

Cub Scout Den Meeting Outline

Month: **March**

Week: **3**

Point of the Scout Law: **Loyal**

	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: At the Recycling Center				
Opening	Nature Opening				
Activity	Look and Listen				
Activity #2	One Foot Hike	Neighborhood Map	Knife Safety		
Business items/Take home	Backyard Jungle 3	None	Bear Claws 2, 3	None	Scouting Adventure 6
Closing	Loyal to Your Friends Closing				
After the meeting					

Materials:

Gathering: copies of Hidden Pictures, pencils

Opening: flag, opening cards

Project/Activity: None

Activity #2: ruler, yarn, scissors, paper, pencil; paper, pencils, crayons/markers; scissors, templates for paper pocketknives, metal brads

Closing: None

Home assignments: See home assignment sheets

Advancement:

Tiger - Backyard Jungle 1, 2, 3

Wolf – Paws on the Path 6, 7

Bear – Bear Claws 1, 2, 3; Fur, Feathers & Ferns 1

Webelos – Into the Woods 2

Arrow of Light – Scouting Adventure 6, Into the Woods 2

Recycling Center

By Janet Robertson



needle



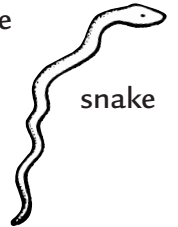
candle



crescent moon



lemon



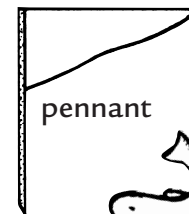
snake



fishhook



boot



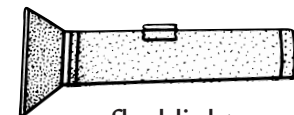
pennant



flowerpot



fish



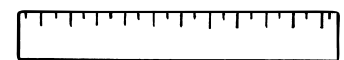
flashlight



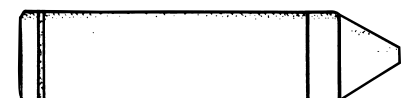
mitten



sailboat



ruler



crayon

In this big picture, find the needle, candle, crescent moon, lemon, snake, fishhook, boot, pennant, fish, flowerpot, flashlight, mitten, sailboat, ruler, and crayon.

Nature Opening

Materials:

flag, cards spelling out the words NATURE with their parts on the back

Cubmaster:

Let's learn about nature.

Cub Scout #1: N - stands for all the nests in the trees.

Cub Scout #2: A - is for all the acorns to be.

Cub Scout #3: T - stands for the trunks so firm and high.

Cub Scout #4: U - is for under the stars in the sky.

Cub Scout #5: R - stands for the rain that makes things grow,

Cub Scout #6: E - is for the earth that we all love so.

Cubmaster: Please join me in saying the Pledge of Allegiance and the Cub Scout Promise.



n

Cub Scout #1: N - stands for all the nests in the trees.

A

Cub Scout #2: A - is for all the acorns to be.

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Cub Scout #3: T - stands for the trunks so firm and high.

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love so.

Look and Listen Instructions

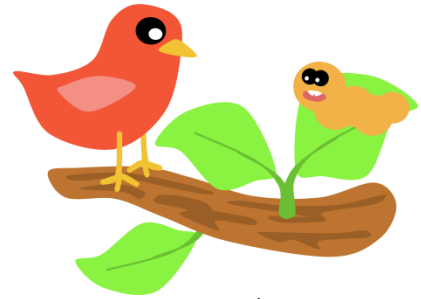
Materials:

None

Instructions:

Here are things to watch for as Cub Scouts go on a small walk around their den meeting location.

What kinds of animals, plants and insects live in our area of Houston? [robins, cardinals, mockingbirds, blue jays, red squirrels, gray squirrels, cockroaches, mosquitoes...] What else do you see? How can we tell different birds and animals apart?



grasshoppers,

They need to look and listen while they are outside. Look for signs of spring, signs of plant life, signs of animal life. Look at the trees – are the leaves starting to come? Look closely. What bugs are in the grass or dirt? What bugs are on the branches? Are there any birds in the sky? What do you see up in the trees? What kinds of trees do we have around here? [pine, oak, maple, etc] How do we tell different trees apart?

What do you think you'll be able to hear? Listen for birds. Listen for animals (dogs, cats, etc). Can we hear the wind? (As a group will have to be quiet as we walk so that we can hear.)

Remind each group of Cub Scouts what they can be looking or listening for as they go outside.

Tigers – Look for two different kinds of birds. Pick out two sounds from nature they hear during their time outside.

Wolves – Try to name two birds, two insects and two animals that live in your area. Look for them as you are outside. [They don't have to see them on this walk.]

Bears – Identify 6 signs that any mammals, birds, insects, reptiles or plants are living nearby.

Webelos/Arrow of Light – Start to identify 6 trees common to their area. How do humans and wildlife use the trees? Is the bark the same on all trees? Are leaves all the same? What plants are common to their area? Have them think about how trees help the environment.

One Foot Hike

Materials:

4 ft piece of yarn

Paper

Pencil

Ruler

Instructions:

Have each Cub Scout do the following outside in the grass.

1. Make a square that is 1 foot long on each side.
2. Look closely at what is inside the square you just made. It might be small, but there is a whole world of activity happening in there. Do you see any bugs or bug homes? Do you see signs of animal food (has anyone tried to eat the grass?). Is there any litter?
3. Write down the things you find in your square .

A Scout is clean. Be sure to clean up your square.



Neighborhood Map

Materials:

- Paper
- Pencils
- Crayons



Cub Scouts need to draw a map of their neighborhood. This map should include the following:

- Natural features (lakes, streams)
- Manmade features (roads, parks, houses, stores, other buildings, etc)
- a key or legend of map symbols (see below for more information)
- show which direction north is on the map

Map Key or Legend

A map symbol is a drawing or sign that stands for a real place or thing. A map key or legend is a list of symbols (usually inside a box) so that anyone looking at your map can easily determine what the symbols mean. Squares and rectangles can be buildings; thick lines can be streets. A circle can be a lake; a star on a square can be where your house is.

Some examples of Map Keys or Legends:



Knife Safety Discussion

Materials:

Copy of the Knife Safety Word Search

Make a Knife instructions and cut out sheets

Instructions/Discussion points:

As many of the Cub Scouts are having this discussion at a school, where knives are not permitted, we will talk about types of knives (using the pictures and descriptions on the word search) and basic safety in using a knife after we make a knife from cardstock. Actual cutting of soap or wood with a pocketknife will need to be done at home.

1 – Using the pictures and description on the knife safety word search done as the gathering activity, go over the three types of pocketknives – the jackknife, penknife and multipurpose knife. Ask them if they have ever seen these kinds of knives and review their similarities and differences.

2 – Go over the instructions for making the paper knife and have the Cub Scouts each make one. Hopefully Cub Scouts will be able to determine that they are making a paper jackknife – it has a hinge on only one side.

Once paper knives are completed, the following need to be discussed and impressed upon each Cub Scout.

Start by reminding them of the following,

“A Scout is obedient. When you follow the rules of knife safety, you keep yourself from getting hurt and you show that you are obedient.”

Then go over the Knife Safety Rules -

1. A knife is a tool, not a toy.
2. Know how to sharpen a knife. A sharp knife is safer than a dull knife because it is less likely to slip and cut you.
3. Keep the blade clean and dry. [What might happen if it's dirty and wet?]
4. Never carry an open pocketknife. [Why is that a good safety rule?]
5. When you are not using your knife, close it using the palm of your hand and put

it away.

6. When you are using the cutting blade, do not try to make big shavings or chips. Cut slowly and steadily.

7. Make a safety circle. Before you pick up your knife to use it, stretch your arm out and turn in a circle. If you cannot touch anyone or anything else, it is safe to use your knife. While using your knife, be sure to watch in case someone walks toward you and gets too close. If that happens, put your knife away until it is safe to continue.

8. Always cut away from you, never toward you.

9. Never hand a knife to someone else blade first. Learn and use the “eye contact” method of handing a knife to someone else. Do not release the knife until the other person makes eye contact with you and acknowledges he has the knife.

10. Never use a knife on something that will dull or break it.

11. Never throw a knife for any reason.

12. Always think before you cut. Do not use your knife to strip bark from a tree or to carve your initials into something that does not belong to you.

What kinds of accidents might happen when you are cutting with a pocketknife? Most of the time these are minor cuts. Make sure that they know to wash small cuts with soap and water and then treat with antibiotic ointment and put a bandage over the cut. This will help keep the small cut from getting infected.

The items that the boys can practice with their paper knives are items 4,5,7 and 9. They can get a buddy and practice passing the knife or they can get in a small circle with 6-8 Cub Scouts to practice passing their knives. They can open the knife, close the knife using their palm and then pass it – or they can keep it open and make sure they are following item #9.

They can all practice item #7 by standing up and making a safety circle and spreading apart to see how big their safety circle needs to be.

Bear Cub Scouts and Webelos Scouts can continue learning about pocketknives and carving soap and wood at home as part of their home assignment. They can earn their Whittling Chip and complete the requirements that they need to complete.

Make a Knife - Instructions

Materials:

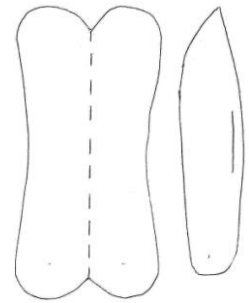
Copies of knives (blade and handle) to cut out (1 per Cub Scout)

Scissors

Crayons/Markers

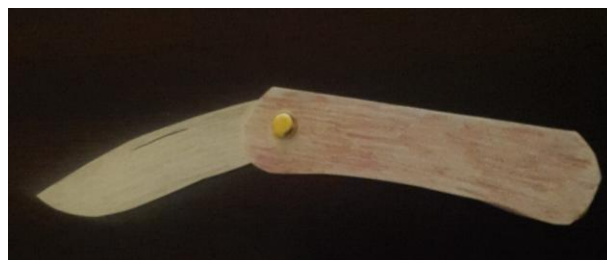
Metal brad

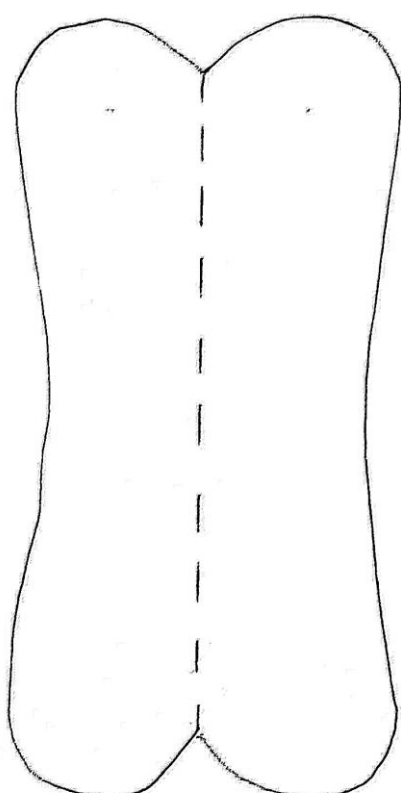
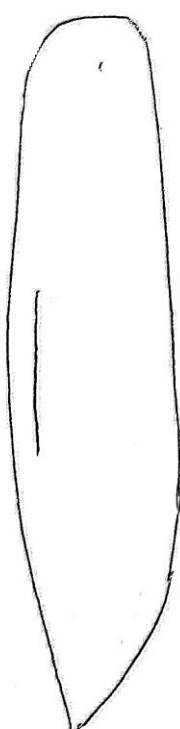
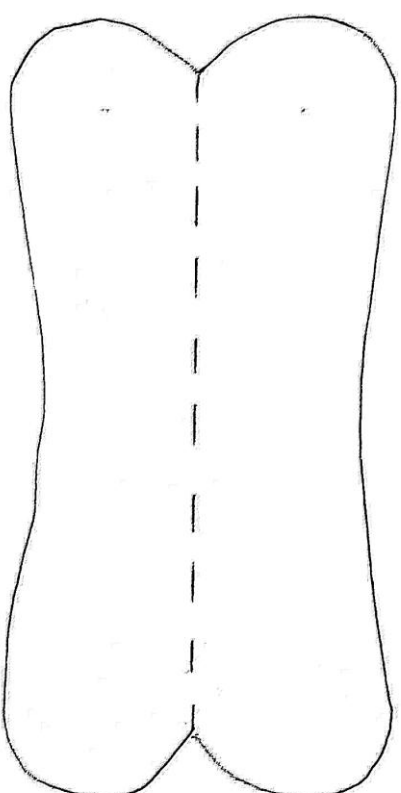
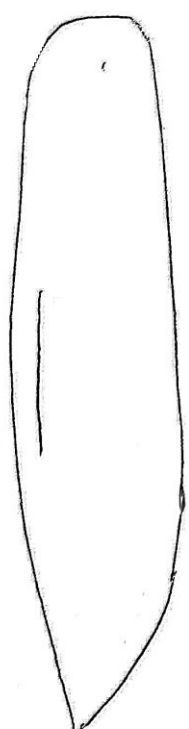
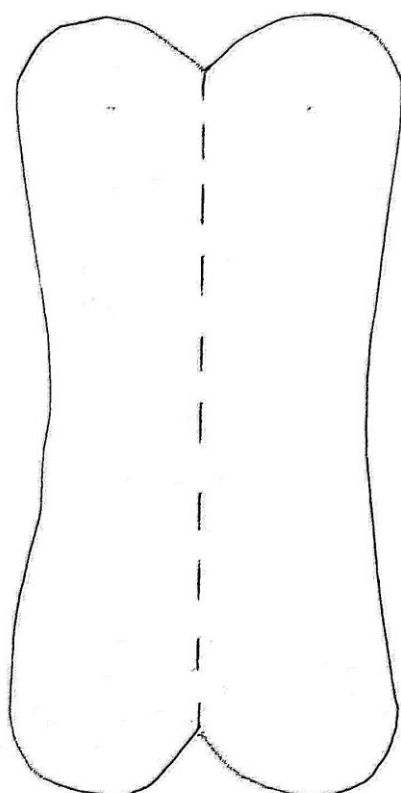
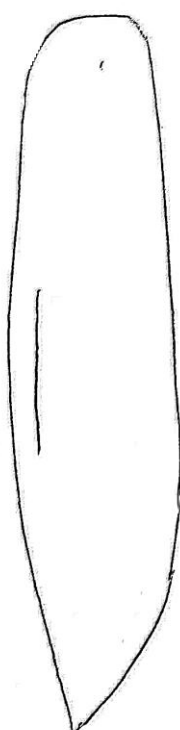
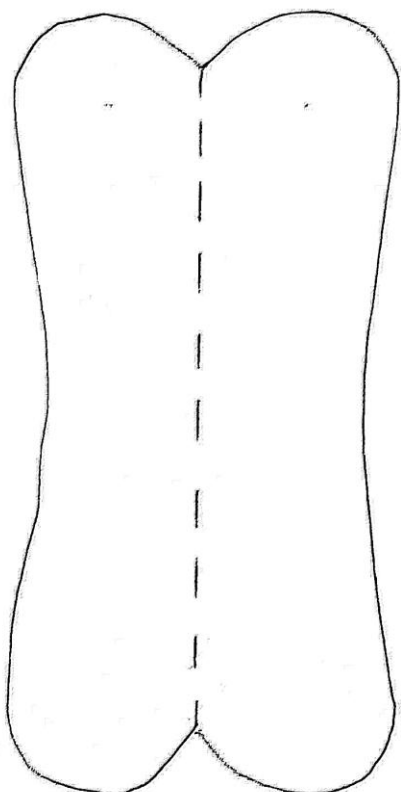
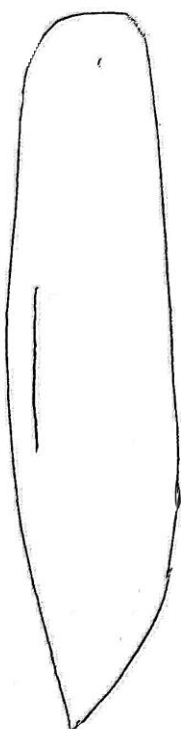
Push pin (for starting the holes for the brad)



Instructions:

1. Cut out the blade and the handle. Fold the handle on the dashed line.
2. Using the push pin, put holes in the blade and handle where the metal brad will need to be pushed. Use the dots on the handle and blade as a guide.
3. Color the knife handle. Have them write their name on the handle.
4. Carefully line up the two sides of the knife handle with the blade inside so that the blade can be moved freely in and out of the handle. Make sure the starting holes for the metal brad are also aligned (make a new or bigger starting hole if needed).
5. Push the metal brad through 3 layers of the cardstock – one side of the handle, the blade, and then the other side of the handle.





A Little Better Closing

Materials:

None

Cubmaster:

Lord Baden-Powell, who began the Scouting movement in England, told Scouts to leave this world a little better than they found it.



What do you think that could mean?

Do you think that could mean that we should look everywhere we go – and try to make it better? How could we make it better?

[Hopefully Cub Scouts will be able to thoughtfully answer these questions. You can discuss picking up trash, turning off lights, etc. This discussion could also lead to giving a smile and help to other people as well.]

Lord Baden-Powell also told us to “look on the bright side of things instead of the gloomy one. But the real way to get happiness is by giving out happiness to other people.”

Have a great week, Cub Scouts and try to leave the world a little better found it.

Name _____

March Week 3

Home Assignment – Tiger

Backyard Jungle

____ 3. Point out two different kinds of birds that live in your area. With your parent or guardian, other caring adult, or den, find out more about one of these birds.

Akela's OK

Date

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

Name _____

March Week 3

Home Assignment – Tiger

Backyard Jungle

____ 3. Point out two different kinds of birds that live in your area. With your parent or guardian, other caring adult, or den, find out more about one of these birds.

Akela's OK

Date

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

Name _____

March Week 3

Home Assignment - **Bear**

Earn the **Whittling Chip** (part of the Bear Claws Adventure)

Requirement 3 of the Bear Claws Adventure

Akela's OK

Date

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

Whittling Chip:

1. Know the safety rules for handling a knife.
2. Show that you know how to take care of and use a pocketknife.
3. Make a carving with a pocketknife. Work with your den leader or other adult when doing this. (See carving instructions below.)
4. Read, understand and promise to abide by the "Knives Are Not Toys" guidelines.
5. Read, understand and promise to abide by the "Pocketknife Pledge"

"Knife Safety Rules"

- A knife is a tool, not a toy
- Know how to sharpen a knife.
- A sharp knife is safer than a dull knife because it is less likely to slip and cut you.
- Keep the blade clean and dry.
- Never carry an open pocketknife
- When you are not using your knife, close it using the palm of your hand and put it away.
- When you are using the cutting blade, do not try to make big shavings or chips. Cut slowly and steadily.
- Make a safety circle. Before you pick up your knife to use it, stretch your arm out and turn in a circle.
- If you cannot touch anyone or anything else, it is safe to use your knife.
- While using your knife, be sure to watch in case someone walks toward you and gets too close.
- If that happens, put your knife away until it is safe to continue.
- Always cut away from you, never toward you.
- Never hand a knife to someone else blade first.
- Learn and use the "eye contact" method of handing a knife to someone else. Do not release the knife until the other person makes eye contact with you and acknowledges he is receiving the knife.
- Never use a knife on something that will dull or break it.
- Never throw a knife for any reason.
- Always think before you cut.

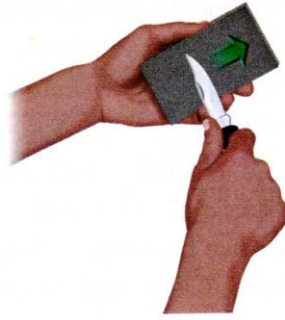
"Knives Are Not Toys" Guidelines

- Close the blade with the palm of your hand.
- Never use a knife on something that will dull or break it.
- Be Careful that you do not cut yourself or any person nearby.

-Never use a knife to strip the bark from a tree.

KEEPING YOUR KNIFE SHARP

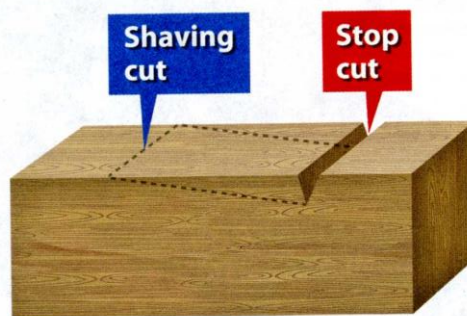
A good way to sharpen your knife is to use a sharpening stone. Lay the blade on the stone at a slight angle. Push the blade forward as if you were going to shave a thin sliver from the stone. Do not push down hard. Next, turn the blade over and shave the stone toward you. This is the only time you should move your knife toward yourself. Keep your fingers below the surface of the stone to protect them. Continue this back-and-forth action until the edge is sharp along its entire length.



-Do not carve your initials into anything that does not belong to you.

MAKING STOP CUTS

Here is a secret to use when you are whittling. Before you make a shaving cut, make a stop cut. At the place you want the shaving to stop, cut straight down with your knife. Press down and rock the blade back and forth until the cut is as deep as you want the shaving to go. This stop cut will prevent you from shaving off too much wood.



“The Pocketknife Pledge”

I understand the reason for safety rules.

I will treat my pocketknife with the respect due a useful tool.

I will always close my pocketknife and put it away when I am not using it.

I will not use my pocketknife when it might injure someone near me.

I promise never to throw my pocketknife for any reason.

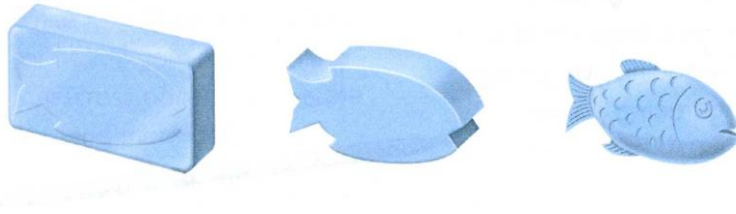
I will use my pocketknife in a safe manner at all times.

Requirement 3 of Bear Claw Adventure

With a pocketknife, safely perform each of these tasks 1) Demonstrate how to cut through a piece of rope, twine or fishing line and 2) Open a sealed box without damaging the contents.

Carving Helps:

It is fun to whittle sticks, but it is even more fun to make carvings of things like animals, acorns, and space aliens. A good way to learn to carve is to practice with a bar of soap. Carve a simple item and then try something a little harder.



What you will need:

- A large bar of soap – it is best to unwrap the soap and let it dry for a day or two before you start carving.
- A pocketknife.
- One or two orangewood sticks (used for manicures) or a sheet of tracing paper.
- Paper for sketching a design or a preprinted pattern.
- A tray to work on- this will keep chips and shavings from going everywhere.

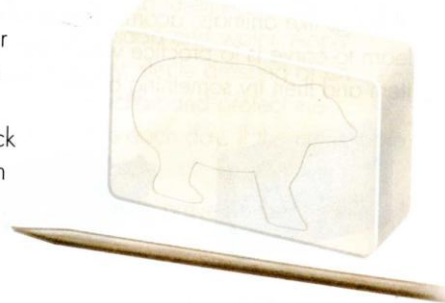
WHAT TO DO

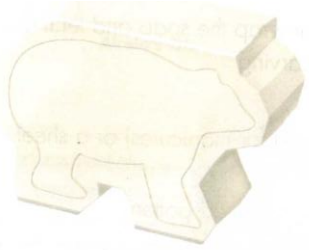
1. Choose a simple design that does not have too many projections or fine details. Start simple. You can pick a fancier design for your next carving.



2. Prepare the soap. Cut away the

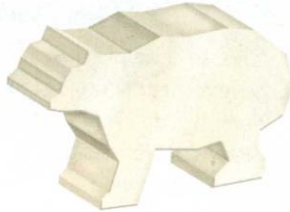
3. Sketch the outline of your design on the soap. You can do this by drawing with an orangewood stick or by tracing your design using tracing paper.





4. Make your first rough cuts. Cut away small pieces and slices of the soap that are not part of your design. Do not cut big pieces; if you do, the soap might break. Leave a margin of about one-quarter inch outside your outline.

5. Shape the model. Continue carving so you get closer and closer to your outline. Keep turning the soap to work on all parts of your design. Do not try to finish one part before another. Pay special attention to high points and low points on the carving.



6. Polish your carving. Let the soap dry for a day or two, then rub it gently to smooth it out. Use a paper napkin first and then your fingertips.

7. Add detail. Finally, use your knife to add details like eyes or hair. If you like, create a crisscross pattern to give the carving more depth.



Name _____

March Week 3

Home Assignment – **Arrow of Light** (for Webelos Scouts working on Scouting Adventure)

Scouting Adventure 6 -

Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. If you have not already done so, earn your Whittling Chip card.

Akela's OK

Date

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

Earn the **Whittling Chip**:

Whittling Chip:

1. Know the safety rules for handling a knife.
2. Show that you know how to take care of and use a pocketknife.
3. Make a carving with a pocketknife. Work with your den leader or other adult when doing this.
4. Read, understand and promise to abide by the "Knives Are Not Toys" guidelines.
5. Read, understand and promise to abide by the "Pocketknife Pledge"

"Knife Safety Rules"

- A knife is a tool, not a toy
- Know how to sharpen a knife.
- A sharp knife is safer than a dull knife because it is less likely to slip and cut you.
- Keep the blade clean and dry.
- Never carry an open pocketknife
- When you are not using your knife, close it using the palm of your hand and put it away.
- When you are using the cutting blade, do not try to make big shavings or chips. Cut slowly and steadily.
- Make a safety circle. Before you pick up your knife to use it, stretch your arm out and turn in a circle.
- If you cannot touch anyone or anything else, it is safe to use your knife.
- While using your knife, be sure to watch in case someone walks toward you and gets too close.
- If that happens, put your knife away until it is safe to continue.
- Always cut away from you, never toward you.
- Never hand a knife to someone else blade first.
- Learn and use the "eye contact" method of handing a knife to someone else. Do not release the knife until the other person makes eye contact with you and acknowledges he is receiving the knife.
- Never use a knife on something that will dull or break it.
- Never throw a knife for any reason.
- Always think before you cut.

"Knives Are Not Toys" Guidelines

- Close the blade with the palm of your hand.
- Never use a knife on something that will dull or break it.
- Be Careful that you do not cut yourself or any person nearby.
- Never use a knife to strip the bark from a tree.
- Do not carve your initials into anything that does not belong to you.

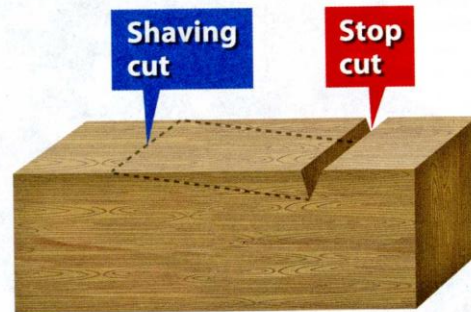
KEEPING YOUR KNIFE SHARP

A good way to sharpen your knife is to use a sharpening stone. Lay the blade on the stone at a slight angle. Push the blade forward as if you were going to shave a thin sliver from the stone. Do not push down hard. Next, turn the blade over and shave the stone toward you. This is the only time you should move your knife toward yourself. Keep your fingers below the surface of the stone to protect them. Continue this back-and-forth action until the edge is sharp along its entire length.



MAKING STOP CUTS

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“The Pocketknife Pledge”

- I understand the reason for safety rules.
- I will treat my pocketknife with the respect due a useful tool.
- I will always close my pocketknife and put it away when I am not using it.
- I will not use my pocketknife when it might injure someone near me.
- I promise never to throw my pocketknife for any reason.
- I will use my pocketknife in a safe manner at all times.

Carving

It is fun to whittle sticks, but it is even more fun to make carvings of things like animals, acorns, and space aliens. A good way to learn to carve is to practice with a bar of soap. Carve a simple item and then try something a little harder.



What you will need:

- A large bar of soap – it is best to unwrap the soap and let it dry for a day or two before you start carving.
- A pocketknife.
- One or two orangewood sticks (used for manicures) or a sheet of tracing paper.
- Paper for sketching a design or a preprinted pattern.
- A tray to work on- this will keep chips and shavings from going everywhere.

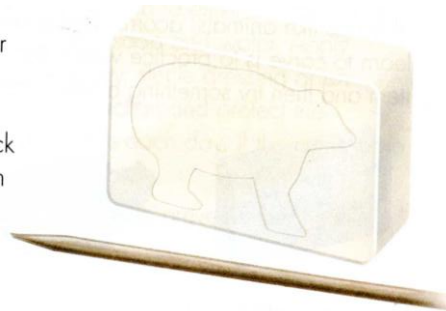
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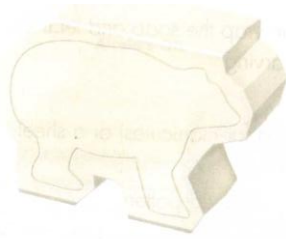
1. Choose a simple design that does not have too many projections or fine details. Start simple. You can pick a fancier design for your next carving.



2. Prepare the soap. Cut away the raised edges on the soap and scrape off the lettering. This will give you a nice, smooth block to work with.

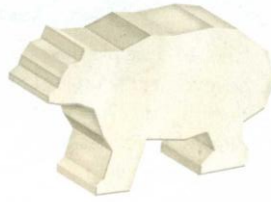
3. Sketch the outline of your design on the soap. You can do this by drawing with an orangewood stick or by tracing your design using tracing paper.





4. Make your first rough cuts. Cut away small pieces and slices of the soap that are not part of your design. Do not cut big pieces; if you do, the soap might break. Leave a margin of about one-quarter inch outside your outline.

5. Shape the model. Continue carving so you get closer and closer to your outline. Keep turning the soap to work on all parts of your design. Do not try to finish one part before another. Pay special attention to high points and low points on the carving.



6. Polish your carving. Let the soap dry for a day or two, then rub it gently to smooth it out. Use a paper napkin first and then your fingertips.

7. Add detail. Finally, use your knife to add details like eyes or hair. If you like, create a crisscross pattern to give the carving more depth.

