

Cub Scout Den Meeting Outline

Month: **July**

Week: **3**

Point of the Scout Law: **Trustworthy**

	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	July Word Search				
Opening	A Scout is Trustworthy Opening				
Activity	Shadow Stomp				
Game	Games, Games, Games				
Business items/Take home	None	None	None	None	None
Closing	Be A Good Sport Closing				
After the meeting					

Materials:

Gathering: copies of July Word Search, pencils

Opening: flag

Activity: None

Games: large balls, plastic spoons, ping pong balls

Closing: flag

Home assignments: None

Advancement:

Tiger - None

Wolf – None

Bear – None

Webelos – None

Arrow of Light – None

July Search

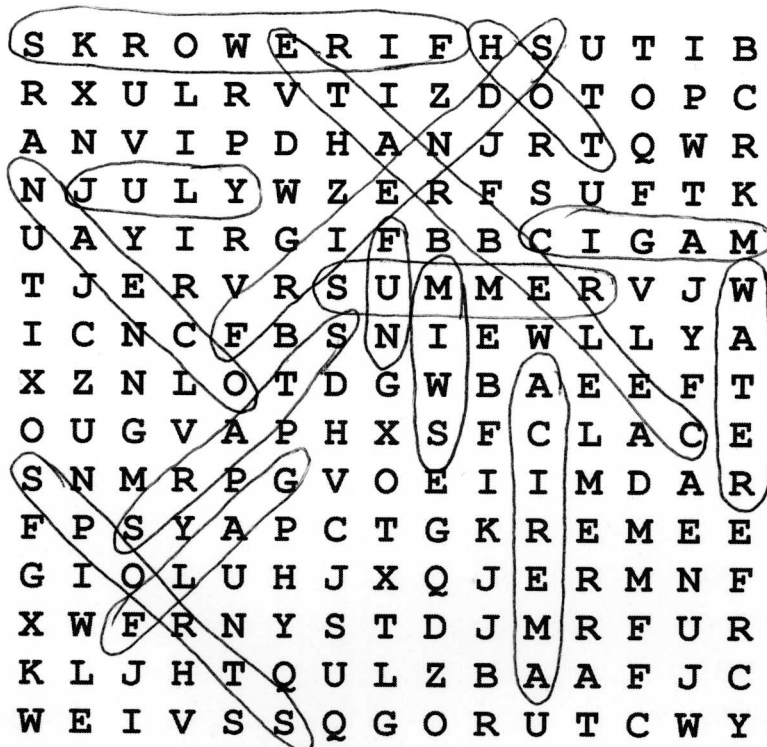
S K R O W E R I F H S U T I B
R X U L R V T I Z D O T O P C
A N V I P D H A N J R T Q W R
N J U L Y W Z E R F S U F T K
U A Y I R G I F B B C I G A M
T J E R V R S U M M E R V J W
I C N C F B S N I E W L L Y A
X Z N L O T D G W B A E E F T
O U G V A P H X S F C L A C E
S N M R P G V O E I I M D A R
F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

Find the following:

America
Celebrate
Fireworks
Flag
Friends
Fun
Hot
July
Magic
Ocean
Sports
Stars
Summer
Swim
Water

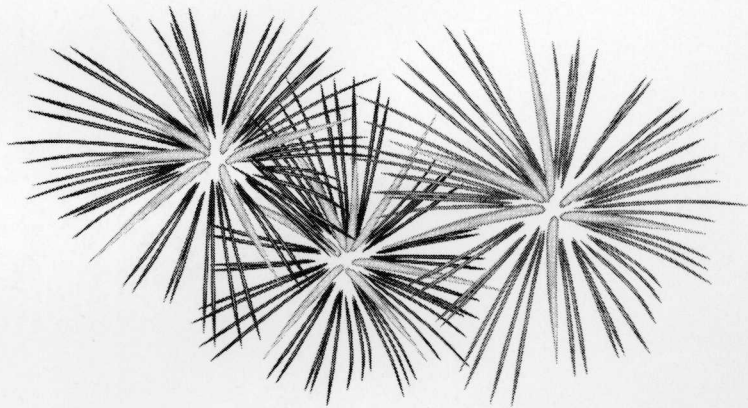


July Search



Find the following:

- America
- Celebrate
- Fireworks
- Flag
- Friends
- Fun
- Hot
- July
- Magic
- Ocean
- Sports
- Stars
- Summer
- Swim
- Water



A Scout is Trustworthy Opening

Lead the following discussion with the Cub Scouts:

Our point of the Scout Law for the month of January is “Trustworthy”.

Who can tell me what they think “Trustworthy” means? How is a Scout trustworthy?

[Cub Scouts probably have an idea of what “Trustworthy” means. Integrate as many of their answers as possible while you make sure that they understand that **when a Scout is trustworthy he tells the truth and keeps his promises. People can depend on him.**

How can a Cub Scout be trustworthy?

[Listen to their responses and remind them to realize that they choose to be trustworthy in many situations – in games, at school, in answering questions, etc – and that it’s not easy to be honest and trustworthy. Standing up for what is right by telling the truth can be difficult if you are trustworthy when others are not. If you need to, give some examples or stories of people who are trustworthy and follow the Scout Law.

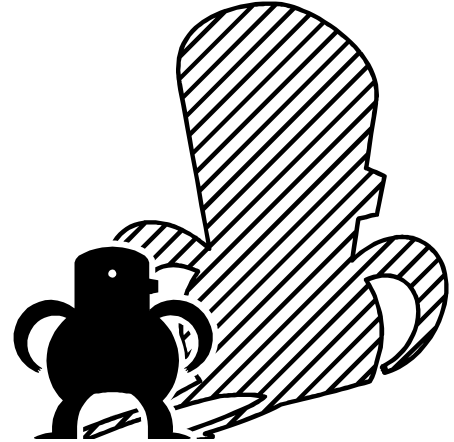
Let’s have a great day in Cub Scouting today.

Let’s say the Pledge of Allegiance and the Scout Oath and Law.

Shadow Stomp Game

This is an outside game – since we need all players to have a shadow!

This game is a game of tag, but a bit different. In this game, the person who is “It” must stomp on the other players’ shadows instead of tagging the person. The person whose shadow is stomped on first becomes “it”.



Games, Games, Games

Over and Under Relay

Materials:

Ball for each team (larger than a tennis ball)

Instructions:

Teams of 6-8 line up. The front player has the ball and passes it over his head to the player behind him. This continues (with the ball passing over the head) until the ball reaches the last Cub Scout, who runs to the front of the line and passes the ball between his legs to the original first player. These processes alternate until the line is back in its original order.

Variation: The first Cub Scout passes the ball over his head and the second passes it through his legs.



Wheelbarrow Race

Materials:

None

Instructions:

Set up start and finish lines.

Have Cub Scouts get into pairs. One person will be the wheelbarrow and walk on their hands, with the other person holding their ankles. One signal, they will race to the finish. Have the Cub Scouts switch off... so that each get a turn being the wheelbarrow.

The first pair to the finish wins.

Spoon Race

Materials:

Plastic spoons (one for each team)

Ping-pong balls (one for each team)

Instructions:

Set up a start and turn line.

Each team will have a spoon and a ping pong ball. Each team will line up for this relay. They will hold the spoon in their hand with the ping-pong ball on it. They will race against the first players of the other teams and go to the turn line and then return to the start and hand off the spoon and the ball to the next player. This continues until all players on the team have raced with the spoon and ping-pong ball. Once the race has started, they are no longer allowed to touch the ping-pong ball with their hands.

Variations: If running to the turn line and back is not challenging enough, add a chair on the turning line that they have to sit down in before they can return to the start line. You can create other challenges as well.

Raiders

Materials:

None

Instructions:

Cub Scouts split into three equal teams, and then each team numbers off so that each Cub Scout has his own number (if teams are unequal, some Cub Scouts can have more than one number). The three teams line up in parallel lines, with the two outside teams the same distance from the center team. A leader calls off a number and the outside teams' Cub Scouts with that number chase the inside team Cub Scout with the number. The Cub Scout who tags the inside scout gets a point for his team.

You can play to reach a certain number of points or a certain amount of time. After all numbers have been called, the losing team goes into the center.

Walking Statues

Materials:

None

Instructions:

Two teams stand on opposite ends of a field or room, with a leader in the middle. The Cub Scouts on the teams must reach the leader, but they can only move when he or she is facing the opposite direction. The leader can turn around whenever they want to and if they see a Cub Scout move, the Cub Scout is sent back to the starting line.

The first Cub Scout who reaches the leader wins for his team.

Be A Good Sport Closing

Cubmaster or Den leader:

We hear a lot of talk about being a good sport, but what does that mean?

A good sport learns the rules so he will not break them. A good sport plays with all his heart, playing the best that he can. If he wins, he doesn't act smug but instead compliments the losers for the efforts they made. If he loses, he should accept the fact and find out why. Maybe he can win the next time. A sportsman accepts losing, congratulates the winners, figures out how to improve, and decides to do better the next time.

"The way a team plays as a whole determines its success. You may have the greatest bunch of individual stars in the world, but if they don't play together, the club won't be worth a dime." - Babe Ruth

"If you keep your head in this way, you will very often find that you win after all from not being over anxious or despairing. And don't forget, whenever you do lose a game, if you are a true Scout, you will at once cheer the winning team or shake hands with and congratulate the fellow who has beaten you." - Lord Baden-Powell, founder of the world Scouting movement.

A Cub Scout can learn to be a better Cub Scout if he remembers to always be a good sport.