



Supplemental Wolf Den Meeting G

Outdoor Adventure

Elective 18.

Preparation and Materials Needed

- ▶ Well in advance, select a date, time, and location for your picnic and inform the den. If needed because of weather, you can picnic indoors. You may wish to plan this event with another den or with your entire pack.
- ▶ Plan a meal or snack arrangements according to the time of day of your event. Each family could bring their own picnic or each family could bring part of the meal.
- ▶ With the families of the boys in the den, decide who will bring what food and picnic supplies.
 - Determine what sort of games your den would like to play at the picnic. Take ideas from families and/or assign families to bring their favorite games to play.
 - You might choose the games in **Elective 4**.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Food and picnic supplies (to the extent not delegated to other families).
 - If you will be outdoors, bring sunblock and a first aid kit.
 - Game supplies for the games you will play, to the extent parents don't bring them:
 - Pie tins and washers or pennies for washer toss
 - Marbles and targets for Marble Sharpshooter
 - Rings and a stake or stick for the ring toss game (you could bring rings, or make them out of roper, rubber, wire, heavy cardboard or folded newspaper)
 - For a bean bag toss game, bean bags and a target (could be flower pots, or create a target like the one shown on page 130 of the *Wolf Handbook*)
 - A "flag" to play Capture the Flag (**Elective 4f**) (could be a neckerchief)
 - A treasure for a treasure hunt, dried beans (or a substitute) in a jar (**Elective 18c**)

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

- ▶ 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.

Business Items

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.

Activities

- ▶ **Elective 18a** ("Help plan and hold a picnic with your family or den.")
- ▶ Picnic games: choose from the following (**Note:** Some of the games can be played in groups of two to four; some are for the whole den and family members):
 - **Elective 4a:** Pie-tin Washer Toss
 - **Elective 4b:** Marble Sharpshooter



- **Elective 4c:** Ring Toss
- **Elective 4d:** Beanbag Toss
- **Elective 4f:** A wide-area or large group game with your den or pack. Could be ultimate, could be Capture the Flag, could be something else.
- Other games that the den likes.

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.