

Cub Scout Den Meeting Outline

Month: **November**

Week: **2**

Point of the Scout Law: **Courteous**

	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: Escape Plan				
Opening	Knight's Challenge Opening				
Activities/Project	Better than You Found It				
Game/Song	Moat Challenge Game				
Business items/Take home	Tiger: Safe & Smart 3,4	None	Bear: Paws for Action 2bii, 2biii	Webelos: First Responder 7	None
Closing	Knights of Old Closing				
After the meeting					

Materials:

Gathering: copies of Hidden Pictures: Escape Plan, crayons/markers

Opening: flag

Project/Activity: gloves, garbage bags

Game/Song: chalk or masking tape to mark lines

Closing: none

Home assignments: See home assignment sheets

Advancement:

Tiger - Safe & Smart 3,4

Wolf – Council Fire 4b

Bear – Paws for Action 2bii, 2biii, 3b

Webelos – First Responder 7

Sparky's **HIDDEN PICTURE PUZZLE**



The following objects are hidden in this picture: battery, smoke alarm, candle, flashlight, pencil, sailboat, banana, golf club, bell, sock, ruler, ring, cup, and a button!

For more FUN STUFF, visit SPARKY.ORG

The name and image of Sparky are trademarks of the NFPA.

Knights Challenge Opening

Materials:

Flag

Cubmaster/Den Leader:

Like knights of old, our den knights pledge their allegiance to our flag.

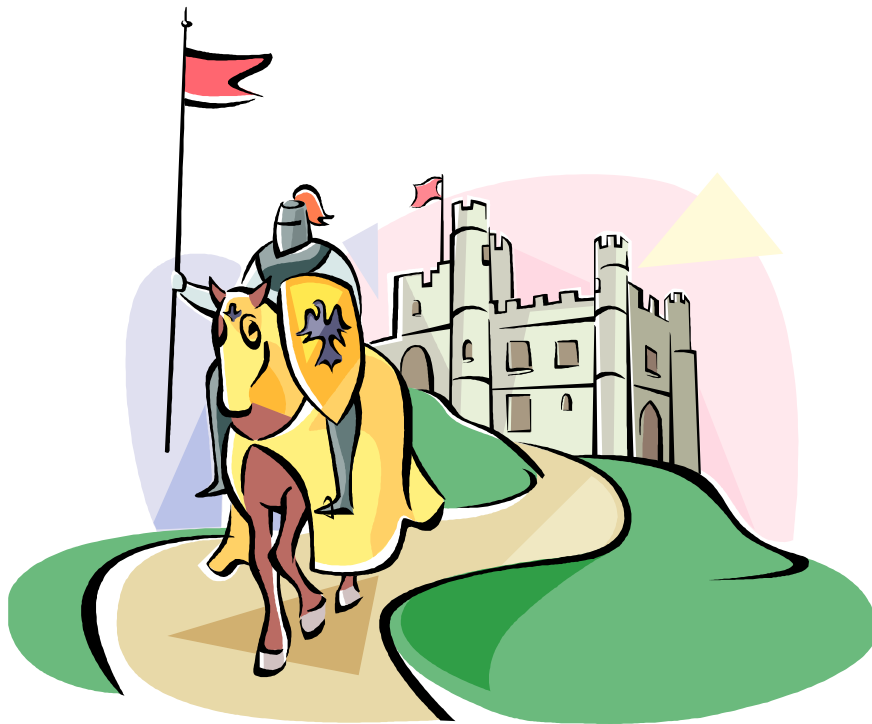
Its colors stand for principles we treasure and defend:

Red for bravery,

White for purity,

and Blue for loyalty.

Knights, please join in the Pledge of Allegiance to our flag.



Better than You Found It

Materials:

Gloves (can even be latex gloves)

Garbage bags

Objective:

To work as a den and a pack to clean up an area. This area can be within the students' meeting place, outside of the meeting place and/or in the area around the meeting place.



Have a discussion about what it means to help other people. Helping – no matter what kind of help it is – is a Good Turn. Cub Scouts should do a Good Turn every day.

Cub Scouts, with gloves and the appropriate garbage bags, will walk through their meeting place and outside and wherever the den leader/Cubmaster feels it is appropriate for them to be – and will pick up trash, make things orderly and leave their meeting place (inside and outside) better than they found it. Den leaders and Cubmasters will need to determine the best way to do this for their meeting location.

Once the Cub Scouts are done cleaning up, etc, have them discard of their gloves and then carry out a reflection time and ask the Cub Scouts how they felt when they knew they were helping by cleaning up.

Moat Challenge Game



Materials:

Chalk or masking tape to mark lines

Setup:

Set up a “safe area” by drawing two lines around the safe area to create a “moat.”

This may be drawn with chalk, marked with rope, marked with tape, etc. The moat was a water-filled trench around the castle. Built for security, it was often also filled with sharp and dangerous objects such as rusty metal and glass. Set up an area with the castle “safe zone” placed in the middle. Place a string or tape outside, and then another string 2½ feet farther out.

Play:

Cub Scouts are challenged to jump the moat and land in the safe area of the castle.

To make this challenging for different age levels, vary the size of the jumping space (moat).

Assign different points for the amount of distance from the outside of the moat to the safe area. The Scout with the most points wins.

Knights of Old Closing

Materials:

None

Cubmaster or Den Leader:

Knights of old stood straight and tall as they pledged themselves to defend all things that were good and to strive to always do right.

(Lets form a circle.)

Cub Scouts today stand straight and tall as they pledge themselves to do well, taking the Scout Oath and Law as their code while they do what they should.

(Say the Scout Oath and Law with me.)

Let each of us now promise again to live up to a good knight's code of friendly service to others.



Name _____

November Week 2

Home Assignment

___ **Tiger** – Safe and Smart 3, 4

- 3. Make a fire escape map with your adult partner.
- 4. Explain your fire escape map, and try a practice fire drill at home.

___ **Bear** – Paws for Action 2bii, 2biii

- 2bii. Make a list of emergency numbers to post in your home, and keep a copy with you in your backpack or wallet.
- 2biii. With your family, develop a plan to follow in case of an emergency, and practice the plan at least three times. Your family can determine the emergency, or you can develop several plans.

___ **Webelos** – First Responder 7

- 7. Create and practice an emergency readiness plan for your home.

Akela's OK

Date

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

Name _____

November Week 2

Home Assignment

___ **Tiger** – Safe and Smart 3, 4

- 3. Make a fire escape map with your adult partner.
- 4. Explain your fire escape map, and try a practice fire drill at home.

___ **Bear** – Paws for Action 2bii, 2biii

- 2bii. Make a list of emergency numbers to post in your home, and keep a copy with you in your backpack or wallet.
- 2biii. With your family, develop a plan to follow in case of an emergency, and practice the plan at least three times. Your family can determine the emergency, or you can develop several plans.

___ **Webelos** – First Responder 7

- 7. Create and practice an emergency readiness plan for your home.

Akela's OK

Date

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

Name _____

November Week 2

Home Assignment

___ **Tiger** – Safe and Smart 3, 4

- 3. Make a fire escape map with your adult partner.
- 4. Explain your fire escape map, and try a practice fire drill at home.

___ **Bear** – Paws for Action 2bii, 2biii

- 2bii. Make a list of emergency numbers to post in your home, and keep a copy with you in your backpack or wallet.
- 2biii. With your family, develop a plan to follow in case of an emergency, and practice the plan at least three times. Your family can determine the emergency, or you can develop several plans.

___ **Webelos** – First Responder 7

- 7. Create and practice an emergency readiness plan for your home.

Akela's OK

Date

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

Name _____

November Week 2

Home Assignment

___ **Tiger** – Safe and Smart 3, 4

- 3. Make a fire escape map with your adult partner.
- 4. Explain your fire escape map, and try a practice fire drill at home.

___ **Bear** – Paws for Action 2bii, 2biii

- 2bii. Make a list of emergency numbers to post in your home, and keep a copy with you in your backpack or wallet.
- 2biii. With your family, develop a plan to follow in case of an emergency, and practice the plan at least three times. Your family can determine the emergency, or you can develop several plans.

___ **Webelos** – First Responder 7

- 7. Create and practice an emergency readiness plan for your home.

Akela's OK

Date

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