



Arrow of Light Den Meeting 13

Communicator

Preparation and Materials Needed

- ▶ Read the Communicator chapter in the *Webelos Handbook*.
- ▶ Identify any parents or other pack resources who are in the media or communications-related jobs and could assist as an activity badge counselor for this meeting.
- ▶ Arrange a field trip to a library, for a librarian to work with the Scouts on certain of the achievements. Alternatively, if you can arrange for a field trip to a newsroom of a newspaper or a radio or television station, you can do that instead of the library visit if that's more interesting and fun. Check on the availability of computers that you can use at the field trip location. Additional interesting options that could be done in conjunction with either of the other field trips are to invite a person with a visual, speaking, or hearing impairment, and to invite a person who speaks another language as well as English.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Communicator chapter in the *Webelos Handbook*.
 - A field trip is the most interesting plan, but you can still complete the activity badge with other optional requirements noted below.
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Depends on how you will conduct the meeting, could be none.
 - **Communicator activity badges** and **Computer belt loops** for each of your Scouts (so that they can be awarded if completed today), and compass emblems or points (if those will be completed today).

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

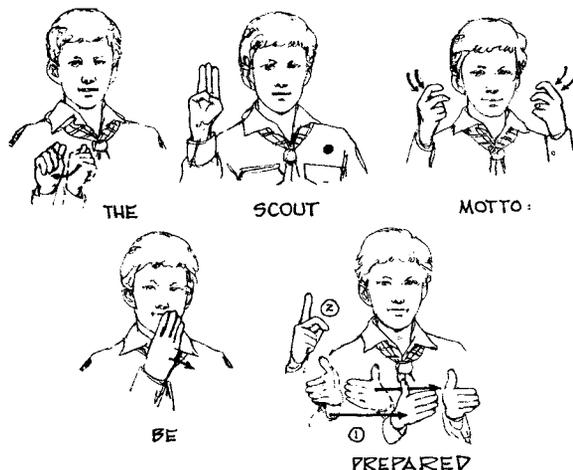
Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today we'll work on the **Communicator activity badge** because communication is important in almost everything we do.
- ▶ **Verify:** Check boys' handbooks for parent/guardian signatures for **Communicator requirements 11–14** (or alternatives). Sign handbooks and record on den advancement record.

Activities

- ▶ **Communicator Activity Badge:** Requirements are to do seven of these requirements. (This meeting plan covers 3–6 and 11–14 (home assignments). If you instruct families to do work in advance, verify completion of and discuss the following:

11. Use a personal computer to write a letter to a friend or relative. Create your letter, check it for grammar and spelling, and save it to a disk. Print it.
 - Boys should bring a copy of that letter to the meeting and share it with the den.
12. Under the supervision of a parent or other trusted adult, search the Internet and connect to five Web sites that interest you.
 - Webelos den leaders should share these guidelines with Webelos Scouts so boys may enjoy the benefits of the Internet at the same time as avoiding its risks:
 - Never give out a picture or other personal information such as your address, telephone number, the school you attend, or your parents' work addresses or telephone numbers without your parents' permission.
 - Never agree to meet with anyone you meet online unless you take your parents with you.
 - Do not respond to messages that are mean or make you feel uncomfortable. Tell your parents if you receive these messages so they can contact your online service.
 - For more information on Internet safety, see the Youth Protection booklet *Power Pack Pals—Be Safe on the Internet*, No. 33981.
13. Under the supervision of a parent or other trusted adult, exchange e-mail with a friend or relative.
14. While you are a Webelos Scout, earn the **Academics belt loop for Computers**. Complete these three requirements:
 1. Explain these parts of a personal computer: central processing unit (CPU), monitor, keyboard, mouse, modem, and printer.
 2. Demonstrate how to start up and shut down a personal computer properly.
 3. Use your computer to prepare and print a document.
6. With your den or your family, visit a library and talk to a librarian. Learn how books are catalogued to make them easy to find. Sign up for a library card if you don't already have one.
 - Allow your host to take the den on a tour, and also to cover whatever elements of the **Communicator activity badge** would be interesting at the location of the field trip.
4. Identify and discuss with your den as many different methods of communication as you can (at least six different methods).
 - This is probably something the host can cover easily.
 - Answers can include *spoken words* (speaking in person, telephone, voicemail, cell phone, CB, ham and other radio, public address systems), *signed words* (sign language for the deaf, hand signals in sports or traffic), *written words* (notes, letters, newspapers, magazines, books, e-mail, texting, instant messages, telecopy, telegrams, posters, billboards), *recorded words* (compact discs, tape recordings, MP3s and other computer files), *audiovisual* (TV, movies, video), and *touch* (Braille).
3. Invent a sign language or a picture writing language and use it to tell someone a story.
 - As part of this, discuss various types of hand signals, such as those used in sports.
 - People who can't hear often communicate with each other by forming symbols with their hands and fingers. See the *Webelos Handbook* for illustrations showing the Cub Scout Promise in sign language alphabet.
 - Have Webelos Scouts invent their own sign language or picture writing language and use it to tell the den a story.





- ▶ Other Communicator activity badge requirements that you may substitute for the above seven (especially if the advance homework is not done and cannot be done in the den meeting) are these (see the *Webelos Handbook*):
 1. Play the Body Language Game with your den.
 2. Prepare and give a three-minute talk to your den on a subject of your choice.
 5. Invent your own den secret code and send one of your den members a secret message.
 7. Visit the newsroom of a newspaper or a radio or television station and find out how they receive information.
 8. Write an article about a den activity for your pack newsletter or web site, your local newspaper, or your school newsletter, newspaper, or Web site.
 9. Invite a person with a visual, speaking, or hearing impairment to visit your den. Ask about the special ways he or she communicates. Discover how well you can communicate with him or her.
 10. With your parent or guardian, or your Webelos den leader, invite a person who speaks another language (such as Spanish, French, Arabic, Hebrew, etc.) as well as English to visit your den. Ask questions about the other language (its background, where it is spoken, etc.), discuss words in that language that den members are already familiar with, or ask about ways to learn another language.
 15. While you are a Webelos Scout, earn the **Academics belt loop for Communicating**; the requirements are:
 1. Tell a story or relate an incident to a group of people, such as your family, den, or members of your class.
 2. Write a letter to a friend or relative.
 3. Make a poster about something that interests you. Explain the poster to your den.
 16. Find out about jobs in communications. Tell your den what you learn.
- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments.
- ▶ Hand out or send family information letter.

- ▶ **Home Assignment:** Remind boys to review the Sportsman chapter in their *Webelos Handbook* before the next meeting.

After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.