

Cub Scout Den Meeting Outline

Month: **August**

Week: **3**

Point of the Scout Law: **Friendly**

	Tiger	Wolf	Bear	Webelos	Arrow of Light
Before the Meeting	Gather materials for gathering and other activities, games and have home assignments (if any) ready.	Gather materials for gathering and other activities, games and have home assignments (if any) ready.	Gather materials for gathering and other activities, games and have home assignments (if any) ready.	Gather materials for gathering and other activities, games and have home assignments (if any) ready.	Gather materials for gathering and other activities, games and have home assignments (if any) ready.
Gathering	Space Explorer Word Search				
Opening	If You're Happy and You Know It Opening (Flight version)				
Activity	Earth in 3-D				
Game	Keep the Satellite Up; 'Round the Moon Game				
Business items/Take home	None	None	None	None	None
Closing	Closing Thought				
After the meeting					

Materials:

Gathering: copies of word search, pencils

Opening: flag, song sheets

Activities: templates for earth, markers/crayons, scissors

Games: masking tape, large beach ball

Closing: None

Home assignments: None

Advancement:

Tiger - None

Wolf – None

Bear – None

Webelos – None

Arrow of Light – None

Space Exploration Word Search

(In your "exploration," check for words spelled backwards.)

G N O T L R Y U F S Y S L E A
L P O N E T E L D R S A A M V
L I B I I L I V C S T T U S F
M W G V T G E O O X E E N R E
B Y A H H A U S T R N L C A A
Q R Y T T N T F C J A L H T R
G L Q Y T T X S R O L I U S T
R F U D N M W X R M P T E M H
N F O Z N H T F S O E E A T J
C W D I O R E T S A C R U T W
N L I F T O F F D H S K S A E
T M I V T M R T I B R O E C B
Q G D O N O O M S Q O V A T E
B L A S T L R Y T D P P N L H
V A M R K M S J G F S Z K V X

Find the following words:

Asteroid

Blast

Countdown

Earth

Flight

Gravity

Launch

Liftoff

Light

Mars

Moon

Orbit

Planets

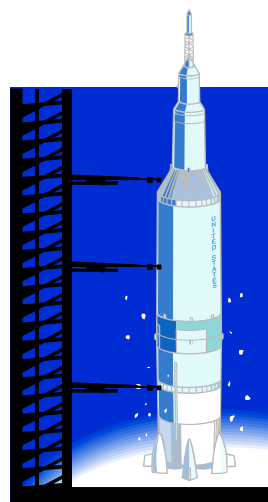
Rocket

Rover

Satellite

Space

Stars

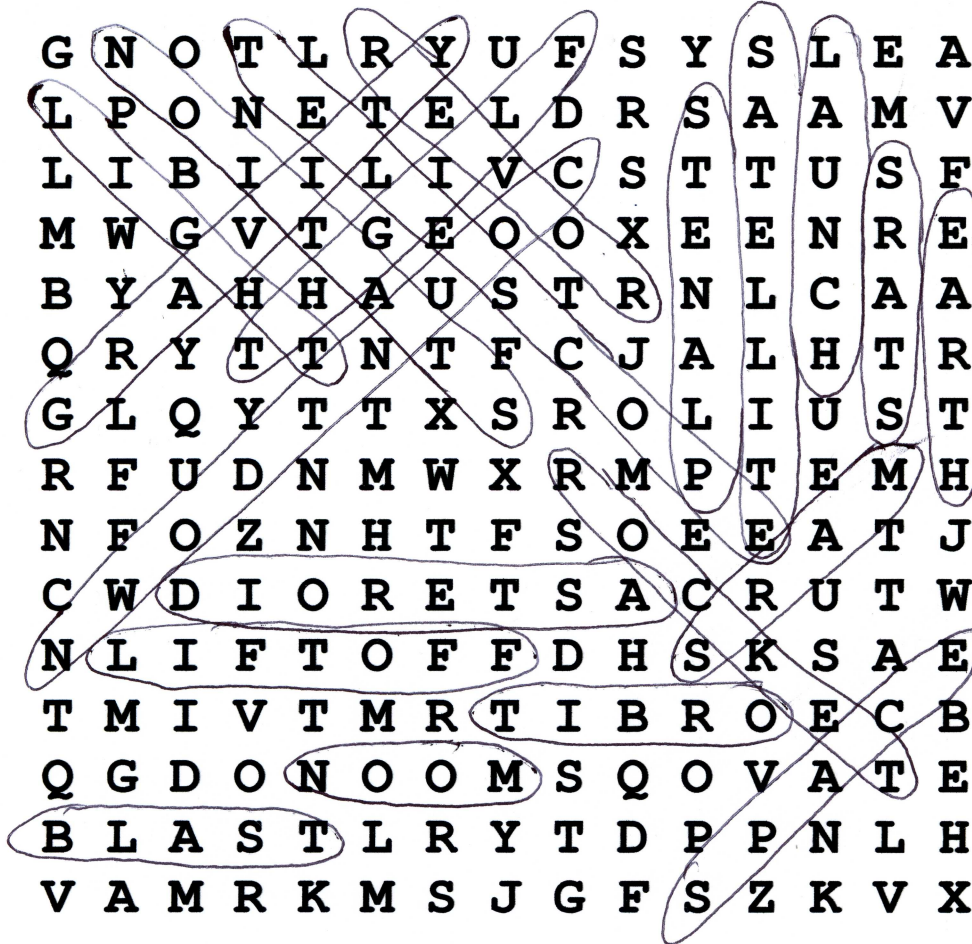


Station

Telescope

Space Exploration Word Search

(In your "exploration," check for words spelled backwards.)

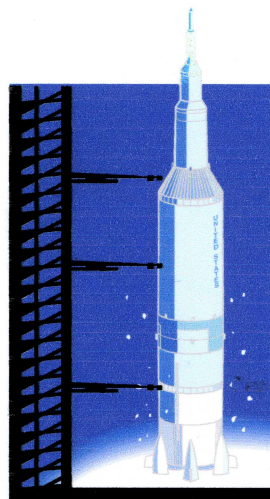


Find the following words:

- Asteroid
- Blast
- Countdown
- Earth
- Flight
- Gravity
- Launch
- Liftoff
- Light

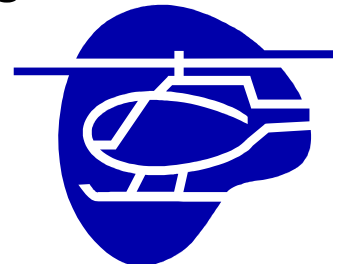
- Mars
- Moon
- Orbit
- Planets
- Rocket
- Rover
- Satellite
- Space
- Stars

- Station
- Telescope



If You're Happy and You Know It Opening

(Flight Version)



Materials:

None

Cubmaster or den leader:

For our opening today, we'll be singing a song. Let's practice it with the actions and then we'll sing it again with the actions.

If You're Happy and You Know It (Flight Version)

If you're happy and you know it, Flap your wings (flap arms).

If you're happy and you know it, Flap your wings (flap arms).

If you're happy and you know it,

And you really want to show it,

If you're happy and you know it, Flap your wings (flap arms).

If you're happy and you know it, Soar up high (arms out, say "Zoom!")

If you're happy and you know it, Soar up high (arms out, say "Zoom!")

If you're happy and you know it,

And you really want to show it,

If you're happy and you know it, Soar up high (arms out, say "Zoom!")

If you're happy and you know it, Spin your blades (arms out as helicopter rotors, spin).

If you're happy and you know it, Spin your blades (arms out as helicopter rotors, spin).

If you're happy and you know it,

And you really want to show it,

If you're happy and you know it, Spin your blades (arms out as helicopter rotors, spin).

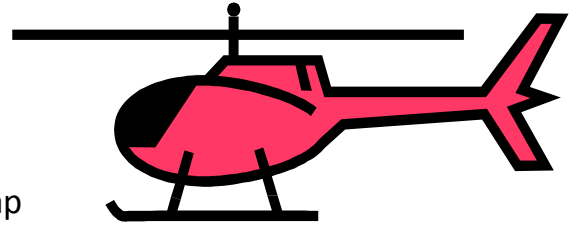
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If you're happy and you know it, Do all three (flap, "Zoom," spin).
If you're happy and you know it, Do all three (flap, "Zoom," spin).
If you're happy and you know it,
And you really want to show it,
If you're happy and you know it, Do all three (flap, "Zoom," spin).

Cubmaster: Let's also show our happiness as we salute the flag and repeat the Pledge of Allegiance and then make the Cub Scout sign say the Cub Scout Promise.

If You're Happy and You Know It

(Flight Version)



If you're happy and you know it, Flap your wings (flap arms).

If you're happy and you know it, Flap your wings (flap arms).

If you're happy and you know it,

And you really want to show it,

If you're happy and you know it, Flap your wings (flap arms).

If you're happy and you know it, Soar up high (arms out, say "Zoom!")

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If you're happy and you know it,

And you really want to show it,

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If you're happy and you know it,

And you really want to show it,

If you're happy and you know it, Spin your blades (arms out as helicopter rotors, spin).

The Earth in 3-D

Materials:

Earth template – 1 sheet per Cub Scout

Scissors

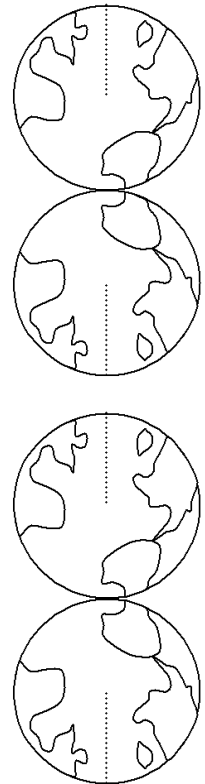
Glue

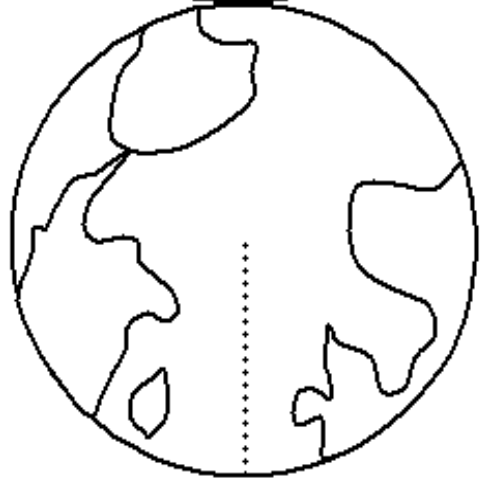
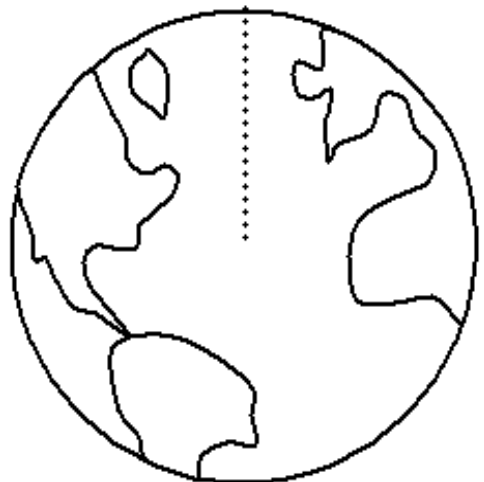
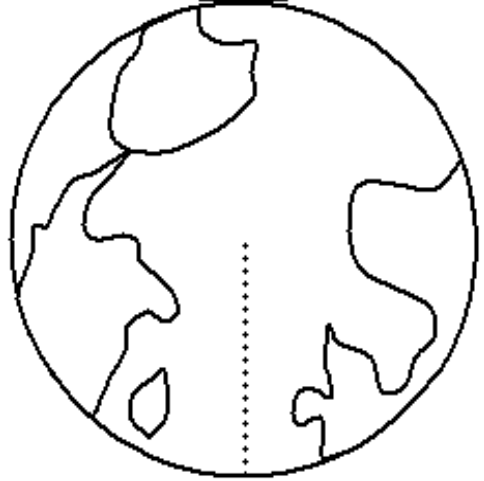
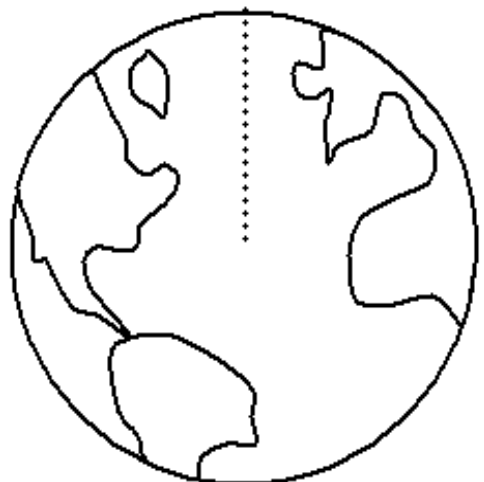
Markers/Crayons

What do the people in space see when they are orbiting the earth? They see the earth!

Instructions:

1. Cut out the template pieces carefully so that 2 “earths” are still connected where they touch. After cutting, each Cub Scout should have 2 sets of 2 earths.
2. Color the “earths” – with the oceans blue and the land green (or whatever colors they choose).
3. Fold the “earths” with the colored side out towards each other so using the paper holding them together as a hinge. Match up the dotted lines.
4. Glue each set of “earths” together.
5. Once the glue has dried a bit, cut through both of the sets of “earths” ONLY on the dotted line. Do not cut farther into the “earths” than the length of the dotted lines.
6. Slide the 2 sets of “earths” together on the cutting lines. This now makes the 3-D earth!





Keep the Satellite Up

Materials:

One large beach ball per group of 20 Cub Scouts

Instructions:

Scientists rely on gravity and inertia to keep satellites in orbit. Your task is to keep the satellite from falling to earth.

Cub Scouts make a circle and try to keep the beach ball (satellite) up in the air for as many hits as possible. Challenge the Cub Scouts to keep the satellite in the air for 20 orbits (hits) or 30 orbits (hits) or even a higher number of orbits.



'Round the Moon



Materials:

Masking tape for starting and turn lines (if needed)

Instructions:

1. Divide Cub Scouts into teams of 6-8 Cub Scouts.
2. All the teams line up at one end of the room beside a chair or behind a line. This chair or starting line is the "base".
3. Each Cub Scout places his hands on the waist of the Cub Scout in front of him so that each team forms a "rocket".
4. Another chair or mark is placed at the far end of the room opposite each team; this other chair or mark is the moon for each team.
5. When the leader calls 'Go', the teams run the length of the room, round their 'moon', and back.
6. As they pass the start (or base), the 'rockets' drop the tail section (or one Cub Scout) each time they pass the start and the Cub Scout sits down there one by one, until finally the 'nose cone' (or first Cub Scout on the team rocket) returns home.
7. The first team to be sitting down is the winner.
8. If the Cub Scouts let go of their teammate's waist, the rocket disintegrates and the rocket has to start over.

Closing Thought

Materials:

None

Cubmaster or den leader:

Would you like to pilot an airplane or a starship, or walk on the moon or float through space, or be part of a space station crew? You may be doing some of these things one day. We can't be sure, but one thing is certain, the world will need good men and women in the future.

We can be sure we will fill that need if we remember to follow the Scout Oath and Scout Law. Before we leave today, let's give this some thought as we stand and say the Scout Oath together.