Assembled Den Meeting Plan – LION (Kindergarten)

This ***Assembled* Den Meeting Plan** combines ideas from Lion Adventures Den Meeting Resources found at Scouting.Org or from the requirements themselves, into the parts of a quality Den Meeting, which are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, followed by a series of activities, ideally alternating quiet and energetic fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) …

Lion – Kindergarten

Go Fish

A "Fishing" Adventure

ELECTIVE (2 "electives" are needed to earn the Rank of Lion)

Snapshot of Adventure. Lions and adult partners will have a great time fishing together. Fishing can be a lifetime activity – and a cross generational lifetime activity with family and friends. It combines love of nature with sport and skills and relaxing and reducing stress and connecting with others in the outdoors.

The QR Code above takes you to scouting.org/cub-scout-adventures/go-fish/

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas. For more, see the Adventure Resources at the end of this Plan for a menu of activity options at that link.

Requirements from the Lion Handbook

1. **With your Lion adult partner, learn the rules of fishing safely.**
2. **Draw a picture of the type of fish you think lives in the water where you are going fishing.**
3. **Go fishing with your Lion adult partner.**

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! As written, you can do this in a single fishing trip, but maybe you do the drawing and learning rules at one session (maybe with just plain fun games) and do the fishing at a separate session. Or go fishing twice. Or more!

PREPARATION (and materials needed): Read the Go Fish Adventure in the Lion Handbook.

- As always, decide whether you like any of the "Activity Card" options for the Requirements or the suggested activities below or some other way to deliver this Adventure.
  - When you decide, check the materials and supplies you need.
- Key is to decide where to go fishing … and be sure that when you do you're in compliance with fishing rules. If needed, get permission to fish where you plan to fish.
  - Communicate with the families about when and where you will go, and what they need to bring.
  - Obtain and bring any required fishing licenses. Youth may not need a fishing license but adults who are fishing are likely to need one.
  - Note that all six ranks/grades of Cub Scouting have fishing Adventures, so you might collaborate with other Dens or maybe make it an outing for the entire Pack.
- Key materials:
  - Crayons and/or pencils for drawing a picture of a fish, and paper for those who don't have their Lion Handbook with them.

- Fishing poles/tackle for all (ideally, each family provides, but bring extra for those with no fishing gear).
- Bait or lures for the type of fish you're trying to catch.
- Every Scout and Adult Partner should have the Cub Scout Six Essentials (first-aid kit, filled water bottle, flashlight, trail food, sun protection, and whistle)
- One or more "tackle boxes" with fishing gear, including fishing line, barbless hooks, bobbers, sinkers, swivels, artificial bait, needle nose pliers, scissors and de-hooker.
- First aid kit. You know: fishhooks!

A Tip About Den Meetings for Kindergarten Kids:

- Which is better? Classroom or Playground? ***Yes, Playground!***
  - Better for the Scouts – they'll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is "*A Game with a Purpose*", maybe Lion Dens are "*A Play Date with a Purpose*" – and there's nothing wrong with combining fun with meaning + values!
  - Maybe visit multiple playgrounds during your Lion Year – adult partners to host.



GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources*.

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says, "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

ACTIVITIES (See also other Activities linked at Adventure Resources – use those if you like them):

◆**Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆**Activity 1: Go Fishing and Be Safe (Requirement 1:** "*With your Lion adult partner, learn the rules of fishing safely.*"**)** (Parent leader: _____)

The Adventure Resources offer Activity Cards of Lions Fish Safely (Coloring in Handbook and Saying Rules) and Safe or Not Safe Fishing Rules (A Quiz). Use what you like – or something else.

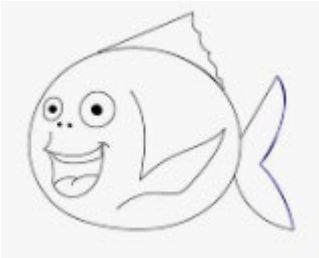
The plan below adapts the substance of safety rules in those Activity Cards.

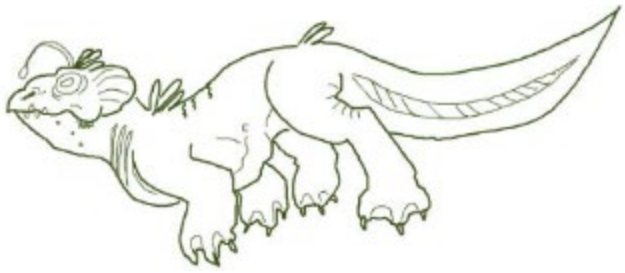
- You can discuss six things to know to keep you and others safe:
  1) Fish with proper adult supervision.
     - (Lion Adult Partners are all supervisors today.)
  2) Get permission to fish where you plan to fish.
  3) Check the weather before you go. Do not fish in a thunderstorm or inclement weather.
     - (Scouts and Lion Adult Partners need to watch the weather during the fishing event too.)
  4) Use the buddy system. You must be able to see them.
     - (Lion Adult Partners are your buddies today.)
  5) Give plenty of room to others who are fishing nearby.
     - (You don't want to bother them or hit them with a fishhook or pole.)
  6) Never fish where people are swimming.
     - (You don't want to hook any people or lose hooks in a swimming area.)

◆Activity 2: Draw a Fish (Requirement 2: *"Draw a picture of the type of fish you think lives in the water where you are going fishing."*) (Parent leader: _____)

The Adventure Resources offer an Activity Card of Drawing Fish With A Grid for coloring in the fish outline in the Handbook. Cool. Use that if you like – or something else.

- Let imagination flow! The requirement is to draw the type of fish the Scout "thinks" lives in the water! (This can be a good activity for when Scouts get tired of fishing or frustrated if they haven't caught any.)





◆Activity 3: Go Fishing (Requirement 3: *"Go fishing with your Lion adult partner."*) (Parent leader: _____)

The Adventure Resources offer an Activity Card of Lion Go Fishing. Use that if you like – or something else.





- Discuss what type of fish you will be fishing for and what type of bait or lure to use.
- Have adults help Scouts with attaching bait or lures.
- If a fish is caught practice catch and release by assisting the Scouts.

Don't have a fancy fishing pole? You can make one that will work in many places, like ponds and docks with the right kind of fish.

- To make a fishing pole, you will need:
  - Sturdy sticks, 4 to 5 feet long.
  - Fishing line or thin string.
  - Scissors
  - Fishhooks
- The best type of stick for a fishing rod is strong, yet slightly flexible.
- Bamboo—about 1/2-inch thick— would be a good choice, but if bamboo isn't available Scouts can bring something similar from home like a hiking staff or a broom stick.



◆Activity 4: [*OPTION*: Fun Game We Like (Parent leader: _____):



If your Scouts get bored or frustrated or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the "Fun Meter" and play a game or some other Fun Activity you like. Some ideas here.

CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a "Living Circle".

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Lions will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack's tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and "Activity Card" options for this Adventure are found at https://www.scouting.org/cub-scout-adventures/go-fish/. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

1. **With your Lion adult partner, learn the rules of fishing safely.**
   - Lions Fish Safely (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **1** of 5 Prep Time)
   - Safe or Not Safe Fishing Rules (Indoor; **1** of 5 Energy; **2** of 5 Supplies; **1** of 5 Prep Time)
2. **Draw a picture of the type of fish you think lives in the water where you are going fishing.**
   - Drawing Fish With A Grid (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
3. **Go fishing with your Lion adult partner.**
   - Lion Go Fishing (Travel; **4** of 5 Energy; **5** of 5 Supplies; **5** of 5 Prep Time)