

Cub Scout Den Meeting Outline

Month: **August**

Week: **3**

Point of the Scout Law: **Clean**

	Tiger	Wolf	Bear	Webelos	Arrow of Light
Before the Meeting	Gather materials for gathering and other activities, games and have home assignments (if any) ready.	Gather materials for gathering and other activities, games and have home assignments (if any) ready.	Gather materials for gathering and other activities, games and have home assignments (if any) ready.	Gather materials for gathering and other activities, games and have home assignments (if any) ready.	Gather materials for gathering and other activities, games and have home assignments (if any) ready.
Gathering	Bugs and Names				
Opening	A Nature Minute Opening				
Games	Centipede Game; Roly Poly Tag; Inchworm Relay Race				
Business items/Take home	None	None	None	None	None
Closing	Work and Play Closing				
After the meeting					

Materials:

Gathering: copies of Bugs and Names, pencils

Opening: flag

Game: masking tape, large ball for each team (only for game variation)

Closing: None

Home assignments: None

Copies:

Bugs and Names

Advancement:

Tiger - None

Wolf – None

Bear – None

Webelos – None

Arrow of Light – None

These bugs need names! Write the name of the bug next to the picture of the bug.

Some names to choose from:

Monarch butterfly

Dragonfly

Housefly

Bee

Grasshopper

Moth

Gulf Fritillary butterfly

Stinkbug

Caterpillar

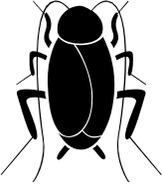
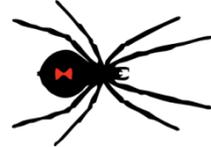
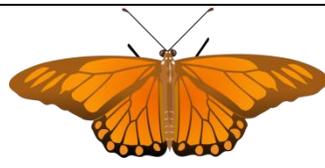
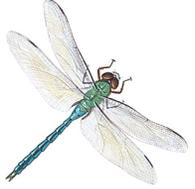
Ladybug

Ant

Black Widow spider

Cockroach

BUGS and NAMES!

			
			
			
			
			
			
		Draw another bug!	What is it called?

These bugs need names! Write the name of the bug next to the picture of the bug.

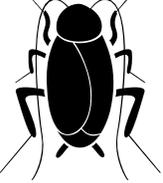
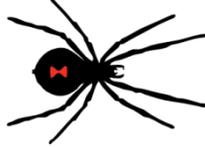
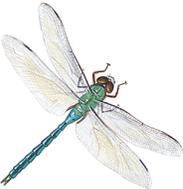
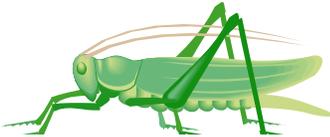
Some names to choose from:

Monarch butterfly
 Dragonfly
 Housefly
 Bee
 Grasshopper

Moth
 Gulf Fritillary butterfly
 Stinkbug
 Caterpillar
 Ladybug

Ant
 Black Widow spider
 Cockroach

BUGS and NAMES!

	Monarch butterfly		Caterpillar
	Ladybug		Stinkbug
	Cockroach		Black Widow spider
	Ant		Gulf Fritillary butterfly
	Dragonfly		Moth
	Housefly		Grasshopper
	Bee	Draw another bug!	What is it called?

A Nature Minute Opening

Cubmaster or Den Leader says the following:

- I am part of Nature.
- I am part of everything that lives.
- I am bound together with all living things in air, in land, in water.
- My life depends upon Nature, upon its balance, upon its resources and upon the continuity of both.
- As a member of the human race, I am responsible for its survival.
- I am a part of Nature, and I will not destroy it.

Please join me in the Pledge of Allegiance and the Scout Oath.



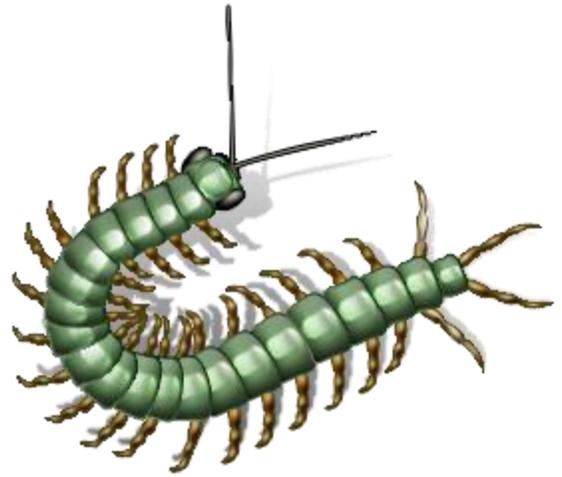
Centipede Game

Materials:

Masking tape for marking lines

Mark start and finish lines about 20 feet apart.

Play this game in teams. It is OK if one team has one more player than another team, though try to make the teams as even as possible.

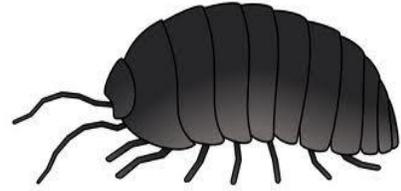


All Cub Scouts get down on their hands and knees and teams line up behind each other at the start line. The second player of the team grasps the first player by the ankles. The third grabs the ankles of the second player, and so on. At the signal, the “centipedes” try to move across the playing area to the finish line as quickly as they can without breaking hand-ankle hold.

Roly Poly Tag

Materials:

None



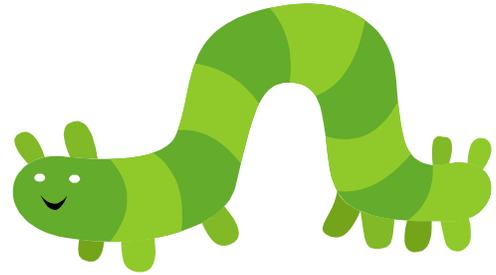
Play this game as you do regular tag, except that a player can avoid being tagged by rolling himself up into a ball like a pill bug.

As soon as “it” moves away, the player must unroll himself and move about again. “It” may not stand and wait for a player to unroll. The player must get completely rolled up to avoid being tagged. Players may not remain rolled up to avoid playing the game.

Inchworm Relay Race

Materials:

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



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

Form at least two teams.

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

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

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

Work and Play Closing

Cubmaster:

You can learn a lot about life by watching insects. Have you ever watched a colony of ants?

Ants are always busy, working together, doing what needs to be done.

The Greek writer Aesop told a story about the ants and the grasshopper. All summer long the ants worked hard to gather and store food for the winter. Meanwhile, the grasshopper wasted its time, playing and singing in the long grass.

In the fall, when the rain came and the cold wind blew, the grasshopper became hungry and asked the ants for something to eat, but by that time the ants only had enough food for themselves.

There is an important lesson in this critter story for us. Work is a good thing. It brings a sense of purpose and accomplishment to our lives, and we all need that. And working together with others, like the ants do, makes it possible for us to get more done than we could by ourselves.

There is a time for playing and singing, but there is also a time for working.

Always make time in your life for both.

