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

On Your Mark

A "Games and Running Around" Adventure
ELECTIVE (2 "electives" are needed to earn the Rank of Lion)

Snapshot of Adventure. Play active games with your family and den, including a box derby race.

The QR Code above takes you to scouting.org/cub-scout-adventures/on-your-mark/ ↑

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. **Play a game with your den.**
2. **Participate in an obstacle course relay.**
3. **Build a box derby and participate in a race.**

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 60-minute session, but if you want to get elaborate with a lot of fun and decorated boxes, maybe you do two sessions with longer games! P.S.: "Box Derby" is not big "Boxcar Derby" cars.

PREPARATION (and materials needed): Read the On Your Mark 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 – boxes for the derby, for sure!

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: Play a Game! (Requirement 1: *"Play a game with your den."*) (Parent leader: _____)

The Adventure Resources offer Activity Cards of Lion Red Light Green Light (Classic Game), Roll the Dice (Yahtzee™), and Speed Gaming (Board Games Rotation). Use what you like – or something else. The plan below adapts Red Light Green Light because it's active – find a big field or other space free of obstacles.

- Gather the Scouts and adult partners and share with them that this activity is about having fun, but also practicing the Scout Oath and Scout Law as we play.
- Ask Scouts and adult partners to look at the back of the Lion handbook and one at a time share a point of the Scout Law that they feel is important to follow when playing a game.

Tell the Scouts and adult partners that we will play Red Light Green Light. Here's how:

- Start with everyone along the starting line, with the game leader at the finish line about 60 ft away.
- When the game leader says 'Green Light' everyone will move towards the finish line.
- When the game leader says 'Red Light' everyone must immediately stop.
- If players are still moving when you call 'Red Light', they must go back to the starting line.



- The game leader may call "Green Light" or "Red Light" multiple times in a row.
- Start a new round when everyone gets across the finish line or when most make it across the finish line.
- Play several rounds as time permits. Adults too!
- When finished gather the Scouts and adult partners and have them share examples of when they were following the Scout Oath and Scout Law.

◆Activity 2: Obstacle Course! (Requirement 2: *"Participate in an obstacle course relay."*) (Parent leader: _____)

The Adventure Resources offer Activity Cards of Lion Obstacle Course (Plans for PVC Pipes Assembled into Obstacles), Playground Obstacle Course (Use Playground Equipment For Your Course), and Portal Obstacle Course (Various Colors of Painters Tape Mark Course and Mean Do Certain Things). Use what you like – or something else.

The plan below adapts the substance of Playground because it uses existing facilities, though you can use other materials to add obstacles or exercises.

- Identify a local playground that has a variety of equipment and develop ideas for making an obstacle course.

- Determine a starting line and a finish line. Here are some examples for obstacles:
  - Slide down the slide.
  - Go around the merry-go-round three times.
  - Cross the monkey bars.
- Extra elements to make it more fun might be a plank of wood for a balance beam, tires to crawl through or run through, cones for run-around, chalk (to draw a path on concrete), hula hoops for jumping, ball and box or bucket for a toss element.
  - Use your location and imagination, keep it fun and keep it safe.

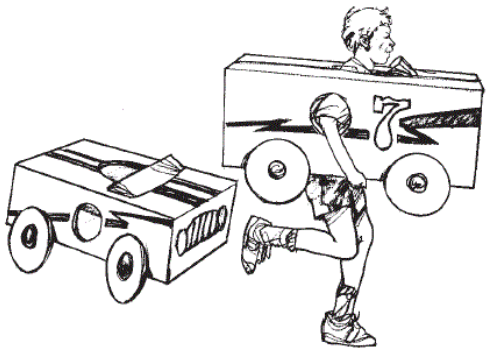


- (Do not create obstacles that use the playground equipment in any other manner other than designed.)
- Give each Scout a turn to run the obstacle course and record how fast they did it.
- Allow each Scout to run the course at least twice to see if they can improve their time.
- Fun Tip: let the Adult Partners run the course – are they faster than their Scouts?

🔶Activity 3: Box Derby Race! (Requirement 3: *"Build a box derby and participate in a race."*) (Parent leader: _____)

The Adventure Resources offer an Activity Card of Lion Box Derby, adapted below.

- Find a location: could be indoors, but outdoors in a park or playground is more fun.
- Build your box derby car with a box large enough for the Lion to fit inside.
  - Use markers, glue, pictures, etc. to add any décor to make it look awesome.
  - If you have straps or rope, run those through the box to hang the box car over your Scout's shoulders.
  - Otherwise, a Scout holds the box with their hands.









- Set up the course in a loop so that "laps" can be run. Here's one possible "run of race" you can do (but you can make up your own rules):
  - The Scouts will run around the track loop stopping at the end of the first three laps for "pit stops".
  - Pit Stops? The adult partners will be the "pit crew." The three stops will consist of the following – one for each of the first three laps so that the adult partner can do these three jobs:
    - Lap One – Tire change: At this stop, each Scout will turn one of their socks inside out and put it back on. (Or take their shoes off and put them back on).
    - Lap Two – Refuel: At this stop, each Scout will take a drink of water and/or eat a bite of a snack.

    - Lap Three – Windshield washing: At this stop, the Scout will get sprayed with a bottle of water (gently) or face washed with a wet towel.
  - Scouts line up at the start line. An adult partner says, "Scouts, start your engines."
  - The Scouts run around the track, stopping at the three pit stops before finishing on the fourth lap.
  - Set up a cheering section at the finish line with a checkered flag to celebrate crossing the finish line.
- After the box car derby race is completed, maybe have a second race with both the Scouts and adult partners. Or one with just the adult partners.

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/on-your-mark/. 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. **Play a game with your den.**
   - Lion Red Light Green Light (Outdoor; **5** of 5 Energy; **2** of 5 Supplies; **1** of 5 Prep Time)
   - Roll the Dice (Indoor; **2** of 5 Energy; **3** of 5 Supplies; **1** of 5 Prep Time)
   - Speed Gaming (Indoor; **2** of 5 Energy; **3** of 5 Supplies; **3** of 5 Prep Time)
2. **Participate in an obstacle course relay.**
   - Lion Obstacle Course (Outdoor; **5** of 5 Energy; **5** of 5 Supplies; **4** of 5 Prep Time)
   - Playground Obstacle Course (Travel; **5** of 5 Energy; **1** of 5 Supplies; **4** of 5 Prep Time)
   - Portal Obstacle Course (Indoor; **5** of 5 Energy; **2** of 5 Supplies; **3** of 5 Prep Time)
3. **Build a box derby and participate in a race.**
   - Lion Box Derby (Outdoor; **5** of 5 Energy; **3** of 5 Supplies; **4** of 5 Prep Time)