

Cub Scout Den Meeting Outline

Month: **February**

Week: **1**

Point of the Scout Law: **Cheerful**

	Tiger	Wolf	Bear	Webelos	Arrow of Light
Before the Meeting	Gather materials for gathering and other activities, games and have home assignments (if any) ready.	Gather materials for gathering and other activities, games and have home assignments (if any) ready.	Gather materials for gathering and other activities, games and have home assignments (if any) ready.	Gather materials for gathering and other activities, games and have home assignments (if any) ready.	Gather materials for gathering and other activities, games and have home assignments (if any) ready.
Gathering	Hidden Pictures: Magical Thinking				
Opening	Magic Cards Opening				
Activity	Can You Walk Through a Sheet of Paper?				
Game	Magician Tag				
Business items/Take home	None	None	None	None	None
Closing	The Magic of Cub Scouting				
After the meeting					

Materials:

Gathering: copies of Hidden Pictures, pencils

Opening: flag, opening cards

Activity: copy paper, scissors, tape

Game: None

Closing: lines to read

Home assignments: None

Advancement:

Tiger - None

Wolf – None

Bear – None








Webelos – None


Arrow of Light – None








Can you find these
Hidden Pictures®

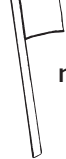



Magical Thinking




By Larry Daste

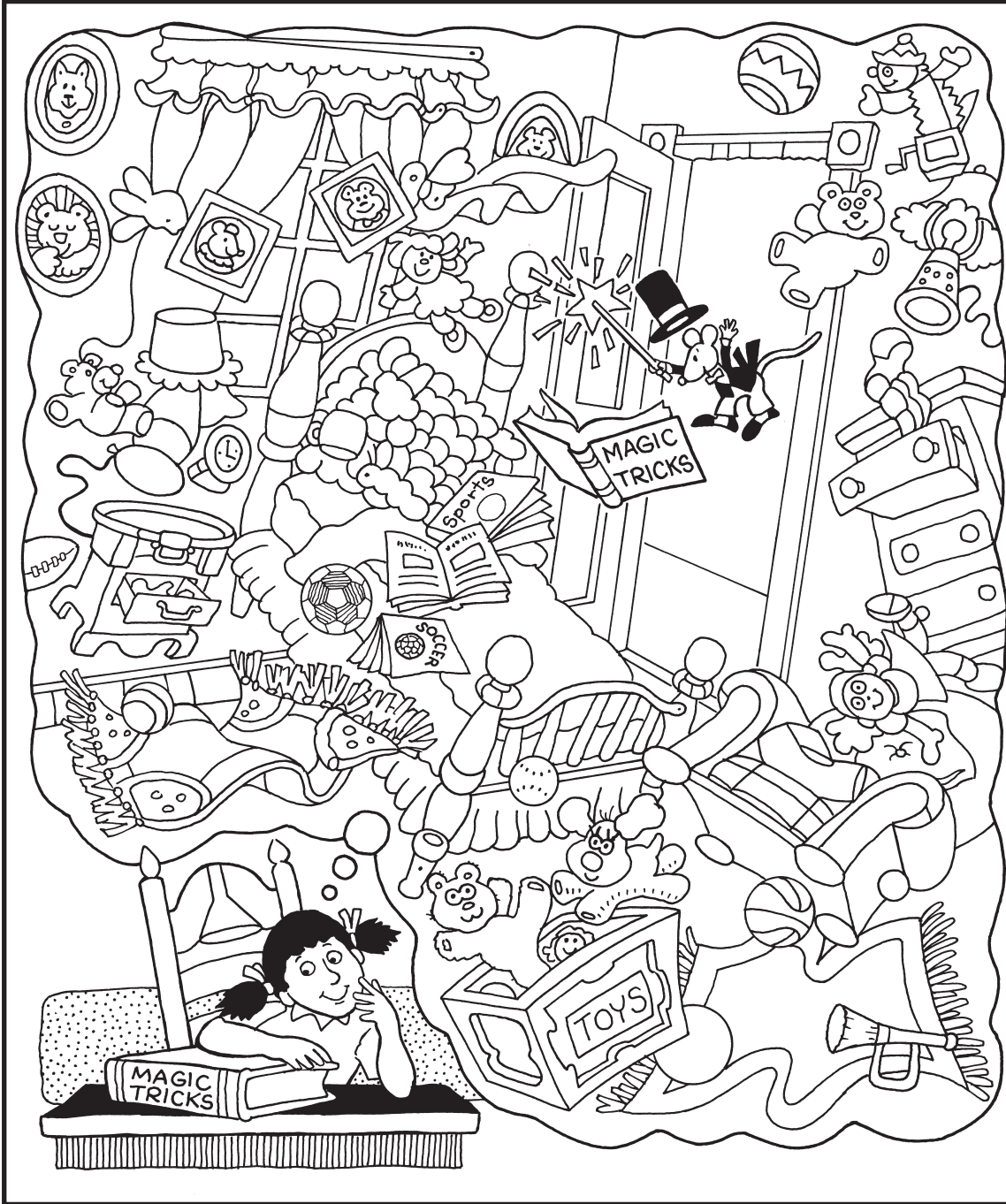
-  slice of pizza
-  pear
-  thimble
-  flashlight
-  funnel
-  heart
-  snake

-  saw
-  belt
-  caterpillar
-  ring
-  mug
-  saucepan
-  crescent moon
-  boomerang

-  ice-cream cone
-  musical note
-  slice of bread
-  worm
-  candle
-  lollipop
-  toothbrush

-  flag
-  needle
-  balloon
-  paintbrush

-  hammer
-  tack
-  T-shirt



In this big picture, find the slice of pizza, pear, thimble, flashlight, funnel, heart, saw, snake, belt, caterpillar, ring, mug, saucepan, crescent moon, boomerang, slice of bread, worm, candle, lollipop, needle, toothbrush, flag, paintbrush, balloon, hammer, tack, and T-shirt.

Magic Cards Opening Ceremony

Cast: 5 Cub Scouts

Materials: 5 cards

Cub Scout #1 - M - Magnificent Cub Scouts

Cub Scout #2 - A - Amaze friends and family with

Cub Scout #3 - G - Great and mystical

Cub Scout #4 - I - Illusions! You will be...

Cub Scout #5 - C - Captivated!

Cubmaster: Please stand and join us in the Pledge of Allegiance and in the Scout Oath and Scout Law.



M

Cub Scout #1:

M is for Magnificent Cub
Scouts.

A

Cub Scout #2:

A - Amaze friends and family
with...

G

Cub Scout #3:

G - Great and mystical



Cub Scout #4:

I - Illusions! You will be...

C

Cub Scout #5:

C - Captivated!

Can You Walk Through A Sheet of Paper?

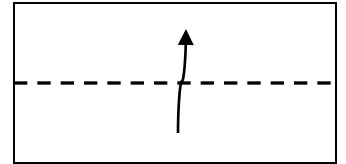
Yes. You can!

Materials:

A sheet of copy paper (or any sheet of paper)

Scissors

Tape (in case of accidents)



1. Lay the sheet of paper out horizontally (landscape orientation).

2. Fold the paper in half from the bottom to the top with the folded edge toward you.

3. From the folded edge, make two cuts (one at each end of the paper) towards the opposite side. Be careful **NOT** to cut all the way across the paper.



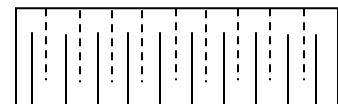
4. Now cut along the folded edge between the two cuts made in step 3.



5. Cut more slits *from the folded edge* each about 1 inch apart between the two cuts made in step 3.



6. Cut slits *from the top edge* in between the cuts made on the folded edge. Be careful **NOT** to cut all the way across the paper.



7. Open up the paper and, be careful not to tear it as you open it. You should have a loop that is large enough for you to walk through.

Magician Tag

This is a version of freeze tag.

The players run freely about trying to avoid being tagged by “It” who is the “magician.”

When tagged, a player must stop instantly and may not move unless freed from the “spell” by being touched by a free player, after which he may rejoin the game and try to free other players.

The aim of the “magician” is to render all the players inactive or frozen.



The Magic of Cub Scouting Closing

Materials:

Printed lines for Cub Scouts to read

Cub Scout #1: “Helping Cub Scouts to grow into adults—that’s magic.”

Cub Scout #2: “Teaching youth to build things and seeing his confidence grow—that’s magic.”

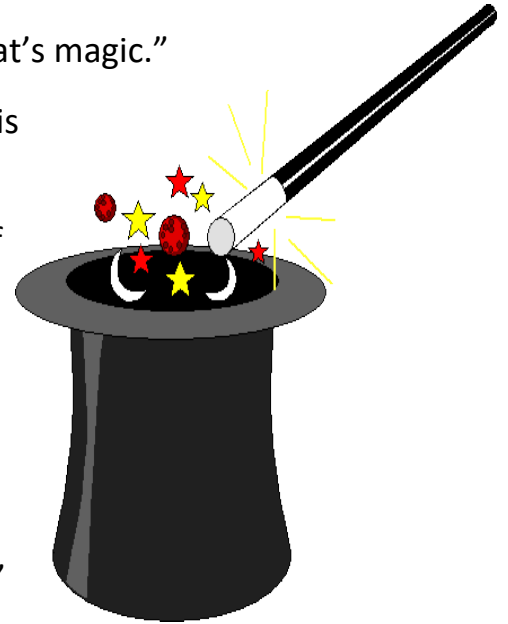
Cub Scout #3: “Helping Cub Scouts discover the meaning of the Scout Oath and Scout Law in their own lives – that’s magic.”

Cub Scout #4: “Watching Cub Scouts face challenges and grow in mind and body—that’s magic.”

Cub Scout #5: “Guiding them as they develop positive, lasting friendships with their Cub Scout den—that’s magic.”

Cub Scout #6: “Seeing their families beam with pride as they applaud Cub Scout accomplishments—that’s magic.”

Den leader or Cubmaster: “As Cub Scout leaders, we also beam with pride because we know our Cub Scouts are learning and growing inside. That’s Cub Scout magic.”



The Magic of Cub Scouting Closing (lines to cut)

Cub Scout #1: “Helping Cub Scouts to grow into adults—that’s magic.”

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