

# September 2010 Many Waters District Cub Scout Roundtable Den Leader Breakout



“The Scoutmaster teaches boys to play the game by doing so himself.”

Quote by: Lord Baden-Powell

September 2<sup>nd</sup>, 2010

## Agenda

**Before the Meeting Starts** – Prepare email sign-up sheet, opening game (cooperation), business items and activities.

**Gathering** – Sign-in to get on email list for Roundtable and Trainings. Make Roundtable Den Leader's Flag. Write down things we do that require cooperation in order to accomplish.

**Opening** – Game (Link Pass and Owls and Crows)

**Business Items** – 2010-2011 Schedule, Participation in Pack meetings, Pack and Troop Interactions, Den Chiefs, Core Value Cooperation

**Activities** – Take a look at den meeting plans for September.

**Tiger** – 1. Bobcat and Making My Family Special (Achievement 1D, Homework Achievement 1F), 2. Bobcat and Making My Family Special (Achievement 1G and 3D, Verify 1F)

**Wolf** – 1. Bobcat and Your Flag (Achievement 2b or 2f, Bobcat, Electives 9b and 12e, Homework Achievements 8b-e, How to Protect Your Children From Child Abuse) 2. Your Flag and Feats of Skill (Achievements 2a and 1a-f)

**Bear** – 1. Bobcat, The Past is Exciting and Important and Building Muscles (Bobcat 1-7, Achievements 8c, 8d, 8g and 16a, Homework Bobcat 8, Achievements 3b, 8d and 16a)

**Webelos** – 1. Fitness and Athlete (Fitness 1 and six from 2-8, Athlete 1-7, Bobcat Review, Homework Complete Fitness 2-7, Complete Athlete 4-7, Review Forester and Naturalist chapters), 2. Forester and Naturalist (Verify Fitness 2-7 (complete), Naturalist 1, 4, 8, and 10, Forester 3, 4, and 9. Homework Review Forester and Naturalist chapters).

**Arrow of Light** – 1. Family Member (Family Member 8 and 9, Arrow of Light 2 and 7, Homework Family Member 2-6, 9. Review Aquanaut chapter) 2. Aquanaut (Verify Family Member 2, 3, 5, 6. Aquanaut 1-5, 8 (swimming belt loop), Homework Family Member 4, 9. Review Outdoorsman chapter)

**Announcements** – Trainings (Many Waters District Training Days and Before Roundtable. University of Scouting), Next month's roundtable topics: Adult training – University of Scouting, District Training Day, Baloo, Wood Badge and Adult Knots (Responsibility)

**After the Meeting** – Email attendees this agenda and a reminder about the next roundtable theme

This handout can be found online at:

<http://manywaters.nsbsa.org/Roundtable/CubScoutRoundtableReferences.aspx>

Helpful link to Baloo's Bugle (Roundtable plan)

<http://usscouts.org/bbugle.asp>

## **Gathering – Activity (Come on - Cooperate!)**

### ***Come on – Cooperate!***

Give each person a colored slip of paper as they come in. Ask them to write down something that they can't do alone – something that requires cooperation. (If people have trouble with this, have a group of ideas available – but don't make it too easy – ask them a question to make them think of the answer!) One fertile field for ideas – think of how your hands cooperate and work together!

### **Opening - Games (Link Pass and Owls and Crows)**

From Cub Scout Leader's How to Book

[http://www.scouting.org/filestore/hispanic/english/33832\\_WEB.pdf](http://www.scouting.org/filestore/hispanic/english/33832_WEB.pdf)

### ***Link Pass***

Activity Level: Low

Needed: Even number of players, 20 pebbles (10 for each team).

Divide the Cub Scouts into two teams facing each other. They lock elbows with those next to them in their line. Place 10 pebbles on the floor near the first player in each line. On a signal, those two boys each pick up a pebble and pass it to the next player in line, who passes it on. The players' arms must remain linked throughout the game. If a Cub Scout drops the pebble, he must retrieve it without breaking the chain. The first player may start another pebble right away. The first line to pass the 10 pebbles to the end wins.

### ***Owls and Crows***

Activity Level: High

Needed: Large playing area and an even number of players.

Divide the group into two equal teams – the Owls and the Crows. The teams line up facing each other, about 2 feet apart. About 15 feet behind each team is their home base line. The leader makes a statement that is true or false (For this month we make statements about Cooperation). If the statement is true, the Owls chase the Crows towards their base line. If it is false, the Crows chase the Owls. Anyone caught must join the other team.

**Business Items** – 2010-2011 Schedule, Participation in Pack Meetings, Pack and Troop Interactions, Den Chiefs (Core Value Cooperation)

**2010 – 2011 Schedule**

Den Leader Breakout  
2010-2011

Sept 2	Participation in pack meetings, Pack and Troop interactions, Den Chiefs (Cooperation)
Oct 7	Adult training - University of Scouting, District Training Day, Baloo, Wood Badge Adult knots (Responsibility)
Nov 4	The "in" of scouting: Arrow points, belt loops, Religious knot (Honesty)
Dec 2	Crafty Crafts (Resourcefulness)
Jan 6	Letterboxing (Positive Attitude)
Feb 3	The "out" in scouting: World Conservation, Leave No Trace, hikes, rockets, geocaching, etc. (Citizenship)
March 3	Fireside Chat (Respect)
April 7	Yearly planning (Perseverance)
May 5	Cooking (Health & Fitness)

(Other Core Values: Courage, Compassion and Faith)

**Participation in Pack Meetings**

[http://usscouts.org/profbvr/pack\\_meetings/](http://usscouts.org/profbvr/pack_meetings/)

**YOUR PACK MEETING WILL  
BE A SUCCESS BECAUSE  
YOUR SCOUTS WILL HAVE**

**FUN!**

When scouts have fun, they want to keep coming back.

To succeed, remember this simple rule:

"Keep It Short & Simple - Make It Fun" (KISSMIF) and use VARIETY." To achieve this goal, advance planning is critical. As you plan your pack meeting, consider the following:

- Plan your meetings well in advance using themes or special activities as focal points.
- Confirm the time and place of the meeting. Reserve meeting places well in advance.
- Make sure that someone is responsible for opening the meeting place ahead of time.

- Assign den responsibilities in advance; e.g. set-up, opening, skits, songs, stunts, closing, clean-up.
- Make sure that arrangements are made for transporting displays, props, special equipment, etc.
- Make sure that awards, badges, pins, etc. are ready for presentation before the meeting.
- Try to have displays set up before the meeting.
- Have a gathering activity planned and use it when scouts arrive.
- Conduct an Opening Ceremony that is serious and impressive.
- While you have the scene set, transition to introductions and inductions.
- Build spirit with den cheers, den reports, rousing songs and group activities.
- Entertain with skits, stunts, songs, and games.
- Take time to recognize pack and den accomplishments.
- Have a Webelos Den demonstrate something related to an activity badge.
- Use a song, story, or other device to transition the group to a serious setting.
- Present awards and recognitions with an impressive ceremony.
- Give special recognition to special accomplishments.
- Recognize adult contributions - thank yous and special awards.
- Give a very few words on coming events (give details in handouts, newsletters)
- Have a Scouter's minute - leave the scouts with something to ponder
- Conduct a closing ceremony.
- Serve refreshments (optional).
- Clean-up the meeting site and leave it as good as or better than you found it.
- Evaluate and plan an even better meeting next time.

**REMEMBER - KEEP IT SIMPLE AND SHORT (1 HOUR IS GOOD)  
AND MOST IMPORTANT  
MAKE IT FUN**

### ***Pack and Troop Interactions***

Keep the bigger picture in mind. Following BSA guidelines to run your Pack and Den will help your boys to acclimate more easily with a Boy Scout Troop. If you are affiliated with a Troop from your chartered organization, get to know the leadership in that Troop. In the Webelos years you'll want to visit that Troop and others. Pick a Troop that you feel comfortable with. Within a couple of months before your Webelos II cross over into Boy Scouts, you'll want to be co-meeting with that Troop for flag ceremony and announcement.

Some ways to help each other out:

- Many Waters Camporee a Troop host for the Webelos
- Troop provides Blue and Gold Banquet Helpers and Food Servers. Arrow of Light (OA) ceremony leaders
- Joint Picnic in the Spring (Boy Scout Court of Honor and Final Pack Meeting)
- Cub Scouts help the Boy Scouts in Meeting Merit Badge requirement while helping your Den/Pack out (GPS/GIS, Boy Scouts lead Cub Scouts on Geocache Hunt...)
- Den Chiefs

***Den Chiefs*** (Cub Scout Den Chief and Webelos Den Chief)

***Cub Scout Den Chief -***

<http://www.scouting.org/scoutsorce/CubScouts/AboutCubScouts/ThePack/csdcf.aspx>

Qualifications: Is an older Boy Scout, Varsity Scout, or Venturer. Selected by the senior patrol leader and Scoutmaster, Varsity Scout Coach, or Venturing Advisor at the request of the Cubmaster. Approved by the Cubmaster and pack committee for recommendation to the den leader. Registered as a youth member of a troop, team, or crew.

Responsibilities: The Cub Scout den chief's responsibilities are to

- Know the purposes of Cub Scouting.
- Help Cub Scouts achieve the purposes of Cub Scouting.
- Serve as the activities assistant at den meetings.
- Set a good example through attitude and uniforming.
- Be a friend to the boys in the den.
- Help lead weekly den meetings.
- Help the den in its part of the monthly pack meeting.
- Know the importance of the monthly theme and pack meeting plans.
- Meet regularly with the den leader to review den and pack meeting plans. Meet as needed with adult members of the den, pack, and troop.
- Receive training from the den leader (and Cubmaster or assistant Cubmaster) and attend Den Chief Training.
- Encourage Cub Scouts to become Webelos Scouts when they are eligible.
- Help the denner and assistant denner to be leaders.



### ***Webelos Den Chief -***

<http://www.scouting.org/scoutsourc/CubScouts/AboutCubScouts/ThePack/wbdcf.aspx>

Qualifications: Is an older, experienced Boy Scout, Varsity Scout, or Venturer. Selected by the senior patrol leader and Scoutmaster, Varsity Scout Coach, or Venturing Advisor at the request of the Cubmaster or Webelos den leader. Preferably a former Cub Scout; ideally at least First Class rank. Approved by the Cubmaster and pack committee for recommendation to the Webelos den leader. Registered as a youth member of a troop, team, or crew.

Responsibilities: The Webelos den chief's responsibilities are to

- Know the purposes of Cub Scouting.
- Help Webelos Scouts achieve the purposes of Cub Scouting.
- Serve as the activities assistant at Webelos den meetings.
- Set a good example through attitude and uniforming.
- Be a friend to the boys in the Webelos den.
- Help lead weekly den meetings.
- Help the Webelos den in its part of the monthly pack meeting.
- Meet regularly with the Webelos den leader to review den meeting plans.
- Help Webelos den leaders as requested.
- Help Webelos Scouts in their work with activity badge counselors.
- Help the Webelos denner and assistant denner to be leaders.
- Receive training from the den leader (and Cubmaster or assistant Cubmaster) and attend Den Chief Training.
- Help with Webelos overnight campouts and other outdoor experiences.
- Help with joint Webelos Scout-Boy Scout activities.
- Keep in contact with the assistant Scoutmaster in the troop.
- Help the assistant Scoutmaster and Cubmaster plan graduation ceremonies for Webelos Scouts.

You'll want to take a 6 hour training class together with your Den Chief (you'll want to check

<http://training.nsbsa.org/default.aspx> for training dates and locations)

<http://www.scoutingmagazine.org/issues/1009/d-csc.html> – Here's a good article about choosing and correctly utilizing your Den Chief

## **Cooperation**

Definition:

- an act or instance of working or acting together for a common purpose or benefit; joint action.
- more or less active assistance from a person, organization, etc.: We sought the cooperation of various civic leaders.
- willingness to cooperate: to indicate cooperation.

<http://www.forsmallhands.com/articles/?article=090212&type=articles>

Look for ways to teach your boys that success doesn't require someone else's failure. Also look for ways to teach these specific benefits of cooperation:

- Bonding, Support, and Playfulness
  - It is hard to maintain positive feelings about someone who is trying to make you lose. Hurt feelings and arguments often result from competitive play. In cooperative play, challenge, discovery and success are shared. Emphasis is on participation, acceptance and the "joy of play." In the end, it's your relationship with each other that counts. Children gain stronger bonds with parents, siblings and playmates.
- Teamwork and Shared Decision Making
  - Competition makes it difficult to share our skills, experiences and resources because each person is separately involved in his or her exclusive goal. In our schools and work places, students and employees are often taught to regard each other not as potential collaborators, but rather as opponents, rivals, and obstacles to their own success. In cooperative settings, every person's role is important and valued. Individuality is respected, and concern for the needs of others fostered. The challenge shifts from "striving to be number one" to working toward a mutual goal. The idea that we all share in decision-making is a powerful tool.
- Openness, Trust and Safety
  - Often competition—in work and play—results in arguments, hurt feelings and separation. Many games are based on secrecy and intimidation resulting in players feeling unsafe. In work or play, people really want and need to feel safe, be open and honest, and above all, feel trusted. Cooperative situations help create that atmosphere, because participants give encouragement and support of one another.
- Self Worth and Personal Power
  - Cooperativeness has been linked to greater learning, emotional maturity and strong personal identity. Participants often become more flexible in their thinking and willingness to invent creative solutions. The result is enjoyment, personal confidence and a feeling of self-worth. As your personal power grows, you get that "I can make a difference" feeling.
- Well-being
  - Most competitive situations are highly stressful; the possibility of failure creates agitation if not outright anxiety. The fear or anger generated from being eliminated or losing often



causes embarrassment, tension and hostility. Cooperative activities are non-threatening and non-judgmental. As a result, this creates an atmosphere for relaxation and well-being—the foundation for more genuine, healthy and playful fun.

## CONNECTING CORE VALUES WITH OUTDOOR ACTIVITIES

- Plan a hike, which involves opportunities for problem solving by teams (set these up ahead of time). Discuss how following the leader can help the team.
- Watch an anthill and point out cooperative behavior Pair boys when doing an activity and have them work together.
- Have den or pack collect recyclable materials to earn money for a good cause.
- Play some team games that involve cooperation of team members. There are many outdoor games involving cooperation in the How to Book.
- Demonstrate cooperation in a ceremony One boy cannot light a candle with a match if the wind is blowing, but two or more can when one shields the wick from the wind.
- Do a skit showing cooperative behavior. Boys show cooperation by joining in with songs and other campfire elements.
- Visit a grocery store (or other business) and talk about how the employees cooperate to make the whole enterprise work smoothly
- Every boy brings one item for a special dessert or breakfast treat or craft project. Careful planning is necessary to ensure the project will not work if all the parts aren't there.

**Activities** – Take a look at den meeting plans for September.

**Tiger** – 1. Bobcat and Making My Family Special (Achievement 1D, Homework Achievement 1F), 2. Bobcat and Making My Family Special (Achievement 1G and 3D, Verify 1F)

<http://www.scouting.org/filestore/CubScoutMeetingGuide/tiger/TigerMeeting1.pdf>

<http://www.scouting.org/filestore/CubScoutMeetingGuide/tiger/TigerMeeting2.pdf>

**Wolf** – 1. Bobcat and Your Flag (Achievement 2b or 2f, Bobcat, Electives 9b and 12e, Homework Achievements 8b-e, How to Protect Your Children From Child Abuse) 2. Your Flag and Feats of Skill (Achievements 2a and 1a-f)

<http://www.scouting.org/filestore/CubScoutMeetingGuide/wolf/WolfMeeting1.pdf>

<http://www.scouting.org/filestore/CubScoutMeetingGuide/wolf/WolfMeeting2.pdf>

**Bear** – 1. Bobcat, The Past is Exciting and Important and Building Muscles (Bobcat 1-7, Achievements 8c, 8d, 8g and 16a, Homework Bobcat 8, Achievements 3b, 8d and 16a)

<http://www.scouting.org/filestore/CubScoutMeetingGuide/bear/BearMeeting1.pdf>

<http://www.scouting.org/filestore/CubScoutMeetingGuide/bear/BearMeeting2.pdf>

**Webelos** – 1. Fitness and Athlete (Fitness 1 and six from 2-8, Athlete 1-7, Bobcat Review, Homework Complete Fitness 2-7, Complete Athlete 4-7, Review Forester and Naturalist chapters), 2. Forester and Naturalist (Verify Fitness 2-7 (complete), Naturalist 1, 4, 8, and 10, Forester 3, 4, and 9. Homework Review Forester and Naturalist chapters).

<http://www.scouting.org/filestore/CubScoutMeetingGuide/webelos/WebelosMeeting1.pdf>

<http://www.scouting.org/filestore/CubScoutMeetingGuide/webelos/WebelosMeeting2.pdf>

**Arrow of Light** – 1. Family Member (Family Member 8 and 9, Arrow of Light 2 and 7, Homework Family Member 2-6, 9. Review Aquanaut chapter) 2. Aquanaut (Verify Family Member 2, 3, 5, 6. Aquanaut 1-5, 8 (swimming belt loop), Homework Family Member 4, 9. Review Outdoorsman chapter)

<http://www.scouting.org/filestore/CubScoutMeetingGuide/ArrowofLight/ArrowofLightMeeting1.pdf>

<http://www.scouting.org/filestore/CubScoutMeetingGuide/ArrowofLight/ArrowofLightMeeting2.pdf>

**Announcements** – Trainings (Many Waters District Training Days and Before Roundtable. University of Scouting)

Many Waters District Training Event – Saturday October 9<sup>th</sup> and Sunday October 10<sup>th</sup>

Many Waters District Pre-Roundtable Trainings:

September 2<sup>nd</sup> – Youth Protection

October 7<sup>th</sup> – Cub Scout New Leader Training

November 4<sup>th</sup> – Leader Specific

December 2<sup>nd</sup> – Youth Protection

January 6<sup>th</sup> – Cub Scout New Leader Training

February 3<sup>rd</sup> – Leader Specific

March 3<sup>rd</sup> – Youth Protection

April 7<sup>th</sup> – Cub Scout New Leader Training

May 5<sup>th</sup> – Leader Specific

<http://manywaters.nsbsa.org/DistrictCommittees/Training/TrainingOverview.aspx>

University of Scouting (Pow Wow)

The University's Fall Semester on Saturday, October 30, 2010, 8:30am – 4:30 pm

Hudson High School in Hudson, Wisconsin.

<http://training.nsbsa.org/info/UniversityOfScouting.aspx>

Other Training Opportunities:

<http://training.nsbsa.org/Default.aspx>

Online Training

<https://myscouting.scouting.org>

Next month's roundtable topics: Adult training – University of Scouting, District Training Day, Baloo, Wood Badge and Adult Knots (Responsibility)