

Cub Scout Den Meeting Outline

Month: **January**

Week: **3**

Point of the Scout Law: **Trustworthy**

	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	Hidden Pictures: Tug of War Fun				
Opening	TEAM Opening				
Activities/Project	Teams and Sportsmanship				
Game/Song	Leg Tunnel Relay/Bounce Toss and Jump Relay/Broken Down Car Relay				
Business items/Take home	None	Paws of Skill 6	None	None	None
Closing	Fun in the Game Closing				
After the meeting					

Materials:

Gathering: copies of Hidden Pictures, pencils

Opening: flag, opening cards

Project/Activity: none

Game/Song: ball to bounce, bean bag

Closing: none

Home assignments: See home assignment sheets

Advancement:

Tiger - Tiger Bites 4

Wolf – Paws of Skill 4, 5, 6

Bear – None

Webelos – None

Arrow of Light – None

Hidden Pictures®

Tug-of-War Fun

By Rocky Fuller

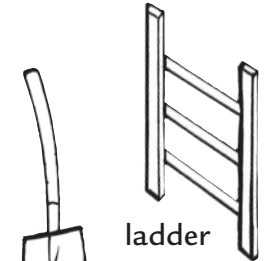
Can you find these
Hidden Pictures®



heart



hamburger



shovel

ladder



screw



ladle



tea bag



banana



mug



worm



drinking
straw



wrench



funnel

In this big picture, find the heart, hamburger, shovel, ladder, screw, tea bag, banana, ladle, mug, worm, drinking straw, wrench, and funnel.

BONUS!

Can you also find the magnet, pencil, envelope, and fishhook?

Team Opening

Materials:

Four cards with the letters T, E, A, and M
4 Cub Scouts to hold the signs (Cub Scouts just hold the signs – no reading necessary)

Cubmaster: [Say the following. After you say the letter, hand it to one of the 4 Cub Scouts]

T is for together.

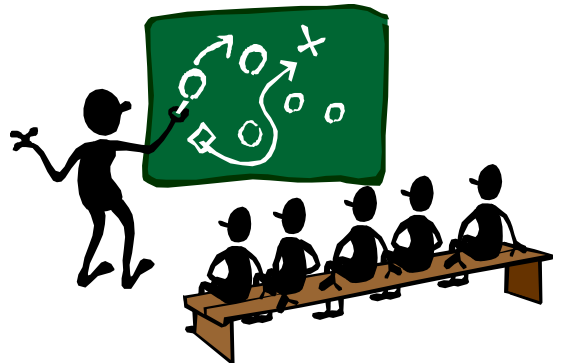
E is for everyone.

A is for all.

M is for many.

There is no “I” in team. It takes everyone working together to be a team. Let’s think of our pack as a team and work together. Let’s give each other encouragement and support.

Together, let’s say the Pledge of Allegiance and the Cub Scout Promise.



T

E

A

M

Teams and Sportsmanship

Materials:

None

Cubmaster or den leader:

[Start a discussion with the Cub Scouts about team with the following questions.]

What is a team? Why do we need to be on a team? Is a team important?

How do we work as a team when we are playing a game? Can you think of any games that are only played with a team? Let's list some of those sports.

[Basketball, baseball, football, soccer, etc]

What would happen if a team member stopped being part of the team? What would happen?

Cubmaster or den leader:

Being a good team player is important. I'm going to list some things that we can do as we play a game – tell me if it is important or not.

Following the rules

Be Fair

Be kind to everyone

Cheer for good plays

Do your best

Play to have fun

Shake hands after the game

[As sportsmanship is discussed while you go over these items with the Cub Scouts, help them see that it isn't always easy to do all of these things when you're playing a game. How can Cub Scouts try to better in all of these areas?]



Leg Tunnel Relay

Materials:

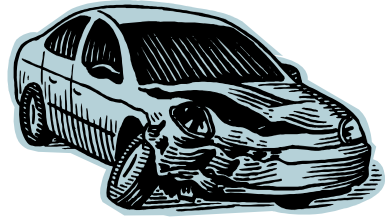
None



Instructions:

1. Each team must have an even number of players.
2. Teams line up single file and stand with their feet apart – making a long tunnel with their legs.
3. The last boy in each line crawls through the “tunnel” from one end to the other and stands up with his feet apart. The players follow in rapid succession, each standing up when he has crawled through.
4. The first team to be back in its original order wins.

Broken Down Car Relay



Materials:

Masking Tape to mark the starting point and goal line

Index cards with written instruction for each player

Set up a starting point and a goal line about 20 feet apart from each other. Divide the Cub Scouts into two teams. Have the two teams line up in two single file lines at a starting point.

-The **first player** on each team represents a flat tire. He hops to the goal and then back.

-The **second player** on each team is a broken radiator. He makes a hissing sound as he runs to the end goal and back.

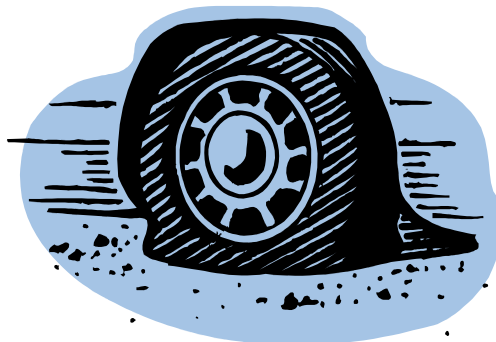
-The **third player** has water in his gas tank. He moves forward three steps and back ward two until he goes to the goal and back.

-The **fourth player** is missing a tire. He moves forward on two hands and one foot to the goal and back.

-The **fifth player** only has reverse working. He can only run backwards to the goal and back.

-The **sixth player** represents a car in good shape. He runs quickly to the goal and back.

Use other ideas as needed. You may want to write down each Cub Scout's role on an index card and give it to him so that he will remember.



Bounce, Toss and Jump Relay

Materials:

A ball that can be bounced for each team of 10-15 boys

A beanbag for each team of 10-15 boys

Instructions:

1. Divide the Cub Scouts into teams of 10-15 boys – as evenly as possible.
2. Each team will get a ball and a beanbag that will be placed at a spot 20 feet in front of the team.
3. On “Go,” the first player on each team runs to the ball and beanbag, picks up the ball. He bounces the ball 10 times, tosses the beanbag in the air 10 times, and then jumps up and down 10 times. The first player then puts the ball and beanbag where he found them and then runs back to his team and tags the next player.
4. Play continues until all members of the team have had a turn.



Fun in the Game Closing

Materials:

None

Cubmaster:

When you play a game, always try and wish to win; otherwise, your opponent will have no fun—but never wish to win so much that you cannot be happy without it.

Seek to win only by fair and lawful means according to the rules of the game. This will leave you without bitterness toward your opponent, or shame before others.

Take pleasure in the game even though you do not obtain the victory; for the purpose of the game is not merely to win, but to find joy and strength in trying.



Name _____

January Week 3

Home Assignment – Wolf

Paws of Skill

____ 6. Visit a sporting event with your family or your den. Look for ways the team works together. Share your visit with your den.

Akela's OK

Date

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

Name _____

January Week 3

Home Assignment – Wolf

Paws of Skill

____ 6. Visit a sporting event with your family or your den. Look for ways the team works together. Share your visit with your den.

Akela's OK

Date

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