

Cub Scout Den Meeting Outline

Month: **June**

Week: **4**

Point of the Scout Law: **Obedient**

	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	Play Fair Opening				
Games	Games, Games, Games				
Business items/Take home	None	None	None	None	None
Closing	Good Sport Code Closing				
After the meeting					

Materials:

Gathering: copies of Hidden Pictures, pencils

Opening: lines to cut

Games: Balls (larger than tennis balls), plastic spoons, ping-pong balls

Closing: lines to cut

Home assignments: None

Advancement:

Tiger - None

Wolf – None

Bear – None

Webelos – None

Arrow of Light – None

Hidden Pictures®

Tug-of-War Fun

By Rocky Fuller

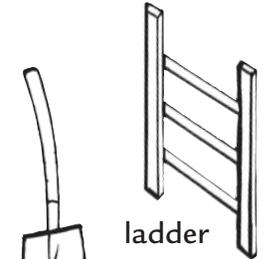
Can you find these
Hidden Pictures®



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?

Play Fair Opening

Materials:

Flag

Cubmaster or Den leader:

What is good sportsmanship?

You might say it is being a good loser. That's part of it. Nobody likes to lose. But when you do lose, you should grin and bear it. Don't complain about the officials. Just make up your mind to do better next time.



There's more to good sportsmanship than being a good loser. It also means playing fair. A good sport does not cheat. A good sport plays by the rules, even if he knows he could cheat and get away with it. You will never know if you are good at something unless you follow the rules.

A good sport plays hard. He plays to win – but to win fairly.

Let's say the Scout Oath and Scout Law and then say the Pledge of Allegiance.

Games, Games, Games

Over and Under Relay

Materials:

Ball for each team (larger than a tennis ball)

Instructions:

Teams of 6-8 line up. The front player has the ball and passes it over his head to the player behind him. This continues (with the ball passing over the head) until the ball reaches the last Cub Scout, who runs to the front of the line and passes the ball between his legs to the original first player. These processes alternate until the line is back in its original order.

Variation: The first Cub Scout passes the ball over his head and the second passes it through his legs.



Wheelbarrow Race

Materials:

None

Instructions:

Set up start and finish lines.

Have Cub Scouts get into pairs. One person will be the wheelbarrow and walk on their hands, with the other person holding their ankles. One signal, they will race to the finish. Have the Cub Scouts switch off... so that each get a turn being the wheelbarrow.

The first pair to the finish wins.

Spoon Race

Materials:

Plastic spoons (one for each team)

Ping-pong balls (one for each team)

Instructions:

Set up a start and turn line.

Each team will have a spoon and a ping pong ball. Each team will line up for this relay. They will hold the spoon in their hand with the ping-pong ball on it. They will race against the first players of the other teams and go to the turn line and then return to the start and hand off the spoon and the ball to the next player. This continues until all players on the team have raced with the spoon and ping-pong ball. Once the race has started, they are no longer allowed to touch the ping-pong ball with their hands.

Variations: If running to the turn line and back is not challenging enough, add a chair on the turning line that they have to sit down in before they can return to the start line. You can create other challenges as well.

Raiders

Materials:

None

Instructions:

Cub Scouts split into three equal teams, and then each team numbers off so that each Cub Scout has his own number (if teams are unequal, some Cub Scouts can have more than one number). The three teams line up in parallel lines, with the two outside teams the same distance from the center team. A leader calls off a number and the outside teams' Cub Scouts with that number chase the inside team Cub Scout with the number. The Cub Scout who tags the inside scout gets a point for his team.

You can play to reach a certain number of points or a certain amount of time. After all numbers have been called, the losing team goes into the center.

Walking Statues

Materials:

None

Instructions:

Two teams stand on opposite ends of a field or room, with a leader in the middle. The Cub Scouts on the teams must reach the leader, but they can only move when he or she is facing the opposite direction. The leader can turn around whenever they want to and if they see a Cub Scout move, the Cub Scout is sent back to the starting line.

The first Cub Scout who reaches the leader wins for his team.

Good Sport Code Closing

Materials:

None

Cubmaster or Den leader:

Cub Scouts, I would like you to repeat each rule after I say it:

1. Obey the rules.
2. Never brag when you win.
3. Don't quit when you're losing.
4. Take turns.
5. Help others enjoy the game.

Cub Scouts, can you live by those rules that we just repeated? [Yes!]

You have the Spirit of Sportsmanship and you respect and abide by the rules that govern the sports we play. In doing so, you give honor to yourself and to your pack.

