



Bear Den Meeting 11

The Past Is Exciting and Important and Information, Please

Achievement 8. Achievement 17.

Preparation and Materials Needed

- ▶ If possible, make arrangements to visit a newspaper office or a TV, cable, or radio station, and talk to a news reporter. Consider also local public access cable or other broadcasters, school or church broadcast facilities, high school or college newspaper offices, or neighborhood newsletters.
 - Be sure that they have staff ready with good things to show and tell your Scouts.
 - A field trip is the most interesting way to complete the achievement, but you can still complete the achievement in good ways with other requirements.
- ▶ **Note: Achievement 17** (Information, Please) provides: requirement (a) and three more requirements. This meeting plan offers options for more achievements that would be electives for Arrow Points after the badge is earned.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Beads for Immediate Recognition Emblems

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.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.

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

- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.
- ▶ **Verify:** Check that boys have begun working on **Achievement 6a**, saving recyclable material.

Activities

- ▶ **Achievement 17c** ("Visit a newspaper office, or a TV or radio station, and talk to a news reporter."):
 - This requirement is completed if you are able to arrange a visit to a newspaper office or a TV or radio station. Be sure that staff is fired up and ready with good things for show and tell.
 - Be ready with a plan B in case the staff's work (like breaking news) interferes with your visit.
 - **Note:** If you don't do the **Achievement 17c** field trip, you could do one of these instead to earn the Achievement:
 - **Achievement 17e** ("Write a letter to a company that makes something you use. Use e-mail or the U.S. Postal Service."): this could be done easily in the den meeting, though you'll need some "fun" too.
 - **Achievement 17f** ("Talk with a parent or other family member about how getting and giving facts fits into his or her job.") This is a conversation you can also have with parents attending your meeting.
- ▶ **Achievement 8a** ("Visit your library or newspaper office. Ask to see back issues of newspapers or an almanac." See page 73 in the *Bear Handbook*.)
 - What was happening in the world:
 - When you were born?
 - On July 20, 1969?
 - When you were 5 years old?



- ▶ **Achievement 17b** (“Play a game of charades at your den meeting or with your family at home.”):
 - Play a game of charades as a den. Search the Internet for rules, but these are common:
 - Create a list of common phrases (like quotes or titles of books, movies, TV shows, songs; you might use Scouting phrases).
 - Some charades rules allow the players to come up with the phrases; use your judgment (and review as needed).
 - The players divide into two teams.
 - Teams will alternate turns.
 - Phrases are put in a container, and one person from the first team randomly picks a phrase from the container, gets a minute or so to think it out, and then has a limited period of time in which to act out the meaning of the phrase to his teammates.
 - No sounds or lip movements are allowed. Variation: sometimes a player may make any sound other than speaking or whistling a recognizable tune.
 - The actor cannot point out at any of the objects present in the scene.
 - Usually, any gesture is allowed other than spelling out the word.
 - The teams alternate until each team member has had an opportunity to pantomime.
 - Since rules can vary, clarifying all the rules before the game begins avoids problems later.
- ▶ **Achievement 17d** (“Use a computer to get information. Write, spell-check, and print out a report on what you learned.”): This could be done in the den meeting.

Want More Fun Activities?

Especially if you don’t do this as a field trip (or if the field trip is dragging), this meeting will need some fun, like a dose of Building Muscles or games, or pull something from your den’s emergency fun box.

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.

- ▶ **Home Assignment:** With an adult family member, complete **Achievement 17a** and **17d** at home.

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.