Cub Scout Den Meeting Outline

Month: **June**  
Point of the Scout Law: **Brave**

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<tr>
<th>Before the Meeting</th>
<th>Tiger</th>
<th>Wolf</th>
<th>Bear</th>
<th>Webelos</th>
<th>Arrow of Light</th>
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<tbody>
<tr>
<td>Gather materials for gathering and other activities, games and have home assignments (if any) ready.</td>
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<tr>
<th>Gathering</th>
<th>Hidden Pictures: Treetop Diners</th>
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<th>Opening</th>
<th>Rainforest Opening</th>
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<th>Games</th>
<th>Jungle Safari Relay; Lizard Tag; At the Watering Hole</th>
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<th>Business items/Take home</th>
<th>None</th>
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<th>Closing</th>
<th>Jungle Respect Closing</th>
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After the meeting

**Materials:**
- Gathering: copies of Hidden Pictures, pencils
- Opening: flag
- Games: streamers
- Closing: word strips
- Home assignments: None

**Advancement:**
- Tiger - None
- Wolf – None
- Bear – None
- Webelos – None
- Arrow of Light – None
In this big picture, find the mug, pair of shorts, key, envelope, needle, crescent moon, heart, worm, feather, bowl, tack, wristwatch, and mitten.
Rainforest Opening

Materials:
None

Cubmaster or Den leader:

“The rainforest is full of many sounds – from animals, birds and insects to thunder and rain.

We’re going to do a cheer for the rainforest.”

Divide Cub Scouts into 5 groups. Each group will have the following parts:

1\(^{st}\) group - The wind. Rubs palms together (wind)
2\(^{nd}\) group - Snaps fingers slowly (first drops of rain)
3\(^{rd}\) group - Claps hands, vary rhythms (steady, light rain)
4\(^{th}\) group - Slaps thighs (heavy rain)
5\(^{th}\) group - Stamps feet (downpour)

The Cubmaster points to the first group as they begin their action. Each group, once started, continues until the Cubmaster points at them a second time to stop. After the first group starts, the Cubmaster points to the second group, and then the third, and so on until all the groups are participating in a loud and crashing rain storm. Then the Cubmaster stops the groups in reverse order as the storm dissipates and calm returns.

Cubmaster or Den Leader: Let us begin our meeting today by saying together the Scout Oath and the Scout Law.
Jungle Safari Relay

**Materials:**
None

**How to play:**

Divide Cub Scouts into several teams, depending on how many, and put in lines.

Each Cub Scout in line is given the name of an animal that might be found in a jungle (if the Cub Scout is first in line, he’s a monkey; second in line is an elephant, etc.).

At the start signal, the first Cub Scouts in the lines act like the animal they were assigned and try to travel a 20-30 feet and return to the start.

Cub Scouts can hop, crawl, run, pretend to fly, as long as that is the way the animal would travel.

When the first Cub Scouts return, the second Cub Scouts act like their assigned animals to travel the distance and return. The game continues until all the Scouts have participated. The first team to finish wins.

Here are some safari animals you could use:

- Monkey
- Elephant
- Tiger
- Snake
- Frog
- Macaw
- Lion
- Giraffe
- Hippopotamus
- Cheetah
- Crocodile
Lizard Tag

Materials:
Neckerchief or 2-foot streamer for each pair of Cub Scouts

How to play:
Cub Scouts form pairs. The pairs are the lizards. One person should be in front as the head of the lizard and the other in back as the tail of the lizard. The Cub Scout in back can put his hands on the waist of the Cub Scout in front. Each pair will be given a neckerchief or something that can be used as a tail.

The Cub Scout in the back will put the neckerchief of streamer in their back pocket or in the back of the pants they are wearing so that it looks like a tail.

At the start signal, the pairs try to grab as many tails from other “lizards” while they stay connecting. If a lizard grabs a tail from another pair, then the pair that lost their tail is frozen. The last pair with a tail wins. Play this several times and mix up heads and tails.

Variation:
Object: Be the last lizard with a tail.

Give each boy a foot-long length of green streamer to stick in his back pocket for a tail. When the leader calls “Go,” the boys chase one another, trying to collect tails. If a boy loses his tail, he freezes in place for the rest of the game. The last boy with a tail wins.
At the Watering Hole

**Materials:**
None

**How to Play:**
Objective: Create an animal that must be able to walk to the watering hole and back.

Divide Cub Scouts into small groups of 4-5 players, who must turn into animals with only 6 legs, but every player must be making part of the animal.

The “animal” must be able to walk to the “watering hole” and back, with only 6 legs touching the ground.

Players can do a piggy-back, wheelbarrow, or even limp on one leg, as long as their animal can walk. This is not a race, but a problem-solving activity. Have them also come up with a name for their animal and also create any sounds that this animal might make. If time permits, they could even create what type of habitat and diet this animal has.
Materials:
Word strips for Cub Scouts to read

Cubmaster or Den Leader:
The jungle is a great outdoor environment, that just like others, needs respect and care.

Cub Scout #1: We will help to maintain the jungle’s balance.
Cub Scout #2: We will help and learn from the jungle animals.
Cub Scout #3: We will help preserve the jungle’s resources.
Cub Scout #4: We will protect them from harm.
Cub Scout #5: We will abide by the Outdoor Code and be clean in our outdoor manners.

Cubmaster or Den Leader:
Let’s make sure we always remember to respect all outdoors. Have a great week!
Cub Scout #1: We will help to maintain the jungle’s balance.

Cub Scout #2: We will help and learn from the jungle animals.

Cub Scout #3: We will help preserve the jungle’s resources.

Cub Scout #4: We will protect them from harm.

Cub Scout #5: We will abide by the Outdoor Code and be clean in our outdoor manners.