



Bear Den Meeting 6

More Sawdust and Nails and Games, Games, Games!

Achievement 20. Achievement 15.

Preparation and Materials Needed

- ▶ For this meeting, as with Meeting 5, you'll want to meet where you have safe access to, and supervision of, woodworking tools.
- ▶ **Note about alternate activities (pinewood derby):** As with Meeting 5, if you're having a pinewood derby, you might drop **Achievement 20: Sawdust and Nails** and instead do **Achievement 21: Build a Model** (Supplemental Den Meetings F and G, pinewood derby car construction).
- ▶ **Note about alternate activities:** As with Meeting 5, if woodworking is out of your comfort zone, you might drop **Achievement 20: Sawdust and Nails** and instead do **Achievement 19: Shavings and Chips** (Supplemental Den Meeting B) or **Achievement 22: Tying It All Up** (Supplemental Den Meeting C).
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring wood to build a toolbox (**Achievement 20b**) (Plans on page 154 of *Bear Handbook*).
Note: you will most likely want to do this in advance.
 - Bring the tools you need to complete the toolboxes (this depends on your stage of construction).
 - Bring equipment for the game you choose (**Achievement 15a:** backyard golf, badminton, croquet, sidewalk shuffleboard, kickball, softball, tetherball, horseshoes, volleyball).
 - Beads for Immediate Recognition Emblems

Note: Power tools are not appropriate for use by Cub Scouts. (See Age-Appropriate Guidelines for Scouting activities at www.scouting.org/HealthandSafety/Resources/AgeAppropriateGuidelines.)

Before the Meeting

- ▶ 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.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader), especially check handbooks for completion of **Achievement 20c** if not done in a previous meeting. Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Finish checking the handbooks for completion of achievements at home.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.
- ▶ **Verify:** Check completion of **Achievement 20c** by reviewing the boys' handbooks.

Activities

- ▶ **Achievement 20b** ("Build your own tool box.") (Plans on page 154 of *Bear Handbook*):
 - Have each boy finish building his own toolbox.
- ▶ **Achievement 15a:** Set up equipment and play one of the following: backyard golf, badminton, croquet, sidewalk shuffleboard, kickball, softball, tetherball, horseshoes, or volleyball.

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Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

Boys who have participated in all den meetings and completed home assignments have now earned their second red Progress Toward Ranks bead to be placed on their Cub Scout Immediate Recognition Emblem (for completing **Achievements 1, 7, and 20**).

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.