

Many Waters District Cub Scout Roundtable



Den Leader Break Out

"The Scoutmaster teaches boys to play the game by doing so himself."
Quote by: Sir Robert Baden-Powell

September 3, 2009

Agenda:

- Roundtable Overview:
- U of S
- Wood Badge
- Plan a successful den year

In this handout:

- General Information
 - Hints and Tips For New Cub Scout Leaders
 - Internet Resources
 - Parent Talent Survey
- Crafts / Gathering Activities
 - Make a Bug Neckerchief slide
 - Make Lima Beings
 - Make your own Word Search
- Crafts that become games
 - Make and Play a Stick Puzzle
- Game ideas
 - Balloon Volleyball
 - Return Books to the Library
 - Roll the Potato
 - Volume Level Chart
 - Internet references for Games
- Song idea
 - Bug Juice
- Skit idea
 - Emergency Broadcast System



Hints and Tips For New Cub Scout Leaders

(from <http://usscouts.org/cubscouts/cslg.asp>)

1. Plan your meetings far enough ahead to allow time to gather materials needed. Set goals that you want to accomplish during the year. Outline your program for the year and plan ahead to involve as many people as possible. Plan each meeting ahead of time. You might find it valuable to plan next weeks meeting after just completing a meeting.
2. Always have a plan B, each group will be different and activities that thrilled one den may bore another, and when they get bored they get rowdy. If they are showing signs of boredom drop the activity and go to plan B and you will rarely have discipline problems.
3. If you plan an outdoor activity, always have an indoor alternate planned.
4. Transitions from one activity to the next are easiest if the meeting is planned so that the next activity is always preferred to the current one. For example we begin with opening ceremonies that reinforce the values of Scouting (boring) then go to advancement activities (less boring but not as much fun as games which come next), after games we go to snack time (they are always willing to stop what they are doing for snack!). I use the fact that they have their hands full and their mouths full as the best opportunity for announcements and reminders. Their parents are beginning to show up, and it doesn't hurt that parents are also hearing the announcements and reminders, it also helps to keep those impatient parents from grabbing the Cub and leaving before the closing ceremony, since they intuitively understand that they should not take their child away during announcements.
5. Don't try to carry all the load yourself. In Tiger, Wolf and Bear dens the family unit is central to the forming of the Cub Scout and activities revolved around the family unit. Get other parents involved. Help them realize it is their program and then depend on them to lend expertise on aspects of the program. Invite them to attend by determining their interests and using them.
6. Leadership is developed and learned. You can become an effective Cub Scout Leader if you will prepare yourself and take the time to learn. Remember to be flexible in your planning. There are no set answers to handling boys. Don't be afraid to experiment.
7. Get trained! Start out with the Cub Scout Den Leader Fast Start video. It is very short and enjoyable to watch. After you get settled in, attend the Cub Scout Den Leader Basic Training at your District. It is the best place to go to learn your Cub Scouting fundamentals.
8. Understand the Cub Scout program so you can help the boys grow throughout the program. There is a lot of resources available to help you. One of your best resources is the monthly district Cub Leader Roundtable, where you can exchange ideas with other Cub Scout Leaders.
9. Do your best, and, above all, have fun!

Internet Resources

Our Local District Website

<http://manywaters.nsbsa.org/>

Our Local Council Website

<http://www.northernstarbsa.org/>

Boy Scout National Website

<http://www.scouting.org/>

Our Local Scout Camp Informational Website – What camps exist –
Reservations – Forms - Policies

<http://www.goscouting.org/>

Websites with lots of ideas and info . . .

<http://boyscouttrail.com/>

<http://www.macscouter.com/>

<http://www.joincubscouting.org/>

<http://www.scoutbase.org.uk/>

<http://www.scoutorama.com/>

<http://www.boyslife.org/>

Bug Neckerchief slide



Materials

- Plastic bugs (1 to 2 inches in size – bought ours at the dollar store)
- Plastic tubing (about 7/8 inch outside diameter – bought ours at Fleet Farm in the plumbing department, by the foot)
- Hot glue gun and glue sticks
- Something to cut the plastic tubing

Great time for this activity is for Halloween. Another nice thing is that you don't have to plan a lot of time for this activity. The boys like this neckerchief slide because it gets noticed. With the clear tubing, it looks like the bug is crawling up their neckerchief. Another nice part about his project is that there is very little prep time, especially if you have a tool that a parent can use to cut the tubing as the boys need it (ex. tubing / rope cutter). If the boys are younger, have a parent setup up a hot glue gun station.

Lima Beings



Materials

- Large dried lima beans (the largest you can find)
- pens in various colors (fine-tip permanent markers work best).

Point out to the boys that each bean is slightly different. Look at a bean and imagine it's a face – then draw it on the bean. How about bean dogs, bean bunnies, and other bean critters, or even bean ghosts? Make a mistake? Turn the bean over and draw on the other side. Or plant the bean!

Uses for Lima Beings

Boys can create a game (heads or tails game, toss games) or trade them with each other. You can use these beings as game pieces or glue them in a den collage of "lima expressions".

Make your own Word Search

Do a search on the Internet for "word search generator". You will find various web sites that will work for what you are looking for. Most of the ones I found were free.

Name: _____

We are **Tigers!!!**

u	s	o	a	s	a	Z	i	b	
c	u	T	n	A	c	a	o	E	
D	o	m	i	n	i	c	k	h	
J	n	d	t	g	a	h	M	n	
s	a	J	s	J	e	a	C	a	
n	h	a	u	b	r	r	a	u	
a	t	m	D	c	a	y	s	a	
u	E	e	u	L	u	k	e	r	
t	c	s	a	c	u	L	y	c	

Found It	Word to search for
___	Tigers
___	Luke
___	Casey
___	Dustin
___	James
___	Jacob
___	Dominick
___	Lucas
___	Aidan
___	Marcus
___	Zachary
___	Ethan

Directions:

1. Print your name at the top of the paper.
2. Search the puzzle for each word in the "Word to search for" column.
3. When you find the word, circle it in the puzzle.
4. Put an "X" in the "Found it" column in front of that word.
5. Search for the next word until you have found them all.

Stick Puzzle

This is a great activity and when completed, it is a fun game. It makes a great way to learn someone's name and a little about them by what they draw.

Materials

Five craft sticks per person, blue painters tape, and markers.



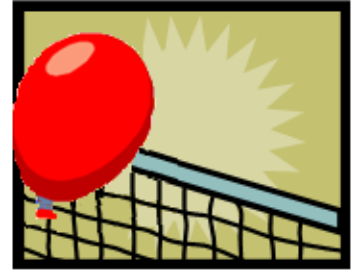
Directions to Make

1. Line up the five sticks together so that the ends line up and the sticks are as touching side to side.
2. Tape all five sticks together.
3. Have everyone write their name on each stick, on the side with the tape. This will allow for easy sorting if a number of Stick Puzzles get mixed together.
4. Turn them over. Write your name on it, but don't put all the letters of your name on one stick. Write your name going across all of the sticks.
5. Draw a picture that covers all five sticks. Think about drawing something that might tell a little about yourself.

Directions to Play

1. Take the tape off of your Stick Puzzle and mix them up.
2. Trade Stick Puzzles with someone else.
3. Try and put the sticks in the correct order to solve the puzzle.

4. When you solved the puzzle, hand the Stick Puzzle back.
5. Continue to trade Stick Puzzles with others.



Balloon Volleyball

Equipment:

Balloons, a rope, a tablecloth, and a couple of clothes pins.

Directions:

Divide into 2 teams (a blue team and a yellow team).

Tie the rope so it is just above the boys heads.

One team should be on each side of the "rope net".

Blow up one balloon.

How to Play:

1. One team serves the balloon over the "rope net" and use your own modified volleyball rules (with younger boys we allowed as many hits as needed to get the balloon over the "rope net").
2. If the boys need more of a challenge, hang the tablecloth over the rope and secure it with a couple of clothes pins. Now the boys can't see threw the "tablecloth net".
3. If the boys need still more of a challenge, blow up another balloon and toss it into the game.
4. If the boys need still more of a challenge, just keep adding balloons.

Note: The game gets more fun (and louder), the more balloons you add. I think we usually had 3 or 4 balloons going as once. When one would pop, we just blew up another one.

Return Books to the Library

Equipment:

Eight to 10 books for each team. Use different shapes and sizes, paperbacks, hardbacks, magazines, etc.

Directions:

Divide into 2 teams (a blue team and a yellow team).

Each team lines up, leaving about an arm's length between players.

The pile of books is placed at the front of the line.

How to Play:

1. At the signal "Return", the first player picks up a book and passes it behind him to the next player. He can pass it any way he likes (over the shoulder, between the legs, around the waist), but he cannot turn around.
2. Every Cub Scout in a line must touch each book as it passes to the last player.
3. When the book reaches the end of the line, the last player places the book behind him and yells, "Book returned!"
4. Only then can the first player grab a new book and restart the process.
5. The first team to get all its books back to the library is the winner.



Roll the Potato

Equipment:

Two raw potatoes

Directions

Form Cub Scouts into relay teams. Boys get on the floor on their hands and knees. On a signal, the boy in the front of each line takes a raw potato and rolls it on the floor to the end using his nose. When he reaches the end, he can grab the potato and run back to tag the next person in line.



5

YELLING

4

LOUD

3

Conversation
Tone

2

Soft Voice

1

WHISPER

0

NO TALKING

Internet Resources for Games

http://macscouter.com/Games	Big Book of Games
http://usscouts.org/games.asp	more stuff
http://www.boyscouttrail.com/games.asp	nice sorting (rank, quiet, loud)
http://www.boyslife.org/	another great resource
http://www.inquiry.net/outdoor/games/	all sorts of stuff
http://www.scoutingmagazine.org/	leans toward older boys
http://www.ready.gov/kids/fun/index.html	even a game for emergency preparedness
http://www.edinburgh-scout.org.uk/games/	more stuff

When in doubt:

- Keep It Simple Keep It Fun
- Ask the boys what they want to do

Emergency Broadcast System skit

Participants: 4 to 10

Props: none

A group of Scouts gather in front of the audience. On queue everyone in the group hums in a high pitched tone, very similar to what you might hear on the radio during an emergency broadcast system alert. After a about 20 seconds the humming stops and an MC for Scout from the group comes forward and says, "This has been a test of the Camp/Pack/Troop _____ Emergency Broadcast System. This was only a test. If this had been an actual emergency, what you would hear would sound like this." Immediately following this speech all the Scouts in the group begin screaming and running in all different directions in what appears to be a terrified panic.