



Wolf Den Meeting 2

Your Flag and Feats of Skill

Achievement 2. Achievement 1.

Preparation and Materials Needed

- ▶ For meeting 2, you will need:
 - Cub Scout Promise and Pledge of Allegiance printed on index cards.
 - Bring a baseball or softball and (optional) baseball gloves for boys to play catch. Foam balls if indoors.
 - Bring a narrow board, 4 to 6 feet long (see *Wolf Handbook*, page 39). (Lacking a board, you could use a curb or a strip on a basketball court, or make a mark with tape.)
 - Bring tape measure and tape to mark how high and how long.
 - You may wish to have a small poster with the den code of conduct.
- ▶ **Note:** You may elect either to spread **Achievement 1** out over several meetings and spend more time here on tasks like a den flag if you choose. If you do so, make sure your den stays on schedule to advance in rank.
- ▶ You may wish to make a small poster with the den code of conduct.

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). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Conduct a flag ceremony, indoor (**Achievement 2b**) or outdoor (**Achievement 2f**). Options include:
 - Gather in a line, circle, or square: Pledge of Allegiance; have the Scout leading the ceremony tell what the Pledge means (**Achievement 2a**); Cub Scout Promise or Law of the Pack; lead patriotic song.
 - **Note:** Lots of ways to do this. Having each Scout recite alone is ideal; using a tape recorder or video recorder to make it fun is also good as long as all are not silly.
 - Maybe, after each Scout recites, have each add one statement about "what it means" (without, if possible, repeating an earlier comment).
 - An illuminating exercise is to ask the Scouts to discuss what certain of the words mean. "United," "republic," "liberty," and "justice" may just be sounds or noise to many Scouts at this age, so this can be a real eye-opener for them.
 - Rotate leadership of flag ceremonies so each boy has a turn at every role (**Achievement 2b**).
- ▶ Continue using the index cards printed with the Cub Scout Promise and Pledge of Allegiance.

Business Items

- ▶ Review the code of conduct for den meetings.
- ▶ **Verify:** Confirm completion of **Achievement 8b–c** and *How to Protect Your Children From Child Abuse*.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Achievement 1:** Feats of Skill Achievements (These can be done with everyone doing the same activity at the same time, or as a rotation among different leaders around the meeting space.):
 - **Achievement 1a** ("Play catch with someone 10 steps away. Play until you can throw and catch.")
 - **Achievement 1b** ("Walk a line back and forth. Do it sideways too. Walk the edge of a board six steps each way.")
 - **Achievement 1c** ("Do a front roll.")



- **Achievement 1d** (“Do a back roll.”)
- **Achievement 1e** (“Do a falling forward roll.”)
- Do one of the following:
 - **Achievement 1f** (“See how high you can jump.”)
 - **Achievement 1g** (“Do the elephant walk, frog leap, and crab walk.”)
 - **Achievement 1j** (“Using a basketball or playground ball, do a: chest pass, bounce pass, overhand pass.”)
 - **Achievement 1k** (“Do a frog stand.”)
 - **Achievement 1l** (“Run or jog in place for five minutes.”)
- This is a terrific day to jazz up with excitement if you wish. Consider:
 - Themes: carnival, circus, track meet
 - An MC or announcer for each event
 - Someone with a video recorder (Flip, phone) can team up with a “sideline reporter” to get interviews with the contestants.
- **Hint:** Extra items can be an elective for Arrow Point patches that can be recorded now but awarded *after* the Wolf Badge is awarded—also keep these in mind for future meetings because **Achievements 1f, 1g, and 1l** especially can be real quick.
- **Note:** If completing **Achievement 1h** (“Using a basic swim stroke, swim 25 feet.”) or 1i (“Tread water for 15 seconds or as long as you can. Do your best.”):
 - Review aquatics guidelines in the *Guide to Safe Scouting* (www.scouting.org/HealthandSafety/GSS).
 - Follow all of the procedures of Safe Swim Defense when participating in any swimming, boating, or water activity.
 - Safe Swim Defense training is required for any aquatics activity; Safety Afloat training for any boating. Both of these may be completed online at (www.scouting.org/applications/my scouting).

Want More Fun Activities?

Creating a den flag is a great way to build den identity. If you’ve done handprints, have each boy sew or glue his handprint onto the den flag and write his name.

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.

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.