator 11–14 (or alternatives) Do: Communicator 3, 4, 6 HA: Review Sportsman chapter.
	14	Sportsman	Do: Sportsman (Bicycling belt loop)
	15	Sportsman	Do: Sportsman (Marbles belt loop)

* HA = Home assignment

Arrow of Light Rank Requirements

There are three types of Webelos-level achievements, and they overlap each other and the two years of the Webelos program:

- ▶ The Webelos badge
- ▶ The compass points emblem and compass points
- ▶ The Arrow of Light

The Webelos badge is the focus of the first Webelos year and requires the completion of three activity badges. The goal for most boys is the Arrow of Light (which requires five more activity badges, plus other requirements). A Scout can also earn the compass points emblem by completing additional activity badges and the Webelos Super Achiever badge by earning all 20 activity badges.

The chart on the previous page shows the advancement plan covered by the den meeting plans in the *Den & Pack Meeting Resource Guide*. It is recommended that the den meeting plans be conducted in sequential order. However, the den leader may choose to alter the order to achieve the following:

- A. Deal with schedules of your Scouts and their other extracurricular activities.
- B. Follow your pack activities (for example, covering Outdoorsman elements before or at a pack campout).
- C. Line up with special guest volunteers who can come in to cover a topic that lines up with their occupation, hobby, or interest.
- D. Align with the den leader, assistant den leader, and parent's interests and skills as related to optional activity badges.

If you make changes, be sure the order and content of your meetings keep you on track to complete your Webelos rank by the blue and gold banquet, which is likely to be held in February (check with your pack for scheduling) and that the necessary requirements for the badge of rank will be met.

- ▶ Note that while there are some fixed requirements and required activity badges (See the following page and pages 49–50 of the *Webelos Handbook*.), there is more than one way to do the achievement and earn the badge; you get to pick the rest of the activity badges that work for you.
- ▶ You should use the way that is the most fun for the Scouts, and easy to accomplish for you (the leader), especially by using other parent and community resources! **Keep It Simple, Make It Fun.**

However, if your den starts Cub Scouting as a second-year Webelos den (in the fifth-grade year), or if your Webelos den has an influx of new members, you'll need to look back at the first-year Webelos program to cover catch-up elements needed for the Webelos badge—namely, the Webelos badge requirements, plus the Fitness and Citizen activity badges that are required for Webelos. As you make changes, be sure the order and content of your core meetings advancement achievement keep you on track to complete the Arrow of Light by the blue and gold banquet, which is likely to be held in February (check with your pack for scheduling).

- ▶ Note that while there are some fixed requirements and required activity badges (For the Webelos rank, you need Fitness, Citizen, and one more from a different activity group: Mental Skills, Technology, or Outdoors. For Arrow of Light, Outdoorsman, and Readyman are required.), there is more than one way to do the achievement and earn the badge—you get to pick the rest of the activity badges that work for you.
- ▶ You should use the way that is the most fun for the Scouts, and easy to accomplish for you (the leader), especially by using other parent and community resources! **Keep It Simple, Make It Fun.**



The goal for most boys is the Arrow of Light.

Arrow of Light Rank Requirements



Requirements	Den Meeting Number
Arrow of Light Award	
1. Be active in your Webelos den for at least six months since completing the fourth grade (or for at least six months since becoming 10 years old), and earn the Webelos badge.	1-3+
2. Show your knowledge of the requirements to become a Boy Scout by doing all of these: <ul style="list-style-type: none"> • Repeat from memory and explain in your own words the Scout Oath or Promise and the 12 points of the Scout Law. Tell how you have practiced them in your everyday life. • Give and explain the Scout motto, slogan, sign, salute, and handshake. • Understand the significance of the First Class Scout badge. Describe its parts and tell what each stands for. • Tell how a Boy Scout uniform is different from a Webelos Scout uniform. • Tie the joining knot (square knot). 	1, 6, 10
3. Earn five more activity badges in addition to the three you already earned for the Webelos badge. These must include: <ul style="list-style-type: none"> • Fitness (already earned for the Webelos badge) • Citizen (already earned for the Webelos badge) • Readyman • Outdoorsman • At least one from the Mental Skills group • At least one from the Technology group • One more of your choice 	
4. With your Webelos den, visit at least <ul style="list-style-type: none"> • one Boy Scout troop meeting and • one Boy Scout-oriented outdoor activity. (If you have already done this when you earned your Outdoorsman activity badge, you may not use the same outing to fulfill requirements for your Arrow of Light Award.)	As scheduled by den leader
5. Participate in a Webelos overnight campout or day hike. (If you have already done this when you earned your Outdoorsman activity badge, you may not use the same outing to fulfill your Arrow of Light Award requirements.)	As scheduled by den leader
6. After you have completed all five of the above requirements, and after a talk with your Webelos den leader, arrange to visit, with your parent or guardian, a meeting of a Boy Scout troop you think you might like to join. Have a conference with the Scoutmaster.	As scheduled by den leader
7. Complete the Honesty Character Connection. <ol style="list-style-type: none"> Know: Say the Cub Scout Promise to your family. Discuss these questions with them: What is a promise? What does it mean to keep your word? What does it mean to be trustworthy? What does honesty mean? Commit: Discuss these questions with your family. Why is a promise important? Why is it important for people to trust you when you give your word? When might it be difficult to be truthful? List examples. Practice: Discuss with a family member why it is important to be trustworthy and honest. How can you do your best to be honest even when it is difficult? 	1, 6, 10

Arrow of Light Rank Requirements



Activity Badges		
Activity Badge Requirements		Den Meeting Number
Readyman		7-9
Outdoorsman		3 or as scheduled by den leader
One More From Different Activity Group		
Mental Skills	Artist	Webelos 8 and 15
	Scholar	Webelos 15
	Traveler	Webelos 4
Technology	Handyman	11
One More From Different Activity Group		
	Family Member	1
	Aquanaut	2
	Sportsman	4, 12, 14, 15
	Scientist	5 and 6
	Communicator	13

Certain activities are **primarily done at home and signed off in the handbook by the parent** or adult family member after the boy has completed each task (the parent is sometimes referred to as “Akela” in the handbook and the achievement tasks). The handbook is later shown to the den leader or assistant, who records the progress and also signs the boy’s book.



LOOK AHEAD!

- *The Outdoorsman activity badge takes extensive planning!*
- *See Den Meeting 3!*

Arrow of Light Den Meeting 1

Family Members and Arrow of Light

Preparation and Materials Needed

- ▶ With pack leaders, confirm who is in your den, and reach out to parents.
 - Either distribute a talent survey, or ask about interests, abilities, etc.
- ▶ Read the Family Member chapter in the *Webelos Handbook*.
- ▶ For this activity badge to be completed today will require advance assignment of family member work, at least a month in advance. The den meeting plan is written to assign the home activities today and verify completion at later meetings. To be complete today, instruct Scouts and families to complete the following requirements at home at least a month in advance:
 2. Make a chart showing the jobs you and other family members have at home. Talk with your family about other jobs you can do for the next two months.
 - See the job chart at the end of this meeting plan.
 3. Make a list of some things for which your family spends money. Tell how you can help your family save money.
 4. Plan your own budget for 30 days. Keep track of your daily expenses for seven days.
 5. Take part in at least four family meetings and help make decisions. The meetings might involve plans for family activities, or they might be about serious topics that your parent wants you to know about.
 6. With the help of an adult inspect your home and surroundings. Make a list of hazards or lack of security that you find. Correct one problem that you found and tell what you did.
 8. Tell what your family does for fun. Make a list of fun things your family might do for little or no cost. Plan a family fun night.
 9. Learn how to clean your home properly. With adult supervision, help do it for one month.
 - If you assign these today, check on completion of these achievements at a future meeting.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Ropes (4 feet long) for each Scout to practice the square knot.
 - Family Member activity badge pins for each of your Scouts (so they can be awarded if completed today), and compass emblems or points (if those will be completed today).

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Welcome new and returning Scouts and parents.
- ▶ Get to know parents/engage them in the meeting.
- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader).

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ Provide index cards printed with the Cub Scout Promise and Law of the Pack for any new boys.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ This meeting will have lots of organizational and getting-to-know talk.
- ▶ Have each Scout (and attending parent) introduce themselves.
- ▶ Discuss/remind what a den is, and how it fits in with a pack. Discuss your goals for the year and highlight/promote the cool activities. Discuss a den name, den yell, and other den identity elements (could include flag, totem, or neckerchief slide).

- ▶ Remind boys of behavioral expectations at den meetings. This is an opportunity to create your den's code of conduct for how the den should govern itself during meetings.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to work on the **Family Member activity badge** to promote better understanding within families, and to gain a better understanding of what is meant by "duty to family."



Activities

- ▶ **Review Bobcat Requirements** (*if needed*): See Tiger Cub Den Meeting Plan 1.

Many of the requirements of **Family Member** need to be done in a family environment. See the home assignment in the Closing section of this meeting plan.

- ▶ **Family Member Activity Badge:** Requirements are to do the first six requirements, and then two of 7 through 13 (This meeting plan covers 1, 8 and 9. Requirements 2–6 are completed at home.):
 1. Tell what is meant by family, duty to family, and family meetings.
As a discussion meeting, with reporting about home activities, the den meeting activity has to involve discussion of the key concepts of the activity badge, and sharing of family ideas among den members.
 - Discuss the meaning of "family," "duty to family," and "family meeting."
 - You might have them demonstrate their skills at identifying safety hazards inside and outside the home by doing an inspection of safety hazards at the den meeting site.
 - Invite the Scouts to discuss their family heritage and why it is important to them.
 8. Tell what your family does for fun. Make a list of fun things your family might do for little or no cost. Plan a family fun night.
And since you've covered "what your family does for fun," use time to do "what your den does for fun."
 - Have the den decide what game or activity to do just for fun. You might pick a game or relay from another portion of this *Den & Pack Meeting Resource Guide*, or something from the den's emergency fun box.
 9. Learn how to clean your home properly. With adult supervision, help do it for one month.

Other Ways to Complete the Activity Badge

Alternative **Family Member activity badge** requirements that could be done in lieu of 8 or 9 are these are:

7. With the help of an adult, prepare a family energy-saving plan. Explain what you did to carry it out.
 10. Show that you know how to take care of your clothes. With adult supervision, help at least twice with the family laundry.
 11. With adult supervision, help plan the meals for your family for one week. Help buy the food and help prepare three meals for your family.
 12. While you are a Webelos Scout, earn the **Academics belt loop for Heritages**. Requirements are:
 1. Talk with members of your family about your family heritage: its history, traditions, and culture.
 2. Make a poster that shows the origins of your ancestors. Share it with your den or other group.
 3. Draw a family tree showing members of your family for three generations.
- ▶ **Arrow of Light Award:** This meeting can introduce the requirements (See page 63 of the *Webelos Handbook*.), with Scout participation—later meetings can be used to reinforce and confirm completion.
 2. Show your knowledge of the requirements to become a Boy Scout by doing all of these:
 - Repeat from memory and explain in your own words the Scout Oath or Promise and the 12 points of the Scout Law. Tell how you have practiced them in your everyday life.
 - If not done in the opening, have all recite and perhaps go around the circle of the den to explain how each has practiced the Oath or Promise in everyday life.
 - Or, do a "Scout Law Dart Board" game: A dart game can be used to help teach the points of the Scout Law. You will need a dart board with spaces numbered 1 through 12, and some darts. Each boy, in turn, throws a dart at the board and scores one point if he can recite the point of the Scout Law represented by the number in which his dart sticks. Permit the boy to continue throwing until he either misses or makes an error in the point of the Scout Law.



- No darts? Use dice instead (but divide into two segments, first points 1 to 6 and then 7 to 12 so there is an even chance of each point of the Scout Law coming up!). When a Scout rolls, he has to recite (reading if needed) all 12 points of the Scout Law.
- Give and explain the Scout motto, slogan, sign, salute, and handshake.
- Understand the significance of the First Class Scout badge. Describe its parts and tell what each stands for.
- Tell how a Boy Scout uniform is different from a Webelos Scout uniform.
- Tie the joining knot (square knot). The square knot is also known as the joining knot because it can join two ropes together and because it is the first knot Scouts learn when they join the BSA. It has many uses—from securing bundles, packages, and the sails of ships to tying the ends of bandages.
 - To tie the square knot: hold one rope end in each hand.
 - Pass the right end over and under the rope in your left hand . . . and pull it snug (now you're holding that end with your left hand, and you've switched the other to your right).
 - Next, pass that same end of the rope (the one that is now in your left hand) over and under the one that is now in your right hand . . . and pull it tightly snug.
 - Remember: right over left, left over right.



7. Complete the Honesty Character Connection.

- a. **Know:** Say the Cub Scout Promise to your family. Discuss these questions with them. What is a promise? What does it mean to keep your word? What does it mean to be trustworthy? What does honesty mean?
 - b. **Commit:** Discuss these questions with your family. Why is a promise important? Why is it important for people to trust you when you give your word? When might it be difficult to be truthful? List examples.
 - c. **Practice:** Discuss with a family member why it is important to be trustworthy and honest. How can you do your best to be honest even when it is difficult?
- In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony.
- Hand out or send family information letter.

- **Home Assignment: Complete Family Member requirements 2–6** at home. Requirement 4 is due back at meeting 4. All others are due back at meeting 2.
- **Home Assignment:** Remind boys to review the Aquanaut chapter in their *Webelos Handbook* before the next meeting.

After the Meeting

- If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- Refreshments: If appropriate
- Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

Plan for Arrow of Light Requirements 4–6

- To earn the Arrow of Light, a Scout must, with your Webelos den, visit at least one Boy Scout troop meeting and one Boy Scout-oriented activity (the outdoor activity with the troop must not be the same one used to earn the **Outdoorsman activity badge**).
- Contact area Boy Scout troops for a list of events that your Webelos Scouts may attend. Determine which Boy Scout troop meeting(s) and Boy Scout-oriented outdoor activity your den will attend, and communicate that to parents.

Webelos Family Member Activity Badge, Requirement 2

On this chart, record the jobs that you and your family do at home. After jobs are recorded, talk to your family about other jobs that can be completed in two months.



Job					
Name of Family Member	1: _____	2: _____	3: _____	4: _____	5: _____



Arrow of Light Den Meeting 2

Aquanauts

Aquanaut activity badge (complete).

Safe Swim Defense

Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense training, have a commitment card (No. 34243) with them, and agree to use the eight defenses in this plan.

Safety Afloat

Safety Afloat has been developed to promote boating and boating safety and to set standards for safe unit activity afloat. Before a BSA group may engage in an excursion, expedition, or trip on the water (canoe, raft, sailboat, motorboat, rowboat, floating in an inner tube, or other craft), adult leaders for such activity must complete Safety Afloat Training, No. 34159, have a commitment card, No. 34242, with them, and be dedicated to full compliance with all nine points of Safety Afloat.

Preparation and Materials Needed

- ▶ Read the Aquanaut chapter in the *Webelos Handbook*.
- ▶ Make arrangements for the boys to swim at a pool. Arrange for adequate adult supervision.
 - Have parents and leaders take the Safe Swim Defense online training at www.scouting.org/applications/myscouting. A minimum of one adult leader must complete Safe Swim Defense online training at the BSA Online Learning Center.
 - If you are doing the rowboat requirement, have at least one attending parent or leader take both the Safe Swim Defense and Safety Afloat on line training at www.scouting.org/applications/myscouting.
- ▶ Identify any parents or other pack resources who are, or know, lifeguards or water safety and swimming instructors and could be your activity badge counselor for this meeting. The pool you will go to may be willing.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Aquanaut chapter in the *Webelos Handbook*.
- ▶ **If your den meeting schedule can allow it, schedule this meeting as two or more meetings to permit all to develop swimming ability, and to complete all of the activities and fun. These meetings can be done over the summer too if you're meeting then.**
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Scouts and others to bring swimsuits and towels, sunscreen if needed
 - The following should be available at the pool: personal flotation devices available, equipment for reaching and throwing rescues, such as a 25-foot coil of rope or rope with ring.
 - Equipment for the water games (could be balloons, newspapers, volleyball, playground or foam ball)
 - **Aquanaut activity badges** and **Swimming belt loops** for each Scout (so they can be awarded if completed today), and compass emblems or points (if those will be completed today).

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.



Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to work on the **Aquanaut activity badge** because swimming is an important physical skill, and swimming safely and knowing about water rescue is even more important.
- ▶ **Verify:** Check boys' handbooks for parent/guardian signatures for **Family Member requirements 2, 3, 5, and 9**. Sign handbooks and record on den advancement record.

Activities

- ▶ **Aquanaut Activity Badge:** Requirements are to do these first three requirements, and then three of 4 through 8 (this meeting plan does 1–5 and 8):
 1. Jump into water over your head. Come to the surface and swim 100 feet, at least half of this using a backstroke.
 - Not every Webelos Aquanaut will be able to do all the requirements perfectly, but with practice, he will learn. Some will know how to swim; others will need help learning how.
 2. Stay in the water after the swim and float on your back and your front, and demonstrate survival floating.
 - The following technique for staying afloat indefinitely may give confidence to boys who fear the water and don't believe they can float.
 1. Relax completely. Be lazy. With your lungs full of air, float face down, with the back of your neck on the surface. Rest for three seconds. This isn't a test to see how long you can hold your breath underwater.
 2. Get ready to raise your face above the water surface. Extend your arms forward slowly. Get ready to thrust downward with your arms and legs.
 3. As you raise your head to the surface, exhale through your nose and mouth. Your shoulders should stay underwater.
 4. Keep your head straight and push downward with your hands to keep your head above water. Inhale slowly. There's no rush. With your lungs again full of air, drop your head forward and thrust downward and backward with your arms and legs.
 5. Relax. Hold your breath. Let your arms and legs dangle while you float forward. Beginners should rest at least three seconds before repeating step 1. Experts should rest 10 seconds. Avoid bobbing above or below the surface.
 3. Put on a personal flotation device (PFD) that is the right size for you. Make sure it is properly fastened. Wearing the PFD, jump into water over your head. Show how the PFD keeps your head above water by swimming 25 feet. Get out of the water, remove the PFD, and hang it where it will dry.
 4. Do a front surface dive and swim underwater for four strokes before returning to the surface.
 5. Explain the four basic water rescue methods. Demonstrate reaching and throwing rescues.
 - Although "Reach, Throw, Row, Go" is the adult or Boy Scout rule, Cub Scouts should only reach and throw, and instead of "Row" or "Go," they should "Go Get Help." Webelos Scouts should know and explain all four but practice only "Reach" and "Throw."
 - Practice reaching (find things in/around your meeting room you can use).
 - Practice throwing (use a 25-foot coil of rope).
 - Do a rope throw rescue relay. Each team has a coil rope (clothesline will do). Adults representing drowning people are in the water. Each Webelos Scout throws the rope to the "drowning person," who grabs it and then lets it go. The boy re-coils the rope and hands it to the next boy on the team. Repeat until all teammates have thrown.
 8. While you are a Webelos Scout, earn the **Cub Scout Sports belt loop for Swimming**. Complete these three requirements:
 1. Explain rules of Safe Swim Defense. Emphasize the buddy system.
 2. Play a recreational game in the water with your den, pack, or family.



3. While holding a kickboard, propel yourself 25 feet using a flutter kick across the shallow end of the swimming area

- **Note:** For requirement 8, you must earn the **Swimming belt loop** while you are a Webelos Scout (even if you earned it while in a Bear, Wolf, or Tiger den).

Want More Fun Activities?

For the recreational game, you might play a water game, if permitted at your pool:

- ▶ **Water Spud:** A starter throws a soft rubber ball high into the air and calls out a player's name. That player recovers the ball while the others scatter about the pool. He tries to hit one of the other players with the ball. A player must stay in the same spot, but he may duck underwater to keep from being hit. If a player is hit, he picks up the ball and tries to hit someone else. If the ball goes wild, the thrower has one "spud" counted against him. The player with the fewest spuds wins.
- ▶ Pool volleyball? Cannonball contest? Pool tag?
- ▶ **Balloon race:** Line up boys in chest-deep water. On a signal, they propel inflated balloons to shore without using their hands. They can use their heads or blow the balloons.
- ▶ **Marco Polo:** All boys stand in waist-deep water. One boy, "It," closes his eyes and keeps them shut (honor system). He calls out "Marco!" All other boys respond with "Polo!" "It" then tries to tag one of the responders while they duck underwater and/or change locations to avoid being tagged. "It" should call out "Marco!" frequently. When a boy is tagged, he becomes the next "It."
- ▶ Or play your den's favorite water games.

- ▶ Other requirements (that are not needed to complete the activity badge, but could be covered):

6. With an adult on board, show that you know how to handle a rowboat.

7. Pass the BSA "Swimmer" test:

- Jump feet-first into water over the head in depth, level off, and begin swimming.
- Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl.
- Then swim 25 yards using an easy, resting backstroke.
- After completing the swim, rest by floating.

- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony.
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Remind boys and their parents/guardians that Family Member requirements 4 and 9 are due at Den Meeting 4.

- ▶ **Home Assignment:** Remind boys to review the Outdoorsman chapter in their *Webelos Handbook* before the next meeting.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

Plan for Arrow of Light Requirements 4–6

- ▶ To earn the Arrow of Light, a Scout must, with your Webelos den, visit at least one Boy Scout troop meeting and one Boy Scout–oriented activity (the outdoor activity with the troop must not be the same one used to earn the **Outdoorsman activity badge**).
- ▶ Contact area Boy Scout troops for a list of events that your Webelos Scouts may attend. Determine which Boy Scout troop meeting(s) and Boy Scout–oriented outdoor activity your den will attend, and communicate that to parents.





Arrow of Light Den Meeting 3

Outdoorsman

Preparation and Materials Needed

- ▶ Read the Outdoorsman chapter in the *Webelos Handbook*.
- ▶ Identify any parents or other pack resources who are outdoorsmen (campers, hikers) and could be your activity badge counselor for this meeting.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Outdoorsman chapter in the *Webelos Handbook*.
- ▶ Plan to hold this den meeting at a nature preserve, park, or wooded area (site of campout or evening campfire activity). This meeting is set up as the evening campfire activity requirement to complete **Outdoorsman activity badge requirement 2**.
 - Choose the site for an evening activity. Be sure campfires are permitted.
 - Make reservations in advance, if necessary.
- ▶ If you choose to complete **Outdoorsman activity badge requirement 3** with overnight camping, note:
 - Reserve the campsite many months in advance. It is recommended that the den leader complete Outdoor Leader Skills for Webelos Leaders before the campout.
 - Follow Youth Protection guidelines. If applicable, submit a Local Tour Permit Application to your council service center two weeks before the event (form found at www.scouting.org/CubScouts/Leaders/Forms.aspx). Arrange transportation.
 - See the **Outdoorsman activity badge** pages in the *Webelos Handbook* for packing lists. The *Cub Scout Leader Book* gives details on planning a Webelos den overnight campout and offers encouraging tips for family camping.
 - Borrow tents from Webelos Scout families or your Boy Scout troop. Plan meal menus; shop for food.
 - Pack cooking equipment; firewood and matches; synthetic and cotton rope for fusing, whipping, and knot tying; a first-aid kit; a U.S. flag; and the den flag. Be prepared to teach Outdoorsman knots.
- ▶ Inform Scouts and families about when and where to meet.
 - Even if you are just doing the evening activity with campfire, Scouts will need to be ready to camp, since each must "Present yourself to your Webelos den leader, properly dressed, as you would be for an overnight campout. Show the camping gear you will use. Show the right way to pack and carry it."
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Plan a menu, shop for food, and pack cooking equipment, firewood, and matches.
 - Four-foot lengths of rope for each Scout.
 - Twine or dental floss for whipping and a lighter to demonstrate fusing.

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.

- ▶ Since you're on a hike today, have the boys recite the Outdoor Code.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

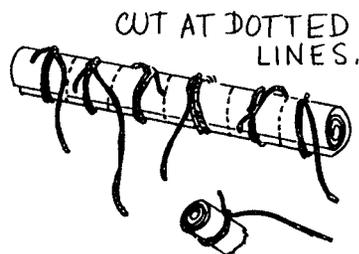
Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.



Activities

- ▶ **Outdoorsman Activity Badge:** Requirements are to do two of the first four requirements, then five of 5 through 12 (This meeting plan does 1 and 2, and then 5, 7, 8, 10, 11.):
 1. Present yourself to your Webelos den leader, properly dressed, as you would be for an overnight campout. Show the camping gear you will use. Show the right way to pack and carry it.
 - If you're not having an overnight campout, be sure they would be ready to camp out with the gear provided.
 2. With your family or Webelos den, help plan and take part in an evening outdoor activity that includes a campfire.
 - Meal and activity plan will be subject to your choices.
 5. During a Webelos den meeting, discuss how to follow the Leave No Trace Frontcountry Guidelines during outdoor activities. (See page 72 of the *Webelos Handbook*; also at www.scouting.org/CubScouts/Resources/leavenotrace.)
 - The Cub Scout Leave No Trace Pledge is: I promise to practice the Leave No Trace frontcountry guidelines wherever I go:
 1. Plan ahead.
 2. Stick to trails.
 3. Manage your pet.
 4. Leave what you find.
 5. Respect other visitors.
 6. Trash your trash.
 7. Discuss with your Webelos den leader the rules of outdoor fire safety. Using these rules, show how to build a safe fire and put it out.
 - See pages 357–361 of the *Webelos Handbook*.
 - You might also make quick fire starters:
 - You need newspapers, string, wax, a large can, and an old pot to melt the wax in.
 - Melting is best done as a double-boiler method, in which the can with wax in it is placed inside a larger container that has water up to about 2 inches from the lip of the can. An adult should handle this chore.
 - Melt two or three blocks of wax (home canning size) or old candles.
 - While the wax is melting, have each Webelos Scout roll a section of about 18 pages of newspaper into a tight cylinder. Tie the cylinders with string about every two or three inches, leaving a foot-long length of string hanging for each tie.
 - Then cut the cylinders into sections with a saw or serrated knife.
 - Spread old newspapers on your work surface and put the can of melted wax on it. Have the Webelos Scouts dip their paper sections into the wax, holding onto them with the long strings.
 - Place the fire starters on other newspapers to dry. When using them, tear the edges slightly for faster ignition.

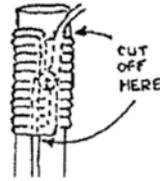


8. With your accompanying adult on a campout or outdoor activity, assist in preparing, cooking, and cleanup for one of your den's meals. Tell why it is important for each den member to share in meal preparation and cleanup, and explain the importance of eating together.
 - Meal and activity plan are subject to your choices.



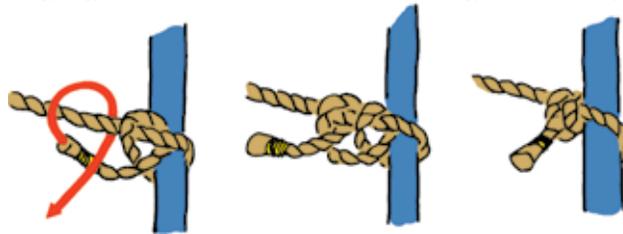
10. Demonstrate how to whip and fuse the ends of a rope.

- To whip the end of a rope, start with a 2-foot length of thin twine or fishing line or dental floss.
- Form it into a loop and place it at one end of the rope, with the two ends of the loop against the rope.
- Wrap tightly around the rope, starting ¼ inch from the end.
- When the whipping is as wide as the rope is thick, pull out the ends of the loop hard, and trim off the twine or line.

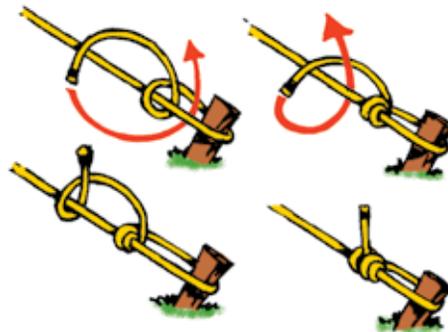


11. Demonstrate setting up a tent or dining fly using two half hitches and a taut-line hitch. Show how to tie a square knot and explain how it is used.

- **Two Half Hitches** is a useful knot for attaching a rope to a pole or boat mooring. As its name suggests, it is two half hitches, one after the other, with the small end of the rope going in the same direction around the long end of the rope.



- Hook your rope around your post.
- Cross the short end under the long, main length of the rope.
- Bring the short end over and down through the hole between where the rope crosses and the pole. That's one half hitch.
- Repeat to make the second half hitch.
- To finish, push them together and snug them by pulling on the standing part.
- A **Taut-Line Hitch** is two half hitches, with an extra turn
 - The extra turn is on the inside of the loop.
 - It is used to adjust the tension on guy lines.



- You might have a knot-tying relay.
 - Have a rope for each team.
 - Ask the Webelos Scouts to line up in file relay formation 15 feet from a goal line.
 - In turn, each Webelos Scout races to the goal line, where he selects a card with the type of knot he is to tie.
 - He runs back to the team and ties the knot correctly. Then he unties the knot and hands the rope off to the next player.
 - The first team to complete all the knots correctly is the winner.

► In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today; thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
 - To earn the Arrow of Light, a Scout must, with your Webelos den, visit at least one Boy Scout troop meeting, and one Boy Scout–oriented outdoor activity (the outdoor activity with the troop must not be the same one used to earned the Outdoorsman activity badge).
 - If you have contacted area Boy Scout troops for a list of events that your Webelos Scouts may attend, and selected which Boy Scout troop meeting(s) and Boy Scout–oriented outdoor activity or activities your den will attend, communicate that information to the parents.
 - After visiting at least one Boy Scout troop meeting and one Boy Scout–oriented outdoor activity, each Webelos Scout should identify a Boy Scout troop that he thinks he might like to join, visit it with his parent or guardian, and have a conference with the Scoutmaster (Arrow of Light Award requirement 6).
- ▶ Hand out or send family information letter.

▶ **Home Assignment:** Remind boys to review the Sportsman chapter in their *Webelos Handbook* before the next meeting.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

Planning for Arrow of Light Requirements 4–6

- ▶ To earn the Arrow of Light, a Scout must, with your Webelos den, visit at least one Boy Scout troop meeting and one Boy Scout–oriented activity (the outdoor activity with the troop must not be the same one used to earn the **Outdoorsman activity badge**).
- ▶ If you have contacted area Boy Scout troops for a list of events that your Webelos Scouts may attend, and selected which Boy Scout troop meeting(s) and Boy Scout–oriented outdoor activity or activities your den will attend, communicate that information to the parents.
- ▶ After visiting at least one Boy Scout troop meeting and one Boy Scout–oriented outdoor activity, each Webelos Scout should identify a Boy Scout troop that he thinks he might like to join, visit it with his parent or guardian, and have a conference with the Scoutmaster (**Arrow of Light requirement 6**).





Arrow of Light Den Meeting 4

Sportsman

Preparation and Materials Needed

- ▶ Read the Sportsman chapter in the *Webelos Handbook* and the belt loop requirements for Ultimate.
- ▶ Identify any parents or other pack resources who are knowledgeable about Ultimate and could be your activity badge counselor for this meeting. Or you might see if an ultimate player or coach can visit your den meeting, or you might do this meeting as a field trip to an ultimate game or practice.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Sportsman chapter in the *Webelos Handbook*.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Instructional material for ultimate can be obtained from your local parks and recreation department, library, or university or college athletic department. Another resource is the Ultimate Players Association Web site (www.upa.org). Video papers are available at this site for various plays and strategies for the game; click on Physical Educator Outreach. Go over the information with your Webelos Scouts.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Some suggested Cub Scout rules for ultimate are at the end of this meeting plan.
 - Discs. You may want cones and markers if you need to create your own field.
 - **Ultimate belt loops.**

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- **Verify:** Using the boys' handbooks and discussion, verify completion of **Family Member 4 and 9**.

Activities

- ▶ **Sportsman Activity Badge:** Requirements are to do requirements 1 through 4.

Sportsman requirement 4 includes earning four belt loops. This den meeting earns one—**Ultimate**. Others are scheduled for den meetings 11, 14, and 15, but den leaders should schedule these as needed to ensure completion.

1. Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey.
 - See page 459 of the *Webelos Handbook*.



2. Explain what good sportsmanship means.
 - You hear a lot about being a good sport, but just what does that mean?
 - A good sport knows the rules and doesn't break them.
 - A good sport competes with all his heart, striving to outclass his competitor.
 - If he wins, he doesn't act smug, but instead compliments the losers for the fine job they did.
 - If he loses, he accepts defeat gracefully and tries to figure out why he lost so that he can do better next time. He doesn't blame losing on the other players or his coach, but looks within himself for the answers.
 3. While you are a Webelos Scout, earn Cub Scouting Sports belt loops for two individual sports (badminton, bicycling, bowling, fishing, golf, gymnastics, marbles, physical fitness, ice skating, roller skating, snow ski and board sports, swimming, table tennis, or tennis).
 4. While you are a Webelos Scout, earn Cub Scouting Sports belt loops for two team sports (baseball, basketball, soccer, softball, volleyball, flag football, or ultimate).
 - Today's activity is to learn and play ultimate, and earn the **Ultimate belt loop**. The chart on the previous page shows the advancement plan covered by the den meeting plans in the *Den & Pack Meeting Resource Guide*. Requirements are:
 1. Explain the rules for ultimate.
 2. Practice ultimate for 30 minutes.
 3. Play a game of ultimate.
- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony:
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Remind boys to review the Scientist chapter in their *Webelos Handbook* before the next meeting and about:
 - Upcoming visits to a Boy Scout troop meeting and to a Boy Scout-oriented outdoor activity.
 - Selection of Boy Scout troops and scheduling of Scoutmaster conferences (**Arrow of Light Award requirement 6**).

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

Planning for Arrow of Light Requirements 4–6

- ▶ To earn the Arrow of Light, a Scout must, with your Webelos den, visit at least one Boy Scout troop meeting and one Boy Scout-oriented activity (the outdoor activity with the troop must not be the same one used to earn the **Outdoorsman activity badge**).
- ▶ If you have contacted area Boy Scout troops for a list of events that your Webelos Scouts may attend, and selected which Boy Scout troop meeting(s) and Boy Scout-oriented outdoor activity or activities your den will attend, communicate that information to the parents.
- ▶ After visiting at least one Boy Scout troop meeting and one Boy Scout-oriented outdoor activity, each Webelos Scout should identify a Boy Scout troop that he thinks he might like to join, visit it with his parent or guardian, and have a conference with the Scoutmaster (**Arrow of Light requirement 6**).



Arrow of Light Den Meeting 5

Scientist

Preparation and Materials Needed

- ▶ Read the Scientist chapter in the *Webelos Handbook*.
- ▶ Note that while this is laid out in one meeting, to complete this activity badge you may want to do more fun experiments and use two or more den meetings. The details of each day depend on the experiments and any guest activity badge counselor.
 - There is a lot to cover, and anything left over can be completed in the following meeting, which is planned as an outdoor hike.
 - If you have several **Scientist activity badge** counselors, you might have separate meetings with each.
- ▶ Identify any parents or other pack resources who are scientists (could be in medicine, or research, or just have a scientific hobby or interest) and could be your activity badge counselor for this meeting. Alternatively, you might make and confirm arrangements for a field trip to work with an educator at a science museum, children's museum, or high school to complete the **Scientist activity badge** and **Science belt loop**. If you do not have access to a museum, consider inviting a science teacher.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - The guest could be asked to discuss the scientific method and come up with a few science experiments.
 - Show any guest speaker the Scientist chapter in the *Webelos Handbook*.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Review the experiments and demonstrations noted below, and any others you select, for the necessary materials. You will want to select which ones are most interesting for you and your Scouts.
 - Scientist activity badges and **Science belt loops** for each of your Scouts (so that they can be awarded if completed today), and compass emblems or points (if those will be completed today).

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.

Activities

- **Scientist Activity Badge:** Requirements are to do the first four requirements, and then six of 5 through 14 (This meeting plan does 1 through 4, plus 5, 6, 7, 9, 11, and 12, as set forth below.):

Note: Each boy should conduct the chosen experiment(s) on an individual basis, coming up with his own hypothesis before conducting the experiment. This is not intended to be a group project merely observed by the Webelos Scout.



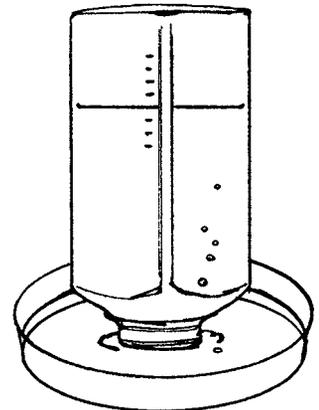
1. Read Bernoulli's Principle. Show how it works.
 - In 1738, the scientist Daniel Bernoulli discovered an important principle that was later used to design airplane wings. According to Bernoulli's principle, the higher the speed of a moving fluid or gas, the lower its pressure (see the *Webelos Handbook*, page 405, for more). For more, try these:
 - Magnetic Table Tennis Balls:
 - Attach a piece of string to each of two table tennis balls.
 - Hold the strings so the balls are suspended several inches apart from one another.
 - Then blow between the balls.
 - Bernoulli's Principle explains why they move together rather than move apart.
 - The Floating Ball:
 - You can make a table tennis ball float in the air. As Bernoulli proved, when water or air moves, it has less pressure than the air or water around it. The faster it moves, the lower the pressure.
 - To float a table tennis ball, remove the cleaning tool from the end of a vacuum cleaner hose.
 - Remove the hose from the intake hole, and attach it into the outlet hole near the bottom of the vacuum cleaner. (You might also try this experiment using a hair dryer.)
 - Plug the cord into an electrical outlet and turn the vacuum cleaner on.
 - Point the hose straight up, holding it steady.
 - Gently release the ball into the airstream about 10 to 12 inches above the nozzle. Try balls of different sizes and weights to see what happens. Can you float more than one ball at a time?
 - Why a Baseball Curves:
 - When a pitcher throws a curve ball, he is using Bernoulli's principle. When he puts a spin on a ball to make it curve, the ball carries a layer of air around with it.
 - The whirling air is moving in the same direction on one side of the ball as the current passing the ball on its flight toward the plate. On the other side of the ball, the whirling air is moving against the air current. The difference in air pressures causes the ball to curve.
2. Read Pascal's Law. Tell about some inventions that use Pascal's law.
 - Pascal's law describes the effect of applying pressure on a liquid in a closed container. When the pressure of this liquid is increased or decreased at any point, the pressure changes equally throughout the liquid. The principle is used in hydraulic jacks, vacuum pumps, and air compressors. You can show Pascal's law being applied to air by looking at how air pressure functions in a closed container.
 - See the *Webelos Handbook*, page 406–407. Here are some other simple experiments:
 - Balloon Blower.
 - You can show graphically how carbon dioxide is formed and builds pressure inside a closed container with this demonstration.
 - Pour two teaspoons of baking soda into a large, clean soft drink bottle. Add 1/4 cup of vinegar.
 - Now slip a balloon over the mouth of the bottle and tie it tightly with a string.
 - Shake the bottle vigorously. Soon, the balloon will be inflated by carbon dioxide.
 - What happened? The baking soda and vinegar produce carbon dioxide, which increases the pressure inside the bottle and makes the balloon expand.
 - Simple Pressure Lift.
 - Place a stack of books on a balloon and blow into the balloon.
 - The added pressure inside the balloon lifts the books.
3. Read Newton's first law of motion. Show in three different ways how inertia works.
 - According to Newton's laws of motion, an object at rest tends to remain at rest, and an object in motion tends to remain in motion in a straight line at a steady speed unless an outside force acts on it. The property of matter that makes an object resist any change in motion is called inertia.
 - See the *Webelos Handbook*, page 407–409. Here are some other simple experiments:



- Lazy Log.
 - Tie two pieces of string of equal thickness to a block of wood or other heavy object.
 - Hang the wood up by one piece of string and pull on the other. Which string will break?
 - If you pull slowly, the strain and additional weight of the object causes the upper string to break. But if you jerk the string quickly, the inertia of the block prevents the transfer of the total force to the upper string, and the lower one breaks.
 - Buckle Up.
 - Another example of inertia can be demonstrated at your pack’s annual pinewood derby.
 - Have boys carve a niche in the top of derby cars where a small plastic figure of a person can sit freely. When the cars hit the bumper at the end of the track, the figures won’t stop.
 - They have the same speed as the car and are free to continue moving forward.
 - The faster the cars, the farther the figures will fly.
 - Remind everyone of the importance of wearing a seat belt!
4. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for Science.
Science belt loop requirements:
1. Explain the scientific method to your adult partner.
 2. Use the scientific method in a simple science project. Explain the results to an adult. (If you are unable to plan a simple science project that can be conducted during the den meeting, then assign this as work to be completed at home.)
 3. Visit a museum, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists. Talk to a scientist about his or her work.
 - Select experiments from the *Webelos Handbook* or these notes.

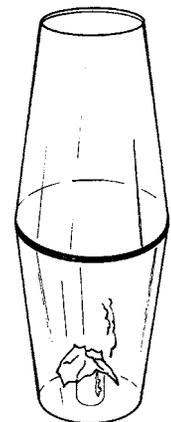
5. Show the effects of atmospheric pressure.
- See the *Webelos Handbook*, page 409–411. Here is another simple experiment:

- A barometer measures atmospheric pressure. Here’s a simple one.
- Use a glass or clear plastic quart bottle.
- Fill it with water, put a saucer over the top, and flip it over quickly.
- Allow a little water to escape into the saucer.
- With a felt-tip pen, draw eight or 10 scale marks on the bottle 1/4 inch apart. The middle mark should be even with the water level.
- Check the water level each day.
- If the water level is higher, the atmospheric pressure is higher and fair weather is coming.
- If it’s lower, look for unsettled weather.



6. Show the effects of air pressure.
- See the *Webelos Handbook*, page 412–413. Here are some other simple experiments:

- Welding Glasses.
 - Show boys how two glasses can be “welded” together—without using any complicated welding equipment.
 - Use two glass tumblers that fit very closely together at the rims.
 - Place wet, thick paper over a lighted candle in the bottom of one glass, as shown.
 - The candle will go out, and the glasses will be stuck together.
 - See if boys can explain why.



- Vinegar Rocket (this may be a good one to complete next meeting while on a hike!).
 - You should do this experiment outside where you have lots of clear air space.
 - Materials: 1-quart soda bottle, cork that fits tightly, paper towel, ½ cup water, ½ cup vinegar, one teaspoon of baking soda
 - Pour vinegar and water into the bottle.
 - Put one teaspoon of baking soda in the center of a 4-by-4-inch piece of paper towel.
 - Roll up the paper towel and twist the ends so the baking soda will stay inside.
 - Drop the paper towel with the baking soda into the bottle.
 - Put the cork on as tightly as you can and stand back and watch. (Make sure that the rocket isn’t pointing at anyone!)



- The baking soda reacts with the vinegar to produce carbon dioxide gas. As the gas forms, pressure builds up and pushes out the cork with the thrust similar to a rocket being launched into outer space.
- Add streamers to the cork for effect and to see where the cork goes!

7. Show the effects of water pressure. This may be combined with atmospheric pressure or with air pressure.

- See the *Webelos Handbook*, page 414–416. Here is another simple experiment:
- Hanging Water.

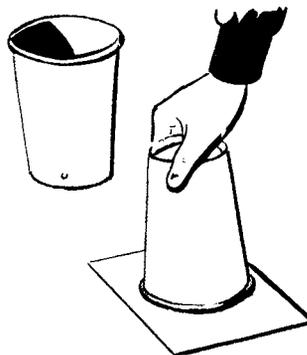
- Atmospheric pressure pushes on us from all directions. One way to demonstrate this is with a cup or glass of water and a piece of stiff cardboard to cover its mouth.

- Fill the container to the brim with water, and carefully lay the card over the top.

- Hold the card firmly in place and invert the container. (Do this experiment over a bowl or sink in case it doesn't work for you.)

- Now remove the hand that is holding the card in

place. The card stays in place, and the water remains in the container. Air pressure bearing upward on the bottom of the card is greater than the water pressure pushing downward.



9. Explain what causes fog. Show how this works.

- See the *Webelos Handbook*, page 419–420. Here is another simple experiment:
- Fog-Making Machine.

- Use a plain glass gallon jug, a stopper to fit it, and a bicycle pump with a needle (as used to pump up a basketball).

- Put a small amount of water or alcohol (alcohol works best) in the jug.

- Put the stopper on the jug, and the needle of the pump through the stopper.

- After a few strokes of the pump, remove the stopper quickly.

- You will hear a loud pop and see a cloud begin to form in the jug.

- To get fair weather, all you have to do is replace the parts as they were, and pump air back into the jug.

- What happened? When you pumped air into the jug, the air temperature was raised, making it possible for the air to hold more moisture. When you removed the top, the air expanded and cooled. This cool air couldn't hold as much moisture, thereby forming a cloud.

11. Explain how you use your center of gravity to keep your balance. Show three different balancing tricks.

- See the *Webelos Handbook*, page 422–423 for some balancing exercises.

12. Show in three different ways how your eyes work together, and show what is meant by an optical illusion.

- Boys may be surprised to learn that they're either right-eyed or left-eyed, just as they are right-handed or left-handed.

- They can check by extending a finger toward a distant object while keeping both eyes open.

- Close the right eye. If the finger appears to jump, this means they are right-eyed.

- If it doesn't, they are left-eyed, since the left eye is dominant.

- See the *Webelos Handbook*, page 424–427. Here are some other simple experiments:

- Optical Illusion: Illusion Spinner.

- Cut a 2-inch disk out of cardboard.

- On one side write "Go" on the top half; on the other side write "Cub" on the bottom half.

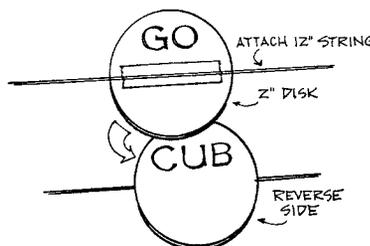
- With glue or clear tape, attach a 12-inch string across either side of the disk as shown.

- Twirl the disk and an optical illusion will make it read "Go Cub."

- Optical Illusion: Disappearing Finger.

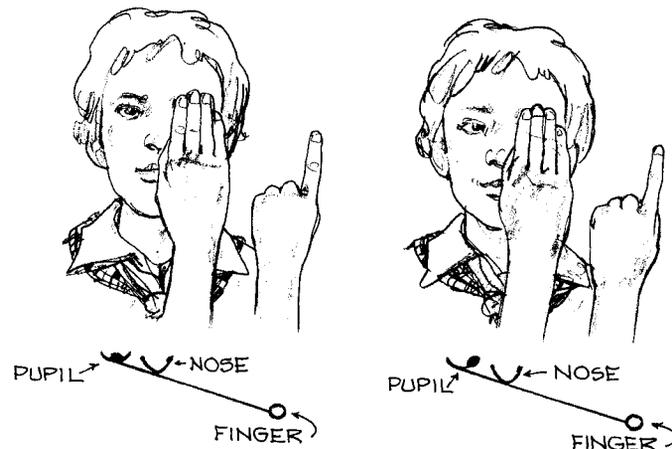
- Cover your left eye with your right hand and look straight ahead with your right eye.

- Raise your left forefinger to your left ear and move it until the tip of the finger is just visible (A).





- If you now move your eye to look directly at the finger (B), it has disappeared!
- This apparent shift of objects due to the angle from which you are viewing them is called parallax and is the principle that scientists use to determine the distance of stars from the earth.



- Other activity badge requirements that could be done in lieu of, or in addition to, 5, 6, 7, 9, 11, and 12:
 8. With adult supervision, build and launch a model rocket. (**Note:** You must be at least 10 years old to work with a model rocket kit sold in stores.) Describe how Newton's third law of motion explains how the rocket is propelled into the sky.
 10. Explain how crystals are formed. Make some.
 - Have jam jars available at a meeting with craft sticks and string.
 - Add water and sugar to the jar.
 - The Webelos Scout should take home the jar with plastic wrap over it secured with a rubber band, and bring the jar back at the next den meeting to show how big the crystals grew.
 13. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for Weather. Weather belt loop requirements:
 1. Make a poster that shows and explains the water cycle.
 2. Set up a simple weather station to record rainfall, temperature, air pressure, or evaporation for one week.
 3. Watch the weather forecast on a local television station.
 14. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for Astronomy. Astronomy belt loop requirements:
 1. Set up and demonstrate how to focus a simple telescope or binoculars. (A local astronomy club may be a resource for this activity.)
 2. Draw a diagram of our solar system—identify the planets and other objects.
 3. Explain the following terms: planet, star, solar system, galaxy, the Milky Way, black hole, red giant, white dwarf, comet, meteor, moon, asteroid, star map, and universe.

- In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony.
- Hand out or send family information letter.

- **Home Assignment:** Remind boys to review the Scientist chapter in their *Webelos Handbook* before the next meeting.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





LOOK AHEAD!

How are your Boy Scout visits and activities going?

Arrow of Light Den Meeting 6

Arrow of Light Hike

Scientist activity badge (complete). Science belt loop (complete).

Preparation and Materials Needed

- ▶ Read the Scientist chapter in the *Webelos Handbook*.
- ▶ Confirm which elements from the **Scientist activity badge** described in Den Meeting 5 have not been completed, and provide for completion of those on today's hike, or before or after the hike.
- ▶ Identify a suitable trail or route for a day hike with the Webelos den. It may be a destination, or begin and end at your regular den meeting location.
 - If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Ropes (4 feet long) for each Scout to practice the square knot.
 - Review the experiments and demonstrations, if any, to be completed from Den Meeting 5 and any others you select, for the necessary materials. You will want to select which ones are most interesting for you and your Scouts.
 - Scientist activity badges and **Science belt loops** for each of your Scouts (so they can be awarded if completed today), and compass emblems or points (if those will be completed today).

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to complete work on the **Scientist activity badge**, plus work on Arrow of Light requirements, including a Webelos den hike.

Activities

- ▶ **Scientist Activity Badge:** Before or after the hike, or on the route, complete any remaining activities for the **Scientist activity badge** described in Den Meeting 5.
 - Doing the vinegar rocket and/or another model rocket may be ideal activities for the mid-point destination of your hike!
- ▶ **Arrow of Light Award Requirements:** This meeting can complete instruction on these, and perhaps completion as well.
 1. Show your knowledge of the requirements to become a Boy Scout by doing all of these:
 - Repeat from memory and explain in your own words the Scout Oath or Promise and the 12 points of the Scout Law. Tell how you have practiced them in your everyday life.
 - Give and explain the Scout motto, slogan, sign, salute, and handshake.



- Understand the significance of the First Class Scout badge. Describe its parts and tell what each stands for.
 - Tell how a Boy Scout uniform is different from a Webelos Scout uniform.
 - Tie the joining knot (square knot). See instructions in Arrow of Light Den Meeting 1.
7. Complete the Honesty Character Connection.
- a. **Know:** Say the Cub Scout Promise to your family. Discuss these questions with them. What is a promise? What does it mean to keep your word? What does it mean to be trustworthy? What does honesty mean?
 - b. **Commit:** Discuss these questions with your family. Why is a promise important? Why is it important for people to trust you when you give your word? When might it be difficult to be truthful? List examples.
 - c. **Practice:** Discuss with a family member why it is important to be trustworthy and honest. How can you do your best to be honest even when it is difficult?
- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony.
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Remind boys to review the Readyman chapter in their *Webelos Handbook* before the next meeting and about
 - Upcoming visits to a Boy Scout troop meeting and to a Boy Scout-oriented outdoor activity.
 - Selection of Boy Scout troops and scheduling of Scoutmaster conferences (**Arrow of Light Award requirement 6**).

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Arrow of Light Den Meeting 7

Readyman

Preparation and Materials Needed

- ▶ Read the Readyman chapter in the *Webelos Handbook*.
- ▶ The **Readyman activity badge** requires three to four hours to complete. These meeting plans cover the activity badge over three meetings, but there may be other options, including:
 - Contact your local council service center to ask if they offer a workshop for completing the Readyman activity badge. The American Red Cross may also be willing to conduct a workshop on the **Readyman activity badge**.
 - If you do that, advise parents of the date for this activity well in advance. Webelos Scouts should prepare a home fire escape plan and bring it with them to the workshop (**Readyman requirement 11**).
- ▶ There may be parents in your den who are qualified to work with the boys on these requirements. Identify any parents or other pack resources who are in the medical profession (doctors, nurses, emergency medical technicians, firemen, police), or have Red Cross or similar training and could be your activity badge counselor for this meeting.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Readyman chapter in the *Webelos Handbook*.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Print and bring help lists for the Scouts to complete at home (included at the end of this meeting plan).
 - Paper and pencils for the fire escape plan.
 - If you're going to add fun with a game, a list of first-aid questions based on material in the *Webelos Handbook*, and maybe a basketball (if that's the game you're playing).

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to work on the **Readyman activity badge** because, in keeping with the Boy Scout motto "Be Prepared," Webelos Scouts begin learning how to be prepared for emergency situations.

Activities

- **Readyman Activity Badge:** Requirements are to do the first eight requirements, and then two of 9 through 15. (This meeting plan does 1 through 8, plus 11 and 13.) These meeting plans cover this in three parts.
- Den Meeting 7 is the introduction, including assignment of work to be completed at home; this touches on 1, 2, 3, 11, and 13.
 - Den Meeting 8 covers instruction on hurry cases and first-aid drills; this touches on 4, 5, 6, and 7.
 - Den Meeting 9 is for completion of the first-aid drills (4, 5, 6, and 7), safe swim rules (8), and final review of any incomplete items and the work to be done at home (3 and 11).
1. With your parent, guardian, or Webelos den leader, complete the Courage Character Connection.
 - a. **Know:** Define the importance of each courage step: Be strong; Be calm; Be clear; Be careful. Explain how memorizing the courage steps helps you to be ready.
 - b. **Commit:** Explain why it is hard to follow the courage steps in an emergency. Tell when you can use the courage steps in other situations (such as standing up to a bully, avoiding fights, being fair, not stealing or cheating when tempted, etc.)
 - c. **Practice:** Act out one of the requirements using these courage steps: Be strong; Be calm; Be clear; Be careful.
 - This can be done in a denwide discussion to introduce the Readyman concept. As the meetings roll out, ensure that the Scouts demonstrate each step:
 - Be strong
 - Be calm
 - Be clear
 - Be careful
 2. Explain what first aid is. Tell what you should do after an accident.
 - Ask Webelos Scouts these questions and discuss their answers:
 - In a fire at your home, what would you do if flames were blocking the usual exit? Would you know an alternative way out—one planned in advance?
 - Would you be able to lead others to safety?
 - What would you do if someone were drowning?
 - Would you know how to rescue that person?
 - If someone isn't breathing, would you know how to start mouth-to-mouth resuscitation?
 - Would you know how to send for help?
 - What would you do if your home had a broken water pipe, a leaky faucet, or a stopped-up toilet? Would you know how to turn off the main water valve?
 - What would you do if the electricity went off in your home? If a fuse blew or a circuit breaker was tripped? Do you know where the fuse box or circuit breaker box is located in your home?
 - What would you do in any emergency? Would you panic? Or would you keep cool because you are prepared? Would you know where to phone for emergency help?
 - How to give first aid? What not to do?
 3. Explain how you can get help quickly if there is an emergency in your home. Make a “help list” of people or agencies that can help you if you need it. Post it near a phone or another place with easy access.
 - Distribute the template for this help list. This will be completed at home.
 - Discuss how they will look up numbers or decide who to put on the lists.
 11. Make a home fire escape plan for your family.
 - Discuss home fire escape procedures.
 - Draw a floor plan of your home, including the locations of smoke detectors.
 - Map out an escape route from each room, making sure that there are at least two exits from every bedroom—the usual exit and an emergency one in case the usual way out is blocked by smoke or flames.
 - Have a family meeting and discuss the fire escape plan.
 - Teach everyone how to get out of the house if there is a fire; they mustn't grab clothes, papers, jewelry, or other belongings—just get out! Have an outside meeting place planned.
 - Have all family members practice alternate routes to safety.
 - To make sure that everyone can get outside even in darkness or blinding smoke, practice the drill when it is dark.
 - While this is to be done at home, you should practice first by having the Scouts determine a fire escape plan for the den meeting site.
 - Then conduct a fire drill (you might select one Scout to announce “Fire Drill” at a later random point in the meeting to see if everyone follows the plan).





13. Tell where accidents are most likely to happen inside and around your home.
 - After taking responses, you might walk the den meeting location and identify where accidents might happen in your meeting area.
- ▶ Consider mixing in the following games to break up the information today:
 - First-Aid Baseball.
 - Make a list of first-aid questions based on material in the *Webelos Handbook*.
 - Also have five 3-by-5-inch cards marked as “single,” three marked “double,” two marked “triple,” and one marked “home run.”
 - Set out bases for a small diamond. Divide the den into teams. One team lines up at home plate.
 - Leader asks the first boy a first-aid question. A wrong answer is an out.
 - If the answer is correct, the batter draws a card to see what kind of hit he has made and moves to that base. Runners advance an appropriate number of bases on hits. After three outs, the team is retired and the other team comes to bat.
 - First-Aid Basketball. (If you have a basketball court or hoop you can use—or play with a wastepaper basket and a ball or balled up paper)
 - Make a list of first-aid questions based on material in the *Webelos Handbook*.
 - Make five or six circles on the court with chalk or tape about 10 feet from the basket.
 - Players stand in the circles. In turn, players are asked a first-aid question.
 - If they answer correctly, they score a point and can shoot for the basket for a second point.
 - If the answer is wrong, he gets no points.
- ▶ Other **Readyman requirements** that could be done in lieu of, or in addition to, 11 and 13:
 9. Explain six safety rules you should follow when “driving” a bicycle.
 10. Explain the importance of wearing safety equipment when participating in sports activities (skating, skateboarding, etc.).
 12. Explain how to use each item in a first-aid kit.
 - You might have the den put together the den’s own first-aid kit, or have each Scout create their own personal first-aid kit.
 14. Explain six safety rules you should remember when riding in a car.
 15. Attend a first-aid demonstration at a Boy Scout troop meeting, a Red Cross center, or other community event or place.
- ▶ In the boys’ *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today; thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader’s minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting’s flag ceremony, and remind about home assignments (and include these in any family information letter or e-mail), including:
 - Upcoming visits to a Boy Scout troop meeting and to a Boy Scout–oriented outdoor activity.
 - Selection of Boy Scout troops and scheduling of Scoutmaster conferences (**Arrow of Light Award requirement 6**).
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Remind boys to discuss and complete with their family **Readyman 3 and 11** and continue to review the Readyman chapter in their *Webelos Handbook*.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.

Webelos Readyman Activity Badge, Requirement 3

Explain how you can get help quickly if there is an emergency in your home. Make a “help list” of people or agencies that can help you if you need it.



Post it near a phone or another place with easy access.

Name: _____

Helper	Phone Number
Poison control	
Police/sheriff	
Fire department	
Doctor	_____ at _____
Mom’s cell	
Mom at work	
Dad’s cell	
Dad at work	
Grandparents	_____ at _____
Neighbor	_____ at _____
Neighbor	_____ at _____
Friend	_____ at _____
Friend	_____ at _____



Arrow of Light Den Meeting 8

Readyman

Readyman activity badge (partial).

Preparation and Materials Needed

- ▶ Read the Readyman chapter in the *Webelos Handbook*.
- ▶ The **Readyman activity badge** requires three to four hours to complete. These meeting plans cover the activity badge over three meetings, but there may be other options, including:
 - Contact your local council service center to ask if they offer a workshop for completing the **Readyman activity badge**. The American Red Cross may also be willing to conduct a workshop on the **Readyman activity badge**.
 - If you do that, advise parents of the date for this activity well in advance. Webelos Scouts should prepare a home fire escape plan and bring it with them to the workshop (**Readyman requirement 11**).
- ▶ There may be parents in your den who are qualified to work with the boys on these requirements. Identify any parents or other pack resources who are in the medical profession (doctors, nurses, emergency medical technicians, firemen, police), or have Red Cross or similar training and could be your activity badge counselor for this meeting.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Readyman chapter in the *Webelos Handbook*.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - If you want to use the "Realistic First-Aid Practice" ideas below, see that section for the makeup and other supplies needed.
 - Ideally, a mannequin for rescue breathing practice.
 - Plastic wrap (a new piece to go over the mouth of the mannequin after every use)
 - A well-stocked first-aid kit.
 - Review the drills you're going to do with any volunteers to determine additional items you would like to have in place.

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to continue work on the **Readyman activity badge**, with a focus on being ready to take care of first-aid emergencies.
- ▶ **Verify:** Check boys' handbooks for parent/guardian signatures for **Readyman requirements 3 and 11**. Sign handbooks and record on den advancement record.

Activities

- **Readyman Activity Badge:** Requirements for today are 4–7. Role-play these emergency situations to help boys develop the courage to respond appropriately:
4. Demonstrate how to help someone who is choking, and explain how to tell when you will need to take quick action.
See *Webelos Handbook*, page 379.
 5. Show what to do for these “hurry cases”:
 - Serious bleeding
 - Stopped breathing
 - Ingested poisoning
 - Heart attack
 See *Webelos Handbook*, pages 371–376.
 6. Show how to treat shock.
See *Webelos Handbook*, pages 376–377.
 7. Show first aid for the following:
 - Cuts and scrapes
 - Burns and scalds
 - Choking
 - Blisters on the hand and foot
 - Tick bites
 - Bites and stings of insects other than ticks
 - Venomous snakebite
 - Nosebleed
 - Frostbite
 - Sunburn
 See *Webelos Handbook*, pages 377–383.
- **Realistic First-Aid Practice:** Use the following materials to make make-believe injuries look more realistic during first-aid practice: deep red and light red lipstick; cosmetic blusher; black wax crayon; “blood” mixture of red food coloring, powdered cocoa, and water; blue chalk or eye shadow; white glue or rubber cement; white eye shadow or glycerin and water solution (equal amounts) in an atomizer or squeeze bottle. Have the “victim” dress in old clothes so his uniform doesn’t get stained.
- Outline a “cut” with deep red lipstick. Fill in the area with heavy lipstick application. Drop “blood” onto the cut.
 - To simulate the appearance of a serious cut, first build up the “skin” with white glue. When it has dried considerably, make a groove down the middle and add “blood.” Apply makeup sparingly, as too much can make the wounds appear to be phony.
 - Simulate abrasions with a little blue eye shadow. This is the “bruise.” Smear some glue onto the “injured” area. Let it dry a bit, and then rough it up with a dull kitchen knife. Finish off with a little “blood?”
 - Simulate a simple burn by applying some blusher to the “injured” area. For a second-degree burn, simulate blisters by applying a little glue onto the area. For third-degree burns, simulate charred skin by applying black crayon to the “injured” area. Now apply a light red lipstick and smear on glue. Let it dry a little, and then roughen it with a dull kitchen knife.
 - Simulate the ashen face of a shock victim by applying white eye shadow or white chalk. Work in the color for a smooth, pale complexion. Blend in blue eye shadow lightly over and under the eyes and then more heavily—on lips and ear lobes. Simulate clammy skin by spraying glycerin water solution onto the upper lip and forehead.
 - You can use makeup for all kinds of cuts and bruises, such as an injured cheek, forehead, or lip. And your first-aid practice will be more effective if the “victims” behave as if they were really in pain or dazed by injuries.
- Consider mixing in the following games to break up the first-aid drilling:

Pressure Pad Relay.

 - Divide the den into two teams.
 - One member of each team is the “victim,” who has arterial bleeding from his left wrist.



Den Meeting 8



- On a signal, the first boy in each team runs to his victim and applies direct pressure to the wound, using his neckerchief as a pad.
- When his technique is correct (see the *Webelos Handbook*), the judge (Webelos den leader or Webelos den chief) yells “Off!” The boy removes the pad, runs back to his team, and tags the next member. First team to finish wins.

Poison Treatment Relay.

- Print each of the following poisons on a slip of paper: (1) furniture polish, (2) half-full bottle of aspirin, (3) kerosene, (4) contents of unlabeled bottle in medicine cabinet.
- Divide the den into two teams.
- On a signal, the first player on each team runs to the judge and is given a slip.
- He must tell the judge the proper treatment for the case, including (1) calling a hospital or poison control center; (2) reading the label on the container, if there is one, and following directions; (3) knowing whether to give water; and (4) knowing whether to cause vomiting.

Rescue Breathing Relay.

- This relay is run in the same manner as the Pressure Pad Relay except the action is mouth-to-mouth resuscitation. Use a mannequin as the “victim.”
- The relay is a fun way to practice this skill, but it is essential for the leader to remember that proper technique is the reason for the activity.
- Don’t allow boys to rush their resuscitation just to win the contest.
- In addition, be sure the judge thoroughly maintains a sanitary environment.
- The judge must place a clean piece of plastic wrap over the mouth of the mannequin for each boy, or otherwise sterilize the mouth area.
- **Note:** Always teach the use of barrier devices such as nonlatex gloves, mouth barriers, and, in some cases, eye protection to prevent possible contamination by blood or other direct contact with the injured person.

- ▶ In the boys’ *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today; thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader’s minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting’s flag ceremony.
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Remind boys to review the Readyman chapter in their *Webelos Handbook* before the next meeting and about:
 - Upcoming visits to a Boy Scout troop meeting and to a Boy Scout-oriented outdoor activity.
 - Selection of Boy Scout troops and scheduling of Scoutmaster conferences (**Arrow of Light Award requirement 6**).

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Arrow of Light Den Meeting 9

Readyman

Preparation and Materials Needed

- ▶ Read the Readyman chapter in the *Webelos Handbook*.
- ▶ The **Readyman activity badge** requires three to four hours to complete. These meeting plans cover the activity badge over three meetings, but there may be other options, including:
 - Contact your local council service center to ask if they offer a workshop for completing the Readyman activity badge. The American Red Cross may also be willing to conduct a workshop on the **Readyman activity badge**.
 - If you do that, advise parents of the date for this activity well in advance. Webelos Scouts should prepare a home fire escape plan and bring it with them to the workshop (**Readyman requirement 11**).
- ▶ There may be parents in your den who are qualified to work with the boys on these requirements. Identify any parents or other pack resources who are in the medical profession, or have Red Cross or similar training and could be your activity badge counselor for this meeting. You might do this meeting as a field trip to a medical office if you have a willing host.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Readyman chapter in the *Webelos Handbook*.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - **Readyman activity badge** pins for each of your Scouts (so they can be awarded if completed today), and compass emblems or points (if those will be completed today).

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Check for completion of the home assignment: posting an emergency phone list (**Readyman requirement 3**).
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to complete work on the **Readyman activity badge**.
- ▶ **Verify:** Check boys' handbooks for parent/guardian signatures for **Readyman requirements 3 and 11**. Sign handbooks and record on den advancement record.

Activities

- ▶ **Readyman Activity Badge:** Requirements for today are 4–7. Complete any first-aid drills not done at the prior meeting.
 4. Demonstrate how to help someone who is choking, and explain how to tell when you will need to take quick action.
 5. Show what to do for these "hurry cases":
 - Serious bleeding
 - Stopped breathing

- Ingested poisoning
 - Heart attack
6. Show how to treat shock.
 7. Show first aid for the following:

— Cuts and scrapes	— Bites and stings of insects other than ticks
— Burns and scalds	— Venomous snakebite
— Choking	— Nosebleed
— Blisters on the hand and foot	— Frostbite
— Tick bites	— Sunburn
 8. Tell what steps must be taken for a safe swim with your Webelos den, pack, family, or other group. Explain the reasons for the buddy system. See *Webelos Handbook*, pages 384–385.
 - Complete any other **Readyman activity badge** requirements not signed off in the last meetings; these might be the following:
 1. With your parent, guardian, or Webelos den leader, complete the Courage Character Connection.
 - a. **Know:** Define the importance of each courage step: Be strong; Be calm; Be clear; Be careful. Explain how memorizing the courage steps helps you to be ready.
 - b. **Commit:** Explain why it is hard to follow the courage steps in an emergency. Tell when you can use the courage steps in other situations (such as standing up to a bully, avoiding fights, being fair, not stealing or cheating when tempted, etc.)
 - c. **Practice:** Act out one of the requirements using these courage steps: Be strong; Be calm; Be clear; Be careful.
 2. Explain what first aid is. Tell what you should do after an accident.
 3. Tell where accidents are most likely to happen inside and around your home.

Want More Fun Activities?

Though you've probably finished the **Athlete activity badge** by now, you can insert that for a good physical activity to insert in this meeting.

- ▶ You can add Athlete progress chart activities into this meeting at various points.
- ▶ Those activities are curl-ups, pull-ups, push-ups, standing long jump, quarter-mile walk or run, vertical jump, and 50-yard dash.
- ▶ Taking a break to check on *just one* of those can be a good active break in your meeting.

- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony.
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Remind boys to review the Arrow of Light section in their *Webelos Handbook* before the next meeting and about:
 - Upcoming visits to a Boy Scout troop meeting and to a Boy Scout-oriented outdoor activity.
 - Selection of Boy Scout troops and scheduling of Scoutmaster conferences (Arrow of Light Award requirement 6).

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Arrow of Light Den Meeting 10

Arrow of Light Creation

Arrow of Light (complete).

Preparation and Materials Needed

- ▶ This is a meeting to ensure that all have completed the Arrow of Light, and to make commemorative arrows for the awarding of the Arrow of Light.
 - If needed, this can be used as a make-up day for any activity badge work missed by Scouts.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - If needed, ropes (4 feet long) for Scouts to practice the square knot, if not yet mastered.
 - Have a plain wooden arrow with blue and yellow fletching (feathers) for each boy, colored electrical tape, and paints or colored markers, each color symbolizing a different Cub Scout rank, badge, and achievement. A variety of colored tapes can be obtained from sign shops or auto supply shops.

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Arrow of Light?

Check your den records and identify any missing Arrow of Light requirements. With your assistant den leader and the boys' parents, develop individual plans to complete missing requirements.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Use this time to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to complete work on the Arrow of Light, if needed, and to make a commemorative arrow to summarize the achievements of the Scouts over the years.

Activities

- ▶ Webelos Scouts decorate their arrows for the **Arrow of Light Award** ceremony.
 - Based on a record of what each boy has completed during his years in Cub Scouting, have him work from one end of the arrow to the other, applying stripes to symbolize his accomplishments.
 - Use electrical tape and paint or markers to make the stripes.
- ▶ **Arrow of Light:** Use this meeting as needed to make up on the Arrow of Light requirements.

Want More Fun Activities?

Though you've probably finished the Athlete activity badge by now, you can insert that for a good physical activity to insert in this meeting.

- ▶ You can add Athlete progress chart activities into this meeting at various points.
- ▶ Those activities are curl-ups, pull-ups, push-ups, standing long jump, quarter-mile walk or run, vertical jump, and 50-yard dash.
- ▶ Taking a break to check on *just one* of those can be a good active break in your meeting.

- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments.
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Remind boys to review the Handyman chapter in their *Webelos Handbook* before the next meeting. Also remind the boys to work with their families on **Handyman requirement 1**, and that it will be due in two weeks.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Arrow of Light Den Meeting 11

Handyman

Preparation and Materials Needed

- ▶ Read the Handyman chapter in the *Webelos Handbook*.
- ▶ For this activity badge to be completed today will require advance assignment of work at home:
 - 1c. The boys are to do a household task in their home for two weeks.
- ▶ Identify any parents or other pack resources who are most proficient with auto, bicycle, and home repair and could be your activity badge counselor for this meeting. You might do this meeting as a field trip to their garage or workshop, or to a mechanic's shop.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Handyman chapter in the *Webelos Handbook*.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Have car-washing equipment, car tire pressure gauge.
 - One or more bicycles, oil for a bicycle chain, a pump to inflate bicycle tires, tools for making a repair on a bicycle.
 - A light fixture, and a light bulb for the fixture.
 - **Handyman activity badge** pins for each of your Scouts (so they can be awarded if completed today), and compass emblems or points (if those will be completed today).

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to work on the Handyman activity badge because Webelos Scouts are old enough to provide a lot of help around the house, and can learn more about those skills.
- ▶ **Verify:** Check boys' handbooks to see that they have done a household task for two weeks (**Handyman 1c**).

Activities

- ▶ **Handyman Activity Badge:** Requirements are to do the first requirement, and then six of 2 through 17 (This meeting plan does 1, plus 2, 5 through 8, and 10, as set forth below):
 1. With your parent, guardian, or Webelos den leader, complete the Responsibility Character Connection.
 - a. **Know:** List all the tasks you can think of that are necessary in keeping a household in good shape. Name the tasks that are your responsibility. Tell what it means to be responsible for these tasks.
 - b. **Commit:** Talk about what happens when people don't do their jobs. Tell why it is important to be helpful and to be responsible. List ways that you can be more responsible on your own.
 - c. **Practice:** Choose one of the requirements and show how you are responsible by doing that task well for two weeks.
 - This discussion could be begun at the outset of the meeting, and continued as the different work list items are completed.
- ▶ With sufficient help, you might have leaders conduct this at different stations for one-on-one or small group instruction and practice:
 6. Make a repair to a bicycle, such as tightening the chain, fixing a flat tire, or adjusting the seat or handlebars.
 7. Properly lubricate the chain and crank on a bicycle.
 8. Properly inflate the tires on a bicycle.
 10. Replace a light bulb in a fixture or lamp.
 5. With adult supervision, show how to check the oil level and tire pressure on a car.
 - You can be a “tire detective” and analyze the tread on your family car—or any car. The tire tread offers many clues about a car's condition and the way it is being driven.
 - Most tires have built-in tread wear indicators, which appear as hard rubber bars across the tread when it has worn down to 1/16 inch above the tire's surface. When they appear in two or three places, the tire is too worn for safe driving.
 - Look at the pattern of tread wear on each tire. If the tread is worn in the middle, and not on each side, the tire is overinflated, or has too much air in it.
 - If the tread is worn on the sides and not in the middle, the tire is underinflated. Check the sidewall of the tire or the car owner's manual for the correct inflation pressure. It will be listed in pounds per square inch (PSI). Then check the pressure with a tire gauge and have an adult help you add more air at a service station.
 - Because air in tires heats up and expands with driving, check the tire pressure in the morning before the car has been used.
 2. With adult supervision, wash a car.
 - Have the Scouts wash the den leader's car—you've earned it! This can be done all at once.
 - This is set up as the last item done because it might get messy.
- ▶ For a fun game, you might play Kim's Game—Handyman Style:
 - Collect 20 items used for household repair jobs, such as a nail, washer, screw, nut, etc.
 - Lay these items on a table or tray.
 - Let the boys have a good look, then cover the items or remove the tray.
 - Each boy writes down as many things as he remembers.
 - Boys may be divided into teams to play the game.





- ▶ Other **Handyman activity badge** requirements that you could do instead, or to add to this for a more complete Handyman experience:
 3. Help an adult change a tire on a car.
 4. With adult supervision, replace a bulb in the taillight, turn signal, or parking light, or replace a headlight on a car.
 9. Change the wheels on a skateboard or pair of inline skates.
 11. With adult supervision, arrange a storage area for household cleaners and other dangerous materials where small children cannot reach them.
 12. Build a sawhorse or stool to be used around your home.
 13. Help take care of the lawn.
 14. Arrange a storage area for hand tools or lawn and garden tools.
 15. Clean and properly store hand tools or lawn and garden tools in their storage area.
 16. Label hand tools or lawn and garden tools.
 17. Put together a toolbox for common repairs around the house. Be sure the toolbox and tools are stored safely.

- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony.
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Remind boys to review the Sportsman chapter in their *Webelos Handbook* before the next meeting.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Arrow of Light Den Meeting 12

Sportsman (Soccer belt loop)

Preparation and Materials Needed

- ▶ Read the Sportsman chapter in the *Webelos Handbook*.
- ▶ Identify any parents or other pack resources who are knowledgeable about soccer and could be your activity badge counselor for this meeting. Or you might see if a soccer player or coach can visit your den meeting, or you might do this meeting as a field trip to a soccer game or practice.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Sportsman chapter in the *Webelos Handbook*.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Research the rules of soccer. Check your local library and youth soccer leagues in your area for information and resources. Also see the U.S. Soccer Federation (www.ussoccer.com) and American Youth Soccer Organization (www.soccer.org) Web sites. Go over the information with your Webelos Scouts.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Soccer ball (ideally, more than one).
 - Soccer belt loops.
 - You may want cones and markers if you need to create your own field.

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to work on the **Sportsman activity badge** because we like sports and games, and we want to practice those to develop skills, fitness, and good sportsmanship.

Activities

- ▶ **Sportsman Activity Badge:** Requirements are set out in Arrow of Light Den Meeting 4.
- ▶ Today's activity is to learn and play soccer and earn the **Soccer belt loop**. You can find essential elements about soccer in the *Cub Scout Academics and Sports Program Guide* and rules at www.ussoccer.com and www.soccer.org. Requirements are:
 1. Explain the rules of soccer.
 2. Practice soccer for 30 minutes.
 3. Play a game of soccer.
- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments.
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Tell boys to complete **Communicator 11-14** at home or in school. Remind boys to review the Communicator chapter in their *Webelos Handbook* before the next meeting.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.





Arrow of Light Den Meeting 13

Communicator

Preparation and Materials Needed

- ▶ Read the Communicator chapter in the *Webelos Handbook*.
- ▶ Identify any parents or other pack resources who are in the media or communications-related jobs and could assist as an activity badge counselor for this meeting.
- ▶ Arrange a field trip to a library, for a librarian to work with the Scouts on certain of the achievements. Alternatively, if you can arrange for a field trip to a newsroom of a newspaper or a radio or television station, you can do that instead of the library visit if that's more interesting and fun. Check on the availability of computers that you can use at the field trip location. Additional interesting options that could be done in conjunction with either of the other field trips are to invite a person with a visual, speaking, or hearing impairment, and to invite a person who speaks another language as well as English.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Communicator chapter in the *Webelos Handbook*.
 - A field trip is the most interesting plan, but you can still complete the activity badge with other optional requirements noted below.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Depends on how you will conduct the meeting, could be none.
 - **Communicator activity badges** and **Computer belt loops** for each of your Scouts (so that they can be awarded if completed today), and compass emblems or points (if those will be completed today).

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

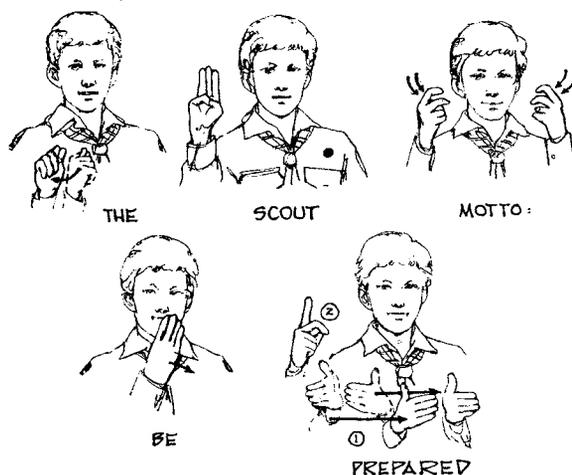
Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today we'll work on the **Communicator activity badge** because communication is important in almost everything we do.
- ▶ **Verify:** Check boys' handbooks for parent/guardian signatures for **Communicator requirements 11–14** (or alternatives). Sign handbooks and record on den advancement record.

Activities

- ▶ **Communicator Activity Badge:** Requirements are to do seven of these requirements. (This meeting plan covers 3–6 and 11–14 (home assignments). If you instruct families to do work in advance, verify completion of and discuss the following:

11. Use a personal computer to write a letter to a friend or relative. Create your letter, check it for grammar and spelling, and save it to a disk. Print it.
 - Boys should bring a copy of that letter to the meeting and share it with the den.
12. Under the supervision of a parent or guardian, search the Internet and connect to five Web sites that interest you.
 - Webelos den leaders should share these guidelines with Webelos Scouts so boys may enjoy the benefits of the Internet at the same time as avoiding its risks:
 - Never give out a picture or other personal information such as your address, telephone number, the school you attend, or your parents' work addresses or telephone numbers without your parents' permission.
 - Never agree to meet with anyone you meet online unless you take your parents with you.
 - Do not respond to messages that are mean, of a sexual nature, or too personal, or that make you feel uncomfortable in any way. Tell your parents if you receive these messages so they can contact your online service.
 - For more information on Internet safety, see the Youth Protection booklet *Power Pack Pals—Be Safe on the Internet*, No. 33981.
13. Under the supervision of a parent or other trusted adult, exchange e-mail with a friend or relative.
14. While you are a Webelos Scout, earn the **Academics belt loop for Computers**. Complete these three requirements:
 1. Explain these parts of a personal computer: central processing unit (CPU), monitor, keyboard, mouse, modem, and printer.
 2. Demonstrate how to start up and shut down a personal computer properly.
 3. Use your computer to prepare and print a document.
6. With your den or your family, visit a library and talk to a librarian. Learn how books are catalogued to make them easy to find. Sign up for a library card if you don't already have one.
 - Allow your host to take the den on a tour, and also to cover whatever elements of the **Communicator activity badge** would be interesting at the location of the field trip.
4. Identify and discuss with your den as many different methods of communication as you can (at least six different methods).
 - This is probably something the host can cover easily.
 - Answers can include *spoken words* (speaking in person, telephone, voicemail, cell phone, CB, ham and other radio, public address systems), *signed words* (sign language for the deaf, hand signals in sports or traffic), *written words* (notes, letters, newspapers, magazines, books, e-mail, texting, instant messages, telecopy, telegrams, posters, billboards), *recorded words* (compact discs, tape recordings, MP3s and other computer files), *audiovisual* (TV, movies, video), and *touch* (Braille).
3. Invent a sign language or a picture writing language and use it to tell someone a story.
 - As part of this, discuss various types of hand signals, such as those used in sports.
 - People who can't hear often communicate with each other by forming symbols with their hands and fingers. See the *Webelos Handbook* for illustrations showing the Cub Scout Promise in sign language alphabet.
 - Have Webelos Scouts invent their own sign language or picture writing language and use it to tell the den a story.





- ▶ Other Communicator activity badge requirements that you may substitute for the above seven (especially if the advance homework is not done and cannot be done in the den meeting) are these (see the *Webelos Handbook*):
 1. Play the Body Language Game with your den.
 2. Prepare and give a three-minute talk to your den on a subject of your choice.
 5. Invent your own den secret code and send one of your den members a secret message.
 7. Visit the newsroom of a newspaper or a radio or television station and find out how they receive information.
 8. Write an article about a den activity for your pack newsletter or web site, your local newspaper, or your school newsletter, newspaper, or Web site.
 9. Invite a person with a visual, speaking, or hearing impairment to visit your den. Ask about the special ways he or she communicates. Discover how well you can communicate with him or her.
 10. With your parent or guardian, or your Webelos den leader, invite a person who speaks another language (such as Spanish, French, Arabic, Hebrew, etc.) as well as English to visit your den. Ask questions about the other language (its background, where it is spoken, etc.), discuss words in that language that den members are already familiar with, or ask about ways to learn another language.
 15. While you are a Webelos Scout, earn the **Academics belt loop for Communicating**; the requirements are:
 1. Tell a story or relate an incident to a group of people, such as your family, den, or members of your class.
 2. Write a letter to a friend or relative.
 3. Make a poster about something that interests you. Explain the poster to your den.
 16. Find out about jobs in communications. Tell your den what you learn.
- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments.
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Remind boys to review the Sportsman chapter in their *Webelos Handbook* before the next meeting.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Arrow of Light Den Meeting 14

Sportsman

Sportsman activity badge (partial), Bicycling belt loop.

Preparation and Materials Needed

- ▶ Read the Sportsman chapter in the *Webelos Handbook*.
- ▶ Review the requirements for the **Bicycling belt loop**.
- ▶ Identify any parents or other pack resources who are knowledgeable about bicycling and could be your activity badge counselor for this meeting. Or you might see if a cyclist can visit your den meeting.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
- ▶ Communicate with parents to make sure all boys have access to a bike and a proper helmet, and so non-riders have advance notice so the boys have time to learn how to ride a bicycle.
 - Each boy participating in the bike ride must wear an approved bike helmet.
- ▶ Determine where a safe place would be to complete the one-mile bike ride. If you are doing this as a field trip, inform families about when and where to meet.
- ▶ Review chapter 20 in the BSA *Fieldbook* for cycling links, and bicycle safety guidelines in the *Cub Scout Leader Book* and *Guide to Safe Scouting*.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bike Safety Quiz (at the end of this meeting plan)
 - Bike repair tools (pumps, spare tubes, tire patch, other tools)
 - Your own bike and helmet!
 - Bicycling belt loops

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to work on the **Sportsman activity badge** because we like sports and games, and we want to practice those to develop skills, fitness and good sportsmanship.

Activities

- ▶ **Sportsman Activity Badge:** Requirements are set out in Arrow of Light Den Meeting. If you have not completed those in the den meeting, you can complete those here.
- ▶ Today's activity is to do bicycling and earn the **Bicycling belt loop**. Tips about safe bicycling can be found in the *Cub Scout Academics and Sports Program Guide*. Requirements are:

1. Explain the rules of safe bicycling to your den leader or adult partner.
 2. Demonstrate how to wear the proper safety equipment for bicycling.
 3. Show how to ride a bike safely. Ride for at least half an hour with . . . your den.
- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).



Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments.
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Remind boys to review the Sportsman chapter in their *Webelos Handbook* before the next meeting.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Bike Safety Quiz

A bicycle is not a toy; it is a vehicle and *you are the driver!*

Learn to share the road and *Ride Safely.*

1. Are there any times when you don't need to wear a helmet when riding a bike?
Answer: _____
2. Name three safe bike riding practices:
Answer: _____

3. What kinds of things should you check before you begin to ride?
Answer: _____
4. Where do most bicycle crashes occur?
Answer: _____
5. When riding your bike, it is important to stay alert at all times. Name three road hazards you should watch out for:
Answer: _____

6. Is it OK to ride a bicycle while listening to audio headphones?
Answer: _____
7. What is the most serious type of injury for cyclists?
Answer: _____
8. Always be a courteous cyclist. Remember, who has the right of way? Cyclists or pedestrians?
Answer: _____
9. How do you finish this sentence? Be Safe, Be _____! Sore *or* Seen?
Answer: _____
10. Always go with the flow of traffic, and stay to which side of the road?
Answer: _____
11. Before entering a roadway, you should look which ways for traffic?
Answer: _____
12. Where do you always need to check before changing lanes?
Answer: _____
13. Your bicycle helmet should cover your what?
Answer: _____
14. Your bicycle helmet should fit how?
Answer: _____
15. When making a turn, what do you do for others?
Answer: _____

Bike Safety Quiz Answers

A bicycle is not a toy . . . it is a vehicle and *you are the driver!*

Learn to share the road and *Ride Safely.*



1. Are there any times when you don't need to wear a helmet when riding a bike?

Answer: No, you should wear a helmet every time you get on any bike.

2. Name three safe bike riding practices:

Answers include:

- a. Ride single file.
- b. Obey traffic signs, signals, and lane markings.
- c. Always ride on the right side of the road, with traffic.
- d. Signal your moves to others.
- e. Check for traffic at an intersection.
- f. Stay alert at all times; slow down at driveways.
- g. _____

3. What kinds of things should you check before you begin to ride?

Answers:

- a. Inflate your tires properly.
- b. Check your brakes before riding.
- c. Always wear bright colors.
- d. Make sure you're not wearing clothes that can get caught in your bike.
- e. Carry your books and other possessions in a bicycle carrier or backpack.

4. Where do most bicycle crashes occur?

Answer: At intersections, including driveways.

5. When riding your bike, it is important to stay alert at all times. Name three road hazards you should watch out for.

Answers: Potholes, wet leaves, storm grates, cracks, gravel, broken glass or trash, water or oil, parked cars (doors flying open), _____

6. Is it OK to ride a bicycle while listening to audio headphones?

Answer: No.

7. What is the most serious type of injury for cyclists?

Answer: Head injuries.

8. Always be a courteous cyclist. Remember, who has the right of way? Cyclists or pedestrians?

Answer: Pedestrians.

9. How do you finish this sentence? Be Safe, Be _____! Sore or Seen?

Answer: Be Safe, Be Seen!

10. Always go with the flow of traffic, and stay to which side of the road?

Answer: The right side of the road.

11. Before entering a roadway, you should look which ways for traffic?

Answer: Left-right-left.

12. Where do you always need to check before changing lanes?

Answer: Beside you, in front of you, and behind you!

13. Your bicycle helmet should cover your what?

Answer: Forehead and the top of your head.

14. Your bicycle helmet should fit how?

Answer: Snugly, all straps snug and attached.

15. When making a turn, what do you do for others?

Answer: Signal your turn; show right and left turn signals.



Arrow of Light Den Meeting 15

Sportsman (Marbles belt loop)

Preparation and Materials Needed

- ▶ Read the Sportsman chapter in the *Webelos Handbook*.
- ▶ Review the requirements for the **Marbles belt loop**.
- ▶ Identify any parents or other pack resources who are knowledgeable about marbles and could be your activity badge counselor for this meeting.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Sportsman chapter in the *Webelos Handbook*.
- ▶ Research the rules of Ringer or another marbles game and be prepared to teach it to the Webelos Scouts.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring a set of marbles for each Webelos Scout.
 - **Sportsman activity badges** and **Marbles belt loops** for each of your Scouts (so they can be awarded if completed today), and compass emblems or points (if those will be completed today).

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to work on the Sportsman activity badge because we like sports and games, and we want to practice those to develop skills, fitness and good sportsmanship.

Activities

- ▶ **Sportsman Activity Badge:** Requirements are set out in Arrow of Light Den Meeting 4. If you have not completed those in the den meeting, you can complete those here.
- ▶ Today's activity is to learn and play marbles, and earn the **Marbles belt loop**. Rules of play can be found in the *Cub Scout Academics and Sports Program Guide* or at <http://landofmarbles.com/marbles-play.html>. Requirements are:
 1. Explain the rules of Ringer or another marbles game to your leader or adult partner.
 2. Spend at least 30 minutes practicing skills to play a game of Ringer or another marbles game.
 3. Participate in a game of marbles.
- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments.
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.



Template for Sample Parent Information Letter or E-Mail



Adapted from examples shown at www.scouting.org/CubScouts/Leaders/DenLeaderResources.aspx.

_____, 20__

Dear Arrow of Light den parents:

Today we completed the following requirements or activity badge achievements from your son's *Webelos Handbook*: _____ <copy applicable summary from the meeting plan>. Our special guest leaders were _____ and _____, who _____ <praise the contributions!>.

For our next den meeting on _____ day, _____, 20__, at _____, we will be working on these requirements or activity badge achievements from your son's *Webelos Handbook*: _____ <copy applicable summary from the meeting plan>. To help prepare, please have your son complete the _____ which he received at the den meeting (if you need another, please let me know) or review those requirements in your son's *Webelos Handbook*. Our special guest leaders planning to assist at that meeting are _____ and _____.

If you would like to assist at this or another meeting, please let me know! Our summary of the den meeting dates, plans and rank requirements to be covered is set forth below.

We have a pack meeting on _____ day, _____, 20__, at _____. The current program for that event is as follows: _____. Our den will _____.

We also have an upcoming pack outing on _____ day, _____, 20__, at _____, where we will _____. Please sign up for that event by contacting _____ or _____.

<Note: These concepts, and the list below the meeting dates, could be given all at once, or when needed (or both.)> Finally, let me give two advancement reminders. First, to earn the Webelos badge, your son doesn't have to do EVERYTHING in the book (earning the Webelos badge requires three activity badges, the Arrow of Light requires five more, each with some special requirement about what group—Physical Skills, Mental Skills, Community, Technology, and Outdoor groups—the activity badge is from). We're doing some of the more interesting and challenging ones in our meeting, but the good news is that the program is flexible. There will be other activity badges that can be earned at campouts and other activities.

Second, let me remind you that there are a number of achievements from your son's handbook that must be completed by you at home, and you—as "Akela," a leader—should review those with your son, and sign off in the handbook when they are complete. A list is provided below for your convenience. Some of these (like requirements related to faith) are clearly family matters, many of these are part of what you will do anyway as you raise your son, and others you will be glad to have (like doing chores around the house)!

Thank you for your help in leading all of our great Scouts.

_____, den leader [*Note:* Or assistant DL, if the ADL does this]

Phone Numbers: _____

E-Mail Address: _____

Notes:

- ▶ Be sure to adjust this list as you develop and change the sequence of your meetings.
- ▶ Of course, all Scouting is local; your mileage may vary, and so should your plan!
- ▶ A Arrow of Light den that has had all or most of its members in a Webelos I program might keep a reminder list of what was covered in the past (den meetings, summer Webelos encampment) for reference, and so new Arrow of Light Scouts and families can see what they would need to do to catch up with the rest of the den.

Upcoming dates and meetings for the Arrow of Light year (some of these activities that are shown as “one meeting plans” may expand to be covered in two meetings to be sure the activities are covered in a fun and interesting way):



Date	The Arrow of Light Den Meeting Plans	Rank Requirements and Electives Covered
//_	1: Family Member	Family Member 8 and 9. Arrow of Light 2 and 7. Family Member 2–6, 9. Review Aquanaut chapter.
//_	2: Aquanaut	Family Member 2, 3, 5, 6. Aquanaut 1–5, 8 (Swimming belt loop). Family Member 4, 9. Review Outdoorsman chapter.
//_	3: Outdoorsman	Outdoorsman 1, 2, 5, 7, 8, 10, 11. Family Member 4, 9. Review Sportsman chapter.
//_	4: Sportsman	Family Member 4 and 9. Sportsman 1–4 (Ultimate belt loop). Review Scientist chapter.
//_	5: Scientist	Scientist 1–7, 9, 11, 12 (Science belt loop). Review Scientist chapter.
//_	6: Scientist and Arrow of Light	Scientist 1–7, 9, 11, 12 (Science belt loop). Arrow of Light 2, 5, 7. Review Readyman chapter.
//_	7: Readyman	Readyman 1–3, 11, 13. Review Readyman chapter. Readyman 3, 11
//_	8: Readyman	Readyman 3, 11. Readyman 4–7. Review Readyman chapter.
//_	9: Readyman	All Readyman
//_	10: Arrow of Light	Arrow of Light make up and ceremony preparation. Review Handyman chapter. Handyman 1.
//_	11: Handyman	Handyman 1, 2, 5–8, 10. Review Sportsman chapter.
//_	12: Sportsman	Sportsman 4 (Soccer belt loop). Communicator 11–14. Review Communicator chapter.
//_	13: Communicator	Communicator 11–14 (or alternatives). Communicator 3, 4, 6. Review Sportsman chapter.
//_	14: Sportsman	Sportsman (Bicycling belt loop)
//_	15: Sportsman	Sportsman (Marbles belt loop)

Webelos “At Home” Achievements: Here are the achievements from the boys’ handbook that must be completed at home, where the parent—as “Akela,” a leader—should review them and sign off in the handbook when they are complete (these will be assigned at the right time, as in many cases they will tie into meeting plans):

- ▶ Complete the exercises in *How to Protect Your Children From Child Abuse: A Parent’s Guide*.
- ▶ For the Webelos badge: Requirement 8.
- ▶ Citizen activity badge.
- ▶ Fitness activity badge.
- ▶ Readyman activity badge.
- ▶ For other activity badges, we’ll advise on what is to be done at home.



PACK MEETING PLANS



Pack Meeting Tips

Pack Meetings

The pack meeting is the culmination of four or five weeks of den activities of all the dens. Dens may participate in the pack meeting by presenting a song, skit, ceremony, or other presentation. Boys will receive their advancement badges and other recognition items, such as patches for day camp participation, Cub Scout Academics and Sports belt loops and pins, and other awards. Every boy has a chance to be individually recognized. Be sure to recognize parents who have helped during the month, either in the dens or with the pack committee.

In each month's pack planning pages, there are suggestions for topics for the pack leaders' planning meeting. All leaders—den leaders, assistant den leaders, Cubmasters and assistants, and all committee members—are invited to this monthly meeting. Make the meeting fun as well as informative.

During the monthly pack leaders' planning meeting, you will finalize the upcoming pack meeting and will plan in detail the next month's pack meeting. This meeting is usually held one or two weeks before the pack meeting.

Plan Your Meetings

Use the meeting plan outlines. Solicit additional adult help for activities and tasks. Shared leadership of the pack benefits everyone by getting other parents involved and creating opportunities for adults to share their skills and interests with boys.

Planning for den involvement in pack meetings is most important. Each den should have their participation scheduled in advance. The order of their contribution is important to share as well: for instance, if a den has props for their activity/event, knowing when they are up next will give them time to get ready. Coordinate all skits and contributions at the pack leaders' meeting so that events are approved in advance and are not duplicated.

Ceremonies

Each boy will accomplish one or two major rank advancements during the program year. Each of these is a very special and significant moment. Make these moments special by planning badge presentations. Also, you may choose to present the parent's pin representing each rank to recognize parental involvement in the advancement process.

Staging Events

Events at your pack meetings add to the fun and memories. Families will be taking many pictures of their son receiving his awards and recognitions. Take a little extra effort to arrange things in a way that will allow a clear shot for the perfect picture of the Cubmaster presenting the award. Provide a consistent area at your meeting place where the den displays are placed. When den skits are performed, have a plan for the manner in which dens will enter and exit. This makes for a smooth show and everyone looks great!

Recognize Your Volunteers

Occasional recognition of the pack leadership and parental involvement in activities will be welcomed by all. Everyone deserves a thank-you, and boys will proudly see the adults in their lives being recognized and appreciated.

Family Involvement

Cub Scouts need good pack leaders. They also need family support because Cub Scouting is a family program. Families can be involved by working with their Cub Scouts on advancement at home, providing ways for their Cub Scouts to earn money for den dues, helping at den meetings when needed, providing transportation, attending pack meetings, and presenting advancement awards to their Cub Scouts at pack meetings. Leaders should encourage family involvement throughout their son's Cub Scouting years.

Fun for the Family

Encourage families to complete activities in *Fun for the Family*, No. 33012, that are related to this month's core value, cooperation.

Good Turn for America

As noted in the *Boy Scout Handbook*: "To people who know about Scouting, the daily Good Turn is one of the finest features of our movement." The record of Good Turns, small and large, that Scouts have done since the day Scouting was founded is truly impressive. Do a Good Turn by picking up litter, collecting used books for children or adults in a residential situation, or collecting coats and mittens to donate to a homeless shelter before the colder weather ahead.

Unit Commissioners

A unit commissioner is a volunteer Scouter who works with the pack to help it successfully deliver a quality program. He or she can offer suggestions for solving problems. A unit commissioner is a friend. Pack leaders should get to know him or her. If your pack does not have a unit commissioner, talk to your district executive, the district commissioner, or the district chair.

National Summertime Pack Award

Summer is coming and activities will center on the out-of-doors. Plan and conduct fun pack activities for June, July, and August, and qualify for the National Summertime Pack Award. Boys who participate in all three summer pack events are eligible to receive the National Summertime Pack Award pin. Dens with an average attendance of at least half their members at the three summer pack events will be eligible for a den participation ribbon. The qualifying pack receives a colorful streamer for their pack flag.

National Den Award

Cub Scouting happens in the den. The National Den Award creates an incentive for a year-round, fun, quality program in the den. The National Den Award may be earned only once in any 12-month period (charter year or calendar year, as determined by the pack committee).

The above information was taken from the current publication of the *Cub Scout Leader Book*. This book and other BSA publications are available from your council service center.

Leave No Trace

Before participating in outdoor activities, all Cub Scouts should review the Leave No Trace frontcountry guidelines so they can enjoy the outdoors and make sure others can, too. Boys pledge to plan ahead, stick to trails, manage their pet, leave what they find, respect other visitors, and trash their trash. For more information, review the Leave No Trace pledge in the youth handbooks.

When boys and leaders complete the requirements, award them Cub Scout Leave No Trace temporary patches. Both the publication and patch are available through your council service center at www.scouting.org/cubscouts/resources/leavenotrace.aspx.

Raingutter Regatta

This exciting activity for Cub Scout families will be a memory-maker for your pack. See the *Cub Scout Leader How-To Book* for construction techniques and information on how to run the race. Your council service center can provide the kits to make raingutter boats. Some packs allow parents and siblings to run their own set of races. Give plenty of awards and recognition, and sing a song or two. Your *Cub Scout Songbook* has some great songs for the occasion.





**Core Value:
Cooperation**

Core Value of the Month

Cooperation: Being helpful and working together with others toward a common goal.

Cooperation is a key element in teamwork. Cub Scouts will gain a better understanding of the importance of supporting each other as they play games and learn new skills.

Pack Planning Meeting

The pack leaders and parents meet a week or two before the pack meeting to finalize plans for September and develop plans for the October pack meeting.

Pack Committee

- ▶ Check with all den leaders to make certain that advancement reports are completed and turned in. Many Bobcat badges are earned in September; it's important that they are presented in a fun and meaningful way.
- ▶ Review the pack adults' meeting information from the *Cub Scout Leader Book*, No. 33221. Share preparation assignments among leaders.
- ▶ Verify that the application for the National Summertime Pack Award has been completed and filed with your local council service center in a timely manner so the award can be presented this month to the boys who have earned it and the streamer added to the pack flag.
- ▶ Make certain that all parts of the meeting are assigned to dens or leaders. Be sure to assign setup, greeting, refreshments, and cleanup as well. Encourage family involvement.
- ▶ Recruit a newsletter editor. Provide information to pack families through the newsletter and yearly planning calendar, and refer to that information during announcements at the pack meetings.

Membership Chair/Committee With Cubmaster

- ▶ Be sure key leadership positions are filled. Be prepared to present information at the pack meeting to encourage new members to take on meaningful roles.
- ▶ Have plenty of membership applications available at this month's meeting to follow up on your recruiting event.
- ▶ Have copies of the Family Talent Survey Sheet available at the pack meeting for all pack adults to complete. Be sure to use this valuable resource throughout the coming year.
- ▶ Assign a committee to coordinate plans for the pack adults' meeting, and activities for all boys and siblings to enjoy.
- ▶ Have boys invite their friends and families who were unable to attend your fall recruiting event.

Cubmaster Corner

- ▶ **Timing is everything!** Start all pack meetings on time. When meetings start late, people will just keep arriving later and later. When a meeting starts on time, people will want to arrive on time. Gathering activities give families something to do before the meeting starts and should end when your meeting begins.
- ▶ Webelos Scouts need interaction with local Boy Scout troops. See that Webelos den leaders maintain contact with one or more nearby troops so that Webelos Scouts may visit troop meetings and activities, and make an informed selection of which troop to join.

Pack Trainer

- ▶ Be sure all records for returning leaders are up to date. If there is a change of position, remind leaders to be trained in their new positions.
- ▶ Be prepared with the dates of Cub Scout Leader Position-Specific Training and other training courses in your district. Emphasize that training is an ongoing and essential part of Cub Scout leadership.
- ▶ Encourage leaders to take advantage of available training opportunities online; remind them to register for MyScouting at www.scouting.org.
- ▶ Conduct the monthly Unit Leadership Enhancement that best meets the current needs of your pack. See the *Cub Scout Leader Book* for detailed outlines. The topic "Leadership Training" may be beneficial this month. Use this opportunity to explain the continuum of training. Select a topic for next month's discussion.



Program Highlights

Academics and Sports Program

The Cub Scout Academics and Sports program is a great way to help fulfill the aims of Scouting—building character, developing citizenship, and encouraging mental and physical fitness. This month you might feature these belt loops and pins.

- ▶ **Weather:** Cub Scouts can set up a simple weather station, learn about water cycles, and watch the weather forecast on a local television station as they earn the Weather belt loop and pin.
- ▶ **Soccer:** Soccer is a great fall activity for Cub Scouts. As they play the game, they will learn the importance of teamwork. Cub Scouts can apply their skills to earn the Soccer belt loop and pin.

See the *Cub Scout Academics and Sports Program Guide*, No. 34299, for more information.

Outing in Scouting

Make sure to plan your outings around advancement. At least two weeks before any field trip, a local tour permit should be filed with the council service center. A permission slip (informed consent agreement) should also be secured from the parent or guardian of each Cub Scout.

Resources Highlight: Web Site: www.scouting.org

Adult leaders, families, and Cub Scouts will find valuable information at the Boy Scouts of America's national Web site. Families will learn about their roles in Cub Scouting, find answers to frequently asked questions, and learn the correct placement of insignia. Leaders can obtain program support and information, including downloadable forms.



The September Pack Meeting

Cooperation

BEFORE THE MEETING

Plan to set up with plenty of time to spare so you can start the meeting on time. Include in your setup tables for den displays. Display Cub Scout handbooks and pack newsletters for any new parents or prospective Cub Scout families to review. Assign a den or several pack leaders to serve as greeters. Pay special attention to new members and visitors to make them feel comfortable and welcome.

GATHERING

Greeters are at the door to welcome Cub Scouts, guests, and families to the pack meeting. Provide name tags, and be sure to present each family with an application form and information, such as your pack newsletter and calendar of pack events for the year. Encourage all adult pack members to complete the Family Talent Survey Sheet. Direct families to the exhibit area.

OPENING

Opening Ceremony

Have a pre-assigned den present the colors and lead the Pledge of Allegiance, or select a different ceremony from *Cub Scout Ceremonies for Dens and Packs*, No. 33212.

Prayer (Cub Scout or Leader)

“We thank you for Cub Scouting and all it means to us. We thank you for the fun and the things we learn and the opportunities for helping other people. Teach us to work together in cooperation, understanding, and love.”

Welcome and Introductions

The Cubmaster welcomes everyone to the September pack meeting. Introduce the current pack leaders with a brief explanation of their roles. Explain the plans for the Cub Scout activities and the pack adults’ meeting.

PROGRAM

Adults’ Meeting

- ▶ Briefly review family responsibilities.
- ▶ Review the pack plans for the year (special activities and projects decided on at the annual pack planning conference).
- ▶ Discuss leadership needs. Discuss plans for the selection of den and pack leaders as needed.
- ▶ Make adults aware of any leadership needed for special pack activities for the year, such as blue and gold chair, popcorn chair, FOS chair, etc.
- ▶ The chartered organization representative briefly discusses how the chartered organization will help the pack.
- ▶ Discuss other pack needs and ways that families can help (budget, dues, uniforms, equipment, etc.).
- ▶ Hold a question-and-answer session.

Cub Scout Activities

During the pack adults’ meeting, engage the Cub Scouts, siblings, and visiting children with some fun activities.

Cooperative Games. Use games that require teamwork and cooperation. Use the games below, or for more ideas, the *Cub Scout Leader How-To Book*, No. 33832, has a whole section on cooperative games.

Game: Helping Partners

Needed: Inflated balloons.

Divide players into pairs and have each pair link arms. Give each team an inflated balloon. On signal, they start batting the balloon towards the finish line. They may not unlink arms during the race. If the balloon falls to the ground, they must stop and pick it up before going on.

Game: The Snail

Needed: Large playing area, large group of players, 50 to 100 feet of clothesline.

The group stands in a line, each person holding the rope in one hand. Starting at one end, the group makes a large coil, like the shell of a snail. After the coiling is complete, the group moves slowly together 15 or 20 feet in one direction and then uncoils.



Joint Meeting

The children return and join the group. Spend the remaining time with regular pack meeting activities.

RECOGNITION

Youth who have earned recognition since your last pack meeting need to be recognized.

Recognize boys who have earned the National Summertime Pack Activity Award by presenting them with pins. Present participation ribbons to the qualifying dens and attach the streamer to the pack flag.

New Cub Scouts may have earned their Bobcat badge. Use the ceremony below or you may choose an alternative from *Cub Scout Ceremonies for Dens and Packs*.

Ceremony: Cub Scout and Parent's Promise

Personnel: Cubmaster, Bobcat candidates, parents.

Equipment: Bobcat badges and safety pins. The parents' promise typed on a small card for the Cubmaster.

The candidates line up, facing the audience, their parents standing behind them. The Cubmaster leads the ceremony in a loud voice so that all the boys can hear him. Before starting, he asks the Cub Scouts to speak loudly.

The boys give the Cub Scout sign and recite together the Cub Scout Promise and Law of the Pack. Then all the Bobcat parents give the Cub Scout sign and repeat the following, one line at a time, after the Cubmaster:

As a parent of a Cub Scout,
I will do my best
To help my boy
Live up to the Cub Scout Promise
And obey the Law of the Pack.
I will work with my boy
On his achievements and projects.
I will attend the pack meetings
And help as needed
To make the pack go.

The Cubmaster gives each boy the Cub Scout handshake and hands the Bobcat badges to the parents. The parents pin the badges on their sons' shirts.

The boys and their parents are dismissed. The Cubmaster asks the continuing boys and their parents in the audience to stand. He asks the boys to recite together the Cub Scout Promise. He then asks their parents to repeat the following:

We will continue
To do our best
To help our boys
Along the advancement trail
And share with them the work and fun of Cub Scouting.

CLOSING

Announcements

A pack newsletter creates good lines of communication between pack leaders and families. Distribute copies of the newsletter so all pack members have the yearly calendar of activities. Highlight any money-earning projects and Good Turn opportunities. Highlight the date, time, and location of next month's pack meeting.

September



Cubmaster's Minute

Cooperation

Great things can happen when people cooperate for a common goal. You cooperate with your parents. You cooperate with your den leader. You cooperate with your teachers. The result can be a fun time, learning new things and experiencing new adventures. Thank you, Cub Scouts, for your cooperation tonight and always. We had a great time.

Closing Ceremony

Ask boys and parents who want to join the pack but haven't registered to stay after the meeting. Remind parents to turn in their Family Talent Survey Sheets.

Have the designated den retire the colors, or use a ceremony from *Cub Scout Ceremonies for Dens and Packs*.

AFTER THE MEETING

- ▶ Refreshments
- ▶ Cleanup



**Core Value:
Responsibility**

Core Value of the Month

Responsibility: Fulfilling our duty to God, country, other people, and ourselves.

Responsibility is fulfilling our duty to help others and take care of ourselves. It is behaving safely and appropriately without having to be told.

Pack Planning Meeting

Pack leaders meet one or two weeks before the pack meeting to finalize plans for October and develop plans for the November pack meeting.

Pack Committee

- ▶ Evaluate last month's pack meeting and ensure that all youth and adult applications have been submitted to the council service center.
- ▶ Check with all den leaders to make certain that advancement reports are completed and turned in.
- ▶ October is Fire Safety Month. Fire departments have developed short programs for Cub Scout-age children. Invite a local fireman to your pack meeting. Be sure to coordinate arrangements to meet the speaker's needs. Remember to recognize and thank your guest.
- ▶ This is an ideal time for a pack uniform inspection. Secure a local firefighter to observe and preside over the inspection. Use the Uniform Inspection Sheet found in the *Cub Scout Leader Book*. Before the pack meeting, be sure all dens have time to prepare.
- ▶ Make certain that all parts of the pack meeting have dens or leaders responsible for them. Remind the setup crew to arrive at the pack meeting early to set up chairs and identify areas for dens to place their displays. Ensure that all the presentation needs of the guest speaker are met.

Cubmaster Corner

Pack Newsletters. Communication is the key to involving Cub Scouts and their families in the pack activities. A monthly newsletter and an annual pack calendar are two of the most important tools in publicizing the pack's excitement and year-round fun. At pack meetings, you can display a poster-size version of the newsletter to keep everyone informed.

- ▶ Sharing information via a newsletter keeps parents informed about what is available for their son, makes it easy for them to set aside dates on the family calendar, and encourages families to plan in advance for meetings and activities.
- ▶ Parents who know what help may be needed throughout the year are more willing to volunteer.
- ▶ Pack newsletters should be updated and distributed at least monthly, and should contain the latest information on pack activities and plans.
- ▶ Having a newsletter and calendar available to new families at recruiting events in the fall and spring provides a jump-start for families.
- ▶ Displaying posters with updated information at each pack meeting provides another level of communication within the pack.
- ▶ For more information and sample templates, go to www.scouting.org/CubScouts/Leaders/DenLeaderResources.aspx.

Looking Ahead

- ▶ Transition into Boy Scouting: This is approaching for fifth-grade Webelos Scouts. The assistant Cubmaster can help Webelos den leaders contact local Boy Scout troops. Consider assigning someone the task of building a cross-over bridge or checking the condition of the pack's existing ceremonial props.

Pack Trainer

- ▶ Make sure all leaders are trained for their current positions.
 - All leaders should begin with Fast Start training for their role, found online at www.scouting.org.
 - Next, each youth-serving leader should take Youth Protection and This Is Scouting (also online).
 - After completing these online trainings, leaders should attend Cub Scout Leader Position-Specific Training.
 - Contact your district training team for dates, times, and locations of training opportunities.



- ▶ Encourage leaders to attend your district roundtable and council pow wow or University of Scouting. Be sure that all completed training courses are accurately recorded at your council service center.
- ▶ Lead Unit Leadership Enhancement No. 13, Policies of the BSA, from the *Cub Scout Leader Book*, to help leaders become aware of Boy Scouts of America policies. Or select a topic that best meets the needs of your pack. Choose a topic for next month.

Pack Program Highlights

Academics and Sports

The Cub Scout Academics and Sports program is a great way to help fulfill the aims of Scouting—building character, developing citizenship, and encouraging mental and physical fitness. This month you might feature these belt loops and pins.

- ▶ **Computers:** Focusing on the personal safety of our Cub Scouts is always important. Pay special attention to Requirement 8, Internet safety rules. Additionally, see the Power Pack Pals publication, *Be Safe on the Internet*.
- ▶ **Golf:** Cub Scouts will enjoy exploring the game of golf, learning the rules and safety concerns. Play a round of golf for the belt loop. With more knowledge and practice, boys can earn the Golf pin.

See the *Cub Scout Academics and Sports Program Guide* for more information.

Outing in Scouting

- ▶ **Cub Scouts.** Fall is a great time to go outdoors. Walk around the block at your meeting place and notice all the landmarks for future reference, or take a hike to collect leaves.
- ▶ **Webelos Scouts.** Plan and conduct your Webelos den overnighter.

Resource Highlight: Fun for the Family

Strengthening families is one of the purposes of Cub Scouting. With this purpose in mind, Cub Scouting endorses family programs and activities that can strengthen families and build character. *Fun for the Family* is Cub Scouting's family activity program. It contains a series of activities and requirements designed to help strengthen families and to develop good character skills among family members. These activities occur through adventure learning experiences.



The October Pack Meeting

Responsibility

BEFORE THE MEETING

Arrive early to set up the meeting area and help Cub Scouts set up their displays. Remember that pack meetings should always start on time.

GATHERING

Greeters welcome families as they arrive and provide each person with a name tag. Direct them to the display area.

Preopening Activity

Give everyone a sheet of paper with the letters FIRE SAFETY written down the left side, and ask them to collect the signatures of persons whose first or last names start with those letters.

OPENING

Opening Ceremony

Pre-assigned den presents the colors. Use the ceremony below, or choose a different opening ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Spirit of Cub Scouting

Room lights are dimmed. The Cubmaster lights a single candle at the front of the room and says, "Cub Scouts, this candle represents the spirit of Cub Scouting, lighting our way through life. But the flame can also represent danger. Make sure it is never allowed to run wild and cause destruction. Let's remember to be careful and wise with fire, not only as boys, but later on as men.

"This light of Cub Scouting gives us warmth and good cheer. We will let the light of Cub Scouting burn throughout our meeting to remind us of our ideals."

Turn on the lights; the color guard presents the colors and leads the Pledge of Allegiance.

Prayer (Cub Scout or Leader)

"We are thankful for our safety in our home, at school, and as we play. Help us do our best, be responsible every day, and be good Cub Scouts."

Welcome and Introductions

The Cubmaster welcomes Cub Scouts and families and introduces any special guests. If there are new parents and boys, introduce the current pack leaders with a brief explanation of their roles. Recognize the setup crew, greeters, cleanup crew, and those who brought refreshments for their efforts.

PROGRAM

Guest Presentation

Introduce the guest speaker or speakers you may have at your meeting. If the guest has any connection to Scouting, make sure to highlight it.

Den Demonstrations

Dens help make the pack meeting fun by presenting information from their den meetings. Webelos Scouts will share information about the activity badge they worked on and any outings they took.

Uniform Inspection

Conduct a pack uniform inspection. Remember that the basic rule is neatness.

RECOGNITION

If your speaker is a firefighter in uniform, have him or her help present the recognitions.

Fire Safety Advancement Ceremony

As Cub Scouts we must be aware of being fire safe. Our awareness of safety protects ourselves and those who live, play, and work with us. As we advance in Cub Scouting, our responsibility to be fire safe and to guide others increases.

First we have new Bobcats, _____. Will these boys and their parents come forward? These boys are receiving the Bobcat badge. This award is the beginning of their training in Cub Scouting.



A part of this training is fire safety. The parents will present this Bobcat badge to their sons. Congratulations and welcome to the pack.

Next are Tiger Cubs. Will _____ and their parents come forward? With their families, the Tiger Cubs plan a fire drill and practice it in their homes. Their awards are presented to the boys by their adult partners. Congratulations.

The Wolf Cub Scouts who are receiving awards are _____. Wolf Cub Scouts learn to check their home for danger from fire so everyone in the home will be safe. Their awards are presented to the boys by the parents. Congratulations.

We have several Bear Cub Scouts who earned awards. Will the following Cub Scouts and their parents come forward? _____. Bear Cub Scouts learn what to do when a person's clothing is on fire. The parents will present the Bear badge to their sons. Congratulations.

The Webelos Scouts receiving awards tonight are _____. Will these Webelos Scouts and their parents come forward? The camping experiences include fire safety in the outdoors and learning the Outdoor Code. A part of this code is as follows: "As an American, I will do my best to be careful with fire. I will build my fire in a safe place and be sure it is out before I leave." Following this code can be both land-saving and life-saving, and lead to a worthy Scout and citizen. The Webelos den leader will present the awards to the parents so they can present them to the Webelos Scouts. Congratulations on your success in Scouting.

CLOSING

Announcements

Your pack newsletter should be the primary information source for families.

Pack meeting announcements about upcoming events should be brief and then expanded upon in your pack publication. Remember to mention any upcoming district or council events. If you are also using e-mail to deliver news, remind families to keep you updated on their correct e-mail addresses. Encourage adults who have not completed the Family Talent Survey Sheet to complete it and turn it in at this meeting.

Cubmaster's Minute

Spirit of Cub Scouting

Cub Scouts, all during our meeting the candle representing the spirit of Cub Scouting has continued to burn. Now we'll blow it out, reminding ourselves that a flame must never be left burning when no one is around. But let us keep the light of Cub Scouting burning in our hearts always (*extinguish candle*).

Closing Ceremony

Preselected den retires the colors, or choose a ceremony from *Cub Scout Ceremonies for Dens and Packs*.

AFTER THE MEETING

- ▶ Refreshments
- ▶ Cleanup



**Core Value:
Citizenship**

Core Value of the Month

Citizenship: Contributing service and showing responsibility to local, state, and national communities.

Cub Scouts develop good citizenship when they are learning about respecting the flag and providing service to the community.

Pack Planning Meeting

Pack leaders meet one or two weeks before the pack meeting to finalize plans for November and develop plans for the December pack meeting.

Pack Committee

- ▶ Evaluate last month's pack meeting and ensure that all new youth and adult applications have been submitted to the council service center.
- ▶ Check with den leaders to make certain that advancement reports are completed and turned in.
- ▶ Ensure that all parts of the pack meeting have dens or leaders responsible for them. Assign a den to arrive at the pack meeting early to set up chairs and identify areas for dens to place their displays. Encourage family involvement.
- ▶ All special event committees report on the progress of their activities.
- ▶ Discuss plans for a December Good Turn. Contact a local social service agency for information on a family that could use extra help this holiday season.
- ▶ Plan for adult leader recognition by submitting award recommendations to your local training committee. See the *Cub Scout Leader Book* for current requirements.
- ▶ With the blue and gold banquet approaching in February, form the necessary committees and secure a location. Plan now for the type of food service so that families are aware of their responsibilities.

Cubmaster Corner

Integrating Ethics and Values. A major emphasis in Cub Scouting is character development.

- ▶ You should incorporate games and activities that support Cub Scouting's 12 Core Values into each den or pack program. (See the boys' handbooks and *Fun for the Family* for ideas.)
- ▶ The Cubmaster also has opportunities to reinforce the character development of boys through well-chosen Cubmaster's Minutes. These closing thoughts can be tailored to reinforce the core value of the month. Find a life experience that supports the value and present it in a way Cub Scout-age boys can understand.

Pack Trainer

- ▶ Review training opportunities for all leaders as well as any district or council events, including monthly roundtables. Emphasize that training is an ongoing and essential part of Cub Scout leadership.
- ▶ Conduct the Unit Leadership Enhancement No. 3, Character Development, to help leaders understand how Cub Scouting is designed to help boys develop good character traits. Or choose a topic that best meets the needs of your pack. See the *Cub Scout Leader Book* for detailed outlines. Select a topic for next month.

Pack Resource Highlights

Academics and Sports

The Cub Scout Academics and Sports program is a great way to help fulfill the aims of Scouting—building character, developing citizenship, and encouraging mental and physical fitness. This month you might feature these belt loops and pins.

- ▶ **Citizenship:** As citizens of the United States of America, we all have a responsibility to serve our country. Cub Scouts will learn ways to be better citizens while earning the Citizenship belt loop and pin.
- ▶ **Basketball:** Basketball is a great indoor fall activity for Cub Scouts. As they learn to play the game, they can apply their skills to earn the Basketball belt loop and pin.

See the *Cub Scout Academics and Sports Program Guide* for more information.



Veterans Day

Veterans Day is November 11. Reinforce the role veterans have played as participating citizens. The pack may want to honor local veterans by inviting them to the pack meeting. Veterans might help with opening and closing flag ceremonies in their uniforms. They may also give presentations on unique military experiences.

Outing in Scouting

Plan to participate in your local Veterans Day parade.

Resources Highlight: Cub Scout Leader Book

The *Cub Scout Leader Book* is a handbook for all adult leaders in Cub Scouting. Leaders will find information that will help them deliver a quality program for boys. The book is organized into six sections:

- ▶ Cub Scouting Basics
- ▶ The Cub Scouting Program
- ▶ Leaders and Family
- ▶ Administration
- ▶ Cub Scout Activities
- ▶ Appendix



The November Pack Meeting

Citizenship

BEFORE THE MEETING

Plan to set up with plenty of time to spare so you can start the meeting on time. Include in your setup a table for displaying each den's projects.

GATHERING

As families arrive, greeters welcome them and provide them with name tags. Direct Cub Scouts and families to the display area.

Preopening Activity

Cub Scout Promise

Preparation: On strips of paper print the Cub Scout Promise, one line on each strip. Place strips in a container.

I promise to do my best
To do my duty to God and my country
To help other people, and
To obey the Law of the Pack.

As people arrive, have each person pull a strip from the container. Explain that they are to go around the room and assemble the Cub Scout Promise.

OPENING

Opening Ceremony

Have a pre-assigned den present the colors and lead the Pledge of Allegiance. Or select a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer (Cub Scout or Leader)

"As we gather together as a pack family, we are thankful for the beauty of our country and the freedoms we enjoy. Help us do Good Turns in our community and become good citizens."

Welcome and Introductions

The Cubmaster welcomes everyone to the November pack meeting and leads a cheer for those who participated in the preopening activity. Recognize the setup crew, greeters, cleanup crew, and those who brought refreshments for their efforts.

PROGRAM

Den Demonstrations

Encourage dens to contribute or share games, songs, or information from their den meetings.

Skit

Good Turns

Materials: Cutout of a steering wheel, piece of trash, can of food, stocking cap.

CUB SCOUT 1: (Steers toward Cub Scout 2, picks up a piece of trash and hands the wheel to Cub Scout 2.)

CUB SCOUT 2: Thank you. (Steers toward Cub Scout 3, gives him a can of food, and hands the wheel to him.)

CUB SCOUT 3: Thanks! (Steers toward Cub Scout 4, gives him a stocking cap, and hands the wheel to him.)

CUB SCOUT 4: (*Puts on the cap.*) That's better. Thanks!

CUB SCOUT 5: What's going on here?

CUB SCOUTS 1, 2, 3, and 4: We are doing Good Turns!

RECOGNITION

Use the ceremony below, or use a ceremony from *Cub Scout Ceremonies for Dens and Packs*.



Colors of Our Flag

Setting: Table covered with a red, white, and blue tablecloth or tablecloths; five patriotic-type hats containing awards.

CUBMASTER: The red, white, and blue colors of our flag represent special things about our country. In Cub Scouting, we have awards that represent special effort by boys in our pack. Let's see what the first hat holds. (*Proceed through the hats holding awards for Bobcats, Tiger Cubs, Wolf Cub Scouts, Bear Cub Scouts, and Webelos Scouts. Invite each group of boys to come forward with their parents or guardians, review the award requirements, and then present awards. Lead the pack in an applause after each group has received their awards.*)

CLOSING

Announcements

Make a brief announcement about upcoming events for the pack and in the district. Highlight the date, time, and location of next month's pack meeting.

Cubmaster's Minute

Our country's flag is made up of thousands of individual threads and stitches. None of them separately is anything more than a thread or stitch, but put them together and they make a flag. Each tiny thread joins all the others to do its job. Our country is made up of millions of individual people, like you and me. Separately we may not accomplish much, but if we join together, work together, and stick together, we can move the world. As we retire our flag, let's be sure to salute with respect the flag that represents us all.

Closing Ceremony

CUBMASTER: Today, and at most of our pack meetings, we post the U.S. flag when we begin and leave it standing until the meeting is over. Why do we do that? There are two main reasons. First, we honor the flag by including it as part of our meeting. Second, we show that we are under the protection of that flag and all it represents. We honor the flag by saluting it and by pledging our allegiance to it and our country. We can also honor it by displaying it properly and by taking it down and storing it properly. As the boys of den ___ retire the flag, please join me in singing "God Bless America":

Song

God Bless America

God bless America,
Land that I love,
Stand beside her and guide her
Through the night with a light from above;

From the mountains, to the prairies,
To the oceans white with foam,
God bless America, my home, sweet home.
God bless America, my home, sweet home.

AFTER THE MEETING

- ▶ Refreshments
- ▶ Cleanup



**Core Value:
Respect**

Core Value of the Month

Respect: Showing regard for the worth of someone or something.

Through interacting with pack families, Cub Scouts will develop appreciation and respect for different families and traditions. Through pack service projects, they will learn to treat the environment with care.

Pack Planning Meeting

Pack leaders meet one or two weeks before the pack meeting to finalize plans for December and develop plans for the January pack meeting.

Pack Committee

- ▶ Check with den leaders to make certain that advancement reports are completed and turned in.
- ▶ Ensure that all parts of the pack meeting are assigned to dens or leaders.
- ▶ Leaders report what their boys will do for den demonstrations.
- ▶ Collecting things for a family in need should be discussed in detail. Make sure that the dens are aware of the ages of any children involved.
- ▶ A potluck refreshment table is a nice way to share during the holidays. Ask each den to bring enough snacks to feed their group. This way there is plenty for everyone.
- ▶ The blue and gold banquet committee reports on the plans for this important event.
- ▶ January is the pinewood derby month. Be sure that the needed committees and volunteers are in place. If any position needs filling, explain that job at the pack meeting and invite pack members to volunteer. Distribute pinewood derby kits to the boys at the pack meeting.

Cubmaster Corner

- ▶ **Many Types of Families:** Cub Scouting is a program for boys. It is also a program for the family. Cubmasters need to be aware that many Cub Scouts do not come from traditional two-parent homes. Some boys live with a single parent, other relatives, guardians, or foster parents. Cub Scouting considers a boy's family to be the people with whom he lives. Everyone will appreciate your being aware of the family makeup of boys in the pack and formulating appropriate ways of parental involvement in recognition ceremonies.
- ▶ In most packs, the Arrow of Light recognition ceremony for Webelos Scouts will occur in two months. Be sure that opportunities are available for these boys to complete specific requirements. Plan a ceremony that is both meaningful and memorable for the Webelos Scouts and their families.

Pack Trainer

- ▶ The pack trainer conducts Unit Leadership Enhancement No. 12, Planning Special Events. The blue and gold banquet is two months from now; preplanning will make for a smooth, successful, and special celebration of the birthday of Cub Scouting. You may also choose a different topic that better suits the current needs of your pack. See the *Cub Scout Leader Book* for detailed outlines. Select a topic for next month.

Program Highlights

Academics and Sports

The Cub Scout Academics and Sports program is a great way to help fulfill the aims of Scouting—building character, developing citizenship, and encouraging mental and physical fitness. This month you might feature these belt loops and pins.

- ▶ **Good Manners:** Cub Scouts will learn to be polite and respectful, write a thank-you note to someone who has given them something or done something nice for them, and know how to introduce two people correctly and politely.
- ▶ **Ice Skating:** Ice Skating is a great winter activity for Cub Scouts. As they learn to ice skate, they can apply their skills to earn the Ice Skating belt loop and pin.

See the *Cub Scout Academics and Sports Program Guide* for more information.



Outing in Scouting

- ▶ **Cub Scouts.** Visit an outdoor holiday display. Go ice skating or roller skating.
- ▶ **Webelos Scouts.** Take a day hike. Be sure to gauge the weather carefully and take layers of clothing as needed.

Resource Highlight: *Cub Scout Leader How-To Book*

Used with the *Cub Scout Leader Book*, this book will enable you to plan den and pack programs that will be fun for everyone. And while boys are having fun, they will be learning, advancing in rank, and strengthening relationships with one another.



The December Pack Meeting

Respect

BEFORE THE MEETING

- ▶ Plan to set up with plenty of time to spare so you can start the meeting on time. Set aside display areas for dens to share their activities with all families.
- ▶ If collecting items for a Good Turn project, set up a special area for families to drop off items.
- ▶ Set up the refreshment table away from the regular meeting area.

GATHERING

Greeters welcome the Cub Scout families and show them where to place their contributions. Direct families to the refreshment table where they can leave their snacks.

Preopening Activity

Holiday Handshake

As families arrive, give each person five holiday- or season-related stickers. Invite them to walk around the room and introduce themselves to five other people, shaking hands, and presenting each person with a sticker, who may then stick it on his or her shirt. Encourage them to meet pack families they do not know well.

OPENING

Opening Ceremony

Have a pre-assigned den present the colors and lead the Pledge of Allegiance. Or select a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer (Cub Scout or Leader)

“During this holiday season and every day of the new year, please help us remember to have respect for others and to do our Good Turn daily with a joyful heart.”

Welcome and Introductions

The Cubmaster welcomes all Cub Scouts and families, and introduces any special guests. The Cubmaster might have an extra large jingle bell and ring it as he or she draws the attention of the boys.

PROGRAM

Den Demonstrations

Dens are invited to share information about their activities this month. Dens may share songs, perform a skit, show den projects completed, or share information from their trips in the community or Good Turns.

Game

Carrying Goodwill Relay

Materials: Three gift-wrapped boxes, similar in size, per team.





Divide participants into teams. Pair up the players within each team and station them about 10 feet apart. On signal the first pair carries the three boxes with two hands, each boy using one hand as shown. The object is to carry the gifts to the next pair without dropping them. If they drop the gifts, they must stop and pick them up before going on. Cheer for all players for their efforts.

RECOGNITION

Use the ceremony below or use a ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Snowflake Ceremony

Materials: A large cut-out snowflake, awards attached to small snowflake cutouts.

CUBMASTER: (*Holding the large snowflake*) This giant snowflake is a symbol of the wonder of the winter season. No two snowflakes are alike, and each is one of the most beautiful objects formed by nature. In the same way, every Cub Scout is a unique wonder, learning and progressing through life in his own way. Tonight, we have Cub Scouts who are creating their own singular designs in life by traveling further along the Cub Scout trail. (*Call forward the Cub Scouts and their parents or guardians. Present awards.*) Congratulations!

CLOSING

Announcements

Encourage all boys to continue with their advancement. Announce the date and time of next month's pack meeting.

Distribute pinewood derby kits to the boys.

Cubmaster's Minute

Like snowflakes, we are all different and unique. We must show respect for our fellow man. Respect for his beliefs, respect for his belongings, respect for his privacy, and respect for the ground he walks on and the air he breathes. In so doing, we show respect for ourselves and secure freedom for all.

Closing Ceremony

Holiday Candles

Setup: Turn off the room lights; each denner holds a single candle.

CUBMASTER: This is the season of lights. It is the time when the days are shorter and the nights are longer. But somehow the world seems brighter. Thousands of homes burn candles to light the way for the Christ child. Thousands more have candles burning to commemorate the miracle of Hanukkah. Thousands will be lighting the candles to symbolize the seven principles of Kwanzaa. Even the stars in the winter sky seem brighter. But the most brilliant glow comes from the spirit of goodwill that you live all year through the Cub Scout Promise and the Law of the Pack.

AFTER THE MEETING

- ▶ Refreshments
- ▶ Cleanup



**Core Value:
Positive Attitude**

Core Value of the Month

Positive Attitude: Being cheerful and setting our minds to look for and find the best in all situations.

As boys participate in various activities, they will come to understand that all things change and they can make a difference in how that change affects their lives. A positive outlook will provide hope and excitement for their future.

Pack Planning Meeting

Pack leaders meet one or two weeks before the pack meeting to finalize plans for January and develop plans for the February pack meeting.

Pack Committee

- ▶ Inviting special guests to share with the boys is always a treat. Review the Parent and Family Talent Survey Sheets on file for family members who could contribute to this month's pinewood derby or the February blue and gold banquet.
- ▶ The blue and gold banquet committee reports on site confirmation and food service plans. Invitations for special guests, the chartered organization representative, and school officials for the schools that service pack youth should be sent several weeks ahead of the event.
- ▶ The pinewood derby would be an ideal time to invite new boys to join Cub Scouting and join in the fun that happens this month. Set up a display of derby cars in a local library with joining information.
- ▶ Appoint the following committees:
 - ▶ **Welcoming Committee.** Welcome families and direct them to the derby car registration area.
 - ▶ **Pinewood Derby Committee.** Running the pinewood derby involves track setup, registration, judges, timekeepers, and scorers.
 - ▶ **Awards Committee.** Ensure that all rank advancements, awards for the derby winners and participants, and other awards are ready to be presented.
 - ▶ **Refreshments Committee.** Purchase or make healthy energy bars.

Cubmaster Corner

- ▶ **Pack Meeting Agenda.** Every month's pack meeting is filled with fun and excitement! In order for everything to go smoothly, it is important to create a written agenda for the evening. This will help you determine the amount of time each part of the meeting should take and will then help you make adjustments to keep the evening on track. See the Pack Meeting Planning Sheet in the *Cub Scout Leader Book*.
 - February and March are filled with ceremonies, as many boys are reaching their advancement goals and Webelos Scouts achieve the Arrow of Light and cross over into Boy Scouting. Review the pack's needs for ceremonial props to create the best memories for your Scouts.
 - Your council will be sponsoring camping opportunities for Cub Scouts. All pack members should be informed of the dates, location, and costs.
 - The pack will start planning a pack overnigher. Be sure that the leaders attend BALOO (Basic Adult Leader Outdoor Orientation) when it is offered in your area.

Pack Trainer

- ▶ Conduct the Unit Leadership Enhancement No. 14, Program Evaluation. It is important to evaluate the pack program objectively so that the pack can build on its strengths and strengthen its weakness. You may also choose a different topic that better suits the current needs of your pack. See the *Cub Scout Leader Book* for detailed outlines. Select a topic for next month.



Program Highlights

Academics and Sports

The Cub Scout Academics and Sports program is a great way to help fulfill the aims of Scouting—building character, developing citizenship, and encouraging mental and physical fitness. This month you might feature these belt loops and pins.

- ▶ **Geology:** Cub Scouts can learn about the physical properties of this wilderness and the effects of wind, water, and ice on the landscape.
- ▶ **Gymnastics:** Many community organizations have programs where boys can learn different types of gymnastics events.

See the *Cub Scout Academics and Sports Program Guide* for more information.

Outing in Scouting

- ▶ **Cub Scouts.** Take a hike in the same place as a previous hike and note the seasonal differences from the other time of the year.
- ▶ **Webelos Scouts.** Schedule a trip to gaze at the winter night sky.

Resource Highlight: *Cub Scout Grand Prix Pinewood Derby Guidebook* (No. 33721A)

This book provides instructions for including Cub Scout derbies in your program. The pinewood derby, rain-gutter regatta, and space derby have long been a valuable part of the Cub Scout program. By participating in these events, Cub Scouts learn the craft skills necessary to make the racing vehicle, the value of fair play, and the importance of good sportsmanship.



The January Pack Meeting

Positive Attitude

BEFORE THE MEETING

Committee members who are helping set up the pinewood derby track should arrive well in advance. Tables are needed for weighing in and inspecting the derby cars, and for organizing the event during the derby. Additional tables will be needed for the dens to display their projects. Hang plenty of banners and racing posters. Rope off an area near the track for cars to be placed once they have been checked in and registered.

GATHERING

As families arrive, direct them to the weigh-in tables for the derby cars and to the den tables where den projects are displayed. Judges begin their work during the gathering period. Every boy is a winner, so be sure to give every boy an award for participating.

OPENING

Opening Ceremony

Have a pre-assigned den present the colors and lead the Pledge of Allegiance. Or select a different ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Prayer (Cub Scout or Leader)

“May we act in a manner that we remember the winner is not just the one who crosses the finish line first, but everyone who crosses the finish line.”

Welcome and Introductions

The Cubmaster welcomes everyone to the January pack meeting. Introduce and thank those who are helping with the different parts of the pinewood derby race.

PROGRAM

Start the racing of the pinewood derby cars. Throughout the derby, emphasize the importance of participation and positive attitude. Run the race in a predetermined order and promptly recognize the winners.

RECOGNITION

Use the ceremony below, or use a ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Racetrack Advancement Ceremony

Equipment: Oval racetrack drawn on large poster board; cutouts of racing cars; green, blue, white, and black-and-white checkered flags.

CUBMASTER: Tonight we will honor our racecar drivers who have advanced in their Cub Scout rank. An announcer starts a race by telling the drivers, “Gentlemen, start your engines.” We have several boys who have started their engines and earned the Bobcat rank. Will the boys who have earned their Bobcat badge please come forward? (*Have the boys place cars at the starting line on the track. Parents present the boys the award.*)

The first step in any race is to establish a qualifying time. Tonight we have some new Tiger Cubs who have qualified as drivers on the Cub Scout track. Those boys who have qualified as Tiger Cubs, please come forward. (*Boys place cars on the track. Parents present the boys the award.*)

The green flag symbolizes those drivers who have qualified for the position of the Wolf badge on our advancement track. (*Have boys come forward, and place cars as above. Parents present the boys the award.*)

A blue flag informs the drivers that faster cars are approaching and the drivers should allow those cars to pass. The boys who are receiving their Bear badges are driving fast, so watch out for them! (*Have boys come forward, and place cars on the track. Parents present the boys the award.*)



The white flag is waved when only one lap is left. The boys who are receiving the Webelos badge, please come forward. Congratulations! You are on your last lap! (*Place cars on the track. Parents present the boys the award.*)

The checkered flag announces the end of the race. It shows that the driver has reached the goal. Will the following boys come forward for our highest track award, the Arrow of Light. (*Place cars on the track. Parents present the boys the award.*)

Victory lane, also known as the winner's circle, is the spot on each racetrack's infield where the race winner parks the winning car and enjoys his victory celebration. Let's cheer the boys in our pack who have all made it to victory lane.

Parent Pins

Show your pride in your son's advancement in Cub Scouts with a parent pin to match his earned rank. Boys receive their rank recognition in the form of a cloth badge, and parents are presented a parent pin during the advancement ceremony. After a few years, each parent will have accumulated a collection. Parents can wear the pins on a parents-pride ribbon. This special ribbon allows parents to keep adding rank-advancement pin recognitions, beginning with Bobcat. It's a family memory that starts today and continues through the highest Boy Scout rank. Parent pins are not worn on the official BSA uniform.

CLOSING

Announcements

Briefly remind families about upcoming dates and refer them to the information in the newsletter. A member of the blue and gold banquet committee reviews the banquet details: date, time, place, and banquet/dining procedures.

Cubmaster's Minute

Only Winners

At the conclusion of our derby night, I would like to say that we were all winners here tonight. Parents have more respect and pride for their son whether he is a humble winner or a graceful loser. The boys gained a better knowledge of competition; how to win, how to lose, and how to be happy for his friend who is taking home the trophy he himself wanted so badly. The leaders felt proud knowing each of their boys had done their best. Building the car helped bring son and parents together and cheering for our den members helped bring the den closer together. Yes, there are only winners here tonight. Thank you all for helping to make the pack go and the Cub Scouts grow. Good night and congratulations to all us winners.

Closing Ceremony

We Are All Pinewood Derby Winners

Have the winners of the various trophies stand and be recognized one more time. Ask the boys who are not yet standing to come forward and lead the pack in the Cub Scout Promise or Law of the Pack, as they, too are winners, because they "did their best."

AFTER THE MEETING

- ▶ Refreshments
- ▶ Cleanup



**Core Value:
Resourcefulness**

February

Resourcefulness

Core Value of the Month

Resourcefulness: Using human resources and other resources to their fullest.

Cub Scouts will gain the knowledge and the means to meet situations effectively whether they are working on a service project or completing a den activity.

Pack Planning Meeting

Pack leaders meet one or two weeks before the pack meeting to finalize plans for February and develop plans for the March pack meeting.

Pack Committee

- ▶ At this month's pack meeting, celebrate Scouting! Enjoy your blue and gold banquet. Learn how Scouting came about.
- ▶ **Decorations Committee.** Bring materials and make the room look festive.
 - ▶ **Banquet Committee.** Coordinate food service and remind all families of their parts in the overall meal.
 - ▶ **Program Committee.** Make sure all the items necessary for the opening, closing, and advancement ceremonies are in place before families arrive.
 - ▶ **Welcoming Committee.** Coordinate preopening activities, prepare name tags.
- ▶ Check with den leaders to make certain that advancement reports are completed and turned in. Many boys in the pack are reaching their advancement goals this month. Ensure that the awards and props are ready for memorable ceremonies.
- ▶ The blue and gold banquet is an ideal time to thank all the leaders, parents, and family members who help dens and the pack. Show the appreciation for their support in front of their sons and families. Involve the boys in presenting thank-you cards or small tokens of appreciation. Make each presentation short and simple.
- ▶ Many districts have someone who collects Scouting history. Perhaps you could invite a collector to share his or her collection and knowledge at your banquet.

Cubmaster Corner

- ▶ **What's a Party Without Pictures?** A blue and gold banquet is a birthday party—make it fun and memorable! Plan ahead to see that every Cub Scout receives an award. Will any Arrow of Light awards be presented? Will any Webelos Scouts transition to Boy Scouting? Keep things moving, and take lots of pictures. Make sure an appropriate backdrop is available. Designate someone to be solely responsible for taking pictures throughout the evening.
- ▶ Cub Scout day camp and Cub Scout and Webelos Scout resident camp opportunities will be here before you know it. It's time to pick a camp coordinator for the pack.
- ▶ Review the pack's overnighter camping plans for the upcoming months. Ensure that leaders attend BALOO (Basic Adult Leader Outdoor Orientation) training.

Pack Trainer

- ▶ Conduct Unit Leadership Enhancement No. 10, Pack Committee, to make leaders aware of the various responsibilities that a fully functioning pack committee should carry out. You may also choose a different topic that better suits the current needs of your pack. See the *Cub Scout Leader Book* for detailed outlines. Select a topic for next month.

Program Highlights

Academics and Sports Program

The Cub Scout Academics and Sports program is a great way to help fulfill the aims of Scouting—building character, developing citizenship, and encouraging mental and physical fitness. This month you might feature these belt loops and pins.

- ▶ **Heritages:** Cub Scouts develop a better understanding of personal family history and appreciation for the heritage of others. Activities include researching family history, organizing family photographs, and sharing heritage information with den members.



- ▶ **Bowling:** Bowling is a sport that takes skill and determination. Boys can try their hand at it and earn the Bowling belt loop and pin.

See the *Cub Scout Academics and Sports Program Guide* for more information.

Outing in Scouting

- ▶ **Cub Scouts.** Go outside and watch the weather. Visit a historical place of interest in or near your town or city.
- ▶ **Webelos Scouts.** Clean up a vacant lot or public area; bag and recycle the papers or cans collected.

Resource Highlight: Cub Scout Leader Roundtable

Once a month, your district has a place for you to meet other leaders, find out about training opportunities, and see the next month's Cub Scout program in action. You will have a fun evening learning from and sharing with other adults dedicated to delivering a quality Cub Scouting program. Check with the pack trainer or call your council service center for the date, time, and location of your district Cub Scout leader roundtable.



The February Pack Meeting

Resourcefulness

BEFORE THE MEETING

All committees arrive early to complete their setup before the starting time. Setting up as early as possible allows everyone to relax and enjoy the blue and gold banquet. Make sure to prepare areas for the dens to place their displays.

GATHERING

Have greeters at the door to welcome Cub Scouts, guests, and families, and provide each person with a name tag. Direct families to the display area.

Preopening Activity

Banquet Quiz

This is a gathering activity to be completed before the start of the meeting. When you find someone who fits the descriptions in # 1-10, have him or her sign in the blank provided. A person may only sign your form once, so choose wisely!

1. Someone who has earned the rank of Eagle _____
2. Someone who is wearing a Tiger Cub uniform _____
3. Someone who has blue eyes _____
4. Someone who has a birthday in February _____
5. Someone who has earned the Bobcat badge _____
6. Someone who has earned the Soccer belt loop _____
7. Someone who is or was a Girl Scout _____
8. Someone who was born in another state _____
9. Someone who was a Cub Scout as a boy _____
10. Someone who has attended Cub Scout day camp _____

BONUS QUESTIONS:

1. Who was the founder of Scouting? _____
2. The words DEN, PACK, AKELA and LAW OF THE PACK come from a book by an English author. The book's title is _____, written by _____.

OPENING

Opening Ceremony

The Meaning of Blue and Gold

Materials: Gold card stock with letters B-L-U-E-G-O-L-D written in blue marker. Write the speaking lines on the back of each card.

- CUB SCOUT 1: B is for the boys dressed in blue and gold today.
 CUB SCOUT 2: L is for the Law of the Pack that guides our way.
 CUB SCOUT 3: U is for the universe that we can explore.
 CUB SCOUT 4: E is for everyone who helps us learn and more.
 CUB SCOUT 5: G is for the goodwill we strive to give.
 CUB SCOUT 6: O is for the opportunity to grow and to live.
 CUB SCOUT 7: L is for the laughter that brightens each day.
 CUB SCOUT 8: D is for doing our best the Cub Scout way.
 CUB SCOUT 9: Please join us in the Pledge of Allegiance.

Prayer (Cub Scout or Leader)

"We give thanks for our families, our teachers, and our friends who help us today so that we will be strong tomorrow. We are grateful for this food, which helps us to be strong."

Welcome and Introductions

Welcome the Cub Scouts, parents, and leaders. Make sure all special guests are introduced and welcomed. Thank the blue and gold banquet committee members for their effort and hard work. Explain the plans for the banquet.



PROGRAM

Den Demonstrations

Each den shares a skit, a song, or a demonstration of the projects or activities they have brought to share.

Audience Participation

What a Good Deed Can Do

Divide the audience into six groups. Assign each group a name. When each group hears its name in the story, the group members stand and say their designated phrase:

SCOUT: "Do a Good Turn daily."

ROBERT BADEN-POWELL: "Scouting is a game with a purpose."

ERNEST THOMPSON SETON: "I have an idea."

DANIEL CARTER BEARD: "Uncle Dan!"

WILLIAM D. BOYCE: "I'm lost."

JAMES E. WEST: "Thank you!"

BOY SCOUTS OF AMERICA (everyone participates): "Hip, hip, hooray!"

In 1909, a Chicago publisher, WILLIAM D. BOYCE, lost his way in a dense London fog. A young SCOUT came to his aid, guiding him through the fog. WILLIAM D. BOYCE tried to give him a tip, but the SCOUT explained that he could not take a tip for doing a Good Turn. WILLIAM D. BOYCE was inspired by the actions of the SCOUT and met with ROBERT BADEN-POWELL. But the story doesn't end there. Many others helped make Scouting what it is today. ERNEST THOMPSON SETON was fascinated with the wilderness and established a youth organization he called the Woodcraft Indians. Because of his background in outdoor skills and interest in youth, ERNEST THOMPSON SETON became an important part of Scouting. His enthusiasm and intelligence turned his idea into reality. ERNEST THOMPSON SETON was the first Chief SCOUT of the BOY SCOUTS OF AMERICA in 1910.

Then there was DANIEL CARTER BEARD. He, too, loved the outdoors, and he merged his own boys' organization, the Sons of Daniel Boone, with the BOY SCOUTS OF AMERICA when it was formed. DANIEL CARTER BEARD helped design the original SCOUT uniform and introduced the elements of the First Class SCOUT badge.

DANIEL CARTER BEARD is remembered as a colorful figure dressed in buckskin who helped form Scouting in the United States.

JAMES E. WEST was a very special person to the Scouting movement. He was an orphan and physically handicapped, and full of determination. That determination helped build Scouting to be what it is today. JAMES E. WEST was appointed the first Chief SCOUT Executive of the BOY SCOUTS OF AMERICA and held that position for 34 years. JAMES E. WEST is known as the true architect of the BSA.

There you have it—five courageous men: ROBERT BADEN-POWELL, WILLIAM D. BOYCE, ERNEST THOMPSON SETON, DANIEL CARTER BEARD, and JAMES E. WEST. It began with a SCOUT helping another person find his way. It began with five men of intelligence and a love of the outdoors and youth. They had an idea, determination, and enthusiasm. They used all of those things to turn their idea into the reality we call the BOY SCOUTS OF AMERICA.

RECOGNITION

The World of Scouting Advancement

Arrangement: Cover the award table with a yellow or blue tablecloth. Display a globe and a small set of flags from various countries.

CUBMASTER: Every minute of every day of every year there are thousands of boys enjoying the fun and excitement of Cub Scouting somewhere in the world. The Cub Scout uniform varies from country to country, but they all have one thing in common—they promote Scouting and its ideals.

Just as Cub Scouts wear different uniforms in different countries, they are also awarded different badges of rank. In Japan, Cub Scouts earn the Rabbit, Deer, and Bear badges. In Australia, the badges are Bronze Boomerang, Silver Boomerang, and Gold Boomerang. South African Cub Scouts work toward the Cheetah, Leopard, Lion and Leaping Wolf badges.



As you know, the first rank badge in the United States is Bobcat. Tonight we honor (*names of Bobcat candidates*) who have earned this badge as they start on their Cub Scout trail. Would the Bobcats and their parents please come forward? (*Present awards.*)

The second badge on our Cub Scout trail is Tiger Cub. Tonight we have (*boys' names*) who have earned this badge. Would the boys and their parents please come forward?
(*Repeat for Wolf, Bear, and Webelos badges.*)

These Cub Scouts, like Cub Scouts all over the world, have worked together and developed new interests which will make them better citizens of our country and of the world. Let's give them a big hand to show how proud we are of them.

Conduct Arrow of Light and crossover ceremonies selected from *Cub Scout Ceremonies for Dens and Packs*.

Recognize leaders, parents, and family members who help dens and the pack with simple thank-you cards or other tokens of appreciation.

CLOSING

Announcements

Highlight upcoming events for the pack and training opportunities. Announce the date, time, and location of the March pack meeting.

Cubmaster's Minute

Resourcefulness

The founders of Scouting had many resources to help them: a driving vision, the backing and support of parents, the enthusiasm of the boys, and the strength to see it through. It is that first set of core values that keeps Scouting strong and growing. In the same way, individual Cub Scouts today have many resources available to them. Parents, leaders, and books are all important, but even more so are the resources you develop inside yourselves. Learn all you can, have the courage to try new things without fear of failure, work hard, and do your best in everything, and you will live a successful life.

Closing Ceremony

Birthday Party

Personnel: Cubmaster and all present and former Cub Scouts

Equipment: One large candle, candelabra with three candles. If burning candles are prohibited in your meeting place, use battery operated candles.

CUBMASTER: (*Dim room lights.*) Tonight we had lots of fun at the birthday party for Cub Scouting. As Cub Scouts and leaders, we are following the trail left by millions of other boys, men, and women who have been in Cub Scouting. All of them had the Cub Scout spirit, which we symbolize with the flame of this one candle. (*Light large candle.*)

What is the Cub Scout spirit? That's easy. In the Cub Scout Promise, we pledge to do three things. We say, "I promise to do my best to do my duty to God and my country." That's the first part. (*Light first candle on candelabra.*)

The second part is "To help other people." (*Light second candle.*)

And the third part is "To obey the Law of the Pack." (*Light third candle.*)

Now, while these candles burn as a reminder, will all the Cub Scouts and all former Cub Scouts here tonight please stand, make the Cub Scout sign, and repeat the Cub Scout Promise with me? (*Lead the Cub Scout Promise.*)

AFTER THE MEETING

- Cleanup



**Core Value:
Compassion**

March

Compassion

Core Value of the Month

Compassion: Being kind and considerate, and showing concern for the well-being of others.

Everybody has something valuable to offer and nobody likes being left out. Help your Cub Scouts be aware of the needs of others. Disabled children deal with limitations in their everyday lives.

Pack Planning Meeting

Pack leaders meet one or two weeks before the pack meeting to finalize plans for March and develop plans for the April pack meeting.

Pack Committee

- ▶ Many children have some kind of disability. A disability awareness meeting will help boys understand that some people have special needs different from their own. Through activities, the boys will be able to learn some of the challenges people with special needs might face. Be prepared to answer and explore their questions.
- ▶ Appoint a chairman and recruit members to carry out the various activities. Check with your council to see if they have a professional assigned in this area. If so, that person could be an invaluable resource.
- ▶ Your local hospital or medical center has education programs and could provide instruction and explanation to the Cub Scouts. They also have a variety of other resources available.
- ▶ Ask someone who has a disability to come and talk to the Cub Scouts about their life and their disability: what it is, how it came about, how life is for them, or how it has changed if the person has not always been disabled. The person talking to the Cub Scouts should be briefed that young people of this age have a lively curiosity and imagination, so the questions may be very direct and not questions that adults would feel comfortable asking. Your local Special Olympics office is a good resource.
- ▶ Be sure all pack families know about the activity. Use word of mouth in the den meetings or put an article in the den or pack newsletter announcing the disability awareness pack meeting.
- ▶ Find out whether any guests have special needs.
- ▶ For more information, see the *Cub Scout Leader Book* and *Cub Scout Leader How-To Book*.
- ▶ Make plans for spring recruiting of new Tiger Cubs.

Cubmaster Corner

- ▶ **Cub Scouts With Disabilities.** Not all of your Cub Scouts may be able to participate with the same success. Understanding Cub Scouts with disabilities and adapting activities will provide excitement and adventure for all. Your responsibility as a leader is to help all Cub Scouts find success in *doing their best*.
- ▶ Start implementing plans for upcoming day camps and Cub Scout and Webelos Scout resident camps.
- ▶ Now is the time for final preparations for a pack overnighter campout, directed by an adult who has completed BALOO (Basic Adult Leader Outdoor Orientation) training.

Pack Trainer

- ▶ Lead Unit Leadership Enhancement No. 4, Cub Scout Camping, from the *Cub Scout Leader Book*, to help leaders be aware of camping opportunities approved for Cub Scouts. See the *Cub Scout Leader Book* for detailed outlines, or select a topic that best meets the needs of your pack. Choose a topic for next month.

Program Highlights

Academics and Sports

The Cub Scout Academics and Sports program is a great way to help fulfill the aims of Scouting—building character, developing citizenship, and encouraging mental and physical fitness. This month you might feature these belt loops and pins.

- ▶ **Disabilities Awareness:** Cub Scouts learn about special needs of children and adults. They volunteer and help someone with special needs as they earn the Disabilities Awareness belt loop and pin.

- ▶ **Kickball:** Kickball is a fun activity for the boys. As they learn to play the game, they can apply their skills to earn the Kickball belt loop and pin.

See the *Cub Scout Academics and Sports Program Guide* for more information.

Outing in Scouting

- ▶ **Cub Scouts.** Take a hike in a park and notice all the spring changes—leaves coming out, flowers blooming, and birds building nests.
- ▶ **Webelos Scouts.** Find an outdoor basketball court and play basketball.

Resource Highlight: *Scouting for Youth With Disabilities Manual (No. 34059)*

This publication provides hints and techniques to help youth with challenges to participate in Scouting and enjoy various activities. The categories of disabilities included in the book are learning disability, cognitive disability, developmental disability, physical disability, and emotional and behavioral disorders.





BEFORE THE MEETING

Arrive early to set up the meeting area and help Cub Scouts set up their displays.

GATHERING

Greeters welcome Cub Scout families and direct them to the den display area. Den chiefs set up games and invite Cub Scouts to participate in the activities.

Pre-Opening

Shoe Hunt

Equipment: blindfolds or use neckerchiefs.

Form teams of five to eight participants. Have each team form a circle, sitting on the floor, legs facing toward the center. Each team member removes his right shoe and places it in the center of the circle. Blindfold players, and a den chief or leader mixes up all the shoes. At a predetermined signal, each team member finds his or her own shoe and puts it on. When all team members have their own shoe on, they can remove the blindfolds.

OPENING

Opening Ceremony

Use the ceremony below, or choose a different opening ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Shoes

Material: Large poster of the Cub Scout Promise in sign language (See *Webelos Handbook*) so everyone in the audience can see and follow the signing. The boys conducting the ceremony should practice signing ahead of time.

CUB SCOUT 1: S stands for special needs, that we may be aware of the differences in God's children.

CUB SCOUT 2: H stands for helping one another.

CUB SCOUT 3: O stands for obstacles, which we all face.

CUB SCOUT 4: E stands for education, that we will learn respect for all.

CUB SCOUT 5: S stands for sensitivity, awareness of the needs and emotions of others.

CUB SCOUT 6: Everyone, please join me in signing the Cub Scout Promise.

Prayer (Cub Scout or Leader)

"Help us understand and celebrate our differences and show respect for one another."

Welcome and Introductions

The Cubmaster welcomes everyone to the meeting and thanks those who helped set up. Introduce guests and thank them for attending.

PROGRAM

Differences Awareness Trail

Set up a variety of stations where boys can experience various physical challenges. Stations might include where boys:

- ▶ Wear eyeglasses smeared with petroleum jelly to simulate impaired vision.
- ▶ Place cotton in the ears or wear ear protectors to simulate impaired hearing.
- ▶ Tie magazines around the knees to simulate walking difficulties. If available, have boys attempt to use a walker.
- ▶ Are given a copy of the sign language alphabet. Have someone sign different sayings from a Cub Scout handbook.
- ▶ Are given directions to perform a simple task from someone speaking in a foreign language.
- ▶ Are given a copy of the Braille alphabet. From a Braille board made with dots of hot glue on a piece of cardboard, the boys try to "read" different words and phrases.
- ▶ Have two fingers wrapped together to simulate a broken finger, then attempt to tie his shoe.
- ▶ Use a balance board to simulate inner ear problems.
- ▶ Use a pair of crutches or a walker and attempt to negotiate an obstacle course.
- ▶ Use the non-dominant hand and attempt to write his name.
- ▶ Wear heavy work gloves to stimulate difficulty with gripping objects and try to stack pennies.
- ▶ Use only one arm and try to put on and button up a jacket or sweater.



RECOGNITION

Outside the Box

Materials: Snack-size box of caramel-coated popcorn and peanuts that contains a prize inside. Place awards inside the box.

Show the boys the box. Inside you will find a prize. Draw each of the boys' awards from the box. Let the parents present the awards to their sons.

After all the awards have been handed out, say the following. "The label says that the prize is inside. I really think that the prize is on the outside. Why? You receive the prize in life when you go outside of your own box or comfort zone. Sometimes going out of your way for others is the only way to really help others and feel accomplished in what you do. This month we have learned how to help others and be aware of differences in ability. I hope that we will always think of others and how they would feel about the things we say or the actions we do. So thinking 'This is the way we have always done it' doesn't cut it anymore. As Cub Scouts, parents, and a community, we can change the intolerance in the world today."

CLOSING

Announcements

Briefly share plans for any pack, district, or council Cub Scouting events. Use a monthly newsletter to eliminate lengthy details at the pack meeting. This is a good time to verify plans for attending day camp and resident camp. Share date and time of the next month's pack meeting.

Cubmaster's Minute

How many of you had fun today? Well, for many people, activities like these aren't so much fun. They are a necessity every day of their lives. You have had the opportunity to experience some of the challenges that other people face day to day. So now you have an idea of what might be helpful to someone in that situation. But always remember that people who have special needs aren't necessarily incapable. In most ways, they may be just like you. They might not want or require any help. So always ask whether someone wants help; don't assume he or she needs it.

Closing Ceremony

Building Character

CUBMASTER: How do we build character in our Cub Scouts?

LEADER 1: One way is to help them be aware of the differences in God's children. Cub Scouts are likely to have good health, vision, and hearing. Most will also have good physical coordination and mobility. When we ask our Cub Scouts to walk in another's shoes, they learn:

LEADER 2: Awareness

LEADER 3: Tolerance

LEADER 4: Respect

LEADER 5: Understanding

LEADER 6: Kindness to others

CUBMASTER: This is a very big step toward building character. Tonight we came together and learned something about others and about ourselves.

AFTER THE MEETING

- ▶ Refreshments
- ▶ Cleanup



**Core Value:
Faith**

Core Value of the Month

Faith: Having inner strength and confidence based on our trust in God.

Baden-Powell, the founder of Scouting, believed that reverence and duty to God should be an important part of the Scouting movement, and for every Scout and Scouter. With family guidance, Cub Scouts will develop in their own faith.

Pack Planning Meeting

Pack leaders meet one or two weeks before the pack meeting to finalize plans for April and develop plans for the May pack meeting.

Pack Committee

- ▶ Finalize plans for the pack campfire. Make sure all necessary arrangements have been made and the families know about the location if different from the normal meeting place. Make a “plan B” location for inclement weather.
- ▶ A well run, positive campfire is a memory forever. This month’s pack meeting centers on a campfire showcasing the contributions of the Cub Scouts in the pack. All campfires start with safety and preplanning.
 - Safety: Select a group of parents or leaders to check and secure any local permits required for an open campfire and to be responsible for building and tending the fire pit area.
 - Program: Den leaders work together to coordinate the program with the use of the campfire program planner. They will verify the placement in the program with each den and help maintain a smoothly flowing program. A designated individual will be screening all material to be performed at the campfire to make certain that it is appropriate. If there is a special guest speaker or storyteller, this group will confirm their attendance and contribution. See the *Cub Scout Leader How-To Book* for ideas for a campfire program.
 - After the main campfire program, the cooling embers will be an enticement for special food treats, such as traditional s’mores.
- ▶ Consider inviting a Boy Scout troop or Venturing crew to build and tend the fire.
- ▶ Review plans for the May pack meeting.

Cubmaster Corner

- ▶ **Positive Values:** As the Cubmaster, you will want to reinforce the positive values of the Boy Scouts of America in this month’s campfire program. All materials used in the campfire program must be prescreened and all material presented at any time to Cub Scouts should:
 - Be positive.
 - Be inspirational.
 - Be age-appropriate.
 - Avoid any social or sensitive issues.
 - Encourage citizenship.
- ▶ Start working on your Webelos leadership for next year.
 - Outdoor Leader Skills for Webelos Leaders training is important for next year’s Webelos den leaders. Check with the pack trainer to find out about the next opportunity.
 - Start talking to your Bear den leaders about their ongoing leadership and “stepping up” to be a Webelos den leader.
- ▶ Start building relationships that will support your bridging responsibilities for your Webelos Scouts; Webelos Scouts need interaction with local Boy Scout troops. See that Webelos den leaders maintain contact with one or more nearby troops so that Webelos Scouts may visit troop meetings and activities, and make an informed selection of which troop to join.

Pack Trainer

- ▶ April is National Child Abuse Prevention Month. The Boy Scouts of America has designated April as Youth Protection Month for councils and units.
 - A training inventory should be made to ensure that all registered unit leaders have taken Youth Protection training. Other interested adults may also take this very important training.
 - Youth Protection training is available online at www.scouting.org or on a DVD called *Youth Protection Guidelines: Training for Volunteer Leaders and Parents*, No. 36121.
- ▶ Determine the number of leaders who have completed BALOO training. Encourage several leaders to complete this orientation.



- ▶ Make plans to carpool to the next Cub Scout leader roundtable.
- ▶ Conduct Unit Leadership Enhancement No. 15, Youth Protection. Leaders should understand that this Unit Leadership Enhancement does not take the place of Youth Protection training. Choose another Unit Leadership Enhancement if desired. Select a topic for next month that meets your pack's need. See the *Cub Scout Leader Book* for detailed outlines.

Program Highlights

Academics and Sports

The Cub Scout Academics and Sports program is a great way to help fulfill the aims of Scouting—building character, developing citizenship, and encouraging mental and physical fitness. This month you might feature these belt loops and pins.

- ▶ **Reading and Writing:** Libraries are places of opportunity, sources of learning, and a gold mine of books, magazines, movies, CDs, and activities for school-age children. Encourage all Cub Scouts to obtain a library card. Boys can also keep a diary of their Cub Scout experiences as they work on earning the Reading and Writing belt loop and pin.
- ▶ **Skateboarding:** Boys will learn and demonstrate the safety rules for using a skateboard as they work towards earning the Skateboarding belt loop and pin.

See the *Cub Scout Academics and Sports Program Guide* for more information.

Outing in Scouting

- ▶ **Cub Scouts.** Get out and enjoy the spring weather! Make kites and fly them.
- ▶ **Webelos Scouts.** Play an outdoor game such as softball or soccer.

Resource Highlight: Religious Emblem Award

To encourage members to grow stronger in their faith, religious groups have developed religious emblem programs. The Boy Scouts of America has approved these programs and allows the emblems to be worn on the official uniform. The various religious groups administer the programs.

Once earned, the award is generally presented by the church or religious group but may also be presented by the Scout unit at an event such as a pack meeting. This award may be earned as a youth, or presented to an adult who is nominated.

For each faith, a specific set of requirements is published and is established by the religious faith and not by the BSA.



The April Pack Meeting

Faith

BEFORE THE MEETING

The committee responsible for the campfire should arrive early to set up. They should be prepared with a “plan B” in case of inclement weather, such as using an artificial campfire in a building or shelter.

GATHERING

Greeters should meet the families in the parking lot and direct them to the campfire area.

The preopening activity at the campfire area starts as soon as the first Cub Scout enters. Sing some well-known songs and let each den stand and do its den yell or cheer. This encourages other boys to move swiftly to the fire area.

OPENING

Opening Ceremony

Props: Real or artificial campfire, seven candles.

Personnel: Narrator and seven Cub Scouts. As each boy reads his part, either he or a leader lights one candle.

NARRATOR: Welcome to our Cub Scout campfire. Let us draw from this campfire the secrets of Cub Scouting and the spirit of brotherhood.

CUB SCOUT 1: In this light we see new chances to be helpful and to do our best.

CUB SCOUT 2: From its warmth we strengthen the bonds of fellowship and learn how to get along with others.

CUB SCOUT 3: From the stones that ring the fire and keep its power in check, we learn how we can curb our tempers and become good citizens.

CUB SCOUT 4: From the smoke that rises out of the fire, we learn to lift our eyes upward and worship God.

CUB SCOUT 5: The spark that started this fire reminds us that little Good Turns can lead to greater deeds.

CUB SCOUT 6: Just as the fire needs fuel to burn brightly, so do we need the care and love of our parents to shine brightly.

CUB SCOUT 7: In its leaping flames, we see the fun of Cub Scouting and the joy of life.

Prayer (Cub Scout or Leader)

“Thank you for the fun and fellowship we will share here tonight. Help us to have faith, and follow the good examples of our Cub Scout leaders.”

Welcome and Introductions

The Cubmaster welcomes everyone to the pack meeting and campfire. Recognize any new families and introduce guests. Give announcements pertaining to next month’s meeting or events scheduled before the next pack meeting.

Review campfire safety rules (never shine flashlights in performers’ eyes; stay away from the fire during and after the performance). Refer to *Cub Scout Leader How-To Book* for specific safety tips to share.

Enthusiastically introduce the master of ceremonies, or if it is the Cubmaster, announce, “This fire is laid; let’s start the blaze and let the show begin!”

PROGRAM

Follow the campfire program planning sheet. Each den has a part in the campfire program, performing songs, stunts, skits, etc.

Be sure each den knows when it is performing and always have the next act waiting “backstage.”

The program will go smoothly if everyone knows the plan. Follow each performance with an appropriate, positive recognition, usually a cheer.

RECOGNITION

Use the ceremony below or you may choose an alternative from *Cub Scout Ceremonies for Dens and Packs*.



Dimming Campfire

Equipment: Electric campfire with dimmer switch, which Akela may operate unseen. Start with it dim.

AKELA: Tonight we have gathered at the ceremonial campfire to hear an ancient tale. It was once believed that a campfire had great magic. Of course it cooks our food, lights our way, and wards off wild animals, but the magic of this pack council fire is that it can light up our future! But only when we approach it after making a great accomplishment.

Will (read names) and their parents please stand? See how the fire burns only dimly when there are no advancing Scouts nearby? Now please come forward and join me at the fire's side. See how it has begun to burn brighter now!

The fire tells us that you have been busy this month and have earned the following awards. You have worked hard to be worthy, so the fire has given us a sign that you will continue to find great joy and success in Cub Scouting. You will soon be on your way to earning the next rank in Scouting. The fire tells us you will do so!

I now dismiss you to your seats, and watch the fire as you leave its side! (Repeat as many times as needed for awards.)

Religious Award Presentation Ceremony

Equipment: A large replica of the religious emblem square knot (can be made with purple felt and rope painted silver).

Ladies, gentlemen, leaders, and Cub Scouts, we have just concluded our pack's awards ceremony where we have honored those Cub Scouts who have demonstrated achievement by earning awards. Tonight, we also want to recognize a Cub Scout who has demonstrated his commitment to the Cub Scout Promise.

Dim lights and light a candle in front of a large replica of the religious emblem square knot.

Cub Scout _____, please escort your parents to the front of the room and then turn to face the pack.

We are very proud of _____. For the past ___ months he has worked with both his family and his religious advisor to learn more about his religious faith and his duty to God. After much hard work and personal growth, he has received the right to wear the religious emblem of his faith on his uniform and was presented with a medal by his religious advisor. Like all Scouts who have received a religious award, he may now wear Scouting's universal religious award square knot, and may continue to wear it on his Boy Scout uniform and adult uniform.

We now take great pleasure in presenting the religious emblem square knot to his parents in recognition of the role they have and will continue to play in his religious growth. Mr. and Mrs. _____, will you present your son with the religious emblem square knot?

_____, we know you will wear this square knot centered over your left pocket with pride. Congratulations on your accomplishment. You have lived the Cub Scout promise well. Please escort your parents back to their seats.

Almost every religious body in the United States has a religious emblem program open to Cub Scouts, Boy Scouts, Girl Scouts, 4-H, and Campfire Incorporated. We encourage all Scouts to consider participating in this program. If any other boys in this pack are interested in working toward the religious award of their own faith, please see _____ (Awards Chairman) at the end of this meeting. He/she has information on the emblems and will make it available to you.

CLOSING

Announcements

All announcements are made at the beginning of the campfire so the mood and flow of the campfire will not be interrupted by announcements near the end. The Cubmaster needs to remind the pack of next month's pack meeting and any upcoming events.

April



Closing Ceremony

Have this ceremony performed by leaders and parents.

PARENT 1: As parents, we want to show our sons the wonders of the world. In the eyes of a child, there are not just eight wonders of the world but eight million. We want him to be able to look at the stars, sunrise, and sunset, and feel their beauty.

PARENT 2: We want them to see a world of love, laughter, and compassion.

PARENT 3: We want them to build strength within themselves of strong character and sensitivity to the needs of others.

PARENT 4: We want them to be the best they can be.

PARENT 5: Unfortunately, no one can wave a magic wand so that they will receive these things. We as leaders and parents must set the example to show the guidance so they may see the way to accomplish all of these things. This is the magic; our example and guidance.

PARENT 6: So as we leave, let's be aware of our actions and how loudly they speak to our youth.

Cubmaster's Minute

In Scouting we use a compass to show us the way and a flashlight to light our path. In life we all need a strong moral compass and a way in which to light our trail through life. Cub Scouting can provide that moral compass and the faith to light our way. Parents and leaders should keep this in mind at all times when guiding young Cub Scouts. Thank you to all our leaders and parents.

AFTER THE MEETING

- ▶ Refreshments
- ▶ Cleanup

May



**Core Value:
Health and
Fitness**

May

Health and Fitness

Core Value of the Month

Health and Fitness: Being personally committed to keeping our minds and bodies clean and fit.

Cub Scouts will learn that it is important and easy to eat a healthy diet and how a fitness program can be part of their daily routine.

Pack Planning Meeting

Pack leaders meet one or two weeks before the pack meeting to finalize plans for May and develop plans for the June pack meeting.

Pack Committee

- ▶ Finalize plans for this month's food tasting event. Invite dens to bring a nutritious, healthy dish for their demonstration.
- ▶ Have the Cub Scouts or volunteers create posters on nutrition, healthy eating tips, and healthy life styles. The Department of Agriculture Web site, www.mypyramid.gov, is an excellent source on food choices and amounts that are right for you.
- ▶ Discuss upcoming summertime meetings and activities, and finalize leadership assignments.
- ▶ Have a report from the pack camping coordinator. Ensure that registration forms and information for day camp and resident camp are available for all pack families.
- ▶ Discuss plans for a Good Turn.
- ▶ Review plans for June's pack bicycle rodeo.
- ▶ The annual pack program planning conference is right around the corner. Be sure all pack members know the date, place, and time for this important annual event.
- ▶ Webelos dens have graduated and many leadership positions become vacant. Recruit adults to fill vacant pack positions.

Cubmaster Corner

- ▶ **Retention.** It's that time of year when Cub Scouts of all ages will be transitioning. Are the leaders going with them? How can we encourage them to stay involved with the pack where they are needed? This is something that should be thought about throughout the year and not just at transition time. Make sure leaders and volunteers know what they need to do in their jobs, and recognize them in front of the pack for doing their jobs well. Keep the pack meetings fun and exciting for the Cub Scouts and the leaders and always provide recognition—these are two keys to retention. After all, if the program is fun and leaders and volunteers know that what they are doing is important to the success of the pack, why would they want to go anywhere else?
- ▶ This is a good time to ensure that all boys have had the opportunity to register for local summer day camp and resident camp.

Pack Trainer

- ▶ Conduct the Unit Leadership Enhancement No. 8, National Awards. This discussion will help the pack and dens implement fun, year-round quality programs. Or select a topic that better suits the current needs of your pack. See the *Cub Scout Leader Book* for detailed outlines. Choose a topic for next month's discussion.
- ▶ Reinforce training opportunities for all Cub Scout leaders, particularly those who will be taking a new position for the coming Scouting year.



Program Highlights

Academics and Sports

The Cub Scout Academics and Sports program is a great way to help fulfill the aims of Scouting—building character, developing citizenship, and encouraging mental and physical fitness. This month you might feature these belt loops and pins.

- ▶ **Nutrition:** Eating a balanced diet means eating foods that are good for you and that give your body the vitamins and other nutrients it needs to stay healthy.
- ▶ **Physical Fitness:** Being in good physical condition will serve boys well today and in their future. Encourage the boys in your den and pack to earn the Physical Fitness belt loop and pin.

See the *Cub Scout Academics and Sports Program Guide* for more information.

Outing in Scouting

- ▶ **Cub Scouts.** Pick up some healthy food and have a picnic outdoors if weather permits. Make sure to do a thorough litter sweep when they're done.
- ▶ **Webelos.** After the Webelos den leader has completed Outdoor Leader Skills for Webelos Leaders training, have a campout and focus on cooking skills in the out-of-doors.

Resource Highlight: Den and Pack Ribbons

Boys in the den respond to recognition. Many occasions present themselves to use different forms of recognition. An award ribbon can be presented to different dens to recognize their attendance at the pack meeting, their advancement as a group, even parent involvement. Many different types of awards are available from your local council service center.



The May Pack Meeting

Health and Fitness

BEFORE THE MEETING

Plan to set up with plenty of time to spare so you can start the meeting on time. Hang posters on nutrition, healthy eating habits, and healthy lifestyle throughout the meeting room. An assortment of tables will be needed so that dens can use the area to share their foods. Set up additional tables for the dens to display their projects. Set up a separate area for the preopening activity.

GATHERING

Greeters welcome the Cub Scout families. Direct them to the tables set aside for their foods and the display area.

Preopening Activity

Taste Test

Premix a dozen different flavors in liquid form and have them in small sampling jars, such as mason jars or baby food jars. Flavors can include extracts (like vanilla and almond), drink flavors (like cherry and grape juices), diluted vinegar, etc. Place the flavors at numbered stations and hand out cards with the numbers next to blank lines. Have plenty of toothpicks at each station so that each person can use a different toothpick for the flavors. Let everyone try each flavor and identify as many as they can. The winners are those that identify the most flavors.

OPENING

Opening Ceremony

Use the ceremony below or an alternate ceremony from *Cub Scout Ceremonies for Dens and Packs*.

Growing

Materials: Package of carrot seeds, big carrots with tops still on.

CUBMASTER: (*Show package of carrot seeds.*) Inside this package are tiny carrot seeds. They don't look like much because they are tiny and fragile. But if we plant them in good soil and we make sure they get plenty of sunlight, air, and water, they will grow to be big healthy carrots like these. (*Show some carrots.*) Cub Scouts are like carrots, they also need certain things to grow, like good food, rest, and exercise.

But Cub Scouts also need something more. They need to have healthy minds and spirits if they are going to be the kind of men we all admire. In Cub Scouting, boys can develop these qualities. They do it by following the Cub Scout Promise.

Please stand and join us in repeating the Cub Scout Promise and the Pledge of Allegiance.

Prayer (Cub Scout or Leader)

"We give thanks to our families, who help us make good choices so we can be healthy and fit."

Welcome and Introductions

The Cubmaster welcomes everyone to the pack meeting. Thank the many volunteers who helped organize and set up the meeting. Recognize special guests and welcome them to the "yummiest" pack meeting ever!

PROGRAM

Den Demonstrations

Dens that have food items to share should be prepared to explain what their item is and why it is good for the body. Other dens may choose to share skits, songs, or other activities.

RECOGNITION

Physically Fit

Equipment: Awards for boys; sports articles and pictures; posters displaying health, physical fitness, and proper eating.

CUBMASTER: Look at these (*show pictures, posters, articles, etc.*). These people have made it by being physically fit. They work out. They get the proper amount of rest. They eat balanced meals. It



is nothing they have done overnight. It takes a long time to get in the shape that these people are in. Cub Scouting is a program for boys in the first grade through the fifth grade. It takes time to advance in rank and earn awards. As Cub Scouts advance and earn awards, they learn about physical fitness, healthy habits, and proper healthy eating. Tonight we will recognize the Cub Scouts who have earned awards. Will the following Cub Scouts and their parents come forward? (*Call boys up by rank or den.*)

CLOSING

Announcement

Remind pack families about summer day camp plans, plans for other summertime pack activities, and the time and date for next month's pack meeting.

Cubmaster's Minute

We take our bodies and good health for granted when we are well, strong, and feeling good, but injuries and illness can strike at any time. We should do our best to take care of ourselves by practicing good healthy habits and eating the proper foods. Each one of us needs to be strong and healthy in mind and body to be able to contribute to our family, community, and nation.

Closing Ceremony

Physical Fitness

CUBMASTER: Exercise alone won't keep you physically fit. Good personal-health habits should be practiced daily.

CUB SCOUT 1: Shower every day, especially after exercising.

CUB SCOUT 2: Visit your dentist regularly.

CUB SCOUT 3: Stand up straight, don't slouch.

CUB SCOUT 4: Get plenty of sleep.

CUB SCOUT 5: Wash your hands frequently.

CUB SCOUT 6: Eat right! A balanced diet will make you feel good!

CUB SCOUT 7: Get plenty of exercise to make you feel great!

CUBMASTER: Stay healthy, everyone. See you next month!

AFTER THE MEETING

- ▶ Refreshments
- ▶ Cleanup

June



**Core Value:
Perseverance**

June

Perseverance

Core Value of the Month

Perseverance: Sticking with something and not giving up, even if it is difficult.

Boys will realize that they must continue to work hard in order to improve their skills in activities where they want to excel.

Pack Planning Meeting

Pack leaders meet one or two weeks before the June pack meeting to finalize plans for this month's bicycle rodeo and to outline pack activities for July.

Pack Committee

- ▶ Ensure all leaders understand the requirements and plans for the pack bicycle rodeo. Invite local law enforcement to help with registration and safety.
- ▶ Appoint the bicycle rodeo committee to organize and run the event.
- ▶ Contact your local automobile insurance company. Many insurance companies have a bicycle safety program kit that they will send you for free. The kit could include such items as a book of information on bicycle safety, spoke reflectors, pencils, and the signs for each area of a bicycle safety rodeo.
- ▶ Keep records of boys in attendance for the National Summertime Pack Award and National Den Award. (See the *Cub Scout Leader Book* for more details.)
- ▶ Finalize details for the July pack hike.
- ▶ Make plans to conduct the annual pack program planning conference for your pack. The *Cub Scout Leader Book* has a section on how to make this an effective opportunity to create a fun plan for the coming program year.

Cubmaster Corner

Safety First. This month's pack meeting will feature bicycles, so safety is a prime concern. Boys will be looking to you, the Cubmaster, for guidance.

- ▶ Be sure that you have adequate protection yourself. Always have a fitted helmet.
- ▶ Check out the Web site for the Bicycle Helmet Safety Institute, www.bhsi.org, which includes resources and information on the latest in safety considerations, how to fit a helmet properly, and links to coloring pages, clip art, and much more.
- ▶ During the summer, families may be leaving for vacations. Ensure that there is adequate leadership for den meetings. Make the necessary arrangements to recruit parents to fill in as needed.
- ▶ Summer is a time for informal meetings. If the pack meeting will take place somewhere other than the regular meeting place, secure the location well in advance. Once secured, file a local tour permit with your council service center.

Pack Trainer

- ▶ Leaders should strive to earn and wear their leader recognition awards. The awards show boys and pack families the leaders' commitment and dedication to deliver a quality program for the boys. Review the recognitions earned by the pack leaders. Do any leaders need the required forms for obtaining any awards for which they are eligible?
- ▶ Conduct the Unit Leadership Enhancement No. 2, Annual Program Planning, from the *Cub Scout Leader Book*, to have all the pack leaders be ready for the upcoming annual pack program planning conference. Or select a topic that better suits the current needs of your pack. Choose a topic for next month.

Program Highlights

Academics and Sports

The Cub Scout Academics and Sports program is a great way to help fulfill the aims of Scouting—building character, developing citizenship, and encouraging mental and physical fitness. This month you might feature these belt loops and pins.

- ▶ **Geography:** Boys can explore ahead of time the places their families may visit during summer vacation.

- ▶ **Bicycling:** The end of school brings free time for Cub Scouts, and many hit the roads on a bicycle. This is a good time to ensure that all boys learn the ins and outs of bicycle safety and traffic rules.

See the *Cub Scout Academics and Sports Program Guide* for more information.

Outing in Scouting

Boys of all ages can take a short den or pack bike hike.

Resource Highlight: Emergency Preparedness Award

“Emergency preparedness” means being ready for all kinds of emergencies. It means you’re ready and able to help in times of trouble to save lives and property, and to help a community—or even a nation—get back to normal after a disaster happens. To encourage Scouts of all ages to be prepared for emergencies, the BSA has approved an Emergency Preparedness Award program for youth and leaders. To learn more about the award requirements and to download an application form, visit the Emergency Preparedness Award page at www.scouting.org.





The June Pack Meeting

Perseverance

BEFORE THE MEETING

Arrive early to set up and prepare for the bicycle rodeo. Rope off an area where the bikes can be placed. Set up display tables for dens to exhibit their projects.

GATHERING

Greeters welcome arriving Cub Scouts and family members and give each person a name tag in the shape of a bicycle. Direct participants to the display tables and the area where bicycle games are taking place.

Preopening Activity

The *Cub Scout Leader How-To Book* is a great source for bicycle games and ideas. Remember that all participants must wear a properly sized and fitted bicycle helmet whenever they are riding a bicycle.

OPENING

Opening Ceremony

A Webelos Scout color guard marches in and posts the U.S. and pack flags, and leads the Pledge of Allegiance and the Cub Scout Promise.

Prayer (Cub Scout or Leader)

“We give thanks for our ability to persevere, have fun together and be good sports whether we win or lose, and to remember that as Cub Scouts, we do our best.”

Welcome and Introductions

Welcome all guests and new families to the pack. This will be the first pack meeting for newly recruited Tiger Cubs and families. The bicycle rodeo committee chair takes over and announces the procedures for running the event.

PROGRAM

Bicycle Rodeo

Equipment:

- ▶ A measuring tape or a yard stick
- ▶ Chalk, tape, or rope—for lines
- ▶ Traffic cones or weighted cans
- ▶ Score sheets and pencils
- ▶ Clipboards for volunteers
- ▶ Stop sign
- ▶ Bicycles and helmets

Organize so there is as little waiting as possible.

Divide the Cub Scouts and rotate them through the different areas.

Station One: Inspection station—The Cub Scout needs to have his bicycle checked for safety. Ask your local policeman to come and check the bicycle.

Station Two: Helmet and bicycle check—Check the helmet fit and seat height. Know how to use a lock and cable to secure a bicycle.

Station Three: Ride on the line—Make a wide line and have the Cub Scout ride his bicycle down the line. The line should be no longer than 12 feet.

Station Four: Safe driving—Have the Cub Scout ride his bicycle around traffic cones. The leaders can choose the pattern of the cones.

Station Five: On the street—Create an intersection. Have the Cub Scout demonstrate how to cross an intersection safely.

Station Six: Steering—Make a circle with the tape. Have the Cub Scout ride his bicycle around the circle, staying on the tape as much as possible.

Station Seven: Recognition—Cub Scout receives recognition for rodeo participation.



RECOGNITION

Bicycle Safety Advancement

Cubmaster: Bicycle riding is a staple of childhood, a rite of passage into the world of motion, and the freedom of being able to go where you want to. As a bicycle rider, you must follow certain rules to truly enjoy your adventurous trail safely. The first basic rule is to have a helmet and wear it properly! (*Show the helmet picture or hold up a helmet.*)

It's like that in Scouting, too. The Bobcat must learn the basics of Cub Scouting, and show that he knows how to salute, give the Cub Scout handshake, and say the Promise and Law of the Pack. Tonight, we want to recognize (*name of boy/boys*) for completing the requirements to earn their Bobcat badge. Please come forward with your parents. (*Present award to parents to give to the boys.*)



As you travel along on your bicycle, you need to follow the rules to keep out of trouble and be safe. Bicycle riders are to follow the same rules as car drivers—when you see this sign (*hold up a one-way sign*) you need to go the right way. In Cub Scouting, the Bobcat also has only one way to go—toward earning the next rank badge.



These Tiger Cubs have completed the requirements for the Tiger Cub badge. (*Name the boys who have earned the Tiger Cub badge.*) Please come forward with your parents. (*Present award to parents to give to the boys.*) Remember to keep heading in the right direction and follow the rules of the Cub Scouting trail!



(*Hold up the stop sign.*) As you continue on the Cub Scouting trail, stop to develop your abilities and learn some new skills. These boys learned special skills required for the Wolf badge. (*Name the boys who have earned the Wolf badge.*) Please come forward with your parents. (*Present awards to parents so they can present them to their sons.*)



Continue, using the following signs or any sign that fits. Adapt the text as needed.

“Do Not Enter” into dangerous territory or get “derailed” by TV, video games, etc.

“Railroad Crossing” represents crossing over to a Boy Scout troop—and the need to be alert.



“Keep Right.” Now that you have earned the Arrow of Light, be sure to keep right by always following the 12 points of the Scout Law.

This ceremony could also be used to give out other awards, such as the World Conservation Award or other patches—just use your imagination!

CLOSING

Announcements

Announce the date and time of the next pack meeting. Remind parents of all upcoming events such as day camp and resident camp.

Cubmaster's Minute

“Coming together is a beginning. Keeping together is progress. Working together is success.” This is a quote from the famous carmaker, Henry Ford. All of the dens come together to form the beginning of our pack. Keeping together at our monthly pack meeting is progress. Working together in Cub Scouting is surely a success story of which you can have a great part. Let's remember this in the coming months.

Please repeat with me the Law of the Pack. Thanks for coming out for our pack meeting tonight. By coming, keeping and working together, we've made every boy in the pack a winner!

June



Closing Ceremony

The Webelos den retires the colors with reverence and the pack families sing *Taps*.

Song

Day is done,
Gone the sun,
From the lake,
From the hills,
From the sky;
All is well, safely rest,
God is nigh.

AFTER THE MEETING

- ▶ Refreshments
- ▶ Cleanup



**Core Value:
Courage**

Core Value of the Month

Courage. Being brave and doing what is right regardless of our fears, the difficulties, or the consequences.

Exploring new territory and challenging oneself with new skills takes a certain amount of courage. Cub Scouts will benefit from hikes this month in many ways.

Pack Planning Meeting

Pack leaders meet one or two weeks before the pack meeting to finalize plans for July and develop plans for the August pack meeting.

Pack Committee

- ▶ The pack meeting this month will center on the outdoors. Make sure that a local tour permit is completed and filed with your council service center.
- ▶ Consider inviting a Boy Scout troop to share information such as places for hikes and hiking safety rules. Never underestimate the positive power that Boy Scouts can have on Cub Scouts.
- ▶ The Hug-A-Tree Program teaches safety in the outdoors. If possible, locate a local group to make a presentation to the pack. You can get information online at www.nasar.org/nasar/hug_a_tree_program.php.
- ▶ Start planning for the August raingutter regatta.
- ▶ Make arrangements for a recruiting night to take place in August or September. If you distribute materials in schools, many require the materials to be available at least a month in advance.

Cubmaster Corner

Flag Etiquette at the Pack Meeting. Different dens of Cub Scouts will deliver the opening flag ceremony all year long. Some will choose simply to post the colors; others will use more involved ceremonies. All ceremonies are appropriate and all boys should be acknowledged for their efforts. A simple reminder to pack parents about their role in the flag ceremony may help them feel more comfortable. Remind them that the appropriate way to honor our flag is to:

- ▶ Remove hats.
- ▶ Place their hand over their heart if they are not in Scout uniform.
- ▶ Give the Cub Scout salute if they are in uniform.

Pack Trainer

- ▶ Conduct the Unit Leadership Enhancement No. 7, Membership. Take this opportunity to evaluate current membership and plan for fall recruiting. Or select a topic that better suits the current needs of your pack. See the *Cub Scout Leader Book* for detailed outlines. Choose a topic for next month's discussion.

Program Highlights

Academics and Sports

The Cub Scout Academics and Sports program is a great way to help fulfill the aims of Scouting—building character, developing citizenship, and encouraging mental and physical fitness. This month you might feature these belt loops and pins.

- ▶ **Astronomy:** The boys will learn about binoculars, telescopes and the solar system as they earn the Astronomy belt loop and pin.
- ▶ **Hiking:** Cub Scouts will explain the hiking safety rules to their den leader or adult partner, demonstrate proper hiking attire and equipment, and take a hike as they earn the Hiking belt loop and pin.

See the *Cub Scout Academics and Sports Program Guide* for more information.

Outing in Scouting

- ▶ **Cub Scouts.** Summertime is a good time to explore hiking trails in your area. Remember Leave No Trace.
- ▶ **Webelos Scouts.** Get ready for Boy Scout camping by exploring some of the nearby campgrounds.

Resource Highlight: *Scouting Magazine*

This monthly publication is sent to all registered adults. Articles include information about program changes, ideas for enhancing special pack events, upcoming events of interest, and success stories from packs all over the country.





BEFORE THE MEETING

Well before Cub Scout families arrive, set up the outdoor nature hunt. Set out the advancements to be awarded during the pack meeting at a predetermined location.

GATHERING

Greeters should arrive at the outing location early and be prepared to answer any questions that may arise. Direct families and guests to the area set aside for the preopening activity.

Preopening Activity Outdoor Nature Hunt

Make up a list like the one below for each boy. Boys can hunt in pairs. The winner is the pair that finds the most before the meeting begins or within a limited amount of time.

1. Something alive that flies
2. A cup of wet sand
3. Two different flowers
4. A bird nest
5. Five maple leaves (*or leaves of a tree that is common in your area*)
6. Three fist-sized rocks
7. Five ants
8. A dandelion
9. (*Add more from what is commonly found in your area.*)

OPENING

Opening Ceremony

A simple opening with a den leading the Cub Scout Promise is appropriate before the pack hike. Or you can find alternate ceremonies in *Cub Scout Ceremonies for Dens and Packs*.

Prayer (Cub Scout or Leader)

"We give thanks to the adults in our lives who help us to have the courage to do the right things as Cub Scouts should."

Welcome and Introductions

Welcome the Cub Scouts, parents, and leaders to the pack meeting/hike. Make sure all special guests are introduced and welcomed. Thank the dens and leaders who helped setting up for the meeting.

PROGRAM

Before starting on your hike, review the *Guide to Safe Scouting* so that your outing will be the best that Scouting can offer!

Hiking Tips

- ▶ Avoid heavily traveled roads.
- ▶ Walk with the Cub Scout leader first in line, and the den chief or an adult at the end.
- ▶ Keep the hike speed consistent with the short steps of boys. Slower walkers can be in the front of the line so they won't lag behind.
- ▶ Be sure to bring extra water for boys to reduce the possibility of dehydration.
- ▶ Stop frequently for rests. Use the time to talk about nature or play quiet games. A snack is a good pick-me-up.
- ▶ Encourage boys to see, not just look.
- ▶ Encourage boys to be quiet and to listen. Noise will scare away creatures in the woods.

Make your hike something extra special. See the *Cub Scout Leader How-To Book* for other suggestions.

- ▶ **Obstacle Course Hike.** Pick a trail that will include boys being able to climb a tree, walk a log, go through a fence, chin themselves on tree branches, etc. Be careful not to destroy any property or to trespass.
- ▶ **Once Around the Block.** Hikers go once around the block (or a short distance) and then test their observation skills. Who saw the most round things? What kinds of trees did boys see? What did boys see that was orange?
- ▶ **Come to Your Senses.** While hiking, stop often to see, hear, feel, and smell things along the way. Feeling is a special delight; touch the bark of trees, moss, and flower petals.
- ▶ **Penny Hike.** At the junction of each trail, road, street, etc., the denner or den chief flips a coin to determine the direction of travel. Heads, go right; tails, go left. Be sure to take a map.
- ▶ **Homes Hike.** Look for animal homes, such as spider webs, nests, and holes. (Don't disturb them! Don't put your hand in a place you can't see, either.)



Den Demonstrations

During the hike, stop periodically for den demonstrations. Dens can share skits or songs. They can also tell about the experience of other hikes they have taken.

RECOGNITION

Hiking Shoes

Materials: Six different sizes of hiking shoes, one for each rank. Awards are inside the shoes. Use imagination in selecting shoes that fit the level of the award.

Have ceremony team divide up the parts. Den leaders might read the part for their dens.

Bobcat—(*Hold up shoe*) These boys are taking their first steps in Cub Scouting, enjoying new friends and new experiences. (*Call boys and parents forward and present awards.*)

Tiger Cub—(*Hold up shoe*) These boys are learning a lot in Cub Scouting with their family, at the den, and on their Go See It trips. (*Call boys and parents forward and present awards.*)

Wolf—(*Hold up shoe*) These boys are a little older. Understanding Cub Scouting allows for more growth and movement toward higher goals. (*Call boys and parents forward and present awards.*)

Bear—(*Hold up shoe*) These boys are taking bigger steps to understand family, self, respect for others, and duty to God. (*Call boys and parents forward and present awards.*)

Webelos—(*Hold up shoe*) Now, these boys are learning to do things on their own, expanding their knowledge and taking steps to become Boy Scouts. (*Call boys and parents forward and present awards.*)

Arrow of Light—(*Hold up shoe*) Soon we will have boys take the biggest and longest steps available in Cub Scouting. They will have achieved the highest award of Cub Scouting, the Arrow of Light. They will need to demonstrate continued growth and understanding as they prepare to move forward to Boy Scouting.

Congratulations to all the boys who have advanced or received awards.

CLOSING

Announcements

Make announcements extra brief this month. Highlight dates and times that are in the pack newsletter. Share plans for the next pack meeting and activities so families can be reminded to attend.

Cubmaster's Minute

When we begin to feel that life is hard and the task before us is more than we can handle, stop and remember those who forged the trails before us. They left for a life in the unknown. They didn't know what lay ahead of them, but with courage they moved on. They hiked over mountains and through dry hot deserts, just to name a few of their difficulties. But they drew upon their faith, and their courage and determination to get the job done.

Remember: It takes courage to accomplish our goals in life, even when it seems as if they can't be done. It worked for our forefathers—it can work for you!

Closing Ceremony

I Went Hiking

CUB SCOUT 1: I went hiking, I took a walking stick.

CUB SCOUT 2: I went hiking, I took a camera.

CUB SCOUT 3: I went hiking, I took some water.

CUB SCOUT 4: I went hiking, I took a snack.

CUB SCOUT 5: I went hiking and enjoyed the journey.

CUB SCOUT 6: I went hiking, not a piece did I take.

CUB SCOUT 7: I went hiking, not a piece did I leave.

AFTER THE MEETING

- ▶ Refreshments
- ▶ Cleanup



**Core Value:
Honesty**

Core Value of the Month

Honesty: Telling the truth and being worthy of trust.

A Scout is honest. As boys have fun and interact in their den and pack, they learn that honesty can simply be defined as a refusal to lie, cheat, or steal in any way. Honesty is simply the truth.

Pack Planning Meeting

Pack leaders meet one or two weeks before the pack meeting to finalize plans for August and develop plans for the September pack meeting.

Pack Committee

- ▶ Report on plans decided at the annual pack program planning conference and prepare a complete calendar to distribute to the pack members at the meeting this month or, at the latest, next month. New families joining the pack will want to know the dates of meetings and special activities.
- ▶ Discuss plans for fall recruiting. Decide on a date and place to have a roundup and review the materials in the *Cub Scout Leader Book* for a well organized presentation.
- ▶ The August pack meeting is a good time to bring families together in the outdoors, and it's a good month for Cub Scouts to invite friends to the pack meeting. Have a pack family picnic and fishing derby or a raingutter regatta. For rules and tips on how to run a raingutter regatta, see the *Cub Scout Leader How-To Book*. Make sure there are enough kits for all the boys, their guests, and siblings.
- ▶ Make certain that all parts of the meeting have dens or leaders responsible for them. Ensure that all props and supplies for the preopening activity and ceremonies are ready for the meeting.

Cubmaster Corner

Volunteer Involvement. The success of the Scouting program depends on the involvement of parents, grandparents, and other family members. Our responsibility as leaders is to let parents and volunteers know how important they are to the program.

- ▶ We must make sure we are sharing the fun and excitement that naturally happen when we're Scouting. Whether it's in a small way or a big way, every bit helps and is important to the program's success.
- ▶ When recruiting volunteers, make sure you have a list of all areas where help is needed. Use the Family Talent Survey Sheet found in the *Cub Scout Leader Book* to help fill your positions.

Pack Trainer

- ▶ With the recruitment of new boys and leaders next month, be prepared with the dates, times, and locations of all training opportunities, including the Youth Protection training refresher for current pack leaders.
- ▶ Encourage all pack leadership to attend your district's Cub Scout leader roundtable to gather information on fall recruiting, get support, and learn about district and council events. Obtain the date, location, and registration information for your council's pow wow or University of Scouting for Cub Scout leaders.
- ▶ Identify any new leaders entering the pack and develop a training plan for each.
- ▶ Inventory of training of current leaders and provide to Cubmaster. Share with the pack planning team if appropriate.
- ▶ Conduct the Unit Leadership Enhancement No. 5, Family Involvement, to help leaders find ways to strengthen parents' involvement in den and pack activities in the coming year. Or select a topic that best meets the current needs of your pack. See the *Cub Scout Leader Book* for detailed outlines. Choose a topic for next month.



Program Highlights

Academics and Sports

The Cub Scout Academics and Sports program is a great way to help fulfill the aims of Scouting—building character, developing citizenship, and encouraging mental and physical fitness. This month you might feature these belt loops and pins.

- ▶ **Photography:** Cub Scouts learn the features of a camera and take pictures of their den or family outings, pets, or even scenery. They present the memories to their den or pack.
- ▶ **Fishing:** A lazy summer day spent fishing can be a memory to cherish and a new skill to enjoy for a lifetime.

See the *Cub Scout Academics and Sports Program Guide* for more information.

Outing in Scouting

- ▶ **Cub Scouts.** Go fishing at a fish farm or lake, or take a walk on a beach and observe the ecosystem.
- ▶ **Webelos Scouts.** Earn the Aquanaut activity badge or the Cub Scout Sports pin for swimming.

Resource Highlight: *Power Pack Pals: Four Rules for Personal Safety*

This installment in the youth protection comic book series featuring Akela, Baloo, and T.C. includes scenarios that advise kids about the dangers of strangers, and inappropriate behavior by adults toward children, and what to do in scary situations.



The August Pack Meeting

Honesty

BEFORE THE MEETING

Make sure all the items necessary for the opening, recognition, and closing ceremonies are available and ready. Set up the raingutter regatta track in a visible area, yet removed from other activities to avoid accidents.

GATHERING

Greeters welcome each member, leader, and guest as they arrive.

Preopening Activity

School of Fish

Have cutouts of swordfish, tuna, trout, catfish, etc. ready. As people arrive at the meeting, tape pictures of fish on their back. On a signal, they are to see which "school of fish" can assemble first.

OPENING

Opening Ceremony

Preparation: Prepare cards with the letters H-O-N-E-S-T-Y on them. Write the lines below on the back of the cards.

NARRATOR: Being honest means many things. The dictionary states that an honest person will not lie, cheat, or steal. Other words associated with honesty are:

CUB SCOUT 1: Honor your word.

CUB SCOUT 2: Obey the law.

CUB SCOUT 3: Never cheat.

CUB SCOUT 4: Everyone's property deserves respect.

CUB SCOUT 5: Stand for what's right.

CUB SCOUT 6: Tell the truth.

CUB SCOUT 7: You can be trusted.

NARRATOR: You are on the right track to happiness if you practice being honest. Please stand and repeat the Pledge of Allegiance.

Prayer (Cub Scout or Leader)

"We give thanks for being together outdoors. Please help everyone be safe during our meeting and on the way home."

Welcome and Introductions

Welcome the Cub Scouts, parents, and leaders. Make sure all special guests are introduced and welcomed. Explain the plans for the pack meeting and how the raingutter regatta will be run.

PROGRAM

Start the raingutter regatta. Throughout the regatta, emphasize the importance of participation.

Den Demonstrations

Each den shares a skit, a song, or an explanation of what the den has done during the month.

RECOGNITION

School of Fish Advancement

Equipment: A blue poster board or sheet imitating water gradually getting deeper, five different size fish made of cardboard, awards.

Setting: Cubmaster is in front of room with water behind him.

CUBMASTER: The small fish starts out in shallow water (*place smallest fish in shallow water*) and the first step is to learn how to maneuver in the water, just as our beginning Scout is becoming familiar with Cub Scouting. The first part of becoming a Cub Scout is that of a Bobcat. Would the following boys please come forward with their parents? (*Award badges.*)



TIGER CUB DEN LEADER: As our small fish grows (*place the next fish further out in the water*), he moves a little further into the water finding new adventures and discovering new areas. Just as our fish is developing, so are our Cub Scouts. The next step is that of the Tiger Cub. Would the following boys please come forward with their parents? (*Cubmaster presents awards.*)

WOLF DEN LEADER: As our small fish becomes stronger and larger (*place the next fish further out in the water*), he moves further into the water and becomes more acquainted with the other fish. Just as our fish, the Cub Scout is becoming more acquainted with the pack. The next step is that of the Wolf. Would the following boys please come forward with their parents? (*Cubmaster presents awards.*)

BEAR DEN LEADER: Our fish has grown into a larger fish (*place the next fish further out in the water*), and has moved out further into the water and is learning to maneuver faster in the water. Just like the fish, the Cub Scout is learning and meeting more challenges. The next step is that of the Bear. Would the following boys please come forward with their parents? (*Cubmaster presents awards.*)

WEBELOS DEN LEADER: Our fish has finally reached the stage where he can go into the deepest water (*place largest fish in the deepest water*), and has learned quite a lot about the water and what lies in it. This stage of growth is like that of the Webelos Scout. The Webelos Scout has matured and learned much about the pack and is ready to move on into Boy Scouting. Would the following boys please come forward with their parents? (*Cubmaster presents awards.*)

ASSISTANT CUBMASTER: Just as the fish has developed and has gone out into deeper water, we know our Cub Scouts have learned and developed as we send them on into Boy Scouting and beyond.

CLOSING

Announcements

Distribute copies of the newsletter and the calendar for the coming year. Highlight the date, time, and location of next month's pack meeting.

Cubmaster's Minute

Lord Baden-Powell, the founder of Scouting, said, "Honesty is a form of honor. An honorable man can be trusted with any amount of money or other valuables with the certainty that he will not steal it." When you feel inclined to cheat in order to win a game, just say to yourself, "After all, it is only a game. It won't hurt me to lose." If you keep your head this way, you will often find that you are a winner after all.

Closing Ceremony

Gather everyone in a circle. All pack members, families, and guests join together by crossing their arms and grasping the hands of the people on either side of them. Offer a closing thought about the fun of the past year, the fun of the year to come with new Cub Scouts who will join, and new adventures for everyone. Ask each person to turn to their left and say good night, then turn to their right and say good night. The Cubmaster then announces that the meeting is over.

AFTER THE MEETING

- ▶ Refreshments
- ▶ Cleanup

Resources, Forms, and Applications

* Items with an asterisk are available at www.scouting.org/cubscouts.

† Items with a dagger symbol are available at www.scoutstuff.org or at your local Scout shop.

★ Items with a star are available at www.myscouting.org or through local council training.



Den and Pack Management

Annual BSA Health and Medical Record, No. 680-001 *†

Cub Scout Den Record, No. 33828 *

Cub Scout Leader Book, No. 33221 †

Den Chief Handbook, No. 33211 †

Individual Cub Scout Record, No. 33827 *

Individual Tiger Cub Record *

Meeting Place Inspection Checklist, No. 6140 *

Monthly Den Dues Envelope, No. 34209 †

Pack Overnighter Site Approval Form, No. 13-508 *

Pack Record Book, No. 33819 †

Tiger Cub Attendance and Dues *

Tiger Cub Den Record *

Webelos Den Record, No. 33850 *

Uniforming

Adult Leader Uniform Inspection Sheet, No. 34048 *†

Cub Scout Leader Specific Training, No. 34875 †

Cub Scout Leader Training Poster Set, No. 34876 †

Cub Scout Leader Specific Training Video *

Insignia Guide, No. 33066 †

Tiger Cub Scout, Wolf Cub Scout, and Bear Cub Scout Uniform Inspection Sheet, No. 34282 *†

Webelos Scout Uniform Inspection Sheet, No. 34635 *†

Training

BALOO (Basic Adult Leader Outdoor Orientation), No. 34162 ★

Cub Scout Fast Start ★

Cub Scout Leader Specific Training, No. 34875 †★

Cub Scout Leader Training Poster Set, No. 34876 †

Cub Scout/Boy Scout Fast Start Training DVD, AV-01DVD22 †

Den Chief Training Conference, No. 34450 †

How Do I Rate as an Effective Leader? *

Safe Swim Defense, No. 34370 †★

This Is Scouting, No. 36118 *†★

Youth Protection Guidelines: Training for Volunteer Leaders and Parents, No. 36121 *†★

RESOURCES, FORMS, AND APPLICATIONS



Membership Recruiting and Leadership Selection

Adult Registration Application, No. 524-501; in Spanish, No. 524-502 *†

Family Talent Survey Sheet*

Family Information Letter Samples (5) *

Leadership Transfer Notice, No. 28-401 *

Selecting Cub Scout Leadership, No. 522-500 *

Youth Application, No. 524-406; in Spanish, No. 28-110 *

Advancement

Activity Badge Pocket Certificate, No. 33423 †

Advancement Report, No. 34403 *†

Arrow of Light Pocket Certificate, No. 34219 †

Arrow Point Pocket Certificate, No. 34233 †

Bear Cub Scout Pocket Certificate, No. 34221 †

Bear Handbook, No. 33451 †

Bobcat Pocket Certificate, No. 34218 †

Cub Scout (Den) Advancement Chart, No. 34192 †

Cub Scout Cycle, No. 13-027 *

Cub Scout Immediate Recognition Kit, No. 17018 †

Cub Scout Insignia Stickers—Large, No. 34650 †

Den Advancement Report, No. 33847 *

Pack Graduation Certificate, No. 33751 †

Tiger Cub Den Advancement Report *

Tiger Cub Handbook, No. 34713 †

Tiger Cub Advancement Chart, No. 34715 †

Tiger Cub Individual Advancement Record *

Webelos Compass Points Patch, No. 458 †

Webelos Handbook, No. 33452 †

Webelos Scout (Den) Advancement Chart, No. 34187 †

Wolf Handbook, No. 33450 †

Wolf Cub Scout Pocket Certificate, No. 34220 †

Program Planning

BALOO (Basic Adult Leader Outdoor Orientation), No. 34162 †★

BSA Cub Scout World Conservation Award *

Buddy Tags, No. 1595 †

Campfire Program Planner, No. 33696 *†

Centennial Quality Unit Award, No. 14-190 *

Climb On Safely, No. 430-099 *†★

Cub Scout Academics and Sports Program Guide, No. 34299 †

Cub Scout Ceremonies for Dens and Packs, No. 33212 †

Cub Scout Day Camp, No. 13-33815 *



Cub Scout Den Meeting Program, No. 33826 *

Cub Scout Grand Prix Pinewood Derby Guidebook, No. 33721 †

Cub Scouting's Leave No Trace Awareness Award *

Cub Scout Leader How-To Book, No. 33832 †

Cub Scout Magic, No. 33210 †

Cub Scout Outdoor Activity Award *

Cub Scout Songbook, No. 33222 †

Cub Scout/Webelos Scout Outdoor Program Guide *†

Cub Scouting's BSA Family Activity Book, No. 33012 †

Den & Pack Meeting Resource Guide, No. 33490 †

Den Chief Handbook, No. 33211 †

Den Chief Training Conference, No. 33450 †

Fun for the Family, No. 33012 †

Group Meeting Sparklers, No. 33122 †

Guide to Safe Scouting, No. 34416 *†

Individual Campout Checklist for Pack Overnighter *

Informed Consent Agreement (Permission Slip) *

National Den Award *

National Standards for Cub Scout/Boy Scout Resident Camps, No. 430-108 *

National Standards for Local Council Accreditation of Cub Scout/Webelos Scout Day Camps for Precamp and Operational Accreditation, No. 430-109 *

National Standards for Council-Organized Family Camps, No. 430-408 *

National Summertime Pack Award, No. 33748 *†

Outdoor Code Poster (big prints), No. 33689 †

Pack Meeting Planning Sheet *

Pack Program Planning Chart, No. 26-004 *

Resident Camping for Cub Scouts, Webelos Scouts, and Parents, No. 13-33814 *

Safe Swim Defense, No. 34370 †

Tiger Cub Den Meeting Program *

Tiger Cub Handbook, No. 34713 †

Tour Planning Checklist, No. 680-014 *

Unit Money-Earning Application, No. 34427 *†

Webelos Den Meeting Program, No. 33852 *

Webelos Leader Guide, No. 33853 †

Webelos Scout Overnight Checklist *

Your Flag, No. 33188 †



Recognition

Assistant Denner Shoulder Cord, No. 385 †

BSA Family Award, No. 33710 †

BSA Family Award Patch, No. 978 †

BSA Family Award pins:

Facing Family Challenges, No. 14352 †

Connecting With Your Community, No. 14353 †

Shaping Your Family Identity, No. 14354 †

Developing Personal Skills, No. 14355 †

Building a Family Team, No. 14356 †

Cub Scout Academics and Sports Pocket Certificate, No. 33711 †

Den Chief Badge of Office (cloth), No. 387 †

Den Chief Service Award (certificate), No. 33726 †

Den Chief Service Award (shoulder cord), No. 389 †

Den Chief Shoulder Cord, No. 388 †

Denner Shoulder Cord, No. 368 †

National Den Award Ribbon, No. 17631 †

National Summertime Pack Award pins:

Tiger Cub National Summertime Award pin, No. 14332 †

Wolf National Summertime Award pin, No. 14333 †

Bear National Summertime Award pin, No. 14334 †

Webelos National Summertime Award pin, No. 14335 †

Pack Leader Appreciation Certificate, No. 33755 †

Progress Record for the Cub Scout Den Leader Award *

Progress Record for the Cub Scouter *

Progress Record for the Cubmaster Award *

Progress Record for the Tiger Cub Den Leader Award *

Progress Record for the Webelos Den Leader Award *

Progress Record for the Pack Trainer *

Safe Swim Defense Certificate, No. 34243 †

Troop Junior Leader Certificate (for den chiefs), No. 33745 †

Webelos Den Chief Shoulder Cord, No. 457 †

Whittling Chip Certificate, No. 34223 †

Cub Scouting for Boys With Disabilities

Cub Scout Leader How-To Book, No. 33832 †

A Guide to Working With Scouts With Disabilities, No. 33056 †

Scouting for Youth With Disabilities Manual, No. 34059 *