

# Cub Scout Den Meeting Outline

Month: **June**

Week: **2**

Point of the Scout Law: **Brave**

	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: Treetop Diners				
Opening	Rainforest Opening				
Games	Jungle Safari Relay; Lizard Tag; At the Watering Hole				
Business items/Take home	None	None	None	None	None
Closing	Jungle Respect Closing				
After the meeting					

**Materials:**

Gathering: copies of Hidden Pictures, pencils

Opening: flag

Games: streamers

Closing: word strips

Home assignments: None

Advancement:

Tiger - None

Wolf – None

Bear – None

Webelos – None

Arrow of Light – None

# Hidden Pictures®

## Treetop Diners

By Sherry Neidigh

Can you find these hidden objects?



pair of shorts



feather



bowl



key



crescent moon



heart



wristwatch



worm



envelope



mitten



mug



needle



tack



In this big picture, find the mug, pair of shorts, key, envelope, needle, crescent moon, heart, worm, feather, bowl, tack, wristwatch, and mitten.

# Rainforest Opening

## Materials:

None

## Cubmaster or Den leader:

“The rainforest is full of many sounds – from animals, birds and insects to thunder and rain.

We’re going to do a cheer for the rainforest.”



Divide Cub Scouts into 5 groups. Each group will have the following parts:

1<sup>st</sup> group - The wind. Rubs palms together (wind)

2<sup>nd</sup> group - Snaps fingers slowly (first drops of rain)

3<sup>rd</sup> group - Claps hands, vary rhythms (steady, light rain)

4<sup>th</sup> group - Slaps thighs (heavy rain)

5<sup>th</sup> group - Stamps feet (downpour)

The Cubmaster points to the first group as they begin their action. Each group, once started, continues until the Cubmaster points at them a second time to stop. After the first group starts, the Cubmaster points to the second group, and then the third, and so on until all the groups are participating in a loud and crashing rain storm. Then the Cubmaster stops the groups in reverse order as the storm dissipates and calm returns.

**Cubmaster or Den Leader:** Let us begin our meeting today by saying together the Scout Oath and the Scout Law.



# Lizard Tag

## Materials:

Neckerchief or 2-foot streamer for each pair of Cub Scouts

## How to play:

Cub Scouts form pairs. The pairs are the lizards. One person should be in front as the head of the lizard and the other in back as the tail of the lizard. The Cub Scout in back can put his hands on the waist of the Cub Scout in front. Each pair will be given a neckerchief or something that can be used as a tail.



The Cub Scout in the back will put the neckerchief or streamer in their back pocket or in the back of the pants they are wearing so that it looks like a tail.

At the start signal, the pairs try to grab as many tails from other “lizards” while they stay connecting. players as possible. If a lizard grabs a tail from another pair, then the pair that lost their tail is frozen. The last pair with a tail wins. Play this several times and mix up heads and tails.

## Variation:

Object: Be the last lizard with a tail.

Give each boy a foot-long length of green streamer to stick in his back pocket for a tail. When the leader calls “Go,” the boys chase one another, trying to collect tails. If a boy loses his tail, he freezes in place for the rest of the game. The last boy with a tail wins.

## At the Watering Hole

### Materials:

None

### How to Play:

Objective: Create an animal that must be able to walk to the watering hole and back.

Divide Cub Scouts into small groups of 4-5 players, who must turn into animals with only 6 legs, but every player must be making part of the animal.

The “animal” must be able to walk to the “watering hole” and back, with only 6 legs touching the ground.

Players can do a piggy-back, wheelbarrow, or even limp on one leg, as long as their animal can walk. This is not a race, but a problem-solving activity. Have them also come up with a name for their animal and also create any sounds that this animal might make. If time permits, they could even create what type of habitat and diet this animal has.



# Jungle Respect Closing

**Materials:**

Word strips for Cub Scouts to read

**Cubmaster or Den Leader:**

The jungle is a great outdoor environment, that just like others, needs respect and care.

**Cub Scout #1:** We will help to maintain the jungle's balance.

**Cub Scout #2:** We will help and learn from the jungle animals.

**Cub Scout #3:** We will help preserve the jungle's resources.

**Cub Scout #4:** We will protect them from harm.

**Cub Scout #5:** We will abide by the Outdoor Code and be clean in our outdoor manners.

**Cubmaster or Den Leader:**

Let's make sure we always remember to respect all outdoors. Have a great week!



## **Jungle Respect Closing – Word Strips**

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