



Supplemental Bear Den Meeting S

Tall Tales

Achievement 4.

Preparation and Materials Needed

- ▶ Review the American folklore characters described in the *Bear Handbook* (pages 43–47) and be prepared to discuss each with the den.
- ▶ Home assignment for this meeting: Each boy is to read two folklore stories and be prepared to share his favorite one at this den meeting (**Achievement 4c**).
- ▶ Want More Fun Activities? Asking the Scouts to “dress” like a folklore character is a great idea. Leaders and parents can do that as well.
- ▶ Materials checklist (add to your den “Cub tub” of U.S./den flags, paper/pencils, and other supplies):
 - A United States map
 - Any supplemental printouts or books that help bring to life the folklore characters in the *Bear Handbook*, and any poems or songs that help tell the tales
 - The folklore match game at the end of this meeting plan or one you adapt

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.
- ▶ Scouts who did not read their two folklore stories in advance can use this time to read their handbooks or other material to catch up on the home assignment.
- ▶ 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 (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (or other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items:

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Achievement 4a** (“Tell in your own words what folklore is. List some folklore stories, folk songs, or historical legends from your own state or part of the country. Play the Folklore Match Game on p. 48.”) and **Achievement 4b** (“Name at least five stories about American folklore. Point out on a United States map where they happened”).
 - Depending on how many assistants, attending parents, and den chiefs you have in attendance, you can do these as one-on-one sessions, or small group sessions, to cover the following elements of those achievements.
 - Ask each boy to tell what folklore is.
 - Have each list five folklore stories, folk songs, or historical legends that he learned about since the last den meeting (home assignment) and point out on a map where they happened.
 - Scouts who are prepared can go first.
 - In the smaller sessions, you can also find out which folklore story each boy would like to tell the whole den. They can rehearse and prepare in the small group before telling the whole den.
 - After the small group breakouts, these would be good for the whole den at one time.



- ▶ **Achievement 4c** (“Have boys tell their favorite folk story to the other boys.”) Allow each Scout to go “one by one” while the others listen.
 - Play the Folklore Match Game (*Bear Handbook* page 48). When someone gets it right and knows something about the story, ask them to tell you what they know (tell the story). You could divide the den in two parts and do this like a “Scholar Quiz” game show.
 - As each Scout describes a story, have them point out on a United States map where some of these stories happened.

Want More Fun Activities?

You can use two meetings to cover this achievement, and have one meeting be a “Folklore Film Festival,” where you and the den watch a folklore movie!

- ▶ One example you might be able to find at your local library or video store is *Disney’s American Legends*, which includes short films about Paul Bunyan, John Henry, and Casey Jones. Don’t forget your popcorn!
- ▶ You might also sing folk songs or read poems about folklore characters or legends . . .

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors, or have a den leader’s minute with a Living Circle or Law of the Pack and/or 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.