Cub Scout Den Meeting Outline

Month: **August**  
Week: **4**

Point of the Scout Law: **Courteous**

<table>
<thead>
<tr>
<th><strong>Before the Meeting</strong></th>
<th>Tiger</th>
<th>Wolf</th>
<th>Bear</th>
<th>Webelos</th>
<th>Arrow of Light</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Gather</strong></td>
<td>Gather materials for gathering and other activities, games and have home assignments (if any) ready.</td>
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| **Gathering**          | **Astronaut Scramble** | |
| **Opening**            | **Take Flight Opening** | |
| **Games**              | **Flying Transformations, Keep the Satellite Up** | |
| **Activity**           | **Blast Off Rockets** | |
| **Business items/Take home** | None | None | None | None | None |
| **Closing**            | **North Star Examples Closing** | |
| **After the meeting**  |                     | |

**Materials:**
Gathering: copies of word search, pencils  
Opening: flag, opening cards  
Games: instructions, beach balls  
Activity: scissors, crayons, bendable straws, glue, copies of rocket template  
Closing: None  
Home assignments: None

**Copies:**
Astronaut Scramble  
Take Flight Opening cards  
Blast Off Rocket templates

**Advancement:**
Tiger - None  
Wolf – None  
Bear – None  
Webelos – None  
Arrow of Light – None
Astronaut Scramble

Find the following words:

Asteroids    Journey    Pluto
Astronaut    Jupiter    Saturn
Cosmic       Mars       Space
Discovery    Mercury    Stars
Earth        Moon       Sun
Exploration  Neptune    Uranus
Galaxy       Planets    Venus
Astronaut Scramble

COSMIC ZAEMLSUOD
XMUSEZPOCKRTEEI
SANSTENALPAUNWS
AREUBFYYPNLVPVC
ISVEAHEMUPNCSEO
YGWTQNoSQQQBNV
TRDERIMWIOVINUE
GEURASTRONAUTR
RAOCIOAAJSFEMPY
BJLSRRUVAJCAEA
EXUAOEPDYZNZNG
GNELXIMFSUEARTH
QEPKTYRCSTRATSHQ
LXNEFWFBGNOTOHZ
EYRDNXWMKJNENFP

Find the following words:

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Astronaut  Jupiter  Saturn
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Galaxy  Planets  Venus
Take Flight Opening

Materials:
Cards with pictures of a plane, a bird, a kite and a rocket ship with Cub Scout lines on back.

Cub Scout #1 (holds plane): Every day, thousands of planes “take flight” to deliver people and things all over the world.

Cub Scout #2 (holds bird): You can see many different birds “take flight,” making the world a more beautiful place.

Cub Scout #3 (holds kite): In the windy skies above, watch your own kite “take flight.” It’s a time to relax and enjoy a wonderful part of nature.

Cub Scout #4 (holds rocket ship): It’s so exciting to see rocket ships “take flight” and think about exploring the universe.

Cubmaster or den leader: How do you feel as our national flag “takes flight”? Please stand and join me in saluting our flag while repeating the Pledge of Allegiance with me.
Cub Scout #1:
Every day, thousands of planes “take flight” to deliver
people and things all over the world.
Cub Scout #2:
You can see many different birds “take flight,” making the world a more beautiful place.
Cub Scout #3:
In the windy skies above, watch your own kite “take flight.” It’s a time to relax and enjoy a wonderful part of nature.
Cub Scout #4:
It’s so exciting to see rocket ships “take flight” and think about exploring the universe.
Flying Transformations

Materials: None

Instructions:

Divide the boys into teams. The object of the game is for each team of Cub Scouts to form as quickly as possible into a human representation of the flying objects the leader names.

To play: Call out the name of a flying object; boys arrange themselves into that shape. For example, if you say “helicopter,” the boys must decide how to form rotor blades, landing skids, and a cockpit. Try the following objects: kite, bird, Wright brothers’ biplane, rocket, space shuttle, jet, zeppelin, balloon, etc.

Variation for starting: You could first start with easier objects having to do with space – the moon, the sun, an asteroid, a star, etc. Until they get the hang of it and then do the flying objects mentioned above.
Keep the Satellite Up

**Materials:**
One large beach ball per group of 20 Cub Scouts

**Instructions:**
Scientists rely on gravity and inertia to keep satellites in orbit. Your task is to keep the satellite from falling to earth.

Cub Scouts make a circle and try to keep the beach ball (satellite) up in the air for as many hits as possible. Challenge the Cub Scouts to keep the satellite in the air for 20 orbits (hits) or 30 orbits (hits) or even a higher number of orbits.
Blast Off Rockets

Materials:
- ¾ Rocket template sheet – each Cub Scout should have a front and back of a rocket
- Scissors
- Crayons/Markers
- Bendable straws (1 per Cub Scout)
- Glue
- Toothpick (1 per Cub Scout)

Instructions:
1. With crayons or markers, color the rockets.
2. Cut out the rockets from the paper.
3. Glue the toothpick in between the front and back of the rocket with most (2/3rds) of the toothpick sticking out the bottom of the rocket.
4. To launch the rocket, put the toothpick inside the short end of the bendable straw. Make sure that you are not pointing the straw at anyone and then take a deep breath and blow into the long end of the straw. The rocket will fly out of the straw. How far can your rocket fly?
North Star Examples Closing

Materials:
None

Cubmaster:
For thousands of years, mankind has known that the North Star (a star that’s part of the Little Dipper constellation) is fixed in the sky. It does not move. Seamen have used it and other heavenly bodies to guide their ships. Shepherds and travelers used it to make sure they were going the right direction. Even today, stars are important in the navigation for ships, planes and spacecraft.

Cub Scouts don’t often use stars to find their way, but sometimes we need friends who are constant and fixed like the North Star. Constant and fixed friends are those that are honest and helpful and loyal friends who are always trying to do their best. These friends are also polite and kind and courteous. Can you think of any friends that you have that are like the North Star?