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

Gizmos and Gadgets



An "Engineering" Adventure

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

Snapshot of Adventure. Lions with their adult partner will build a useful object together and explore the properties of motion and force.

The QR Code above takes you to scouting.org/cub-scout-adventures/gizmos-and-gadgets/ ↑

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. **Explore properties of motion.**
2. **Explore properties of force.**
3. **Use household materials to create a useful object.**

Meeting Plan

Does this take one Meeting to complete? Easily done in a single 60-minute session. But if they really get into the games / fun / toys / playground forces, do more than one session.

PREPARATION (and materials needed): Read the Gizmos and Gadgets 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.

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: Motion: Making Things Move (Requirement 1: "*Explore properties of motion.*")** (Parent leader: _____) The Adventure Resources offer Activity Cards of Jumping Cars (Hot Wheels and Tips to Build a Cardboard Ramp), Moving Marbles (Marble Game), On a Roll (Rolling 4 Different Size/Weight Balls), and Ping Pong Ball Derby (Racing Ping Pong Balls Using a Straw).

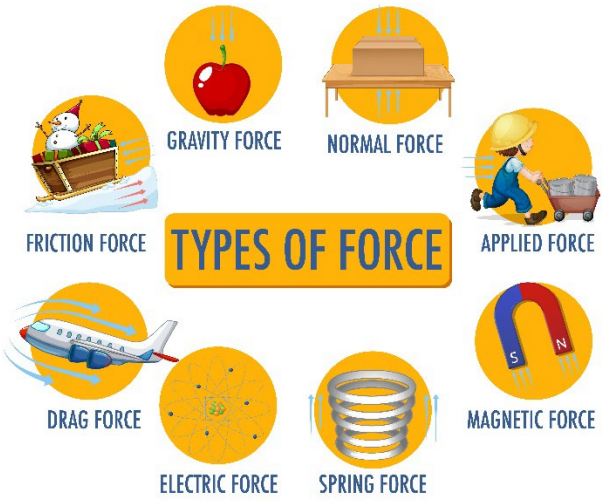
- Use what you like – and/or something else. Use them all if you like!
- Gather the Scouts and adult partners and inform them that in this activity they are going to explore the property of motion.
  - Motion is simply when something moves. We are going to explore how things move. (Marbles, Cars, Balls, etc.)
- Or, if you're on a playground, ask your Scouts how they move? That's "motion"!
  - Yes, running around, changing directions, playing tag, swinging on a swing, seesaw on a seesaw.
  - All are different types of motion.



◆**Activity 2: May The Force (Requirement 2: "*Explore properties of force.*")** (Parent leader: _____)

The Adventure Resources offer Activity Cards of Cars That Run On Air (Run a Balloon Car – P.S., You Could Put the Balloon on a Car Already Built, like a Pinewood Derby Car or Toy Car), Does This Thing Fly? (Paper Airplanes), and The Force Pushes and Pulls (Handbook Crayon Activity if that's fun for your Scouts).

- Use what you like – or something else – or do all of those. Or many other activities. More below.
- To demonstrate force, the Balloon Car is great … but so is just blowing up and releasing balloons to see where they go!
- How about magnets? Magnetic force is a thing. Attracts and repels.
- What is the force used in a slinky? One is gravity.
- At a playground, have your Scouts sit on a swing.
  - Ask about how you should help your Scout start to swing.
  - When your Scout answers "push me!", tell your Scout that push is a "force" that starts the motion.

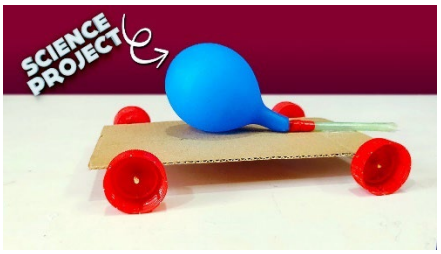


- When you swing your legs back and forth to keep going, that's a force too!
- And what stops the swinging? Two other forces:
  - Mostly, it's the force of gravity. Gravity forces the swing to the bottom.

- Also, friction with the air slows you down. That's harder to feel, but it's real.
- Running and climbing takes force too.
- How many ways do you use force in playing at the playground?

🔶Activity 3: Make an Object (Requirement 3: *"Use household materials to create a useful object."*) (Parent leader: _____) The Adventure Resources offer building with Adult Directions of 2 Liter Bird Feeder (Build a Bird Feeder Out of a Plastic Bottle), 2 Liter Bunny Planter (Build a Planter of a Plastic Bottle), and Lion Pinewood Derby Car Display (Build a Wooden Display Stand). Use what you like – or something else.

- If you wanted a more fun build thing maybe go back to Cars That Run On Air and build that car.
- There's lots of items your Scout can make – like a balloon car (see https://www.youtube.com/watch?v=5gYF5azO6jI)



- But here's a different option – and a simple one!
  - And this involves absolutely no adult direction about what the Scouts are to build.
  - Because, after all, this is supposed to be an "engineering" Adventure where Scouts design!!
- Welcome to the **Genius Kit!** (Assembly required.)
  - The concept is you give your Scouts a collection of a group of 10 to 15 or more odds and ends thrown together into a container and given to a Scout to turn into something.
- **Materials Needed.** For each Scout, a bag or other container with 10 to 15 or so odd items you have just lying around the house, so maybe ice cream sticks, marbles, corks, aluminum foil, paper clips, binder clips, golf tee, rubber bands, wire hanger, nuts and bolts, washers, screws, empty containers/cans, empty plastic bottles, straws, thread or twine, paper plates, plastic bowls.
  - Other stuff you have in your drawers that you don't know why you still have – this is why!
  - Also include glue and tape for putting things together.



- Have your Scouts put together a "gadget" with the items provided in the "genius kit."
  - And what your Scouts build is – up to each Scout's imagination.
  - The object is to let the kids use their imaginations to come up with some of the most unbelievable creations from the junk they have.
  - Does it have to be "useful"? If it is useful in helping Scouts imagine, create and design, that's useful!
  - (You can play too if you give yourself a similar genius kit – use identical objects.)

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



If this meeting is too dry 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/gizmos-and-gadgets/. 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. **Explore properties of motion.**
   - Jumping Cars (Indoor; **2** of 5 Energy; **4** of 5 Supplies; **3** of 5 Prep Time)
   - Moving Marbles (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
   - On a Roll (Indoor; **2** of 5 Energy; **3** of 5 Supplies; **2** of 5 Prep Time)
   - Ping Pong Ball Derby (Indoor; **3** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
2. **Explore properties of force.**
   - Cars That Run On Air (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **3** of 5 Prep Time)
   - Does This Thing Fly? (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **1** of 5 Prep Time)
   - The Force Pushes and Pulls (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **1** of 5 Prep Time)
3. **Use household materials to create a useful object.**
   - 2 Liter Bird Feeder (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
   - 2 Liter Bunny Planter (Indoor; **2** of 5 Energy; **3** of 5 Supplies; **3** of 5 Prep Time)
   - Lion Pinewood Derby Car Display (Indoor; **2** of 5 Energy; **4** of 5 Supplies; **4** of 5 Prep Time)