

Cub Scout Den Meeting Outline

Month: **August**

Week: **2**

Point of the Scout Law: **Friendly**

	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: The Robot				
Opening	Flying High Opening				
Activity	Paper Helicopter; Flying Blimps				
Game	Land the Plane Game				
Business items/Take home	None	None	None	None	None
Closing	The Sky Isn't the Limit Closing				
After the meeting					

Materials:

Gathering: copies of Hidden Pictures, pencils

Opening: flag, opening cards

Activities: templates for helicopters, scissors, paper clips; construction paper, ruler, scissors

Games: blank paper, construction paper

Closing: flag

Home assignments: None

Advancement:

Tiger - None

Wolf – None

Bear – None

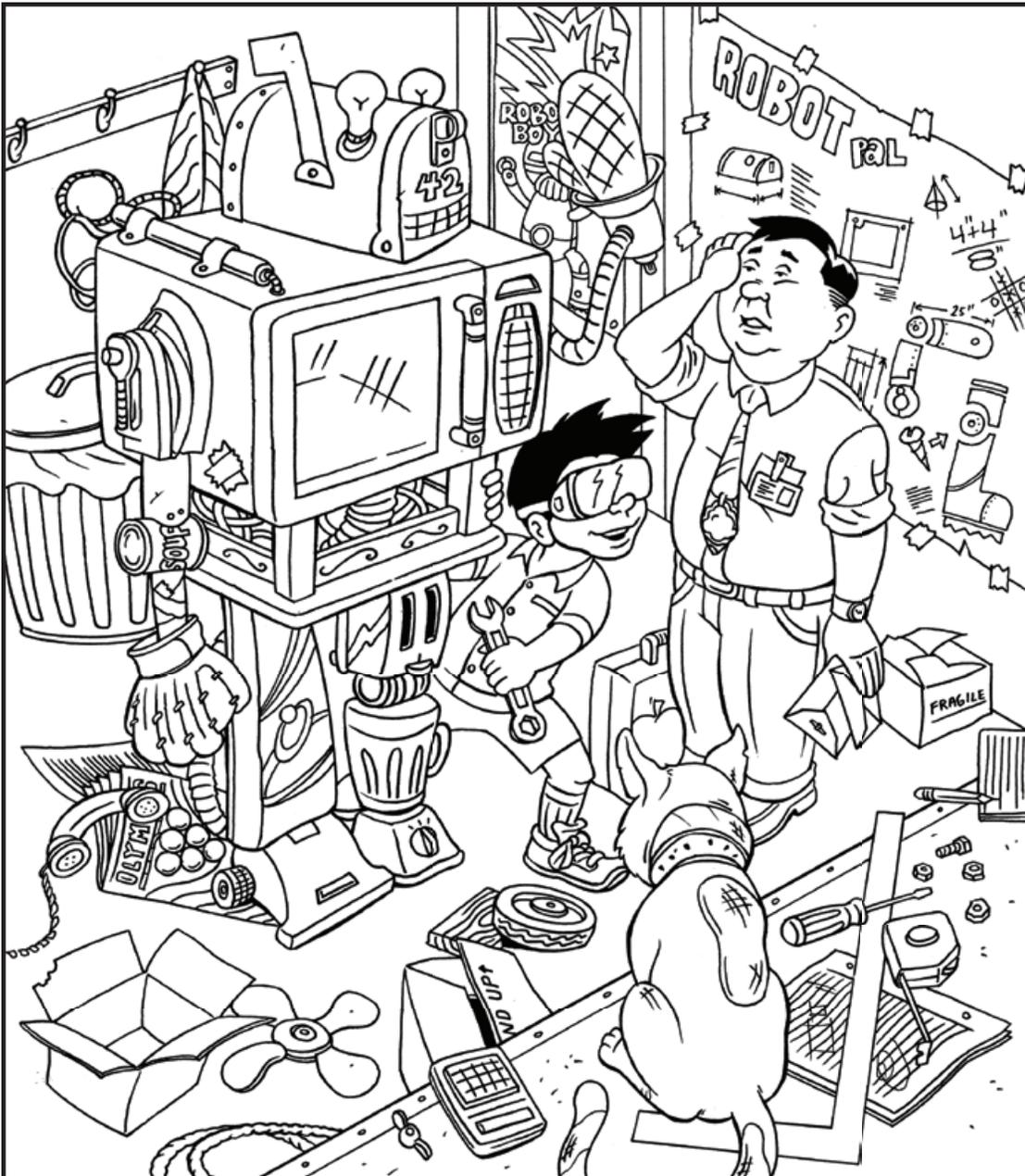
Webelos – None

Arrow of Light – None

Hidden Pictures®

The Robot

By Joseph Wigfield



lima bean



slice of watermelon



peanut



pineapple



banana



pear

05759

In the big picture, find these objects.



mushroom



carrot



apple



ear of corn



grapes



cherry

Flying High Opening



Materials:

Cards with pictures of a plane, a bird, a kite, and a rocket ship to hold

Cub Scout #1: (holding plane picture): Every day, thousands of planes fly high to deliver people and things all over the world.

Cub Scout #2: (holding bird picture): You can see many different birds fly high, making the world a more beautiful place.

Cub Scout #3: (holding kite picture): In the windy skies above, watch your own kite fly high. It's a time to relax and enjoy a wonderful part of nature.

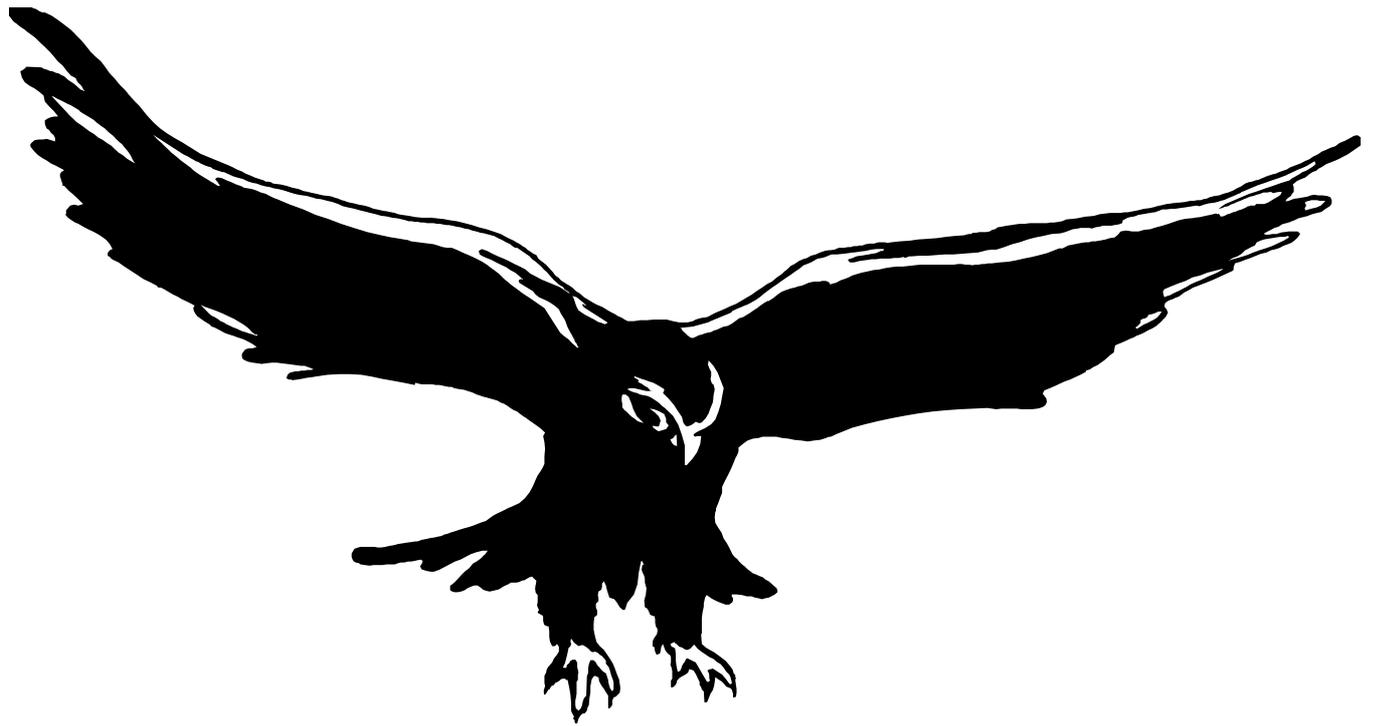
Cub Scout #4: (holding rocket ship picture): It's so exciting to see rocket ships fly high and think about exploring the universe.

Cubmaster: Is it exciting to see our national flag fly high? Please stand and join me in saluting our flag while we repeat the Pledge of Allegiance.



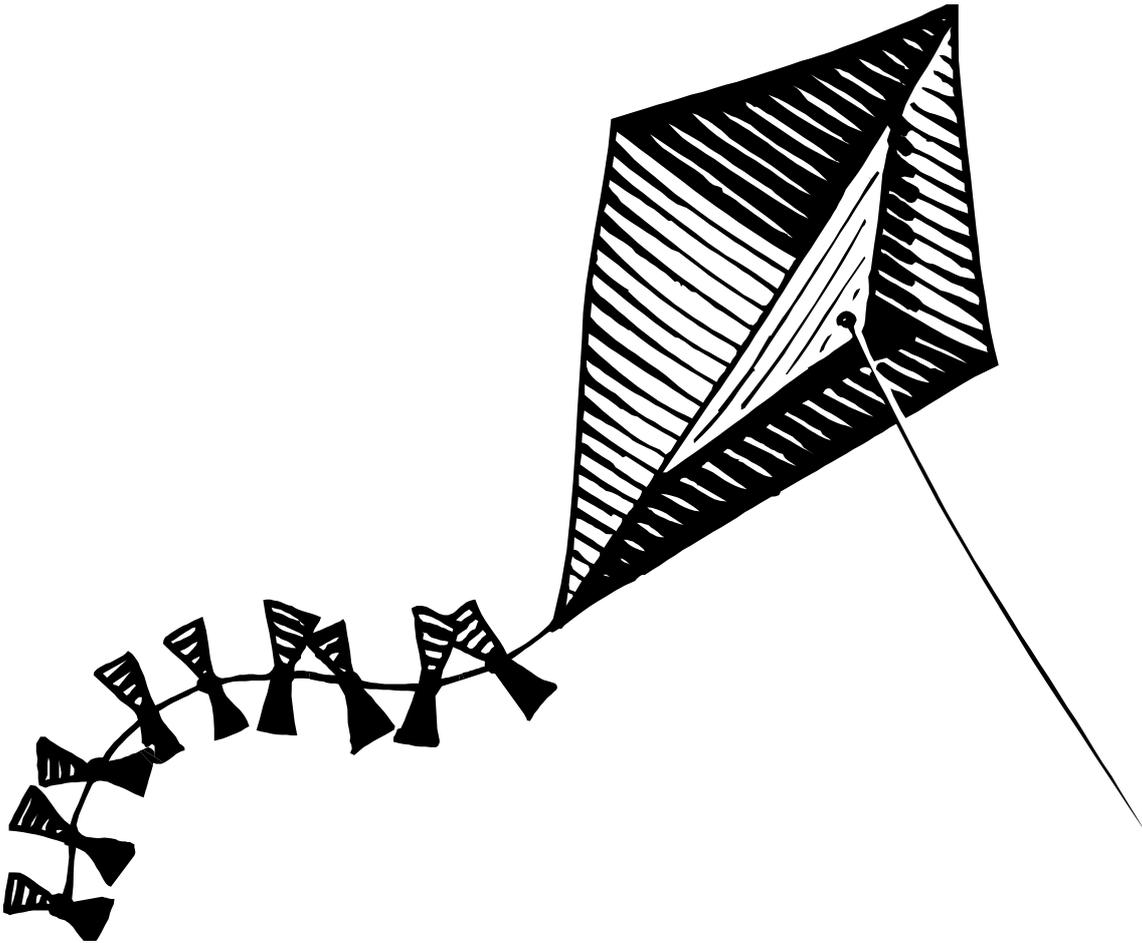
Cub Scout #1:

Every day, thousands of planes fly high to deliver people and things all over the world.



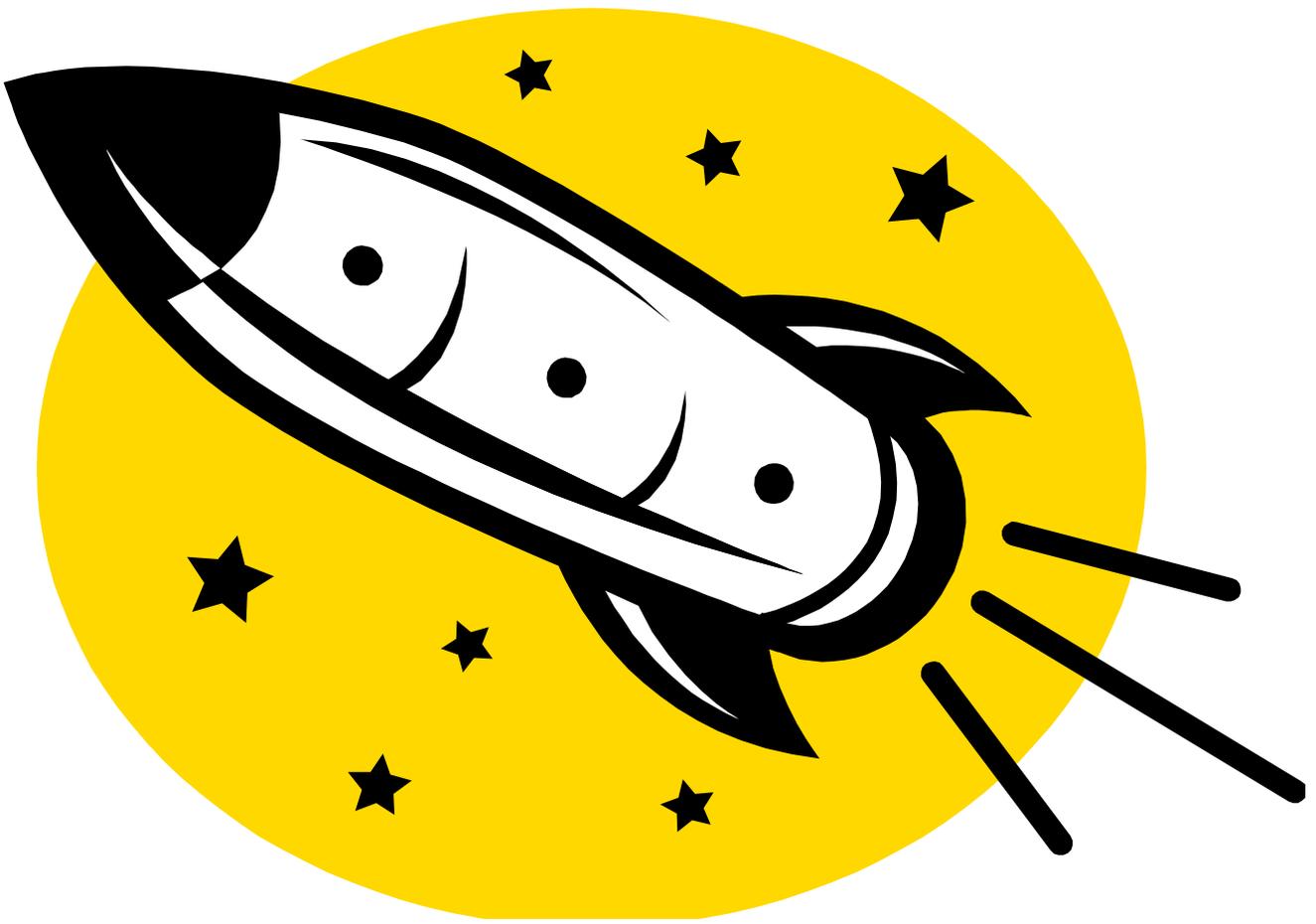
Cub Scout #2:

**You can see many different birds fly high,
making the world a more beautiful place.**



Cub Scout #3:

In the windy skies above, watch your own kite fly high. It's a time to relax and enjoy a wonderful part of nature.



Cub Scout #4:

**It's so exciting to see rocket ships fly high
and think about exploring the universe.**

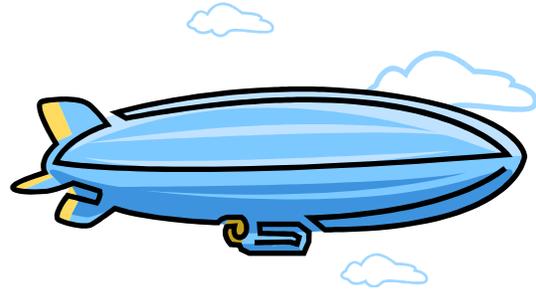
Flying Blimps

Materials:

Construction paper

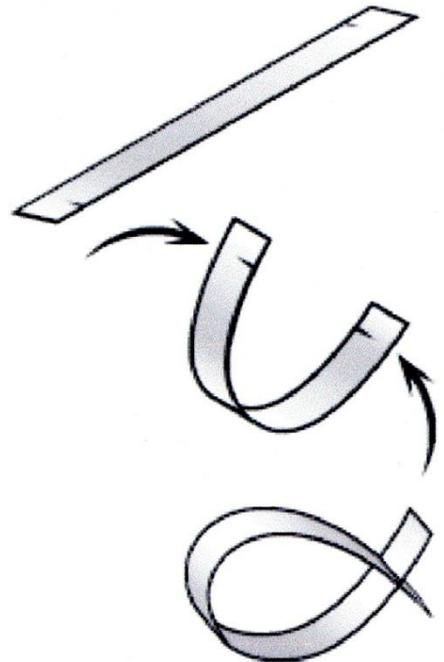
Scissors

Ruler



Instructions:

1. Cut a strip of paper 6-8 inches long and $\frac{1}{2}$ inch wide.
2. Cut halfway across the strip about $\frac{1}{2}$ inch from one end. Turn the strip around and do the same thing on the other end.
3. Slip the slot at one end into the slot at the other end. You'll make something that looks like a blimp or a little fish.
4. Hold the blimp high over your head and drop it. It will spin like crazy on its way to the ground. Drop from lots of high places.
5. Experiment with your blimp. If it's fatter or longer or thinner will it spin faster? or not as fast? See what you can find out.



Paper Helicopters

Materials:

Templates printed on cardstock or paper

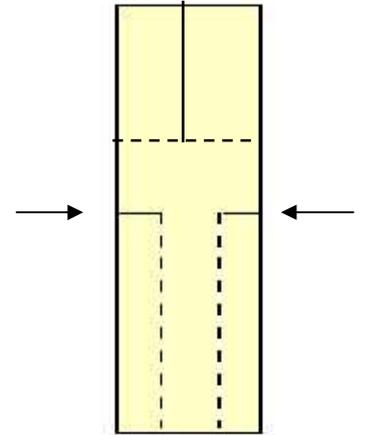
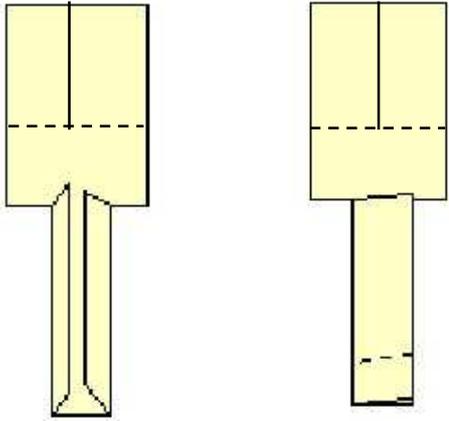
Scissors

Paper clip (one per helicopter)

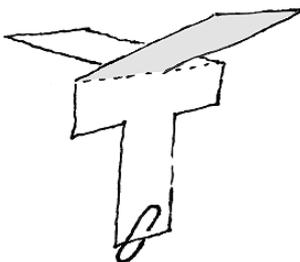
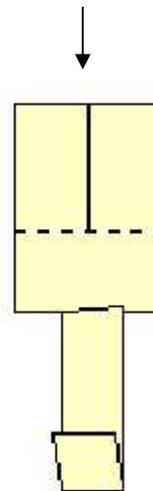
Directions:

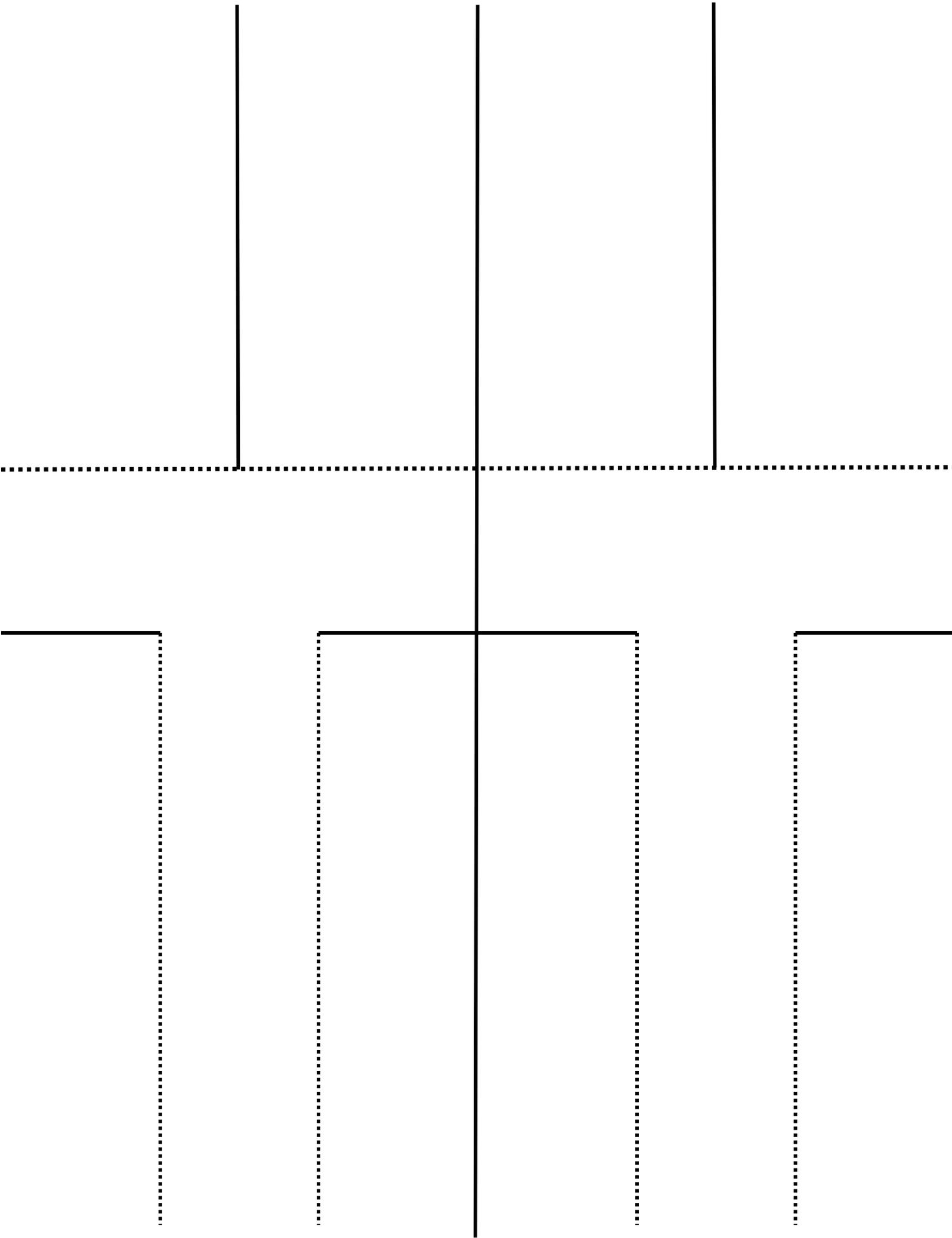
Important – only cut on solid lines, fold on dotted lines

1. Lay your template as shown.
2. Starting at the edges in the middle, cut towards the middle of the cardstock/paper (cut along the two small solid lines).
3. Fold the two side pieces towards each other along the dashed lines.



4. Fold up the bottom edge about one inch from the bottom edge.
5. Cut along the solid line at the top down until you reach the dashed line.
6. Fold the top parts of the helicopter down – one side folds forward and one side folds backwards.
7. Add a paper clip at the bottom to add weight.
8. Throw it up into the air and watch it fly!



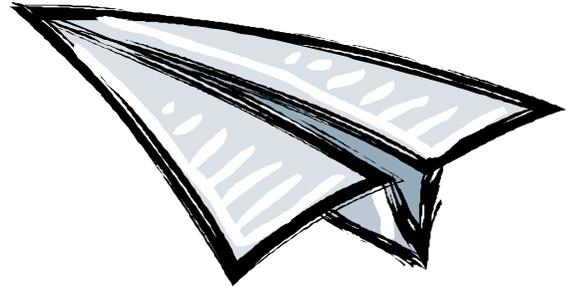


Land the Plane Game

Materials:

Paper (copy paper)

Colored construction paper or card stock (3 to 4 sheets)



Directions:

1. Have each Cub Scout make his own simple paper airplane. (If a Cub Scout does not know how, see if another Cub Scout can show him how.)
2. While Cub Scouts are folding airplanes, make a “landing platform” from the construction paper by laying them down flat next to each other on the floor or ground. This landing spot can be either at the end of the room or field or in the middle of the room or field. The landing spot can be taped down if needed.
3. The object of the game is for the Cub Scouts to land their airplanes on the colored construction paper. The Cub Scouts should start 15 feet away from the landing spot to throw their airplanes. Those Cub Scouts who land their airplanes on the colored construction paper in the shortest amount of time win the game.

Variations:

1. Gradually make the landing platform smaller. Use only 2 sheets of the colored construction paper and then use only 1 sheet of the colored construction paper.
2. Have the Cub Scouts try to determine which airplane designs are the best for controlling and landing on the landing platform.

The Sky isn't the Limit Closing

Cubmaster:

It wasn't long ago that you might have heard one man say to another: "The sky is the limit." He meant that a man could make anything of himself that he wanted, at least on earth.

Well, the sky is no longer the limit! There's almost no limit to what you can aspire to do, either on earth or in space. Our astronauts have proven that.

What does that mean to Scouting?

Buzz Aldrin, the second man on the moon, told Scouts to set their goals high and accomplish all that they can and want to do.

