

Cub Scout Den Meeting Outline

Month: **June**

Week: **1**

Point of the Scout Law: **Obedient**

	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	Travel the World Word Search				
Opening	A Scout is Obedient Opening				
Activity	Games from Cameroon and Brazil				
Business items/Take home	None	None	None	None	None
Closing	Smile Closing				
After the meeting					

Materials:

Gathering: copies of word search, pencils

Opening: flag

Activity: ball

Closing: None

Home assignments: None

Advancement:

Tiger - None

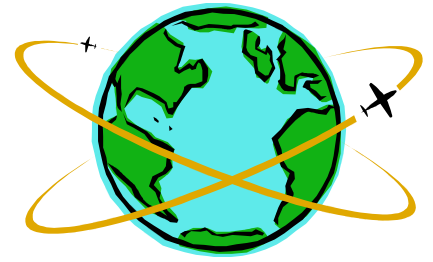
Wolf – None

Bear – None

Webelos – None

Arrow of Light – None

Travel the World



W V C B H R Q E K L J O J S T
E X O U V T R V A H C M T G R
S A E D L O R T S E G N P X A
T P I G T T I O A P E H I R V
H N E A A T U N N N O T R I E
T D U M U U S R I Y A U T T L
L Q E D I N G T E B D O M E Q
E O E A I T N N E L V S W C F
Z L N A S O K L A W E S B M R
V Z R G C T I J M L N L J A G
O T J B I C Y C L E T O C S O
T R A D I T I O N S U B R F A
E L P O E P U M X X R M X Y D
J G U E S T A D I G E Y U E D
E N A L P R I A E J Y S C D A

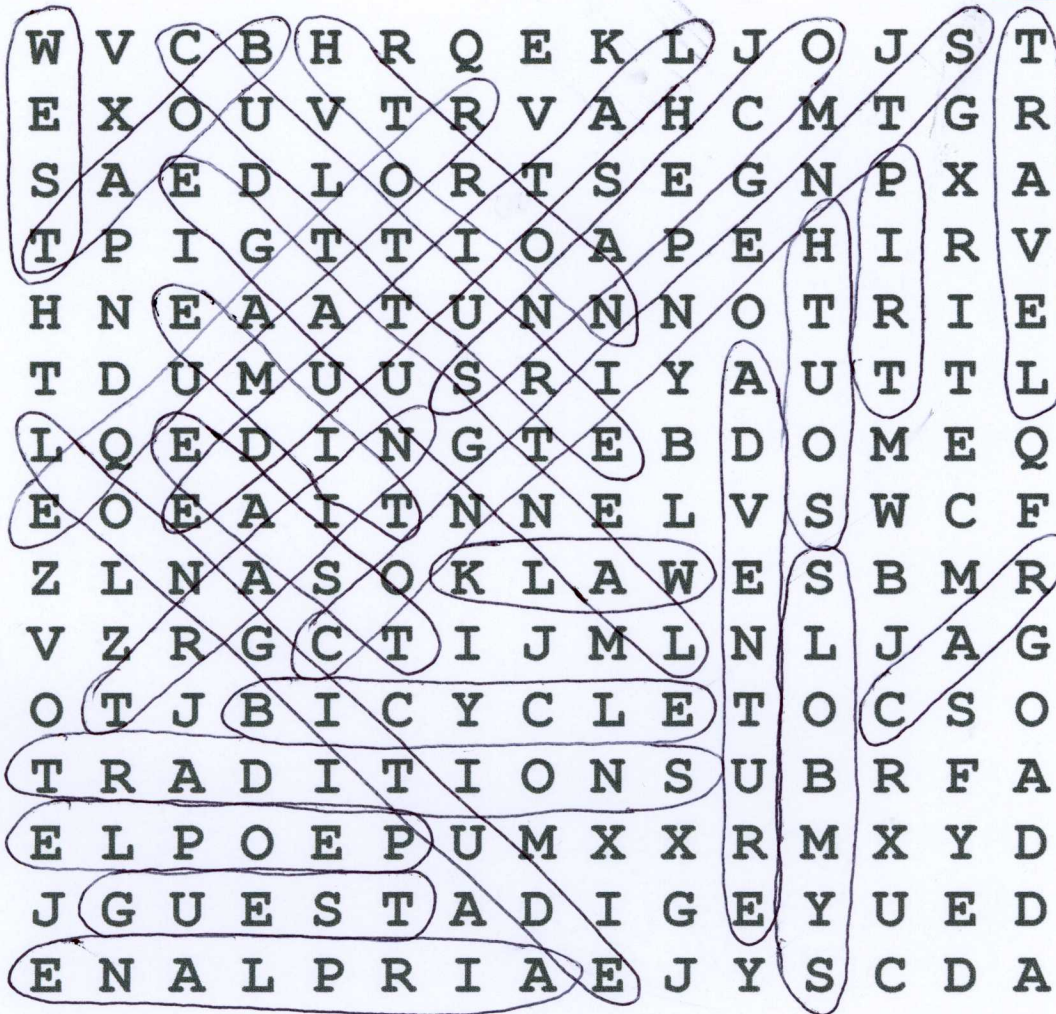
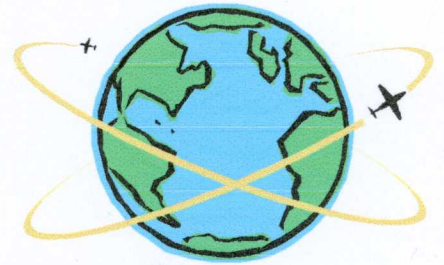
Words to Find:

ADVENTURE
AIRPLANE
BICYCLE
BOAT
CAR
CONTINENTS
CULTURE
EAST
EQUATOR

GUEST
LANGUAGE
LATITUDE
LONGITUDE
NORTH
OCEANS
PEOPLE
SOUTH
SYMBOLS

TIME
TRADITIONS
TRAIN
TRAVEL
TRIP
WALK
WEST

Travel the World



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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.

Games from Cameroon and Brazil



Bivoe Ebuma (Clap Ball) -- Cameroon

Materials: ball

Divide den into two teams. The teams line up facing each other about six feet on either side of a center line, and toss a ball back and forth. When the ball is caught, the catcher must clap his hands and stamp his feet once. If a player forgets to clap and stamp, a point is scored against his team. Keep the ball moving fast.

Chief Manda (The Chief Orders) -- Brazil

Materials: none

Played like Simon Says. The chief stands in front of the group. When he says, "The chief orders you to laugh," all must laugh. If he says, "He orders you to laugh," no one should laugh because all valid orders must start with "The chief..."



A player who makes a mistake is eliminated or loses one point.

Smile Closing

Cubmaster:

We have learned much about other countries this week. People who live in other lands have different customs, different styles of dress and different languages than we do. But there is a universal language understood by everyone in the world. It is a smile.

A smile costs nothing but creates much. It happens in a flash but the memory sometimes lasts forever. It cannot be begged, bought, borrowed, or stolen, but it is something that is of no earthly good unless it is given away. So, if you meet someone who is too weary to give you a smile, leave one of yours. No one needs a smile quite as much as a person who has none left to give.

As you travel through this world, whether you are in a foreign land or your own neighborhood, remember to smile. Remember... "A Cub Scout gives good will."

