Cub Scout Den Meeting Outline

Month: August Week: 2

Point of the Scout Law: Clean

	Tiger	Wolf	Bear	Webelos	Arrow of Light
Before the	Gather materials for	Gather materials for	Gather materials for	Gather materials for	Gather materials for
Meeting	gathering and other	gathering and other	gathering and other	gathering and other	gathering and other
	activities, games and	activities, games and	activities, games and	activities, games and	activities, games and
	have home assignments	have home assignments	have home assignments	have home assignments	have home assignments
	(if any) ready.	(if any) ready.	(if any) ready.	(if any) ready.	(if any) ready.
Gathering	Hidden Pictures: Washing the Car				
Opening	Travel Safely Opening				
Activity	License Plates				
Games	Road Trip Bingo; Red Light, Green Light				
Business	None	None	None	None	None
items/Take home					
Closing	Traveling Closing				
After the meeting					

Materials:

Gathering: copies of Hidden Pictures, pencils

Opening: flag

Activity: copies of license plate templates, crayons/markers Game: scissors, crayons/markers, tokens for bingo cards

Closing: None

Home assignments: None

Copies:

Hidden Pictures: Washing the Car

License Plate templates Road Trip Bingo Cards

Road Trip Bingo – Road Sign Cards

Advancement:

Tiger - None Wolf – None

Bear – None

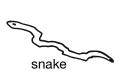
Webelos - None

Arrow of Light – None

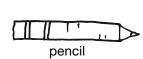




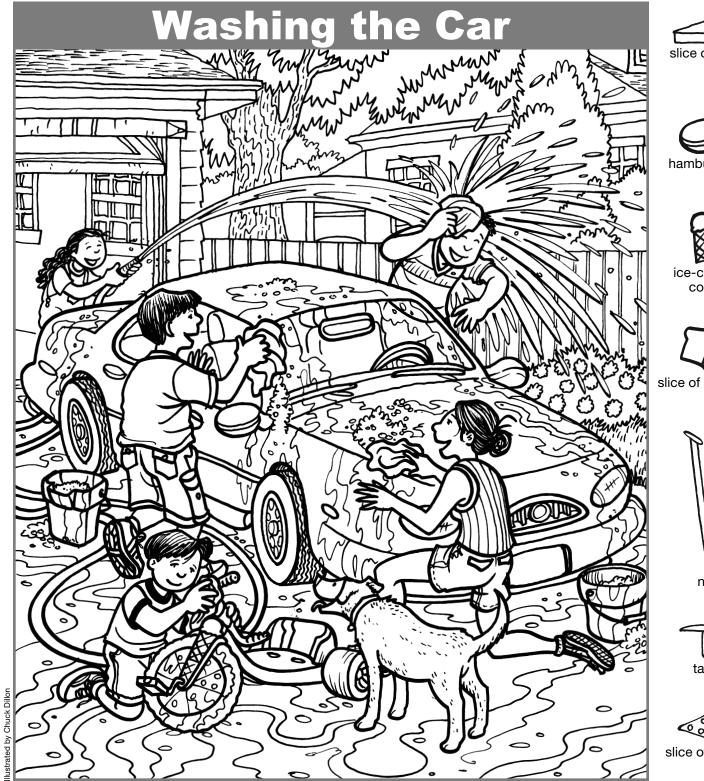
















ice-cream

cone



slice of bread







slice of pizza

Travel Safety Opening

Materials:

Flag

Cubmaster or den leader:

We all like to travel and visit people and places.

When we travel in a car – what is something that we should put on to help keep us safe? [seat belt]

When we travel on a bicycle – what is something that we should put on to help keep us safe? [helmet]

When we travel on an airplane – what is something that we should put on to help keep us safe? [seat belt]

In what other ways can we be safe as we travel?

[Cub Scout answers will vary.] In a car, we can keep noise down in the car so that we don't distract the driver. We can help make sure that the car is in good condition to go somewhere – are the tires and brakes working? When we get out of a car – don't get out on a side where there is lots of traffic. Exit out the other door.

When we travel on airplanes, buses or trains we can work to stay together with our parents or with those that we are traveling. Watch your suitcase. Listen to other people that are giving you safety instructions. Remember what they tell you.

Let's remember to always do our best to be safe by joining me in the Pledge of Allegiance and the Scout Oath.



License Plates

Materials:

Blank license plate templates (on cardstock)
Texas license plate template (on cardstock)
Crayons/Markers
Scissors



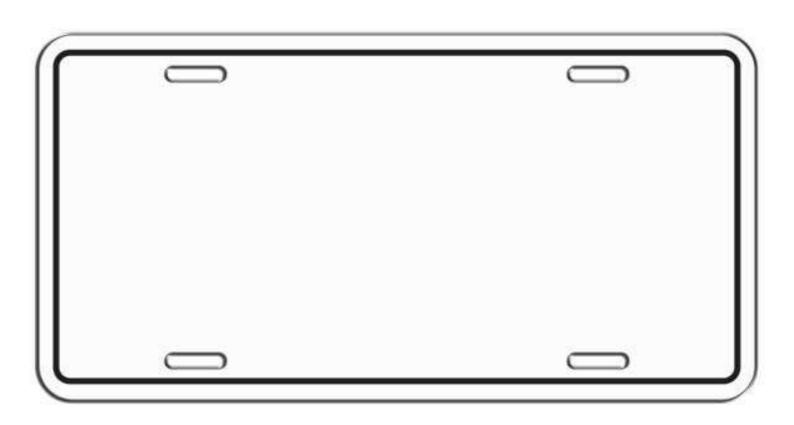
Background:

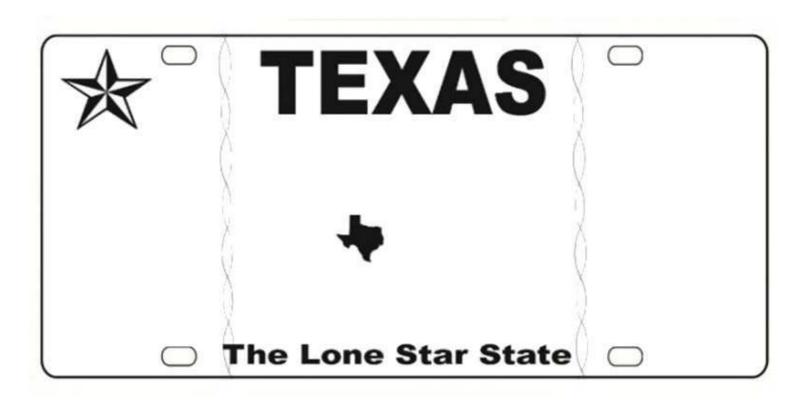
Ask the Cub Scouts if they know why cars have license plates. It's all about vehicle registration. Other vehicles besides cars have license plates as well (busses, trucks, motorcycles, trailers, etc). Different states have different designs for their license plates. Texas has had many designs for its license plates over the years.

Instructions:

Using the blank license plate template, have the Cub Scouts design their own license plate – from whichever state they would like.

Using the Texas license plate template, have the Cub Scouts design their own Texas license plate and come up with the letters for the license plate.





Materials:

Bingo card templates (1 sheet per Cub Scout – 2 cards per Cub Scout)

Scissors

Colored pencils or crayons

Tokens for playing Road Trip Bingo

1 copy of Road Sign Cards for the leader



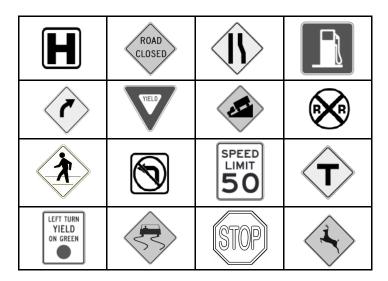
Game preparation:

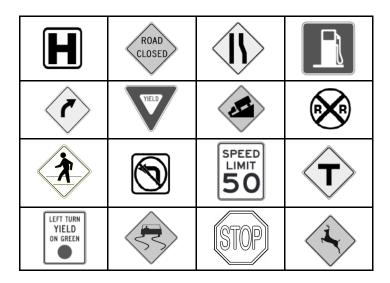
Have Cub Scouts cut out the cards (2 per sheet) and color them. Gather the colored cards.

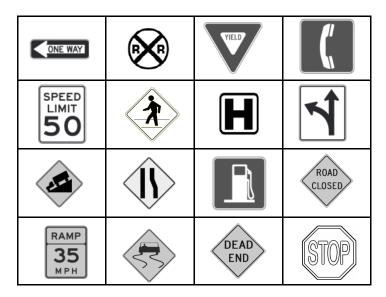
Play Bingo:

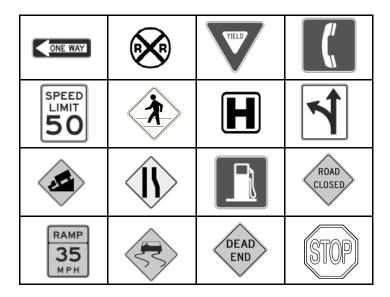
- 1. Distribute all of the previously colored cards ensuring that each Cub Scout gets at least 2 bingo cards.
- 2. Make small tokens available to the Cub Scouts so that they can mark their card if one of their road signs is called.
- 3. Once everyone is set up with cards and tokens, the leader shuffles the stack of cards to call and draws a card from the stack. The leader describes or tells the name of the road sign on the card (for example: stop sign or yield sign). Players then look to see if they have that road sign on their bingo card. If they do, then they use a token to mark the sign.
- 4. Play continues until someone gets a "bingo" or 4 tokens on their bingo card in a row. Play can continue after that until everyone gets a bingo, or "blackout" (where the whole card is filled in).

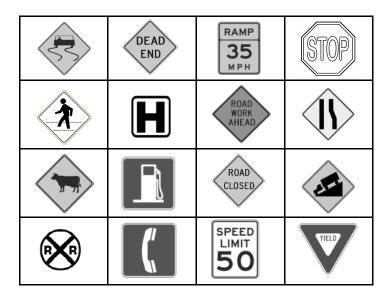
Use this game to talk with the Cub Scouts about what certain road signs mean.

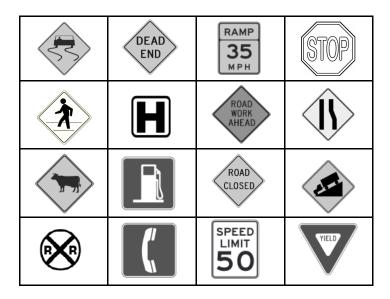




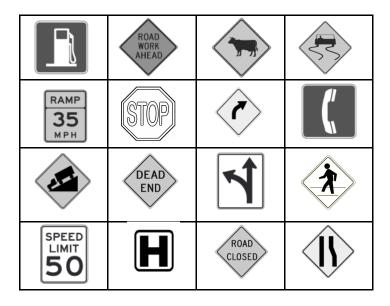


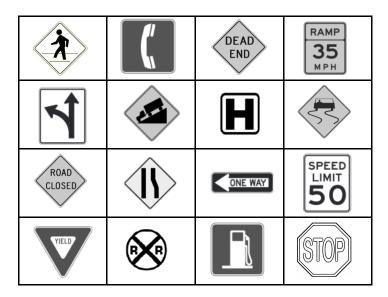


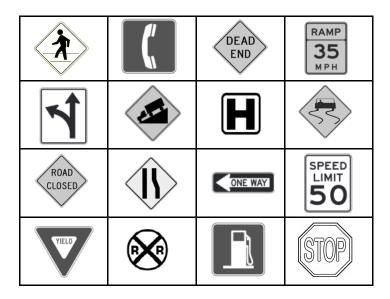


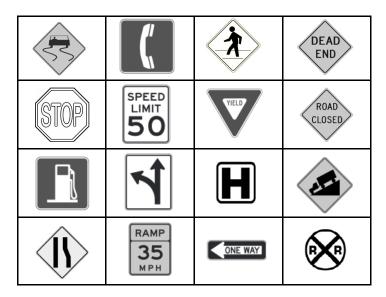


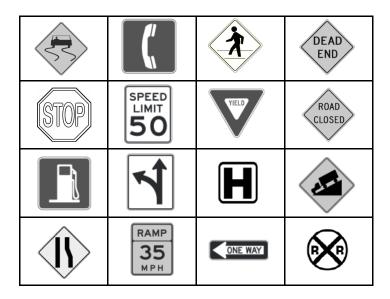












Road Sign List

Cut the following cards in between the rows and use as part of the Road Trip Bingo Game.

H	Blue – Hospital Sign
ROAD	Yellow – Road Closed
1	Yellow – Lane merges to left
	Blue – Gasoline available
	Yellow – Right curve
	Yellow – Pedestrian Crossing
YIELD	Red – Yield Sign

	Yellow – Steep grade (or downhill) ahead
₽ X P	Yellow – Railroad crossing
	Red outline – No left turn
SPEED LIMIT 50	White – Speed limit – 50 miles per hour
(T)	Yellow – Road intersection ahead
LEFT TURN YIELD ON GREEN	White – Left turn yield
i	Yellow – Deer crossing
\$ 3	Yellow – Slipper roads ahead
STOP	Red – Stop Sign

ONE WAY	White and Black – One Way Road		
	Blue – Telephone available		
4	White – Road divides		
DEAD	Yellow – Road ends		
35 MPH	Yellow – Speed for ramp ahead is 35 mph		
ROAD WORK AHEAD	Orange – Road construction		
	Yellow – Cow crossing		

Red Light, Green Light

In this game, one Cub Scout plays the "stop light" and the rest try to touch him.

At the start, all of the Cub Scouts form a line about 15 feet away from the "stop light".



The "stop light" faces away from the line of kids and says "green light". At this point the kids are allowed to move towards the stoplight.

At any point, the "stop light" may say "red light!" and turn around. If any of the kids are caught moving after this has occurred, they are out.

Play resumes when the "stop light" turns back around and says "green light".

The "stop light" wins if all the kids are out before anyone is able to touch him.

Otherwise, the first player to touch the "stop light" wins the game and earns the right to be "stop light" for the next game.

Traveling Closing

Materials:

None

Cubmaster or Den leader:

Who likes to go places and see new things? I would imagine that we all like to travel.



Who has visited another state in our United States other than Texas? What was the name of that state? What did you like about it? How did you get there?

Visiting new places helps us to learn new things and be with lots of new people. The world is full of countries and cultures that can help us learn and be respectful and cooperative of all kinds of people.

Think about how you can learn from new friends and places. We'll see you next week. Have a great week!