

Cub Scout Den Meeting Outline

Month: **June**

Week: **3**

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: Gently Down the Stream				
Opening	Cowboys of the Western Plains Opening				
Games	Indian Feather Pass; Forwards/Backwards Race; Tunnel Relay				
Activity	Dream Catcher				
Business items/Take home	None	None	None	None	None
Closing	A Cowboy's Blessing - Closing				
After the meeting					

Materials:

Gathering: copies of Hidden Pictures, pencils

Opening: lines cut for Cub Scouts to read

Games: feathers (no more than 10 per parapro)

Activity: small feathers, yarn, scissors, hole punch, dream catcher template, pony beads, crayons/markers

Closing: lines cut for Cub Scouts to read

Home assignments: None

Advancement:

Tiger - None

Wolf – None

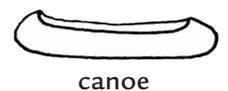
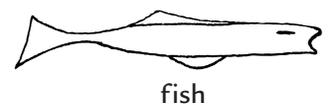
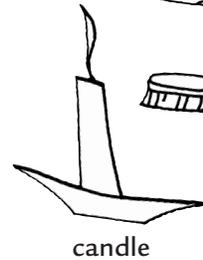
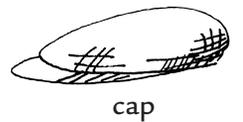
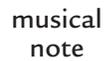
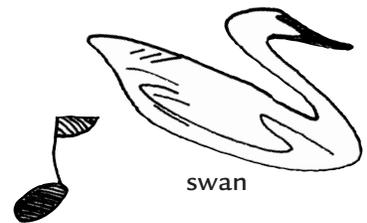
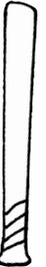
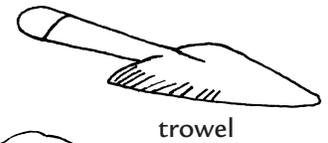
Bear – None

Webelos – None

Arrow of Light – None

Gently Down the Stream

By Linda Weller



In this big picture, find the muffin, trowel, teacup, celery, baseball bat, flashlight, cap, swan, musical note, slice of pie, toothbrush, handbell, candle, fish, and canoe.

Cowboys of the Western Plains Opening

Materials:

Flag

Lines cut for Cub Scouts to read

Cub Scout #1: We, the cowboys of the western plains, are bound by our desire to live free.

Cub Scout #2: We must, therefore, show respect for our fellow man...

Cub Scout #3: We must have respect for his beliefs, respect for his belongings,

Cub Scout #4: Respect for his privacy and respect for the ground he walks on and the air he breathes.

Cub Scout #5: In doing so, we show respect for ourselves.

Cub Scout #6: And secure freedom for all.

Cubmaster or Den leader: Let's all say together the Pledge of Allegiance, followed by the Scout Oath and Scout Law.



Cowboys of the Western Plains Opening

(Lines to cut)

Cub Scout #1: We, the cowboys of the western plains, are bound by our desire to live free.

Cub Scout #2: We must, therefore, show respect for our fellow man...

Cub Scout #3: We must have respect for his beliefs, respect for his belongings, **Cub Scout #4:** Respect for his privacy and respect for the ground he walks on and the air he breathes.

Cub Scout #5: In doing so, we show respect for ourselves.

Cub Scout #6: And secure freedom for all.

Indian Feather Pass

Materials:

Feathers (at least one or more per group – just make sure each team has the same number of feathers)

Instructions:

Have Cub Scouts line up in at least two equal teams.

Explain to the Cub Scouts that they are going to pass the Indian feathers.

The team that passes the feathers from one to the other down the line (from the first person to the last person) and back again the fastest – wins the game.

The big rule – you cannot close both hands around the feathers as you pass them.

This may take some practice – so give Cub Scouts a chance to practice.

Variation: You may also want to start them out with one feather and then add more to the teams.



Forwards/Backwards Race

Materials:

None

Instructions:

Designate a start and a “turn” line – 30-40 feet apart.

On a signal, the Cub Scouts run to the turn line as they normally would. When the Cub Scouts reach the “turn” line (instead of turning around and running back to the finish line) they just run backwards back to the start line.



Tunnel Relay

Materials:

None

Instructions:

Line up teams of 8-10 Cub Scouts for a relay race.

Make sure teams are even in number.

Have the Cub Scouts on each team stand with their feet apart.

The last Cub Scout in each line crawls through the tunnel from one end to the other and stands up with his feet apart.

The next player then does the same thing.

The first team to its original order wins.



Dream Catcher

Materials:

Dream Catcher template (1 printed on cardstock per Cub Scout)

Scissors

Single-hole punch

Crayons/Markers

Pony beads (4-5 per Cub Scout)

A piece of yarn, 4 to 6 feet in length

Tape (masking or clear)

Colored feathers



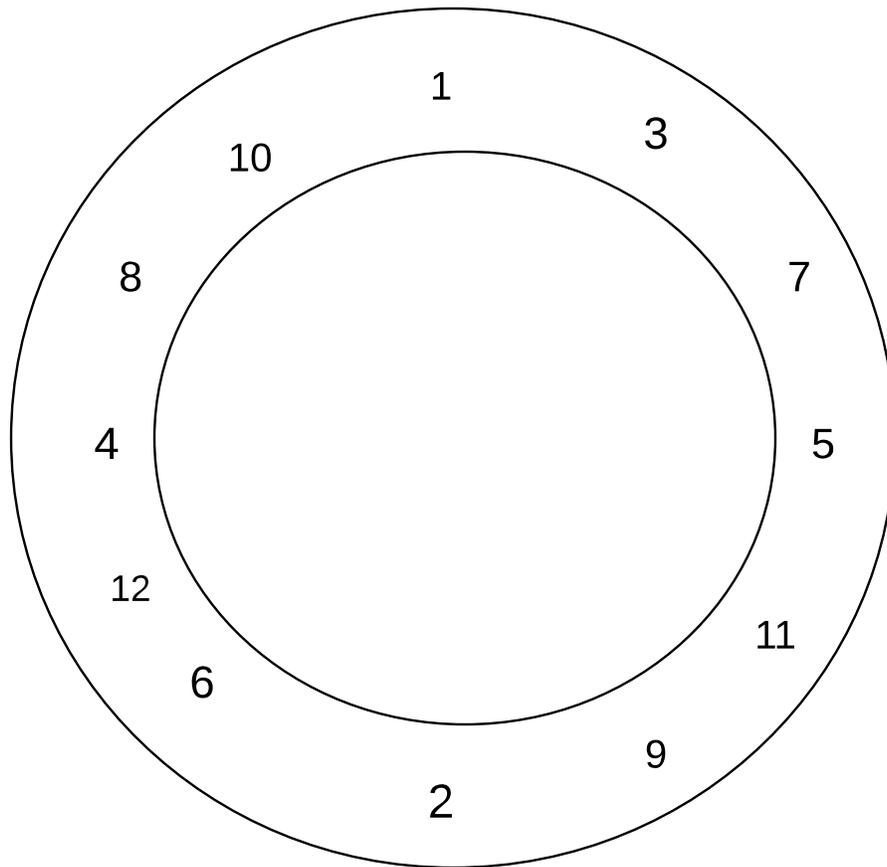
Instructions:

1. Cut out the dream catcher and then cut out the circle in the middle. What you will have left is a donut-shaped piece with numbers on it.
2. Use a hole punch to punch a hole above OR below each number. It doesn't matter whether the hole is above or below, just do the same thing all the way around and keep all the holes above or below.
3. Decorate the hoop with markers or crayons.
4. Use a small piece of tape to wrap around one end of the piece of yarn, making it look like the end of a shoelace so that you can pull the yard through the holes.
5. Loop the other end of the piece of yarn through hole #1 and tie it off, leaving a about six inches of yarn to make a loop that you can use to hang the finished dream catcher above your bed.
6. Using the taped end of the yarn, weave the yarn through the remaining holes, following the numbers (1, 2, 3, 4... up to 12). Don't pull too tight or the hoop will pucker.

7. When you reach hole #12, tie off the yarn. String pony beads on the tail of the yarn. Stick the stems of the feathers into the beads to hold them in place. If need be, use extra yarn to tie the beads and feathers into place.

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Dream Catcher Template



A Cowboy's Blessing - Closing

Materials:

Lines for each Cub Scout to read

Cub Scout # 1: May you brand your biggest calf crop.
May your range grass never fail.

Cub Scout #2: May your waterholes stay open. May you
ride an easy trail.

Cub Scout #3: May you never reach for leather, Nor your saddle horse go lame.

Cub Scout #4: May you catch your loop on critters, With your old unerring aim.

Cub Scout #5: May your stack of chips grow taller. May your shootin' eye stay
true.

Cub Scout #6: May good luck always come your way, Is my sincere wish to you.



A Cowboy's Blessing – Closing
(lines to cut out for Cub Scouts to read)

Cub Scout # 1: May you brand your biggest calf
crop. May your range grass never fail.

Cub Scout #2: May your waterholes stay open. May
you ride an easy trail.

Cub Scout #3: May you never reach for leather, Nor
your saddle horse go lame.

Cub Scout #4: May you catch your loop on critters,
With your old unerring aim.

Cub Scout #5: May your stack of chips grow taller.
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