



Arrow of Light Den Meeting 11

Handyman

Preparation and Materials Needed

- ▶ Read the Handyman chapter in the *Webelos Handbook*.
- ▶ For this activity badge to be completed today will require advance assignment of work at home:
 - 1c. The boys are to do a household task in their home for two weeks.
- ▶ Identify any parents or other pack resources who are most proficient with auto, bicycle, and home repair and could be your activity badge counselor for this meeting. You might do this meeting as a field trip to their garage or workshop, or to a mechanic's shop.
 - 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 Handyman chapter in the *Webelos Handbook*.
- ▶ 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):
 - Have car-washing equipment, car tire pressure gauge.
 - One or more bicycles, oil for a bicycle chain, a pump to inflate bicycle tires, tools for making a repair on a bicycle.
 - A light fixture, and a light bulb for the fixture.
 - **Handyman activity badge** pins for each of your Scouts (so 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's meeting is to work on the Handyman activity badge because Webelos Scouts are old enough to provide a lot of help around the house, and can learn more about those skills.
- ▶ **Verify:** Check boys' handbooks to see that they have done a household task for two weeks (**Handyman 1c**).

Activities

- ▶ **Handyman Activity Badge:** Requirements are to do the first requirement, and then six of 2 through 17 (This meeting plan does 1, plus 2, 5 through 8, and 10, as set forth below):
 1. With your parent, guardian, or Webelos den leader, complete the Responsibility Character Connection.
 - a. **Know:** List all the tasks you can think of that are necessary in keeping a household in good shape. Name the tasks that are your responsibility. Tell what it means to be responsible for these tasks.
 - b. **Commit:** Talk about what happens when people don't do their jobs. Tell why it is important to be helpful and to be responsible. list ways that you can be more responsible on your own.
 - c. **Practice:** Choose one of the requirements and show how you are responsible by doing that task well for two weeks.
 - This discussion could be begun at the outset of the meeting, and continued as the different work list items are completed.
- ▶ With sufficient help, you might have leaders conduct this at different stations for one-on-one or small group instruction and practice:
 6. Make a repair to a bicycle, such as tightening the chain, fixing a flat tire, or adjusting the seat or handlebars.
 7. Properly lubricate the chain and crank on a bicycle.
 8. Properly inflate the tires on a bicycle.
 10. Replace a light bulb in a fixture or lamp.
 5. With adult supervision, show how to check the oil level and tire pressure on a car.
 - You can be a “tire detective” and analyze the tread on your family car—or any car. The tire tread offers many clues about a car's condition and the way it is being driven.
 - Most tires have built-in tread wear indicators, which appear as hard rubber bars across the tread when it has worn down to 1/16 inch above the tire's surface. When they appear in two or three places, the tire is too worn for safe driving.
 - Look at the pattern of tread wear on each tire. If the tread is worn in the middle, and not on each side, the tire is overinflated, or has too much air in it.
 - If the tread is worn on the sides and not in the middle, the tire is underinflated. Check the sidewall of the tire or the car owner's manual for the correct inflation pressure. It will be listed in pounds per square inch (PSI). Then check the pressure with a tire gauge and have an adult help you add more air at a service station.
 - Because air in tires heats up and expands with driving, check the tire pressure in the morning before the car has been used.
 2. With adult supervision, wash a car.
 - Have the Scouts wash the den leader's car—you've earned it! This can be done all at once.
 - This is set up as the last item done because it might get messy.
- ▶ For a fun game, you might play Kim's Game—Handyman Style:
 - Collect 20 items used for household repair jobs, such as a nail, washer, screw, nut, etc.
 - Lay these items on a table or tray.
 - Let the boys have a good look, then cover the items or remove the tray.
 - Each boy writes down as many things as he remembers.
 - Boys may be divided into teams to play the game.





- ▶ Other **Handyman activity badge** requirements that you could do instead, or to add to this for a more complete Handyman experience:
 3. Help an adult change a tire on a car.
 4. With adult supervision, replace a bulb in the taillight, turn signal, or parking light, or replace a headlight on a car.
 9. Change the wheels on a skateboard or pair of inline skates.
 11. With adult supervision, arrange a storage area for household cleaners and other dangerous materials where small children cannot reach them.
 12. Build a sawhorse or stool to be used around your home.
 13. Help take care of the lawn.
 14. Arrange a storage area for hand tools or lawn and garden tools.
 15. Clean and properly store hand tools or lawn and garden tools in their storage area.
 16. Label hand tools or lawn and garden tools.
 17. Put together a toolbox for common repairs around the house. Be sure the toolbox and tools are stored safely.

- ▶ 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.
- ▶ 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.