

Cub Scout Den Meeting Outline

Month: **June**

Week: **2**

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

	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: Western Wagon				
Opening	A Scout is Obedient Opening				
Games	Changing Winds; In the Snake Pit; Wagon's Ho				
Activity	Make a Canoe				
Business items/Take home	None	None	None	None	None
Closing	Thank You Closing				
After the meeting					

Materials:

Gathering: copies of Hidden Pictures, pencils

Opening: None

Games: blindfold

Activity: canoe to cut out, scissors, markers/crayons, stapler, staples

Closing: None

Home assignments: None

Advancement:

Tiger - None

Wolf – None

Bear – None

Webelos – None

Arrow of Light – None

HIDDEN PICTURES

By KENNETH KARCHER

In this picture of the old west, other pictures are hidden—a canoe, owl, snake, horseshoe, tomahawk, paper clip, whistle, arrow, banana, seashell, apple, lizard, and feather. Can you find them all?



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A Scout is Obedient Opening

Materials:

None

Cubmaster or Den leader:

If I say “A Scout is obedient,” what does that mean to you?

[Listen to their answers and make sure that they understand that “A Scout follows the rules of his family, school and pack. He obeys the laws of his community and country.”]

How can Cub Scouts be obedient at home, at school and at den meetings?

[The Cub Scouts will likely have some perfect answers to your question. Encourage them to do their best to be obedient, even when it might be hard.]

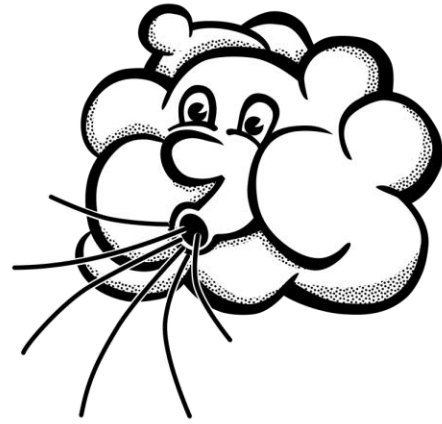
Let’s start our meeting today with our friends by saying the Scout Oath and Scout Law.

Changing Winds

Materials:

Compass to determine N/S/E/W in room (if not known)

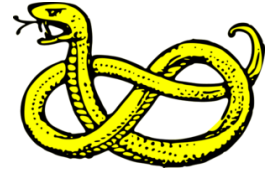
Have all Cub Scouts stand facing one player who is “the wind.”



At the beginning of the game, show the players the directions in the room. The wind tells the direction he is blowing by saying, “The wind blows... south.” All players must face south. If a player is already facing that direction and moves, he is out.

The wind may confuse the game by facing any direction he chooses, but stating a different direction he is blowing. Players turning the wrong direction are out. The winner is the last person in the game.

In the Snake Pit



Materials:

Blindfold

Instructions:

Separate the Cub Scouts in to two groups – the snakes and the explorers. One explorer will be chosen to be “the guide.” The “guide” will give directions (to avoid the snakes) to the other explorers coming across the snake pit.

The snakes sit randomly in the snake pit (playing area) and hiss very loudly.

One by one, blindfold the Cub Scout explorers and send each walking through the snake pit, with only the voice of the guide (who is not blindfolded) from their team to direct them. It may be difficult to hear the guide’s directions.

If an explorer touches a snake, then the explorer sits down and becomes a snake. The blindfold is then used on another explorer. If the explorer makes it through the snake pit without touching a snake, then he can become the guide.

Let every have a chance to be an explorer and a snake.

Wagon's Ho

Materials:

Chair

Starting line

Instructions:

Divide the Cub Scouts into teams of 8-10. Do your best to make them have the same number of players.



Each team lines up at one end of the room (or area). Each Cub Scout places his hands on the waist of the boy in front of him, so now each team is one wagon train – with the Cub Scouts being the wagons.

A chair is placed at the far end of the room or area opposite of the teams. The chair represents campfires.

When the leader calls “Wagon’s Ho!” the teams run the length of the room or area, go around the campfire and back to the starting point. However, as the wagon train passes the campfires, one wagon drops off and that boy sits down by the campfire (chair).

The game continues until there is only one wagon of the wagon train left. The first wagon by himself to run back to the starting line wins the game.

Make a Canoe!

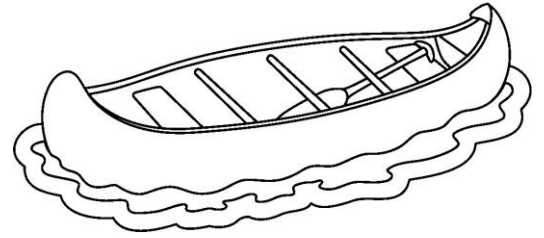
Materials:

Canoe (copied on cardstock – 1 per Cub Scout)

Scissors

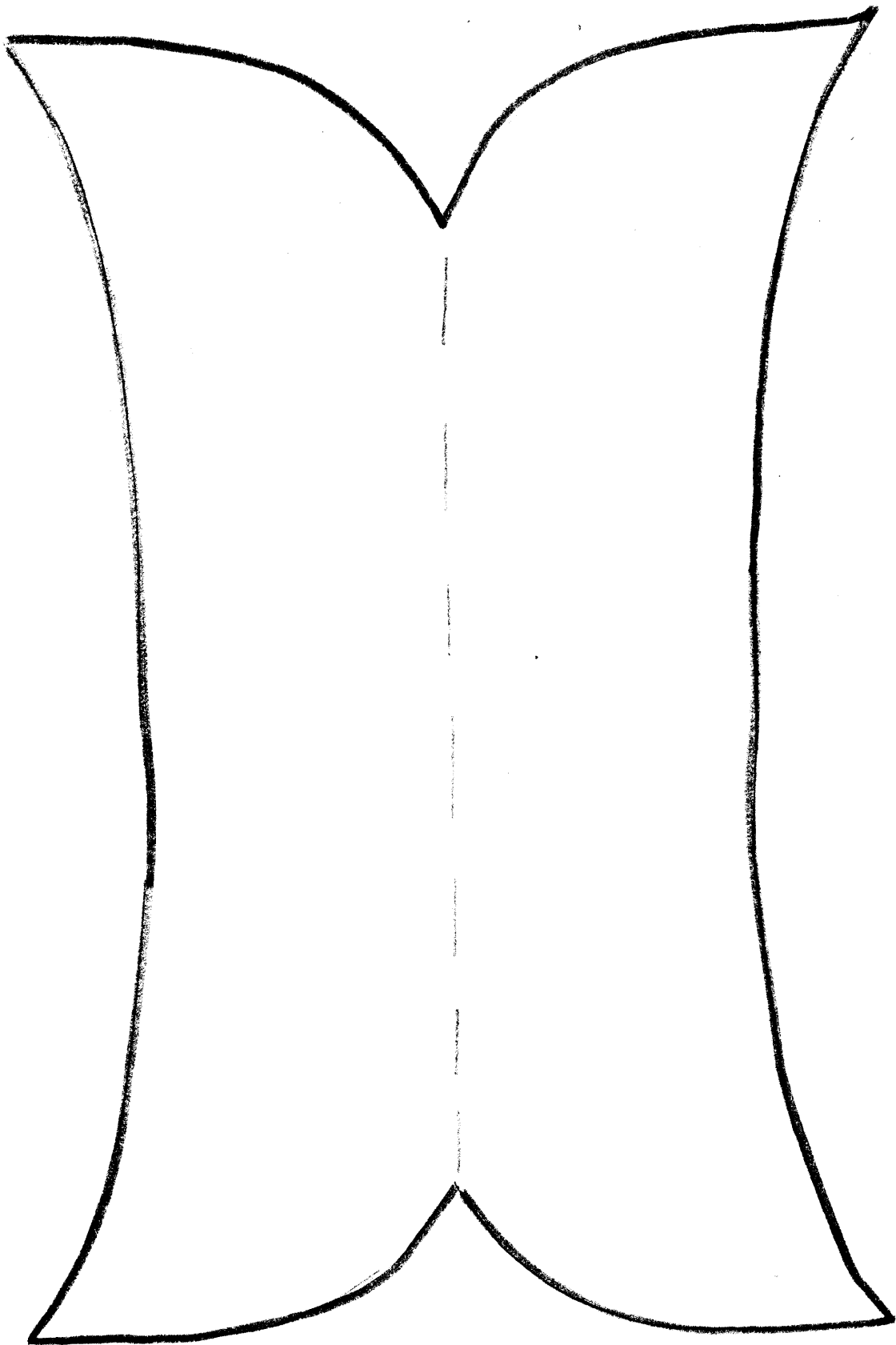
Crayons markers

Stapler with staples



Instructions:

1. Cut out and decorate the canoe.
2. Fold down the center line and match up the sides of the canoe.
3. Carefully staple the ends of the canoe together.



Thank You Closing

Materials:

None

Cubmaster or Den leader:

Two simple, yet very important, words let someone know that you are appreciative, courteous and thoughtful. We do many good turns for others, but do we always take the time to thank others for a good turn done for us? Let's all remember that a sincere "thank you" is the best way of expressing your gratitude for a good turn received. Remember to say thank you.

