

Assembled Den Meeting Plan – WOLF (2nd Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Wolf Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Bobcat Wolf

A “Character and Leadership” Adventure

REQUIRED (An Adventure “Required” to earn the Rank of Wolf)



Snapshot of Adventure

Designed to be the first required Adventure on the trail to earn the Wolf badge of rank, Bobcat focuses on Character & Leadership, and introduces the values of Scouting to the Den. The “Den” is a key method of Cub Scouts – ideally, a group of 6 to 8 Scouts in the same grade who do things together, including fun and important Handbook Adventures.

A positive and forward first Den meeting sets the stage for a year of Cub Scouting fun.



The QR Code above takes you to scouting.org/cub-scout-adventures/bobcat-wolf/ ↑

See [Adventure Resources](#) at the end of this Plan for a list of the suggested Activities at that link.

This Adventure has four key elements: (1) getting to know the Scouts, (2) bonding as a Den, (3) completing most of the Bobcat Adventure, and (4) fun. This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. **Get to know members of your den.**
2. **Recite the Scout Oath and the Scout Law with your den and den leader.**
3. **Learn about the Scout Law.**
4. **With your den create a den Code of Conduct.**
5. **Demonstrate the Cub Scout sign, Cub Scout salute and Cub Scout handshake. Show how each is used.**
6. **Share with your den, or family, a time when you demonstrated the Cub Scout motto “Do Your Best.”**

7. At home, with your parent or legal guardian do the activities in the booklet “How to Protect Your Children from Child Abuse: A Parent’s Guide.”

Meeting Plan

Does this take one Meeting to complete – or more? It’s up to the Parents / Leaders! As written, you can do this in a single 60 minute session. But doing a plan, design and creation of a Den Flag or Doodle would be a good second meeting activity to build more identity of “Belonging to **this** Den” and getting to know each other!

PREPARATION (and materials needed): Read the Bobcat Wolf adventure in the Wolf Handbook.

- Copies of this Meeting Plan for Parents
- Your Pack’s schedule of upcoming Fun Activities
- U.S. flag (or picture of a flag), if you want to do a flag ceremony
- Paper or poster to write the Den’s “Code of Conduct” (a classroom whiteboard works)
- If you have one, wear your adult uniform or Pack T Shirt (if you have one) to all meetings, consistent with Pack practice
- Also bring these materials if you do ...
 - *the Balloon Stomp Battle Royale game (below):* balloons, string
 - *the Den History Book (below):* sheets of paper, pencils, crayons, and/or markers.
 - *a different activity from [scouting.org/programs/cub-scouts/adventures/](https://www.scouting.org/programs/cub-scouts/adventures/):* the materials called out in the Activity Card in the Bobcat Adventure for the Rank found through that link.

**More Tips in
this Bobcat
Resource Page**



GATHERING: A “gathering” activity is to keep Scouts occupied as members of the den arrives. *What you do will depend on your location and leadership resources.*

- If you’re at a playground, field or gym, gathering activity will be easy. If not, maybe puzzles or coloring.
 - If the den desires, serve a healthy snack (fruits or vegetables to set an example of healthy eating).
 - Be aware of any food allergies in the den and communicate these to assisting adults.
- Welcome parents too. Encourage them to stay and participate ... it will mean a lot to their Scouts.
 - Hand out this meeting plan to each and assign each parent to a meeting role.
 - Point out to the parents the Family Talent Survey at the end of this plan, asking them to complete it and return it to you today. Feel free to chat with parents about interests, abilities, hobbies, jobs.
 - Explain to parents that a den meeting is a series of short activities – we can each take on a part.

OPENING: (Requirement 2: “Recite the Scout Oath and the Scout Law with your den and den leader.”)

(Den Leader Tip: Recruit a different Parent to Lead Each Part of the Opening) An Opening ceremony says “we’ve begun” and helps set the tone.

- Display a U.S. flag and recite the **Pledge of Allegiance.** (Parent leader: _____)
- Recite the **Scout Oath.** (Parent leader: _____)

For a Den with new Scouts, the Parent Leader can say “we’re going to repeat the Scout Oath, and since this is our first meeting, let’s do this as a ‘repeat after me’ – I’ll say a phrase, and you guys repeat it back”

(Leader goes first)

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.

(Scouts and Parents respond)

(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)

- Recite the **Scout Law**. (Parent leader: _____)

The Scout Law is “A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.” Let’s also do this as a “repeat after me”: I’ll say a word or phrase, and you guys repeat it back:

(Leader goes first)	(Scouts and Parents respond)
A Scout is	(... A Scout is)
Trustworthy	(... Trustworthy)
Loyal	(... Loyal)
Helpful	(... Helpful)
Friendly	(... Friendly)
Courteous	(... Courteous)
Kind	(... Kind)
Obedient	(... Obedient)
Cheerful	(... Cheerful)
Thrifty	(... Thrifty)
Brave	(... Brave)
Clean	(... Clean)
and Reverent	(... and Reverent)

- If you want, feel free to add: “Now let’s say the Law and Oath all together at the same time:
 - The Scout Law: A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.”)
 - The Scout Oath: “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.”

ACTIVITIES (See also other Activities linked at [Adventure Resources](#) below – use those if you like them):

◆ **Activity 1: Pleased to Meet You (Requirement 1: “Get to know the members of your den.”)**

- Have each Scout (and attending parent) introduce themselves and tell something about themselves.
- Discuss what a den is and how it fits in with a pack.
- Discuss a den name: “we may have a Den Number, but ... is that enough for our Den?” Let the Cubs pick a (not offensive) name they all agree on, by their rules, with your oversight. [You might finish next time.]
 - Wild Wolves? Weird? Wandering? Welcoming? Whistling? Wise? Witty? Wonderful? Worldly?

◆ **Activity 2: Fun Things We’ll Do (and Code of Conduct) (Requirement 4: “With your den Create a Den Code of Conduct.”)** (Den Leader Tip: Recruit a Parent to jump in and lead the “Code of Conduct” chat once kids start talking over each other ... it will happen! Use the attached Code of Conduct as a reference)

- As a transition out of “talk time,” talk about upcoming fun Pack activities scheduled, or that might be scheduled if we get parents to help out, events like camping, hiking, biking, swimming (use events you know you plan to do), with highlights on ones that could come soon.
 - Ask the Scouts what they would like about these. Like campfires, or cooking marshmallows over a fire.
- The Scouts will start “talking over each other” which will be ... chaos.
 - Let it happen for a bit ... but then ...
- ... (Parent Code of Conduct leader: _____) interrupt and say “wait a second ... if we’re going to be a Den together ... **don’t we need to have some rules about how we act when we’re together?**”
 - Some Scouts will probably have immediate suggestions ... like “one person talks at a time”.

- List your rules on a poster or paper or classroom chalkboard/whiteboard. [Parent/Leaders: use the attached Code of Conduct for ideas, and to ask questions to lead them to other points.]
- Then, after the Code of Conduct is done ... Den Leader or another parent can step back in:
 - Congratulations on an impressive set of Rules ... You guys did a great job!

◆ **Activity 3: Scout Law (Requirement 3: “Learn about the Scout Law.”)** (Parent leader: _____)

- We just said the Scout Law in our Opening Ceremony (A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent). Let’s talk about some of those points.

◆ **Activity 4: Cub Scout Sign + Shake + Salute (Requirement 5: “Demonstrate the Cub Scout sign, Cub Scout salute and Cub Scout handshake. Show how each are used.”)** (Den Leader Tip: Recruit Parents to Lead – maybe set up “stations” for Scouts to rotate to for each element)

<p>Demonstrate the Cub Scout sign. Show how it is used. (Parent leader: _____)</p>	<p>Make the sign with your right hand – two fingers in a “V”. Hold your arm straight up. The sign means it is time to be quiet and listen. <i>The fingers look like the sharp ears of the wolf ready to listen!</i></p>	
<p>Demonstrate the Cub Scout handshake. Show how it is used. (Parent leader: _____)</p>	<p>When you shake hands with another Cub Scout, do this: Hold out your right hand just as you always do to shake hands. But then put your first two fingers along the inside of the other scout’s wrist.</p>	
<p>Demonstrate the Cub Scout salute. Show how it is used. (Parent leader: _____)</p>	<p>Salute with your right hand. Hold your first two fingers close together. Touch your fingertips to your cap. If you aren’t wearing a cap, touch your right eyebrow.</p>	

◆ **Activity 5: Cub Scout Motto: “Do Your Best!” (Requirement 6: “Share with your den, or family, a time when you demonstrated the Cub Scout motto “Do Your Best.” Explain why it is important to do your best.”)** (Parent leader: _____)

Gather the Den and any parents in a circle to discuss the Cub Scout motto: “Do Your Best.”

- Review: a motto is a guiding principle and a rule for living. Do Your Best means trying your hardest, not just a little bit. Do your best all the time... in school and at home... when you play a game and help your team. Do your best as you work on your adventures!
- Sharing: Let each Scout share a time when they did their best. Parents can participate too.
 - Also discuss “Explain why it is important to do your best.”

◆ **Activity 6: [OPTION: Den History Book** [This is just a “getting to know you” optional activity that you might do *if you like it.*] (Parent leader: _____):

- Since we’re going to be together as a Den in Cub Scouts, let’s be sure to keep track of our History – let’s keep a Den History Book!
- To start the Den History Book, let’ start with who is in our Den ... each Scout gets to create their own “history page” to tell us who they are so we can get to know everyone.
- Distribute sheets of paper for the scrapbook pages, plus pencils, crayons and/or markers

- Encourage Scouts to complete a History page with names of Family Members, Pets, Favorite Places, Things to Eat, maybe have the Scouts draw pictures of some or all of these.
- Encourage drawing pictures too. This helps you get to know the Scouts and their families.
- Collect all and return to this if you go forward with a Den History.

◆ **Activity 7: [OPTION: Balloon Stomp Battle Royale!!** [This is just for fun – because Cub Scouts should be fun!]

(Parent leader: _____): Let's play "Balloon Stomp Battle Royale". Here's how we'll play this:

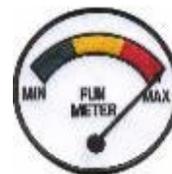
Materials Needed: balloons, string cut into @18-24 inch lengths.

Help Scouts blow up their balloons, tie the end of the balloon off, and then tie one end of their string to the balloon and the other to their ankle.

In a defined space (the "Balloon Stomp Arena"), arrange Scouts in a circle with their balloons tied to their ankles.

- On a signal, players try to stop and break the other balloons.
- When a balloon is broken, that player leaves the game.
- The game continues until just one player is left.

For maximum fun, **repeat in a game with just the parents/adults! Scouts will find it hilarious!**



CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- Remind all that to complete the Bobcat Adventure they need to do the Requirement 7: **"At home, with your parent or legal guardian do the activities in the booklet 'How to Protect Your Children from Child Abuse: A Parent's Guide.'"** Confirm that when this is complete, Wolves will receive their Bobcat Adventure Loop.
- **[OPTIONAL (if it's your plan):** Maybe highlight that in a future gathering we can also make a den flag or "den doodle" to reflect who we are as a Den and to carry with us as we do our Cub Scout activities.]
- Maybe end with a "Living Circle" ceremony and recital of the Scout Oath, Law or Cub Scout Motto.

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like. and:

- Thank the Parents again, one on one. Meet Parents who are picking up their Scouts.
- Follow up with parents/guardians by email/text that they need to do that final Requirement at home, and how to report completion of that Requirement. For your email or text to parents, remind that a copy of the Parent's Guide can also be found at www.scouting.org/filestore/pdf/100-014_WEB.pdf
- Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

Code of Conduct Discussion Tips.

A code of conduct is a list of behavioral expectations and consequences if the code is broken.

Scouts, with the den leader's guidance, usually create it themselves.

- Three or four points will be sufficient, and they should be positive; the words no or don't have no place in a code of conduct. Include a final rule such as "Have fun!"
- Also consider including the 3 R's: Respect for others, Responsibility for yourself and your things, and Reasonable behavior.
- You might have Scouts sign the code of conduct and it should be displayed at every den meeting.
- Using the 12 points of the Scout Law can serve as a strong foundation for a code of conduct, and also reinforce the values of Scouting.

IDEAS you might use for a Den "Code of Conduct" (How we'll treat each other in our Den)

*Don't hand these Ideas out or tell them "this is our Code" – but **use them as a discussion guide** to help the scouts come up with their rules. Rules work better if the **Scouts** agree and believe **they** had the idea!*

Respect others in the Den – fellow Scouts, Leaders, Parents and Guests.

- Help others, be helpful, friendly, courteous and kind!

Stay in Control of Yourself:

- Use good, appropriate, and positive manners.
- Listen when someone else is speaking. Do not interrupt.
- Raise your hand when you want to say something. Wait to be recognized before you speak.
- Respect the space of others. That includes no touching or bothering!

The Cub Scout sign means: *Everyone be quiet now.*

- When you see the sign go up, just be quiet and put the Cub Scout sign up.

Stay in the meeting space unless you have permission from the Den leader to go elsewhere.

- Walk –don't run – in the building (unless we are doing an activity letting you run).

Keep the Meeting Space Clean!

- Keep the room clean during the meeting and after the meeting.
- Everyone helps leave the meeting room better than we found it.

Let's all follow the 12 points of the Scout Law!

Everyone Has Fun! Parents and Family Too!

The Code of Conduct may be written on a poster to display where you meet.

*But: **do not post your consequences**, because posting the penalties puts a focus on unruly behavior*

*(you might **announce** consequences as First Time: Verbal Warning; Second Time: 5 Minutes "Time Out" from Meeting Activity; Third Time: Parents Notified and may need to leave the meeting too).*

ADVENTURE RESOURCES: Den Meeting Resources and "Activity Card" options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/bobcat-wolf/>. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

1. Get to know members of your den.

- [Den Doodle Wolf](#) (Indoor; 2 of 5 Energy; 4 of 5 Supplies; 4 of 5 Prep Time)
- [Den Flag Wolf](#) (Indoor; 2 of 5 Energy; 4 of 5 Supplies; 3 of 5 Prep Time)
- [Get to Know You Bingo](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

2. Recite the Scout Oath and the Scout Law with your den and den leader.

- [Recite the Oath and Law Wolf](#) (Indoor; 1 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

3. Learn about the Scout Law.

- [Scout Law Clothespin Quest](#) (Indoor; 4 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Scout Law Emoji Game](#) (Indoor; 2 of 5 Energy; 5 of 5 Supplies; 2 of 5 Prep Time)
- [Scout Law Word Search](#) (Indoor; 1 of 5 Energy; 1 of 5 Supplies; 2 of 5 Prep Time)

4. With your den create a den Code of Conduct.

- [Code of Conduct Wolf](#) (Indoor; 1 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

5. Demonstrate the Cub Scout sign, Cub Scout salute and Cub Scout handshake. Show how each is used.

- [Bobcat Relay Wolf](#) (Indoor; 3 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)
- [Scout Sign Sound of Silence](#) (Indoor; 3 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)
- [Simon Says Wolf](#) (Indoor; 4 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

6. Share with your den, or family, a time when you demonstrated the Cub Scout motto "Do Your Best."

- [Do Your Best Showcase](#) (Indoor; 1 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

7. At home, with your parent or legal guardian do the activities in the booklet "[How to Protect Your Children from Child Abuse: A Parent's Guide.](#)"

- [Child Abuse Protection Review Wolf](#) (Indoor; 1 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)



Cub Scout Pack Skill Survey

“What Can You Share?”

In our Pack, “Every Parent Helps!”



Welcome to our Cub Scout Pack! Cub Scouting is all about “Fun, Family + Friends” – that means for adult family members as well as youth. Every Adult can help their Den (a small group in a single grade level, ideally 6 to 8 Scouts) and Pack (all of the Scouts in all of the Dens from K through 5th Grade) – everyone has a skill or interest or Super Power to share!

Please share your talents and interests so that we can work together to provide the strongest program for our children. **Your child and their friends will appreciate whatever you can do!**

1. A topic I would help lead or teach youth is (*check all that apply* – and we can share plans + ideas):

- | | | | |
|---|---|--|---|
| <input type="checkbox"/> Outdoors / Walks | <input type="checkbox"/> Cycling | <input type="checkbox"/> Arts + Crafts | <input type="checkbox"/> Archery |
| <input type="checkbox"/> Personal Fitness | <input type="checkbox"/> Fishing | <input type="checkbox"/> Math | <input type="checkbox"/> Slingshots |
| <input type="checkbox"/> Citizenship | <input type="checkbox"/> Swimming / Boating | <input type="checkbox"/> Music / Theatre | <input type="checkbox"/> BB Guns |
| <input type="checkbox"/> Character/Leadership | <input type="checkbox"/> Camping | <input type="checkbox"/> Maps and Compass | <input type="checkbox"/> Knife Safety and Use |
| <input type="checkbox"/> Personal Safety | <input type="checkbox"/> Conservation | <input type="checkbox"/> Nature | <input type="checkbox"/> Carpentry |
| <input type="checkbox"/> Family/Reverence | <input type="checkbox"/> Pinewood Derby | <input type="checkbox"/> Gardening | <input type="checkbox"/> Yoyos |
| <input type="checkbox"/> First Aid | <input type="checkbox"/> Science | <input type="checkbox"/> Cooking/Nutrition | <input type="checkbox"/> Video Games |
| <input type="checkbox"/> Games | <input type="checkbox"/> Tech / Computers | <input type="checkbox"/> Flying Things | <input type="checkbox"/> Geocaching |
| <input type="checkbox"/> Sports: _____ | <input type="checkbox"/> Engineering | <input type="checkbox"/> Marbles Games | <input type="checkbox"/> Skateboards/Scooters |
| <input type="checkbox"/> Service Projects | <input type="checkbox"/> Math | <input type="checkbox"/> Pets | <input type="checkbox"/> Summer Fun |
| <input type="checkbox"/> Disability Awareness | <input type="checkbox"/> Movie Making | <input type="checkbox"/> Magic | <input type="checkbox"/> Field Trips: _____ |

2. My job, business, or profession might be of interest to Cub Scouts: _____

3. I am willing to help my child and their Den and Pack in these ways (*check all that apply*):

- | | | | |
|--|---|---|---|
| <input type="checkbox"/> Helping to Welcome Other Families | <input type="checkbox"/> Den Leader or Co-Leader or Assistant | <input type="checkbox"/> Assistant Cubmaster | <input type="checkbox"/> Assistant Treasurer |
| <input type="checkbox"/> Pack + Den Communications | <input type="checkbox"/> Planning Activities | <input type="checkbox"/> Campout Planning and Cooking | <input type="checkbox"/> Blue + Gold Awards Banquet |
| <input type="checkbox"/> Pack Social Media | <input type="checkbox"/> Pinewood Derby | <input type="checkbox"/> Planning Activities | <input type="checkbox"/> Party Planning |
| | <input type="checkbox"/> Field Trip Leader | <input type="checkbox"/> School Relations | <input type="checkbox"/> Award Presentations |

4. My Scouting experience (note: experience is not necessary to help on the leader team):

- | | | | |
|-------------------------------------|------------------------------------|------------------------------------|---------------------------------------|
| <input type="checkbox"/> Girl Scout | <input type="checkbox"/> Cub Scout | <input type="checkbox"/> Boy Scout | <input type="checkbox"/> Adult Leader |
| Highest Rank: _____ | Highest Rank: _____ | Highest Rank: _____ | Role(s): _____ |

5. Three Places we'd like to go: _____

Adult Name: _____ Youth Name : _____

E-Mail Address: _____@_____ Best Phone No.: _____

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Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Paws on the Path

An “Outdoors” Adventure

REQUIRED (An Adventure “Required” to earn the Rank of Wolf)



Snapshot of Adventure

It is time to go outside! Every journey begins with just one step, and that first step can take you on a fun-filled adventure simply by going outside for a walk, just like the one you and your Wolf den are about to take.

Where you take your walk is up to your den. It may be a walk around the center of your city or town, it may be at a local park with a trail, or it may be a trail in a forest. No matter where you take your walk you will see signs of nature in different forms.

The QR Code above takes you to scouting.org/cub-scout-adventures/paws-on-the-path/ ↑

See [Adventure Resources](#) at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. **Identify the Cub Scout Six Essentials. Show what you do with each item.**
2. **Learn about the buddy system and how it works in the outdoors. Pick a buddy for your walk.**
3. **Identify appropriate clothes and shoes for your walk outside. Do your best to wear them on your walk.**
4. **Learn about the Outdoor Code and Leave No Trace Principles for Kids.**
5. **With your den, pack, or family, take a walk outside for at least 30 minutes to explore nature in your surroundings. Describe four different animals, domestic or wild, that you could see on your walk.**

Meeting Plan

Does this take one Meeting to complete? This is “Done in One” ... but if want to explore more, go for it!

PREPARATION (and materials needed): Read the Paws on the Path adventure in the Wolf Handbook.

- Determine where the outdoor walk will take place. This can be in an urban, suburban, or rural setting. This can be where your den typically meets. A walk around the neighborhood is great.
 - Share plans for the walk with families – location, gear list, food arrangements, etc. Maybe a Map!
 - It’s a good idea to solicit helpers for parts of the adventure – let other parents lead topics as you walk.
- Cub Scout Six Essentials (first-aid kit, filled water bottle, flashlight, trail food, sun protection, and whistle)
 - Suggest that Scouts and families may be able to minimize cost by gathering items from home rather than purchasing everything new.
- Suggest that families bring their own trail food items: could include raisins, chocolate-coated candies, nuts (check for allergies among Scouts), dried fruit, marshmallows, etc.
 - You might bring plastic sandwich bags to let the Scouts make their own trail mix.

Tips for a Great Walk

- Designate a “lead” and a “sweep” walker. No one passes the lead or falls behind the sweep.
 - Walkers should be able to contact each other, either with radios, or by passing messages up the trail.
 - The lead walker sets a pace that all can maintain. Maybe have the slowest of your group lead the way.
- Make sure Scouts keep a good spacing from the walkers in front of them.
 - There should be enough room to fall over without hitting anyone in front or back for all walkers.
- When it’s time for a break, make sure everyone gets a rest—not just those at the front of the line.
- Scouts will forget to look at scenery, so stop the group and point out natural features, animal signs, interesting plants, and other sights.

GATHERING: A “gathering” activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and “share the leader load”: everyone can help with something! A good approach is for different parents (or teams) to share the “lead” of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says “we’ve begun” and helps set the tone.

- Maybe have the Scouts recite the Outdoor Code: “*As an American, I will do my best to: / Be clean in my outdoor manners, / Be careful with fire, / Be considerate in the outdoors, / Be conservation minded.*”

ACTIVITIES (See also other Activities linked at [Adventure Resources](#) below – use those if you like them):

◆ **Activity Intro:** As you move into Activities, have some “talk time” where you (1) discuss today’s Adventure activities and (2) let Scouts share “what’s new” and get to know each other better. (Parent leader: _____)

- Review Cub Scout tips for Walking Safety:
 1. Always tell someone where you are going and when you will return.
 2. Never walk or hike alone. Always use and practice the buddy system.
 3. Dress properly for the weather and environment. Be Prepared for possible changes in the weather.
 4. Bring the Cub Scout Six Essentials.
 5. Avoid walking along roadways, but if you must, obey all traffic signs and signals.
 6. Stay on the path, trail or sidewalk, protect the environment, and leave the area better than you found it.
 7. Be alert to dangerous animals, insects, and plants. Never touch a wild animal.

8. Take one pint of water for each hour you will be walking. Never drink untreated water.

◆ **Activity 1: Cub Scout Six Essentials (Requirement 1:** *“Identify the Cub Scout Six Essentials. Show what you do with each item.”*) (Parent leader: _____)

- Show and Tell (about the) Cub Scout Six Essentials (for more, see: <https://vimeo.com/498051015>):
 - **First-aid kit:** adhesive bandages, moleskin, gauze, antibiotic ointment, etc.
 - **Water bottle:** filled and large enough to last until it can be filled again.
 - **Trail food:** can be made as a den activity prior to a walk or hike or campout.
 - **Sun protection:** sunscreen of SPF 30 or greater and a hat
 - **Flashlight:** small, for emergency use only
 - **Whistle:** also for emergency use only
- Emphasize the importance of bringing water with them for the following reasons:
 - Water will hydrate them. They cannot rely on the water along the trail because it may not be safe to drink. Natural streams and rivers may have harmful bacteria or germs in them.
- If they have not assembled the Cub Scout Six Essentials, introduce the idea by asking them what sorts of items they should take on EVERY walk or hike.
 - Help them focus on the six items we want them to have.
 - Suggest the idea that each Scout should have a personal set of essentials in a small pack or backpack that is easy to carry. Remind them that they should bring these essentials each time they walk or hike.
- OPTION: if you like this, you can play the Cub Scout Six Essentials game or another from the [Adventure Resources](#) at the end of this Plan.
 - Divide the den into two groups. Maybe Scouts against Adults!
 - Have each group line up 20 feet from a space containing at least two sets of the Six Essentials, well as some other items that are not on the list of essentials and that may be ridiculous (like a hair dryer).
 - On “Go,” each team sends the first runner to the table. The Scout selects an item the Scout thinks is one of the Six Essentials and returns to the team, tagging the next Scout in line.
 - Play continues until one team has assembled the correct Cub Scout Six Essentials.



◆ **Activity 2: The Buddy System (Requirement 2:** *“Learn about the buddy system and how it works in the outdoors. Pick a buddy for your walk.”*) (Parent leader: _____) This is also part of “Safety in Numbers”.

- Explore and understand the buddy system.
 - The buddy system is a fundamental part of Scout safety anytime – especially in the outdoors.
 - Each Scout picks a “buddy” for the duration of the event. (If you have an uneven number of Scouts, put three together in one group.)
 - Each pair/group is assigned a number – “1,” “2,” “3,” “4”
 - That “buddy number” is only theirs and the only one they should use in the event of a “buddy check”.
- Practice buddy checks. Buddy pairs should be close to each other at all times.
 - When a leader calls “Buddy check!” the pair moves toward each other and waits. Raising hands is good.
 - Once the Scouts are with their partners, they call out their numbers in order—“1,” “2,” “3,” “4” ...
 - ... until all numbers have been called. If you get through all the pair numbers, everyone is accounted for.



- Pairs are not allowed to call their number if they are missing a member, so the process will stop.
- The process also stops if a number is not called.
- Pairs can call only their own numbers and no one else's.
- Once all understand the concept, it goes quickly and is a valuable tool for keeping track of everyone.

◆ **Activity 3: Your "Walking Wardrobe" (Requirement 3: "Identify appropriate clothes and shoes for your walk outside. Do your best to wear them on your walk.")** (Parent leader: _____)

- Have the Scouts identify (and show) what type of clothing they should wear.
 - Comfortable shoes are a "must have" – ones that lace won't slip off much.
 - Hats that cover their heads and ears protect from the sun.
 - Long sleeves might help (especially in the cold and in the sun).
- Layers are good, because you can add or remove as needed as you heat up and cool down during the day and during your walk.
- Discuss the weather you are expecting on the walk and how to prepare for rain.
 - Maybe bring some large trash bags to use as an emergency raincoat.



◆ **Activity 4: Walk On! (Requirement 5: "With your den, pack, or family, take a walk outside for at least 30 minutes to explore nature in your surroundings. Describe four different animals, domestic or wild, that you could see on your walk.")** (Parent leader: _____)

- A walk is fun. But challenge the Scouts to be observant: have them call out what animals they see on the walk. (Insects and spiders and worms and the like are types of animal.)
- For more fun, do a full-fledged "Scavenger Hunt". See the [Adventure Resources](#) for a link to one.

◆ **Activity 5: Outdoor Code / Leave No Trace (Requirement 4: "Learn about the Outdoor Code and Leave No Trace Principle for Kids.")** (Parent leader: _____) Do this at a "break" on your walk.

- Discuss the Outdoor Code:

"As an American, I will do my best to: / Be clean in my outdoor manners, / Be careful with fire, / Be considerate in the outdoors, / Be conservation minded."
- Discuss the Leave No Trace Principles for Kids:

Know Before You Go. / Choose the Right Path. / Trash Your Trash. / Leave What You Find. / Be Careful With Fire. / Respect Wildlife. / Be Kind to Other Visitors.

CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a "Living Circle".

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/paws-on-the-path/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

Those “Activity Card” pages are linked below – along with the “Key” scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How “Supply Intensive”; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being “most”. Note that while that website page says “Choose one of the following” before the “Activity Cards”, what that means is “Choose one of the following – *or do some other activity that will meet the Requirement*”, because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what’s below or other ways to complete the requirement in easier ways.

1. Identify the Cub Scout Six Essentials. Show what you do with each item.

- [Cub Scout Six Essentials Clue](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Cub Scout Six Essentials Scavenger Hunt](#) (Indoor; 4 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [What Cub Scout Essential Am I?](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

2. Learn about the buddy system and how it works in the outdoors. Pick a buddy for your walk.

- [1-2 Buddies](#) (Indoor; 1 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)
- [Buddy Circle Game](#) (Indoor; 3 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)
- [Popsicle Stick Buddies](#) (Indoor; 1 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

3. Identify appropriate clothes and shoes for your walk outside. Do your best to wear them on your walk.

- [Clothing Store Visit](#) (Travel; 2 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)
- [Seasonal Clothing Relay](#) (Indoor; 5 of 5 Energy; 3 of 5 Supplies; 3 of 5 Prep Time)
- [Sketchy Weather Wardrobe](#) (Indoor; 1 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

4. Learn about the Outdoor Code and Leave No Trace Principles for Kids.

- [Outdoor Code and Leave No Trace Booklet](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [Outdoor Code and Leave No Trace Emoji](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Outdoor Code and Leave No Trace Song](#) (Indoor; 3 of 5 Energy; 1 of 5 Supplies; 2 of 5 Prep Time)

5. With your den, pack, or family, take a walk outside for at least 30 minutes to explore nature in your surroundings. Describe four different animals, domestic or wild, that you could see on your walk.

- [Outdoor Scavenger Hunt](#) (Outdoor; 5 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Wolf Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Council Fire

A “Citizenship” Adventure

REQUIRED (An Adventure “Required” to earn the Rank of Wolf)



Snapshot of Adventure

A real wolf pack works like a large family where everyone works together to keep the members of the pack safe, healthy, and happy.

Working together is part of being a good citizen. In this Adventure, you will build a model community and become an active member in your community.



The QR Code above takes you to scouting.org/cub-scout-adventures/council-fire/ ↑

See [Adventure Resources](#) at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. Learn how to properly care for and fold the United States flag. With your den or pack, participate in a flag ceremony.
2. Identify three points of the Scout Law that are important to being a good neighbor.
3. Build a model of a home. (See Note Below)
4. Using the same materials from requirement 3, create a model of a building in your community.
5. Using the models built in requirements 3 and 4, create a neighborhood.

6. Participate in a service project. Explain how your volunteering is helpful to your neighborhood.

NOTE ABOUT REQUIREMENT 3

Suggestion: In this plan, we revised Requirement 3 as written in the Handbooks:

Instead of “Build a model of **your** home” we wrote it as “Build a model of **a** home”

Why? A variety of reasons, but the main one is to ensure this does not create a barrier for a Scout or family.

You may have Scouts and families who will feel left out or embarrassed because of their home space, whether size or nature or other circumstance.

- While some Dens may be comprised entirely of Scouts living in similar two story Single Family Occupancy homes in a subdivision ...



- ... you may have some who might suffer embarrassment because they live in a more modest abode ...



- ... you may have some who feel excluded or diminished because they live in an apartment complex or other space different from the “stereotypical” 3- or 4-bedroom, 2.5 bath home with a fenced yard and garage.



- ... you may also have some who are currently unhoused.
 - A [recent study](#) showed 2.5% of all students enrolled in public schools experienced homelessness.
 - We want them to be Cub Scouts too.

- A creative reason to make change it to “a” home is to open up the creativity of your Scouts as they imagine how and where they might live in the future (or the past) if that’s how they want to build this community.
- Scouts can still build a model of “their” home if they like. Including their apartment building or other home.

Meeting Plan

Does this take one Meeting to complete – or more? It’s up to the Parents / Leaders!

- The creativity of your Scouts may make the Community Building of Activities 3, 4 + 5 (Requirements 3, 4 + 5) a full meeting or more ... a Service Project may deserve a special day (perhaps a Pack Service Project).
- But you could do both in the same meeting, depending on the Service Project you pick.

PREPARATION (and materials needed): Read the Council Fire adventure in the Wolf Handbook.

- U.S. flag – (ideally) several U.S. flags so all Scouts can practice folding the flag.
- For Activities 3, 4 + 5 (Requirements 3, 4 + 5), determine what materials you’ll use to make the models.
 - Could be Cardboard Boxes and other recycled items.
 - Or Lego®, Lincoln Logs®, or Tinker Toys®, or other model building material.
- Determine your Service Project for Activity 4 (Requirement 6)
 - Your den families, Chartered Organization, and local schools and places of worship may have great options. This District page has many Service Project ideas: southfultonscouting.com/node/4509

GATHERING: A “gathering” activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says "we've begun" and helps set the tone.

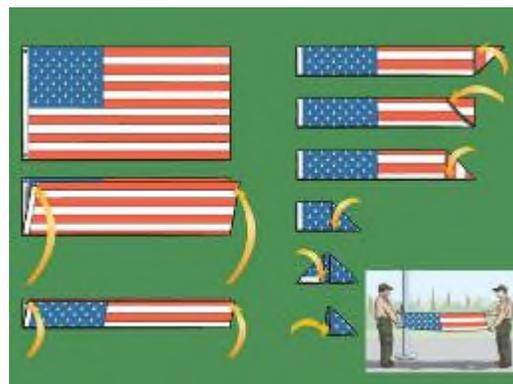
- This is a good Adventure for a flag ceremony you like that includes the Pledge of Allegiance.

ACTIVITIES (See also other Activities linked at [Adventure Resources](#) below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Respect the U.S. Flag (Requirement 1:** *"Learn how to properly care for and fold the United States flag. With your den or pack, participate in a flag ceremony."*) (Parent leader: _____)

- After your Opening with a Flag Ceremony and the Pledge, practice folding a U.S. Flag.
 - Have the Cub Scouts buddy up.
 - Taking turns, each pair of Cub Scouts hold the flag at waist level between themselves.
 - Ask the Cub Scouts to fold the flag in half lengthwise, then fold it in half lengthwise again, always keeping the blue field on the outside.
 - While one Cub Scout holds the flag by the blue field, the other should make triangular folds from the opposite end until only the blue field is available.
 - Ask the Cub Scouts to continue folding in a triangular pattern until they reach the end of the flag.
 - Have the Cub Scouts tuck any excess fabric into the final fold to ensure a neat triangle.
 - The final folded flag should resemble a neatly folded triangle with only the blue field showing.



◆ **Activity 2: Be a Good Neighbor (Requirement 2:** *"Identify three points of the Scout Law that are important to being a good neighbor."*) (Parent leader: _____)

- The Scout Law is "A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent." Ask the Scouts: which of those points are important to being a good neighbor?
 - Let each Scout offer three points, and explain why as best they can.

◆ **Activity 3: A Model Community (Requirement 3:** *"Build a model of a home"* – see this note, above) (Parent leader: _____)

- **Build The Home You Want.** This activity is adapted from the "[Building a Home with Cardboard](#)" link and the "[Building My Home with Toys](#)" in [Adventure Resources](#), below.

Materials for Building a Home with Cardboard

- Cardboard pieces or shoeboxes or other boxes
- Scissors, Markers, colored pencils, and/or crayons
- Paper and pencils for planning and maybe decor
- Glue or glue sticks
- For ideas, google *kids building home models with cardboard ... (or ... boxes)*



Explain to the Cub Scouts that they'll make a model of their homes using cardboard or shoeboxes or toys.

- Have the Cub Scouts think about what kind of house they want to build (could be their own house, another house, or one they imagine) and talk about the parts of their house they want in the model.
- Ask the Cub Scouts to draw a simple plan on paper to show how their model will look.
- If using a shoebox, have the Cub Scouts take off the lid and use the box as the base.
- Instruct the Scouts to cut cardboard pieces for walls, roof, and other parts if using cardboard sheets.
- Have the Scouts attach walls to the base with glue to create the shape of the home they want to build.
- Ask the Cub Scouts to cut outdoors, windows, and any special parts of their home from cardboard.
- Have the Cub Scouts decorate their model using the markers, colored pencils, or crayons.



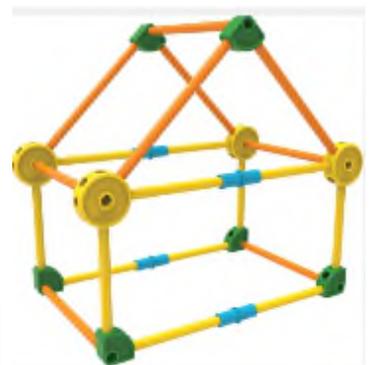
If using toys such as Lego®, Lincoln Logs®, or Tinker Toys®

Materials for Building a Home with Toys

- Assorted building toys such as Lego®, Lincoln Logs®, or Tinker Toys®
- Paper and pencils for planning and maybe décor

Steps:

- Cub Scouts can sketch their model on a piece of paper to plan it out if needed.
- Distribute the building toys.
- Encourage the Cub Scouts to start building by selecting blocks and pieces that resemble the different parts of their homes. For example, rectangular pieces for walls, flat pieces for roofs, and smaller pieces for details like windows and doors.
- Cub Scouts can begin by building the main structure of their homes. For example, if Cub Scouts want a two-story house, they can start by creating the lower floor before adding the upper floor.
- Remind the Cub Scouts to be creative and use their imagination to adapt the building toys to match the unique features of the home they want to build.
- Once the basic structure is in place, the Cub Scouts can start adding details like windows, doors, chimneys, and any other distinctive features of the home they want to build.



◆ **Activity 4: Community Buildings (Requirement 4: "Using the same materials from requirement 3, create a model of a building in your community")** (Parent leader: _____)

- **Community Buildings.** This activity is adapted from the "[Community Buildings](#)" link below. Community buildings include buildings like grocery stores, police and fire stations, schools, and places of worship. Materials for Building a Home with Cardboard or Toys are the same as for building a home, above.
 - In advance of the Meeting, ask Cub Scouts to bring photos of community buildings to the next den meeting or have some available to use. Or bring them yourself!
 - For ideas, google: *kids building fire station with cardboard*
 - ... or replace fire station with "police station" or "school" or the like, and "cardboard" with "boxes" or "lego"

Explain to Cub Scouts that they'll make a model of buildings in their community using toys or cardboard.

- Instruct Cub Scouts to look at the photos of local buildings or think about them and talk about the parts of the building they want in their model.
- Tip: Ask each Cub Scout to build a different community building, or pair up Scouts to work on different community buildings.
- Ask Cub Scouts to draw a simple plan on paper to show how their model will look.
- Using the same materials and instructions from requirement 3, build a model of a building of a community building.
- If using a shoebox:
 - Have Cub Scouts take off the lid and use the box as the base.
 - Instruct Cub Scouts to cut cardboard pieces for walls, roof, and other parts if using cardboard sheets.
 - Have Cub Scouts attach walls to the base with glue to create the shape of their home.
 - Ask Cub Scouts to cut out doors, windows, and any special parts of the building from cardboard.
- If using toys:
 - Encourage Cub Scouts to start building by selecting blocks and pieces that resemble the different parts of their homes. For example, rectangular pieces for walls, flat pieces for roofs, and smaller pieces for details like windows and doors.
 - Cub Scouts can begin by building the main structure of their homes. For example, if Cub Scouts live in a two-story house, they can start by creating the lower floor before adding the upper floor.
 - Remind Cub Scouts to be creative and use their imagination to adapt the building toys to match the unique features of their homes.
 - Once the basic structure is in place, Cub Scouts can start adding details like windows, doors, chimneys, and any other distinctive features of their homes.



◆ **Activity 5: A Model Community (Requirement 5: "Using the models built in requirements 3 and 4, create a neighborhood")** (Parent leader: _____)

Materials for this are the Homes and Community Buildings built in Activity 3 and 4.

- Have the Cub Scouts work together as a group for this activity.
- Explain that they are going to create a neighborhood using the models of homes and local buildings that they built for requirements 3 and 4.
- Ask the Cub Scouts to arrange their models to form a neighborhood.
- As Cub Scouts are making their neighborhood ask them these questions:
 - Are there other buildings that could be added to the neighborhood? If so, what would they be?
 - Why did they place community buildings where they did?
 - Why did they place homes where they did?
 - What do you like about your real neighborhood or community?
 - What do you think makes a neighborhood or community?

Tip: Cub Scouts can create buildings in addition to their home and community building.

Reminder: Did we note above "The creativity of your Scouts may make the Community Building of Activities 3, 4 + 5 (Requirements 3, 4 + 5) a full meeting or more ... and a Service Project may deserve a special day"?

- Yes, we did. This could be several meetings if you and your Scouts are really into this!

◆ **Activity 6: Service Project (Requirement 6: "Participate in a service project. Explain how your volunteering is helpful to your neighborhood.")** (Parent leader: _____)

- Pick a service project that will be helpful in your Community and meaningful to your Scouts.
 - Three options – for [Pets](#), [Scouting for Food](#), and [Toys for Tots](#) - are linked in the Activities linked at [Adventure Resources](#) – use those if you like them
 - This District page has many Service Project ideas: southfultonscouting.com/node/4509



- Participate in your service project. Be sure all families know when and where to meet, what to bring, and what you'll do. Check to be sure you have all needed materials, which will depend on your project.
- Take pictures and video of your Scouts and families serving, and share with your Chartered Organization, Schools, places of worship, and elsewhere in your community.

CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a "Living Circle".

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

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Those “Activity Card” pages are linked below – along with the “Key” scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How “Supply Intensive”; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being “most”. Note that while that website page says “Choose one of the following” before the “Activity Cards”, what that means is “Choose one of the following – *or do some other activity that will meet the Requirement*”, because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what’s below or other ways to complete the requirement in easier ways.

1. Learn how to properly care for and fold the United States flag. With your den or pack, participate in a flag ceremony.

- **Fold the Flag** (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

2. Identify three points of the Scout Law that are important to being a good neighbor.

- **Scout Law in Song** (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- **Scout Skit Showcase** (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- **Sketching the Scout Law** (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

3. Build a model of a home. (see this note, above, about the revised wording here of this Requirement)

- **Building My Home with Cardboard** (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- **Building My Home with Toys** (Indoor; 2 of 5 Energy; 5 of 5 Supplies; 2 of 5 Prep Time)

4. Using the same materials from requirement 3, create a model of a building in your community.

- **Community Buildings** (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

5. Using the models built in requirements 3 and 4, create a neighborhood.

- **Building My Neighborhood** (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

6. Participate in a service project. Explain how your volunteering is helpful to your neighborhood.

- **Helping our Four-Legged Friends** (Travel; 3 of 5 Energy; 3 of 5 Supplies; 5 of 5 Prep Time)
- **Scouting for Food Wolf** (Travel; 3 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)
- **Toys for Tots Toy Drive** (Travel; 3 of 5 Energy; 3 of 5 Supplies; 5 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Wolf Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
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The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Running with the Pack

A “Personal Fitness” Adventure

REQUIRED (An Adventure “Required” to earn the Rank of Wolf)



Snapshot of Adventure

A Cub Scout knows how to stay healthy. Eating foods that give you proper nutrition, exercising regularly, and getting proper rest are the best ways for you to always be at your best.

Tip: These activities need not be “one and done”. You can repeat interesting snacks at future meetings and campouts and activities, and exercising/games are great to repeat.



The QR Code above takes you to scouting.org/cub-scout-adventures/running-with-the-pack/ ↑

See [Adventure Resources](#) at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to a District page with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →

Requirements from the Wolf Handbook

1. **Sample 3 different foods that are naturally 3 different colors. The food must be a protein, vegetable, fruit, dairy, or a grain.**
2. **Demonstrate the proper way to brush your teeth.**
3. **Be active for 30 minutes with your den or at least 1 other person that includes both stretching and moving.**
4. **Be active for 10 minutes doing personal exercises.**
5. **Do a relaxing activity for 10 minutes.**

Meeting Plan

Does this take one Meeting to complete – or more? It's up to you! As written, you can do this in a single 60 minute session (easily), but there's lots of colorful food and fun games to play if you want a sequel.

PREPARATION (and materials needed): Read the Running with the Pack adventure in the Wolf Handbook.

- Key Advance Decisions are: what kinds of food and what kinds of group activities.
 - For Activity 1 (Requirement 1), pick "3 different foods that are naturally 3 different colors". The requirement adds "The food must be a protein, vegetable, fruit, dairy, or a grain", but that doesn't mean they must be different: strawberries, blueberries, and bananas cover the colors – as does green peppers, yellow peppers and red peppers. But you pick. (You can share more than 3 if you like).
 - Don't forget plates, napkins and serving tools (toothpicks work), and a knife for you to slice foods.
 - For Activity 3 (Requirement 3), pick what activity you'll do "for 30 minutes ... that includes both stretching and moving." Could be soccer, kickball, basketball, baseball, bike ride, jump rope ... or what you like.
- For Activity 2 (Requirement 2), "Demonstrate the proper way to brush your teeth", for Scouts to demonstrate, have them (and you) bring toothbrushes and/or bring some clean ones (ask your dentist!) plus toothpaste.
- The Personal Exercise and the Relaxing Activity (Requirements 4 + 5) could be done with no additional materials or equipment, but may be more fun if you bring balls or discs for games and a music player.

GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

ACTIVITIES (See also other Activities linked at [Adventure Resources](#) below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: A Rainbow of Different Foods (Requirement 1:** "Sample 3 different foods that are naturally 3 different colors. The food must be a protein, vegetable, fruit, dairy, or a grain.") (Parent leader: _____)

Start your Den Meeting with some snack ... or more!

- While the [Tasting Colors](#) Activity in the [Adventure Resources](#) tells you to:
 - Wash and slice your food "before the meeting" ... you can wash and slice in front of the Scouts.
 - Cook brown rice (or another earth tone food) ... you don't have to. Plenty of other choices. Most are more colorful!
- During the Meeting, give each Scout a plate and napkin.
 - Allow each Cub Scout to select from your platter of colorful foods.
 - Encourage them to select at least three different colored foods.
 - Allow each Cub Scout to try the foods.
- Let the Scouts describe the taste ... and share what they like or don't like (and why).
 - Discuss with the Scouts the different attributes of different types of food.
 - See the Wolf Handbook and the image below for discussion topics.



WHITE	YELLOW	RED	PURPLE	GREEN
Immune system Protection of stomach Low cholesterol Healthy heart Healthy gut	Low cholesterol Healthy heart Healthy joints Eye protection Preventing cancer	Healthy heart Healthy blood vessels Skin protection Cellular rejuvenation Preventing cancer	Healthy heart Healthy blood vessels Improve your memory Cellular rejuvenation Protecting of the urogenital system	Protection of stomach Healthy bones Eye protection Immune system Preventing cancer

- Don't forget to clean up ...

◆ **Activity 2: Brush Your Teeth** (Requirement 2: "Demonstrate the proper way to brush your teeth.") (Parent leader: _____)

- ... don't forget that part of cleanup is: **clean your teeth!**

Dear Parent Leader:

You know how to Brush ...

... *don't* you?

Maybe "**brush up**" on the "**how to**" brush ...

... these tips are from the Wolf Handbook

Feel free to **share why brushing is important** ...

... + regular **dentist checkups**.

Demonstrate (set a good example!) ...

... + do this **with your Scouts**.

Feel free to **take a post-toothbrush selfie!**

HOW TO BRUSH YOUR TEETH



USE A SMALL AMOUNT OF TOOTHPASTE



BRUSH THE OUTER SURFACE USING UP AND DOWN STROKES



BRUSH THE OUTER SURFACE USING CIRCULAR MOTION



REPEAT FOR THE INSIDE SURFACE OF YOUR TEETH



BRUSH THE CHEWING SURFACE USING BACK AND FORTH STROKES



BRUSH THE SURFACE OF YOUR TONGUE



RINSE OUT YOUR MOUTH USING WATER



BRUSH YOUR TEETH TWICE A DAY

◆ **Activity 3: Group Exercise (Requirement 3: “Be active for 30 minutes with your den or at least 1 other person that includes both stretching and moving.”)** (Parent leader: _____)

- Your activity could be from the [Adventure Resources](#) which has tips for [Kickball](#), [Ride a Bike](#), and [Toss and Catch](#) (with a soccer ball), but the den might want to do something different, like soccer, frisbee, basketball, baseball, jump rope, obstacle course, badminton, pickleball, or others.



- Whatever you do, be sure you have the gear to do it (Scouts might trade off time on bikes) plus necessary safety gear (biking? Helmets!) and if your Scouts need instruction, be ready to provide!
- Have your Scout perform warm-up stretches for several minutes before starting this workout.
 - That will help get your hearts ready for activity and loosen your muscles so you can avoid injury.
 - You can do it too with your Scout!
- A 10-minute warm-up will get your heart ready for activity.
 - It will also loosen your muscles and help keep you from being injured.

Here are some examples of warm-up and cool-down stretches you can do.



Here’s some other stretches you can do:

“Reach for the Sky”

1. Stand straight and tall.
2. Stretch your right hand with your fingers spread open toward the sky.
3. Bend to your left side – let your right hand stretch over your head, reaching/stretching to your left side.
4. Count to 10 while slowly breathing in and out.
5. Repeat with your left hand while leaning to the right.

“Reach Out”

1. Sit on the floor with your legs spread apart.
2. Reach with both hands and try to touch your right foot.
3. Stretch as far as you can, straight between your legs. (Can you touch your chest to the floor?)
4. Reach with both hands and try to touch your left foot.
5. Repeat.

“Picking Cherries”

1. Stand with your feet spread apart.
2. Bend over and touch the floor in front of you.
3. Touch the floor immediately between your legs.
4. Touch the floor behind your legs.
5. Stand up and clap your hands.
6. Repeat.

“The Lean Back”

1. Get on your knees, keeping your thighs in a vertical position.
2. Put your arms out straight in front of you.
3. Lean back as far as you can and hold the position for 5 seconds.
4. Relax for 5 seconds.
5. Repeat.

- When complete, it's good to reflect on the group activity ... you may have discussion on topics like:
 - A Scout is Brave, Cheerful: did you try something new? Was it hard? Did you get frustrated?
 - The Cub Scout Motto is ... "Do Your Best": Did you?
 - A Scout is Friendly, Courteous, Kind: did you play fair with each other? Why is that important?
 - What activities do we want to do in future meetings?

◆ **Activity 4: Personal Exercise (Requirement 4: "Be active for 10 minutes doing personal exercises.")**

(Parent leader: _____)

- Your activity could be from the [Adventure Resources](#) which has tips for [Chat with a Personal Trainer](#) (cool if you have one – parents who work out a lot could qualify!!), [Circuit Exercises](#) (Hello! parents who work out can come up with this!), and [Go for a Walk](#) (Tip: maybe pass on this, because 10 minutes is too short unless you make it super fun).
- Personal exercises can include jumping jacks, sit-ups, pull-ups, running, or running in place.
- Want More? Want Animal Themes? Maybe the Inchworm Walk, frog leap, kangaroo hop, or crab walk.

Inchworm Walk

- Each Scout supports the Scout's body on hands and feet with legs extended behind the Scout.
- Keeping hands in place, the Scout walks on the toes with short steps until the feet are near the hands.
- Then, without moving the feet, the Scout walks forward on hands with short steps until the original position is attained.
- The Scout repeats the exercise, alternately walking on the toes and the hands.



Frog leap



Crab walk



Kangaroo hop



◆ **Activity 5: Relax (Requirement 5: "Do a relaxing activity for 10 minutes.")** (Parent leader: _____)

- Your activity could be from the [Adventure Resources](#) which has tips for relaxing by listening to [Music](#) or a [Story](#). But it could be lie on your back in the grass and watch the clouds.

CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a “Living Circle”.

AFTER THE MEETING: Clean up as needed. Share refreshments if that’s what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/running-with-the-pack/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

Those “Activity Card” pages are linked below – along with the “Key” scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How “Supply Intensive”; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being “most”. Note that while that website page says “Choose one of the following” before the “Activity Cards”, what that means is “Choose one of the following – *or do some other activity that will meet the Requirement*”, because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what’s below or other ways to complete the requirement in easier ways.

1. Sample 3 different foods that are naturally 3 different colors. The food must be a protein, vegetable, fruit, dairy, or a grain.

- [Tasting Colors](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

2. Demonstrate the proper way to brush your teeth.

- [A Giant’s Toothbrush](#) (Outdoor; 4 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [Clean Chompers](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)
- [Tooth Experts](#) (Indoor; 1 of 5 Energy; 2 of 5 Supplies; 5 of 5 Prep Time)

3. Be active for 30 minutes with your den or at least 1 other person that includes both stretching and moving.

- [Kickball](#) (Outdoor; 5 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [Ride a Bike](#) (Outdoor; 5 of 5 Energy; 5 of 5 Supplies; 2 of 5 Prep Time)
- [Toss and Catch](#) (Outdoor; 5 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

4. Be active for 10 minutes doing personal exercises.

- [Chat with a Personal Trainer](#) (Indoor; 1 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)
- [Circuit Exercises](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Go for a Walk](#) (Outdoor; 4 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

5. Do a relaxing activity for 10 minutes.

- [Listen to Music](#) (Indoor; 1 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Story Time](#) (Indoor; 1 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Wolf Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Safety in Numbers

A “Personal Safety” Adventure

REQUIRED (An Adventure “Required” to earn the Rank of Wolf)



Snapshot of Adventure

Parents and guardians are an important part of this Adventure as Scouts will do most of the requirements with parents or guardians.

Part of the Scout Law is to be brave. Knowing what to do when you think you are in danger helps you to be brave. In this Adventure, you will learn about the “Protect Yourself Rules” and the things that you can do to keep yourself safe.



The QR Code above takes you to scouting.org/cub-scout-adventures/safety-in-numbers/ ↑

See [Adventure Resources](#) at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to a District page with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. **With permission from your parent or legal guardian, watch the “Protect Yourself Rules” video for the Wolf rank.**
2. **Discuss “safe touch” as seen in the Protect Yourself Rules video.**
3. **Learn about the buddy system and demonstrate how it works.**
4. **Review common safety rules and demonstrate the proper use of playground equipment.**

Meeting Plan

Does this take one Meeting to complete? This is easily done in a single 60 minute session.

PREPARATION (and materials needed): Read the Safety In Numbers adventure in the Wolf Handbook.

- Determine how you will do the Video requirements and the Playground requirement. Options are:
 - Video at home with parents (Requirements 1 and 2), and Den Meeting built around a Playground visit.
 - You can make it a special trip to a new / unusual playground.
 - Both at Den Meeting, (1) video inside (be sure you have computer, internet connection, projector and screen) and (2) playground outside. Many schools and places of worship have outdoor playgrounds.
 - Either way, be sure to let the parents know whether you're watching this at a Den Meeting (some may want to opt out and do it at home) or telling the parents they need to watch this at home.
 - If you need help with a form of message to the parents, [see this](#) from the [Adventure Resources](#).

GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says "we've begun" and helps set the tone.

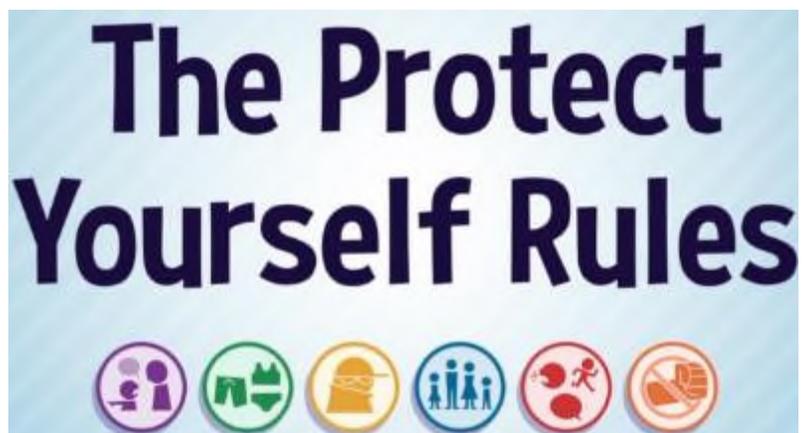
- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

ACTIVITIES (See also other Activities linked at [Adventure Resources](#) below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Protect Yourself! (Requirement 1:** "With permission from your parent or legal guardian, watch the "Protect Yourself Rules" video for the Wolf rank.") (Parent leader: _____)

- The video is found at <https://vimeo.com/325064564>



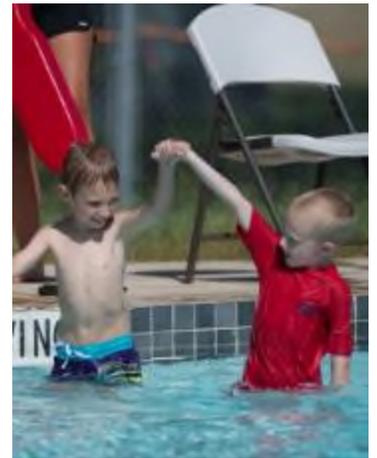
◆ **Activity 2: Safe Touch (Requirement 2:** "Discuss "safe touch" as seen in the Protect Yourself Rules video.") (Parent leader: _____) There are several ways to do this ... there are [Run Shout and Tell Relay](#) and [Safe Touch Poster](#) activities linked at [Adventure Resources](#).

- But you can do this as discussion in reaction to the video.

- Safe touches can include: • Hugs with a trusted person • Pats on the back • High fives • Elbow bumps • Doctor visits • When people help you after you've been hurt, like applying a bandage.
- If Scouts raise questions or concerns that you can or want to answer or comment on, do so.
 - If Scouts raise questions or concerns that you cannot or do not want to answer or comment on, take down and thank them for their question, and – if appropriate – tell them you'll follow up with their parent or guardian.
 - In some cases (here, or in other settings during your time as a leader), you may need to counsel the Scout personally but with another leader present for Youth Protection Rules, and follow Youth Protection protocols. See <https://www.scouting.org/training/youth-protection/>.

◆ **Activity 3: Buddy System (Requirement 3:** *“Learn about the buddy system and demonstrate how it works.”*) (Parent leader: _____) This is also part of “Paws on the Path” adventure.

- Discuss the buddy system. If you've covered it this way previously as part of the “Paws on the Path” adventure, you might do a different activity from those linked at [Adventure Resources](#).
 - The buddy system is a fundamental part of Scout safety anytime – especially in the outdoors.
 - Each Scout picks a “buddy” for the duration of the event. (If you have an uneven number of Scouts, put three together in one group.)
 - Each pair/group is assigned a number – “1,” “2,” “3,” “4”
 - That “buddy number” is only theirs and the only one they should use in the event of a “buddy check”.
- Practice buddy checks. Buddies should be close to each other at all times.
 - When a leader calls “Buddy check!” the pair moves toward each other and waits. Raising hands is good.
 - Once the Scouts are with their partners, they call out their numbers in order—“1,” “2,” “3,” “4” ...
 - ... until all numbers have been called. If you get through all the pair numbers, everyone is accounted for.
 - Pairs are not allowed to call their number if they are missing a member, so the process will stop.
 - The process also stops if a number is not called.
 - Pairs can call only their own numbers and no one else's.
 - Once all understand the concept, it goes quickly and is a valuable tool for keeping track of everyone.



◆ **Activity 4: Playground On Safely! (Requirement 4:** *“Review common safety rules and demonstrate the proper use of playground equipment.”*) (Parent leader: _____)

- Where you go is up to you. You might pick a new and different playground.



- Tip from the [Adventure Resources](#) – don't “tell” the Scouts what the rules are (except for any “posted” rules and regulations at the playground):
 - Ask each Scout to think of a safety rule that they should practice when using each piece of equipment.
 - Help guide them to common sense – safe, but still fun, ways to use the playground.

- Did you know? Some Dens do their Den Meetings as a “Tour of Playgrounds”, meeting at a different playground each time. Makes “gathering” time and “fun breaks” between Requirements easy.

CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a “Living Circle”.

AFTER THE MEETING: Clean up as needed. Share refreshments if that’s what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/safety-in-numbers/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

Those “Activity Card” pages are linked below – along with the “Key” scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How “Supply Intensive”; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being “most”. Note that while that website page says “Choose one of the following” before the “Activity Cards”, what that means is “Choose one of the following – *or do some other activity that will meet the Requirement*”, because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what’s below or other ways to complete the requirement in easier ways.

1. With permission from your parent or legal guardian, watch the “Protect Yourself Rules” video for the Wolf rank.

- [Protect Yourself Video Wolf](#) (Indoor; 1 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

2. Discuss “safe touch” as seen in the Protect Yourself Rules video.

- [Run Shout and Tell Relay](#) (Indoor; 3 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)
- [Safe Touch Poster](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

3. Learn about the buddy system and demonstrate how it works.

- [Buddy Check Game](#) (Indoor; 4 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)
- [Buddy Games](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Buddy-legged Race](#) (Indoor; 4 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

4. Review common safety rules and demonstrate the proper use of playground equipment.

- [Playground Rules](#) (Outdoor/Travel?; 4 of 5 Energy; 2 of 5 Supplies; 5 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

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Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Footsteps

A “Family and Reverence” Adventure

REQUIRED (An Adventure “Required” to earn the Rank of Wolf)



Snapshot of Adventure

In this Adventure, you are encouraged to learn more about your family’s faith traditions. You will complete most of these requirements at home with your family.

- Faith means having complete trust or confidence in someone or something.
- “Trustworthy” is the first part of the Scout Law.
- Through Aesop’s fable you will learn why being trustworthy is so important.



The QR Code above takes you to scouting.org/cub-scout-adventures/footsteps/ ↑

See [Adventure Resources](#) at the end of this Plan for a list of the suggested Activities at that link.

This Adventure is commonly done at home with the Cub Scout’s family. If it is being done as a den ensure that every parent and guardian is aware of the content and the activities that the den will do and allow for parents to opt out of doing it as a den activity and choose to complete the requirement at home.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

This Adventure may be earned by completing the requirements below OR by completing a [Religious Emblem](#) of the Cub Scouts family’s choosing.

1. With your parent or legal guardian talk about your family's faith traditions. Identify three holidays or celebrations that are part of your family's faith traditions. Make a craft or work of art of your favorite family's faith tradition holiday or celebration.
2. With your family, attend a religious service OR other gathering that shows how your family expresses reverence.
3. Carry out an act of kindness.
4. Listen to or read Aesop's fable "The Boy Who Cried Wolf." With your den or family discuss why being truthful is important.

Meeting Plan

Does this take one Meeting to complete – or more? If you do this as a Den Meeting, it's up to the Parents and Leaders about how many sessions. Combining the service or gathering with the craft with the story might be a lot – and might be better done from home on a family schedule. Or part at home and part with the Den.

PREPARATION (and materials needed): Read the Footsteps adventure in the Wolf Handbook.

- Communicate how you will do this Adventure – (a) everyone doing it all at home, or (b) some parts from home and some at a Den Meeting, or (c) planning a Den Meeting option for all of the Requirements.
- If you do the [Holiday Mosaic](#) activity for Activity 1 (Requirement 1), you'll need:
 - Materials: Colored paper, Scissors, Glue/glue stick, Pencil, Holiday symbol image for reference (simple symbols would do best for this project)
 - Ask Cub Scouts to find an image of their family's favorite holiday symbol to help draw their design and bring it to the meeting. You might bring some samples of those you know.
- If you do a Den Trip for "With your family, attend a religious service ..." for Activity 2 (Requirement 2), determine where and when you will go, and share information with your Den families.

GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

ACTIVITIES (See also other Activities linked at [Adventure Resources](#) below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Holidays / Celebrations (Requirement 1):** "With your parent or legal guardian talk about your family's faith traditions. Identify three holidays or celebrations that are part of your family's faith traditions. Make a craft or work of art of your favorite family's faith tradition holiday or celebration." (Parent leader: _____)

- [Reminder to Leaders and other adults: "your family's faith traditions" are based on what the family believes – as defined by the family. Belonging to an organization, though encouraged, is not required.]
 - A "family's faith tradition holiday or celebration" often includes religious holidays/celebrations, but family faith may also revere and celebrate at times like Thanksgiving, Veteran's Day, or Earth Day.]
- From the [Adventure Resources](#) – the [Holiday Mosaic](#) activity.
 - Have Scouts choose a solid color paper for the background of their mosaic.

- Ask Scouts to draw their favorite holiday symbol as large as they can onto the background paper. Simple symbols would do best for this project.
- Have Scouts cut or tear small pieces of desired colored paper, no smaller than ½ inch, to create the mosaic pieces. Irregular shapes are encouraged.
- After Scouts have finished creating their small pieces, they may glue the individual pieces onto the drawn shape.
 - They can choose to overlap pieces or choose for them to be close, but not touch.
 - Both create a creative image.
- Encourage Scouts to fill up the entire symbol with cut pieces of colored paper.
- After the glue is dry, have the Scouts display their mosaic.

◆ **Activity 2: Gathering (Requirement 2: “With your family, attend a religious service **OR** other gathering that shows how your family expresses reverence.”)** (Parent leader: _____)

- Note (just to be sure): Attending a religious service is excellent and common, but not required – a different “gathering that shows how **your family** expresses reverence” (emphasis added) satisfies the requirement.
 - The first two definitions of [Reverence in Merriam-Webster](#) are “1. honor or respect felt or shown: DEFERENCE (especially: profound adoring awed respect). 2. a gesture of respect (such as a bow).”
 - The full expression of the 12th point of the Scout Law is: “A Scout is Reverent. Be reverent toward God. Be faithful in your religious duties. Respect the beliefs of others.” Scouting respects your beliefs.
- Some Dens do more than one visit in order to share more than one tradition. But you don’t have to.

◆ **Activity 3: Be Kind (Requirement 3: “Carry out an act of kindness.”)** (Parent leader: _____)

- Kindness ideas suggested in the [Adventure Resources](#) include:
 - Write a poem for a parent or sibling.
 - Playing a board game with a sibling.
 - Give a hug to a friend.
 - Give a compliment.
 - Help clear the dinner table.
 - Do a chore without being asked.
 - Send a homemade card to a grandparent.
- More ideas in the Wolf Handbook and [at this District page](#) with many small ways to help and be kind.
 - Service Projects don’t need to be large – they are always kind.

◆ **Activity 4: Boy Who Cried Wolf (Requirement 4: “Listen to or read Aesop’s fable “The Boy Who Cried Wolf.” With your den or family discuss why being truthful is important.”)** (Parent leader: _____)

- Using the Wolf handbook, read the Aesop fable “The Boy Who Cried Wolf” to your Cub Scouts.
 - Discuss with your Cub Scouts the moral of the story.
 - Ask your Cub Scouts, how would they change this story as if it happened today.
 - The moral of the story is - Liars are not believed, even when they speak the truth.



CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a [“Living Circle”](#).

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and "Activity Card" options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/footsteps/>. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

- 1. With your parent or legal guardian talk about your family's faith traditions. Identify three holidays or celebrations that are part of your family's faith traditions. Make a craft or work of art of your favorite family's faith tradition holiday or celebration.**
 - [Holiday Mosaic](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
 - [Sun Catcher](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- 2. With your family, attend a religious service OR other gathering that shows how your family expresses reverence.**
 - [Attend a Religious Service](#) (Travel; 1 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)
 - [Let's Celebrate Together](#) (Travel; 2 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)
- 3. Carry out an act of kindness.**
 - [Kindness Jar](#) (Indoor; 2 of 5 Energy; 4 of 5 Supplies; 2 of 5 Prep Time)
 - [Sing with the Elderly](#) (Travel; 2 of 5 Energy; 2 of 5 Supplies; 5 of 5 Prep Time)
- 4. Listen to or read Aesop's fable "The Boy Who Cried Wolf." With your den or family discuss why being truthful is important.**
 - [Boy Who Cried Wolf](#) (Indoor; 1 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Wolf Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

A Wolf Goes Fishing

A “Fishing” Adventure

ELECTIVE (2 “electives” are needed to earn the Rank of Wolf)



Snapshot of Adventure

People have been fishing since long before they started farming. Today most people fish as a hobby or just for fun, and not for survival. In this Adventure you will get ready to learn the basics of fishing where you live and join your family, den, or pack on a fishing trip.

Do wolves fish in the wild? Yes, they do. In Alaska wolves fish for salmon, and in Minnesota they fish for freshwater fish in creeks. Let’s learn about the different types of water in which fish and how to catch them.



The QR Code above takes you to scouting.org/cub-scout-adventures/a-wolf-goes-fishing/ ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. Identify the type of water you will be fishing in and what type of fish live in the water.
2. Learn about the different types of bait used to attract fish.
3. Demonstrate a proper cast for the pole or rod you are using.
4. Learn the rules of fishing safely.
5. With your den, pack, or family, go fishing.

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! As written, you can do this in a single fishing trip, but maybe you do the planning, drawing and learning rules at one session (maybe with just plain fun games added) and the fishing at a separate session. Or go fishing twice. Or more!

PREPARATION (and materials needed): Read the A Wolf Goes Fishing adventure in the Wolf Handbook.

- Key is to decide where to go fishing ... and be sure that when you do you're in compliance with fishing rules. If needed, get permission to fish where you plan to fish.
 - Communicate with the families about when and where you will go, and what they need to bring.
 - Obtain and bring any required fishing licenses. Youth may not need a fishing license but adults who are fishing are likely to need one.
 - Note that all six ranks/grades of Cub Scouting have fishing Adventures, so you might collaborate with other Dens or maybe make it an outing for the entire Pack.
- Determine who your fishing expert is(are): solicit parent (and grandparent) fisher people, maybe your fishing destination has staff who would love to share their knowledge and passion for fishing.
- Key materials:
 - Fishing poles/tackle for all (ideally, each family provides, but bring extra for those with no fishing gear).
 - Pictures (paper or phone/computer) of the types of native/local fish you might catch; find these if you:
 - Go to your state's fish and wildlife website, like georgiawildlife.com/fishing/identification.
 - Do an internet search like *local fish I might catch near me* where you'll find lots of information.
 - Bait or lures for the type of fish you're trying to catch. See Requirement 2/Activity 2 below.
 - Every Scout and adult attending should have the Cub Scout Six Essentials (first-aid kit, filled water bottle, flashlight, trail food, sun protection, and whistle)
 - One or more "tackle boxes" with fishing gear, including fishing line, barbless hooks, bobbers, sinkers, swivels, artificial bait, needle nose pliers, scissors and de-hooker.
 - First aid kit. You know: fishhooks!

GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe recite the Outdoor Code:

*"As an American, I will do my best to: / Be clean in my outdoor manners, / Be careful with fire,
/ Be considerate in the outdoors, / Be conservation minded."*

ACTIVITIES (See also other Activities linked at Adventure Resources below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Where to Fish and What Fish are There? (Requirement 1: "Identify the type of water you will be fishing in and what type of fish live in the water.")** (Parent leader: _____)

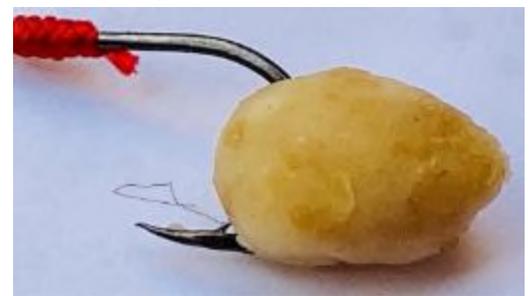
- While you can (and should) solicit ideas from the Scouts, adults will ultimately decide where to go fishing.
 - This can be done in a "first fishing meeting" without water or fishing, or at some other earlier meeting.

- But you can also “*identify the body of water*” at the fishing trip with discussion of types of water bodies with fish and how different types of water bodies have different types of fish. And what type *this* water body is.
 - You can share that we all know that fish live in water, but that not all fish can live in any type of water.
- Some fish live in the ocean where the water is salty and cold, some fish live in rivers or streams, and some fish live in freshwater lakes.
 - Have the Scouts identify what kind of water you are fishing today.
- Describe the different types of fish that are in the body of water where you will be fishing.
 - Pictures of the types of fish you might catch are helpful here. There are some in the Wolf Handbook p. 95.
 - Either printed or show on a laptop or on your phone (maybe you have a fish identifier app).
- For more fun and games, you can use other Activities linked at Adventure Resources:
 - [Fish Name Game](#)
 - [Fishery Visit](#)
 - [Who’s That Fish?](#)



◆ **Activity 2: What Fish Like: The Right Bait (Requirement 2: “Learn about the different types of bait used to attract fish.”)** (Parent leader: _____)

- Tell Cub Scouts that there are several factors that go into choosing the type of bait you’ll use.
 - These include the type of fish you want to catch and your fishing location.
- Explain to Cub Scouts that they’re going to learn about different types of fishing bait. For example:
 - Artificial lures such as plastic worms, spinnerbaits, roundhead jigs, dropshots.
 - Live bait such as worms, crickets, and minnows.
 - Household items that can be used as bait: corn, hot dogs, sandwich meat, bread.



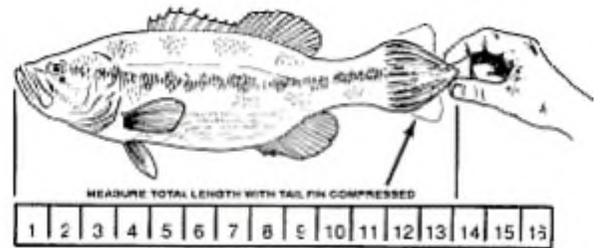
- Show Cub Scouts each type of bait and the name of the bait.

◆ **Activity 3: Cast Your Line (Requirement 3: “Demonstrate a proper cast for the pole or rod you are using.”)** (Parent leader: _____)

- Demonstrate the proper way to cast – you may have to demonstrate with different rods and reels.
 - You might show different cast types, like overhand, over the shoulder, and side cast.
 - Using a simple pole + fishing line + hook while sitting on the dock of a bay or edge of a pond? It’s easy!
- Give Cub Scouts time to practice casting.
- You may like one or more of [Cast & Learn](#), [Cast-A-Thon Relay Challenge](#), and/or [Crazy Casting Spin-Off](#) from the Adventure Resources below.

◆ **Activity 4: Fishing Rules (Requirement 4: “Learn the rules of fishing safely.”)** (Parent leader: _____)

- Discuss rules to follow when fishing. These can include state and local laws (like license requirements and rules about how to fish) and local property owner requirements (about how to fish in their water).
 - Explain that these rules (which are sometimes called regulations) are important because they help protect the fish and also protect the environment in which the fish live.
 - And that it is important that we learn these rules, understand what they mean, and promise to obey them. After all, a Scout is obedient!
- Common Regulations include the following – discuss with your Scout and have your Scout list at least three and why we have them:
 - Rules about where and when you can fish.
 - So that areas that should not be over-fished are protected.
 - Fishing seasons help protect fish from being disturbed at critical times when they need protection.
 - And be safe for people too, like do not fish in or near a swimming area, because people might step on lost hooks.
 - Requirements for licenses.
 - To limit the number of fishers so that the number of fish taken won't be too great.
 - And to help ensure fisher people know the rules!
 - How many fish you are allowed to catch and keep.
 - These help keep fish populations strong enough to survive.
 - And also allow fishers to catch that kind of fish in the future.
 - How big a fish must be to keep.
 - So that immature fish can grow up and make more fish!
 - In some places you must put the fish you catch back in the water. This is called “catch and release”.
 - It is a good way to make sure fish can continue to live in the place you are fishing.
 - And: A Scout is Kind!
 - Always ask permission before fishing on another person's property.
 - A Scout is courteous.
 - Do not intrude on a spot where others are already fishing.
 - That can scare away fish! (A Scout is friendly.)
- Once you know your local fishing rules and regulations, here are the 6 things to know to keep you and others safe:
 - 1) Fish with proper adult supervision.
 - 2) Get permission to fish where you plan to fish.
 - 3) Check the weather before you go. Do not fish in a thunderstorm or inclement weather.
 - (Scouts need to watch the weather during the fishing event too.)
 - 4) Use the buddy system. You must be able to see them.
 - 5) Give plenty of room to others who are fishing nearby.
 - 6) Never fish where people are swimming.
 - (You don't want to hook any people or lose hooks in a swim area.)



◆ **Activity 5: Fish On! (Requirement 5: “With your den, pack, or family, go fishing.”)** (Parent leader: _____)

- You know what you’re trying to catch, you’ve got bait they will like, you know how to cast and you know the rules, so ... Go Fishing!
 - Have adults help Scouts with attaching bait or lures and give positive coaching and encouragement.
 - Ensure that Scouts are spaced a safe distance apart from each other.
- Practice catch and release. Assist Scouts who catch a fish to release it.



CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a “Living Circle”.

AFTER THE MEETING: Clean up as needed. Share refreshments if that’s what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/a-wolf-goes-fishing/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

Those “Activity Card” pages are linked below – along with the “Key” scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How “Supply Intensive”; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being “most”. Note that while that website page says “Choose one of the following” before the “Activity Cards”, what that means is “Choose one of the following – *or do some other activity that will meet the Requirement*”, because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what’s below or other ways to complete the requirement in easier ways.

1. Identify the type of water you will be fishing in and what type of fish live in the water.

- [Fish Name Game](#) (Indoor; 4 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [Fishery Visit](#) (Travel; 1 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)
- [Who’s That Fish?](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

2. Learn about the different types of bait used to attract fish.

- [Bait-ology Bonanza](#) (Indoor; 2 of 5 Energy; 5 of 5 Supplies; 2 of 5 Prep Time)

3. Demonstrate a proper cast for the pole or rod you are using.

- [Cast & Learn](#) (Outdoor; 4 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [Cast-A-Thon Relay Challenge](#) (Indoor; 5 of 5 Energy; 4 of 5 Supplies; 4 of 5 Prep Time)
- [Crazy Casting Spin-Off](#) (Outdoor; 5 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

4. Learn the rules of fishing safely.

- [Bait and Switch Safety Rules Game](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Hook, Line, and Safety Poster](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Tacklebox Trivia](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

5. With your den, pack, or family, go fishing.

- [Go Fish](#) (Travel/Outdoor; 5 of 5 Energy; 5 of 5 Supplies; 5 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

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Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
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- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Pedal With The Pack

A “Cycling” Adventure

ELECTIVE (2 “electives” are needed to earn the Rank of Wolf)



Snapshot of Adventure

Get together with your den, pack, or family to go on a bike ride.

You will learn about what to take, how to make sure your bike is ready, and then go for a ride!

Grab your helmet, check your tires, and a buddy to head out on another Adventure.



The QR Code above takes you to scouting.org/cub-scout-adventures/pedal-with-the-pack/ ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. Show how to properly wear a bicycle helmet. Show you can take off and put on without help.
2. Decide what you should wear when riding a bike.
3. Learn about different types of bikes and when/where you might ride these different types.
4. Demonstrate you can start and stop your bicycle without help.
5. Demonstrate proper hand signals.
6. With your den, pack, or family, follow the buddy system and take a bike ride.

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! As written, you can do this in a single 60 minute session, but you might do an instructional meeting first and a bike ride second. Better, have more than one bike ride and split up the parts between the bike rides.

PREPARATION (and materials needed): Read the Pedal With The Pack adventure in the Wolf Handbook.

- Determine when and where you will do this Adventure, and share information with your Den families.
 - Determine if you want to have a bike expert come to you to help instruct (share this plan with them). A bike expert could be someone at a cycling shop, a cycling club, or a parent who is into cycling.
 - If a bike shop employee, you might visit the shop for all or part of this meeting, or see if the bike shop employee can ride over to your meeting and bike ride location.
 - Pick a place to ride bikes that will be free of automobile traffic. Many parks and playgrounds work. A school or church parking lot on a day when the school or church is not active might work.
- Share what families should bring: bike, bike helmet, any other desired bike safety gear.
 - If some families don't have bikes, ask others if they can share their bikes and let Scouts take turns.
 - At a bike shop, you might be able to use some "loaner" bikes. Or take a bike on a "test ride"!
- Other equipment needed includes: bicycle air pump, tire pressure gauge, bike chain lubrication, flathead and Philips head screwdrivers, variety of Allen wrenches.

GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

ACTIVITIES (See also other Activities linked at Adventure Resources below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Helmets Help! (Requirement 1:** "Show how to properly wear a bicycle helmet. Show you can take off and put on without help.") (Parent leader: _____)

- Before any bike ride, you want to be sure you have the safety gear you need.
- Discuss the importance of using safety gear.
 - Gather the Scouts and adults and inform them that when we ride bikes wearing a helmet is one of the most important safety gear we have.
 - A bicycle crash can happen at any time.
 - A properly fitted hard-shell bicycle helmet reduces the risk of head injury.
 - More children aged 5 to 14 go to hospital emergency rooms for injuries associated with bicycles than with any other sport.
 - Many of these injuries involve the head.
 - Always wear a hard-shell helmet with a chin strap when you go biking!

- Just like any safety gear, in order for it to work properly you have to wear it properly.
 - Make sure it fits so it can help protect your head if you fall off your bike.
 - In most states, wearing a helmet is required.
- Review the proper steps for putting on a helmet.
 - Have your Scout try on their helmet and check the fit – adjust as needed.
- If your helmet slips and slides, then take it off and adjust the fit.
 - Help your Scout learn how to adjust the helmet so it fits correctly.
 - Learn how to fasten and unfasten your chin strap by yourself.
 - Make sure it is always fastened before you ride!
- When you ride, wear bright (light colored) clothing so that others can see you.
 - Maybe reflective tape if you'll be riding in dim light.
 - Your bike should have reflectors on the back of the saddle and/or the hub, and in the wheel spokes.
- Have your Scouts try their helmet on and take it off without help.
 - Ask your Scout why you'd use those items to stay safe.
 - If anyone is going to borrow a helmet, disinfect the helmet with an over-the-counter disinfectant spray.

It should sit snugly on your head, but not so tightly that it is uncomfortable. ▶



◀ The front of the helmet should sit only one or two fingers above your eyebrows. If the helmet is tipped back, it will not protect your forehead.

The side straps should make a "Y" around your ears. ▶



◀ Use the "two-finger rule" to fit your chin strap. The buckle should be centered under your chin. Tighten it so you can only fit a finger or two between it and your chin.

◆ **Activity 2: Cycling Clothes (Requirement 2: "Decide what you should wear when riding a bike.")** (Parent leader: _____)

- Clothing choices for riding a bike are mainly about comfort and safety, not fashion.
- Comfort issues:
 - Will you be too hot or too cold? Will riding like the wind make you too cold? Adjust as needed.
 - Might it rain? Do you need raingear?
 - Socks with your shoes.
- Safety issues:
 - A helmet, of course, but also closed shoes.
 - Clothing that stays close to your body (won't get caught in bike chains or gears).
 - Bright colors so that you are seen by drivers and others. Reflective tape on your bike, helmet and clothes help as well.
 - Kneepads and elbow pads may be helpful.



◆ **Activity 3: Different Types of Bikes (Requirement 3: "Learn about different types of bikes and when/where you might ride these different types.")** (Parent leader: _____)



Road Bikes

Lightweight, Thin Tires, Drop Handlebars for speed on paved surfaces



Mountain Bikes

Small Frame, Wide Tires and flat bars for rugged and gravel surfaces



BMX Bikes

Smaller, lower seat, flat bars, wide tires for jumps and tricks



Adaptive Bikes

Many types, depending on the adaptation for physical ability. Tricycles are common.

- There are other types in between each of those main types, such as **Hybrids**, like in between mountain bike and road bike; **Touring**, like a road bike but stronger frame; **Recumbent**, where you sit and pedal (some adaptive bikes are recumbent and have hand pedals); **Fixed Gear**, where you have one gear (think very simple first bikes or bikes used by bicycle messengers).

◆ **Activity 4: Start and Stop Safely (Requirement 4: "Demonstrate you can start and stop your bicycle without help.")** (Parent leader: _____)

- The Wolf Handbook begins with a reminder to do a safety check on your bike and know the ABCs of riding a bike. The notes below about doing an **A B C Quick** Check are adapted from a handout [found here](#) from the League of American Bicyclists.

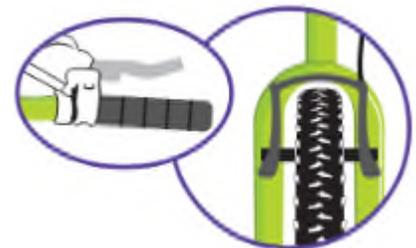
• **A** is for **A**ir:

- Check the air pressure. Point out there is a number on bike tires next to the letters PSI. The PSI tells you how much air should be in your tires.
- Point out the PSI on the bike tires (note that sometimes the front tire and rear tire have different recommended PSI).
- Demonstrate how to check the tire pressure using the tire pressure gauge. Demonstrate how to use the air pump to fill a tire to the proper PSI. Spin the wheels and make sure the tires are not worn out.



• **B** is for **B**rakes:

- If the bike has coaster brakes (brakes that stop the bike by peddling backward) check the brakes by placing the bike upside down and using your hand to peddle the bike forward. Then spin the peddle backward to stop the wheel.
- If the bike has hand brakes make sure that the levers don't hit the handlebars when squeezed.
- Lift one end of the bike at a time to spin the wheel and apply the brake to see if the tire stops.
- Check to see that the brake pads are clean, and straight, and make contact with the tire rims properly.



• **C** is for **C**rank, **C**hain, and **C**ogs:

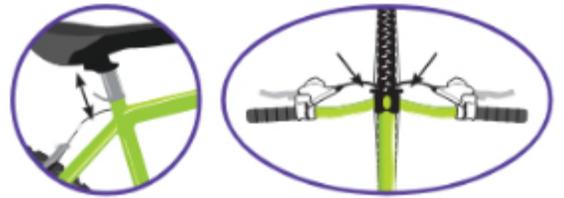
- Check the crankarm and try to wiggle it side to side – there should be no movement.
- The bike chain should look like metal, there should be no rust or gunk on the chain.



- The chain should not sag and should drive the back wheel. Spin the pedals and cranks to see if the chain drives the rear wheel.
- If the bike has gears check to make sure the gear levers and derailleurs (gear-changing mechanism) work to shift the chain between gears – make sure the chain easily moves from cog to cog.
- All moving parts should be properly lubricated with bike chain lubrication. Demonstrate how to add bike lubrication by following the directions on the container of bike lubrication.

• **Quick** Refers to the **Quick** Release:

- Some bikes have quick releases on the wheels or the seat post.
- Check to make sure they are tight and closed properly so that they don't release suddenly.



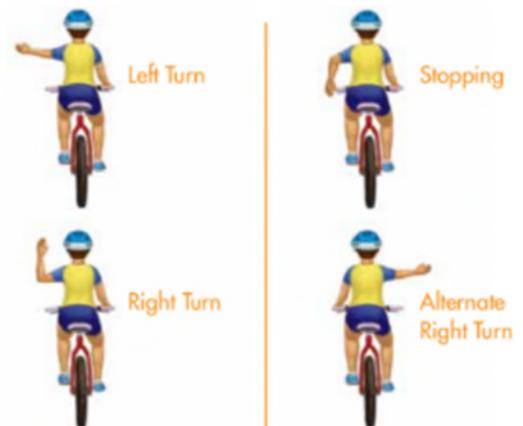
- Also: Adjust your bicycle to fit you! Make sure you can stand over the top tube of your bicycle.

After that **ABC Quick** safety check, it's time to get on the bike and "Demonstrate you can start and stop your bicycle without help."

- P.S.: Start with help if needed.
- P.P.S.: Training Wheels are OK.
- P.P.P.S.: The Cub Scout Motto is "Do Your Best!"

◆ **Activity 5: Hand Signals (Requirement 5: "Demonstrate proper hand signals.")** (Parent leader: _____)

- Demonstrate the arm signals that your Scout and you should use when out on the road.
 - Have them look at the examples in their handbooks to reinforce each.
 - Have your Scout demonstrate those signals – maybe play "follow the leader" while walking at home (before you get on bikes).
 - Use the signals to show which way you're going.
 - Switch off the "leader" role, and let your Scout lead you.
 - Make sure you signal in plenty of time so that those behind you know what you're going to do.



◆ **Activity 6: Ride On! (Requirement 6: "With your den, pack, or family, follow the buddy system and take a bike ride.")** (Parent leader: _____)

- The bike ride needs to be safe and fun – there is no minimum distance, and no required skill level.
 - The Cub Scout Motto is "Do Your Best!", so you and your Scout should do your best – and hopefully learn to love riding bikes for a lifetime.
 - If Cub Scouts cannot yet ride without training wheels, that's okay!
- All bike rides are local, so determine how and where you will ride. Explain the bike route and make sure everyone stays together.

CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a "Living Circle".

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and "Activity Card" options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/pedal-with-the-pack/>. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

1. Show how to properly wear a bicycle helmet. Show you can take off and put on without help.

- [Helmet Fitting](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

2. Decide what you should wear when riding a bike.

- [Gear Check](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Gear Classification](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

3. Learn about different types of bikes and when/where you might ride these different types.

- [Types of Bikes](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

4. Demonstrate you can start and stop your bicycle without help.

- [Red light, Green light](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

5. Demonstrate proper hand signals.

- [Show Me A Sign](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

6. With your den, pack, or family, follow the buddy system and take a bike ride.

- [Let's Go Ride A Bike](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Wolf Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Paws For Water

A “Swimming” Adventure

ELECTIVE (2 “electives” are needed to earn the Rank of Wolf)



Snapshot of Adventure

Swimming is a great way to stay healthy. In this Adventure you will have a chance to get wet while you learn the rules to swimming safely. To earn this Adventure, you may:

enroll in and complete a swimming instruction program offered by an accredited instructor **OR** pass the Scouting America swimmer test **OR** complete the requirements below.



The QR Code above takes you to scouting.org/cub-scout-adventures/paws-for-water/ ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. Learn about the swimming safety rules that you need to follow.
2. Demonstrate how to enter the swimming area properly.
3. Using the buddy system and staying within your ability group, go swimming with your den or family for 30 minutes.
4. Attempt at least one swimming stroke: front crawl, restful backstroke, or breaststroke.
5. Jump feet first into water that is chest high or deeper.
6. Demonstrate how to exit the swimming area properly.

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! As written, you can do this in a single 60 minute session, but you can go to the pool more than once, right?

PREPARATION (and materials needed): Read the Paws for Water adventure in the Wolf Handbook.

- Determine when and where you will do this Adventure, and share information with your Den families.
 - Ideally at a lifeguarded swimming pool. If not, you need supervision by one or more adults who have completed the Scouting America Safe Swim Defense training (26 minutes) at [my.scouting](https://my.scouting.org).
 - Determine if you want to have a lifeguard or swimming instructor or swim team coach help instruct (share this plan with them).
- Other items you will need:
 - Whistles for lifeguards and lookouts
 - Buddy tags and a buddy board system (ideas below in Activity 3)

GATHERING: A “gathering” activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and “share the leader load”: everyone can help with something! A good approach is for different parents (or teams) to share the “lead” of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says “we’ve begun” and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

ACTIVITIES (See also other Activities linked at Adventure Resources below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some “talk time” where you (1) discuss today’s Adventure activities (what you’ll do, how you’ll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share “what’s new” with them and get to know each other better.

◆ **Activity 1: Swimming Safety Rules (Requirement 1:** “Learn about the swimming safety rules that you need to follow.”) (Parent leader: _____)

From [Rules Relay](#), review the eight points of the Safe Swim Defense with everyone attending.

- 1) “The first rule is to make sure there is an adult who is properly trained oversee the swimming activity. This is called **Qualified Supervision**. All swimming activity must be supervised by a mature and conscientious adult aged 21 or older who understands and knowingly accepts responsibility for the well-being and safety of those in their care, and who is trained in and committed to compliance with the eight points of Scouting Safe Swim Defense.”
- 2) “The second rule is to make sure that everyone who is going to swim is healthy. You should never go swimming if you feel sick. Everyone who is swimming is to have a **Personal Health Review**. A complete health history is required of all participants as evidence of fitness for swimming activities. The Scouting America [Annual Health and Medical Record](#) can be used for this.”



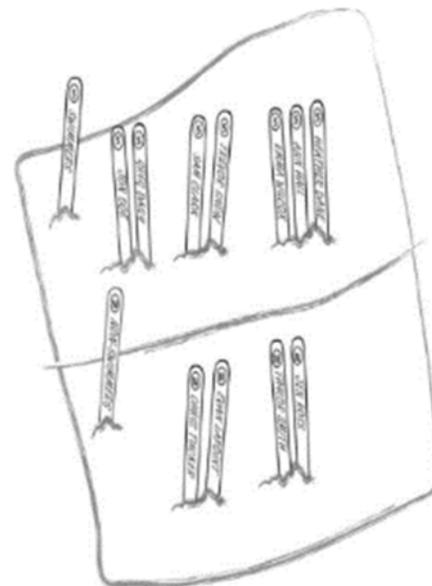
- 3) "The third rule is to make sure where we are swimming is safe. A **Safe Area** means that all swimming areas must be carefully inspected and prepared for safety prior to each activity. Water depth, quality, temperature, movement, and clarity are important considerations. Hazards must be eliminated or isolated by conspicuous markings and discussed with participants. Another Safe Area issue is Controlled Access: There must be safe areas for all participating ability groups to enter and leave the water. Swimming areas of appropriate depth must be defined for each ability group. The entire area must be within easy reach of designated rescue personnel. The area must be clear of boat traffic, surfing, or other non-swimming activities."
- 4) "The fourth rule is to have **Response Personnel or Lifeguards**. Every swimming activity must be closely and continuously monitored by a trained rescue team on the alert for and ready to respond during emergencies."
- 5) "The fifth rule is to have a **Lookout**. The lookout continuously monitors the conduct of the swim, identifies any departures from Safe Swim Defense guidelines, alerts rescue personnel as needed, and monitors the weather and environment."
- 6) "The sixth rule is for everyone to be placed into an **Ability Groups**. All youth and adult participants are designated as swimmers, beginners, or nonswimmers based on swimming ability confirmed by standardized Scouting swim classification tests. The swimming area will be marked by ability groups and you cannot go beyond your ability groups swimming area. Nonswimmers must stay in the nonswimmer area, beginners can go in the nonswimmer and beginner area, and swimmers can swim in any of the three areas."
- 7) "The seventh rule is the **Buddy System**. Every participant is paired with another. Buddies stay together, monitor each other, and alert the safety team if either needs assistance or is missing. During our swimming time when a lifeguard or adult calls for a buddy check you must exit the water with your buddy and hold your buddy's hand up. A count will be done to make sure everyone is safe before anyone gets back into the water."
- 8) "The last rule is extremely important and that is **Discipline**. Rules are effective only when followed. All participants should know, understand, and respect the rules and procedures for safe swimming provided by Safe Swim Defense guidelines."



◆ **Activity 2: Safely Into The Swimming Area (Requirement 2: "Demonstrate how to enter the swimming area properly.")** (Parent leader: _____)

- Before entering the swimming area gather Cub Scouts and adults. Have the adult serving as the qualified supervision introduce themselves and show the den where the buddy board is.
 - Pass out buddy tags to each Cub Scout and adults.
 - Have Cub Scouts and adults buddy up and place their buddy tags on the buddy board.
 - Have the adult serving as the qualified supervision explain how the buddy board works and how to properly enter the swimming area.

- Buddy tags and portable or homemade “buddy boards”.
 - At a pool or a state park lake while you’ll be sure to have Qualified Supervision and the other elements, you may not have a big wooden buddy board or “buddy tags”.
- But you have alternatives:
 - A simple list of names on a piece of paper is adequate for tracking those in the water and their ability classification. Have nonswimmer, beginner and swimmer sections of the sheet, write the names of buddies as they enter in their ability area, and scratch them off when they leave.
 - Other options include tongue depressors stuck in the sand, or wooden clothespins strung on a line. Use waterproof markers are used to print names and color the ends by ability groups.
- Here’s a tongue depressor system description:
 - Prior to the trip, each camper’s full name and assessed swimming ability is written (with permanent marker) on a tongue depressor to be used in a similar way as a buddy tag.
 - At the site, an area on the ground near the beach is selected to serve as the “buddy board” and nonswimmer, beginner and swimmer areas are scratched or scraped into the soil or outlined with sticks on the ground.
 - Each camper’s tongue depressor is stuck into the ground next to his/her buddy’s and in the assigned swimming area.
 - When buddy pairs change swimming areas or exit the water, their tongue depressors are relocated to the new area or removed from the ground.
- Once everyone has entered the swimming area safely, demonstrate how to enter the pool.
 - Walk up to the edge of the pool, sit down on the edge, place your feet into the pool, and lower yourself down into the pool.
 - Go buddy group by buddy group, and have Scouts repeat the entry method demonstrated to them.



◆ **Activity 3: In The Water With Your Buddy (Requirement 3: “Using the buddy system and staying within your ability group, go swimming with your den or family for 30 minutes.”)** (Parent leader: _____)

- Scouts buddy with another Scout or an adult when they get into the water.
- Identify swim ability group for each Scout and adult. Scouting designates swimmers, beginners or nonswimmers based on swimming ability confirmed by standardized swim classification tests.
 - Each group is assigned a specific swimming area with depths consistent with those abilities.
 - The classification tests should be renewed annually, preferably at the beginning of the season.
 - You have to assume that all are “nonswimmers” unless the Scouting swim test is conducted (scroll down to the bottom of Adventure Resources for the tests to be deemed a “beginner” or a “swimmer”).
- From Scouter Mom’s [page on a swimming adventure](#), here are fun group activities which are even appropriate in the shallow section:
 - **Treasure Hunt:** Scatter some waterproof toys or items on the bottom of the shallow end. Have the Scouts search for these items together.
 - **Pass the Ball:** Use a beach ball or a soft water ball to play a game of pass or keep-away. This helps build water comfort and teamwork skills.
 - **Duck, Duck, Splash:** A watery version of “Duck, Duck, Goose”. Instead of running, the Scout taps heads and says “duck” until they choose someone and say “splash”, then gently splash water towards them before that Scout chases them around a circle formed by other players.

- **Simon Says:** Play “Simon Says” with simple water-based actions like “splash water”, “float on your back”, or “kick your legs”.
- **Follow the Leader:** Have an adult lead a line of Scouts around the shallow end, doing different simple water movements like arm circles, leg kicks, or walking through the water.

◆ **Activity 4: The Strokes (Requirement 4:** “Attempt at least one swimming stroke: front crawl, restful backstroke, or breaststroke.”) (Parent leader: _____)

- Have your swim instructor or able swimmer demonstrate the strokes.
- Demonstrate the front crawl stroke.

- Legs do a flutter kick.
 - To do this, move your legs up and down in the water, pressing down on the water with the top of your foot.
- At the same time, reach out with your arms out as far as you can in front of you, one arm at a time.
- Cup each hand, and scoop water down and back toward your body as your arm goes around in a circle.



- Demonstrate the restful backstroke (sometimes called “elementary” or “easy” backstroke).
 - Start by facing the pool wall, grabbing the poolside with both hands and putting your feet up against the wall, so your knees are bent up between your arm.
 - You are poised and ready to spring away from the wall.
 - Let go of the wall and push hard with both feet. Stretch out away from the wall keeping both arms by your sides.
 - Glide across the water surface maintaining a horizontal position.
 - Introduce using legs to kick. Push away from the poolside with one foot and with your head back, facing upwards.



- Begin to kick using a relaxed and alternating action, flicking your feet upwards to break the water surface.
- Your relaxed ankles should enable your feet to kick in a flipper-like action.
- Finally, introduce arms. Push gently away from the pool side holding a float across the chest with one arm and with the other arm by your side.
- Extend your arm up and over the water with your thumb leading the movement.
- Keeping your arm straight, rotate your hand so that your little finger enters the water in line with your shoulder and arm fully extended.
- The arm pulls through the water to the hip with the forearm and the palm of the hand providing the propulsion.

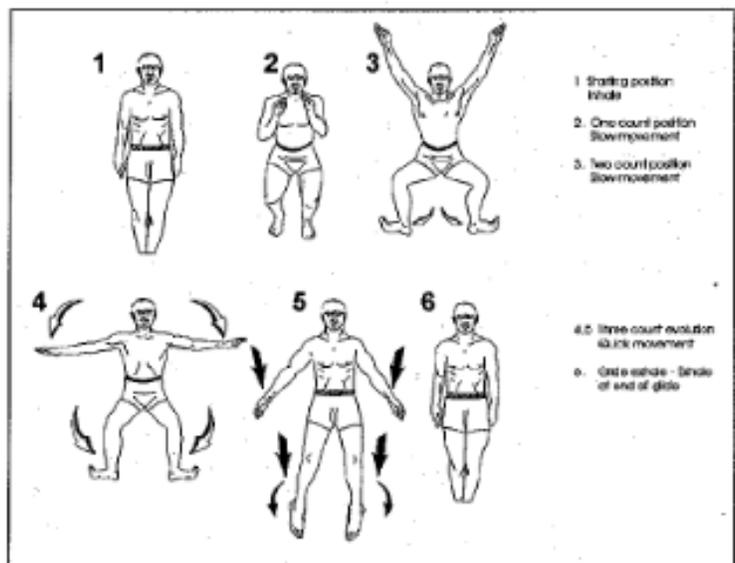
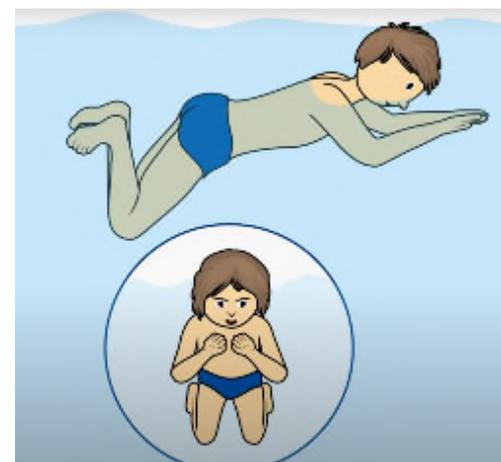
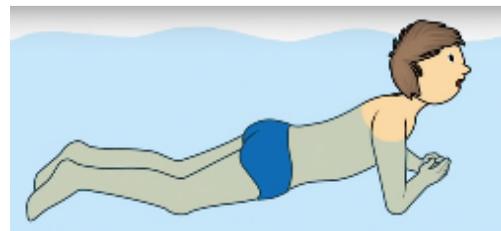
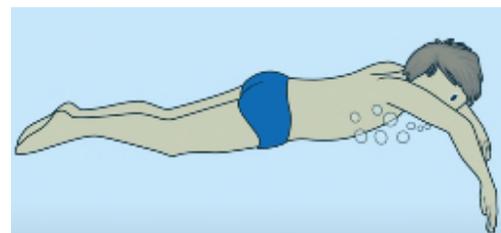
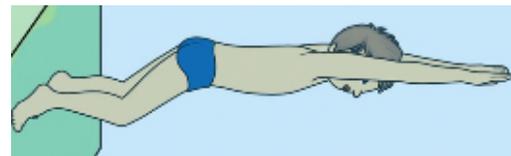


Fig. 8-14 Elementary Backstroke Timing

- Demonstrate the breaststroke.
 - Grab the poolside with both hands behind you.
 - Put your feet up against the wall, getting ready to spring away from the wall.
 - Take a deep breath and submerge your face.
 - Immediately let go of the wall and stretch your arms and hands in front of you.
 - Push hard with both feet and stretch out away from the wall with arms stretched out in front and together.
 - Then cup your hands and pull your arms down and behind you to start some forward movement through the water.
 - As you push forward and upward, push your head out of the water and breath.
 - Now you're looking forward with your chin on the water surface.
 - And ready for another stroke.
 - Draw your knees up underneath you.
 - Keeping your legs and feet together, turn out your feet, exposing the soles to the water behind you.
 - Kick your feet out, around and back together, keeping your knees as close together as you can.
 - Keeping fingers together, pull the water around in a small circle, keeping your hands in front of you throughout the movement.
 - As you get used to the action, add more power and acceleration to the movement so that it becomes more of a whip action.
 - Allow your hands to scoop around and come together just under your chin. Elbows tuck in.
 - Both hands then stretch forwards, remaining together as they return to their starting position.
- Tell Cub Scouts to make sure they're with the swim buddy within their same swim ability group that they selected in requirement 3. Call each buddy group, one at a time, to attempt one of the styles.



◆ **Activity 5: Jump In! (Requirement 5: "Jump feet first into water that is chest high or deeper.")** (Parent leader: _____)

- Have Cub Scouts sit on the edge of the pool with their swim buddy within their same swim ability group.
 - Call each buddy group to stand up.
 - Tell them to put their toes on the edge of the pool ledge.
 - Ask them to jump into the pool feet first and swim back to the edge.

◆ **Activity 6: Out Of The Water, Safely (Requirement 6: "Demonstrate how to exit the swimming area properly.")** (Parent leader: _____)

- In a pool or dock in a lake, if you're not using a ladder to get out, follow these steps:
 - In the pool, grab onto the wall with two hands [please emphasize BOTH hands!]
 - Put one elbow on top of the edge of the pool or dock.
 - Bring their other elbow up on the edge.

- Pull their body up so that their tummy is laying on the edge of the pool.
- Have them put their knee on the ledge and push up to a safe exit of the pool.
- Before exiting the swimming area gather Cub Scouts and adults.
 - Have the adult serving as the qualified supervision meet the den at the buddy board.
 - Have the adult serving as the qualified supervision explain that checking out at the buddy board (picking up your buddy tag) when you exit the swimming area allows everyone to know that there no longer people in the pool.
 - Have Cub Scouts pick up their buddy tags from the buddy board or otherwise follow your checkout protocol if you're using a list or other system.
- Once everyone has exited the swimming area safely ask Cub Scouts and adults what they liked best about the swim.
 - Ask them if they can remember any part of the safe swim defense, the rules to follow when swimming.

CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a ["Living Circle"](#).

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/paws-for-water/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

Those “Activity Card” pages are linked below – along with the “Key” scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How “Supply Intensive”; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being “most”. Note that while that website page says “Choose one of the following” before the “Activity Cards”, what that means is “Choose one of the following – *or do some other activity that will meet the Requirement*”, because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what’s below or other ways to complete the requirement in easier ways.

1. Learn about the swimming safety rules that you need to follow.

- [Rules Relay](#) (Indoor; 4 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

2. Demonstrate how to enter the swimming area properly.

- [Swim Area Safety](#) (Travel; 2 of 5 Energy; 2 of 5 Supplies; 5 of 5 Prep Time)

3. Using the buddy system and staying within your ability group, go swimming with your den or family for 30 minutes.

- [Go Swimming](#) (Travel; 5 of 5 Energy; 5 of 5 Supplies; 5 of 5 Prep Time)

4. Attempt at least one swimming stroke: front crawl, restful backstroke, or breaststroke.

- [Swimming Form](#) (Travel; 5 of 5 Energy; 4 of 5 Supplies; 3 of 5 Prep Time)

5. Jump feet first into water that is chest high or deeper.

- [Jump On In](#) (Travel; 4 of 5 Energy; 4 of 5 Supplies; 3 of 5 Prep Time)

6. Demonstrate how to exit the swimming area properly.

- [Getting Out of the Pool](#) (Travel; 3 of 5 Energy; 4 of 5 Supplies; 3 of 5 Prep Time)

Scouting America Swimming Tests:

- “Swimmers” pass this test:
 - Jump feet first into water over the head in depth.
 - Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke.
 - The 100 yards must be completed in one swim without stops and must include at least one sharp turn.
 - After completing the swim, rest by floating.
- “Beginners” pass this test:
 - Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface.
 - Stop, turn sharply, resume swimming and return to the starting place.
- Anyone who has not completed either the beginner or swimmer tests is classified as a nonswimmer.

Assembled Den Meeting Plan – WOLF (2nd Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Wolf Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
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The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Let's Camp Wolf

A "Camping" Adventure

ELECTIVE (2 "electives" are needed to earn the Rank of Wolf)



Snapshot of Adventure

You are about to go on an overnight campout. Sleeping in a tent, roasting marshmallows, and exploring nature are some of the best parts of being a Cub Scout.

Before you go, make a list of what you need to bring. Your den leader and parent(s) will help you get ready. Each time you go camping, you can show you are a Wolf Scout by doing more on your own.



The QR Code above takes you to scouting.org/cub-scout-adventures/lets-camp-wolf/ ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. Learn about the buddy system and how it works in the outdoors.
2. Know the Cub Scout Six Essentials.
3. In addition to your Cub Scout Six Essentials, list the personal items you need for your campout.
4. Learn a camping skill.
5. Attend a council or district Cub Scout overnight camp or attend a campout with your pack.

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! As written, you can do this in a single session at a campout (or break it up during the campout – you'll be there for a while). You might also split into two sessions and do the first four requirements in advance of the campout.

PREPARATION (and materials needed): Read the Let's Camp Wolf adventure in the Wolf Handbook.

- Key is to decide where to go on your campout ... and to be sure your Pack has planned for a fun and safe campout. This plan is not a full campout plan ... just the Adventure plan. Also: an overnight campout is not a "single den" activity – it needs to be a Pack activity, but all dens can do their own "Let's Camp" Adventure.
 - Communicate with the families about when and where you will go, and what they need to bring.
 - [This checklist](#) might help families know what to bring, but you may see other items need in your locale.
 - For this Adventure, work at home before the campout will include Requirement 3 about "*the personal items you need for your campout*") so that they can pack properly.
 - The Six Essentials are: first-aid kit, filled water bottle, flashlight, trail food, sun protection, and whistle.
- To develop a full fun and safe campout plan ... attend Basic Adult Leader Outdoor Orientation (BALOO).
 - This one-and-a-half day course is an introduction to the Cub Scout outdoor program for leaders interested in adding a camping component to their Pack activities.
 - [BALOO training](#) consists of an online pre-requisite component (found in [my.scouting.org](#)) in addition to an overnight hands on practical experience with other Cub Scout Leaders.
 - Completion of this course is mandatory for a minimum of one adult on a Pack overnighter.
- Materials for the camping skill you want the Scouts to learn. Tents? Rope? Backpack? Stuff sack?
 - To make knot tying more visible, give each Scout two paracord pieces **of different colors**.
 - That makes it easier for Scouts to see where the two knots are going.
 - To be a superstar camping skills leader, use [glow in the dark paracord!](#)

GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe have the Scouts recite the Outdoor Code: "*As an American, I will do my best to: / Be clean in my outdoor manners, / Be careful with fire, / Be considerate in the outdoors, / Be conservation minded.*"

ACTIVITIES (See also other Activities linked at Adventure Resources below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Campout Buddy System (Requirement 1:** "*Learn about the buddy system and how it works in the outdoors.*") (Parent leader: _____)

- Learn about the buddy system and how it works on your campout.
 - The buddy system is when two Cub Scouts work together, share, and keep each other safe.
 - The den leader decides how buddies are paired.
 - You cannot change buddies unless the den leader approves and everyone knows their new buddy.

- Having a buddy is very important when you are doing an activity outdoors.
 - When you have a buddy, you are not to let your buddy out of your sight.
- Each Scout picks a “buddy” for the duration of the event. (If you have an uneven number of Scouts, put three together in one group.)
- As buddies you are friends, so remember the points of the Scout Law to be friendly, courteous, and kind to each other.
- You keep each other safe by following any rules or instructions for the activity.



◆ **Activity 2: Six Essentials (Requirement 2: “Know the Cub Scout Six Essentials.”)** (Parent leader: _____)

- Here’s the Cub Scout Six Essentials (for more, see: <https://vimeo.com/498051015>):
 - **First-aid kit:** adhesive bandages, moleskin, gauze, antibiotic ointment, etc.
 - **Water bottle:** filled and large enough to last until it can be filled again.
 - **Trail food:** can be made as a den activity prior to hike or campout.
 - **Sun protection:** sunscreen of SPF 30 or greater and a hat
 - **Flashlight:** small, for emergency use only
 - **Whistle:** also for emergency use only



◆ **Activity 3: Other Campout Personal Gear (Requirement 3: “In addition to your Cub Scout Six Essentials, list the personal items you need for your campout.”)** (Parent leader: _____)

- Discuss with Scouts what gear they should bring on a campout for their own personal care and comfort, based on where and when you are camping. If camping when you review this, review what they brought.
 - Maybe break it down to what they **“need”** to bring and what they might **“want”** to bring.
- **“Need”** items:
 - Cub Scout Six Essentials
 - Sleeping Bag or blankets
 - Waterproof ground cloth or plastic sheet
 - Tent
 - Eating utensils (may be with Pack gear)
 - Clothes (including at least one extra set, plus different sleeping clothes)
 - Durable closed toe shoes
 - Hat or cap (sun protection)
 - Toothbrush and toothpaste
 - Other personal items like soap in container, toilet paper, washcloth and towel (may be with Pack gear)
 - Insect repellent
 - Raincoat or poncho, and warm jacket
 - Gloves (if it will be cold)
- **“Want”** items:
 - Pillow, sleeping pad or air mattress
 - Camp Chair
 - Cub Scout uniform
 - Wolf Handbook
 - Camera
 - Notebook and pencil
 - Fishing pole and gear
 - Binoculars
 - Nature books, other books (Potter? Poetry?)
 - Sunglasses



- As you discuss, steer them to items like tents, sleeping bags, ground cloths, pillows, sleeping pads or mattresses, warm clothes, raincoats, eating utensils, hats or caps, toothpaste/toothbrushes, etc.
 - Maybe ask 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!
- Maybe have all of those items, and pull out each item one by one. Ask the Scouts if the item is a Six Essential, a needed item, or something they may want to bring but isn't needed.
 - Call out items that are part of the Cub Scout Six Essentials and why they are essential.
 - Describe why the "need" items may be important to take.
 - Describe why the "want" items are nice but not needed

◆ **Activity 4: Learn Camping Skills (Requirement 4: "Learn a camping skill.")** (Parent leader: _____)

- A "camping skill" need not be building some pioneering tower ... the handbook identifies setting up your camping bed and tying a square knot, so this will cover the knot (starting with an overhand knot which is half of a square knot. See the Adventure Resources at the end of this Plan for more.

Show the Scouts how to tie these two knots. Give each Scout time to practice and demonstrate what each has learned. Then, if time permits and you like it, play the Knot Relay Game.

- **Overhand knot.** This type is used to prevent a rope from going completely through a pulley or a hole. It can also be a starter for tying shoes or be used to keep the end of a rope from unraveling.



- **Square knot.** Also called a reef knot, this can be used to tie two ropes together or to tie packages, rig sails, or tie the ends of a bandage.



- **Knot Relay Game.** Divide Scouts into two teams, each standing in single-file lines. Lay two ropes on the floor about 20 feet from the start line. The first Scout in each team runs to the rope, ties an overhand knot, shows it to a judge, unties it, and runs back to tag the next Scout in the team.
 - Once this relay is finished, you can repeat it using square knots.
 - Suggestion for Family Fun: **Do the relay as Scouts versus Parents!**

◆ **Activity 5: Attend a Campout (Requirement 5: "Attend a council or district Cub Scout overnight camp or attend a campout with your pack.")** (Parent leader: _____)

- Simple: attend your campout, follow the instructions of your campout leader, and have fun.
- The Requirement says "attend" but does not specify that you must camp overnight. We want you to, but if that's beyond what the family is ready to do, the requirement is satisfied if you attend. "Do Your Best!"

CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a "Living Circle".

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and "Activity Card" options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/lets-camp-wolf/>. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

1. Learn about the buddy system and how it works in the outdoors.

- [Buddy Calls](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Buddy Walk](#) (Indoor; 4 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

2. Know the Cub Scout Six Essentials.

- [Cub Scout Six Essentials Kim's Game](#) (Indoor; 3 of 5 Energy; 3 of 5 Supplies; 3 of 5 Prep Time)
- [Make a Cub Scout Six Essential Kit](#) (Indoor; 3 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

3. In addition to your Cub Scout Six Essentials, list the personal items you need for your campout.

- [Packing Relay](#) (Indoor; 4 of 5 Energy; 4 of 5 Supplies; 3 of 5 Prep Time)
- [What Would You Bring?](#) (Indoor; 3 of 5 Energy; 4 of 5 Supplies; 3 of 5 Prep Time)

4. Learn a camping skill.

- [Nothing But Knots](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Stuff Sack Relay](#) (Indoor; 4 of 5 Energy; 3 of 5 Supplies; 3 of 5 Prep Time)

5. Attend a council or district Cub Scout overnight camp or attend a campout with your pack.

- [Council Camping Wolf](#) (Indoor; 5 of 5 Energy; 5 of 5 Supplies; 5 of 5 Prep Time)
- [Pack Camping Wolf](#) (Indoor; 5 of 5 Energy; 5 of 5 Supplies; 5 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Wolf Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Champions For Nature Wolf

A “Recycling and Conservation” Adventure

ELECTIVE (2 “electives” are needed to earn the Rank of Wolf)



Snapshot of Adventure

Planet Earth is our home. It provides us with all the things we need to live: air, water, and food. Earth also provides us with natural beauty like mountains, oceans, forests, and waterfalls. All these things are valuable resources that we need.

In this Adventure, you will discover the things that you can do to help ensure the resources of Earth are taken care of and respected.

Some of these things may seem small. When done by everyone, these small actions impact our world, our home, and the planet Earth.



The QR Code above takes you to scouting.org/cub-scout-adventures/champions-for-nature-wolf/ ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. Discover the difference between renewable natural resources and non-renewable natural resources.
2. Learn about the 3 R's: Reduce, Reuse, Recycle.
3. Discover what happens to the recyclables in your community.
4. Participate in a conservation project.

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! You might squeeze this into a single session but to really engage in the recycling investigations, many might do the instruction part in one meetings (add some fun games), or two if you do a site visit, and the conservation project separately (perhaps with the entire Pack – every rank has a "Champions For Nature" Adventure with a service project).

PREPARATION (and materials needed): Read the Champions For Nature Wolf adventure in the Handbook.

- Determine and share your Service Project for Activity 4 (Requirement 4).
 - Your den families, Chartered Organization, and local schools and places of worship may have great options – other ideas in the Adventure Resources.
 - This District page has many Service Project ideas: southfultonscouting.com/node/4509
- Determine and share your plan for the other recycling Requirements.
 - A trip to a recycling facility with an arranged tour or Q + A session would be terrific, but needs planning.

GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

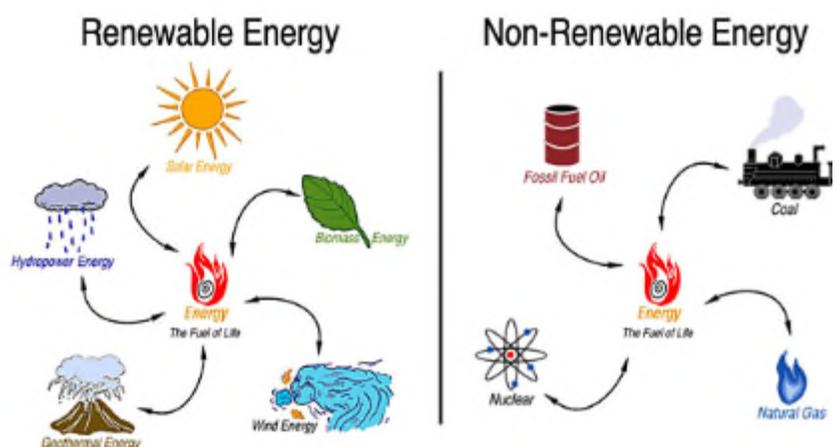
ACTIVITIES (See also other Activities linked at Adventure Resources below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Renewable and Non-Renewable Resources (Requirement 1: "Discover the difference between renewable natural resources and non-renewable natural resources.")** (Parent leader: _____)

Gather Scouts and discuss what makes a natural resource renewable.

- A renewable natural resource is something that can be used over and over again and cannot be used up or it can be renewed in the same time frame or shorter than it is used.
- For example, wind and solar power can be used repeatedly.
 - Coal, gasoline and fuel oil, and natural gas cannot be reused.
- Things like cotton or bamboo are things that can regrow at a faster rate than we use it.
- Items made from wood are renewable natural resources, like pencils, chopsticks, paper, cardboard boxes, books, and toothpicks.
 - Also items made from cotton or wool – those are renewable natural resources, like socks, t-shirts, towels, sweaters, canvas bags, sheets and pillowcase.

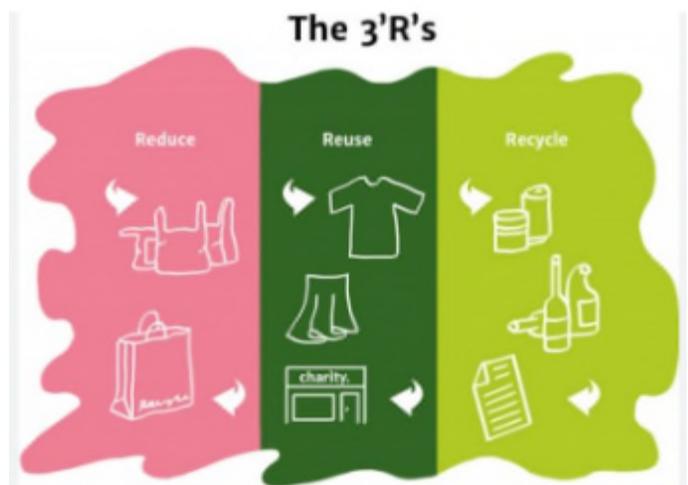


- Items made from glass or aluminum are non-renewable natural resources, like soda cans, glass jars, aluminum foil, cans, aluminum roasting pan, glass bottles.
 - Also items made from stone – those are non-renewable natural resources, like bricks, ceramic coffee mugs, floor tiles, costume jewelry, ceramic bowls, and marble.

◆ **Activity 2: The 3 R's: Reduce, Reuse, Recycle (Requirement 2: "Learn about the 3 R's: Reduce, Reuse, Recycle.")** (Parent leader: _____)

The Adventure Resources have [Tour Electronic Disposal Center](#) (which would be excellent), plus a [Compost Jar](#) and a [Three R's Sorting Relay Race](#). You might like one, maybe none, but either way you'll probably review this information, starting with sharing with the Scouts that a Scout is Thrifty.

- Ask them what being thrifty means to them and allow them to use their handbooks for a definition.
 - A Scout is THRIFTY. Work to pay your own way. Don't be wasteful. Use time, property, and natural resources wisely. Inform the Scouts that since we want to be thrifty and not waste, one way we can reduce or eliminate waste is by the 3 R's of recycling – reduce, reuse, recycle.
 - Inform the Scouts that we can reduce the amount of something we use.
 - We can reuse things a second time either for the same purpose they were designed for or to use them in a different way.
 - We can recycle things by breaking them down into their raw materials and making something new from them.
- Discuss how Scouts can reduce the amount of things they use.
 - Food – only make or order what you will eat, save leftovers, and eat them.
 - Water – turn the water off when brushing your teeth or when washing your hands.
 - Electricity – turn lights and other electronic devices off when not using them.



◆ **Activity 3: Where Does It Go? (Requirement 3: "Discover what happens to the recyclables in your community.")** (Parent leader: _____)

The Adventure Resources have a [Recycle Plant Tour](#) (which would be excellent), plus [Speak with a Recycling Professional](#) (also terrific).

What if you don't have an option to do either?

- Perhaps find a family in your Den that is really into recycling – they've probably done their homework.
- Maybe take a look at <https://kids.nationalgeographic.com/science/article/to-ur-a-recycling-center>.
 - Also the Handbook page.
- Describe what gets picked up for recycling or what families can take to recycling centers like:
 - Paper and Cardboard
 - Metal / Aluminum
 - Glass
 - Plastics (certain types)
 - Styrofoam



- Items like plastic bags, batteries, leftover paint, and electronics usually do not belong in a recycling bin, but specialty recycling services might be able to handle those.
 - Remember: when in doubt, throw it out! (You don't want to contaminate the recycling collection.)
- Recycling plants are large, automated facilities with multiple paths and processes to sort recyclables:
 - Blowers to separate light plastics.
 - Sorters to further separate plastic types.
 - Machines that shatter glass to sift it out and collect it for further processing.
 - Magnets to pull out metals.
 - Anti-magnets to repel aluminum to separate it.
 - And more processes ...



◆ **Activity 4: Conservation Service Project (Requirement 4: "Participate in a conservation project.")** (Parent leader: _____)

- Pick a service project that will be helpful in your Community and meaningful to your Scouts.
 - Two options are linked in the Activities linked at Adventure Resources – use those if you like them.
 - This District page has many Service Project ideas: southfultonscouting.com/node/4509



- Participate in your service project. Be sure all families know when and where to meet, what to bring, and what you'll do. Check to be sure you have all needed materials, which will depend on your project.
- Take pictures and video of your Scouts and families serving, and share with your Chartered Organization, Schools, places of worship, and elsewhere in your community.

◆ **Activity 5: [OPTION: Fun Game We Like (Parent leader: _____):**

If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the "Fun Meter" and play a game or some other Fun Activity you like. Some [Ideas Here](#).



CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a "Living Circle".

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/champions-for-nature-wolf/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

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1. Discover the difference between renewable natural resources and non-renewable natural resources.

- [Conservation Card Game](#) (Indoor; 1 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [The Great Scatter Relay](#) (Outdoor; 4 of 5 Energy; 3 of 5 Supplies; 3 of 5 Prep Time)
- [Water Pollution Poster](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 3 of 5 Prep Time)

2. Learn about the 3 R’s: Reduce, Reuse, Recycle.

- [Compost Jar](#) (Outdoor; 3 of 5 Energy; 5 of 5 Supplies; 4 of 5 Prep Time)
- [Three R’s Sorting Relay Race](#) (Outdoor; 4 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [Tour Electronic Disposal Center](#) (Travel; 2 of 5 Energy; 1 of 5 Supplies; 3 of 5 Prep Time)

3. Discover what happens to the recyclables in your community.

- [Recycle Plant Tour](#) (Travel; 2 of 5 Energy; 1 of 5 Supplies; 3 of 5 Prep Time)
- [Speak with a Recycling Professional](#) (Indoor; 2 of 5 Energy; 1 of 5 Supplies; 3 of 5 Prep Time)

4. Participate in a conservation project.

- [Garden Pollinator](#) (Outdoor; 3 of 5 Energy; 3 of 5 Supplies; 4 of 5 Prep Time)
- [Recycling Roundup](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

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Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
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The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Digging in the Past

A “Science” Adventure

ELECTIVE (2 “electives” are needed to earn the Rank of Wolf)



Snapshot of Adventure

Dinosaurs and other giant creatures lived and died out millions of years ago, so thankfully you won't run into one on a walk.

A scientist who studies dinosaurs is called a paleontologist (pay·lee·uhn·**taa**·luh·juhst).

They study dinosaur bones and fossils to learn more about their habits, the food they ate, and their size. During this Adventure, you will match dinosaurs to their names, and you'll use your imagination to create your own dinosaur.



The QR Code above takes you to scouting.org/cub-scout-adventures/digging-in-the-past/ ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. Play a dinosaur game that shows what you know about them.
2. Create an imaginary dinosaur. Share with your den or family its name, what it eats, its size, and where it lives.
3. Be a paleontologist and dig through a dinosaur dig.
4. Build a fossil layer.

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! As written, you can do this in a single session if you race through everything and are super-efficient about any crafts (creating a dinosaur could be a full hour if you have the supplies and your Scouts are really into it), but if you can visit a fossil site or museum or geologist or rock show or science teacher, you might have multiple sessions.

PREPARATION (and materials needed): Read the Digging in the Past adventure in the Wolf Handbook.

- As noted above, a field trip to a geologist to do the "be a paleontologist" can be excellent.
 - If you do a field trip, share when and where you'll be visiting – and what to bring – with all families.
- Activity/Requirement 1 is a game and requires little in the way of materials, but 2 and 4 (and 3 if you don't do a fossil or archeology visit) involve creating/building – you'll need to determine how to do these.
 - In each case, review your Activity and bring the materials needed.

GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

ACTIVITIES (See also other Activities linked at Adventure Resources below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Do You Know Your Dinos?** (Requirement 1: "Play a dinosaur game that shows what you know about them.") (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Dino Detective](#), [Dino Match](#), and [Dino Trivia](#), all slight variations on identifying dinosaurs using the materials in the Wolf Handbook and in [the Dino Card found here](#).

Note: to do some of the games, you'll need to cover the Dino Names on the picture cards.

- Gather Scouts with their handbooks and let them know for this activity they can use their handbook for this.
- Explain that they are going to guess the names of dinosaurs based on a picture and some clues.



- Show pictures of the dinosaurs. (Hide the name if you use [the Dino Card found here](#).)
 - Ask Scouts to guess the name of the dinosaur.
- If Scouts have trouble guessing based on the picture, provide clues, based on the fun facts, about the dinosaurs without revealing the name.
 - Since they can use their Handbooks, they should be able to work through this easily.
- Other games can be played too. Some links are at <https://southfultonscouting.com/node/5239>

◆ **Activity 2: Build a Dinosaur! (Requirement 2: "Create an imaginary dinosaur. Share with your den or family its name, what it eats, its size, and where it lives.")** (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Dino Clay Creations](#) (Dino from clay), [Dino Imagination](#) (Dino from cutouts from a worksheet), and [Recycled Reptiles](#) (Dino from recycled materials). Use any that you like or other materials (craft supplies? Legos?). The plan below adapts [Recycled Reptiles](#).

- Here you'll help your Scout make their own imaginary dinosaur.
- Materials for building imaginary dinosaurs can be up to you – maybe full art store purchases, maybe recycled material and junk laying around the house. So, maybe:
 - Tape, glue, construction paper, felt, clay, papier-mâché, buttons, chenille stems, buttons, spools, and brads.
 - Maybe recyclables like plastic bottles and caps, laundry soap bottles, bottle caps, soda cans, cereal boxes, container lids, empty toothpaste tubes, and cardboard tubes and boxes.
- Have your Scout build an imaginary dinosaur using those construction materials.
 - Encourage your Scout to use their Wolf imaginations to invent and name their dinosaurs.



◆ **Activity 3: Digging Dinosaurs (Requirement 3: "Be a paleontologist and dig through a dinosaur dig.")** (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Dino Dig](#) (toy Dinos in cornstarch/water mix), [Dino Egg Dig](#) (store bought fossil items baked in a coffee ground + flour dough), and [Fossil Expedition](#) (visit to see actual fossils)

- The Wolf Handbook adds an offering of a plaster of paris experiment with toy dinos and such.
- Use any that you like.
- See the instructions for how to replicate the dig if you're not doing [Fossil Expedition](#).

Some pictures of a variant of [Dino Egg Dig](#) (using a flour/sand mix):



◆ **Activity 4: Fossil Layers (Requirement 4: "Build a fossil layer.")** (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Dig in and Devour](#) (animal crackers in layers of gelatin and graham crackers), [Dino Canvas](#) (drawing different geologic layers and adding fossils), and [Fossil Dough Discovery](#) (play dough layers with arrowheads). Use any that you like. This adapts [Dig in and Devour](#).



- Explain to your Scout that different types of soil, rock, and weather affected the way fossils formed.
 - Sometimes an object was encased, or completely covered, sometimes it became soft and dissolved, and sometimes rock formed around it.
 - To show fossil layers, we are going to make a display that you can eat!
- Materials for **"Edible Fossil Layers"**:
 - large clear plastic cups (one for each Scout and any adults)
 - flavored gelatin, animal crackers, crushed graham crackers, pudding.
- Preparation:
 - Prepare each cup with an inch of gelatin in the bottom, and place a few animal crackers in the gelatin before it solidifies.
 - Prepare a large bowl of pudding, and fill another large bowl with crushed graham crackers.
- Instructions:
 - 1) Scoop some crushed graham crackers onto the gelatin layer.
 - 2) Place an animal cracker on the layer.
 - 3) Scoop more graham crackers on top, making sure to cover the animal cracker.
 - 4) Scoop pudding onto the graham crackers.
 - 5) Place an animal cracker on the layer.
 - 6) Scoop more pudding.
 - 7) Continue to layer as desired or until you run out of room.
 - 8) While eating your fossil layer dessert, notice that some of the animal crackers stay crunchy and some are soft.
 - 9) This is because some of them will absorb moisture from their surrounding layers and some will not.
 - 10) Who knew fossil layers could be so tasty?
- The reason that scientists rarely find a complete skeleton of a dinosaur is because some of the bones dissolved over time in the wet conditions of the soil they were in.



◆ **Activity 5: [OPTION: Fun Game We Like** (Parent leader: _____):

If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the "Fun Meter" and play a game or some other Fun Activity you like. Some [Ideas Here](#).



CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a “Living Circle”.

AFTER THE MEETING: Clean up as needed. Share refreshments if that’s what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/digging-in-the-past/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

Those “Activity Card” pages are linked below – along with the “Key” scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How “Supply Intensive”; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being “most”. Note that while that website page says “Choose one of the following” before the “Activity Cards”, what that means is “Choose one of the following – *or do some other activity that will meet the Requirement*”, because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what’s below or other ways to complete the requirement in easier ways.

1. Play a dinosaur game that shows what you know about them.

- [Dino Detective](#) (Indoor; 1 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Dino Match](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Dino Trivia](#) (Indoor; 1 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

2. Create an imaginary dinosaur. Share with your den or family its name, what it eats, its size, and where it lives.

- [Dino Clay Creations](#) (Indoor; 2 of 5 Energy; 4 of 5 Supplies; 2 of 5 Prep Time)
- [Dino Imagination](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [Recycled Reptiles](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

3. Be a paleontologist and dig through a dinosaur dig.

- [Dino Dig](#) (Indoor; 3 of 5 Energy; 4 of 5 Supplies; 2 of 5 Prep Time)
- [Dino Egg Dig](#) (Indoor; 3 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [Fossil Expedition](#) (Travel; 4 of 5 Energy; 2 of 5 Supplies; 4 of 5 Prep Time)

4. Build a fossil layer.

- [Dig in and Devour](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [Dino Canvas](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Fossil Dough Discovery](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Wolf Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Computing Wolves

A “Technology” Adventure

ELECTIVE (2 “electives” are needed to earn the Rank of Wolf)



Snapshot of Adventure

A computer is a machine that can be programmed to carry out sequences of arithmetic or logical operations automatically.

Most electronic computers use a simple code based on an electronic switch being on or off, this is known as binary.

In this Adventure, get ready to see the inside of a computer and the main parts that make it work



The QR Code above takes you to scouting.org/cub-scout-adventures/computing-wolves/ ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. Discover the basic components of a computer.
2. Determine how to properly dispose of computer components.
3. Using a digital device application of your choice, create a story that you can share with others.
4. With your parent or legal guardian, set up a policy for safely using digital devices.

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! As written, you might do this in a single session, but the "create a story" might need more time if your Scouts are into it, and if you do [Visit Electronics Recycling Center](#) you'll definitely need more than one session.

PREPARATION (and materials needed): Read the Computing Wolves adventure in the Wolf Handbook.

- As noted above, a field trip to an electronics recycling center can be excellent.
 - You might also have some IT helpers who aren't at an electronics recycling center who could help, since they (hopefully) follow proper disposal procedures.
 - Maybe an IT person at your work or school? Or at an electronics store (some collect for recycling).
- Activity/Requirement 1 has a couple game options that *might* be fun-ish in very special hands, so you might either not try games or – best option – find folks with computers they're willing to open up for Scouts.
 - Ideally a computer or laptop they no longer need so there is less risk of damage!
 - If you do [Inside a Computer](#), have on hand flathead and Phillips screwdrivers, small bowls to hold screws and small miscellaneous pieces, safety glasses.
- Both Activity/Requirement 1 and 3 could ones where you lean on an IT person at your work or school, especially for Requirement 3 ("create a story") if they can provide access to a computer lab.

GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

ACTIVITIES (See also other Activities linked at Adventure Resources below – use those if you like them):

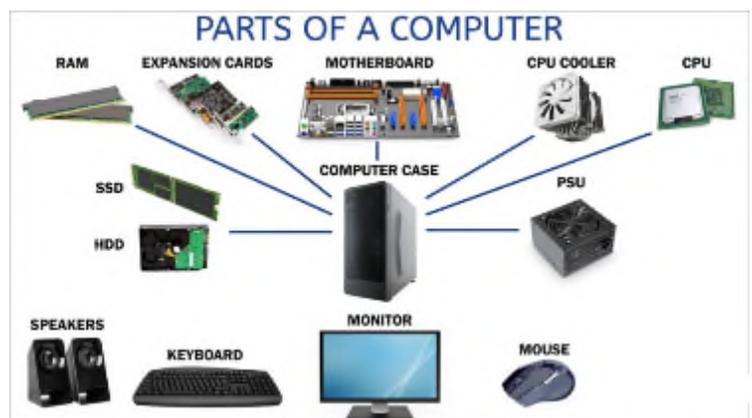
◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: What's In A Computer? (Requirement 1: "Discover the basic components of a computer.")**
(Parent leader: _____)

The Adventure Resources offer Activity Cards of [Computer Components Fidget Spinner](#) (if you can sell it, OK, but this might be subtitled "*Siri, please show me the moment that fidget spinners became uncool for kids*"), [Computer Matching Game](#) (uh, OK, a game with cards, so fun ... maybe), and [Inside a Computer](#) (Yeah Baby!). Use any that you like. The plan below adapts the substance of [Inside a Computer](#).

Familiarize yourself with the internal components of the computer(s) you will be taking apart, like:

- Keyboard
- Mouse
- Monitor
- Central processing unit (CPU)
- Hard drive
- Motherboard
- Power supply
- Random-access memory chip (RAM)



- More information is included in the Wolf Handbook.
- Demonstrate how to use a screwdriver and which screwdriver is appropriate for each type of screw on the computer.
 - Identify a Scout to remove the first screw and place the screw in a bowl.
 - Take turns allowing each Scout the opportunity to take screws out and components off.
 - Lead a group discussion of each component of the computer.

◆ **Activity 2: Safe and Responsible Computer Disposal (Requirement 2: “Determine how to properly dispose of computer components.”)** (Parent leader: _____)

The Adventure Resources offers only an Activity Card of [Visit Electronics Recycling Center](#), which would be excellent, of course, probably. But if you can’t swing that ...

Discuss with Scouts how to properly dispose of computer components, including options like:

- Donating the entire system, or components, for re-use.
- Recycling of electronic parts – primarily to recover valuable rare earth metals and precious metals, which are in short supply, and other recyclable plastics and metals.
- Some parts may not be recyclable and will need to be trashed, ending up in a landfill.
- In any event, be sure to completely “wipe” your data from the computer and hard drive.



◆ **Activity 3: Create a Story on Computer or Digital Device (Requirement 3: “Using a digital device application of your choice, create a story that you can share with others.”)** (Parent leader: _____)

The Adventure Resources offers an Activity Card of [Digital Story Building](#), with minimal description of how to do this – a lot will depend on the number of devices you have (like are you able to access a computer lab).

- Have the Scouts create a story with pictures. (The activity suggests buddy groups, but if you have enough computers, Scouts can solo.)
 - They can draw the story out on paper.
- With adults assigned to Scouts and any buddy groups, Scouts are to build their story on a computer or smart device.
- Have Cub Scouts share their story with the den.



◆ **Activity 4: Safe Use Policy for Computer and Digital Devices (Requirement 4: “With your parent or legal guardian, set up a policy for safely using digital devices.”)** (Parent leader: _____)

The Adventure Resources offers an Activity Card of [Digital Safety Pledge](#), which sets out a discussion to be done by the Scout and parent(s)/guardian(s). But review at the Den Meeting is worthwhile.

- The Digital Safety Pledge in the Adventure Resources includes:
 - I will tell my trusted adult if anything makes me feel sad, scared, confused, or uncomfortable.
 - I will not post photos or share information like my name, address, current location, or phone number.

- I will only interact with people online that my parent(s) or guardian know and trust.
- I will respect the online property of others.
- I will always use good etiquette and not be rude or mean online.
- Plus free form options for “Screen Time Rules”, “Texting Rules”, “Calling Rules” and a list of who “I Am Allowed to Text or Call”.

◆ **Activity 5:** [OPTION: Fun Game We Like (Parent leader: _____)]:



If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the “Fun Meter” and play a game or some other Fun Activity you like. Some [Ideas Here](#).

CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a “Living Circle”.

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/computing-wolves/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

Those “Activity Card” pages are linked below – along with the “Key” scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How “Supply Intensive”; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being “most”. Note that while that website page says “Choose one of the following” before the “Activity Cards”, what that means is “Choose one of the following – *or do some other activity that will meet the Requirement*”, because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

1. Discover the basic components of a computer.

- [Computer Components Fidget Spinner](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Computer Matching Game](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Inside a Computer](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

2. Determine how to properly dispose of computer components.

- [Visit Electronics Recycling Center](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

3. Using a digital device application of your choice, create a story that you can share with others.

- [Digital Story Building](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

4. With your parent or legal guardian, set up a policy for safely using digital devices.

- [Digital Safety Pledge](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

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Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

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- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Air of the Wolf

An “Engineering” Adventure

ELECTIVE (2 “electives” are needed to earn the Rank of Wolf)



Snapshot of Adventure

It's time to take flight.

Do you know the secret to making a paper airplane fly longer or farther? In this Adventure, you will have fun making different types of airplanes and other flying objects.

The QR Code above takes you to scouting.org/cub-scout-adventures/air-of-the-wolf/ ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. **Make a paper airplane and fly it five times. Record the flight distance and time.**
2. **Make a paper airplane of a different design and fly it five times. Record the flight distance and time.**
3. **Compare and contrast the two paper airplanes by distance and flight times.**
4. **Build a flying object that is not a paper airplane.**

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! As written, you can do this in a single 60 minute session, but if the Scouts (or parents) are really into this, you might run long or do multiple meetings and add some pure fun games for running around.

PREPARATION (and materials needed): Read the Air of the Wolf adventure in the Wolf Handbook.

- Pretty easy ... have paper for paper airplanes. For Activity/Requirement 4, decide what other flying objects you'll build (balsa wood airplanes? Kites? Paper copters? Strawplane?), and bring the materials needed.

GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

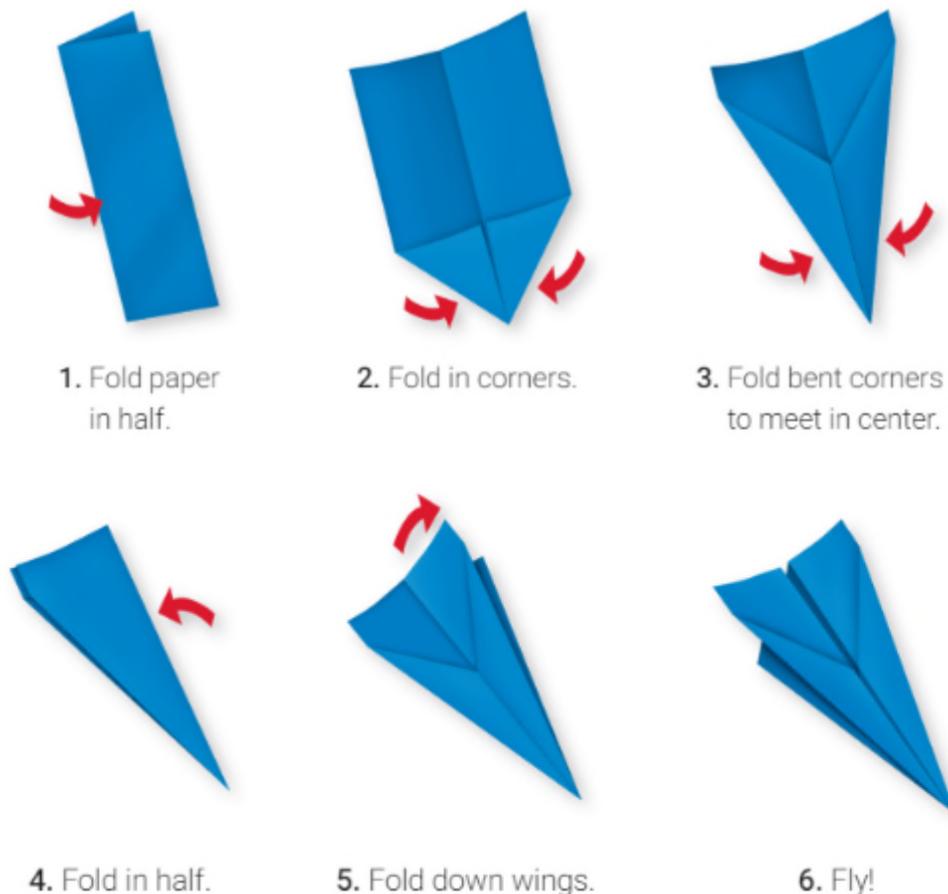
ACTIVITIES (See also other Activities linked at Adventure Resources below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Make a Paper Airplane! (Requirement 1: "Make a paper airplane and fly it five times. Record the flight distance and time.")** (Parent leader: _____)

The Adventure Resources offers an Activity Card of [Make a Paper Airplane](#) with this design, but let Scouts know that they can use any design they want – this is if they need help or ideas.

- Take a sheet of 8 1/2-by-11-inch paper and follow the diagrams below. Be sure your creases are precise.

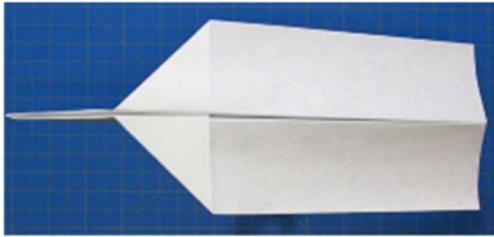


- Fly it at least five times.

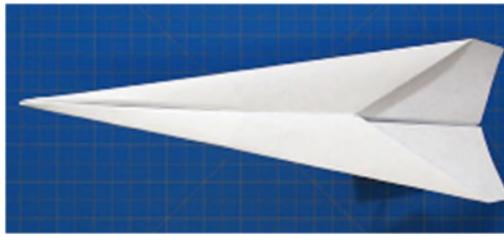
◆ **Activity 2: Make a Different Paper Airplane! (Requirement 2: "Make a paper airplane of a different design and fly it five times. Record the flight distance and time.")** (Parent leader: _____)

The Adventure Resources offers an Activity Card of [Paper Airplane Comparison](#) with some attachments that show different designs ... here's some other examples.

"Basic"



"Dart"



"Stable"



Let the Scouts use new designs that will hopefully go farther and then fly it again.

◆ **Activity 3: Which One Flies Farther? Which One Stays Aloft Longer? (Requirement 3: "Compare and contrast the two paper airplanes by distance and flight times.")** (Parent leader: _____)

The Adventure Resources offer Activity Cards of:

- [Paper Airplane Derby](#) (competing for close to a target, hang time, straight path, and distance)
- [Paper Airplane Golf](#) (play 18 aiming for a hula hoop "hole"), and
- [Paper Airplane Obstacle Course](#) (create your own obstacle course)

each of which could be super fun. Use any that you like.

- Or just let 'em fly and take notes on how far and how long aloft.
- Can you identify which kinds of paper airplanes go fastest and which go farthest?
- Does your meeting place have a balcony, bleachers or other overhang to add distance?
 - If it might be fun, check to see if you can use it.



◆ **Activity 4: Other Flying Machines! (Requirement 4: "Build a flying object that is not a paper airplane.")** (Parent leader: _____)

The Adventure Resources offer Activity Cards of:

- [Balsawood Airplanes](#) (old school fun, with or without those rubber band propellers),
- [Paper Kites](#) (you could do this all day and there are so many designs), and
- [Wolf-Copters](#) (interesting and close to origami!).

Use any that you like.

Is a strawplane a paper airplane?



You could have your Scouts build kites and assemble kite reels – adults can too!

- Review with your Scout some basic rules to follow to stay safe when flying a kite:
 - Fly kites away from electrical wires.
 - Fly kites in fair weather. Put them away if a storm approaches.
 - Make kites with paper and wood, never metal – it might attract lightning.
 - Use dry string for kite line.

- Fly kites in an open field or park, never on a street and never near a railroad line.
- If a kite gets caught in wires, a treetop, or somewhere else, have your parent or guardian see if it can be retrieved.

Materials for a homemade kite:

- Two-page spread of newspaper
- Scissors
- Cellophane tape
- String
- Long sticks like plant rods or 1/4-inch wooden dowels
- Marker



Instructions:

- 1) Draw the shape of a kite on a double-page spread of newspaper. Cut it out.
- 2) Lay two sticks across the diamond-shaped newspaper in the shape of a cross. Tape the two sticks together in the center of the cross or use string to tie the two sticks together in the center tightly.
- 3) Cut the sticks to fit the ends of each corner of the diamond.
- 4) Make a notch at each of the four corners of the newspaper. Tape all around the outside border of the newspaper to keep the outside edge from tearing in the wind, then tape the wooden cross sticks tightly and securely to the newspaper.
- 5) Tie a long string onto the middle of the frame and make paper strips for the kite tails. Have fun flying your kite!



- With your Scout, both of you fly your kites as a family kite derby or join up with other den families.
 - See how long you can keep them in the air.

◆ **Activity 5:** **[OPTION: Fun Game We Like** (Parent leader: _____):

If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the "Fun Meter" and play a game or some other Fun Activity you like. Some [Ideas Here](#).



CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a "Living Circle".

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1. Make a paper airplane and fly it five times. Record the flight distance and time.

- [Make a Paper Airplane](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)

2. Make a paper airplane of a different design and fly it five times. Record the flight distance and time.

- [Paper Airplane Comparison](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)

3. Compare and contrast the two paper airplanes by distance and flight times.

- [Paper Airplane Derby](#) (Indoor; 4 of 5 Energy; 1 of 5 Supplies; 2 of 5 Prep Time)
- [Paper Airplane Golf](#) (Indoor; 4 of 5 Energy; 1 of 5 Supplies; 2 of 5 Prep Time)
- [Paper Airplane Obstacle Course](#) (Indoor; 4 of 5 Energy; 1 of 5 Supplies; 2 of 5 Prep Time)

4. Build a flying object that is not a paper airplane.

- [Balsawood Airplanes](#) (Indoor; 4 of 5 Energy; 5 of 5 Supplies; 1 of 5 Prep Time)
- [Paper Kites](#) (Outdoor; 4 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Wolf-Copters](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Wolf Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Code of the Wolf

A “Math” Adventure (really about secret codes)

ELECTIVE (2 “electives” are needed to earn the Rank of Wolf)



Snapshot of Adventure

You can use math to have fun! The great thing about math is that it can be more than just adding and subtracting numbers. Math is also about patterns and can be used to create messages. In the world of computers, math is used to create a secret code to protect information. Encryption is when you take a message and use a code to change it into something that no one can read unless they have a way to read the code. This is called a key. Making and creating codes is a form of math.



The QR Code above takes you to scouting.org/cub-scout-adventures/code-of-the-wolf/ ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. **Create a secret code. Send a message to a member of your den or family. Have that person send a message back to you using the same secret code.**
2. **Build and play a game that requires the use of codes or patterns.**
3. **Select a single shape. Observe the environment around you. Write down where you see that shape and how it is being used.**
4. **Using a package that contains a number of different colored items, discover the most common color.**

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! As written, you can do this in a single 60 minute session, but if you want a long "walkabout" to seek shapes in your environment for Requirement 3 or find a lot of "code games" your Scouts like, you might have multiple sessions.

PREPARATION (and materials needed): Read the Code of the Wolf adventure in the Wolf Handbook.

- As always, decide whether you like any of the "Activity Card" options for the Requirements or the suggested activities below or some other way to deliver this Adventure.
 - Like "which code plan" for Requirement 1, "which code game" for Requirement 2, and how to identify shapes for Requirement 3 (like will you do a walkabout), and "what color is most common" for Requirement 4.
 - When you decide, check the materials and supplies you need.

GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

ACTIVITIES (See also other Activities linked at Adventure Resources below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Secret Code Messages (Requirement 1:** "Create a secret code. Send a message to a member of your den or family. Have that person send a message back to you using the same secret code.") (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Code Stick](#) (Code Keyed with a Strip of Paper), [Decoder Wheel](#) (Code Keyed with a Wheel), and [Pigpen Code](#) (Code Keyed with a tic tac toe grid). Use any that you like.

The plan below adapts the substance of [Code Stick](#), and shares other ideas.

- **Materials:** For this Adventure, you'll need:
 - Paper strips cut into ¼" to ½" wide by 11" long for each Scout.
 - Pencils, pens or dowel rods, 2 per Scout.
 - Tape, ideally one dispenser for every group of 4 Scouts.

- **Preparation (before the meeting):**

- Cut the paper into long thin strips of about ¼ to ½ inch wide.
- Make a sample code stick.

- Gather the Scouts and ask them if they have ever sent or received an email. Explain to them:

- To protect the information in the email a computer may scramble the message so if someone who wasn't supposed to receive the email gets it, they can't read it. This is called encryption.
- Encrypting messages has been going on way before computers. When all messages were written the message would use a code and to understand the code you needed a key.

Making the Code Stick



- Today we will create a secret code using a method that was used before computers.
- Give each Scout a strip of paper and 2 pencils, pens or dowel rods all of the same size.
 - Tape the piece of paper to the top of the pencil.
 - Wrap it tightly around the length of the pencil so the edges of the strip are exactly side by side.
 - Tape the paper strip to the other end of the pencil so the paper strip stays in place when you write on it.
 - Ask Scouts to write a secret message down one side of the pencil.
 - Remind them to add a few extra letters on the other sides.
 - Unwrap the strip of paper from the pencil.
 - The letters will be mixed up and seem random.
 - Ask Scouts to pass their secret code with another Scout.
 - Each Scout wraps the paper strip around a pencil to decode it.
 - The letters will now form the secret message.

Encrypting the Message



Here's some other examples of codes:

- This Code uses the standard alphabet but makes letter substitutions.
- Using this code, can you decipher what this means?

Z RBNTS HR SQTRSVNQSGX

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

- This Code was created using a set of simple word processing symbols to represent letters.
- Using this code, can you decipher what this means?



- How about this?



A	B	C	D	E	F
◻	☒	⌘	◆	●	★
G	H	I	J	K	L
✍	✂	✎	😊	😄	☹
M	N	O	P	Q	R
🌀	🔔	📖	📖	✈	⚙
S	T	U	V	W	X
💧	❄	🕯	☎	✉	🕒
Y	Z				
📄	🔄				

◆ Activity 2: Game with Codes (Requirement 2: "Build and play a game that requires the use of codes or patterns.") (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Code Breaker](#) (deciphering codes learned in Activity 1), [Essentials Quest](#) (a worksheet game thing – looks like the board game "Battleship"), and [Wolf and Fox Game](#) (a worksheet game that seems like [Wordle](#)). Use any that you like.

Here's the substance of [Wolf and Fox Game](#).

- Preparation: Print two copies of the game sheet found at [Wolf and Fox Game](#) and become familiar with how to play it.

WOLF & FOX GAME

1. Write down a three-digit number. Each digit of the number must be different.

YOUR NUMBER

--	--	--

2. Teams take turns guessing each other's number.
 3. If the number is in the correct place, it is a Wolf.
 4. If a number is a part of the number but in the wrong place, it is a Fox.
 5. Continue playing until a team gets three Wolves - all three numbers in the right place.

		GUESSES		
Total of Right Numbers in the Right Places	Total of Right Numbers in the Wrong Places	1st Number	2nd Number	3rd Number

- Split the den into two teams. Provide a Wolf and Fox game card and a pencil for each team.
- Have each team select a three-digit number, write it down, keeping it a secret from the other team.
 - All the digits must be different.
- Team 1 guesses team 2's number by writing their guess on their paper under the guesses – using all different numbers.
- If the matching digits are in their right positions (right columns), they are “wolves”.
 - If it's a correct number but in a different position, they are “foxes”. Example:
 - Team 1's Secret number: **4 2 7**
 - Team 2's try to guess it: **1 2 4**
 - Answer: 1 Wolf and 1 Fox.
 - (The wolf is “2”, the fox is “4” but sssh ... don't tell the other team which numbers are wolves or foxes.)
- Team 1 marks the response on their score sheet next to the guessed number.
 - If the number isn't guessed, team 2 guesses team 1's number.
- Team 2 writes down their guessed number on their sheet.
 - Team 1 provides the number of Wolves and Foxes for the guessed number.
- Team 2 marks the number of Wolves and Foxes on their sheet next to the guessed number.
- Play continues until a team guesses the number correctly.
- The first team to reveal the other's secret number wins the game.

◆ **Activity 3: Shapes in our Place (Requirement 3:** "Select a single shape. Observe the environment around you. Write down where you see that shape and how it is being used.") (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Shapes at Home](#) (at home search for shapes – you could do this in your Den Meeting space too), [Shapes in Furniture](#) ("visit a furniture store and discover which shape is most seen" says the Activity Card, and *what Scout is not excited about visiting a furniture store* ← = that was typed in sarcasm font), and [Shapes in Nature](#) (outdoor scavenger hunt looking for shapes). Use any that you like.

This plan below adapts [Shapes in Nature](#) because outdoors is more fun.

- Go on a walk with Scouts to see how many different shapes can be found in leaves, flowers, trees, rocks, clouds, and grass.
 - Also in buildings, signs, vehicles and other man-made objects outside.
- Ask Scouts prompting questions as you walk such as what shape are dandelion flowers?
 - Point out that some patterns in nature repeat such as fern leaves.
 - What shape are bird's nests?
 - Are all leaves the same shape? What shapes can you find? Can you find a leaf that is heart-shaped?



◆ **Activity 4: Color Distribution – No Brown M&Ms! (Requirement 4:** "Using a package that contains a number of different colored items, discover the most common color.") (Parent leader: _____)

The Adventure Resources offer an Activity Card of [Tasty Predictions](#). OK. The plan below adapts the substance of that Adventure because maybe identifying Brown M&Ms might be in a future job description.

Materials. The Activity Card calls for these items:

- Large bag of multi-colored candy such as M&Ms, Skittles, Starbursts, etc. (If there are food sensitivity or allergy issues, substitute a non-food item such as.)
- Small container – one for each Scout (approximately ½ cup)
- Worksheet found at [Tasty Predictions](#) (but a piece of paper where you write the colors is fine).
- One pencil or pen for each Scout. Also food-handling glove.

• **Meeting Activity.**

- Prepare the candy by placing it into smaller containers randomly (don't separate by colors and don't count out by colors ... be random ... each small container may be slightly different).
- Hand out to each Scout the small containers of candy, a worksheet or tally sheet, and pencils.
 - Tell Scouts not to eat the candy until the activity is over.
- Ask Scouts to write (on the worksheet or tally sheet) the names of each color item they see.
- Before they count their containers, ask each Scout to guess which color will be found the most - in their container, and to guess the overall total of all of the Scout containers that day.
 - Record the predictions so you can compare to the actual counted results.
- Then ask them to sort and count their items and to write the number they have of each color.



- After all Scouts have given their totals for number of items each color, add up the total number of each color item to determine which color was the most plentiful in the entire den.
- Announce the most plentiful and which Scouts predicted that color.
- Allow Scouts to enjoy the tasty treats or take home for later.

◆ **Activity 5:** [OPTION: Fun Game We Like (Parent leader: _____)]:



If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the "Fun Meter" and play a game or some other Fun Activity you like. Some [Ideas Here](#).

CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a "Living Circle".

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and "Activity Card" options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/code-of-the-wolf/>. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

1. Create a secret code. Send a message to a member of your den or family. Have that person send a message back to you using the same secret code.

- [Code Stick](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Decoder Wheel](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Pigpen Code](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

2. Build and play a game that requires the use of codes or patterns.

- [Code Breaker](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 3 of 5 Prep Time)
- [Essentials Quest](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Wolf and Fox Game](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

3. Select a single shape. Observe the environment around you. Write down where you see that shape and how it is being used.

- [Shapes at Home](#) (Indoor; 2 of 5 Energy; 1 of 5 Supplies; 2 of 5 Prep Time)
- [Shapes in Furniture](#) (Travel; 2 of 5 Energy; 1 of 5 Supplies; 3 of 5 Prep Time)
- [Shapes in Nature](#) (Outdoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

4. Using a package that contains a number of different colored items, discover the most common color.

- [Tasty Predictions](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 3 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

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Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

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Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
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- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Adventures in Coins

A “Coins and Games” Adventure

ELECTIVE (2 “electives” are needed to earn the Rank of Wolf)



Snapshot of Adventure

To most people, coins are used to buy things they want or need. But coins can also tell a story. The pictures on United States coins tell a lot about our country’s culture and history.

In this Adventure, you will get to be a numismatist (noo-MIZ-muh-tuhst).

A numismatist is a person who studies coins and money. You’ll learn where coins are made and the meaning of their pictures and words.



The QR Code above takes you to scouting.org/cub-scout-adventures/adventures-in-coins/ ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. **Identify different parts of a coin.**
2. **Find the mint mark on a coin and identify the mint facility where it was made and the year it was made.**
3. **Play a coin game.**
4. **Choose a coin that interests you and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made.**

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! As written, you can do this in a single 60 minute session.

PREPARATION (and materials needed): Read the Adventures in Coins adventure in the Wolf Handbook.

- As always, decide whether you like any of the "Activity Card" options for the Requirements or the suggested activities below or some other way to deliver this Adventure. Like "which game" for Requirement 3.
 - When you decide, check the materials and supplies you need.
 - One thing you'll need is a bunch of different coins.
 - Bonus: if you have an adult or (likely) older relative who collects coins, get them involved!

GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

ACTIVITIES (See also other Activities linked at Adventure Resources below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Parts of a Coin (Requirement 1: "Identify different parts of a coin.")** (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Coin Designer Challenge](#) (Design Your Own Coin), [Coin Hunter's Odyssey](#) (Scavenger Hunt Worksheet exercise), and [Coin Quest Adventure](#) (Checking Out Different Types of Coin). Use any that you like. The plan below adapts the substance of [Coin Quest Adventure](#).

- Share with your Scouts several different types of coins, preferably different denominations.
- Give your Scouts two or three minutes to examine each coin and see how many different markings they can find.
 - Like edge texture, inscriptions, raised surfaces, bust, etc.
 - You can do this too and share your own observations.
 - Discuss the similarities and differences.
- Help them identify the various parts of a coin.
- Ask questions, like: What is this coin called?
 - Whose face is on the coin? What do you know about this person?
 - What does the writing on the coin say?
 - What is the value of the coin?
 - Does the coin have a mint mark?



◆ **Activity 2: Mint Conditions (Requirement 2:** "Find the mint mark on a coin and identify the mint facility where it was made and the year it was made.") (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Mint City Showdown](#) (sorting and totaling coins by mint mark) and [Mint Mark Masterclass](#) (basic review of mints). Use any that you like. The plan below adapts the substance of [Mint Mark Masterclass](#).

- On the coins you've examined, give your Scouts a chance to read aloud the year on each coin and the mint mark, if there is one.
 - Then talk about the different coin mints across the country that are signified by the marks.
 - P = Philadelphia
 - D = Denver
 - S = San Francisco
 - W = West Point.
 - Today, only the mints in Philadelphia and Denver make circulating coins and the San Francisco and West Point mints only make coins for collectors.



◆ **Activity 3: Coin Game (Requirement 3:** "Play a coin game.") (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Coin Basketball](#) (tossing coins into a cup or bowl), [Coin Bingo](#) (bingo but with coins?), [Coin Wars Game](#) (card game with random coins on the card), and [Eggstravaganza Coin Quest](#) (relay race with plastic eggs and something). Use any that you like. Or something different like:

Pitching Pennies

- Everyone starts out with a certain number of pennies and stands (or sits) a determined distance from a wall.
- One at a time, each person throws a penny or flicks a penny off of their thumb.
- When everyone has pitched their pennies, all rush forward to see whose penny is the closest to the wall.
 - That person wins all of the pennies thrown.
- Play continues like this until one person has all of the pennies and is the winner.
- You might require that the coin hit the wall to be a valid throw.



Coin Stacking

- If you have a lot of coins for the Scouts to play with, you might try this ...
- Is it hard to stack pennies or other coins? Let's try!
- Each Scout gets a set number of coins (say 20 or 25).
 - Everyone gets the same number (and same types).
- On a signal, the Scouts race to stack their coins until all are in a stack.
- Want more?
 - Try it with one hand behind the back.
 - Or with a timer. (How many in a minute.)



◆ **Activity 4: Coin Rubbing (Requirement 4:** “Choose a coin that interests you and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made.”)

(Parent leader: _____)

The Adventure Resources offers an Activity Card of [Coin Rubbings](#). The plan below adapts that.

- Pick your coin or coins for the rubbing.
- To make a coin rubbing, you will need:
 - A pencil or colored pencil, paper, and a coin.
- First, place the paper on top of the coin.
 - Hold the paper firmly, and keep the coin steady.
 - Using the side of the pencil lead, rub back and forth across the paper where the coin is lying underneath.
 - Continue rubbing until the entire side of the coin is copied on your paper.
 - Be sure to rub both sides of the coin!
- Now find out about the pictures on the coin. Who is this on the front, and what image is on the back? What year was it made, and where was it made?
 - Under the rubbings, have your Scouts list the markings they found: images on the coin, year, and mint mark.



◆ **Activity 5: [OPTION: Fun Game We Like (Parent leader: _____):**

If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the “Fun Meter” and play a game or some other Fun Activity you like. Some [Ideas Here](#).



CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a [“Living Circle”](#).

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

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1. Identify different parts of a coin.

- [Coin Designer Challenge](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Coin Hunter’s Odyssey](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Coin Quest Adventure](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

2. Find the mint mark on a coin and identify the mint facility where it was made and the year it was made.

- [Mint City Showdown](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Mint Mark Masterclass](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

3. Play a coin game.

- [Coin Basketball](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Coin Bingo](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Coin Wars Game](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Eggstravaganza Coin Quest](#) (Indoor; 4 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

4. Choose a coin that interests you and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made.

- [Coin Rubbings](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

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The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Cubs Who Care

A “Disabilities Awareness” Adventure

ELECTIVE (2 “electives” are needed to earn the Rank of Wolf)



Snapshot of Adventure

Scouts understand just how many things people with disabilities are able to do.

You will discover some challenges people with disabilities face, and you will have the chance to try facing similar challenges yourself.

A single activity can't show you everything about life with a disability, but it can help you understand a little more about the ways a person with a disability is able to do things.



The QR Code above takes you to scouting.org/cub-scout-adventures/cubs-who-care/↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that [Scouting.org](#) link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. Explore what it is to have a physical disability.
2. Explore what it is to have a visual impairment.
3. Explore what it is to have a hearing loss.
4. Explore barriers to getting around.

Meeting Plan

Does this take one Meeting to complete – or more? You can do this in a single 60 minute session.

PREPARATION (and materials needed): Read the Cubs Who Care adventure in the Wolf Handbook.

- As always, decide whether you like any of the “Activity Card” options for the Requirements or the suggested activities below or some other way to deliver this Adventure.
 - When you decide, check the materials and supplies you need.
- To make this most meaningful, if you have someone who has, or helps people with, different abilities, they might be able to make this Adventure special for your Scouts.

GATHERING: A “gathering” activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and “share the leader load”: everyone can help with something! A good approach is for different parents (or teams) to share the “lead” of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says “we’ve begun” and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

ACTIVITIES (See also other Activities linked at Adventure Resources below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some “talk time” where you (1) discuss today’s Adventure activities (what you’ll do, how you’ll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share “what’s new” with them and get to know each other better.

◆ **Activity 1: Physical Disabilities (Requirement 1: “Explore what it is to have a physical disability.”)** (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Chair Ball](#) (Shooting a Ball into a Hoop while Sitting), [Draw a Picture](#) (... while Holding the Crayon with Tongs), and [Mitten Hands](#) (Everyday Tasks with Mittens on your Hands). Use any that you like. The plan below adapts the substance of [Mitten Hands](#).

- For this, you need gloves or mittens. Suggestion: do this too, and share your experience with your Scout.
 - This Activity picks three of those six – but feel free to substitute blowing bubbles (if you like that) or a video game (if your Scout is a gamer) or a card game (if that’s your thing).
- **Shoe Tying** (or tying a knot)
 - Have your Scouts put on gloves or mittens and try to tie their shoes (or tie a knot).
 - Discuss with your Scouts how this challenge is similar to dealing with some disabilities.
 - Ask which point of the Scout Law would be a good one to remember when they encounter people who have a disability that makes it difficult for them to use their hands and fingers.
- **Fork Lift**
 - While you’re still wearing the gloves, try to eat with a fork.
 - Talk about why we need to have patience and show courtesy and respect to individuals who have difficulty with tasks due to a disability.
- **Coins.** Try to pick up coins, again with the gloves or mittens.
- **Board Games.** Try to play checkers or any other board game, again with the gloves or mittens.
 - When you’ve played for a while, ask your Scout if they found it difficult to play with gloves on.
 - Could they adjust if they had to wear gloves every time they played the game?
 - Help them see how this relates to the challenges faced by people with disabilities affecting motor skills. Share your thoughts too.



◆ **Activity 2: Eyesight (Requirement 2: “Explore what it is to have a visual impairment.”)** (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Masked Artist](#) (Drawing While Blindfolded), [Service Dog Visit](#) (Excellent if you have access to such a Good Dog!), and [Where is the ball?](#) (Right Eye/Left Eye Catch – Depth Perception). Use any that you like. The plan below adapts the substance of [Masked Artist](#).

- Materials Needed:
 - Crayons, colored pencils, or markers.
 - Paper, two sheets for each Scout.
 - Eye covering (a Cub Scout neckerchief will work for this), one set for each buddy group.
- First, have your Scouts draw a picture as they normally would.
 - To prevent too much time being spent on deciding what to paint, consider giving your Scouts direction with a simple image to draw.
 - Like, maybe their home, or the building you meet in.
- Explain to Scouts that some people have a visual disability – they may have trouble seeing or may not be able to see at all.
- Ask Scouts what they would do if they were drawing a picture and could not see what they were drawing.
 - How would they decide the color to use when drawing if they could not see the color?
 - How would they know how big to draw the subject of their drawing?
 - How would they know when they reached the edge of the paper?
 - How would they know if the shape they draw is the shape of their subject?
- Then have them try to draw the same picture while wearing eye covering so they cannot see.
 - Have them buddy up with another Scout and take turns.
 - The buddy may provide advice or guidance when drawing when asked.
- Once the first Scout with their eyes covered is done, have the Scouts switch.
- Ask the Scouts to compare their 2 drawings.
 - How are the drawings the same?
 - How are the drawings different?
 - Which drawing was easier?
 - How did your buddy help you?
 - How could you be a better helper if someone you know is visually impaired or blind?



◆ **Activity 3: Hearing (Requirement 3: “Explore what it is to have a hearing loss.”)** (Parent leader: _____)

The Adventure Resources offer Activity Cards of [“Hello, my name is”](#) (Using American Sign Language), [Scout Law](#) (... Spoken with a Mouthful of Marshmallows – careful with this), and [Tele-What?](#) (Very Quiet Game of “Telephone”). Use any that you like. This describes the [“Hello, my name is”](#) activity.

- Explain to Scouts that some people have a hearing loss – they may have trouble hearing or may not be able to hear at all.
 - Another method of communicating is by using sign language.
- To practice Sign Language, have the Scouts buddy up.
 - Give each Scout a copy of the American Sign Language Alphabet worksheet at [“Hello, my name is”](#).

- Ask Scouts to practice signing “Hello, my name is” and their name to their buddy.

Hello



my

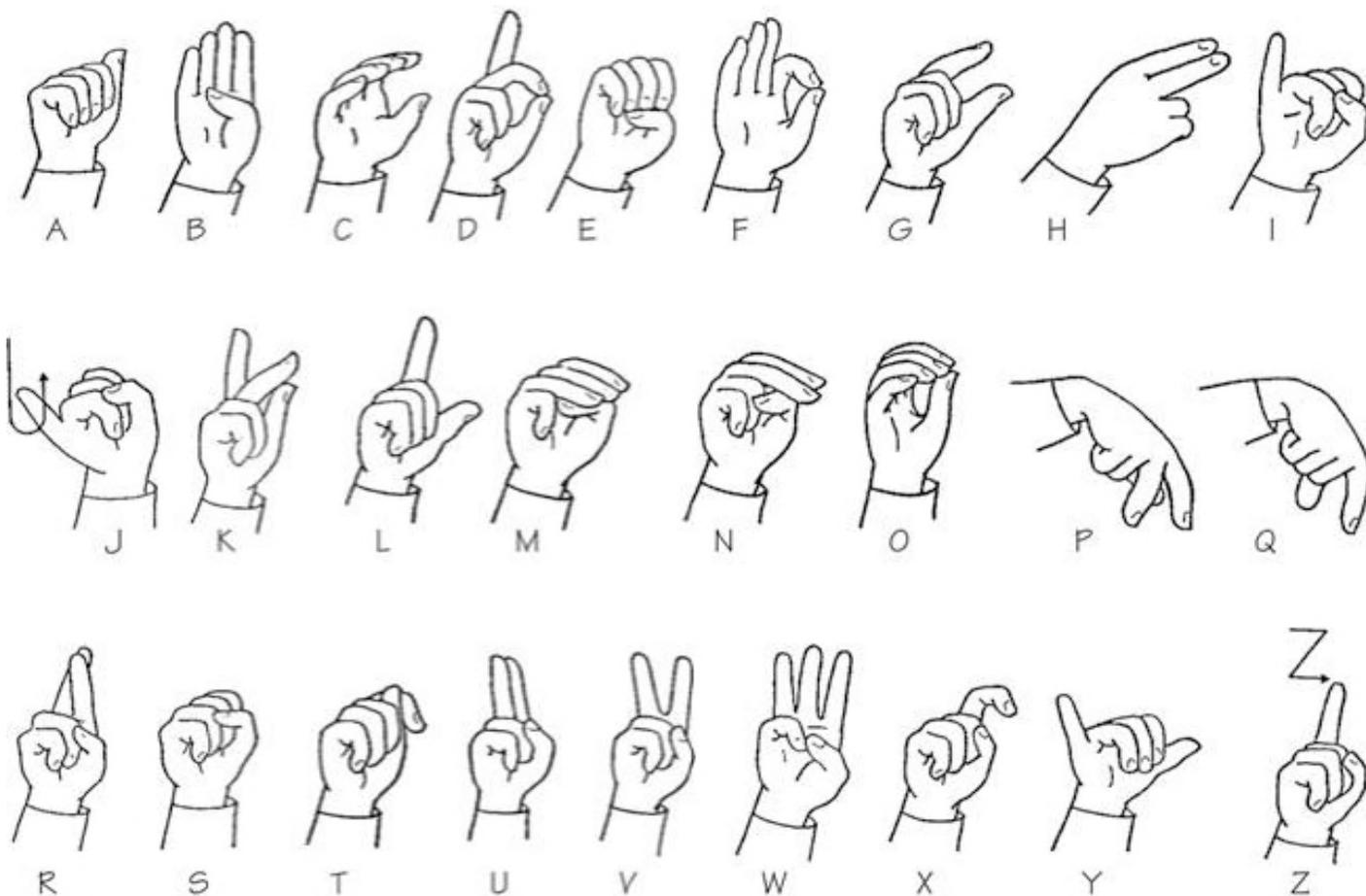


name



**Use the ASL
alphabet to
spell your
name.**

- **American Sign Language** is a communications code that uses your hands to “talk.”



◆ **Activity 4: Barriers (Requirement 4: "Explore barriers to getting around.")** (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Accessibility Walk Around](#) (Inspect Your Meeting Place) and [Out of Reach](#) (Trying to Reach Objects While Sitting in a Chair). Use either that you like – or both. Here's [Accessibility Walk Around](#):

- Explain to Scouts that some people have a physical disability. Examples of physical disabilities are people in wheelchairs because their legs do not work. Because of a physical disability, it is difficult to get around. This is especially true if a building's design isn't accessible.
- Take Scouts on a walk around their meeting space to discuss disability accommodations.
 - Start in the parking lot.
- Ask Scouts the following questions:
 - Are there specific handicap parking spots?
 - Can you find any doors that have automatic openers?
 - Do you think a wheelchair could get into the building? What would prevent this?
 - Are there stairs you need to walk up to get into the building? If so, are there ramps or elevators that would help?
 - Are the doorways wide enough to accommodate a wheelchair?
 - What do the thresholds look like? Are they raised? Can a wheelchair roll over them easily?
 - Are the bathroom doors wide enough to accommodate a wheelchair? Are there handicap accessible stalls that are big enough for a wheelchair?
 - Are there other things about your meeting space that would make it difficult for someone in a wheelchair to get around?

◆ **Activity 5: [OPTION: Fun Game We Like (Parent leader: _____):**



If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the "Fun Meter" and play a game or some other Fun Activity you like. Some [Ideas Here](#).

CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a "Living Circle".

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and "Activity Card" options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/cubs-who-care/>. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

1. Explore what it is to have a physical disability.

- [Chair Ball](#) (Indoor; 4 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Draw a Picture](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Mitten Hands](#) (Indoor; 2 of 5 Energy; 4 of 5 Supplies; 3 of 5 Prep Time)

2. Explore what it is to have a visual impairment.

- [Masked Artist](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Service Dog Visit](#) (Outdoor; 2 of 5 Energy; 5 of 5 Supplies; 5 of 5 Prep Time)
- [Where is the ball?](#) (Indoor; 4 of 5 Energy; 2 of 5 Supplies; 3 of 5 Prep Time)

3. Explore what it is to have a hearing loss.

- ["Hello, my name is"](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Scout Law](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 3 of 5 Prep Time)
- [Tele-What?](#) (Indoor; 2 of 5 Energy; 4 of 5 Supplies; 3 of 5 Prep Time)

4. Explore barriers to getting around.

- [Accessibility Walk Around](#) (Indoor; 3 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)
- [Out of Reach](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Wolf Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Finding Your Way

A “Map and Compass” Adventure

ELECTIVE (2 “electives” are needed to earn the Rank of Wolf)



Snapshot of Adventure

The ancient Greeks went on many adventures. Their writings told of faraway lands and treasures. To explain where their adventures took them, they created geography. Geography is the science of the Earth’s surface. Geo means “earth” and grapho means “to write.”

Maps and compasses are tools that have helped travelers know if they are headed in the right direction. In this Adventure, you will learn to read maps and use one on a walk. You’ll also get to make your own map and use a compass on a scavenger hunt. Just like the ancient Greek explorers, it’s time for you to lead the way on another great adventure.



The QR Code above takes you to scouting.org/cub-scout-adventures/finding-your-way/↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. Using a map, locate where you live.
2. Draw a map for a friend to locate your home or school. Create a key for the map.
3. Find the directions north, east, south, and west and the compass rose on a map.
4. Find the directions north, east, south, and west using a compass.
5. Practice using both a map and a compass.

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! As written, you can do this in a single session, but you may need more than one if it takes a while for your Scouts to absorb the map and compass skills. Don't forget to add fun games! (Not map or compass games, just fun games!)

PREPARATION (and materials needed): Read the Finding Your Way adventure in the Wolf Handbook.

- As always, decide whether you like any of the "Activity Card" options for the Requirements or the suggested activities below or some other way to deliver this Adventure.
 - When you decide, check the materials and supplies you need.
- Items you'll need at some point are maps (probably on computer or other devices, but paper works too), plus several compasses. Pencil and paper for map drawing too.
- You'll also need to decide where you'll do Activity/Requirement 4 ("Practice using both a map and a compass"), and if not from your regular meeting place, let families know where and when to assemble.

GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

ACTIVITIES (See also other Activities linked at Adventure Resources below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Where Am I? (Requirement 1: "Using a map, locate where you live.")** (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Google Maps Adventure](#) (Google Maps on a PC or other device) and [Home Sweet Map](#) (Printed Copy of Map). Use what you like. Or what's below.

- Using one or more maps of your city or town, have your Scouts locate where you live on the map(s).
- You might use different maps – they can be printed or online (on your phone in a map app or on the internet) – so that your Scouts can see how maps differ depending on the use.
 - Ask if anyone can identify a street, building, or other landmark on the map. Work to guide Scouts to identify common landmarks and major intersections.
 - Maps use symbols for key elements like water, trees, parks, roads, and notable buildings like schools and churches – and more.

See one example of symbols on this map →

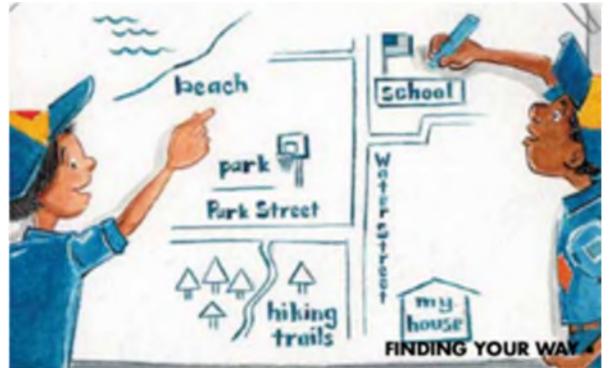


- If you're using Google Maps or a similar app, take some time to use different aspects of the tool, like map view, satellite view, street view, and talk about why they might use different views.
 - Help your Scouts find the location of your home or another location by typing in the street address.
- Ask questions about the locations you search, like what do you see on the map near that location?

◆ **Activity 2: Draw a Map (Requirement 2:** “Draw a map for a friend to locate your home or school. Create a key for the map.”) (Parent leader: _____)

The Adventure Resources offer an Activity Card of [Let’s Go Home](#). Use that if you like, or this adaptation.

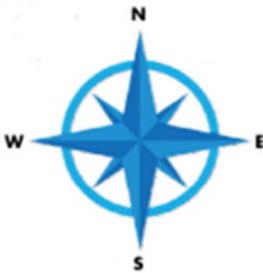
- Explain to Scouts that they are going to draw a map to get from one destination to another.
 - Destinations may include the den meeting place, their home, a school or church, or any other nearby destinations that can be easily mapped.
 - Have each Scout create a symbol for the start and end points, and any other major buildings and other elements on the map, like any school or church or post office or shops or parks or lakes or rivers.
 - Put the symbols in a box in the lower right corner of the paper. This is the “legend”.
- Each Scout should then draw a map between their two points using the symbols (keys) in their legend to mark buildings and other landmarks.
 - Include the nearest cross-streets or intersections.



◆ **Activity 3: North, East, South, and West on a Map (Requirement 3:** “Find the directions north, east, south, and west and the compass rose on a map.”) (Parent leader: _____)

The Adventure Resources offer an Activity Cards of [Make a Compass Rose](#), with a worksheet model. Use that if you like, or have them add to the Requirement 2 map a simple compass rose.

- Explain to the Scouts that when we look at a map, we need to have a way to tell what direction the top of the map is pointing to.
 - Is the map pointing north, south, east, or west?
 - Maps traditionally are drawn with the top of the map pointing to north.
 - Maps use what is called a compass rose to confirm what direction north is on the map.



- A compass rose is a figure on a compass, some maps, and nautical charts.
 - It is used to show the four basic geographic directions: north, south, east, and west.
 - This symbol has been used by mapmakers since ancient times.
- Discuss the difference between the four “cardinal” or main directions – north, south, east, and west – and the “ordinal” directions between them: northeast, southeast, southwest, and northwest.
 - Demonstrate that if Scouts are walking between north and west, they are going northwest, and so on.

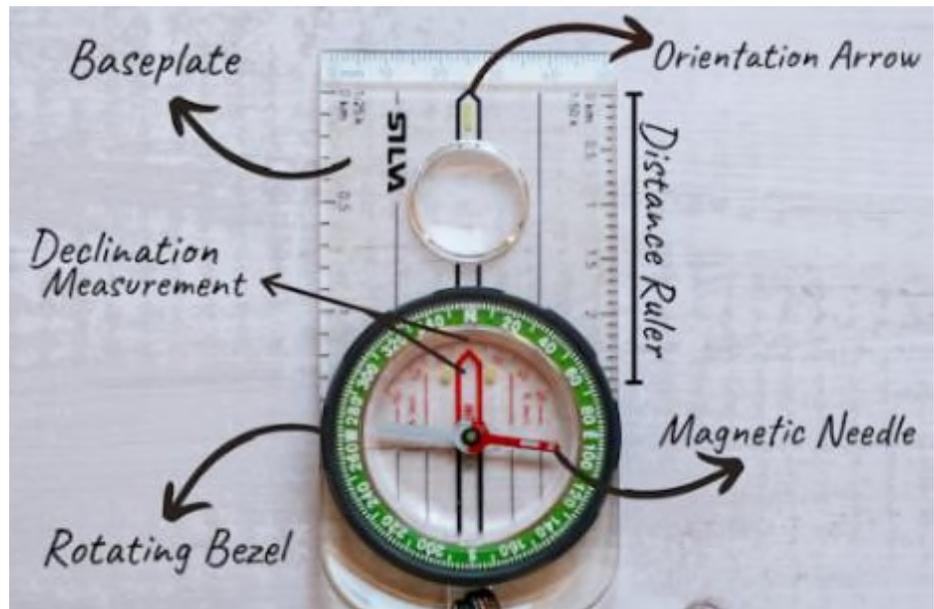
- Reading a compass rose is a lot like reading a clock (a clock with hour and minute hands, not numbers!). You start at the top, which is where north is located.
- Knowing what direction north is on a map allows us to position the map in real life in that direction, this is called orienting the map. Today most digital maps will do this as an option, we can either have the map stay pointing north or the have the map stay oriented to the direction that you are moving.

◆ **Activity 4: North, East, South, and West on a Compass (Requirement 4:** “Find the directions north, east, south, and west using a compass.”) (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Campsite Compass](#) (a worksheet exercise), [Create a Sundial](#) (Well, you can use the sun sometimes), and [Simon Says Never Eat Soggy Waffles](#) (If you really like Simon Says). Use any that you like. The plan below adapts the substance of the Requirements.

Using a Compass: (Ideally a hand held compass for hands on experience)

- Tell your Scouts that north, south, east, and west are the points of a compass.
- A compass can help your Scouts figure out what direction is north.
- Once they know that, they can decide which direction to go to move toward their destination.
- Scouts can also use a map and compass to figure out how to get from one place to another.
- The compass needle always points north.
- To use a compass, have your Scouts hold a compass flat in their hand and away from anything metal, like their belt buckle or adventure loops.
 - Instruct your Scouts den to look down at the needle to see where it is pointing, then turn their body slowly.
 - They should keep turning until the compass needle lines up with the north line or "N" on the grid.
 - Remind Scouts that the floating needle is magnetized and the red end will always point to magnetic north. You can always figure out the other points of the compass when you stand facing north.
 - When Scouts are facing north using a compass, east will be on their right, south will be directly behind them, and west will be to their left.



Using a Compass in a Map App:

- In a phone map app (this is an iPhone), there will be an orientation tool.
- In this example, it is in the Arrow under the circled (i) in the upper right corner.
- In the first image, the North arrow is pointing mostly to the right.
- Clicking on the circled (i) orients the map to North – compass lock.
- Android phones have a variety of similar map and compass apps.



◆ Activity 5: Follow Map and Compass (Requirement 5: "Practice using both a map and a compass.") (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Go Geocaching™](#) (Great! Fun!), [Map Meandering Mission](#) (neighborhood walk), and [Park Map Journey](#) (park walk). Use any that you like. If you don't go geocaching, the plan below adapts the substance of the neighborhood walk and the park walk.

- Decide on a route for a short walk in either a local neighborhood (perhaps from your regular meeting place) or a local park. Find and print copies of a map of the walk, enough for all Scouts.
 - Many parks have trail maps you can use. Or Googlemaps.
- Tell Scouts that the den is going on a walk using a map and a compass.
 - Hand out copies of the map. Or show Scouts a map on your phone or tablet.
- Tell Scouts that from time to time everyone will stop to determine:
 - Which way is north?
 - In which direction are we going?
 - Explain that Scouts will orient themselves using their compass.
- Keep It Simple here – this is not the same as orienteering, it is just an introduction. Some tips:
 - When you start, have your Scouts point out where you are on the map.
 - Ask as you're about to start: "in what direction will be going when we start out today?"
 - Help your Scouts use a compass to decide, and use the map to confirm.
 - Ask the other adults on the walk to confirm that their answer is correct.
- Go on the walk in the selected neighborhood or park.
 - At a couple points on the trail, ask questions like "in what direction are we going now?" and "do you know where we are on the map?" – and help your Scouts figure that out.
 - Do Your Best. Keep It Simple. Make It Fun.

Maybe make your map a "Treasure Hunt Map".

- Create a bag of treasure – maybe gold foil wrapped candies in a paper bag.
- Make a big X marks the spot for treasure on the map.
- Place the treasure that the point on the map marked with the big X.



- Have an adult leader nearby to watch over it and wave off any pirates that may stumble on it and declare to be their own plunder!

◆ **Activity 6:** [OPTION: Fun Game We Like (Parent leader: _____)]:

If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the "Fun Meter" and play a game or some other Fun Activity you like. Some [Ideas Here](#).



CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a "Living Circle".

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

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1. Using a map, locate where you live.

- [Google Maps Adventure](#) (Indoor; 1 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)
- [Home Sweet Map](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

2. Draw a map for a friend to locate your home or school. Create a key for the map.

- [Let’s Go Home](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

3. Find the directions north, east, south, and west and the compass rose on a map.

- [Make a Compass Rose](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

4. Find the directions north, east, south, and west using a compass.

- [Campsite Compass](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Create a Sundial](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 3 of 5 Prep Time)
- [Simon Says Never Eat Soggy Waffles](#) (Indoor; 4 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

5. Practice using both a map and a compass.

- [Go Geocaching™](#) (Outdoor; 4 of 5 Energy; 2 of 5 Supplies; 5 of 5 Prep Time)
- [Map Meandering Mission](#) (Outdoor; 4 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [Park Map Journey](#) (Outdoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

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1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Germs Alive!

A “Public Health and Hygiene” Adventure

ELECTIVE (2 “electives” are needed to earn the Rank of Wolf)



Snapshot of Adventure

In this Adventure, you’ll get to explore how to keep your body healthy.

Why is it important to wash your hands? Why is the slimy mucus in your nose (yep, snot) important to your health? What happens if you sneeze into the air instead of into the bend in your elbow? How does keeping your room clean help keep you healthy?

We will explore all of these questions while we journey through the sticky, sickening world of germs.



The QR Code above takes you to scouting.org/cub-scout-adventures/germs-alive/↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. Wash your hands with soap and water while singing the “Happy Birthday” song two times.
2. Play Germ Magnet with our den or your family. Wash your hands afterward.
3. Conduct the sneeze demonstration.
4. Conduct the mucus demonstration.
5. Grow a mold culture. Show what formed at a den or pack meeting.

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! As written, you can do this in a single session plus time for mold to grow, but some of the experiments might be fun for longer. Or mix some of these into pure fun game den meetings.

PREPARATION (and materials needed): Read the Germs Alive! adventure in the Wolf Handbook.

- As always, decide whether you like any of the "Activity Card" options for the Requirements or the suggested activities below or some other way to deliver this Adventure.
 - When you decide, check the materials and supplies you need.
 - Each of the experiments and demonstrations requires a fair amount of items and planning.
- This is a great Adventure to seek the assistance of a science teacher. Many love this stuff!

GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

ACTIVITIES (See also other Activities linked at Adventure Resources below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Wash Your Hands! (Requirement 1: "Wash your hands with soap and water while singing the "Happy Birthday" song two times.")** (Parent leader: _____)

The Adventure Resources offers [Happy Birthday Hand Washing](#). This is fine.

- Tell your Scouts (if you haven't already over and over again):
 - Our hands are valuable tools. We use them every day.
 - Because of this, hands become "germ magnets," and when we touch other people, those germs move from hand to hand!
 - So you need to remember to wash your hands often every day to make sure your "Wolf paws" are as clean as can be!
- Ask your Scout to name the six times that it is very important to wash their hands.
- If they need help:
 - When they are dirty
 - Before you eat and before you handle food or utensils
 - After using the bathroom
 - After playing outside
 - After touching pets or other animals
 - Before and after visiting someone who is sick
- When someone works soap and warm water into a lather on both hands and then sings the "Happy Birthday" song twice, that will be long enough to wash away all the germs.



◆ **Activity 2: Germ Magnet (Requirement 2:** “Play Germ Magnet with our den or your family. Wash your hands afterward.”) (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Glitter Germ Magnet](#) (glitter!) and [Glo Germ™ Exploration](#) (a liquid or gel [you can buy](#)). Use any what you like. The plan below adapts [Glitter Germ Magnet](#).

- Explain to your Scouts that germs are so small we can only see them with a microscope.
 - Some germs can get us sick.
 - Germs can travel through the air, but they can also travel through contact with each other.
 - Today we are going to see just how germs can travel if we don't keep our hands clean.
- To see how germs can travel, we'll play the “Germ Magnet” game.
 - To do this, you'll need a bit of glitter – that will represent the “germs”.
 - The game is likely to be messy (it's *glitter*, after all), so you may want to do this outside or use washable paint rather than glitter.
- Instructions:
 - 1) Wash your hands, and form a circle with the players in your family.
 - 2) Put a pinch of bright colored glitter into one person's hand in the circle.
 - Have that person shake hands with the next person.
 - Do not touch your face or eyes with glitter on your hands!
 - 3) Pass the handshake around the circle and see how far the “germs” (glitter) go.
 - You can also add a second color to show how different “germs” can build up.
 - 4) Wash your hands after the game.
- Ask your Scouts: What did you learn about how germs are passed by hand contact?
 - Did it help you understand why an important part of the Scout Law we live by is “A Scout is clean”?



◆ **Activity 3: Sneeze Demonstration (Requirement 3:** “Conduct the sneeze demonstration.”) (Parent leader: _____)

The Adventure Resources offers [Sneeze-splasion!](#) to show how far a germ can spread when we are sick.

Items needed for the sneeze demonstration:

- A blanket, old sheet, paper or tarp with concentric bull's-eye rings drawn on it in washable ink.
 - (If it's not too windy, you could also do this outside and draw chalk circles for the rings)
 - Each inner ring should be about 12 inches narrower than the one that surrounds it.
- One balloon
- Paper confetti
- One sheet of paper to roll into a funnel
- Tape
- Tape measure



Symbols: The bull’s-eye represents the air. The balloon is a sneeze. The confetti represent the germs.

Instructions:

- 1) Roll the paper to make a funnel.
 - 2) Insert the small end of the funnel into the balloon.
 - 3) Pour a couple of tablespoons of paper confetti into the balloon.
 - 4) Blow up the balloon to its full size and tie it.
 - o Be sure you pinch off the end of the balloon if they stop blowing, or the confetti in the balloon may get in their mouths.
 - 5) Place the blanket with the bull’s-eye on the ground.
 - 6) Place the balloon in the center ring of the bull’s-eye.
 - o Have your Scouts guess how far they think the “sneeze” will spread the germs.
 - o Have your Scouts and any others move several feet away from the balloon.
 - 7) On the count of three, have your Scouts yell “ACHOO!” – and you pop the balloon.
- Ask your Scouts: How far did the confetti spread?
 - o Measure the distance the “sneeze” traveled with a tape measure.
 - o How did their guess compare to the results?
 - o How easy or hard would it be to catch a cold or other illness from a single sneeze?
 - Discuss with your Scouts that in this activity, they see the importance of “A Scout is courteous.”
 - o Just like popping the balloon spreads the confetti, sneezing causes germs to spread quickly and powerfully. Scouts protect those around them and are courteous by sneezing into their elbows.
 - o The air in the balloon is like the air in our lungs and the confetti in the balloon is like our saliva or spit. When we sneeze a lot of air in our lungs push out a lot of spit and sometimes mucus that can get others sick.



◆ **Activity 4: Snot Sorcery. Booger Bombs. This is the Mucus Demonstration. (Requirement 4: “Conduct the mucus demonstration.”) (Parent leader: _____)**

The Adventure Resources offers [Mucus-tastic](#).

- Yes, this is a “mucus demonstration”. This activity will help your Scout understand the role of mucus in protecting us from germs.
 - o Give your Scout the chance to mix their own bag of boogers, a mess of mucus, a sample of snot, so they can see firsthand evidence of the chemical change when the Borax and glue interact.
- Here’s the materials and supplies you need:

o Borax	o Food coloring	o Pinch of dirt, flour, glitter or cocoa
o Warm water	o Two plastic containers	o Paper plate
o White school glue	o Quart-size zippered storage bag	

- Here’s how to mix up your mucus:
 - o Container One: dissolve two tablespoons of borax into 2 cups of warm water.
 - o Container Two: dissolve two teaspoons white glue into three teaspoons of warm water
- Mixing instructions:
 - 1) Dissolve Borax into the warm water in container one

- 2) Dissolve glue into the warm water in container two
 - 3) Slowly combine both containers into a zip lock quart size bag and add a few drops of yellow or green food coloring.
 - 4) Close the bag and “squish” the mixtures together to mix them.
 - 5) Continue to knead them until the “slime” forms and all the liquid is absorbed.
- Let your Scout play with this slimy creation for a few minutes.
 - Ask: *What does it feel like?*
 - *How do you think something so slimy could protect your body?*
 - Have your Scout do a filtering test by putting their fake mucus on a plate and gently blowing a pinch of dirt, glitter, flour, or cocoa onto it.
 - Ask: *Did you notice how it stuck onto the surface?*
 - *Does this help you see how the mucus in the membranes inside your nose might keep you from breathing in germs, bacteria, and viruses?*
 - *When you blow your nose mucus comes out along with the stuff your mucus has collected.*



◆ **Activity 5: Mold Growth (Requirement 5: “Grow a mold culture. Show what formed at a den or pack meeting.”)** (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Germ Bread Investigation](#) (moldy bread) and [Moldy Meals Mystery](#) (other moldy food). Use any that you like. The plan below adapts the substance of [Germ Bread Investigation](#).

- Gather the Scouts and inform them that germs are alive! Like all living things germs need to eat.
 - Some germs are bacteria or fungi that eat the same food you and I do.
 - If we don’t properly wash our hands and we have germs on them the bacteria or fungi will get on it and start to eat it and will get so big you can see them without a microscope.
- Materials needed:
 - Plastic sandwich bags, two for each Scout
 - Slices of sandwich bread, two for each Scout
 - Permanent markers, one for each Scout
- Ask Scouts to label their two bags.
 - One is labeled Clean Hands (or Soap & Water), and the other is labeled Dirty Hands.
- Provide a piece of bread to each Scout and ask them to gently touch the piece of bread on one side.
 - Tell Scouts to place this piece of bread into their bag labeled Dirty Hands.
- Have Scouts wash their hands.
- Provide another piece of bread to each Scout and ask them to gently touch the piece of bread on one side.
 - Tell Scouts to place this piece of bread into their bag labeled: Clean Hands.
- Ask Scouts to take their two bags home and place them somewhere they can see them easily such as a table or windowsill. Make sure they are kept at room temperature.



- Ask Scouts to check on their bread slices and record what they see on a piece of paper. Make sure to note the differences between the “Dirty Hands” and “Clean Hands” bread.
- Tip: For extra fun, do the same experiment and add other options such as rubbing the bread on a cell phone. Share the results at the next den meeting.

◆ **Activity 6:** **[OPTION: Fun Game We Like** (Parent leader: _____):



If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the “Fun Meter” and play a game or some other Fun Activity you like. Some [Ideas Here](#).

CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a “Living Circle”.

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/germs-alive/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

Those “Activity Card” pages are linked below – along with the “Key” scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How “Supply Intensive”; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being “most”. Note that while that website page says “Choose one of the following” before the “Activity Cards”, what that means is “Choose one of the following – *or do some other activity that will meet the Requirement*”, because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

1. Wash your hands with soap and water while singing the “Happy Birthday” song two times.

- [Happy Birthday Hand Washing](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

2. Play Germ Magnet with our den or your family. Wash your hands afterward.

- [Glitter Germ Magnet](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Glo Germ™ Exploration](#) (Indoor; 3 of 5 Energy; 4 of 5 Supplies; 3 of 5 Prep Time)

3. Conduct the sneeze demonstration.

- [Sneeze-spllosion!](#) (Indoor; 3 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

4. Conduct the mucus demonstration.

- [Mucus-tastic](#) (Indoor; 3 of 5 Energy; 4 of 5 Supplies; 2 of 5 Prep Time)

5. Grow a mold culture. Show what formed at a den or pack meeting.

- [Germy Bread Investigation](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Moldy Meals Mystery](#) (Indoor; 3 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Wolf Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Paws of Skill

A “Sports” Adventure

ELECTIVE (2 “electives” are needed to earn the Rank of Wolf)



Snapshot of Adventure

Sports and active games are great ways to have fun and be healthy.

Sports teach you to work with a team, help others, and follow rules.

You can use the Scout Oath and the Scout Law as guides when you are playing games and sports.

In this Adventure, you’ll be challenged to exercise, play a team sport with your den, and show how to be a good sport. Time to move your powerful paws.



The QR Code above takes you to scouting.org/cub-scout-adventures/paws-of-skill/↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. **With your den, discuss sportsmanship and what it means to be a good sport. Make the connection between sportsmanship and the Scout Oath and the Scout Law.**
2. **Learn the rules of a team sport that you can play with your den, pack, family, or friends. After learning the rules, play the game for 30 minutes.**
3. **Visit or watch a team sporting event with your family or den. Look for ways the team works together and share with your family or den.**

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! This is most always going to be two sessions – one to *play* a game (and have some “*be a good sport*” chat) and another to *watch* a game (and have more “*be a good sport*” chat).

PREPARATION (and materials needed): Read the Paws of Skill adventure in the Wolf Handbook.

- As always, decide whether you like any of the “Activity Card” options for the Requirements or the suggested activities below. You'll need to pick a game to play and a game to watch.
 - When you decide, check the materials and supplies you need.
 - Let families know when and where to show up for the game playing and watching.
- This a great Adventure to pull in some parents who are also coaching sports to get them involved.

GATHERING: A “gathering” activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and “share the leader load”: everyone can help with something! A good approach is for different parents (or teams) to share the “lead” of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says “we’ve begun” and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

ACTIVITIES (See also other Activities linked at Adventure Resources below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some “talk time” where you (1) discuss today’s Adventure activities (what you’ll do, how you’ll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share “what’s new” with them and get to know each other better.

◆ **Activity 1: Be A Good Sport (Follow the Scout Law) (Requirement 1:** “*With your den, discuss sportsmanship and what it means to be a good sport. Make the connection between sportsmanship and the Scout Oath and the Scout Law.*”) (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Playing with Honor](#) (Den Discussion) and [The Graceful Competitor](#) (telling a story about a good sport). Use what you like. The plan below adapts [Playing with Honor](#).

Tips For Showing Good Sportsmanship:

- Play by the rules.
- Be courteous to everyone.
- Cheer for good plays – on both sides.
- Try to do your best.
- Play to have fun.
- Shake hands after the game.

Discuss with Scouts the importance of being a good sport and the connection to the Scout Oath and Law.

- To get the discussion started, name a point of the Scout Law and how it relates to good sportsmanship.
- Ask Scouts to give an example of when they practiced good sportsmanship using that particular point of the Scout Law.
 - Or when they saw someone else practice good sportsmanship using that point.
- Allow each Scout an opportunity to share a story.



Connections between Sportsmanship and the Scout Law:

- *Trustworthy*: Trustworthiness is crucial in sports. Players must trust each other to play fair, follow the rules, and uphold the integrity of the game.
- *Loyal*: Loyalty is evident in team sports. Players show loyalty by supporting and encouraging teammates, win or lose.
- *Helpful*: In sports, players often help opponents up after a play and demonstrate empathy towards both teammates and competitors.
- *Friendly*: Friendliness is crucial in sports interactions. Players show respect by being courteous to opponents, officials, and spectators.
- *Courteous*: Being courteous on and off the field is a key aspect of sportsmanship. Players respect opponents, officials, and the spirit of the game.
- *Kind*: Kindness is reflected in how players treat each other. Compassion is evident in understanding the effort and dedication of the opponents.
- *Obedient*: Obedience to the rules of the game is fundamental. Players demonstrate sportsmanship by respecting and adhering to the rules.
- *Cheerful*: A positive attitude in sports contributes to good sportsmanship. Players uplift their teams and contribute to a positive atmosphere.
- *Thrifty*: Players are thrifty when they use their skills and abilities wisely, contributing positively to the game.
- *Brave*: Facing victory and defeat with courage is an essential aspect of sportsmanship. Players learn from both and grow as individuals.
- *Clean*: Clean play in sports refers to fair, ethical, and rule-abiding behavior. Players exhibit cleanliness by respecting the integrity of the game.
- *Reverent*: This is shown by respecting opponents and giving thanks based on your faith tradition. Players appreciate the diversity and values each participant brings to the competition.

◆ **Activity 2: Learn The Rules / Play The Game (Requirement 2:** *“Learn the rules of a team sport that you can play with your den, pack, family, or friends. After learning the rules, play the game for 30 minutes.”*) (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Basketball](#), [Coach and Cubs](#) (Invite a Coach to Coach your Cubs), and [Kickball](#). Could be some other game, like soccer, baseball, lacrosse, ultimate, flag football, volleyball – play what you like!



◆ **Activity 3: Watching From The Sidelines or Stands (Requirement 3:** *“Visit or watch a team sporting event with your family or den. Look for ways the team works together and share with your family or den.”*) (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Scouting in the Stands](#) (attend a live sporting event – YEA!) and [Tuning into Team Spirit](#) (watching sports on TV – BOO!).

- The team sporting event need not be Major League, nor even minor league. Could be a local school team sport. Or watch your fellow Scouts play baseball, soccer, basketball, etc.
- Even watching impromptu team pickup games in the park will work! Like basketball, pickleball, tennis, etc.

CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a “Living Circle”.

AFTER THE MEETING: Clean up as needed. Share refreshments if that’s what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/paws-of-skill/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

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1. With your den, discuss sportsmanship and what it means to be a good sport. Make the connection between sportsmanship and the Scout Oath and the Scout Law.

- [Playing with Honor](#) (Indoor; 1 of 5 Energy; 1 of 5 Supplies; 2 of 5 Prep Time)
- [The Graceful Competitor](#) (Indoor; 1 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

2. Learn the rules of a team sport that you can play with your den, pack, family, or friends. After learning the rules, play the game for 30 minutes.

- [Basketball](#) (Outdoor; 5 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Coach and Cubs](#) (Indoor; 5 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)
- [Kickball](#) (Outdoor; 5 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

3. Visit or watch a team sporting event with your family or den. Look for ways the team works together and share with your family or den.

- [Scouting in the Stands](#) (Travel; 3 of 5 Energy; 1 of 5 Supplies; 3 of 5 Prep Time)
- [Tuning into Team Spirit](#) (Indoor; 1 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

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Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Spirit of the Water

A “Water Conservation” Adventure

ELECTIVE (2 “electives” are needed to earn the Rank of Wolf)



Snapshot of Adventure

Water is an important force in our lives.

It can be as gentle as a spring sun-shower or as powerful as a hurricane.

All living things need water to live, but we use water for more than just survival.

In this Adventure, you will learn where the water you use comes from and how to conserve it.



The QR Code above takes you to scouting.org/cub-scout-adventures/spirit-of-the-water/ ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.



The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →

Requirements from the Wolf Handbook

1. Discover where the water in your home comes from.
2. Discuss how water can become polluted.
3. Share some ways you can conserve water in your home.
4. Discover how water in your community is treated to become safe to drink.

Meeting Plan

Does this take one Meeting to complete – or more? It's up to you! As a "discuss" and "share" Adventure, you can do this in a single 60 minute session (if you do, add fun games of any kind, not just water related – but a slip 'n' slide would be fun). But if you dive in with experiments and/or field trips and the Scouts are into it, you might do multiple sessions.

PREPARATION (and materials needed): Read the Spirit of the Water adventure in the Wolf Handbook.

- As always, decide whether you like any of the "Activity Card" options for the Requirements or the suggested activities below or some other way to deliver this Adventure.
 - When you decide, check the materials and supplies you need.
- A visit to a water treatment plant would be great – some have tours, some have virtual tours.
 - If you have any families with backpacking water filters, they could be used in Activity/Requirement 4 to show how to clean water for drinking. Maybe contact a local Scouts BSA Troop.

GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

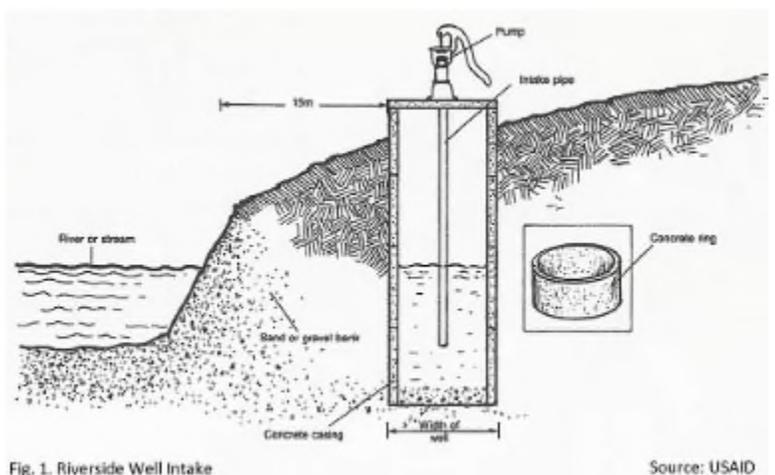
ACTIVITIES (See also other Activities linked at Adventure Resources below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Where is Our Water From? (Requirement 1: "Discover where the water in your home comes from.")** (Parent leader: _____)

The Adventure Resources offer Activity Cards of [H2O Discovery Day](#) (Travel to your Water Source!), [My Water](#) (Discuss – yea! – and Make a Poster), and [Water Expert](#) (Expert Guest Speaker). Use any that you like. The plan below adapts the substance of the discussion points if you can't swing a visit to a water plant expert.

- Also consider virtual tours. Search for *virtual tour water plant* and you will find water treatment videos.
- Discuss with your Scouts about water, why we need it.
- Discuss where the water that is used in homes in your community comes from.
 - Does it come from a well that taps into underground water (an aquifer)?
 - Does it come from a river or lake?
 - Does it come from the ocean?
- Discuss how water travels from the source to home.
- Is it raw untreated water – or is it treated somewhere and somehow before it gets to your home?
 - Also discuss what happens to water when it goes down the drain or toilet.



- When you identify your water source, ask Scouts questions such as these:
 - Did you know your drinking water comes from there?
 - How clean do you think this water is at the source?
 - Would you drink it just like that?
 - How do you think our town cleans the water?
 - How do we get enough water for everyone, including newcomers?
- Other questions to ask:
 - Where can you find a lot of water?
 - Can you drink water from the ocean? From a lake?
 - How is the water cleaned before entering your house?
 - How is the water supply replaced at the source?

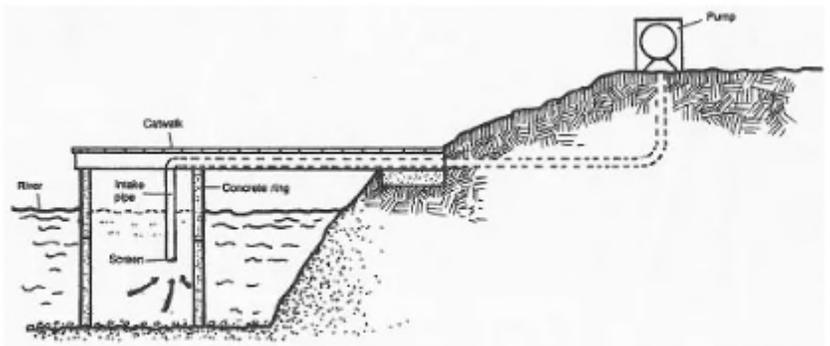


Fig. 5. Protected Pipe Intake with Catwalk

Source: USAID

◆ **Activity 2: How Does Water Pollution Happen? (Requirement 2: “Discuss how water can become polluted.”)** (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Aqua Pollution](#) (Baking Pan Experiment), [River Rangers: Detecting Water Contaminants](#) (Water Tub Pollution Experiment with Story Role Playing), and [Water Warriors: Pollution Busters](#) (Identify Items That Pollute and Items that Reduce Pollution). Use any that you like.

The plan below starts with the substance of the Requirement where you “Discuss how water can become polluted”, and adapts [Aqua Pollution](#) (the Baking Pan Experiment).

- Discuss with your Scouts about water pollution – they may already know a lot about it, but here’s an intro:
 - Water comes from lakes, rivers, or wells tapped into aquifers – an underground water source.
 - Ask the Scouts: is that water naturally clean?
 - Is that water also unnaturally dirty – or polluted by human activity?
 - Ask how humans pollute – seek answers like:
 - Untreated waste water (like poop. You can say it!).
 - Also, chemicals, waste, trash, or other particles, like plastic bottles and bags, oils, non-biodegradable soap, trash of many kinds, pesticide and fertilizer runoff.
 - Polluted water can become harmful to people, fish, and animals that need fresh water to survive.
 - And our drinking water must be filtered before it travels through a maze of pipes to your faucet.
- If you want more tell Scouts we’re going to do a water pollution experiment to show how pollution can affect groundwater and then downstream water:

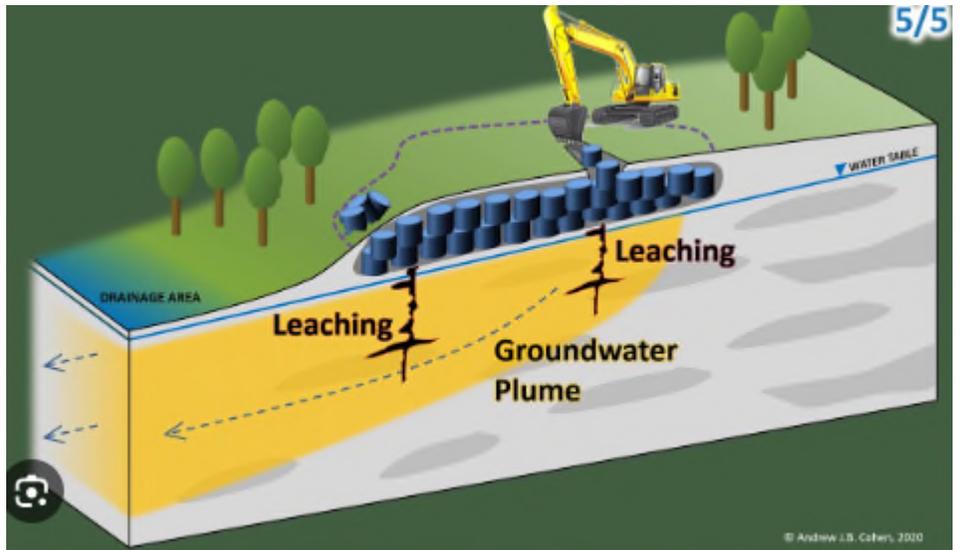
Materials needed:

- Clear glass loaf pan or baking pan, 9”x13”, ideally 1 per two Scouts
- Powdered drink mix, red or purple in color
- Clean Sand
- Spray bottle filled with water
- Book or small block of wood

Directions:

- Distribute your pans to the Scouts, and show where you’ve got the other items.

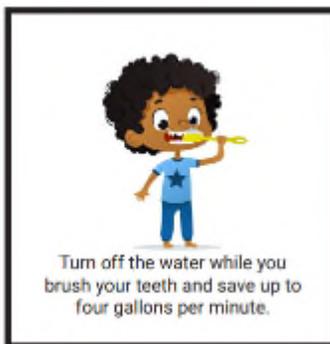
- Ask Scouts to make a small pile of powdered drink mix in one end of the clear glass pan.
 - Have them sprinkle sand over the rest of the pan.
- Place the end of the pan with the powdered drink mix on top of the book or wood block so the pan is tilted.
- Using the spray bottle of water have Scouts wet the sand.
 - Make sure it's really wet.
 - Let it sit for a few minutes, and then wet it again.
- Carefully lift up the pan and look underneath it.
 - What is happening?
- They should see that the water is carrying the powdered drink mix through the pan.
 - Pollutants spread through our sources of water the same way.
 - They can travel a long distance and can damage drinking water miles from where the pollution starts!



◆ **Activity 3: How Can We Conserve Water (and Why)? (Requirement 3: "Share some ways you can conserve water in your home.")** (Parent leader: _____)

The Adventure Resources offer Activity Cards of [How Much Water Do I Use?](#) (Looking at Water Bills, plus Discuss), [Splash Savers Memory Match](#) (A Card Matching Game – or use the cards for discussion), and [Water Conservation Word Search](#) (if your Scouts love word searches). Use any that you like. The plan below adapts the substance of the activities as discussion points.

- Ask Scouts for ideas on how they could use less water. Possible answers include:
 - Turn off the tap when brushing your teeth.
 - When hand washing dishes, do not let the water run continuously.
 - Take a five-minute shower.
 - Fix faucet leaks.
 - Water the yard early in the morning or in the evening so that the water does not evaporate quickly in the heat of the day. Check if your community has rules or restrictions on water lawns.



◆ **Activity 4: How Water Is Made Safe To Drink (Requirement 4: “Discover how water in your community is treated to become safe to drink.”)** (Parent leader: _____)

The Adventure Resources offer Activity Cards of [Clean H2O Creations](#) (Build Your Own Water Filter Experiment), [Clean Water Quest Tour](#) (Visit a Water Treatment Plant), and [Hiking Filters](#) (Using a Hiking Water Filter plus experiment). Use any you like. Or review the Wolf Handbook or the information below and discuss. Also consider virtual tours. Search for *virtual tour water plant* and you will find water treatment videos.

- Water Treatment involves **coagulation, flocculation, sedimentation, filtration, and disinfection**.
 - **Coagulants** – these are chemicals with a “positive” charge – are placed in the water to cause dirt and particles to stick together.
 - When they stick together, the process is called **flocculation**. The clumps are known as “flocs”.
 - These flocs stuck together in the water makes the particles easy to remove.
 - **Sedimentation** separates solids from liquids ... the “flocs” settle to the bottom.
 - Clear water on top can move to the next stage.
 - That stage is **filtration**, when water goes through different filters (like sand, gravel, and charcoal) with different pore sizes to remove any remaining particles in the water.
 - The final stage is **Disinfection**, when a disinfectant like chlorine is added to protect the water from germs and viruses.



◆ **Activity 5: [OPTION: Fun Game We Like (Parent leader: _____):**

If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the “Fun Meter” and play a game or some other Fun Activity you like. Some [Ideas Here](#).



CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a “Living Circle”.

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and "Activity Card" options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/spirit-of-the-water/>. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

1. Discover where the water in your home comes from.

- [H2O Discovery Day](#) (Travel; 4 of 5 Energy; 1 of 5 Supplies; 4 of 5 Prep Time)
- [My Water](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Water Expert](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

2. Discuss how water can become polluted.

- [Aqua Pollution](#) (Indoor; 3 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [River Rangers: Detecting Water Contaminants](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Water Warriors: Pollution Busters](#) (Indoor; 1 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

3. Share some ways you can conserve water in your home.

- [How Much Water Do I Use?](#) (Indoor; 1 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Splash Savers Memory Match](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Water Conservation Word Search](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

4. Discover how water in your community is treated to become safe to drink.

- [Clean H2O Creations](#) (Indoor; 3 of 5 Energy; 4 of 5 Supplies; 2 of 5 Prep Time)
- [Clean Water Quest Tour](#) (Travel; 4 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)
- [Hiking Filters](#) (Indoor; 2 of 5 Energy; 5 of 5 Supplies; 2 of 5 Prep Time)

Assembled Den Meeting Plan – WOLF (2nd Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Wolf Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



Assemble (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun*simple*easy**: while we flag all activity options, we focus on **fun*simple*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

Wolf – 2nd Grade

Race Time Wolf

A “Racing” Adventure (Pinewood Derby or Raingutter Regatta)
ELECTIVE (2 “electives” are needed to earn the Rank of Wolf)



Snapshot of Adventure

This Adventure is the highlight for many Cub Scouts.

The Pinewood Derby® and Raingutter Regatta™ are two popular Cub Scout races.

The best part about these races is getting to design and build your own car or boat.

You may want to design your car or boat for looks, or you may want to go for speed; either way, have fun spending time with your family making your car or boat or both.



The QR Code above takes you to scouting.org/cub-scout-adventures/race-time-wolf/ ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



Requirements from the Wolf Handbook

1. **With an adult, build either a Pinewood Derby® car or a Raingutter Regatta™ boat.**
2. **Learn the rules of the race for the vehicle chosen in requirement 1.**
3. **Identify how you could increase the speed of your chosen vehicle.**
4. **Before the race, discuss with your den how you will demonstrate good sportsmanship during the race.**
5. **Participate in a Pinewood Derby or a Raingutter Regatta.**

Meeting Plan

Does this take one Meeting to complete – or more? For 99.9% of Scouts, this involves an “assemble and decorate” session followed by a separate Pinewood Derby or Raingutter Regatta.

PREPARATION (and materials needed): Read the Race Time Wolf adventure in the Wolf Handbook.

- Key decision – Pinewood Derby or Raingutter Regatta.
 - And when and where it will be held. That’s usually a Pack event.
 - But if you have a track and want to have multiple Pack derbies, or Den and Pack derbies, or races like Adult Derby, Family and Friends Derby, “Outlaw” Derby (e.g., heavier cars), Fun Racing as a Recruiting activity at schools, go for it!
- Follow up decisions – where to conduct the “assemble and decorate” sessions.
 - Recruit adult helpers with some skills and tools, like power tools, sanders, paint, brushes, weights.
 - Note: your Cubmaster and Den Leader may not be the most skilled Derby Car or Regatta Boat builder. Many Packs recruit the parents of high performers to help “next year” in Derby Car builds.

GATHERING: A “gathering” activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and “share the leader load”: everyone can help with something! A good approach is for different parents (or teams) to share the “lead” of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says “we’ve begun” and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

ACTIVITIES (See also other Activities linked at Adventure Resources below – use those if you like them):

◆ **Activity Intro:** (Parent leader: _____) As you move into Activities, have some “talk time” where you (1) discuss today’s Adventure activities (what you’ll do, how you’ll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share “what’s new” with them and get to know each other better.

◆ **Activity 1: Build It! (Requirement 1:** “With an adult, build either a Pinewood Derby® car or a Raingutter Regatta™ boat.”) (Parent leader: _____)

Pinewood Derby Assembly and Decoration ideas (see [Pinewood Derby Car Build Day Wolf](#) for supplies and materials and other ideas about how to do Pinewood Derby Car assembly):

- **Draw a design for your car.** You can use the Tiger Handbook for a template for the design of your car. (Tip: *you will find many design ideas out there on the internet*).
- **Cut out your car from the block of wood.** Cub Scouts may use a handsaw, or an adult may use a power tool to cut out the car. (Tip: *go with the adults on the power saw.*)
- **Sand the car.** Sanding removes any sharp corners and allows paint and other decorations stick better.
- **Paint and decorate your car.** Pinewood Derby cars are made of soft wood. When painted, it may take a couple of layers or coats of paint. Paint the car once.
 - When the paint is dry, you can use sandpaper to lightly sand it.
 - Clean off any dust from sanding and paint it again.
 - This can be repeated until the desired look is achieved.



- **Assemble your car.** Using the nails that came with the kit, attach the wheels that came in the kit to the car in the pre-cut areas on the bottom of the car.
- **Check the weight.** *Do this step last* as everything else will either add or subtract weight from the car. The car should weigh exactly 5 ounces. If it weighs less, additional weight may be added. (Tip: *while you are not allowed to be over-weight, you do **not** want to be under-weight. Weight=speed.*)

Tip: Make sure the axles are square, at a 90-degree angle. This will keep the car straight when going down the track. If the axles are not square, the car may want to turn and rub up against the track causing it to slow down. Test the car by simply pushing it across the floor to see if it goes straight.

Raingutter Regatta Assembly and Decoration (see [Raingutter Regatta Boat Build Day Wolf](#) for supplies and materials and other ideas about how to do Pinewood Derby Car assembly):

- **Sand the wooden hulls.** It is easier to sand the wooden hulls before the boat is assembled.
- **Attach the plastic cabin** to the two wooden hulls using the screws provided.
- **Paint and decorate your boat.** If painting, use a primer first; this will help the paint stick to the plastic parts of the boat. The sail may be decorated also.
- **Assemble the sail and mast.** Use a small bit of glue in the hole where the mast will go, then place the mast into the hole. Allow the glue to dry before attaching the sail.

Tip: Add wax to the bottom of the boat, the hull, to make it extra smooth. The smoother the hull, the faster the boat can go.

Idea For A Different Way to Race: Maybe do a “recycled” Raingutter Regatta with boats made from recycled materials.

- See <https://scoutingmagazine.org/2017/04/make-your-raingutter-regatta-a-recycle-regatta/>.

◆ **Activity 2: Know The Rules! (Requirement 2: “Learn the rules of the race for the vehicle chosen in requirement 1.”)** (Parent leader: _____)

You can play a word scramble game found in the Adventure resources, or just review the rules.

- Most of the rules below relate to how the car is put together.
- That means that Scouts and adult partners will be talking about these as they work together to make the car.
 - Right? Scout and adult. Not “only adult”.
- If a parent is “taking over” and not doing the car build together with their Scout ... *you are doing Cub Scouting wrong!*
- So please share the rules with your Scouts, and discuss what you’re doing to follow the rules.



Common Pinewood Derby Rules from <https://scoutlife.org/hobbies-projects/pinewood-derby/157283/official-rules/> (read all the way through for some *optional* rules and examples from local Packs, Districts and Councils) – but note that **your local Derby rules may be different.**

- **CAR SPECIFICATIONS:**
 - 1) Width – shall not exceed 2-3/4 inches.
 - 2) Length – shall not exceed 7 inches.
 - 3) Weight – shall not exceed 5 ounces.
 - 4) Width between wheels – 1 3/4"
 - 5) Bottom clearance between car and track – 3/8"

- OTHER RULES:

- 1) Wheel bearings, washers and bushings are prohibited.
- 2) The car shall not ride on springs.
- 3) Only official Cub Scout Grand Prix Pinewood Derby wheels and axles are permitted.
- 4) Only dry lubricant is permitted.
- 5) Details, such as steering wheel and driver are permissible as long as these details do not exceed the maximum length, width and weight specifications.
- 6) The car must be freewheeling, with no starting devices.
- 7) Each car must pass inspection, the owner will be informed of the reason for failure, and will be given time within the official weigh-in time period to make adjustment.
- 8) After final approval, cars will not be reinspected unless the car is damaged in handling or in a race.

Common Raingutter Regatta Rules from <https://www.scoutshop.org/blog/5-simple-tips-to-help-cub-scouts-get-ready-for-the-raingutter-regatta-.html> – but note that ***your local Regatta rules may be different.***

- 1) You must use all the pieces in the Trimaran Boat Kit.
- 2) You cannot add weights to your sailboat.
- 3) No sails may be used other than the one supplied in the official kit.
- 4) The sail must be mounted on the mast using holes provided in the sail. The sail may be glued to the mast at the two points of contact with holes in the sail.
- 5) You cannot glue your sail to any other point of the hull.
- 6) The maximum length is 6 3/4" long, and the minimum length should be no less than the length of the hull provided in the kit.
- 7) The mast may not be shortened.

◆ **Activity 3: Speed Rules! (Requirement 3:** *"Identify how you could increase the speed of your chosen vehicle."*) (Parent leader: _____)

5 Tips to Building the Fastest Pinewood Derby Car:

- 1) Choose the right car shape.
- 2) Bake the wood block.
- 3) Use axle guards.
- 4) Smooth the axles.
- 5) Lubricate the wheels with graphite.



See <https://www.scoutshop.org/blog/5-tips-to-building-the-fastest-pinewood-derby-car.html>

5 Simple Raingutter Regatta Tips:

- 1) Use the Official Raingutter Regatta Racing Kit
- 2) Practice Blowing the Sails
- 3) Make Sure Your Boat Doesn't Break the Rules
- 4) Don't Use Water-Based Paints
- 5) Make Sure You Have Fun



Yes, the QR code in [Speed Boat Wolf](https://www.scoutshop.org/blog/5-simple-tips-to-help-cub-scouts-get-ready-for-the-raingutter-regatta-.html) takes you to those five tips at <https://www.scoutshop.org/blog/5-simple-tips-to-help-cub-scouts-get-ready-for-the-raingutter-regatta-.html>, and although the Activity Snapshot for says "Cub Scouts identify three ways to make Raingutter boats go faster", you just need one.

◆ **Activity 4: Be A Good Sport! (Requirement 4: “Before the race, discuss with your den how you will demonstrate good sportsmanship during the race.”)** (Parent leader: _____)

- Gather Scouts and Adult Partners and explain that during the race we want to show good sportsmanship.
 - Ask Scouts what do they think good sportsmanship means? Maybe:
 - Follow the rules.
 - Always do your best.
 - Encourage others.
 - Respect the judges.
 - End with a handshake.
- Ask Scouts what parts of the Scout Law should we follow to demonstrate good sportsmanship? Maybe:
 - Trustworthy (we follow the rules of fair play, and don't try to get an unfair advantage)
 - Loyal (we're always supporting our fellow Scouts, even if they come in first and we don't)
 - Helpful (by helping with the setup and game play)
 - Friendly (we'll all friends as fellow Scouts, even in a race competition)
 - Courteous (for good sportsmanship and listening to instructions)
 - Kind (be caring and supportive of our fellow Scout racers)
 - Obedient (we follow the rules and instructions)
 - Cheerful (we're having fun even if we don't come in first)



◆ **Activity 5: Race On! (Requirement 5: “Participate in a Pinewood Derby or a Raingutter Regatta.”)** (Parent leader: _____)

Pretty simple – if you've got your car or boat, enter your Derby or Regatta and have fun!

◆ **Activity 6: [OPTION: Fun Games We Like (Parent leader: _____):**

If the assemble sessions find your Scouts disinterested or they get bored when racing is under delay (as it often is while tracks and timing are tweaked), you can turn up the “Fun Meter” and play a game or some other Fun Activity you like. Some [Ideas Here](#).



CLOSING: A Closing ceremony ends the meeting and highlights the achievements – for a Derby or Regatta you may have a big ceremony with various trophies, ribbons or other awards. Den and/or Pack leaders can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements.

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Wolves will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/race-time-wolf/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

Those “Activity Card” pages are linked below – along with the “Key” scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How “Supply Intensive”; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being “most”. Note that while that website page says “Choose one of the following” before the “Activity Cards”, what that means is “Choose one of the following – *or do some other activity that will meet the Requirement*”, because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what’s below or other ways to complete the requirement in easier ways.

1. With an adult, build either a Pinewood Derby® car or a Raingutter Regatta™ boat.

- [Pinewood Derby Car Build Day Wolf](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Raingutter Regatta Boat Build Day Wolf](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

2. Learn the rules of the race for the vehicle chosen in requirement 1.

- [Pinewood Rule Scramble Wolf](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Raingutter Rule Scramble Wolf](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

3. Identify how you could increase the speed of your chosen vehicle.

- [Pace Car Speed Wolf](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Speed Boat Wolf](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

4. Before the race, discuss with your den how you will demonstrate good sportsmanship during the race.

- [Sportsmanship Wolf](#) (Indoor; 2 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

5. Participate in a Pinewood Derby or a Raingutter Regatta.

- [Pinewood Derby Race Wolf](#) (Indoor; 5 of 5 Energy; 5 of 5 Supplies; 5 of 5 Prep Time)
- [Raingutter Regatta Wolf](#) (Outdoor; 5 of 5 Energy; 5 of 5 Supplies; 5 of 5 Prep Time)

