## Cub Scout Den Meeting Outline

### Month: **May**
**Point of the Scout Law:** **Clean**

### Week: 2

<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>
<td><strong>Gather materials for gathering and other activities, games and have home assignments (if any) ready.</strong></td>
<td><strong>Gather materials for gathering and other activities, games and have home assignments (if any) ready.</strong></td>
<td><strong>Gather materials for gathering and other activities, games and have home assignments (if any) ready.</strong></td>
<td><strong>Gather materials for gathering and other activities, games and have home assignments (if any) ready.</strong></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Gathering</th>
<th>Hidden Pictures: Farm Stand</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opening</td>
<td>Kind to Animals Opening</td>
</tr>
<tr>
<td>Discussion</td>
<td>Match the Tools Sheet</td>
</tr>
<tr>
<td>Activities</td>
<td>Jump the River; Jellyfish Bowl</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Business items/Take home</th>
<th>None</th>
<th>None</th>
<th>None</th>
<th>First Responder 6</th>
<th>Scouting Adventure 2, 2a, 3d</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Closing</th>
<th>Friendship Closing</th>
</tr>
</thead>
<tbody>
<tr>
<td>After the meeting</td>
<td></td>
</tr>
</tbody>
</table>

### Materials:
- **Gathering:** copies of Hidden Pictures, pencils
- **Opening:** flag
- **Discussion/Activity:** Match the Tools sheets, pencils; Boy Scout Advancement posters
- **Activities:** chalk for marking river, glue, Styrofoam bowls, wiggly eyes, colored tissue paper, chenille stems, pushpins, crayons/markers
- **Closing:** None
- **Home assignments:** See home assignment sheets

### Advancement:
- **Tiger** - None
- **Wolf** – None
- **Bear** – None
- **Webelos** – First Responder 6
- **Arrow of Light** – Scouting Adventure 2, 3d
In this big picture, find the pennant, slice of pie, mug, candy cane, crown, saw, heart, loaf of bread, cracker, bat, muffin, toothbrush, mitten, baseball and nail.
Be Kind to Animals Opening

Materials:
Flag

Cubmaster or den leader:

What is your favorite animal? Is it an alligator or an armadillo or maybe a grizzly bear? [Share one of your favorite animals or birds that live near you.]

[Let the Cub Scouts share their favorite animals.]

We know that one point of the Scout Law is the word “kind.” When I ask you to be kind, what does that mean? [Cub Scouts will have many answers to this question.]

Have you ever thought about what it means to “be kind to animals?” What do you think that would mean? [Cub Scout answers may vary, but they should mention – taking care of animals, feeding animals (if they are a pet), not bothering animals (if they are in the wild), not hurting animals, etc.]

Let’s be kind to the birds and animals that live around us.

Join me in the Pledge of Allegiance and the Outdoor Code.
MATCH THE TOOLS

Choose from the following tool names:
- Hammer
- Hacksaw
- Saw
- Phillip’s Screwdriver
- Standard Screwdriver
- C-Clamp
- Adjustable Wrench
- Pliers
Match the Tools Sheet – Answers

1. Standard Screwdriver
2. C-Clamp
3. Adjustable Wrench
4. Hammer
5. Phillip’s Screwdriver
6. Saw
7. Hacksaw
8. Pliers
**Boy Scout Advancement**

**Materials:**
Advancement, rank and merit badge posters

**Instructions:**
Using the simple posters, explain to the Webelos Scouts (5th graders) how advancement works in Boy Scouts.

The **four steps of Boy Scout Advancement** are (p.192-193 *Webelos Handbook*):

1. You learn. [Learn from the *Boy Scout Handbook* and other new skills.]
2. You are tested. [You demonstrate to your leader that you have mastered a skill – the leader might be an assistant Scoutmaster, the troop guide assigned to your patrol or even your patrol leader. After testing you, that leader signs off on the requirements in your book.]
3. You are reviewed. [After finishing all the requirements for a rank, you go before a board of review. They talk to you about what you’ve learned and double-check requirements, but they do not re-test you. They might ask you how you are enjoying Scouting and might give you tips about completing the next rank.]
4. You are recognized. [You will be recognized in your patrol and also in a troop court of honor. This is a special awards ceremony that is held every three or four months.]

**Ranks** - see poster

**Merit Badges** – see poster
Merit badges are awards you can earn as a Boy Scout for learning about a specific topic. There are more than 130 different merit badges, but most Scouts earn maybe 20 or 30. Once you become a First Class Scout, you must earn merit badges to advance in rank.

To earn a merit badge, you meet with an adult expert in the field and work through a set of requirements. Along the way, you might discover a hobby or career you can pursue for your whole life.
To advance in rank beyond First Class, you have to earn a certain number of merit badges. For the Eagle Scout rank, you must earn a total of 21 merit badges: 13 from a list of Eagle-required merit badges and nine that you choose yourself. Some Scouts actually earn all the merit badges! Merit badges are worn on a merit badge sash, which is worn on special occasions.
Four Steps of Advancement

1. You learn.
2. You are tested.
3. You are reviewed.
4. You are recognized.
Scout  Tenderfoot  Second Class  First Class

Star  Life  Eagle
Jump the River

Materials:
Masking tape or chalk to mark the “river”

Instructions:
1. Two parallel lines are drawn twelve inches apart to represent a river.
2. The players line up on one side and run in a group to jump the river.
3. Then they turn around and come back across the river with a standing jump.
4. Then a new line is drawn to widen the river and the players repeat the running and standing jumps. Anyone who falls in the river by landing between the two widest lines is out of the game.

How wide can your river get before people can’t jump the river anymore?
Jellyfish Bowl

**Materials:**
- Styrofoam bowl (1 per Scout)
- Markers/Crayons
- Tissue paper strips – 1” x 18” (8-10 per Scout)
- Glue
- Push pin
- Chenille stem (1 per Scout)
- Scissors
- Wiggly eyes (2 per Scout)

**Instructions:**
1. Have each Cub Scout turn their bowl upside down and with markers or crayons have them decorate the bowl. Glue on the wiggly eyes.

2. Turn the bowl over and put glue in the bottom of the bowl.
3. While the glue is still wet, carefully put the ends of the 8 to 10 tissue paper strips into the glue. Let the glue dry for a few minutes.

4. Turn the bowl over.
5. With a push pin make a hole big enough in the jellyfish bowl to thread through a chenille stem.
6. Insert the chenille stem into the bowl and inside the bowl fold the stem over itself so that the chenille stem can’t be pulled out of the hole.
7. On the other end of the chenille stem make a loop and then twist the end to hold the loop in place.
Friendship Closing

Materials:
None

Have the Cub Scouts and leaders form a circle.

Cubmaster:
We are in this big circle of friends. Let us make the Cub Scout sign and say the Scout Oath and Scout Law together.

[Make the Cub Scout sign and say the Scout Oath and Scout Law together.]

Part of that Scout Oath says that we will help other people. Part of the Scout Law says that a Scout is kind. I hope that we can help other people and be kind to people every day.

Have a great week!
May Week 2
Home Assignment – Webelos (those in the 4th grade)

First Responder Adventure, Requirement 6
Put together a simple home first-aid kit. Explain what you included and how to use each item correctly.

Every home and car should have a first-aid kit so that supplies will be there when you need them. (Webelos Handbook, pages 82-83)

Home First-Aid Kit

Here are some things you could include:
- Tweezers
- Box of latex-free bandages – different sizes
- Twelve each of 3-by-3 inch and 4-by-4 inch sterile pads
- Roll of 1-inch and roll of 2-inch latex-free adhesive tape
- Scissors; safety pins
- Two 1-inch roller bandages; two 2-inch roller bandages
- Three cravat, or triangular, bandages
- Two 17-inch splits of thin board
- Antibiotic ointment
- Calamine lotion
- Goggles, latex-free gloves
- Hand sanitizer

Car First-aid Kit

All of the above plus:
- Small flashlight and batteries
- Blanket

______________________________  _________________________
Akela’s OK                     Date

Return this paper to Cub Scout meeting after you have completed the assignments.
**May Week 2**
Home Assignment – Webelos (those in the 5th grade)

**Scouting Adventuring Requirements 2 and 2A**

Visit a Boy Scout troop meeting. After the meeting, describe how the Scouts in the troop provide its leadership.

Troop meetings are a lot different from the den and pack meetings you’re used to attending, so you may not know exactly what’s going on at first.

First, the senior patrol leader – he’s the top elected leader – calls the troop to order using the Scout sign. One of the patrols leads a flag ceremony, and everyone recites the Pledge of Allegiance or Scout Oath and Scout Law.

Next, one of the older Scouts (or maybe an adult leader) teaches the group a skill and then they break up into patrols and work on patrol items – like making a patrol flag, planning a patrol hike, etc. After the patrol meetings, everybody comes back together to play a game. This may be a game just for fun, or it may give Scouts a chance to practice the skill they learned earlier. Finally the whole troop will be back together for a closing ceremony. The senior patrol leader may make some announcements and the Scoutmaster may give some words of wisdom (called a Scoutmaster’s Minute).

If things are going well, about the only time an adult says anything during a troop meeting is when the Scoutmaster gives the Scoutmaster’s Minute. Other than that, the meeting is run by the Scouts themselves. The same thing is true for hikes, campouts, service projects and everything else. Adult leaders are there, but they’re more like coaches. The Scoutmaster and assistant Scoutmasters train the youth leaders and then stand on the sidelines watching them in action.
Here are some youth leaders:

Senior patrol leader – leads the troop
Assistant senior patrol leader – supports the senior patrol leader
Troop guide – helps a patrol of young Scouts, much like a den chief helps a Cub Scout den
Quartermaster – takes care of the troops equipment
Scribe – takes care of the troop’s records
Instructor – teaches skills
Patrol leader – leads a patrol
Assistant patrol leader – assists the patrol leader
Scoutmaster – coaches the senior patrol leader and other youth leaders
Assistant Scoutmaster – supports the Scoutmaster

______________________________
Akela’s OK       Date

Return this paper to Cub Scout meeting after you have completed the assignments.

Scouting Adventure Requirement 3d

With your parent, participate in a Boy Scout troop’s campout or other outdoor activity. Use the patrol method (working in groups that we call patrols) while on the outing.

The fun of Boy Scouting happens when the troop leaves its meeting place and heads “out there.” For this requirement, you get to tag along and participate in the troop’s activity.

______________________________
Akela’s OK       Date

Return this paper to Cub Scout meeting after you have completed the assignments.