Cub Scout Den Meeting Outline

Month: **August**  
Point of the Scout Law: **Friendly**  
Week: **1**

<table>
<thead>
<tr>
<th>Before the Meeting</th>
<th>Tiger</th>
<th>Wolf</th>
<th>Bear</th>
<th>Webelos</th>
<th>Arrow of Light</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gather materials for gathering and other activities, games and have home assignments (if any) ready.</td>
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<tr>
<td>Gathering</td>
<td>Bugs and Names Game</td>
<td></td>
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<tr>
<td>Opening</td>
<td>BUGS Opening</td>
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</tr>
<tr>
<td>Game</td>
<td>Insect Charades, Inchworm Relay Race</td>
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<td></td>
<td></td>
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</tr>
<tr>
<td>Activity</td>
<td>Super Buzzers</td>
<td></td>
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<tr>
<td>Business items/Take home</td>
<td>None</td>
<td>None</td>
<td>None</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Closing</td>
<td>Secrets in Nature Closing</td>
<td></td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

**Materials:**

- **Gathering:** copies of Bugs and Names game, pencils
- **Opening:** flag, opening cards
- **Games:** large balls
- **Activity:** pencil toppers, craft sticks, 3x5 cards, scissors, ruler, markers/crayons, string or yarn, rubber bands
- **Closing:** None
- **Home assignments:** None

**Advancement:**

- **Tiger:** None
- **Wolf:** None
- **Bear:** None
- **Webelos:** None
- **Arrow of Light:** None
Theses bugs need names! Write the name of the bug next to the picture of the bug.

Some names to choose from:

<table>
<thead>
<tr>
<th>Monarch butterfly</th>
<th>Moth</th>
<th>Ant</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dragonfly</td>
<td>Gulf Fritillary butterfly</td>
<td>Black Widow spider</td>
</tr>
<tr>
<td>Housefly</td>
<td>Stinkbug</td>
<td>Cockroach</td>
</tr>
<tr>
<td>Bee</td>
<td>Caterpillar</td>
<td></td>
</tr>
<tr>
<td>Grasshopper</td>
<td>Ladybug</td>
<td></td>
</tr>
</tbody>
</table>

Draw another bug! What is it called?
**Theses bugs need names! Write the name of the bug next to the picture of the bug.**

Some names to choose from:

<table>
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<tr>
<th>Bug Name</th>
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![Images of bugs]

**BUGS and NAMES!**

Draw another bug!  
What is it called?  

- Monarch butterfly  
- Ladybug  
- Cockroach  
- Black Widow spider  
- Gulf Fritillary butterfly  
- Moth  
- Grasshopper  
- Bee
Bugs Opening Ceremony

Materials:
Large cards to spell out B-U-G-S with the words to be read on the back. As boys read each line, they hold cards up high.


Cub Scout #2: U stands for understands. A Cub Scout understands his duty to God and his country.

Cub Scout #3: G stands for good. A Cub Scout is good. He helps other people at all times.

Cub Scout #4: S stands for spirit – the Cub Scout spirit.

Cubmaster: The letters on the cards spell BUGS. We share our world with bugs and many other creatures. Let us learn to live in harmony with every living thing around us.

Please join us for the Pledge of Allegiance, the Scout Oath and the Scout Law.
Cub Scout #2: U stands for understands. A Cub Scout understands his duty to God and his country.
Cub Scout #3: G stands for good. Cub Scouts are good and help other people at all times.
Cub Scout #4: S stands for spirit – the Cub Scout spirit.
Insect Charades

Materials:
None

Each boy takes a turn acting out his favorite insect while the others try to guess what insect he is.

Possibilities include sow bug (curls up when touched), bee (flits from flower to flower), fly (buzzes around and lands on things), earwig (scurries under items), etc.
Inchworm Relay Race

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

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

Form at least two teams.

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

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

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

**Materials:**
- 2 pencil eraser toppers per Cub Scout
- 1 Craft stick per Cub Scout
- 3X5 card per Cub Scout
- Scissors
- Ruler
- Pencils, markers or crayons for decorating
- Stapler with staples
- 1 yard of string per Cub Scout
- Large flat rubber band (size 64) - 1 per Cub Scout

**Directions:**
1. Cut the 3x5 card down to a 3x3 size and then decorate your buzzer by drawing any design that you would like.

2. Take your craft stick and erasers and put an eraser on each end of the craft stick.

3. Center an edge of the card on the craft stick between the two erasers.

4. Staple the centered edge of the card to the craft stick.
5. Near one of the erasers, tie the string to the craft stick between the card and eraser.

6. Now for the real buzzing sound! Stretch the large rubber band around the eraser ends on the craft stick.

7. Check your space so that you don’t hit anyone... and swing the buzzer in a circle above your head or in front of you. You should hear a buzzing sound.

**Safety:** Make sure that Cub Scouts have plenty of space to swing the buzzer around so that everyone will be safe from flying buzzers.

**Troubleshooting:** If you don’t hear a buzzing sound, try bending the free corners of your card a little bit. That may produce more sound. You could also try turning your knot of yarn a bit.
Secrets in Nature Closing

Cubmaster:

No matter where you live, there is a world of undiscovered secrets of nature waiting to be explored. Farmers and naturalists are students of nature. A naturalist stands like Columbus on the prow of his ship, with a vast continent before him. The main difference is that the naturalist’s world can be at his feet. It is as near as your back yard, a nearby park, the woods, or the fields of a local farm. All kinds of insects, birds, plants, and other forms of life inhabit these lands. Continue exploring the world of nature and you will find many wonderful things that we have on this earth to enjoy.