Cub Scout Den Meeting Outline

Month: June

Week: 1

Point of the Scout Law: Obedient/Wild, Wild West Day Camp Theme

	Tiger	Wolf	Bear	Webelos	Arrow of Light
Before the	Gather materials for	Gather materials for	Gather materials for	Gather materials for	Gather materials for
Meeting	gathering and other	gathering and other	gathering and other	gathering and other	gathering and other
	activities, games and	activities, games and	activities, games and	activities, games and	activities, games and
	have home assignments	have home assignments	have home assignments	have home assignments	have home assignments
	(if any) ready.	(if any) ready.	(if any) ready.	(if any) ready.	(if any) ready.
Gathering	Hot Potato				
Opening	Promise to Do My Best Opening				
Games	Steal the Bacon, Rattlesnake Tag; Backwards Line Race				
Activity	Cactus Art				
Business	None	None	None	None	None
items/Take home					
Closing	Prairie Closing				
After the meeting					

Materials:

Gathering: tennis ball or other object to toss

Opening: flag, lines to cut for Cub Scouts to read

Games: some object as the "bacon"

Activity: cactus to cut out, colored tissue squares, pencils, glue, scissors, crayons/markers

Closing: None

Home assignments: None

Advancement:

Tiger - None

Wolf – None

Bear – None

Webelos - None

Arrow of Light – None

Hot Potato

Materials:

a ball (tennis ball), bean bag, or even a wad of paper

Instructions:

Have Cub Scouts sit in a circle on the floor.



One Cub Scout starts with the ball and passes it to the next person and so on as fast as they can around the circle. When the leader says "stop" whoever has the ball is "out" (they don't want to be holding the "hot potato"). The game continues until only one player is left – or it's time to do something else.

Promise to Do Our Best Opening

Materials:

Flag Strips of paper with lines for Cub Scouts to read



Cub Scout #1: Growing up is an adventure.

Cub Scout #2: Everyday brings new and exciting things in our lives.

Cub Scout #3: Cub Scouting provides many doorways to adventure for boys as we develop in character, personal fitness and citizenship.

Cub Scout #4: As we salute the flag, let us think about all the adventures which are ahead of us, and promise to DO OUR BEST.

Cub Scout #5: Please join us in the Pledge of Allegiance.

Promise to Do My Best Opening (lines for Cub Scouts to read – cut out each part)

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Cub Scout #4: As we salute the flag, let us think about all the adventures which are ahead of us, and promise to DO OUR BEST.

Cub Scout #5: Please join us in the Pledge of Allegiance.

Steal the Bacon

Materials:

Some object to take – shoe, stuffed animal, rolled up newspaper, etc

Instructions

Divide Cub Scouts into two teams. Each team sits across from each other on a boundary line.



Once each team is lined up, give each player on each team number, each group should have a one, a two, etc.

Place the "bacon" in the center of the playing area and assign each team one goal line to cross at either end of the playing area.

The leader calls out a number and all Cub Scouts with that number run to pick up the "bacon."

The person who gets the "bacon" first tries to run across his team's goal line without being tagged. The person whose number was called who did not get the pick up the "bacon" should try to tag the other player before they get across the goal line.

Once someone is tagged or gets across their goal line, the round is over. Players go back to the boundary line with their teams and a new number is called and the game continues.

When a team crosses the goal line with the "bacon" gets a point. The team to reach 5 points (you can change the amount of points) wins the game.

Rattlesnake Tag

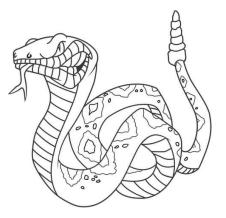
Materials:

None

Instructions:

Have Cub Scouts form a snake by lining up one behind the other. You may need to have more than one snake if you have lots of Cub Scouts.

Each player holds the waist of the person in front of them.



The first Cub Scout in line is the head and the last person in line is the tail.

When the head yells "go," the snake begins moving and the head tries to grab the waist of the tail.

The rest of the players move around to keep the snake all together.

If the head catches the tail, that the head becomes the tail and the Cub Scout that was behind the head in line gets to be the new head.

Backwards Line Race

Materials:

None

Instructions:

Set starting and turning lines.

Have Cub Scouts get into groups of threes. Each threesome is a team.

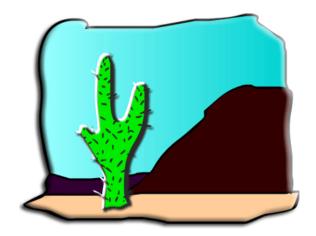
The end two players on each team face backwards while the middle player faces forward. The middle player is facing the starting line. They three players lock elbows.

When the leader says "go," the threesome runs to the turn line, and then runs back to the start line. The first team finishing – without falling apart - wins.

Cactus Art

Materials:

Copied cactus (1 per Cub Scout) on cardstock Crayons/Markers Small squares (2"x2") of colored (red, yellow, orange) tissue paper (6-10 per Cub Scout) Glue Pencil/pen

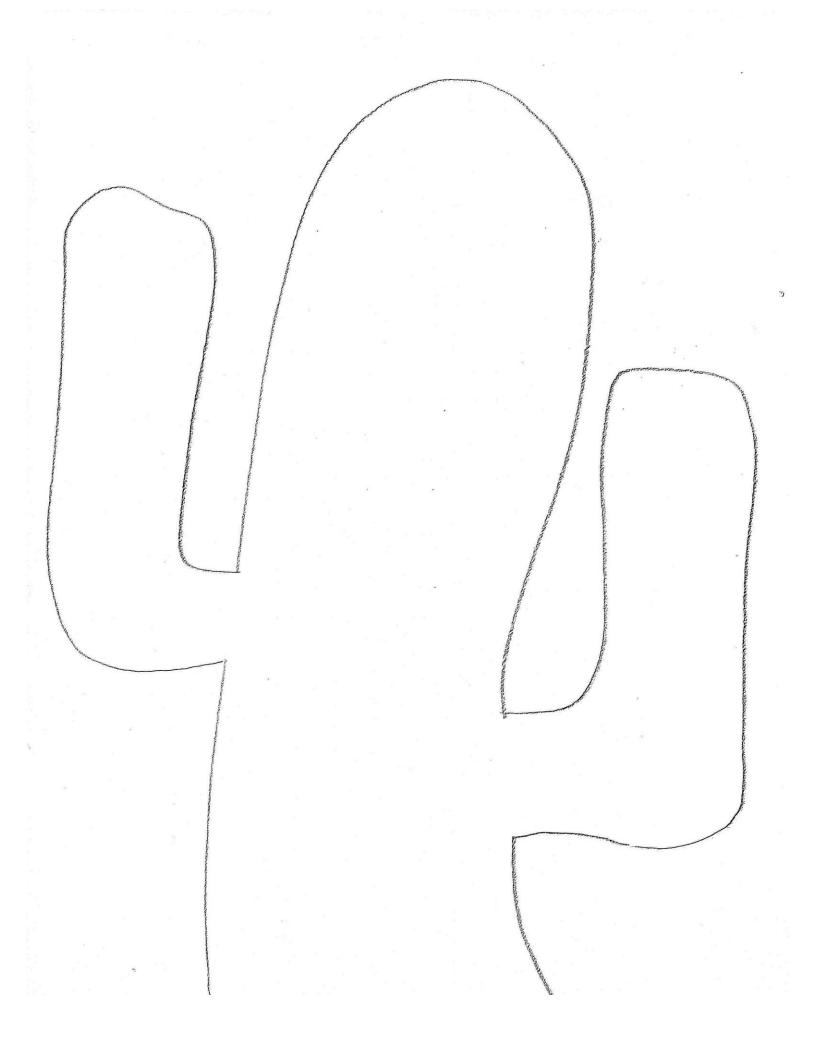


Instructions:

Have Cub Scouts color their cactus and they can cut it out if they would like. They can add spines, etc to the cactus.

To add cactus flowers, they can do the following:

Put a dab of glue on the cactus where they want the flower, wrap a small tissue paper square around the bottom of a pencil (covering the eraser) and then put the pencil in the dab of glue on the cactus – but leave the tissue paper behind, making the cactus flower. Add as many flowers on the cactus as they would like.



Prairie Closing

Materials:

None

Cubmaster or Den leader:

May the Great Spirit watch over you As long as the grass grows and the water flows. 'Til we meet again.

