

BEAR

DEN LEADER GUIDE



BOY SCOUTS OF AMERICA®



Chief Scout Executive
Michael Surbaugh

The BSA's Commitment to Safety

We want you to know that the safety of our youth, volunteers, staff, and employees is an important part of the Scouting experience. Youth develop traits of citizenship, character, fitness, and leadership during age-appropriate events when challenged to move beyond their normal comfort level and discover their abilities. This is appropriate when risks are identified and mitigated.

The Scouting program, as contained in our handbooks and literature, integrates many safety features. However, no policy or procedure will replace the review and vigilance of trusted adults and leaders at the point of program execution.

Commit yourself to creating a safe and healthy environment by:

- ▶ Knowing and executing the BSA program as contained in our publications
- ▶ Planning tours, activities, and events with vigilance using the tools provided
- ▶ Setting the example for safe behavior and equipment use during program
- ▶ Engaging and educating all participants in discussions about hazards and risks
- ▶ Reporting incidents in a timely manner

Thank you for being part of Scouting and creating an exciting and safe experience for every participant.



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BOY SCOUTS OF AMERICA®

BOY SCOUTS OF AMERICA SCOUTER CODE OF CONDUCT

On my honor, I promise to do my best to comply with this Boy Scouts of America Scouter Code of Conduct while serving in my capacity as an adult leader:

1. I have completed or will complete my registration with the Boy Scouts of America, answering all questions truthfully and honestly.
2. I will do my best to live up to the Scout Oath and Scout Law, obey all laws, and hold others in Scouting accountable to those standards. I will exercise sound judgment and demonstrate good leadership and use the Scouting program for its intended purpose consistent with the mission of the Boy Scouts of America.
3. I will make the protection of youth a personal priority. I will complete and remain current with Youth Protection training requirements. I will be familiar with and follow:
 - a. BSA Youth Protection policies and guidelines, including mandatory reporting: www.scouting.org/training/youth-protection/
 - b. *The Guide to Safe Scouting*: www.scouting.org/health-and-safety/gss
 - c. The Sweet Sixteen of BSA Safety: www.scouting.org/health-and-safety/resources/sweet16
4. When transporting Scouts, I will obey all laws, comply with Youth Protection guidelines, and follow safe driving practices.
5. I will respect and abide by the Rules and Regulations of the Boy Scouts of America, BSA policies, and BSA-provided training, including but not limited to those relating to:
 - a. Unauthorized fundraising activities
 - b. Advocacy on social and political issues, including prohibited use of the BSA uniform and brand
 - c. Bullying, hazing, harassment, and unlawful discrimination of any kind
6. I will not discuss or engage in any form of sexual conduct while engaged in Scouting activities. I will refer Scouts with questions regarding these topics to talk to their parents or spiritual advisor.
7. I confirm that I have fully disclosed and will disclose in the future any of the following:
 - a. Any criminal suspicion, charges, or convictions of a crime or offense involving abuse, violence, sexual misconduct, or any misconduct involving minors or juveniles
 - b. Any investigation or court order involving domestic violence, child abuse, or similar matter
 - c. Any criminal charges or convictions for offenses involving controlled substances, driving while intoxicated, firearms, or dangerous weapons
8. I will not possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies:
 - a. Alcoholic beverages or controlled substances, including marijuana
 - b. Concealed or unconcealed firearms, fireworks, or explosives
 - c. Pornography or materials containing words or images inconsistent with Scouting values
9. If I am taking prescription medications with the potential of impairing my functioning or judgment, I will not engage in activities that would put Scouts at risk, including driving or operating equipment.
10. I will take steps to prevent or report any violation of this code of conduct by others in connection with Scouting activities.

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WELCOME

Welcome! You have chosen to make an important difference in the lives of the youth in your den and pack. With your guidance as their leader, the youth in your den will develop character, leadership skills, responsibility, fitness, and a love for fun while learning. Your role as a den leader is a critical one to a child's success and continued involvement in Cub Scouting. This guide is your key to leading a successful program.

AN OVERVIEW OF CUB SCOUTING

THE PURPOSES OF CUB SCOUTING

Cub Scouting is a year-round, family-oriented part of the Boy Scouts of America. The program is designed for youth who are in the year prior to first grade through fifth grade (or are 6–10 years of age). Parents, leaders, and organizations work together to achieve the 10 purposes of Cub Scouting:

- Character Development
- Spiritual Growth
- Good Citizenship
- Sportsmanship and Fitness
- Family Understanding
- Respectful Relationships
- Personal Achievement
- Friendly Service
- Fun and Adventure
- Preparation to join a Scout troop

All the activities leaders plan and Cub Scouts enjoy should relate to one or more of these purposes.



CUB SCOUTS: A POSITIVE PLACE

The Boy Scouts of America emphasizes a positive place in Cub Scouting. Any Cub Scouting activity should take place in a positive atmosphere where children and other family members can feel emotionally secure and find support, not ridicule. Activities should be positive and meaningful and should help support the mission and purpose of the BSA.

THE SCOUT OATH AND SCOUT LAW

Use of the Scout Oath and Scout Law in all Scouting programs is designed to help emphasize the unity of Scouting. This helps fulfill Scouting's mission and vision statements, both of which mention the Scout Oath and Scout Law:

Vision Statement: The Boy Scouts of America will prepare every eligible youth in America to become a responsible, participating citizen and leader who is guided by the Scout Oath and Law.

Mission Statement: The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

Scout Oath	Scout Law
On my honor I will do my best To do my duty to God and my country and to obey the Scout Law; To help other people at all times; To keep myself physically strong, mentally awake, and morally straight.	A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.

Age-Appropriate Expectations for Learning the Scout Oath and Scout Law

The concepts of the Scout Oath and Scout Law are difficult to master, but they are not so difficult that a Cub Scout cannot begin the journey. In the beginning of the Cub Scout's journey, don't expect memorization. The Scout Oath and Scout Law are printed on the back cover of the handbooks. Use the handbook or a poster as an aid to reciting.

You can also use older Scouts and adults as mentors to help bring your Cub Scouts along at a pace comfortable for their learning needs.

The following descriptions can help you explain the meaning of the Scout Oath and Scout Law to Cub Scouts:

What the Scout Oath Means

ON MY HONOR ...

Saying "On my honor" is like saying "I promise."

I WILL DO MY BEST ...

This means that you will do your best to do what the Scout Oath says.

TO DO MY DUTY ...

A duty is something you are expected to do. At home, you might be expected to make up your bed or take out the trash. You also have duties to God and to your country.

TO GOD ...

You do your duty to God by following the teachings of your family and religious leaders.

AND MY COUNTRY ...

You do your duty to your country by being a good citizen and obeying the law.

AND TO OBEY THE SCOUT LAW; ...

You also promise to live by the 12 points of the Scout Law, which are described on the next page.

TO HELP OTHER PEOPLE AT ALL TIMES; ...

Many people need help. A friendly smile and a helping hand make life easier for others. By helping other people, you are doing a Good Turn and making our world a better place.

TO KEEP MYSELF PHYSICALLY STRONG, ...

This part of the Scout Oath is about taking care of yourself. You stay physically strong when you eat the right foods and get plenty of exercise.

MENTALLY AWAKE, ...

You stay mentally awake when you work hard in school, learn all you can, and ask questions.

AND MORALLY STRAIGHT.

You stay morally straight when you do the right thing and live your life with honesty.

What the Scout Law Means

The Scout Law has 12 points. Each one is a goal you should do your best to achieve.

A Scout is **TRUSTWORTHY.**

Tell the truth and keep your promises. People can depend on you.

A Scout is **LOYAL.**

Be true to your family, friends, Scout leaders, school, and country.

A Scout is **HELPFUL.**

Volunteer to help others without expecting a reward.

A Scout is **FRIENDLY.**

Be a friend to everyone, even people who are very different from you.

A Scout is **COURTEOUS.**

Be polite to everyone and always use good manners.

A Scout is **KIND.**

Treat others as you want to be treated. Never harm or kill any living thing without good reason.

A Scout is **OBEDIENT.**

Follow the rules of your family, school, and pack. Obey the laws of your community and country.

A Scout is **CHEERFUL.**

Look for the bright side of life. Cheerfully do tasks that come your way. Try to help others be happy.

A Scout is **THRIFTY.**

Work to pay your own way. Try not to be wasteful. Use time, food, supplies, and natural resources wisely.

A Scout is **BRAVE.**

Face difficult situations even when you feel afraid. Do what you think is right despite what others might be doing or saying.

A Scout is **CLEAN.**

Keep your body and mind fit. Help keep your home and community clean.

A Scout is **REVERENT.**

Be reverent toward God. Be faithful in your religious duties. Respect the beliefs of others.

DELIVERING THE CUB SCOUTING PROGRAM

Cub Scouting can be extremely rewarding for every member of the family—children and adults alike. Taking the time to review this information and using the den meeting plans in this den leader guide is the first and best step toward ensuring that you can deliver the fun that families want as easily as possible.

The den is where Cub Scouting takes place. The majority of dens meet two to four times a month with the average meeting lasting 60 to 90 minutes. The following are some considerations to make things even smoother.

SAFETY FIRST

In conducting activities, Cub Scout den leaders must maintain adequate supervision and assure the proper use of materials. Be careful, and remember: Safety must always come first!

Refer to the latest printing of the *Guide to Safe Scouting*, No. 34416, for information on policies relating to the many activities in which your den may participate.

The *Guide to Safe Scouting* is available on the National Council website at www.scouting.org, or you can find it at your local council service center. **The online version of the *Guide to Safe Scouting* will always have the most current information.**

ROLES AND RESPONSIBILITIES IN CUB SCOUTING

Parents and other caring adults support Cub Scouting through a variety of ways. Some adults take on a role with the pack committee and provide support through finance, record keeping, or other administrative tasks to make it easier for den leaders to provide the program.

DEN LEADER

Cub Scout den leaders work directly with Cub Scouts and their parents/guardians to execute the Cub Scouting program in the den. Cub Scout dens are gender-specific and are either all boys or all girls.

Dens may have a den leader and assistant den leader or two co-den leaders. In all situations, den leaders work with parents as a team to deliver the program.

Qualifications: Is at least 21 years old, and should be an experienced leader and is usually a parent or guardian of a child in the den. Recommended by the Cubmaster after consultation with the parents and guardians of the Cub Scouts involved, and approved by the pack committee and chartered organization. Registered as an adult leader of BSA and current with Youth Protection training.

Responsibilities:

- Den leaders carry out the activities listed for each rank adventure in the handbook in order for the Scouts in the den to earn their badge of rank.
- Work directly with other den and pack leaders to ensure that the den is an active and successful part of the pack.
- Plan, prepare for, and conduct den meetings with the assistant den leader and den chief (if Wolf, Bear, or Webelos den leaders) or adult partners (if Lion or Tiger den leaders).
- Attend the monthly pack committee meetings.
- Lead the den at pack activities.

- Ensure the transition of Cub Scouts to a den of the next rank (or to a troop if Webelos/Arrow of Light Scouts) at the end of the year.

Lion and Tiger den leaders should do the following:

- Coordinate shared leadership among the adult partners in the den.
- Ensure that each child and their adult partner have the opportunity to be the host team, planning and executing the den activities. Rotate responsibilities monthly.

Cub Scout den leaders should keep in mind the following responsibilities:

- Ensure that their den chief attends den chief training, and guide them in working with Cub Scouts. Attend Den Chief Training with them, and see that they receive recognition for their efforts at den and pack meetings.
- Provide meaningful responsibilities for the denner and assistant denner so that they can learn responsibility and gain satisfaction from their efforts.

The Webelos den leader should remember the following responsibilities:

- Ensure that their den chief attends den chief training, and guide them in leading Webelos Scouts. Attend Den Chief Training with them, and see that the den chief's efforts receive recognition at den and pack meetings.
- Provide worthwhile tasks for a Webelos Scout serving as denner so that they can assume some responsibility and gain satisfaction from their efforts.
- Along with the Scoutmaster and assistant Scoutmaster, plan and conduct meaningful joint activities.

◆ ASSISTANT DEN LEADER

The assistant Cub Scout den leader shares the responsibilities of the Cub Scout den leader and may be called upon to serve as a family contact or record keeper, or to handle other details of den operation. Each den should have at least one assistant den leader, and more if needed.

Qualifications: Is at least 21 years old, and is recommended by the Cubmaster after consultation with the den leader, parents, and guardians of the Cub Scouts involved, and approved by the pack committee and chartered organization. Is registered as an adult leader of the BSA and current with Youth Protection training.

◆ PARENTS/GUARDIANS/FAMILIES

Cub Scouting seeks to support the family, whatever that looks like. When we speak of parents or families, we are not referring to any particular family structure. Some Cub Scouts in your den may live with two parents, some with one parent, some with foster parents, and some with other relatives or guardians. Whomever Cub Scouts call their family is their family in Cub Scouting.

Our focus is on helping build strong families as we build stronger children. Don't try to carry the load yourself. Involve parents or guardians and encourage them to lend expertise to the program in their areas of interest. Each parent has something to contribute. Invite them to participate and use their skills. Use "two-deep leadership," which means that two adults are required for all outings or activities. Review the "Youth Protection" section in the *Cub Scout Leader Book* for more information on how parents can help.

◆ DENNER AND ASSISTANT DENNER

The denner position is for Wolf, Bear, and Webelos dens. The denner is a den member selected to be a youth leader for a short period of time—anywhere from one week to several months. It is a good practice for the den leader to rotate the position of denner throughout the den so that all Cub Scouts have the opportunity to experience the leadership position. The den leader and den chief determine the denner's responsibilities, which might include leading the opening flag ceremony; helping to set up and clean up the den meeting place; helping with games, ceremonies, tricks, and puzzles; leading a song; or acting as den cheerleader. Denners should be given meaningful responsibilities and recognition to help them learn how to be leaders. The denner wears a shoulder cord on the left shoulder. Some dens also have assistant denners who assist the denner and may move up to the denner position after their term is over.

◆ DEN CHIEF

The den chief is an older Scout from a troop, a Venturer, or a Sea Scout who serves as an activities assistant at Wolf, Bear, or Webelos Scout den meetings. The den chief can serve as a positive role model for Cub Scouts as they look toward the continuation of their Scouting experience. The Scoutmaster from a local troop, the Advisor from a Venturing crew, or the Skipper from a Sea Scout ship may be able to help identify a den chief. A den chief that has been approved by their unit leadership and by the pack leadership may serve either an all-boy den or all-girl den regardless of their gender.

THE ROLE OF TRAINING

Core to succeeding with these responsibilities is the concept that every Cub Scout deserves a trained leader. Being a trained leader helps you deliver the program in a way that is effective and efficient with a focus on the core objectives of Scouting. Becoming a trained leader requires completion of the following training:

- Youth Protection
- Leader Position-Specific

Both trainings are available online at my.scouting.org and as an in-person training through your local council service center. Leaders who have completed these two trainings qualify to wear the Trained Leader emblem.

RESOURCES

This *Den Leader Guide* is designed to be self-contained, including all the information you will need to run your den meetings. However there are additional resources which may be helpful to the Cub Scout leader's experience. As you gain more experience you should consider having the following in your personal Cub Scouting library. Many packs have pack libraries as well for sharing among their pack leadership.

- *Cub Scout Leader Book*
- *Cub Scout Leader How-To Book*
- *Bear Handbook*
- *Group Meeting Sparklers*
- *Cub Scout Ceremonies for Dens and Packs*
- *Cub Scout Songbook*

THE CUBMASTER

You will work closely with the Cubmaster to deliver the Cub Scouting program to the families in your den. The Cubmaster works as the program leader for the pack. In addition to working with den leaders, he or she will lead the pack program at your monthly pack meeting. Some of the ways you and the Cubmaster will collaborate include the following:

- Work together to plan and help carry out the Cub Scouting program in the pack according to the policies of the BSA. This includes leading the monthly pack meeting with the help of other leaders.
- With the pack committee, develop and execute a year-round recruitment plan for recruiting new families into Cub Scouting.
- Acquire and use the appropriate and available Scouting literature, including the den leader guide for each program level.
- See that the pack program, leaders, and Cub Scouts positively reflect the interests and objectives of the chartered organization and the BSA.

- Encourage the continuation of Scouting by establishing and maintaining good relationships with local troops; this is especially important for Webelos den leaders. Your pack may have an assistant Cubmaster whose primary responsibility is to support transition from Cub Scouting into a troop.
- Together, maintain good relationships with parents and guardians. Seek their support, and include them in activities.
- Work collaboratively to ensure that Cub Scouts receive a quality, year-round program filled with fun and activities that qualify the dens and pack for the National Summertime Pack Award.
- Participate with the Cubmaster and the pack committee chair in the pack's annual program planning conference and the monthly pack committee meetings.
- Work as a team with the pack committee chair to cultivate, educate, and motivate all pack leaders and parents or guardians in Cub Scouting.
- Work together to conduct impressive advancement, recognition, and graduation ceremonies. For Webelos ceremonies, involve Scoutmasters and other Scout leaders.
- Bring families together at joint activities.
- Support the policies of the BSA.

In addition to supporting den leaders, the Cubmaster will help coordinate activities that take place during the pack meeting. Many of the advancement requirements that are related to outdoor adventure, such as camping, and leadership development require the members of each den to work with each other during pack meetings. The Cubmaster will help to organize those activities. Camping activities can only be conducted as pack overnights, council-organized family camps, or Webelos den overnights.

RESPONSIBILITIES TO CUB SCOUTS

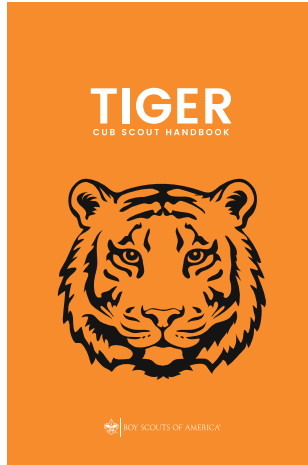
All Cub Scout leaders have certain responsibilities to the Cub Scouts. Each leader should:

- Respect each child's rights as individuals and treat them as such. In addition to common-sense approaches this means that all parents/guardians should have reviewed *How to Protect Your Children From Child Abuse: A Parent's Guide*, and all youth leaders must have taken the BSA's Youth Protection training.
- See that Cub Scouts find the excitement, fun, and adventure that they expected when they joined Cub Scouting.
- Provide enthusiasm, encouragement, and praise for Cub Scouts' efforts and achievements.
- Develop among the Cub Scouts a feeling of togetherness and team spirit that gives them security and pride.
- Provide opportunities for Cub Scouts to experience new dimensions in their world.
- Become a fully trained Cub Scout leader.

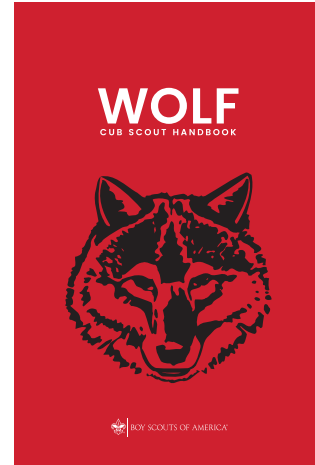
THE CUB SCOUT RANKS AND HANDBOOKS



A child who is 6 years old or is in the year prior to first grade is a Lion. Related adventures are found in the *Lion Handbook*.



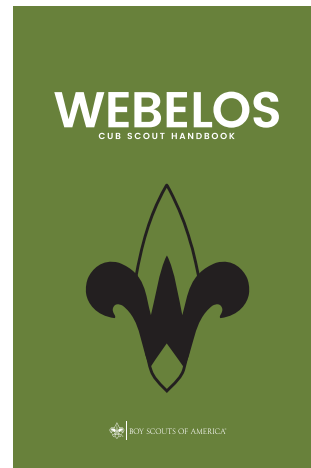
A child who is 7 years old or is in the first grade is a Tiger. Related adventures are found in the *Tiger Handbook*.



A child who is 8 years old or is in the second grade is a Wolf. Related adventures are found in the *Wolf Handbook*.



A child who is 9 years old or is in the third grade is a Bear. Related adventures are found in the *Bear Handbook*.



A child who is 10 to 11 years old or is in the fourth or fifth grade is a Webelos Scout. Related adventures are found in the *Webelos Handbook*.

The den meeting plans are written to help Cub Scouts complete the adventure requirements in their handbook. A den leader is strongly encouraged to have the handbook for the den he or she is leading as well, to be able to follow along and review for den meeting planning.

ADVANCEMENT

◆ CUB SCOUT ADVANCEMENT FOR RANK BADGE

Advancement is the word used to describe the progress Cub Scouts make toward their rank. It is one of the methods we use to achieve Scouting's aims and its desired outcomes. As Scouts earn the ranks of Lion, Bobcat, Tiger, Wolf, Bear, Webelos, and the Arrow of Light, they achieve important goals in developing skills and favorable dispositions related to personal fitness, good character, participatory citizenship, outdoor skills and awareness, and leadership development. Each level of the program is designed to achieve these goals through a series of developmentally appropriate and fun adventures.

◆ RECOGNITION PROCESS

No Cub Scout wants to wait several months to be recognized for hard work. The Cub Scouting program recognizes completion of intermediate steps leading to rank advancement by awarding immediate recognition.

Each adventure for Lion through Bear has a metal adventure loop that is designed to be worn on the Cub Scout's belt. To purchase adventure loops at the Scout shop, an advancement report is not required. This allows for the den leader or other pack leadership to purchase adventure loops ahead of time and have them ready to present once a Cub Scout has completed the adventure. Adventure loops are color-coded to each rank. Required adventure loops have full-color logos, and elective adventure loops have single-color logos.

Advancement gives Scouts a means of measuring their progress. Credit is given to the Cub Scout for each requirement when the den leader is satisfied that the Scout has done their best.

Ensuring that Cub Scouts are recognized immediately and publicly for their efforts is an important part of the advancement process. **No Scout should have to wait for more than two weeks to receive a device and be recognized for their accomplishments.** Your pack may approach this in a variety of ways:

- The den leader may provide the belt loop or adventure pin at the final meeting when the Cub Scouts complete the adventure. At the following pack meeting, the Scouts would then receive a certificate during a brief ceremony.
- The pack may provide certificates for den leaders to award when Scouts complete the adventure and then present the adventure loops and pins at the next pack meeting.

Packs are encouraged to find a method that works well for the families in the pack, guided by principles that recognition is both *immediate* to encourage the Cub Scouts and *public* to celebrate their success.

Advancement provides a satisfying means of recognizing Cub Scouts for their progress. Cub Scouts have a ladder to climb, with recognition at each step. Presenting awards in meaningful ceremonies to recognize their accomplishments is a principle of advancement. Advancement is not competition. Each Cub Scout is encouraged to advance steadily and purposefully, setting their own goals with guidance from family and leaders. Measurement for satisfying requirements is "Do Your Best," and that level can be different for each Cub Scout.



◆ HOW THE ADVANCEMENT PROGRAM WORKS

The success of the advancement program depends entirely on how Cub Scout leaders and parents apply it. Careful research has gone into developing the advancement program, but den and pack leaders and families make advancement work in the dens, in the home, and with pack activities.

Goals of the Advancement Program

When implemented correctly, the advancement program will:

- Help build a Cub Scout's self-esteem.
- Help build self-reliance as each Cub Scout discovers they are now old enough to assume certain responsibilities toward other people.
- Give each Cub Scout the positive recognition they need.
- Bring families closer through the advancement activities that each family enjoys with their Cub Scout.

The Den Leader

The den leader has the following responsibilities related to advancement.

1. Work on advancement requirements in den meetings using the handbook and den leader guide for the appropriate rank.
2. Plan meetings that support the advancement program. Other parents with specific skills, the den chief, or local troop leaders can help.
3. Help parents and adult partners understand the advancement plan and their role in promoting advancement. Make sure returning parents understand how the advancement process works at each age level.
4. Keep accurate records of requirements that Cub Scouts complete. Promptly provide the pack leadership with the advancement records so Scouts can be recognized at the next pack meeting. The use of the Scoutbook mobile app provides the easiest way to keep leaders and parents up to date on advancement.
5. With advancement being completed in the den meeting, a Scout's absence should be the only reason for failure to advance. Work with the Scout and their family to complete activities missed due to absence.
6. Provide reinforcement for and recognition of advancement at den meetings. These can include advancement charts, den doodles, and immediate recognition items.
7. Make sure that impressive advancement ceremonies and graduation ceremonies are conducted at the pack meeting. For the Arrow of Light rank, involve the Scoutmaster and the troop's youth leaders.



The Cubmaster

The Cubmaster has these responsibilities related to advancement.

1. Provide a quality year-round program full of action and fun that appeals to the Cub Scouts and their families. See that den and pack activities are planned so that completing required and elective adventures for all levels is a natural outcome.
2. Guide den leaders in the use of the den leader guide to help organize and deliver each meeting's program for each level of programming.
3. Work with den leaders to coordinate den activities at pack meetings that support the use of the Cub Scout adventure program materials.
4. Provide advancement reinforcement at the pack meeting, such as colorful and exciting induction, advancement, and graduation ceremonies. Encourage displays of advancement charts and den doodles at pack meetings.
5. Ensure that Cub Scouts in each den who have earned awards receive them at the next pack meeting. Don't let Cub Scouts and family members get discouraged by having to wait for recognition.



6. Make sure that den leaders are trained and know how to use the advancement program effectively.
7. See that advancement standards are maintained. All Cub Scouts should do their best to complete the requirements as presented in the program.
8. Coordinate with the pack committee to ensure that accurate advancement records are kept.

The Pack Committee

Pack committee members have these responsibilities related to advancement.

1. Help train leaders and adult partners or family members in the proper use of the advancement program.
2. Ensure that den leaders have program resource materials such as den leader guides and advancement charts to support program delivery.
3. Collect den advancement reports monthly. Purchase awards from the local council service center. See that badges are presented at the next pack meeting. Use of Scoutbook and the Scouting mobile app makes each of these responsibilities easy to manage with an online tool that reduces the use of paper reporting.
4. Help plan advancement and graduation ceremonies for the pack meeting.
5. Help build or secure equipment for use in meaningful advancement ceremonies.



How Fast Should a Den Advance?

A Cub Scout's approach to advancement progress will depend on two factors:

- Their own motivation for learning new skills, the encouragement and help they get from family, and their need for recognition
- The den leader's preparation for and presentation of advancement activities in the den meetings

The den meeting plans outlined in the den leader guide provide program opportunities that are generally delivered as two den meetings and an outing. This will provide opportunities for the Cub Scouts in your den to advance. A year-round program is composed of required adventures (that will lead to rank advancement) and elective adventures (which contribute to rank advancement and provide program enrichment).

If a Cub Scout cannot attend all meetings, the den leader should help the Cub Scout and their family complete the missed activities.

The length it takes for the den to earn their rank is completely up to the den leader and the families in the den. Dens meet as frequently as they like. Although many packs target their blue and gold banquet for awarding the new badge of rank, there is no requirement to advance by an arbitrary date such as a blue and gold banquet.

Advancement Checklist

- Do the Cubmaster and pack committee give den leaders and families guidance in using the advancement program effectively?
- Do family members understand their part in the advancement program? Are they using required adventures and elective adventures to suggest activities for the Scout's free time?
- Do den leaders talk to parents about children who are missing den meetings and therefore missing opportunities to advance?
- Do den leaders implement the required den meeting plans leading to advancement as outlined in the den leader guide and, when necessary, have advancement work completed at home?
- Are accurate advancement records kept in the dens and the pack?
- Do Cub Scouts receive prompt recognition?
- Do pack advancement ceremonies create an incentive for advancement?
- Are wall charts and den doodles used in den and pack meetings?
- Does the pack have an advancement ladder or chart?

BOBCAT

Regardless of what age or grade a Cub Scout is in, the Bobcat rank must be earned before earning any other rank, except Lion. Lion Scouts earn the Lion rank first. When they complete kindergarten, they may begin work on the Bobcat badge. The Bobcat requirements focus on the fundamentals of Cub Scouting that every Cub Scout must know.

You as the den leader can help! Practice the requirements in your den meetings, and encourage Cub Scouts to work on the requirements with their families also. Requirement 7 is a home-based requirement. The requirements are found in each of the youth handbooks as well as listed below:

Bobcat Requirements

1. Learn and say the Scout Oath, with help if needed.
2. Learn and say the Scout Law, with help if needed.
3. Show the Cub Scout sign. Tell what it means.
4. Show the Cub Scout handshake. Tell what it means.
5. Say the Cub Scout motto. Tell what it means.
6. Show the Cub Scout salute. Tell what it means.
7. With your parent or guardian, complete the exercises in the pamphlet *How to Protect Your Children From Child Abuse: A Parent's Guide*.



BEAR ADVANCEMENT

Bear Scouts work toward the Bear rank. The Bear badge is earned by completing six required adventures and one elective adventure as described below.

1. Complete each of the six required adventures:
 - Baloo the Builder
 - Bear Claws
 - Bear Necessities
 - Fellowship and Duty to God
 - Fur, Feathers, and Ferns
 - Paws for Action (Duty to Country)
2. In addition to the six required adventures listed above, complete at least one elective adventure of your den's or family's choosing.
3. With your parent, guardian, or other caring adult, complete the exercises in the pamphlet *How to Protect Your Children From Child Abuse: A Parent's Guide*.
4. Earn the Cyber Chip award for your age. (The Cyber Chip requirement may be waived by your parent or guardian if you do not have access to the internet.)



For each adventure, the Bear Scout must complete the requirements as outlined in the *Bear Handbook*.

Requirement 7 of Bobcat and requirement 3 of Bear are identical. Cub Scouts who earn the Bobcat rank during the same year that they begin working on the Bear rank will need to complete the requirement only one time.

The den leader signs each Bear Scout's handbook (Den Leader's OK) and records progress in the den's advancement records. The Bear Scouts also keep track of their own advancement using the Adventure Tracking section in the back of their handbooks, and under the guidance of the den leader, they can also keep a record of their individual progress on a den advancement chart and den doodle. For requirements completed at home, the parent or other caring adult who worked with the Cub Scout on the requirement notifies the den leader, and the den leader signs off on the requirement.




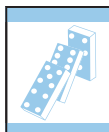
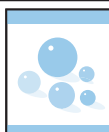

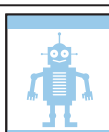



For achievements completed at home, the parent or other caring adult who worked with the Cub Scout on the achievement will notify the den leader, and the den leader will sign off on the achievement.




The pack should encourage each den to deliver a year-round program, drawing from both required adventures to support rank advancement and elective adventures to support program enrichment. Elective adventures

may be earned during den activities, by a Scout with participation of the Scout's family, and during council- and district-sponsored program opportunities. There is no required order in which adventures must be earned. The sequence is left to the discretion of the den leader.

After earning the Bear badge, a Cub Scout will continue to meet with the Bear den, working on additional elective adventures until completing third grade (or turning 10 years old) and becoming a Webelos Scout.

	Adventure Loop	Bear
Required		Baloo the Builder
Required		Bear Claws
Required		*Bear Necessities
Required		Fellowship and Duty to God
Required		*Fur, Feathers, and Ferns
Required		Paws for Action (Duty to Country)
Scout or Den Choice		(1) Elective adventure of choice

	Adventure Loop	Bear
Elective		Critter Care
Elective		Forensics
Elective		Grin and Bear It
Elective		Make It Move
Elective		Marble Madness
Elective		Roaring Laughter
Elective		Robotics
Elective		Salmon Run
Elective		Super Science
Elective		A World of Sound

	Adventure Loop	Bear
Elective		A Bear Goes Fishing
Elective		Bear Picnic Basket
Elective		Beat of the Drum

*Seasonal considerations

After a Scout has completed all the requirements for the Bear rank, they should receive the Bear badge at the next pack meeting. This is an important milestone, so the ceremony should be suitably impressive. The Bear badge is sewn on the left pocket of the uniform shirt in the Scout's left position.

Scouts may complete as many elective adventures as their ambition and time available allow. They are entitled to wear each of the adventure loops on their official Cub Scout belt.

◆ PLANNING YOUR MEETINGS

As you plan your den's program for the year, there are a few important points to consider.

- **Required adventures.** These adventures are required to advance from rank to rank.
- **Elective adventures.** These add to the fun and adventure of Cub Scouting. One elective adventure is required for each rank.
- **Coordinating your planning.** Some of the adventures require coordination with other dens. A pack meeting is an ideal place to do this. There are some suggestions made in the *Cub Scout Leader Book*, but however your dens and pack wish to do this, work together with the other leaders in your pack to build this into your annual program. For example, Lion, Tiger, Wolf, and Bear dens may not go camping as a den. They may only participate in pack overnights or council-organized family camps. When working out your annual program plan, seek to deliver an entire year of fun programming. It is important to seek input from the Cub Scouts in the den to find out which adventures they would like to explore with the members of the den. Elective adventures that are not selected may be earned by Cub Scouts at home, working with their families.
- **Audience for requirements.** Many of the requirements state that a Scout should demonstrate a new skill or share something they have learned with others during a den meeting. We all need to recognize that not all Scouts are able to make each meeting. While we recognize that the best approach is to carry out sharing tasks in a den setting, it may be necessary to allow Cub Scouts to share what they have learned while working on Cub Scout advancement requirements in other settings, such as in front of their family.
- The duty to God adventures are primarily done with the family and, for some dens, may not be included as part of the den meeting planning. If that is the case, notify families that they will need to help their Cub Scouts complete the adventure at home and then notify the den leader when those requirements are completed. See page 29 for more information regarding the duty to God adventures.

Read through the Wolf adventures, and give some thought to which adventures will work the best for your location and climate. Write in the adventures you will use and the corresponding month that will work best. Check with your Cubmaster to see if some adventures need to be coordinated with other dens or for upcoming pack meetings.

Important: When planning, keep in mind that six required adventures and one elective adventure are required for Wolf advancement. Adventure loops may be awarded at any time within the Scout's rank year by age or grade. Once Cub Scouts have moved (graduated) to their next level den, THEY MAY NOT EARN THE RANK OF THEIR PREVIOUS DEN LEVEL.

DEN ANNUAL ADVENTURE PLAN

Month	Adventure
August	
September	
October	
November	
December	
January	
February	
March	
April	
May	
June	
July	

DEN MEETINGS

The den meeting is critical to the Cub Scout's success and enjoyment of the Scouting program. It is in and through the den that youth develop character and learn life skills through completion of the adventure activities. Along the way, they make social connections and enjoy exploring a wide variety of ideas. Den meetings that are fun, organized, and interesting provide a great experience for youth.

The structured, but fun nature of den meetings sets the tone for a Cub Scout experience in which youth thrive. Each den meeting consists of five basic elements: Gathering, Opening, Talk Time, Activities, and Closing.

DEN MEETINGS AT A GLANCE

PREPARATION AND MATERIALS NEEDED

Use this section of the den meeting plan to determine the materials you will need to lead the den meeting and to know when to make arrangements in advance, such as scheduling a meeting with a guest or arranging the logistics for an outing.

Read the pages in the youth handbook for each new adventure before you start to work on it. The handbook provides background information, instructions, or suggestions for many activities. Encourage Scouts to bring their handbooks to each meeting.

GATHERING (5 TO 15 MINUTES BEFORE MEETING)

- Designed to provide constructive welcoming activities for early arrivals while they wait for the meeting to start
- Suggested gathering activities range from active games to quiet pastimes, depending on children's needs (energy release or settling down), time of day, and the meeting venue
- Should not include activities essential to the meeting, as not everyone will be part of the gathering experience

The Gathering should not include activities essential to the meeting, as not everyone will be part of the gathering experience. Use a formal, time-consuming gathering activity only if youth arrive at different times and there is considerable time before everyone is present. Be sure to begin the meeting itself on time. Sometimes a nutritious snack is substituted for a gathering activity. The gathering activity sets the tone for the den meeting.

OPENING (5+ MINUTES)

- Pledge of Allegiance (may be part of larger flag ceremony)
- Recite the Scout Oath and Law together
- Sometimes additional inspiring message or reflection
- May include Outdoor Code or Leave No Trace ideas related to preparation for an outing

Youth and adults stand respectfully for the opening, which often takes place with Scouts in a horseshoe or circle at the front of the room. The opening may be a longer ceremony for special occasions.

TALK TIME (5+ MINUTES)

- Overview of meeting and den member roles (what to expect)
- Dues collection (only if needed and not collected otherwise)
- General announcements and updates
- Quick discussion (or extensive planning) for coming events
- May include youth sharing ideas or accomplishments related to adventure requirements
- May introduce a new adventure or set groundwork for future advancement

Expand the meeting time to accommodate in-depth discussion or planning if needed.

ACTIVITIES (30+ MINUTES)

- The heart, or core, of the den meeting, where most of the fun and learning (adventure requirements) take place
- Two to three projects, games, or discussions chosen from requirement activities in the meeting plan

Note that many of the activities for requirements include a reflection at the end. (See “Closing” below.) Make sure that someone is taking notes on parts of requirements each youth completes.

CLOSING (5+ MINUTES)

- A ceremonial moment wrapping up the meeting
- Often led by the denner, the youth leader of the den

Closing should be a quiet time. It usually works best to have youth stand in a circle or horseshoe with adults standing behind.

AFTER THE MEETING

- Assign roles and provide opportunities for teamwork.
- Ensure protocols in place for continued supervision and parental pickup.
- Review the general success of the meeting, such as group dynamics and accomplishments.
- Record Scouts’ individual requirement completions in their advancement reports, either on paper or electronically.
- Plan for following up with additional parts of requirements or to make arrangements for coming events.
- Communicate with parents via email or a note given to the child to take home. Include a review of the Scouts’ accomplishments and reminders of future events and arrangements.

Use this Den Meetings at a Glance guide when preparing for meetings and following through after meetings. Key how-to and ideas for these important considerations are included in the meeting plans throughout this guide. The appendix includes great ideas for generic parts of the meeting, and adventure-specific ideas are highlighted in this chapter.

WHAT ARE DEN MEETING PLANS, AND HOW DO I USE THEM?

The den meeting plans are your guide to bringing the adventures of advancement to life for your den. These plans will, if followed, help Cub Scouts advance in rank as they experience all the fun of Cub Scouting. Take time to read through and prepare for each den meeting.

The plans are developed around the following:

- Two to three den meetings per month in addition to the pack meeting or other pack activities.
- If a plan consists of three den meetings, one of those meetings is usually designed to be an outing. The outing may take place at the beginning, middle, or end of the adventure, so be sure to read through each of the den meeting plans for each adventure before beginning. Outings are very important to the Scouting experience.
- The plans follow the parts of the den meeting structure listed above.

CHARACTER COMPASS



In the den meeting plans, you will notice this icon. The adventures you are planning for the monthly meetings have an association with one or more points of the Scout Law. As you read through the plans and the youth handbook for the adventure, be aware of the point of the Law emphasis and how you may be able to help teach it. These points are to be brought about naturally and subtly within the adventure and are by no means meant to be “drilled” into your meeting plan. That’s one of the wonderful things that happens in Scouting—we teach character development through our adventures and advancement.

DO-AT-HOME PROJECTS



Do-at-Home Projects are activities completed outside den meetings. Projects should be assigned (usually during the Closing). They may be assignments in preparation for the next den meeting plan, or they may be part of a requirement that you will need to then verify at the next den meeting as having been completed.

YOUR FIRST DEN MEETING

You are going to be a great den leader! Use your first den meeting as a chance to get to know each Cub Scout and their family. Take time to hand out the Family Talent Survey or email the link to the PDF form and ask each adult to complete it and return it to you. (The form is available at www.scouting.org/programs/cub-scouts/leaders/forms.) Below are some tips for your first meeting. This will help set a positive atmosphere for everyone.

- Wear your adult uniform to all meetings, and remind Scouts to wear their uniforms.
- Be completely organized before the start of the meeting.
- If you are new to running meetings like this, it is easier to think of it as seven short activities rather than a single long event. (See the Den Meetings at a Glance section earlier in this chapter.)
- Explain clearly to the Scouts the behavioral expectations. You may wish to use the “conduct candle” approach (see this guide’s appendix), and develop a den code of conduct. This can be handwritten on poster board, or a den code of conduct poster, No. 32068, may be purchased at your local Scout shop. Be consistent and friendly but firm.
- Explain that Scouts should bring their handbooks to each meeting.
- Remember to set high expectations so the Cub Scouts in your den can learn how to achieve. Setting low expectations will lower everyone’s performance and not meet the expectations families have of the program.

If you are a new den leader, ask the assistant den leader(s) to arrive at least 15 minutes before the starting time of the meeting. They can help you with final preparations before everyone else arrives. It is a good idea to have something constructive for those who arrive early to do (known as the “Gathering” part of the den meeting plan) while you are making final preparation for den meetings; you might even have them help set up some parts of the meeting.

A snack at den meetings is optional. If you do serve a snack, offer fruits or vegetables to set an example of healthy eating. Be aware of any food allergies of den members and communicate these to parents who may be assisting with the snacks.



To encourage healthy snacks at meetings, you can work toward the SCOUTStrong Healthy Unit Award as a den! Earn the award by following three healthy meeting practices, including providing fruits and/or vegetables for snacks (if snacks are served). Learn more about this award in the appendix, under “Awards Cub Scouts Can Earn.”

One best practice to facilitate communication and involvement is to distribute a family information letter at the conclusion of each meeting. The letter tells families what was completed at each meeting and provides information on upcoming den and pack meetings and activities.

DEN OUTINGS

Den outings are an important part of the Cub Scout experience. They are a time not only for fun but for learning. And they are critical steps in the Cub Scouts in your den earning their badge of rank. It is important that you plan in advance for these den outings. Planning should include the following, at a minimum:

- Arrange for the visit with the point of contact at your destination (if needed).
- Work with the parents or guardians in the den to arrange transportation, or get an adult to carry out the planning.

There is an activity consent form available to use at the den level for outings. This is a permission slip the parents sign for their child to attend the outing. The activity consent form is also available at www.scouting.org/programs/cub-scouts/leaders/forms.

UNDERSTANDING CUB SCOUT-AGE CHILDREN

Scouting is designed to help children develop character, citizenship, personal fitness, and leadership. To understand where we want them to go, we need to understand where they are.

The Cub Scout years are a time of rapid development for children, falling between the total dependence of early childhood and the relative independence of early adolescence. Cub Scout-age children are becoming more competent, and they need to be able to demonstrate what they can do. Eager to prove themselves to their friends, themselves, and their parent(s) or other caring adults, they show off what they can do, sometimes forgetting to plan ahead and forgoing safety.

Cub Scouting activities are designed for children who are in the normal range of development, but the program is flexible enough to adapt to the needs of those who are developing faster or slower than their peers or who face physical, mental, or emotional challenges.

Cub Scout leaders who understand and recognize the developmental changes of these years will have a much better Cub Scouting experience.

◆ DEVELOPMENTAL CHARACTERISTICS

Although typical behavior patterns exist for any age group, every child is unique. For example, some 10-year-olds are already experiencing the growth spurts associated with puberty, while others still resemble 8-year-olds. It's important not to confuse physical size with psychological maturity. Minds and bodies often develop at different rates.

Physical Development

Children are full of energy. They need a way to burn it off, especially if they've been sitting in a classroom for a long time. They can be noisy and boisterous, and they need to romp and play.

Children are steadily growing. Young children are often quite thin and lack muscle mass. Second graders are losing baby teeth and tend to have an "all teeth and ears" look. By fifth grade, they are taller and heavier, have more stamina, and are capable of more sustained effort.

Children are becoming better coordinated. Children at this age may be clumsy and accident prone, but they gradually become more coordinated. By fifth grade, most children have achieved much better control and increased their mastery of large-muscle activities.

Children are impatient with aspects of personal hygiene. Tasks like brushing their teeth and combing their hair seem unimportant. Self-care routines can be a source of conflict. Few children of Cub Scout age appreciate the importance of cleanliness.

Mental Development

Children are concrete thinkers and take things very literally. Subtleties and humor frequently escape them, and they often interpret "what if" and "maybe" as promises to be kept. However, they are beginning to build concepts out of their concrete experiences and can use these ideas to imagine possibilities and solve problems.

Children are beginning to understand that behavior involves motivation and consequences. By first and second grade, they are likely to try to explain away bad outcomes by saying, "I didn't mean it." Fifth-graders are better at planning ahead to predict possible consequences. They are better at communicating with others because they can begin to see others' points of view.

Children enjoy activities that are distinct from their school-day experiences. By second grade, most children have begun to read on their own with varying success and interest. Cub Scouting often stimulates interest in reading and learning because the activities create a desire to know more. Cub Scouting activities don't have the association with failure that formal schoolwork has for some children; those who have problems at school might turn out remarkable Cub Scout projects.

Children have different learning styles. Some of them learn best visually, and some learn best by listening. Children and adults learn best when lessons are fun and hands-on. Cub Scouting's emphasis on learning by doing gives everyone a chance to shine.

Children are curious and adventurous. For Cub Scouts, the world is still new and waiting to be discovered. First- and second-graders are eager to meet life head-on—often with a willingness to take risks that may outrun their abilities.

Children can be highly imaginative. Children are ready to picture themselves in all kinds of roles and situations. Their ability to pretend lets them explore new ideas and feelings and their relationships with other people. Cub Scouting plays an important role in keeping curiosity alive by letting children do and learn things that interest them.

Children are collectors. Cub Scouts seem to accumulate things indiscriminately, and they're more concerned with quantity than quality. Fifth-graders retain their interest in collecting but often settle down to a more serious focus on one or two kinds of items. They are likely to spend more time counting, sorting, and arranging collections.

Children have short attention spans. First- and second-graders throw themselves into activities with great enthusiasm but might be ready to move on to something else in a remarkably short time. However, when something really interests them, Cub Scouts can stick with it longer. They also like to return again and again to favorite activities.

Children are still developing a sense of time. Many first- and second-graders can tell time with a clock, but they might have little sense of what time means. They express interest in planning and particularly like to know what is coming next. By age 10, most children have improved their time-management skills. They enjoy making rather elaborate plans and can generally get to where they want to be pretty much on schedule.

Building Relationships

Children have a strong need for adult/family support. Although they may be willing to try new things on their own or with peers, children still need family members and adults they look up to whom they can trust and with whom they can share their experiences. By fifth grade, they are ready for greater independence and responsibility. They resent being treated like “little kids,” although they still want their parents to be there for them.

Children are learning to interact within groups. Generally, they understand the importance of friends, and many appear anxious about whether others approve of them. Still immature, they often view life mainly from their own perspective.

Children are becoming genuinely devoted and committed to their friends. They usually engage with enthusiasm in group activities. Many youngsters of this age also form spontaneous clubs and other fluid, though often short-lived, peer groups.

Children prefer dynamic group games. Young Cub Scouts love to succeed, and they have a great desire to win every time. They have difficulty understanding and mastering intricate rules of games and may lay blame on their opponents. Fifth-graders, on the other hand, usually have a sharp sense of rules. They can make a distinction between intentional and accidental rule violation.

Children need acknowledgment for their performance. Sometimes children avoid trying innovative endeavors because they are afraid that others might see them perform inadequately. Fifth-graders thrive on praise, too, but they prefer not to be singled out in front of others.

Learning Values

Children are developing ideas about right and wrong. By second grade, many of them do what is right because they’ve progressed in their moral development and learned important values. Others may do what is right primarily to avoid punishment.

Children are beginning to see the value of trying to get along with others. By age 10, most children have begun to relate conformity to rules with self-interest. They are interested in the benefits they receive when they follow the rules. This age is also a time of much bargaining. They are beginning to understand that others have rights, too.

Children have a growing appreciation for fairness. Some psychologists believe that sensitivity to the feelings of others is the beginning of a moral sense. The young Cub Scout takes a fairly rigid stand on issues of fairness.

Children are beginning to see that values are important. Some of them begin to realize that the ideas expressed in the Scout Oath and Scout Law are values that American society feels are important. Modern American culture requires children to be able to experience moral issues in terms of obedience to rules and to explore them within networks of relationships.

Children like being helpful. At this age they are not too young to do things for others. Children enjoy helping others, especially if they can see that their service actually meets a need. At the end of a service project, it’s important to have time for discussion so that your Cub Scouts can understand their experience, learn from it, and grow.

See Appendix 2 for additional information and specific ideas for working with Cub Scouts, creating den spirit, and tracking behavior.

◆ PROVIDING ENCOURAGEMENT

- Reward more than you criticize, in order to build self-esteem.
- Praise immediately any and all good behavior and performance.
- Change rewards if they are not effective in motivating behavioral improvement when needed.
- Find ways to encourage the Scout.
- Teach Scouts to reward themselves. This encourages them to think positively about themselves.
- Emphasize and recognize accomplishments.

◆ PROVIDING SUPERVISION AND DISCIPLINE

- As a leader, you must be a number of things to each Cub Scout in your den: friend, authority figure, reviewer, resource, and teacher.
- Listening is an important technique that means giving Scouts an opportunity to express themselves. Whether as a part of the group or in private conversation, be patient, be understanding, and take seriously what the Scout has to say. Keep yourself attuned to what they are saying; use phrases like, “You really feel that way?” or “If I understand you right. . . .”
- Be on the lookout for signs that a Scout may need redirection, and be ready to intervene before a situation escalates.
- Avoid ridicule and criticism. Remember, all children have difficulty staying in control.
- Remain calm, state the infraction of the rule, and avoid debating or arguing with the Scout.
- Develop a plan for appropriate and consistent consequences for particular types of misbehavior.
- When a Scout is behaving in an unacceptable manner, try the “time out” strategy or redirect their behavior.
- Administer consequences immediately, and monitor proper behavior frequently.
- Make sure the discipline fits the offense and is not unduly harsh.
- Enforce den rules consistently.
- Do not reward inappropriate behavior. Offer praise when the Scout exerts real effort, even if unsuccessful, and/or when you see improvement over a previous performance. Never praise falsely.
- Do not accept blaming others as an excuse for poor performance. Make it clear that you expect all Scouts to answer for their own behavior. Behavior is a form of communication. Look for what the behavior is saying (i.e., does the Scout want attention?).



WORKING WITH CUB SCOUTS WITH SPECIAL NEEDS AND DISABILITIES

We are all aware that every individual is different and unique in their own way. All children have different ways they learn and different abilities. When we read or hear the term “disability,” we more commonly think of visible forms of disability and not necessarily those that are not visible. It’s obvious that a Scout in a wheelchair may have challenges fulfilling a hiking requirement, but it might not be so obvious when it comes to the Scout with a learning disability.

Since its founding in 1910, the Boy Scouts of America has had fully participating members with physical, cognitive, and emotional disabilities. The basic premise of Scouting for youth with disabilities is that every child wants to participate fully and be treated and respected like every other member of the Cub Scout pack. Children with cognitive, physical, or emotional disabilities should be encouraged to participate in Scouting to the extent their abilities will allow. Many Scouts with disabilities can accomplish the basic skills of Scouting but may require extra time to learn them. Working with these youth will require patience and understanding.

Begin with the Cub Scout and the child's parents or guardians; seek guidance from them on how best to work with the Scout with special needs. The parents or guardians can help you to understand the Scout's medical history, capabilities, strengths, and weaknesses as well as how they can support you as the den leader. This will help you become aware of special needs that might arise at meetings, field trips, and campouts with the parents. To the fullest extent possible, Scouts with disabilities should be given opportunities to camp, hike, and take part in all activities.

The best guide to working with Scouts who have disabilities is to use good common sense, to trust your instincts, and to focus on all the potential that Cub Scouts with disabilities do have. It's important to try to remember that Cub Scouts are first and foremost children, whether they have a disability or not.

Below are some helpful tips for working with Scouts with special needs and disabilities:

◆ LEADERSHIP TECHNIQUES

- Wise leaders expect challenges but do not consider them overwhelming. All children have different needs. The wise leader will recognize this and be prepared to help.
- Leaders should meet the parents and the new Scout with a disability to learn about the Scout, any physical or cognitive limitations, and their abilities and preferences. Some young people with disabilities will try to do more than they are capable of doing, just to “fit in” with others, which could result in unnecessary frustration.
- Many youths with disabilities have special physical or health needs. Parents, visiting nurses, special education teachers, physical therapists, doctors, and other agencies can help make you more familiar with the nature of a disability that a Cub Scout in your den has.
- Accept the Scout as a person, and give them the same respect that you expect from them. This will be much easier if you know the Scout, their family, their background, and their likes and dislikes. Remember, any behavior that presents difficulties is a force that can be redirected into more acceptable pathways.
- All Cub Scouts use the “buddy system.” For children with special needs, the buddy system can take on a whole new meaning. Some disabilities might be too extensive for one Cub Scout to assist their buddy with all the time. In those cases, provide a rotation system of buddies. Just remember that if you find a buddy system that is working and everyone is happy with, don't feel like you have to change it for the sake of changing it. If it is appropriate for the new Cub Scout, explain the system to the den. Each week, a different den member will be responsible for helping the new Cub Scout during the meeting. Emphasize that the important factor is to “Do Your Best” and that the Cub Scout who is helping must be patient—not only because of the special needs of their buddy but because the buddy is new to Cub Scouting.
- Example is a wonderful tool. Demonstrate personal discipline with respect, punctuality, accuracy, conscientiousness, dignity, and dependability.
- Become involved with the Scout in your care. Let them know you care. A small word of praise or a pat on the back for a job well done can mean a lot. Judge accomplishment by what the Scout can do, not by what someone says they must do or by what you think they cannot do.
- Rewarding achievement will likely cause that behavior to be repeated. Focus rewards on proper behavior and achievement.
- Do not let the Scout or parents use the disability as an excuse for not trying. Expect Scouts to give their best effort.

◆ GIVING INSTRUCTION TO YOUTH WITH DISABILITIES

Accept the child, offering patience, understanding, and respect. Try not to overprotect or under-assist; rather, encourage independence and self-advocacy. Self-advocacy—the process of knowing and being able to communicate personal needs and abilities—is important for any youth to learn.

- Maintain eye contact during verbal instruction, except when the Scout's culture finds this inappropriate.
- Make directions clear and concise. Be consistent with instructions.
- Help the Scout feel comfortable with seeking assistance.

- If there is a learning disability:
 - Simplify complex directions. Give one or two steps at a time.
 - Make sure the Scout comprehends the instructions before beginning the task.
 - Repeat instructions in a calm, positive manner, if needed.

◆ **ADVANCEMENT GUIDELINES FOR CUB SCOUTS WITH SPECIAL NEEDS OR DISABILITIES**

The current edition of the *Guide to Advancement* is the official source for administering advancement in all Boy Scouts of America programs. Section 10 deals with advancement for members with special needs. Topic 10.2.1.0 addresses issues specific to Cub Scouting.

Advancement is so flexible that, with guidance, most Cub Scouts with disabilities can complete requirements. The standard is, “Have they done their best?” It may take them longer to attempt requirements and demonstrate this, but the accomplishments will be rewarding to the Cub Scouts, their parents, and their leaders.

Include parents to help determine what “best” means for each child. Develop the potential of each Cub Scout to the fullest of their ability through the advancement program. Adaptations are permitted in teaching the skills or activities for the advancement requirements.

There could be times, however, when a Cub Scout’s “best” isn’t enough even to get a start. For example, a Cub Scout in a wheelchair cannot pass requirements calling for walking or running. In these cases, Cubmasters and pack committees may jointly determine appropriate substitutions that are consistent with Cub Scouts showing they can “do their best.” For example, elective requirements could take the place of those required. Or in consultation with a parent or guardian, other minor adjustments representing similar challenges could be made.

HELPFUL HINTS FOR DEN LEADERS

Prepare yourself to “do your best” as a den leader by focusing on the leader materials and training you should have to best serve your Cub Scouts.

The following are some hints that will help you better plan and execute your den meetings.

PLANNING YOUR MEETINGS IN ADVANCE

Plan your meetings ahead of time with emphasis on the flow of activities. Pay special attention to the “Notes to Den Leader” section at the start of the adventure as well as the “After the Meeting” sections of den meeting plans for preparation and materials needed for the next meeting. You will want to alternate between quiet and more vigorous activities; the den meeting plans are designed with this approach in mind. Be sure you have an active game or other activity to help keep the meetings fun and exciting. In addition to the Gathering activity, there are additional games in the appendix to this guide that will help you keep everyone on track and having fun. Dens that incorporate regular physical activity and other healthy practices into their meetings can earn the SCOUTStrong Healthy Unit Award. Encourage your Scouts to participate in physical activity at the den meeting and help them earn this award (more information can be found in the appendix). Plan on investing 45–60 minutes to read through the den meeting plans and prepare for the den meeting. The time invested in planning and preparing will ensure that your meeting runs well and is fun for the Scouts.

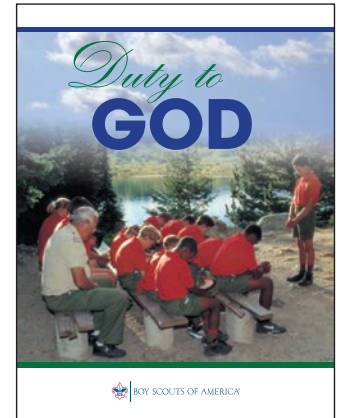
DEN RULES AND CODE OF CONDUCT

At the beginning of the year, establish the rules that the den will follow and the consequences for breaking those rules. The Cub Scouts in your den should participate in the decision-making process. By helping decide what can and can't happen in the den, Cub Scouts will feel a sense of responsibility toward how the den is run. They will feel that the den is "theirs." Have them design and then sign a poster on which the code of conduct is written and display it at your meeting place. You can find this poster along with posters of the Scout Oath and Scout Law at www.scoutshop.org.

DUTY TO GOD ADVENTURES

The BSA maintains that no member can grow into the best kind of citizen without recognizing an obligation to God; the BSA supports all faiths and faith practices equally, whether the youth and their family are members of an organized religious body or not. All Scouts show this by being faithful in their duty to God as their family practices their faith and by understanding the 12th point of the Scout Law: "Reverent."

The duty to God adventures in the Cub Scout rank requirements encourage Cub Scouts to work with their families to develop an awareness of their own personal beliefs in relation to their duty to God. These adventures are primarily home-based adventures. As the den leader, you should let parents know they need to help their Cub Scout complete the duty to God adventure. Parents or guardians should let the den leader know when the duty to God adventure requirements have been satisfied. If all members of your den share the same faith, you may choose to incorporate the duty to God adventures into your annual den meeting plans, working with the families in the den to achieve these adventures.



The religious emblems program is mentioned in each rank's duty to God adventures. The emblem for a faith can be earned by the Scout by completing the specific program requirements. You may also want to check with your Cubmaster or the pack committee chair for the program materials if you are chartered by a faith-based organization.

Additional information for taking part in the religious emblems program is available at www.scouting.org/awards/religious-awards or www.praypub.org; your religious education leaders may also have information on these recognitions.

CEREMONIES

Ceremonies are important for marking the beginning and end of each meeting. They are also a time for reinforcing the aims and purposes of Scouting, marking important events, and bringing the families in your den together. As Cub Scouts finish adventures toward their badges, simple ceremonies during the den meeting will serve to congratulate them on their accomplishments. You will find suggested ceremonies in the appendix of this guide or in the resource *Ceremonies for Dens and Packs* available at your local Scout shop. Some packs maintain a library of resources; check with your Cubmaster to see if these materials are available within your pack.

Den ceremonies should be short—no longer than two or three minutes—and varied. The same opening and closing each week will become boring. Occasionally, the Cub Scouts should have a chance to help plan and lead den ceremonies. Here are some types of den ceremonies to consider using in your den meetings:

- An opening ceremony, often a flag ceremony, signals the beginning of the den meeting.
- A progress toward ranks ceremony can acknowledge a Cub Scout's progress toward rank advancement.
- A denner installation ceremony recognizes a youth leader and the importance of this position in Cub Scout and Webelos dens.

- Special recognition ceremonies can mark special events such as birthdays and holidays.
- Closing ceremonies can emphasize Cub Scouting’s ideals and bring a quiet, inspirational end to the den meeting.

IMMEDIATE RECOGNITION

A den doodle is an object for the Cub Scouts in your den to use to show off their accomplishments and achievements. In the appendix of this guide, there are ideas for den doodles. Your den members can design and create their own den doodle as a den meeting activity at the start of the year. Use the den doodle to keep a visual reminder of activities the den has completed and shared.

Adventure loops can also be awarded at the den level or at the pack level. Awarding an adventure loop at the pack level lets all the pack know of the Scout’s achievement during an advancement ceremony. Check with your Cubmaster and pack leadership for the practices your pack follows. No Cub Scout should be required to wait more than two weeks to receive an award.

MISSED MEETINGS

Circumstances occur when Cub Scouts may miss one or more of the den meetings you’ve planned. Transportation issues, illness, or sports and school activities may require Scouts to miss meetings. Do your best to communicate the requirements or activities that were missed to their parents or guardians. Determine if you have program materials you can share, such as activity items or notes on the outing, that a family can use to achieve what was missed. Sharing the content of this book can be a great help as well. It is not the expectation that you alone need to help them make up the missed work. It is a combined effort between you as the den leader, the Cub Scout, and the Cub Scout’s family. The Cubmaster is a good resource as well for you to consult if Scouts consistently miss meetings.

SNACKS/TREATS

Healthy snacks and water at meetings help set an example of healthy eating habits. If a snack is served during meetings, have fruits or vegetables and save the treats for a special occasion. Offering fruits or vegetables can also help you avoid concerns with common food allergies; however, it’s best to discuss allergies with families before the first meeting. You can motivate Cub Scouts to try healthy foods by working toward the SCOUTStrong Healthy Unit Award as a den, which requires fruits and/or vegetables as snacks during meetings. Learn tips to get started and more about this award on in the appendix under “Awards Cub Scouts Can Earn.”



DEN SCRAPBOOK

A great idea for the families in your den is to create a scrapbook early in the program year. Fill the scrapbook with sample artwork that the Cub Scouts create as den activities, stories about their adventures, and pictures taken of Scouts with their completed projects. Whether electronic or paper, the den scrapbook will become a treasured memento.

TRACKING THE ADVENTURE

It is important to keep track of what has been accomplished by the Scouts as they advance through the adventures and meet the requirements for each rank. Families will keep track of adventure requirements completed at home in each Scout's handbook. Coach parents in the value of recording accomplishments regularly in their child's handbook.

For ease in keeping track of advancement requirements, advancement posters are available at your local Scout shop (Lion, Tiger, Wolf, Bear, and Webelos). On a regular basis, transfer requirements completed at home to this form. Keeping track of completed requirements in a single place will also help you share accomplishments with your pack's advancement coordinator, who will order awards each month. The awards will be presented monthly at the pack meeting.

SUCCESS

Leadership is learned and developed. You can become an effective den leader if you complete basic training, plan interesting den meetings, and take the time to understand the children and families in your den. Become familiar with the Cub Scout handbook, and provide opportunities for advancement. One of your best resources is your district's monthly Cub Scout leader roundtable, where you can exchange ideas with other den leaders. Remember to be flexible in your planning. Have fun in the program. Be thankful for the opportunity you have to work with the youth in your community and influence their lives. There is great satisfaction in helping children learn good values and worthy skills along their way to becoming adults.










BALOO THE BUILDER



RATIONALE FOR ADVENTURE

Learning to work with wood to create fun and useful items is a good skill for anyone to have. This adventure will expose the Bear Scout to the safe and proper use of hand tools, how to determine the correct type of wood for a project, and how to construct an item. The adventure also offers a good opportunity to bring parents of the Scouts or other adults with woodworking skills into the den setting, asking them to help with some of the technical aspects.

TAKEAWAYS FOR CUB SCOUTS

- Working with wood to create a project
- Understanding basic tools and tool safety
- Learning some basics about project planning (selecting a project, evaluating what is needed, choosing the proper type of wood, etc.)
- Using math skills while measuring
- Showing creativity and artistic skills with the final project
- A Scout is trustworthy, helpful. 

ADVENTURE REQUIREMENTS

Bear Handbook, page 28

Complete all of the following requirements.

1. Discover which hand tools are the best ones to have in your toolbox. Learn the rules for using these tools safely. Practice with at least four of these tools before beginning a project.
2. Select, plan, and define the materials for the project you will complete in requirement 3.
3. Assemble your materials, and build one useful project and one fun project using wood.
4. Apply a finish to one of your projects.

NOTES TO DEN LEADER

The woodcraft projects in this section are suitable for Cub Scouts and leaders who have had little experience working with wood. Check with your Cubmaster to see if some family members in the pack have woodworking skills and could help your den complete the adventure. Using the Family Talent Survey is a good way to identify parents or other adults who can assist with special projects. Also, you can contact a hardware store, home improvement store, local carpenters, etc., for more tips, tricks, and information regarding wood tools and their uses.

Remember that Cub Scouts are not allowed to use power tools. Refer to the *Guide to Safe Scouting* for safety.

Prior to Meeting 1, if desired, invite a local carpenter, woodworker, etc., to assist with the den meeting. See the appendix for optional den meeting activities, including openings, gatherings, and closings.

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Samples of the hand tools referenced in the *Bear Handbook*.
- Scrap pieces of wood for practice in learning about tools and tool safety. Consider recycling centers, home building sites, and wood pallet companies as sources for wood.
- Sample pieces of wood showing the different characteristics of wood types. Pictures can be used if samples cannot be obtained.
- Sample wood project plans for review during the planning process. The local library or the internet are both good resources for locating project plans.
- Make sure that all Bears have appropriate safety equipment.
- Have a thank-you note for any special guest.

GATHERING

Play the game Akela Says, which is similar to Simon Says with “Akela” swapped for “Simon.” Your den chief or a Scout parent may be Akela. Akela will give instructions to the other players, such as “Jump on one foot,” or “Akela says, ‘Touch your knees.’” The instructions should be followed only if they begin with the phrase “Akela says.”

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Do a den roll call. Have Bears answer by naming which tool they would be if that were possible.

TALK TIME (REQUIREMENT 2)

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Demonstrate each of the tools from the *Bear Handbook*, and review the safety notes for each tool. (Requirement 1)
- Review the steps of planning a project and selecting wood. (Requirement 2)

ACTIVITIES

◆ Activity 1: Tool Practice (Requirement 1)

With appropriate adult supervision, have Bears practice using at least four of the tools demonstrated.

CLOSING

Share an Akela’s Minute. Reflect upon the connections to points of the Scout Law, such as trustworthy, helpful, obedient, thrifty, and clean.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 1 and 2.
- Make certain the area you have worked in is clean and all tools are cleaned and stored properly.
- If a guest has helped with the meeting, have the Scouts sign and present a thank-you note to that person.

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Two paper plates per Scout and a stapler for the Gathering activity
- As an option, Bears may choose to build one of the projects at home between Meeting 2 and Meeting 3. The final wood finish for at least one project will be done at Meeting 3.
- Decide with the parents if the normal den location is suitable for the building projects. Alternative locations could be a cabinet shop, a trade school that teaches woodworking, a garage, or a home hobby shop.
- It would be helpful if each Scout has a parent or guardian for a one-to-one ratio. If adults are not available, contact a local troop to request assistance.
- Bear Scouts may want to wear appropriate work clothing instead of their uniforms.
- Make certain there are enough tools on hand and that each Scout has the materials to begin their project. It will be up to your den whether each Scout brings their own tools and materials or if the den will help with the supplies.
- Make sure that all Bears have appropriate safety equipment.

GATHERING

An activity may not be needed, depending upon the location of the meeting. If a Gathering activity is needed, Scouts can build a “Flying Saucer.”

Materials

- Two paper plates per Scout
- One stapler

Each Scout staples their two paper plates together, top to top, and then throws the “saucer” like a discus. The farthest throw wins. You may try alternative ideas after the first round such as throwing the discus with eyes closed, throwing it while standing on one foot, throwing it at a target on the ground, etc.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Have the den chief (or denner) call roll. Have each member of the den come forward and receive the Cub Scout handshake.

TALK TIME

- Carry out business items for the den.
- Quickly review the tool safety rules. This can be done by simply discussing the information from the previous meeting. In addition, the den chief or a parent may demonstrate the wrong way to use a series of tools, and, with each tool, the Scouts can take turns showing them the correct way.

ACTIVITIES

◆ Activity 1: Building a Project (Requirement 3)

- Build the selected project using the information learned at the previous meeting. Keep an eye out for any change in plan that may become necessary as the projects get underway. If this happens, use the opportunity for a teaching point, referring back to the planning process that was introduced in the previous meeting.

- If Bears complete the first project with enough time remaining to begin the second, help them get started. Projects should be completed at home before Meeting 3, if possible, to allow time for finishing and staining or painting.

CLOSING

- Gather the den in a circle. Have Bears give the Cub Scout salute and repeat the Scout Law.
- Thank all who helped with the projects.



Do-at-Home Project Reminder:

If necessary, Bears should complete the building of their projects for requirement 3 at home. They will bring at least one of the projects to Meeting 3 to apply finish.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 3.
- Make certain the area you have worked in is clean and all tools are cleaned and stored properly.
- Remind the Scouts that at the next meeting they will be painting or staining their wood projects, so they should be sure to wear older clothes and shoes that can get paint or stain on them. A note to the parents would also be helpful, explaining what the next meeting will consist of.

MEETING 3 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Paint (several colors) or stain as desired to finish one or both of the projects. Water-based paints will make cleanup easier. Check with your local home improvement stores for cans of paint that have been returned as mistakes. The cost for those is usually less. Also, you can request small sample cans of paint, which are inexpensive.
- Sealant (this can be from spray cans or brushed on)
- Old rags to apply the paint or stain
- Paint brushes to apply the paint, stain, or sealant
- Disposable breathing masks
- Disposable gloves to keep hands from becoming stained. Note: First, find out if any of the den members have latex allergies; if so, they will need nonlatex gloves.
- A few days beforehand, remind the Scouts to wear old clothes at the meeting because the products they will use can stain and ruin clothing. A reminder to the parents would also be helpful.
- Remember that this activity will require drying time. If Bears choose to finish both projects—only one finish is needed to complete requirement 4—they can move on to the second project while the first is drying. Have some simple games available (e.g., checkers, tic-tac-toe, rope for tying knots) to keep Bears occupied during this time.

SAFETY NOTE: Read all directions for the paint, stain, and sealant to determine proper ventilation for the work area and proper disposal of the brushes or rags. Make sure Scouts wear the breathing masks while they work.

GATHERING

Play Red Light, Green Light. First, select the den chief or a parent as the leader. The Scouts then line up side by side, and when the leader calls “green light,” they move forward as quickly as they can until they hear “red light.” Any player who continues to move after “red light” is called must return to the starting line and begin again. The first person to reach the leader wins and becomes the new leader. Continue until all the Scouts have arrived and everyone has had a chance to play the game.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

TALK TIME

- Carry out business items for the den.

ACTIVITIES

◆ Activity 1 (Requirement 4)

- Arrange three types of finish on a table, so each Scout can choose the one they want to use. Make sure everyone is wearing old clothes, disposable gloves (nonlatex for those with latex allergies), and breathing masks.
- **Natural wood finish:** Wipe down the project with a rag to remove any dirt or sawdust that may be present. Then apply sealant directly to the wood. This will preserve the wood while allowing the characteristics of the wood grain to show through.
- **Painted finish:** The Scout wipes down the project, then applies the desired paint scheme. After that coat is dry, decide if a second coat is desired. If there are drips or runs, a light sanding may be needed in those areas; then wipe down again and paint once more. When that dries, apply sealant to protect the painted finish.
- **Stained finish:** If a project has a nice wood grain pattern—and paint would only cover up the beauty of the grain—then staining is a good option. The stain may be applied with a rag or a brush. Apply it to small areas, then wipe off with another rag. Continue until the project is finished. If the Scout wants the project to be a darker color, they can apply a second coat of stain, but this isn’t usually necessary. Once the stain has completely dried, apply sealant to protect the finish.

CLOSING

Encourage the Scouts to bring their completed projects to the next pack meeting for display.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 4.
- Work together to clean up the meeting place.

Upon completion of the Baloo the Builder adventure, your Bears will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack’s tradition.



NOTES






BEAR CLAWS



RATIONALE FOR ADVENTURE

Most Cub Scouts are very excited about the opportunity to own and carry a pocketknife. In some families a pocketknife may be a common tool to carry. In other cases this might be the first time the Cub Scouts and their families are learning about knife safety. It is important that each Scout understands a pocketknife is a tool and not a toy, and how to responsibly handle and use the pocketknife when they are around others.

TAKEAWAYS FOR CUB SCOUTS

- Understanding that carrying and using a pocketknife at approved Scouting activities is an honor to be given to those Scouts who demonstrate they are mature enough to live up to the responsibility that goes along with this tool
- Learning the different types of pocketknives and the appropriate times to use them
- Learning and following safety rules
- A Scout is trustworthy, obedient. 

Bear Handbook, page 50

ADVENTURE REQUIREMENTS

Complete the following requirements.

1. Learn about three common designs of pocketknives.
2. Learn knife safety and earn your Whittling Chip.*
3. Do one of the following:
 - A. Using a pocketknife, carve two items.
 - B. With a pocketknife, safely perform each of these tasks:
 - (1) Demonstrate how to cut a piece of rope, twine, or fishing line.
 - (2) Open a sealed box without damaging the contents.
 - (3) Open a can with the can opener tool on a pocketknife.
 - (4) Remove and replace the screws on an object with the screwdriver tool on a pocketknife.
 - (5) Open a letter.

*One of the items carved for Bear Claws requirement 3 may be used to fulfill Whittling Chip requirement 2.

NOTE TO DEN LEADER

Check to see if there are any restrictions about using a pocketknife at your meeting location. With help from parents or other leaders in the pack, identify alternate meeting locations to meet these requirements. You may also find a local troop that is able to assist you with meeting locations and obtaining meeting supplies.

If desired, it is an option to invite a knife collector to assist you with the presentation of the material for Meeting 1. It might also be helpful to invite a few extra parents for the hands-on knife sharpening portion.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

These den meeting plans, when followed, will complete the requirements for the Bear Claws adventure. These plans allow for completing requirement 3A (carving two items). You may easily adjust the plans to complete requirement 3B during Meeting 2. If Cub Scouts are working on requirement 3A, you may want to plan on a third meeting to allow enough time for each den member to complete their carving at the meetings.

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- For each Cub Scout, a copy of the Knife Know-How Quiz and a pencil or pen (See Meeting 1 Resources.)
- Materials for Bag of Air Relay game (See Meeting 1 Resources.)
- One of each of the three knives from the *Bear Handbook* (Referencing the pictures in the handbook is an option if actual knives are not available.)
- Whittling Chip cards
- Sharpening stones, and old rags for wiping down knife blades
- Pocketknife for sharpening in Activity 1
- First-aid kit

GATHERING

Have Scouts take the Knife Know-How Quiz (see Meeting 1 Resources). The answers are as follows: 1. True; 2. False; 3. False; 4. True; 5. False; 6. False; 7. False; 8. False; 9. True. (Doing this activity before the knife safety talk will serve as a benchmark for reflection on what was learned.) Cub Scouts are not expected to know the answers in advance.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Then call the den roll by asking each Cub Scout to respond with one thing a pocketknife might be used for.

TALK TIME (REQUIREMENT 1)

- Carry out business items for the den.
- Introduce the Bear Claws adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Present the three common pocketknives that are referenced in the *Bear Handbook*. (Requirement 1)
- Review the knife safety rules—be certain there is complete understanding about why each rule is in place. This is also a good time to reinforce the two Scout Law points of being trustworthy and obedient.
- Discuss how well the Bears did on the Knife Know-How Quiz. Help them reflect on any new information that was learned after reviewing the knife safety rules.

ACTIVITIES

◆ Activity 1: Knife Sharpening and Safety (Requirement 2)

- Following the knife safety rules, demonstrate the proper way to sharpen a knife.
- Have parents or other adults assist Scouts to ensure safety and comprehension.
- As an optional activity, Bears who have learned how to properly and safely sharpen a knife may use their pocketknives to sharpen the pencils they used for the quiz.

◆ Activity 2: Bag of Air Relay (Optional)

Needed: An even number of players (one player may go twice to even up the teams), enough small paper bags for each player

Instructions: Place a stack of small paper bags at a goal line about 25 feet from each team. Each Cub Scout in turn races to the stack, blows up a paper bag, bursts it with a hand, and races back to touch off the next player.

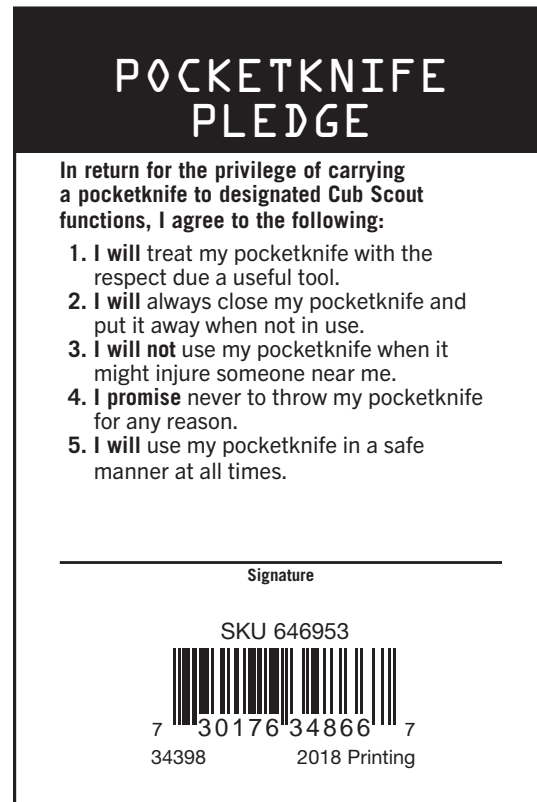
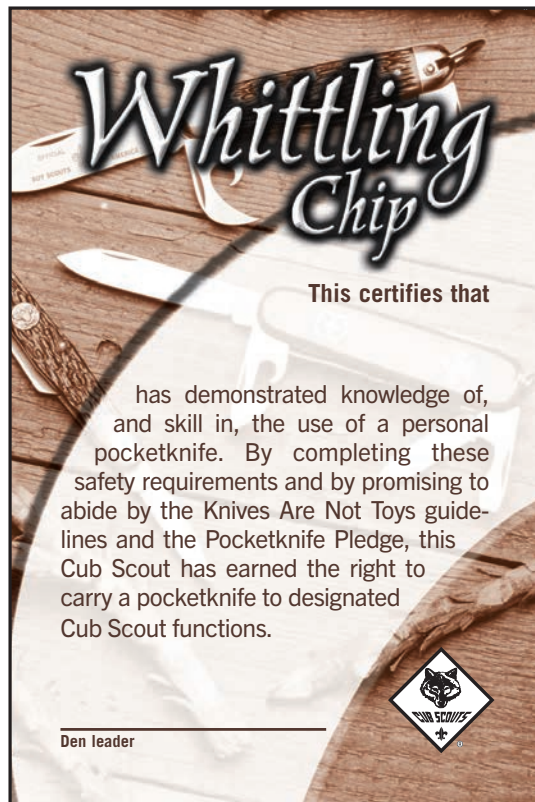
An alternative could be to have the players walk backward on one of the trips either to the bag or back to the line.

CLOSING

- Explain that Bears will earn their Whittling Chip cards at Meeting 2.
- Have the group recite together the Pocketknife Pledge found in the Bear Claws adventure in their handbooks.

AFTER THE MEETING

- Thank any guests who have assisted at the meeting.
- Serve refreshments, if desired.
- Record completion of requirement 1.
- Work together to clean up the meeting place.



Knife Know-How Quiz

Circle the correct answer.

- | | | |
|---|------|-------|
| 1. You should close the blade with the palm of your hand. | True | False |
| 2. A knife is just a toy. | True | False |
| 3. It's OK to keep your knife dirty as a badge of honor. | True | False |
| 4. A dull knife is more likely to slip and cut you. | True | False |
| 5. You should carry your open knife in your pocket. | True | False |
| 6. Carving your initials into a tree is OK. | True | False |
| 7. Knives were invented 550 years ago. | True | False |
| 8. I should use my knife to cut a metal pipe. | True | False |
| 9. My friends and I should not sit near each other when using our knives. | True | False |

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Materials for Group Juggle activity during the gathering
- Bar of Ivory soap for each Bear's first carving
- Small blocks of soft wood for the second carving
- Orangewood sticks and plastic knives with serrated edges for each member of the den
- Sample patterns (See Meeting 2 Resources and the *Bear Handbook*.)
- *Wood Carving* merit badge pamphlet
- Basic first-aid kit
- Whittling Chip cards (No. 34398, single; No. 34223, 8-sheet) to present to Scouts at the end of this meeting
- Invite a local wood-carver to attend the den meeting to assist with the carving.
- If desired, invite a parent or grandparent to also assist.
- Prepare copies of the Whittling Chip certificate (No. 512-028WB) for Scouts who will fulfill the requirements by the end of this meeting.

GATHERING

The Group Juggle game requires a large playing area and several beanbags or small stuffed animals that can easily be thrown. (Provide at least one object for every two players.)

- Arrange den members in a circle. Have each Bear raise one hand to indicate they have not yet caught a beanbag.
- The game leader begins by tossing a beanbag to one Scout, who then tosses to another Scout, who then tosses to another Scout in the circle. After each player has caught the beanbag, their hand should remain down to ensure everyone gets a turn.
- Players continue to toss the beanbag until each Bear has caught it. Then they return the beanbag to the leader who started the tossing.

Second round:

- Try for speed, using the same order of tosses each time.

Third round:

- Add more bags to the game. Work up to as many bags as there are Bears in the circle. Have fun!

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

TALK TIME

- Carry out business items for the den.
- Do a quick review of the knife safety rules from the previous den meeting.
- Review the instructions for creating the soap carving. Point out that a Bear's first carving should be a very simple pattern. Explain that the carving will complete the requirements for earning the Whittling Chip card.

ACTIVITIES

◆ Activity 1: Carving (Requirements 2 and 3A)

NOTE: The members of your den may need to practice with an additional bar of soap prior to beginning their project.

Work on the soap carving using the steps in the *Bear Handbook* and the detailed instructions in the Meeting 2 Resources. If some of the Cub Scouts finish early, they may begin their second carving using one of the small blocks of wood. Remind Scouts that they will need to finish their carving projects at home or at the next meeting if not completed during this meeting.

CLOSING

- Present Whittling Chip cards to Bears who have completed the requirements.
- Offer a leader's "thought of the day." This can be any inspirational saying you choose.
- Have each Cub Scout hold up both hands and, as a group, count their fingers. Tell them if they always follow the knife safety rules they have learned, they will always score a perfect set of 10!



Do-at-Home Project Reminder:

If needed, Bears should finish their two carving projects at home in order to complete requirement 3.

AFTER THE MEETING

- Thank any guests and helpers who attended.
- Ask the Scouts to bring their completed carvings to the pack meeting for a display.
- Serve refreshments, if desired.
- Record completion of requirements 2 and 3A, if completed during the meeting.
- Work together to clean up the meeting place.

Upon completion of the Bear Claws adventure, your Bears will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.



MEETING 2 RESOURCES

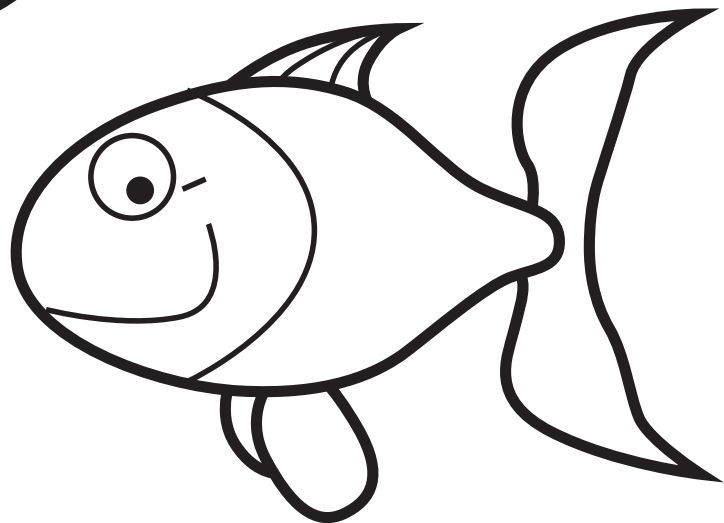
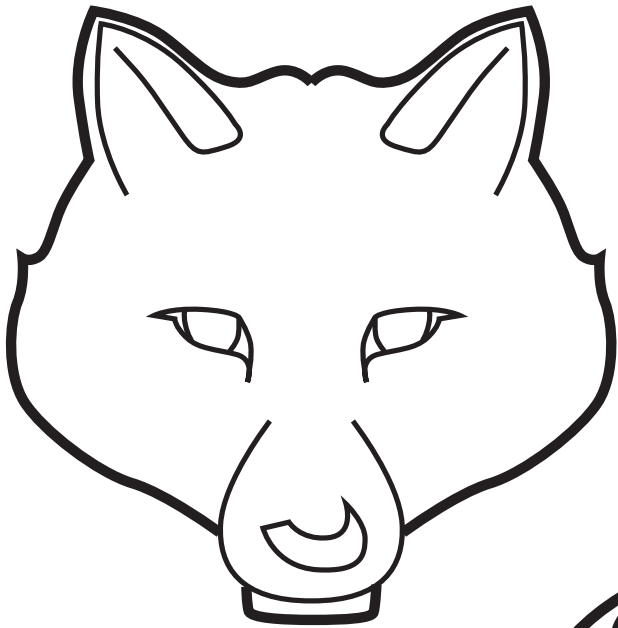
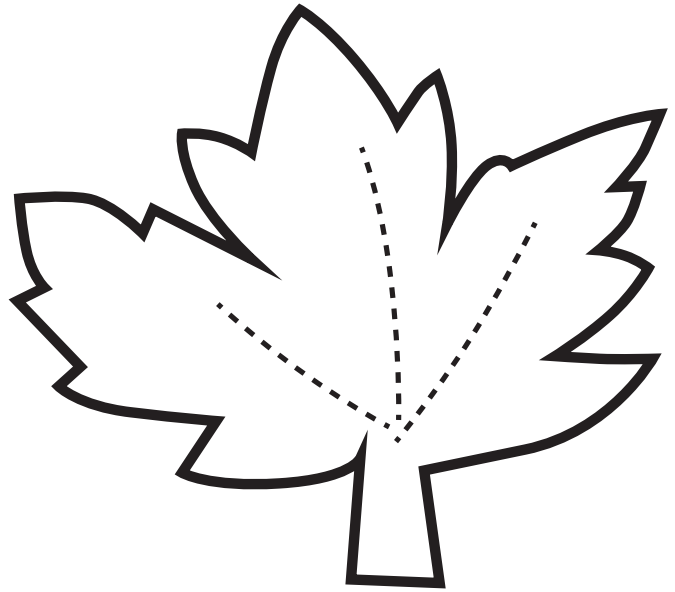
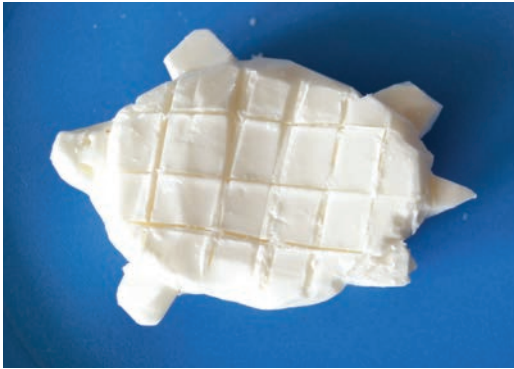
CARVING TIPS AND IDEAS

Patterns: A few simple patterns are shown below, and more can be found in the *Bear Handbook*. Children's coloring books provide another good source for patterns. It's important to use simple line drawings that can be easily transferred to the bar of soap.

Instructions for Learning to Carve Using Soap

- 1. The Tools.** You will need the following: a large cake of white soap (the shape and texture of Ivory® Soap is most commonly used), a paring knife, one or two orangewood "manicure" sticks, and a pencil and tracing paper for sketching (or preprinted patterns).
- 2. Preparing the Soap.** If possible, unwrap the soap and allow it to dry for a day or two before you start carving. Cut away the raised edges, and scrape off the lettering. This will create a flat surface for carving. Carving on a tray will keep the area clean and make it easy to collect the chips.
- 3. Your Idea.** The subject is often suggested by the shape and quality of the soap. Don't be too ambitious at first. Choose a simple design with a solid, basic shape, without too many delicate undercuts or projections.
- 4. From Idea to Soap.** If you have a clear mental picture of your idea, you may carve directly in the soap; or you may use the orangewood sticks to outline a rough sketch of the form you wish to carve on all surfaces. A beginner may wish to sketch the idea first on tracing paper and then transfer it to the soap.
- 5. First Rough Cuts.** Regardless of the way you mark the rough outline on the surface of the soap, the first carving step is to make the first rough cuts. This step removes the greater part of the soap that will not be used to carve the design. Place the soap on a table or tray and, holding it with the left hand, start cutting at the upper right-hand corner (reverse this instruction if you are left-handed). Leave about a 1/4-inch margin outside the outline or penciled sketch. You should cut clear through the cake, removing excess soap all the way around. After making these first cuts, you will probably find it more comfortable to carve along your outline, using the knife as if peeling a potato. Again, the cuts should be 1/8- to 1/4-inch away from guide lines to allow for finer work later. Caution: While making rough cuts, you should cut away in small pieces or slices. Soap often breaks apart if cut in big chunks, which could spoil the whole design. It's best to cut too little rather than too much, because you cannot put back a piece once it is removed.
- 6. Shaping the Model.** Round out the design by cutting around the corners. As you work, keep turning the soap, always keeping the shape of the piece in mind. You should watch the high points (those that jut out farthest from the surface) and low points (those farthest in), carving gradually from the high points toward the deepest cuts. It may help in some spots to use the tip of the knife. Keep checking the whole form as you carve, and do not try to finish any one part in detail before you are finished shaping the soap.
- 7. Polishing.** Allow the soap to dry for a day or two. Then rub it with a soft paper napkin, being careful not to break off corners or projections. Finally, rub it gently with your palm or fingertips.
- 8. Details.** When the piece is about finished and all planes and forms are shaped, you can smooth rough edges with the edge of the knife. Mark in details like eyes or ears, etc., with the knife tip or with your orangewood stick.

9. Soap Sample Designs. Here are some examples of what could be carved out of soap (a design may need to be enlarged or made smaller depending on the soap size). Please remember that shapes with feet are the ones most likely to break or crack; simple shapes like acorns are just as challenging but will not crack as easily. If you choose a plain shape, you can work to put a lot of detail into your carving.






BEAR NECESSITIES



RATIONALE FOR ADVENTURE

This adventure will introduce new Scouts to basic outdoor skills while helping more experienced Scouts improve and develop skills they learned in previous ranks.

TAKEAWAYS FOR CUB SCOUTS

- Reading weather instruments, including a basic understanding of barometers
- Tying two half hitches
- Improved camping skills (less dependent on parents/adult leaders)
- Cooking a simple meal
- A Scout is cheerful, clean. 

Bear Handbook, page 62

ADVENTURE REQUIREMENTS

Complete requirements 1–4. Requirements 5 and 6 are optional.

1. While working on your Bear badge, attend one of the following:
 - A. A daytime or overnight campout with your pack or family
 - B. An outdoor activity with your den or pack
 - C. Day camp
 - D. Resident camp
2. Make a list of items you should take along on the activity selected in requirement 1.
3. Make a list of equipment that the group should bring along in addition to each Scout's personal gear for the activity selected in requirement 1.
4. Help set up a tent. Determine a good spot for the tent, and explain to your den leader why you picked it.
5. Demonstrate how to tie two half hitches and explain what the hitch is used for.
6. Learn how to read a thermometer and a barometer. Keep track of the temperature and barometric pressure readings and the actual weather at the same time every day for seven days.

NOTES TO DEN LEADER

These den meeting plans, when followed, will meet the requirements for the Bear Necessities adventure. The meeting plans allow for completing requirement 1A (participating in a pack overnighter). The den must not go camping on their own. Only pack overnighters or council-organized family camps are approved camping activities for Bear Scouts and their families.

Meeting 3 will take place at an outdoor camping location. In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring. Make sure activity consent forms are distributed, signed, and collected.

This adventure includes optional activities for cooking that are not requirements for this adventure. However, these activities can count toward requirements in the Bear Picnic Basket adventure.

This adventure should help your Cub Scouts further their knowledge of camping and living in the outdoors. Last year, when they were Wolf Scouts, you or another leader probably did most of the work. As the Scouts get older, they should be taking on more of the responsibility for themselves. You may need to borrow camping and cooking equipment from a neighboring troop or pack.

At least one adult leader who is attending the pack overnighter must have completed Basic Adult Leader Outdoor Orientation (BALOO). It is encouraged, though not required, that someone in your den take the training if the den will be attending a council-organized family camp. The course provides excellent information about the proper methods for camping with Cub Scout-aged children and families.

Some chartered organizations do not allow camping as part of the Cub Scout program. Be sure to check with your pack leadership and chartered organization before preparing to use these den meeting plans.

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Several small tents—with poles, stakes, rain flies, and ground cloths
- Menu items for optional activity (remember to keep things simple!)
- Homemade barometer parts

GATHERING

◆ Explore a Tent

- Have a tent set up in advance so the Scouts can see what it's supposed to look like: ground cloth laid, stakes properly in the ground, lines all taut, rain fly not touching the tent and placed on level ground.
- Have them look around the meeting area so *they* can decide where to set up a tent for an overnight campout.

NOTE TO DEN LEADER

You will need to review proper tent location, etc., during Activity 1. The Resource section of this meeting has information to assist you.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Recite the Outdoor Code as a den or use the Outdoor Code opening from the appendix.

TALK TIME

- Introduce the Bear Necessities adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Carry out business items for the den.
- Allow time for sharing among Cub Scouts

ACTIVITIES

◆ Activity 1: Set Up Tents (Requirement 4)

Assemble a tent with the help of all the Scouts. This can be done indoors if necessary for your meeting, but it would be better outside. Show them how to use a ground cloth properly. Demonstrate how the poles are assembled and attached to the tent. Show how to put the stakes in the ground and how to assemble and attach the rain fly.

NOTE TO DEN LEADER

While most tents are put together in a similar fashion, each one is a bit different. Be sure you practice before the meeting so you know how it's done.

A ground cloth is a piece of plastic or a tarp and should not be larger than the tent. It is placed on the ground first and the tent sits on top of it. It should not stick out from underneath the tent as this will cause rain to collect between the tent and ground cloth.

Once the Scouts see how it all comes together, have two of them take down the tent, fold it up, and then assemble it again. Switch to a new team and continue until all of them have had a chance to assemble and take down a tent (it will be helpful to have more than one tent for this exercise). Remind them that a Scout is helpful, and they can take part in setting up and breaking down campsites now that they are older Cub Scouts.

Now proceed to the locations they chose for setting up a tent, and discuss campsite consideration based on what they selected (see Meeting 1 Resources for more information). It would be good to reinforce this discussion during the next campout, when you can point out some “unhelpful” elements at the site (rocks, drains, winds, etc.). If you are meeting indoors, you can use index cards to label mock elements around your meeting room for Scouts to consider.

◆ Activity 2: Meal Planning (Optional)

The goal is to cook a SIMPLE meal with good, balanced food choices that will involve minimal cleanup. Items like packaged mac and cheese, beef stew, or other simple heat-and-eat choices will be fine. Be sure to plan a balanced meal by including fruits and vegetables and a healthy drink to round out the menu.

- Decide which meal the den will cook—lunch or dinner.
- Be aware of any allergies in your group and adjust accordingly.
- With the den, decide who will buy and transport the food. Will you do it as a group? Will every Scout bring part of the meal?

◆ Activity 3: Barometer Activity (Requirement 6)

- Distribute the homemade barometer parts. Show the Scouts how to assemble them as described in the Meeting 1 Resources.
- Then show Scouts how to take a barometer reading. Have them mark the current pressure level on the cardboard. Be prepared with the exact current barometric pressure from a newspaper or online source to give Scouts a starting point for their scale.

You can find the current barometric pressure reading in your area by visiting www.noaa.gov/. Enter your location under the forecast search, and it will provide the barometric pressure.

- Have Scouts place the barometers on a level surface indoors when they bring them home. Tell them to read their barometers each day, mark the current level on the cardboard, and record the reading on the chart in their handbooks; the point is to observe whether the barometric pressure is going up or down.
- They should also record the temperature—either from their own thermometers or by watching a TV weather report. If the weather report includes a barometric pressure reading, they should continue to record that as well and compare the exact readings to the movement of the straw.

CLOSING

- **Den Leader's Minute:** Give a quick reflection on what it means to you as an adult to camp in the outdoors. Ask each Scout, in turn, to say what it means to them.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 6.
- Work together to clean up the meeting place.

MEETING 1 RESOURCES

CAMPSITE CONSIDERATIONS

Cub Scout camping will take place in sites approved by the local council (council camps, local parks, campgrounds). However, there are still several considerations to keep in mind when laying out your campsite for a pack event.

- **Location.** A campsite facing the south or southeast will get more sunlight and generally will be drier than one on the north side of a hill or in the shade of mountains or cliffs. Cold, damp air tends to settle, causing the bottoms of valleys to be more cool and moist than locations a little higher. On the other hand, hilltops and sharp ridges can be very windy and should be avoided in lightning-prone areas.
- **Size and shape.** A good campsite has plenty of space for your tents and enough room to conduct your activities. It should be usable as it is, so you won't need to do any digging or major rock removal to shape the area. The less rearranging you do, the easier it will be to follow Leave No Trace principles and leave the site exactly as you found it.
- **Protection.** Consider the direction of the wind and the direction from which a storm will approach. Is your campsite in the open or is it protected by a hill or a stand of trees? Is there a solitary tree nearby that may attract lightning? Don't camp under dead trees or trees with dead branches that may come down in a storm or light wind. The best campsites are found near small, forested ridges and hills.
- **Insects and animals.** All creatures have their favorite habitats. The best way to avoid mosquitoes and biting flies is to camp away from marshes, bogs, and pools of stagnant water. Breezes discourage insects, so you might look for an elevated, open campsite. Don't forget to check around for beehives, hornet nests, and ant mounds; their inhabitants usually won't bother you as long as you leave them alone, but give them plenty of room. The same goes for most animals.
- **Ground cover.** Any vegetation covering a campsite will receive a lot of wear and tear. Tents will smother it, sleepers will pack it down, and walkers will bruise it with the soles of their shoes. Some ground cover is tough enough to absorb the abuse, but much of it is not. Whenever you can, make your camp on naturally bare earth, sand, graveled soil, or ground covered with pine needles or leaves.
- **Drainage.** While a campsite should be relatively flat, it should slope enough to allow rainwater to run off. However, you don't want to be in the path of natural drainage. Check uphill from where you plan to set up your tent to make sure water won't run through the site. **Never camp in a stream bed!** Also, you want to avoid depressions in the ground, as even shallow ones can collect water in a storm.
- **Privacy.** One of the pleasures of camping is getting away from crowds and the fast pace of city life. Make camp in places that are far enough away from trails and other campsites. That way you can enjoy peace and privacy while respecting the privacy of other campers.

- **Beauty.** The beauty of a campsite often is what attracts visitors to it. Being able to look out from a tent and see towering mountains, glistening lakes, or miles of canyon land or rolling prairie is part of what camping is all about. Find a campsite that gives you spectacular scenery, but camp there only if the site is appropriate for every other reason, too.
- **Outdoor ethics.** Be gentle on Mother Nature. You can do a lot to protect and preserve the wilderness by leaving no trace of your visit, no marks along the trail, and a tidy campsite—cleaner than you found it. Don't harm plants, animals, or insects. Take nothing but pictures, leave nothing but footprints, and kill nothing but time. That philosophy fits as well in a county park as it does anywhere else.

Activity 3: Barometer

◆ Using Atmospheric Pressure to Forecast the Weather

A shift in atmospheric pressure is one of the most common predictors of weather changes. Weather maps show high and low pressure systems as well as lines of equal pressure called isobars.

Atmospheric pressure that rises slowly over one or two weeks typically indicates settled weather that will last a long time. A sudden drop in atmospheric pressure over a few hours often forecasts an approaching storm, which will not last long, with heavy rain and strong winds.

You can forecast local weather using a barometer and these simple guidelines:

- Decreasing barometric pressure indicates storms, rain, and windy weather.
- Rising barometric pressure indicates dry and colder weather.
- Slow, regular, and moderate drops in pressure suggest a low pressure system is passing in a nearby region. Significant changes are unlikely in the weather where you are located.
- Small, rapid decreases in pressure indicate a nearby change in weather. This is usually followed by brief spells of wind and showers.
- A quick drop in pressure over a short time indicates a storm is likely in five to six hours.
- Large, slow, and sustained decreases in pressure forecast a long period of severe weather, which will be more pronounced if the pressure starts rising before it begins to drop.
- A rapid rise in pressure during fair weather indicates a low pressure cell is approaching. The pressure will soon drop, signaling the severe weather to come.
- Quickly rising pressure, when the pressure has been low, suggests a short period of fair weather is likely.
- A large, slow, and sustained rise in pressure forecasts a longer period of fair weather is on its way.

Barometers are widely used and generally quite reliable at forecasting the weather. There are many types of barometers for sale at a wide range of prices, but a fun project for Scouts is to make barometers of their own from simple household items.

◆ Coffee Can Barometer

Materials:

- Balloon (Note: Before using balloons, check to see if anyone in the den is allergic to latex.)
- Clean, empty metal can
- Rubber band
- Straw
- Tape or craft glue
- Toothpick or straight pin
- Cardboard



Instructions:

1. Cut the balloon in half. Throw away the half with the hole; you will only need the rounded half.
2. Stretch the balloon piece across the open top of the can.
3. Secure the balloon to the coffee can with the rubber band. Make sure it is stretched tightly across and that no air can leak out. (This would prevent the barometer from working properly.)
4. Set one end of the straw at the center of the balloon cover and lay it across the edge of the can. Glue it in place. (Do not use hot glue, which would melt the balloon.)
5. Glue the pin to the loose end of the straw. The pin will indicate the pressure measurements.
6. Stand the cardboard vertically next to the pin or tape it to a wall.
7. Check the internet or news reports to find the barometric pressure in inches for the day, and make a precise mark on the cardboard at the level of the pin to indicate the pressure.
8. Check and record the pressure each day to begin creating a scale.

◆ Bottle Barometer**Materials:**

- Clear glass bottle with a long neck
- Water
- Food coloring
- Clear straw or narrow tube
- Rubber stopper or cork for the bottle
- Cardboard or paper

Instructions:

1. Fill the bottle just over half full with water. Add a few drops of food coloring to the water.
2. Bore a hole through the cork or rubber stopper, so the straw will fit through it and still be snug.
3. Fit the stopper with the straw into the bottle neck to seal it. The straw should be in the water and extend above the top of the bottle.
4. Gently blow bubbles using the straw to make water rise through it above the stopper.
5. Follow directions 6 through 8 from the coffee can barometer to create a measuring scale. The water in the straw will rise if the air pressure is low. The water will go down if the air pressure is high.



MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Gear lists—personal and group (See Meeting 2 Resources.)
- Personal gear list items
- Some group gear list items
- Flying disc or ball for “500” game
- Instructions for “The List Game” (See Meeting 2 Resources.)
- Items for preparing food
- Small tents

GATHERING

Game: Going the Distance (See Meeting 2 Resources.)

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Recite the Outdoor Code.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.

ACTIVITIES

◆ Activity 1: Check Weather Logs (Requirement 6)

Are the barometers working? Did you forecast any interesting weather, such as a rain storm, while recording the measurements? What happened to your readings when the weather changed?

◆ Activity 2: Gear (Requirements 2 and 3)

- Discuss with the Scouts what gear they should bring on the campout for their own personal care and comfort, based on where and when you are camping. Steer them toward items like tents, sleeping bags, ground cloths, pillows, sleeping pads or mattresses, warm clothes, raincoats, eating utensils, hats or caps, toothpaste and toothbrushes, etc. (See Meeting 2 Resources.) Ask them which items they think are the most important, going around the group and letting each one choose something. Have each Scout say why he picked that item (i.e., a sleeping bag to stay warm at night, to sleep well, and to be ready for the next day). Continue until all the items have been discussed. Talk about the importance of each item on the list, not just the first two or three that were picked. Don't forget the Cub Scout Six Essentials!
- Play the “500” game (see Meeting 2 Resources).
- Make a Group Gear List (see Meeting 2 Resources).
 - Have the Scouts make their own lists of other gear the group will need to bring, such as a cooking stove, a cooler to keep the food cold, a group first-aid kit, cooking utensils, fire starters, and rope.
 - Once they have done this, play “The List Game” with the lists (see Meeting 2 Resources) and see who has the most items left when they're finished. The object of this activity is to get them thinking about the needs of the group, not to come up with an exhaustive list.

◆ Activity 3: Menu Review (Optional)

Review the menu choices that were made last time. Do you need to prepare any food before the trip? Have all Scouts made plans to bring their required food items?

CLOSING

- Sing Cub Scout Vespers (see Meeting 2 Resources).
- Review details for the upcoming outing in Meeting 3. Make sure all Scouts and their families know the plans.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 2 and 3.
- Work together to clean up the meeting place.
- Prepare thank-you notes for the Scouts to sign at the next meeting.

MEETING 2 RESOURCES

GATHERING

◆ Game: Going the Distance

Materials:

- Several paper bags, buckets, or small boxes
- Items to throw (small beanbags, wrapped candy, small plastic balls, etc.). Be sure to have twice the number of items as paper bags or buckets, so two Cub Scouts can play at a time.

Instructions:

1. Put the containers at separate places along a straight line. Assign points to each place (i.e., two points to the closest, five points to the next, 10 points to the next, etc.).
2. Have the members of your den line up. One or two at a time, they will toss their items into the containers to score points. They must keep track of their total points using the honor system. A Scout is trustworthy.
3. You can make this game more challenging by moving some of the containers far away. Or, have the Cub Scouts toss the items with their backs to the targets.

◆ Activity 3: Gear

PACK CAMPING GEAR

In addition to individual equipment, the equipment listed below should be available for group use.

Required Items

- First-aid kit
- Food
- Cooking utensils as needed by menu, or cook kit
- Stove and fuel, or firewood, charcoal, and cooking grate
- Matches, fire starters, charcoal chimney-style lighters
- Aluminum foil
- Biodegradable soap
- Sanitizing agent (liquid bleach)
- Plastic scouring pads, dish mop, wash tubs
- 100 feet of quarter-inch rope
- Water containers
- Trash bags
- Paper towels
- U.S. flag, pack flag
- Repair kit (rubber bands, safety pins, sewing gear)
- Toilet paper
- Shovel
- Cooler
- Activity gear (game materials, craft supplies, etc.)
- Roll of duct tape

Spare Items

- Tent stakes
- Fuel canisters (Liquid fuels are not allowed.)
- Ground cloth or tarp
- Insect repellent
- Eating utensils
- Blanket

Optional Items

- Dutch oven
- Marshmallows, popcorn, etc.
- Cooking fly or tarp
- Musical instruments
- Lawn chairs, camp stools

Personal Gear List

Cub Scout Six Essentials:

- | | |
|---------------------|------------|
| First-aid kit | Flashlight |
| Filled water bottle | Trail food |
| Sun protection | Whistle |

And to sleep overnight, we'll need:

_____	_____
_____	_____
_____	_____
_____	_____

Group Gear List

Group items:

_____	_____
_____	_____
_____	_____
_____	_____

◆ “500” Game

Location:

This game should be played outside.

Materials:

Flying disc, softball, rubber ball, football, or any other throwing item

Instructions:

The object is to catch the disc or ball enough times to become the thrower.

One Scout starts as the thrower. The other players gather around at a throwing distance from that Scout, who then yells out, “100” or “200,” or any amount the Scout wants the throw to be worth. The disc or ball is thrown toward the group of Scouts. The first catcher to reach 500 becomes the thrower.

“500” Game Variations

- When a new thrower is up, everyone starts over at zero or keeps their current tally, whichever is decided at the start of the game.
- Dead or Alive: Two values can be assigned to a throw, such as “100 dead, 400 alive.” If a person catches the object in the air, that player gets the “alive” value. If the object hits the ground first, the player gets the “dead” value. Values like “200 dead, 400 alive” are legal.
- If using a ball that bounces, standard values can be assigned such as 200 in the air, 100 after one bounce, 50 after two bounces, and 25 for all others.
- Grab Bag: If the thrower yells, “Grab bag” for a throw, the Scouts have no idea what the value is. It may be 500 or minus 10,000. Typically, “Grab Bag” is ruled illegal at the start of a game.
- Jackpot: Whoever catches this throw is automatically the next thrower. “Jackpot” is typically used when a thrower has been up a long time or when it is time to end the game.

◆ The List Game

This game can be used for any activity that involves brainstorming for lists of items.

Give the Scouts a topic and tell them to come up with items that are needed. For instance, “What items will the den or pack need to bring in addition to your personal gear?”

Let them write down the items privately for a minute or two. Once they’re done, pick a Scout to say one item. If the item is also on someone else’s list, it does not count for points. If a Scout comes up with an idea no one else listed, that Scout gets a point. Continue around the group until all listed items have been mentioned, and then total up the points. The winner receives a round of applause.

The object is to encourage the Scouts to come up with ideas that aren’t just the common, easy answers.

CLOSING

Song: Cub Scout Vespers

(Tune: “O Christmas Tree” or “O Tannenbaum”)

Song: Cub Scout Vespers

(Tune: “O Christmas Tree” or “O Tannenbaum”)

As the night comes to this land,
On my promise I will stand.
I will help the pack to go,
As our pack helps me to grow.

Yes, I’ll always give goodwill.
I’ll follow my Akela still.
And before I stop to rest,
I will do my very best.

MEETING **3** PLAN (Den Outing)

PREPARATION AND MATERIALS NEEDED

- Camping gear from lists (Personal and Group)
- Food for cooking meals
- Thermometer and homemade barometer
- Rope—a 6-foot piece for each Scout
- Plan for transportation to and from camp location.
- Confirm that transportation to and from the event is in place. Secure signed activity consent forms.
- The unit den leader should bring a copy of the *Guide to Safe Scouting*.

NOTE TO DEN LEADER

This outing will complete requirement 1 for this adventure.

GATHERING

Remind the Scouts of the slogan, “Take only memories, leave only footprints,” and the adage that Scouts always leave a campsite better than they found it. Bear Scouts focus on the Outdoor Code principle of “Be considerate in the outdoors.” Discuss ways that they can demonstrate that principle when they are at a campsite. Point out to them the things that previous campers may have left behind and remind them that if we leave it here also, other campers will think it was ours. So let’s clean up!

OPENING

- Say the Pledge of Allegiance and the Scout Oath and Scout Law. If the den does not have a United States flag, ask one Scout to display the flag on their uniform for the group.
- Go over the activities planned for the outing.
- Share the time that the dinner preparation will begin.
- Share the time the campfire will begin.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.

ACTIVITIES

◆ Activity 1: Set Up Camp (Requirement 4)

The Scouts should be putting up their own tents with minimal help from adults. They should be able to explain why they are putting their tent in this specific location based on site considerations. Have them lay out the tent on the ground where they think it should go. Then, before completely pitching it, have them review the location with an adult.

◆ Activity 2: Prepare and Cook Your Meal (optional for the Cub Scouts to be involved)

- Prepare and cook your meal. Try to let every Scout have a hand in preparing and cooking the food, if possible. If you have a large group, divide the tasks so that some will do the cooking for one meal and cleanup for the next, or vice versa. You need to be sure all Scouts have a practical hand in the project and learn something from it. This might be a good time to discuss how a Scout is clean. Remind them of the importance of washing hands before preparing food to avoid spreading germs. Be sure everyone helps clean the utensils used to cook and eat the meal. Be sure all trash and food scraps are disposed of properly.

- Be sure to have the Scouts help with at least one other meal so they can improve on the skills they learned and add to their cooking knowledge.

◆ **Activity 3: Two Half Hitches (Requirement 5)**

- Have the Scouts demonstrate how to tie two half hitches to secure a rope to a post, rail, or tree. Have them teach the knot to another Scout. Scouts can find instructions for the knot in the *Bear Handbook*.

◆ **Activity 4: Thermometer and Barometer (Requirement 6)**

- Set up the thermometer and homemade barometer. Have the Scouts observe the readings at several times during the day. Does the weather appear to be changing? Use the barometer you constructed as a model for Scouts to follow as they construct their own barometers.

◆ **Activity 5: Games (Optional)**

- Play “500” or any other game.

◆ **Activity 6: Campfire (Optional)**

- Prepare s’mores, Dutch oven cobbler, or another treat around the campfire.

Enjoy the campout!

CLOSING

- The closing for this plan may be part of the ending of the campfire, or maybe the morning after camping out. It should be inspirational and ideally reference the outdoors.

A Walk with Nature

John Muir was a naturalist, writer, conservationist, and founder of the Sierra Club. He said “In every walk with Nature one receives far more than he seeks.”

I ask you, what did you seek when you arrived at this outing? Did you find it, experience it? Now think for a moment about what else you have experienced in our time outdoors. (Pause). Let us travel safely from this place, back to our homes, in hopes that we may soon walk again with Nature.

AFTER THE MEETING

- Record completion of requirements 1, 4, and 5.
- Work together to clean up the campsite.
- Send thank-you notes to those who helped.

Upon completion of the Bear Necessities adventure, your Bears will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack’s tradition.






FELLOWSHIP AND DUTY TO GOD



RATIONALE FOR ADVENTURE

To practice their duty to God, Bear Scouts will have opportunities in this adventure to be good neighbors, reaching out in fellowship to people in their communities. They will experience the universal principle, common to many religions, that we should treat others the way we want to be treated.

TAKEAWAYS FOR CUB SCOUTS

- Showing our duty to God by participating in service projects designed to help a neighbor or community organization
- Learning about individuals who have demonstrated fellowship, and creating plans to help us develop characteristics that will benefit our community
- Worshipping together to strengthen our faith in God
- A Scout is reverent. 

ADVENTURE REQUIREMENTS

Bear Handbook, page 74

Complete the following requirements.

1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.
2. Complete at least one of the following:
 - A. Identify a person whose faith you admire, and discuss this person with your family.
 - B. With a family member, provide service to a place of worship or a spiritual community, school, or community organization that puts into practice your ideals of duty to God and strengthens your fellowship with others.
3. Complete at least one of the following:
 - A. Earn the religious emblem of your faith that is appropriate for your age, if you have not already done so.
 - B. Make a list of things you can do to practice your duty to God as you are taught in your home or place of worship or spiritual community. Select two of the items and practice them for two weeks.

NOTES TO DEN LEADER

This is primarily a family- and home-based adventure. If all or some of the Scouts choose requirement 2 and you would like to reserve part of it for den meetings, the following plans will help you do so.

Den Meeting 1 requires a Do-at-Home Project prior to the meeting. Remind each Cub Scout and family that if the Scout selects requirement 2A as an option, the Scout can share with the den about someone they admire as a person of faith. See the Meeting 1 Resources for details. Youth involved in Scouting are not required to reveal details of their faith or faith practices. All comments must be strictly voluntary.

Also before Meeting 1, if you are completing requirement 2B as a den, research potential projects that would provide service to help a church, synagogue, mosque, temple, religious fellowship, school, or chartered organization. List the possible choices on a poster board for the den to review. Plan to prepare and send out permission slips for Scouts to have signed once the project has been chosen and details of the service project have been confirmed with the selected organization.

All requirements in this adventure may be completed with the Bear's family and/or faith organization. Confirm with Bears their plans for the adventure, and record their completion at the appropriate time.

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- List of service project options on poster board
- If desired, ask a Cub Scout and their family to prepare and/or bring refreshments.

GATHERING

Participate in the All Together activity.

Materials:

- Four separate pieces of rope or yarn, at these lengths—20 foot, 15 foot, 10 foot, and 5 foot

Instructions:

1. Tie the ends of the ropes together to form a circle.
2. As the Scouts gather, have them all get inside of this circle. There should be plenty of room for everyone!
3. Next have a Scout untie the 20-foot rope and then retie the remaining ropes together.
4. Once again, everyone gets inside the newly created smaller circle.
5. Continue to take sections out of the circle—the 15-foot piece next, and finally the 10-foot piece—and tie the remaining ends together. Fitting all of the Scouts inside will become more of a challenge as the circle gets smaller and smaller. It takes cooperation and creativity!

This activity can be restarted each time a Scout arrives for the meeting; the goal will be to finish with the den of Bears “All Together”!

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Optional: Include a prayer or moment of reflection for the den.

TALK TIME (REQUIREMENT 2A)

- Carry out business items for the den.
- Allow time for Bears who would like to share their research on people of faith in history (requirement 2A).

ACTIVITIES

◆ Activity 1: Brainstorming With Bear Scouts (Requirement 2B)

- If the Bears plan to work together on the service requirement (2B), it will be useful to research ideas for projects in advance. Prepare a poster board with several ideas listed. This will provide suggestions that might expand beyond cleaning up litter around a church or school grounds, although that is a worthy project to consider!
- To get ideas, you can:
 - Contact your chartered organization representative, and ask what service they need that would be appropriate for the Bear Scout age and group size.
 - Communicate to parents via email or letter, and ask if they are affiliated with a community group that would benefit from a service project.
 - Ask pack families if they need some help with a project that could be done by Bear Scouts.

- Brainstorming inspires creativity and can generate ideas from all the members of the den, including adults, without focusing on “correct” or “incorrect” responses. Activities such as writing down their ideas will give everyone a skill for planning that becomes natural and easier over time. Keep the tone positive. Even if an idea seems unlikely to work, write it down and make sure the den hears it out; that idea may be a stepping stone to another one! Brainstorming is a great opportunity to encourage respect for everyone’s contribution, whether or not it is ultimately chosen. Thomas Edison said, “To have a great idea, have a lot of them!”
- To start the brainstorming session, you can write ideas on a flip chart or whiteboard. You may also want to draw or print out a picture of a bear, for example, and have cut-out bear paw prints to give to the Cub Scouts to write down their ideas. Each den member would then place the prints around the bear, showing a “fellowship” of ideas, and review each one. (See Meeting 1 Resources.)
- Allow limited time for discussion, including pros and cons for each project. Decide ahead of time on a method of voting: raising hands, casting ballots, etc. Note that some projects might require only a few individuals. Keep in mind the objective of reaching out into the community to provide service, and allow the Bear Scouts to participate in planning what they can do.

◆ Activity 2: Service Project Plan (Requirement 2B)

- After selecting a project, determine the steps that need to be taken to accomplish it. Write down each question below on its own piece of paper. Then place the questions in individual envelopes or zippered plastic bags and scatter them around the meeting place so Bears must take “steps” to get from one to the other. This activity will help them identify all the tasks the project requires and who will do what. Let each Cub Scout announce one of the questions so that everyone participates.
 - Who will call and make arrangements with someone at the organization or service project site?
 - When can the project be done?
 - What equipment is needed?
 - Who will be responsible for each of the listed steps (youth and adults)?
 - How will we let others know what help we need (pack families, pack committee members)?
 - Add other questions that might pertain to your specific project.

CLOSING

- **12th Point of the Law.** Say: *Baden-Powell, the founder of Scouting, wrote: “First, love and serve God. Second, love and serve your neighbor.” In doing your duty to God, always be grateful to Him. Whatever you do, whether at home or school, whether in play or at work, thank God for it, if only with a word or two. Let us each now say a silent prayer for our brother on our right ... for our brother on our left ... and, now, for our brother Scouts around the world.*
- Make sure the Bears have their permission slips to take home.



Do-at-Home Project Reminder:

Bears should continue to work on other requirements for the adventure with their families and/or faith organizations.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 2A.
- Work together to clean up the meeting place.

MEETING 1 RESOURCES



Do-at-Home Project: Requirement 2A

Many people throughout history have shown great faith in God by reaching out to those in their neighborhoods and communities. Many desired to make life better for others and willingly shared their resources, talents, and time to achieve this goal.

If a Scout chooses requirement 2A as an option in this adventure, the requirement should be completed at home. If they want, Scouts who select this requirement can also share with the den about the person they admire as someone of faith.

BRAINSTORMING WITH BEARS:



SERVICE PROJECT PERMISSION SLIP

A SCOUT IS HELPFUL!

My child _____ has permission to participate in the
(name)

SERVICE PROJECT

Date: _____ Time: _____

Please contact _____
(den leader name here)

at _____ if you are able to help us on this service project.
(den leader's phone number)

Your Scout is to bring this permission slip to the service project and return it to the den leader.



MEETING 2 PLAN (Den Outing)

PREPARATION AND MATERIALS NEEDED

- Contact the service project location and work with someone there to review the project plans, date and time, and any items that the den might need to bring with them.
- Confirm any necessary equipment.
- Secure adult supervision to help with the project.
- Make and confirm all plans for transportation.
- Get a flag that can be used for the opening. This could be a small flag that one Scout will hold as the flag bearer.
- Arrange for water to be available if the project is outside.
- Arrange for refreshments after the project, if desired.
- Have the Bears bring their handbooks to the project site for recording requirement completion.

GATHERING

Gather permission slips from parents for each Scout's attendance and for photos if you plan on taking pictures that may include the Scouts. (You might ask a parent to take photos of the project site before and after the work.)

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Optional: Include a prayer or moment of reflection for the den.

TALK TIME

- Carry out business items for the den.
- Review plans for the project and any equipment that will be needed.
- Remind Scouts about on-task behavior and showing respect for other people's property as they do the work. Through their service today to others, they are showing their duty to God.

ACTIVITIES

◆ Activity 1: Service Project (Requirement 2B)

Do the service project as planned.

CLOSING

- Gather in a circle for the Living Circle ceremony. (See Meeting 2 Resources.)
- Den Leader's Minute: "To Build a Better World" (See Meeting 2 Resources.)

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 2B and any requirements completed by Bears at home.
- Work together to clean up the meeting place.

Upon completion of the Fellowship of Duty to God adventure, your Bears will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.



MEETING 2 RESOURCES

THE LIVING CIRCLE

The Living Circle is an important Cub Scouting ceremony that may be used as an opening or closing for a den meeting. It reminds everyone in the den of the friendships they are making and links them with all other Cub Scouts. To form a Living Circle, Cub Scouts and leaders face inward in a close circle. With the right hand, each person gives the Cub Scout sign. They turn slightly to the right and extend left hands into the circle. Each thumb in the circle is pointed to the right, and each person grasps the thumb of the person on their left, making a complete Living Circle handclasp. The Scout Law, Scout Oath, or motto can then be said.

The Living Circle also can be performed by moving all of the left hands up and down in a pumping motion while the Cub Scouts say, "A-ke-la! We-e-e-ll do-o-o ou-r-r best," snapping into a circle of individual salutes at the word "best."

TO BUILD A BETTER WORLD

"Your task, young Scout, is to build a better world," God said.

I answered, "How? The world is such a large, vast place, so complicated now. And I am so small and useless, there is nothing I can do."

In all His wisdom, God said, "Just build a better YOU."

NOTES






FUR, FEATHERS, AND FERNS



RATIONALE FOR ADVENTURE

In this adventure, Bears will explore the outdoor world of mammals, birds, plants, and more! They will understand that every living thing has a home—often very close by. Scouts will also discover that almost every living thing's neighborhood is a home to at least one type of another living thing. Protecting those homes, called habitats, is up to everyone, and Bears can help!

TAKEAWAYS FOR CUB SCOUTS

- Learning about the world of creatures and how we affect our environment
- Practicing ways to conserve in the world around us
- A Scout is thrifty. 

Bear Handbook, page 86

ADVENTURE REQUIREMENTS

Complete requirement 1 plus three others.

1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk.
2. Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit.
3. Name one animal that has become extinct in the last 100 years and one animal that is currently endangered. Explain what caused their declines.
4. Observe wildlife from a distance. Describe what you saw.
5. Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.
6. Learn about composting and how vegetable waste can be turned into fertilizer for plants.
7. Plant a vegetable or herb garden.

NOTES TO DEN LEADER

This adventure has several choices based on which activities you choose to do with your den. These den meeting plans, when followed as written, meet the requirements to earn this adventure. If you choose to make adjustments, be sure you complete at least the minimum requirements.

Make arrangements to visit a local, state, or federal wildlife refuge, zoo, nature center, aviary, game preserve, local conservation area, wildlife rescue group, fish hatchery, or other animal preservation area for Meeting 3. Identify a location for the outing to help Cub Scouts fulfill requirements for this adventure in a field setting. Where you decide to visit may change the order of activities you do in den meetings 1 and 2.

In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring. Make sure activity consent forms are distributed, signed, and collected.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Pictures of local animals, birds, and plants
- At least one pair of binoculars for the den
- Magnifying glass for each Scout or each pair of Scouts
- Paper and pencil for each Scout
- Materials and equipment to build bird feeders, if desired (See Meeting 1 Resources.)
- Review the Trail Tips for Cub Scout Leaders in the front matter.
- Cub Scout Six Essentials for each Scout

GATHERING

Make sure each Bear has in their possession (or has access to) the six Cub Scout outdoor essentials. As Scouts arrive, lead them in stretching and warming up exercises for the hike. (See the *Bear Handbook*.)

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Recite the Outdoor Code (see the *Bear Handbook*). Note that Bears will focus on being considerate in the outdoors.
- Recite the principles of Leave No Trace (see the *Bear Handbook*). Tell Bears that they will look for ways to demonstrate leaving what they find and being kind to other visitors.

TALK TIME

- Introduce the Fur, Feathers, and Ferns adventure. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Carry out business items for the den.
- Explain that stretches prepare Scouts physically for hikes and other physical activities. Remind everyone in the den of the rules of safe hiking and check that they have the Cub Scout Six Essentials.
- Explain that this week's portion of their adventure will require everyone to stay alert to signs of creatures. Ask Bears what they can do to help others see the wildlife. (Ideas might be to remain quiet and listen, and to share with others in the den through hand signals when someone sees something.)
- Discuss what the Bears will do on the hike to demonstrate the specified principles of the Outdoor Code and Leave No Trace.

ACTIVITIES

◆ Activity 1: Neighborhood Hike (Requirements 1, 4, and 5)

- Go on a 1-mile hike through your neighborhood, a park, or another suitable location. While hiking, focus on observing and identifying six signs of birds, animals, insects, reptiles, and plants. (Hiking tips can be found in the front matter.)
- During the hike, be on the lookout for animals such as squirrels or birds that can be observed in most settings. Encourage each Cub Scout to observe what the animal is doing and to share the binoculars for a better view. Challenge them to explain how watching animals from a distance might be preferable to getting closer. Possible responses: the animals are less likely to flee; you see them engaged in natural behavior. (Requirement 4)

- Stop several times along the hike to examine interesting objects with a magnifying glass. Remind Bears to beware of inadvertently burning insects with a magnifying glass. Ask Bears to describe what they can see with the lens that would not otherwise be visible. Possible responses: small hairs on plants such as mints; distribution of color/pigments; bark texture; details in leaves such as pores, other small openings, or veins. (Requirement 5)

◆ Activity 2: Make a Bird Feeder (Optional)

If there is time after the hike, Scouts may make a bird feeder to take home to continue observing nature in their own backyards. (See Meeting 1 Resources.)

CLOSING

Ask Bears to reflect on the Outdoor Code. How were they considerate in the outdoors? Did they leave what they found? Did they help other visitors enjoy the outdoors? Why are those principles important?



Do-at-Home Project Reminder:

Before the next meeting, Bears will need to research an animal that has become extinct in the last 100 years and learn why the animal became extinct. Bears should also learn about one animal that is on the endangered species list. Finally, with a parent's or guardian's permission, Bears can look on a government website to learn more about endangered species in their area. Members of the den will share what they learned at Meeting 2. (Requirement 3)

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 1, 4, and 5.
- Work together to clean up the meeting place.
- Prepare thank-you notes for the Bears to sign at the next meeting.

MEETING 1 RESOURCES

USING BINOCULARS

Teaching youth to use binoculars isn't difficult; they just need a few instructions to make it easy for them. To start, be sure you get binoculars that are the right size and weight for those of Bear Scout age.

◆ Comfort and Fit

- Choose youth-sized, lightweight binoculars for smaller faces and hands. Adjustable models also work very well for this purpose.
- Make sure the binoculars have an easy-to-reach knob for focusing the lens.
- Teach them how to adjust the two halves to match the distance between their eyes.
- If a Scout wears glasses, they should be kept on when using binoculars.

◆ Safety

- Teach Bears that they should never walk while looking through the binoculars. This is to avoid walking into holes, bumping into trees, or falling into streams.
- Tell the Bears to wear the binocular strap around their necks—they should not carry the binoculars or set them down. This will help prevent dropping the binoculars into a pond, for example, or accidentally leaving them behind.

◆ Practice

- Bears should first look at the object they want to view without using the binoculars.
- Then, they should raise the binoculars slowly up to their eyes.
- Once they've found the object again, they can focus the lens.
- While in the outdoors, see if the Bears can hear an animal or bird first and then try to find it with their binoculars.

BIRD FEEDERS

There are several examples below of bird feeders that Bears can make. Remind them to place the feeders or birdhouses high enough to keep animals from eating the seeds or catching the birds. Avoid areas with power lines. Be sure to check for allergies before creating bird feeders.



◆ Bird Cake

Materials:

- Wild birdseed
 - Piece of mesh bag (e.g., from a potato or onion sack)
 - 12-ounce juice can
 - ½ pound of suet
 - Double boiler
 - Long piece of wire
1. Cut the mesh sack to fit inside the can, with the extra sticking out from the top.
 2. Cut the suet into small pieces and heat in the double boiler (to keep it from burning). Let it cool and harden. Remove any pieces of meat.
 3. Reheat the suet and mix in 1 cup of birdseed. Pour the mixture into the can and set it in a refrigerator to harden.
 4. Set the can in warm water and carefully run a knife around the inside to loosen the sack. Pull out the sack.
 5. Tie the ends of the sack with wire, leaving enough to hang it from a tree limb. This same mixture can be molded in a cut-down cardboard milk carton, small foil dishes, or half a grapefruit shell. The cakes can then be set on a fence post or in a feeder.

◆ Bird's Delight

Ingredients:

- 1 cup melted suet
- 3 teaspoons cornmeal
- 1¼ cup peanut butter
- 3 teaspoons butter
- ¼ cup cracked corn
- ¼ cup raisins

Melt the suet as described for the bird cake, adding the peanut butter during the second heating. After the suet has cooled the second time, add the other ingredients. Pour into containers and set in the refrigerator to harden.

◆ Bird Treat Tower

Materials:

- Two mesh bags
- Maize
- Plastic lid
- Shelled peanuts
- Scissors
- Sunflower seeds
- Plastic wire or string

Place one mesh bag inside the other to reduce the size of the holes. Fill about one third of this combined bag with sunflower seeds and tie off that section—like a sausage link. Next, add a layer of maize in the middle third of the bag and tie again. Add the final layer of peanuts and tie the bag closed. Punch a hole in the center of the plastic lid and pull the end of the bag through it. The lid will protect the food from the weather. Make a hanger from the wire or string, attach it to the end of the mesh bag, and hang it in a suitable place.

◆ Pinecone Treats

Materials:

- Peanut butter
- Cornmeal
- Pinecone
- Wire

Mix together equal amounts of peanut butter and cornmeal, about 2 teaspoons of each. The cornmeal reduces the stickiness of the peanut butter, making the mixture safe for birds to eat. Tie a piece of wire around a large pinecone for hanging from a tree. Spoon the mixture in between the pinecone petals. The birds will love it.

◆ Suet Log Bird Feeder

Materials:

- One log, about 16 inches long and 4 inches in diameter
 - Suet
 - Knife drill or ax
 - Heavy screw eye
1. Drill 1-inch-wide holes, six to 10 of them, halfway through the log.
 2. Have an adult taper the top of the log with an ax or knife and apply varnish to prevent the wood from cracking.
 3. Insert the screw eye in the tapered point and attach a wire for hanging the log from a low branch.
 4. Force suet into the holes and hang the feeder from a tree in the yard where it can be observed from the house. Hang it low enough for easy refilling but out of reach of dogs and cats. Woodpeckers, chickadees, titmice, and other suet-feeding birds will enjoy your creation.

◆ Milk Carton Bird Feeder

Materials:

- Half-gallon cardboard milk carton
 - Paper clip
 - Two brass paper fasteners
 - Wire coat hanger
 - Marker
 - Scissors
1. Use the marker to make cutting lines on the carton. The bottom of the feeder should be 1¼ inch deep. Cut out the opening, leaving the top to be folded back for a roof.
 2. Straighten the paper clip and push it through the carton about 1¼ inch from the gable. Bend the clip inside the carton to secure it. Insert the other end of the clip through the feeder roof and bend back to hold.
 3. Push the paper fasteners through the peak to seal the top of the feeder. Punch a hole in the peak to hold the coat hanger hook.
 4. Punch a few small holes in the bottom of the feeder to let out moisture. Hang your feeder from a branch.

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Small containers
- Seeds or small plants
- Soil
- Gardening tools
- List of possible compost materials
- Cardboard periscope materials and tools or magnifying glass (See Note to Den Leader in Activity 1 below and the *Bear Handbook*.)
- A pre-assembled periscope for Activity 1 introduction
- Materials for composting in a cup (See Meeting 2 Resources.)

GATHERING (REQUIREMENT 7)

As Bears arrive, help them plant vegetable seeds or herb seeds in their own containers to take home after the meeting. Small vegetable or herb plants can also be used. This activity is a good opportunity for your den chief to assist.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Have each member of the den tell everyone what vegetable is their favorite.

TALK TIME (REQUIREMENT 3)

- Carry out business items for the den.
- Ask any Bear who has researched an extinct animal for Requirement 3 to share their findings with the den.
- Briefly describe next week's field trip and service project, and review items each Bear should bring and wear.
- Review the gathering activity and ask, "What can be done with these vegetables and plants other than eat what they produce?"
 - Talk about what compost means and why a Scout and their family might consider having compost. Emphasize how it helps our environment by repurposing food that would otherwise become waste. Tell Bears that compost must be carefully tended. Then explain what the compost material becomes over time and how the material can be used.
 - Distribute instructions and a list of possible compost ingredients and the benefits they give to the soil. Ask Bears for suggestions of things to add to compost. Remind them that a Scout is thrifty and can reduce waste by composting.

ACTIVITIES

Two activities are optional and have been provided for this meeting. You may choose one or the other or do both depending on the needs and size of your den.

◆ Activity 1: Make a Periscope

Here's a science scoop to pass along to your Bears: When you look directly at something like a ball, you see it because light from the sun or a lamp bounces off the ball and goes into your eye. When you hold the ball around a corner, you don't see it anymore because the light bouncing off doesn't reach your eye. But you CAN see the ball if you hold a periscope past the corner and look through it. That's because the periscope uses mirrors to bounce the light from the ball around the corner and into your eye.

- Explain that scientists show respect for nature by often observing wildlife and plants from a distance. Remind Bears of the binoculars they used in Den Meeting 1 for the same purpose.
- Explain that a periscope can also help us look at things from afar and make them seem closer. Show an example of a periscope that is already constructed.
- Have the Scouts make their own periscopes. Follow the steps in the *Bear Handbook* or another resource of your choosing.
- If there is time after the periscopes are assembled, let the Scouts practice using them in your meeting location or outdoors. Have each Bear pair up with a buddy for this brief exploring time, and then resume the meeting. Ask the Bears: Can you think of a way to improve this periscope design? What happens if you use a longer box? Can you make a periscope using just one mirror?

◆ Activity 2: Composting in a Cup (Requirement 6)

This is a good experiment to help Bears understand how compost is created. They will make compost on a very small and manageable scale by using cups and precollected organic items such as leaves, grass clippings, etc. (See Meeting 2 Resources for detailed instructions and background information about the science behind composting.)

CLOSING

- Remind Scouts to bring proper clothing and equipment to the den outing, as well as signed activity consent forms (if needed). Confirm transportation plans and the meeting location and time.
- Sing "The Ants Go Marching" to tie into the theme of composting. (See Meeting 2 Resources.)

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 3, 6, and 7.
- Work together to clean up the meeting place.
- Have the Bears sign thank-you notes to present at the outing.

MEETING 2 RESOURCES

INDOOR GARDEN IN A TRAY (GATHERING)

Materials: Plastic tray, potting soil, vegetable seeds (e.g., radish, cress, lettuce) or herb seeds. Small vegetable or herb plants may be used instead of seeds.

Instructions: Have Bears fill the tray halfway with potting soil and dampen the soil with water. Demonstrate how to make lines across the soil for seed rows. Then cover the seeds with a thin layer of soil. Give Bears these instructions for growing gardens at home with the help of their parents or guardians:

- Leave the tray where it is warm and light.
- Keep the soil damp.
- Cut off the cress with scissors, and use this and other herbs in cooking or salads.
- You may need to thin the young lettuce and radish plants. Pull a few out and place them in a separate tray to finish growing. The same, if needed, can be done with the herbs.

How to Make Compost

Composting starts by putting a mixture of organic materials in a pile or container, along with water. There are three important ingredients for making compost:

1 Green material is high in nitrogen. It can be kitchen scraps like coffee grounds, peelings, fruit cores, and eggshells. Any non-greasy kitchen waste, except meat, can be composted. Manure (NOT dog and cat waste, only from barnyard animals), grass clippings, leaves, and weeds you have pulled are also green materials.

2 Brown material is high in carbon. Paper, sawdust, small branches and twigs, dry cornstalks or husks, and straw all fall into this category.

3 Water is needed to provide moisture inside the pile. This moisture warms up and helps the material to break down. A compost pile has enough water and other ingredients if it becomes hot in the middle.

Tiny insects chew the material, and probiotics (good bacteria) thrive in it. Turn the pile from the outside once a week so that fresh compost is exposed. This way, all the beneficial organisms will have a chance to grow in the ingredients. As the pile heats up, gains moisture, and is regularly turned, it becomes compost. In about one to two months, you will have a dark, rich, soil-like product. The finished compost has a fresh, earthy odor and can be used to enrich the soil in your garden. Happy growing!

◆ Activity 2: Composting in a Cup

Materials:

- 16-ounce cup with holes in the bottom
- Pair of gloves
- Large bowl
- Organic compostable items (leaves, grass clippings, vegetable scraps, fruit scraps, coffee grounds, etc.)
- ¼ cup soil or dirt
- 1–2 teaspoons of water
- Piece of plastic wrap
- Rubber band
- Large plastic spoon

Instructions: Before beginning this activity, you will need to collect the organic items to compost. There are many different materials you can use. As a general rule, anything that comes from a plant or tree is good to include. Some things you DO NOT want are meats, dairy products, and seafood—those can attract pests, and nobody likes the smell of month-old salmon! Once your items are together, place them in the large bowl, add the 1–2 teaspoons of water and the ¼ cup of soil, and mix.

Next, wearing the gloves and using the plastic spoon, place two scoops from the bowl into the 16-ounce cup. Now lay the piece of plastic wrap over the top of the cup and fasten it to the rim with the rubber band. Make sure the wrap is tight and the rubber band is secure.

Compost piles need sun, shade, water, and movement. So put your cup in a window that gets a good amount of sunlight or outside in an area that is exposed to the sun during the day. Every so often, add 1 teaspoon of water to your cup and give the contents a little shake. The water and movement helps with the composting process.

The sun warms the cup of organic material, which promotes increased microbial activity. (This is just a fancy way to say that the bacteria and fungi LOVE to live in a warm environment!) The shade keeps the compost from becoming too warm, which could lead to a loss of essential moisture.

Your compost cup is now complete, and the composting process is underway. It's time to let nature do its thing!

You can also experiment using composting containers of different shapes, sizes, and colors. For example, a black or dark-colored container will absorb more heat from the sun than one that is clear or light-colored.

The Science Behind It

Compost forms naturally nearly everywhere! Leaves drop from trees. Grass clippings are left after you mow the lawn. Plants and animals die. Over time, these organic materials break down or decompose. The rich, dark brown, crumbly, soil-like material that results is called compost.

Tiny living things do much of the work of breaking down organic materials to make compost. These little workers are called microorganisms and include such things as bacteria and fungi. Worms, pill bugs, and other creatures living in the soil help the microorganisms transform the materials into compost.

The organic materials provide many of the nutrients that plants need for growth and activity. Eventually, these nutrients are returned to the soil, to be used again by trees, grass, and other plants. This is nature's way of composting and recycling!

The compost that you make at your home or school can be used as mulch or mixed into the soil. Compost is one of nature's best mulches and soil amendments. It helps you to save money by reducing your fertilizer, landscaping, and water bills, and by cutting down on trash pickups or disposal.

“The Ants Go Marching” (Closing Song)

The ants go marching one by one.
Hurrah! Hurrah!
The ants go marching one by one.
Hurrah! Hurrah!
The ants go marching one by one;
The little one stops to suck its thumb.

Chorus:

And they all go marching,
Down into the ground to get out of the rain.
Boom, boom, boom, boom, boom, boom, boom.

Additional verses:

The ants go marching ... two by two; the little one stops to tie its shoe.
... three by three; the little one stops to climb a tree.
... four by four; the little one stops to open a door.
... five by five; the little one stops to do a jive.
... six by six; the little one stops to pick up sticks.
... seven by seven; the little one stops to look at heaven.
... eight by eight; the little one stops to open a gate.
... nine by nine; the little one stops to pick up a dime.
... ten by ten; the little one stops to say, “The end”—or “the little one stops to start again.”

MEETING 3 PLAN (Den Outing)

PREPARATION AND MATERIALS NEEDED

- Confirm that transportation to and from the event is in place. Secure signed activity consent forms.
- The unit den leader should bring a copy of the *Guide to Safe Scouting*.
- Make sure everyone has packed the Cub Scout Six Essentials and has the proper clothing for the trip.
- Consider having Bears bring the periscopes they made in the last den meeting to observe wildlife during the outing.
- Check to see if a guide at the location can direct Scouts to local plants and wildlife.
- Ask the manager at the location if there is something the Scouts can do to improve the area. Make Bears and their families aware of those needs.

GATHERING

- Ask Bears what they hope to learn during the outing. Tell them to remember to ask the guide any questions they have when they have a chance.
- Remind them of the buddy system, staying with the group, and observing the facility’s rules. Remember, a Scout is courteous and abides by all of the rules and customs at an outing venue.

OPENING

- Recite the Pledge of Allegiance and the Outdoor Code.

TALK TIME

- Carry out business items for the den.
- Discuss how Bears can be considerate in the outdoors during the outing.

ACTIVITIES

◆ Activity 1: Nature-Themed Outing (Requirements 2 and 4)

- Visit a zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery.
- If possible, have the Bears provide some service to improve the location they visit.
- If the Scouts have their periscopes, they should use them to observe wildlife from a distance.

CLOSING

- Ask Bears to reflect on their visit and share something new they learned or observed during the outing.
- Have them give their thank-you note(s) to anyone who helped with the trip.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 2 and 4.
- Ensure cleanup takes place.



Upon completion of the Fur, Feathers, and Ferns adventure, your Bears will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.



NOTES





PAWS FOR ACTION


(DUTY TO COUNTRY)



RATIONALE FOR ADVENTURE

Scouts of this age are learning to become more independent. In this adventure, Bears will learn how to take care of themselves and be a help to their family, community, and the environment. Additionally, they will continue to learn about patriotism and loyalty to our country.

TAKEAWAYS FOR CUB SCOUTS

- Being a help to family, community, and the environment
- Doing a Good Turn daily to be helpful to others
- A Scout is courteous, brave. 

ADVENTURE REQUIREMENTS

Bear Handbook, page 106

Complete requirement 1 plus two others from requirements 2–4.

1. Learn about our nation's flag. Display it at home for one month. Say the Pledge of Allegiance, and learn its meaning.
2. Do at least one of the following.
 - A. Find out about two famous Americans. Share what you learned.
 - B. Find out where places of historical interest are located in or near your community, town, or city. Go and visit one of them with your family or den.
3. Do at least two of the following:
 - A. With your school or den, visit a local sheriff's office, police station, or fire department OR talk with a fire safety officer or law enforcement officer visiting your school or den. Find out what skills the officers use to do their jobs. Ask questions that will help you learn how to stay safe.
 - B. Make a list of emergency numbers and discuss with your family where the list should be kept. Show your family that you know how to call for help in an emergency. Talk with your family about people who could help you if a parent is not available.
 - C. With your family, develop a plan to follow in case of an emergency, and practice the plan at least three times. Your family can determine the emergency, or you can develop several plans.
4. Do at least one of the following:
 - A. Do a cleanup project that benefits your community.
 - B. Participate in a patriotic community parade or other civic event that honors our country.

NOTE TO DEN LEADER

This adventure has several choices based on which activities you choose to do with your den. These den meeting plans, when followed as written, meet the requirements to earn this adventure. If you choose to make adjustments, be sure you complete at least the minimum requirements.

Prior to the first meeting, remind the Cub Scouts to pick and research two famous Americans if they have selected requirement 2A. Be prepared to offer suggestions for those who are struggling to complete this part of the requirement. They can look to their *Bear Handbook* for a list of ideas as well. Some additional ideas include Benjamin Franklin, John F. Kennedy, Martin Luther King Jr., Abraham Lincoln, Charles Lindbergh, César Chávez, and Paul Revere. The children's section of your local library will have a selection of biographies of famous Americans.

NOTE TO DEN LEADER—CONTINUED

Also remind Scouts who have selected requirement 2B to choose a local historical place and discover some information regarding the site. The den leader may need to request help from a local historical society, city or county officials, local library, etc., in order to assist the Scouts.

Note that Scouts will need to report to you when they have completed the portion of requirement 1 regarding flying the flag for 30 days.

Meeting 2 will be an outing to a law enforcement site or a visit from a local officer. If you choose the outing, be sure to contact the proposed location far in advance to set up the meeting and make any necessary plans. Make sure activity consent forms are distributed, signed, and collected.

Meeting 4 will be a service meeting to carry out requirement 4A, a cleanup project to be planned in Meeting 3. Any additional planning required will need to be done for the specific project chosen. As an alternative, the Scouts may participate in a patriotic community parade or other civic event that honors our country (requirement 4B).

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Before Meeting 1, reminder to Scouts to research two famous Americans
- Before Meeting 1, reminder to Scouts to research a local historical site
- A blank U.S. map for the gathering activity—one large map for all to use or a small copy for each Scout (See Meeting 1 Resources.)
- Flag that has been removed from service for retirement ceremony (See Meeting 1 Resources.)
- Materials for the Be a Benjamin activity (See Meeting 1 Resources.)
- Thank-you notes for the law enforcement agency or officer to be signed by Bear Scouts before Meeting 2

GATHERING

Have Bears write the names of as many states as possible on a blank United States map. Can they name all 50?

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Sing a patriotic song. (See Meeting 1 Resources.)

TALK TIME (REQUIREMENT 1)

- Introduce the Paws for Action adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Discuss the flag as a symbol of our country. Assist the Scouts with learning how to properly perform a flag ceremony and how to fold the flag.
- With the help of the den members, demonstrate two or three different ways to display the flag. Have each Cub Scout be a part of this hands-on activity. Information regarding this can be found in the Meeting 1 Resources, as well as the BSA resource *Your Flag* (No. 33188) and the United States “Flag Code.”

- Review the pledge and ask the Cub Scouts to give their interpretation of the meaning of the different parts.
- Reinforce that a Scout is loyal—in this case to your country.
- Have each member of your den share the information they have learned about a local historical place.
- Be sure to inform Bears and their families if a den outing to a law enforcement location is planned for the next meeting. Confirm that everyone knows the date, time, appropriate clothing, items to bring, and any transportation plans.

ACTIVITIES

Activity 1: Famous American Sharing (Requirement 2A)

Allow each den member a turn to share a presentation about one of the famous Americans they researched before the meeting.

Activity 2: Be a Benjamin (Optional)

Materials: Small boxful of items that can be transformed into a useful device

Introduction:

Benjamin Franklin was a famous American. He was a man of many talents, and one of those was inventing items that became very useful. Some of these items were an odometer, bifocals, the Franklin stove, and a better way to deliver mail, which is still used today.

Steps:

1. Tell the Scouts they are going to be “Benjamins.”
2. Give them a challenge that needs to be solved. Then give the group a small box containing items you have previously gathered.
3. Let the Scouts work together to create an item to meet the challenge.

Some ideas for challenges are:

- How can I see around a corner?
- How can I see under water without getting wet?
- How can I reach something high without a ladder?
- How can I sleep when lights are too bright or a noise is too loud?

CLOSING

- With the assistance of the Scouts, perform a simple flag retrieval ceremony. (See the appendix.)
- Confirm plans for the following meeting’s den outing to a law enforcement location or visit from a law enforcement officer.
- Have Scouts sign the thank-you notes for the den outing or visitor.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 1 and 2A.
- Work together to clean up the meeting place.

MEETING 1 RESOURCES

UNITED STATES MAP



Patriotic Songs

Yankee Doodle Dandy

Yankee doodle went to town
A-riding on a pony
Stuck a feather in his hat
And called it macaroni.

Chorus

**Yankee Doodle, keep it up,
Yankee Doodle dandy;
Mind the music and the step,
And with the girls be handy!**

Father and I went down to camp,
Along with Captain Gooding;
There we see the men and boys,
As thick as hasty pudding.

Chorus

And there was Captain Washington,
And gentle folks about him;
They say he's grown so tarnal proud
He will not ride without 'em.

Chorus

America, the Beautiful

O beautiful for spacious skies,
For amber waves of grain,
For purple mountain majesties
Above the fruited plain!

America! America! God shed his grace on thee,
And crown they good with brotherhood
From sea to shining sea!

—Katherine Lee Bates

America

My country, 'tis of thee,
Sweet land of liberty,
Of thee I sing;
Land where my fathers died,
Land of the pilgrims' pride,
From every mountainside
Let freedom ring!

Our fathers' God, to Thee,
Author of liberty,
To Thee we sing.
Long may our land be bright,
With freedom's holy light;
Protect us by Thy might,
Great God, our King.

—Rev. Samuel F. Smith

DISPLAYING THE FLAG

- When the national flag is displayed flat, either horizontally or vertically, on a wall or in a window, the union (blue field) should be at the top and to the observer's left when facing the flag.
- When displayed from a staff projecting from a windowsill, balcony, or the front of a building, the union (blue field) should be at the staff's peak (unless the flag is at half-staff).
- The U.S. Flag Code, adopted in 1923 and amended by Public Law 94-344 in 1976, states "It is the universal custom to display the flag only from sunrise to sunset ... However, when a patriotic effect is desired, the flag may be displayed 24 hours a day if properly illuminated during the hours of darkness."
- When displayed on a stage or platform, the national flag should be to the speaker's right. Any other flag is on the speaker's left.
- When suspended, the flag should be vertical with the union to the north over an east-west street and to the east over a north-south street. The flag should be hoisted out union (blue field) first.
- Flag decals and stickers may be correctly displayed on the inside of motor vehicle side windows.

MEETING 2 PLAN (Den Outing or Visitor)

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Arrange for a visit to a law enforcement agency or for a law enforcement officer to attend the meeting. If you choose the second option, ask if the officer can provide fingerprinting materials or help with one of the activities below.
- If the meeting is an outing, confirm that transportation to and from the event is in place. Secure signed activity consent forms.
- The unit den leader should bring a copy of the *Guide to Safe Scouting*.
- Materials for fingerprinting (note cards and an ink pad or adhesive tape, unless the officer brings materials)
- Materials for making a shoe track
- Materials for Who Dunit Game

GATHERING

Words from Words Activity: Each Cub Scout needs a sheet of paper and something to write with. The object is to form as many different words as possible from the letters in "A Scout is brave" (examples: *rave, ties, sat*, etc.). You may want to see how many you can form prior to the meeting.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Encourage reflection on the content of the previous meeting.

TALK TIME

- Carry out business items for the den.
- Introduce the law enforcement officer. Guide the Scouts' questions using the ideas in the *Bear Handbook*.
- Reinforce "A Scout is brave."

ACTIVITIES

◆ Activity 1: Taking a Fingerprint (Optional)

You may have the law enforcement officer assist with this activity if you prefer.

Prints can be made using an ink pad and note card or by gently applying a piece of Adhesive tape to an index finger, then carefully pressing the tape down on a note card.

◆ Activity 2: Making a Shoe Track (Optional)

Materials:

- Cooking spray
 - Cocoa or hot chocolate powder
 - Sheets of white paper (one for each Scout)
 - Small paintbrush
 - Paper towels (for cleaning the shoe bottoms)
 - Magnifying glass (optional)
1. Have each Scout lightly spray the bottom of one of their shoes. Then have each Scout step on their sheet of paper, leaving an oily track.
 2. Using the paintbrush, apply a small amount of the cocoa to the oily area using a dabbing motion (up and down). Then blow away the excess powder.
 3. Mix up the sheets and have Bears solve the mystery of who made each track. They should be looking specifically for small cuts, nicks, rocks, missing pieces, wording, etc., on the paper and the shoe soles.
 4. An alternative is to have them bring an old shoe from home so they do not use the shoes they are wearing. A second alternative is to take pictures of the shoe soles using a digital camera, download to a computer, and then compare the pictures to the shoe soles.

◆ Activity 3: Play the Who Dunit Game (Optional)

Materials: Small item for each Scout that will hold a fingerprint (a glass, small mirror, spoon, etc.); tape; powder; brush (inexpensive paintbrushes will work); nontoxic ink pad; note cards (one per Scout); pair of nonlatex, disposable gloves for each member of the den; magnifying glass, if desired

The object of this game is to use the fingerprint cards that Scouts created to figure out who performed certain actions.

1. You will need to have one small item per Scout that will show a fingerprint.
2. Each Scout should have a “master” copy of their fingerprint on a note card, using their index finger and an ink pad or Scotch tape (see the Taking a Fingerprint activity above). The Scout should write their name on the card and give it to the den leader for comparison later.
3. Have each Scout pick one item and touch it firmly with the same index finger to leave a print. The den leader needs to keep track of which item each Scout touches, but remember to have the other Scouts turn their backs or close their eyes so they cannot see what is happening.
4. Once all the Scouts have left a fingerprint, have them put on the gloves and hand each one an item—being careful not to give anyone the item they already touched.
5. To dust for prints, gently place the end of the brush into the powder. Lightly dust the powder over the fingerprint. Be careful: Using too much powder or dusting too vigorously can ruin the integrity of the print.
6. Carefully press a strip of tape down over the fingerprint, being careful not to trap any air bubbles or to smear the print. Lift up the tape and seal the fingerprint in place by applying the tape to a clean note card.
7. Have the Scouts compare this set of cards to the cards they turned in earlier with the ink prints, to see if they can match them.

CLOSING

- Have Scouts thank the law enforcement officer who visited or assisted the group.
- Recite the Scout Oath.



Do-at-Home Project Reminder:

Scouts will need to complete requirement 3B or requirement 3C at home before the next den meeting.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 3A.
- Work together to clean up the meeting place.

MEETING 3 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Newspapers for gathering activity
- Our Cleanup Project planning page in the *Bear Handbook*
- Prior to the meeting, look around your neighborhood or community to find a suitable location for the service project. Some ideas include a local city park, a senior retirement center, or a community garden. This will help you assist the Scouts with their planning process. Pictures of the different areas will be helpful.
- 3-foot section of rope for each Scout for closing

GATHERING

I Have a New Hat! This is an opportunity for a quick and fun recycling project. Bring old newspapers that the members of the den can use to create hats to wear. Be sure adults join in the fun.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

TALK TIME (REQUIREMENTS 3B AND 3C)

- Carry out business items for the den.
- Have Bears share what they did at home to complete requirements 3B or 3C.
- Work on planning the cleanup service project. Assist and guide the Cub Scouts with the planning by using the prompts in the *Bear Handbook*.
- You may need parents to attend this meeting to assist in the project planning.
- Reinforce that Scouts are loyal to their community, clean in their thoughts and actions, and helpful to those around them.

ACTIVITIES

◆ Activity 1: How Smart Is Your Smeller? (Optional)

This activity can be an outdoor game confined to a designated area, or an inside game if the weather requires.

Materials:

- Bag of trash: empty soda can, plastic foam cup, aluminum foil, gum wrappers, plastic six-pack holder, graham cracker box, twist tops, etc.
- Smelly foods: barbecue sauces, oranges, onions, etc.
- Odorless foods: carrots, celery, etc.
- Samples of partially burned trash: melted bottle, soda can, foil, etc. (You will have to plan ahead for some of these items.)
- Trash bags and nonlatex, disposable gloves for each Scout

Preparation: Before the group arrives, hide trash in obscure places—it should be visible but not blatantly so. Wash out anything that is obviously very messy.

Setting the Stage: Tell the Scouts they are going to see a beautiful area or they are going on a hike.

Going on the Hunt: Take the Scouts to the prepared area, and ask them to identify what might be wrong.

- Have them go on a trash hunt to clean up the site. Give them five to 10 minutes to locate as many items as possible.
- Once the trash is gathered, have them evaluate what they found. Ask them what should be done with the trash. Should it be burned, buried, or taken to be recycled?
- Now ask them how they found the trash. Did they see it or did they smell it first? What if they were hungry bears? Could they have found the trash? Have them identify which smells they could recognize.
- This is a good opportunity to get everyone prepared for the cleanup service project, and also a reminder that a Scout is clean whether in or out of doors.

CLOSING

- Confirm that all families have the necessary information and transportation plans for the upcoming den outing.
- Perform the Square Knot Closing. (See Appendix 7 for illustrations of a square knot.)
 - Give each member of your den a 3-foot section of rope. Have them use square knots to tie all the ropes together and form a circle. When the circle is complete, ask all of them to hold the rope and lean back carefully in unison to form a tightly stretched circle.
 - The den leader should then tell them: *You are all part of a group of close friends, held together by the square knot—a symbol of friendship.*

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 3B or requirement 3C.
- Work together to clean up the meeting place.

MEETING 4 PLAN (Den Outing)

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Safety equipment, as needed
- Trash bags and nonlatex, disposable gloves for each participant
- Camera for any before and after photographs
- Arrange for water and refreshments as appropriate.
- Collect signed activity consent forms, and be sure that all families have necessary transportation and meeting information.

GATHERING

- Review any necessary safety precautions with all the Cub Scouts and assisting adults.
- Reinforce from the Scout Law that a Scout is clean.
- Encourage the group to sing as they work. A Scout is cheerful.

OPENING

- Recite the Pledge of Allegiance.

TALK TIME

- Carry out business items for the den.

ACTIVITIES

◆ Activity 1: Cleanup Service Project (Requirement 4A)

Perform the service project as planned.

CLOSING

- Thank anyone who assisted with the project.
- Congratulate the Scouts on their efforts.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 4A.
- Work together to clean up the meeting place.

Upon completion of the Paws for Action adventure, your Bears will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.



MEETING 4 RESOURCES

SONGS

Cub Scouts Whistle While We Work

(Tune: "Whistle While You Work")

Cub Scouts whistle while we work!

(Whistle the first line.)

We pitch right in, and laugh, and grin,
And whistle while we work.

Cub Scouts hum a merry tune!

(Hum the first line.)

We hum all day at work and play.

We hum a merry tune.

After we became Cub Scouts,

We had to learn the rule

Of being kind and courteous

In both our home and school.

Cub Scouts whistle while we work!

(Whistle the first line.)

We do their bit; we never quit,

Cub Scouts whistle while we work!

I Met A Bear

(Tune: "Sipping Cider")

The leader begins by "singing" one line of each verse, and the group repeats it in the same sing-song fashion. Then everybody sings each whole verse once together.

The other day,
I met a bear
Out in the woods;
Oh, way out there.

He looked at me,
I looked at him.
He sized up me,
I sized up him.

He said to me,
"Why don't you run?
I see you ain't
Got any gun."

I said to him,
"That's a good idea.
So come on feet,
Away from here."

And so I ran
Away from there,
But right behind
Me was that bear.

And then I see
Ahead of me
A great big tree;
Oh, glory be!

The lowest branch
Was 10 feet up.
I'd have to jump
And trust my luck!

And so I jumped
Into the air,
But I missed that branch
A-way up there.

Now don't you fret;
Now don't you frown.
'Cause I caught that
branch
On the way back down.

This is the end.
There ain't no more.
Unless I meet
That bear once more.

NOTES

