



Webelos Den Meeting 4

Traveler and Athlete

Preparation and Materials Needed

- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Several different kinds of maps (road maps for the local community, city or county, state; one or more world maps or globes; maybe other types of maps used in area destinations), ideally one for each Scout.
 - Obtain or print out maps and timetables from a railroad, bus line, airline, subway, or light rail (ideally, one of each for each Scout).
 - Pencils for drawing routes on the maps. Paper for drawing neighborhood maps.
 - Rulers or index cards (or thread) for measuring distances on the maps.
 - Ideally, access to a computer in order to review Internet maps and Internet direction searches.
 - **Traveler activity badges** and **Geography belt loops** for each of your Scouts (so they can be awarded if completed today).
- ▶ Read the Traveler chapter in the *Webelos Handbook*.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Two copies of the same newspaper, two copies of the *Boy Scout Handbook*, and two pairs of scissors.
 - **Fitness activity badges**, **Traveler activity badges** and **Geography belt loops** for each of your Scouts (to be awarded if 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.
- ▶ 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.
- ▶ **Verify:** Check boys' handbooks for parent/guardian signatures for **Athlete 4–7**. Sign handbooks and record on den advancement record.

Activities

- ▶ **Traveler Activity Badge:** Requirements are to do five of 13 requirements. This meeting plan covers these five—9, 10, 12, 1, and 11—which can be covered today to complete the activity badge if you have no computer access, but you might skip one or more of these to use computers and/or take a trip instead (see below).

You could have the requirements done in stations run by each attending parent and den chief, so that without multiple maps, computers and so on, they rotate through each station.



9. Look at a map legend on a road map of your area. Learn what the symbols mean. Show your den members what you have learned.
 - This is selected as the first activity because it is so important and basic to the skills.
 - If you don't have one map for each Scout, allow Scouts to go from map to map; parents and den chiefs can work with the Scouts at the different stations.
 - You might assign Scouts to each pick three to five symbols and describe them to the den or small group.
10. On a road map of your area, find a place of interest, and draw two different routes between it and your home. Use the map legend to determine which route is shorter in miles.
 - Use rulers or index cards (or thread) for measuring distances on the maps.
 - For more fun, if you have computer access today, you could see how their routes and distances compared to those on Internet map services that map out directions.
12. While you are a Webelos Scout, earn the **Cub Scout Academics belt loop for Geography**: Complete these three requirements:
 1. Draw a map of your neighborhood. Show natural and manmade features. Include a key or legend of map symbols.
 2. Learn about the physical geography of your community. Identify the major landforms within 100 miles. Discuss with an adult what you learned.
 3. Use a world globe or map to locate the continents, the oceans, the equator, and the northern and southern hemispheres. Learn how longitude and latitude lines are used to locate a site.
 - Allow each Scout to show his neighborhood map and identify the legends on the map.
1. Get a map or timetable from a railroad, bus line, airline, subway, or light rail. The line should serve the place where you live or near where you live. Look up some places it goes.
 - Allow each to report on places the mass transit lines run.
11. Make a list of safety precautions you, as a traveler, should take for travel by each of the following; car, bus, plane, boat, train.
 - Allow each to provide their ideas, preferably in small groups.
 - You can then have the small groups decide on the best ideas to present to the den.

Options to Complete the Activity Badge

These could be done instead of one of the requirements above, or as additional activities:

3. With the help of your parent, guardian, teacher, or librarian, use a map site on the Internet to plan a trip from your home to a nearby place of interest. Download and/or print the directions and street map showing how to go from your home to the place you chose.
 - ▶ If you have one or more computers, this ties directly into No. 10.
 - ▶ If you have identified upcoming field trips or pack weekend activities, you should assign these destinations to the Scouts—so they can tell their parents how to get there!
4. With your parent or guardian, take a trip to a place that interests you. Go by car, bus, boat, train, or plane.
 - ▶ If you're doing a field trip in an upcoming meeting, you can use that to complete this requirement.
8. Check the first-aid kit in the family car to see if it contains what is needed. Explain what you found.
 - ▶ Ideally, have several of these. Have attending parents confirm what they are carrying.
 - ▶ Allow each to provide their ideas, preferably in small groups, and then report to the whole den.
6. Decide on four nearby trips you would like to take with your parents or guardian. Draw the route of each trip on a highway map. Using the map, act as navigator on one of these trips. It should start at your home, be at least 25 miles long, and have six or more turns.
 - ▶ This can be an interesting planning exercise, if you can have the Scouts consider destinations for a potential hike or campout or trip.
 - ▶ Perhaps assign different destinations to different Scouts to present to the group.

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Closing

- ▶ Award (or recognize) any advancement completed today; 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, and remind about home assignments (and include these in any family information letter or e-mail).
- ▶ Hand out or send family information letter.

▶ **Home Assignment:** Remind boys and their parent or guardian to begin working on Webelos requirement 8, Faith. This requirement takes some time and will need to be complete by Den Meeting 8. Boys should also review the Citizen chapter in their handbooks.

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.