

Cub Scout Den Meeting Outline

Month: **November**

Week: **4**

Point of the Scout Law: **Reverent**

	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	A Hero Cryptogram				
Opening	Be Thankful Opening				
Activities/Project	Knot Time; Square Knot Relay				
Games	Famous American Freeze Tag				
Business items/Take home	Tiger Circles: Duty to God	Duty to God Footsteps	Fellowship and Duty to God	Duty to God and You	Duty to God in Action
Closing	Do Your Best Closing				
After the meeting					

Materials:

Gathering: copies of cryptogram, pencils

Opening: flag

Activities: ropes, instructions

Closing: cards

Home assignments: See home assignment sheets in extra material.

Advancement:

Tiger – Tiger Circles: Duty to God

Wolf – Duty to God Footsteps

Bear – Fellowship and Duty to God

Webelos – Duty to God and You

Arrow of Light – Duty to God in Action

A Hero Cryptogram

Fill in the blanks using the clues below.

Then unscramble the highlighted letters to discover the mystery hero.

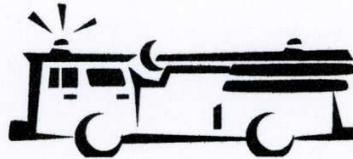
This hero carries a

H O S E.



This hero drives a fire

T R U C K.



This hero listens for an

A L A R M.



This hero sometimes climbs a

L A D D E R.



This hero hopes you have a smoke

D E T E C T O R.



This hero sometimes uses a

F I R E E X T I N G U I S H E R.



Highlighted scrambled letters:

H I R E E R F I G I

Mystery hero clue: I risk my life to save other people from burning buildings and other dangers. (Unscramble those highlighted letters to find the answer to fill in below).

I am a

F I R E F L I G H T E R

Be Thankful Opening

Cubmaster:

Be thankful for home

Be thankful for food

Be thankful for birds that fly.

Be thankful for sleep

Be thankful for flowers

Be thankful for clouds in the sky.

Be thankful for friends

Be thankful for rain

And the rainbows that follow close by.

Please join me in saying the Pledge of
Allegiance and the Scout Oath and Law.



Tiger and Wolf

Knot Instruction Sheet

Overhand Knot

An overhand knot is simple. You can use it to keep a rope from going through a pulley, a hole, or to make a rope easier to grip. An overhand knot is also the first step for some other knots. You will need a single strand of rope to practice this knot. (*Wolf Handbook, page 36*)

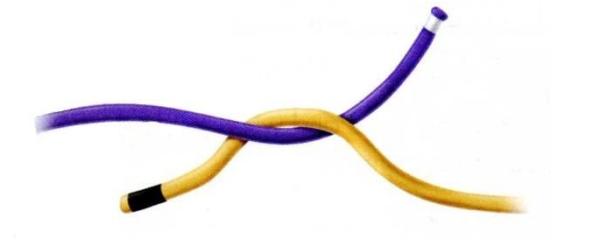


1. First make a loop in the end of the rope.
2. Next, tuck the end of the rope through the loop.
3. Pull the end of the rope to tighten the knot.

Square Knot

The main use of a square knot is to join the ends of two ropes. This is why it is called the joining knot in Scouting. You can use both ends of one rope to make a square knot or two different pieces of rope.

1. Hold one end of a rope in one hand and the other end of the rope in your other hand. (Or a different colored rope in each hand.)



2. Bring the right side rope over the left side rope. Go under and around the left side rope with the right side rope.



3. Now bring the left side rope over the right side rope. Go under and around the right side rope with the left side rope.



4. Pull both ends firmly. The knot will not hold its shape without being tightened.



(Wolf Handbook, page 37)

Bear and Webelos

Knot Instruction

Materials:

A rope for each Cub Scout that is 2½ to 3 feet long
Bear/Webelos instruction sheets

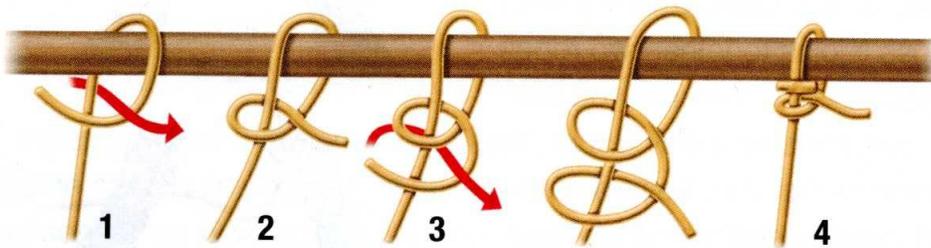
Instructions:

Use the following instructions for members of the Bear dens, Webelos dens and Arrow of Light dens.

Review tying overhand knots and square knots (see Tiger/Wolf instruction sheet). The Scouting Adventure (required for Arrow of Light) requires that Webelos Scouts show how to tie a square knot, two half hitches and a taut-line hitch. The Bear Necessities Adventure requires Bear Scouts to tie a Bowline and then to teach a younger Scout how to tie it.

Two Half Hitches

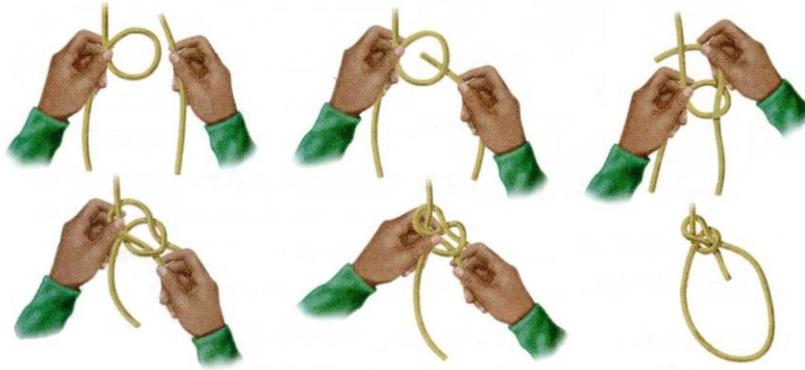
The two half hitches knot is used to tie items to a post or tree trunk. The knot is easy to untie when you are ready, but it will hold tight while in use. Each wrap around the rope is called a half hitch. Making two of them around the rope is what gives this hitch its name.



1. Pass the end of the rope around the post.
2. Bring the end over and under the body of the rope (known as the standing part), then back through the loop that has formed. This makes a half hitch.
3. Take the end around the standing part a second time, and tie another half hitch.
4. Pull the knot snug.

Bowline

A bowline is a very useful knot to learn. It makes a fixed loop in a rope that will not slip. The bowline can be used to anchor one end of a rope to a tree or other stationary object. Once you have mastered the bowline, teach it to a younger Cub Scout.

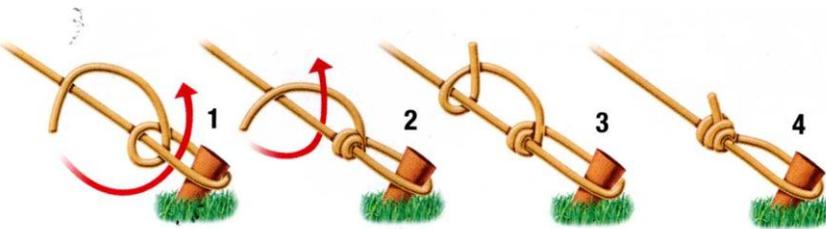


1. Make a small overhand loop in the standing part of the rope.
2. Bring the rope end up through the loop, around behind the standing part, and back down into the loop.
3. Tighten the bowline by pulling the standing part of the rope away from the loop.

Taut-Line Hitch

A taut line hitch is similar to two half hitches, but it creates a loop that doesn't slide. Use it to attach the guy line on your tent or dining fly to a stake in the ground. You can easily adjust it to tighten the rope. (Taut is another word for tight).

1. Pass the end of the rope around the tent stake (or post).



2. Bring the end under and over the standing part of the line to form a loop, then twice through the loop.

3. Again bring the rope end under, over and through a loop, but this time farther up the standing part.

Square Knot Relay

Materials:

One piece of rope per team of 6-8 Cub Scouts



Instructions:

Divide Cub Scouts into team of 6-8 Cub Scouts and have them line up to complete as relay teams. Have an adult or leader stand 15 feet away from each team. If you do not have enough adults/leaders for there to be one per team, have them be able to watch 2-4 teams to verify that boys have tied their square knots correctly.

Give each team one piece of rope.

The first team member holds the piece of rope. At the “go,” the first team member runs to a line 15 feet away from his team and as fast as he can ties a square knot. A leader gives him a “thumbs up” or other sign to let him know that he tied it correctly. He then unties the square knot and runs back to his team and hands the rope to the next team member (second team member) in line.

The second team member runs to the same spot that the first member did and also tries to tie a square knot. When he is completed and when he gets a signal from a leader that he is correct in his tying, he unties the square knot and runs back to his team and hands the rope to the next team member in line.

Continue until all team members have had a turn.

Variation: Other knots, besides the square knot, can be tied for this relay – the overhand knot, the bowline, etc. The square knot would be the likely knot that all boys should be able to tie.

Famous Americans Freeze Tag

Materials:

None

This game is played very much like “freeze tag”.

One Cub Scout (or more Cub Scouts – depending on how many are playing) is “it”. This person goes around trying to tag a person and cause them to “freeze” (hold still).



Unlike “freeze tag,” running away from “it” is not the only way to stop from being frozen. If “it” tries to touch someone, all the person needs to do is to say the name of a famous American as well as something that they did very quickly and they can stop from being frozen. They could also give the name of someone they think is a good citizen (that isn’t a famous American) and quickly tell why that person is a good citizen. The same person’s name can’t be used twice by the same person. If a person can’t think of a famous American or good citizen in 10 seconds, they could be tagged and be frozen. To “unfreeze” someone, a non-frozen person just needs to run by and tag the frozen person as they run by.

Game play continues until time for the game is over or everyone has been frozen.

Here are just a few names of some famous Americans with one thing they are famous for as suggestions:

George Washington – first U.S. President

Thomas Jefferson – one of our founding fathers

Abraham Lincoln – U.S. President during the Civil War

Benjamin Franklin – a writer and printer

Martin Luther King – a civil rights leader

Thomas Edison – inventor of the light bulb

George Washington Carver – scientist best known for finding many uses for the peanut

Helen Keller – deaf and blind author and lecturer

Amelia Earhart – first female pilot to fly the Atlantic

Neil Armstrong – first man to step on the moon

Do Your Best Closing

Materials:

Three cards with one word written on the front of each, “do,” “your,” “best.”
Write script on the back of each card.

Cubmaster: Remember to be cheerful and set your minds to look for and find the best in all situations.

Cub Scout #1: Do. Remember to do good for others with a cheerful heart.

Cub Scout #2: Your. Remember it’s your positive attitude that will make a difference in the lives of others.

Cub Scout #3: Best. Remember to find the best in all situations.

Cubmaster: Always do your best to have a positive attitude, and share it with those around you.

Do

Cub Scout #1:

Do. Remember to do good for others with a cheerful heart.

Your

Cub Scout #2:

Your. Remember it's your positive attitude that will make a difference in the lives of others.

Best

Cub Scout #3:

Best. Remember to find the best in all situations.