# *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

# Pick My Path

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

**Snapshot of Adventure.** Through game play, Lions are exposed to the idea that choices have consequences.

The QR Code above takes you to scouting.org/cub-scout-adventures/pick-my-path-lion/ ↑

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. **Explain that choices have consequences.**
2. **Perform a Good Turn for another person.**
3. **Learn the basic rules of a game and play the game.**

## Meeting Plan

**Does this take one Meeting to complete – or more?** It's up to the Parents / Leaders! This is easy to do in a single 60-minute session.

**PREPARATION (and materials needed):** Read the Pick My Path 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: Choices Have Consequences! (Requirement 1: *"Explain that choices have consequences."*)** (Parent leader: _____)

The Adventure Resources offer Activity Cards of Catch a Lion by the Tic-Tac-Toe (Tic Tac Toe with Handbook Cutouts) and You Can't Put It Back (Actually Trying to Put Toothpaste Back In The Tube to Make a Point). Use what you like – or something else. The plan below adapts the substance of Tic-Tac-Toe but without the scissors and such (do that Handbook part if your Scouts really like arts and crafts).

- Gather the Scouts and adult partners and share with them that being a Scout means that we try to always do our best to live by the Scout Law.
  - Explain that in this activity they are going to play a game of tic-tac-toe.
  - If not using the Handbook cutouts, hand out paper and pencils/crayons or other tic tac toe template.



- Have adult partners and their Scouts play several games of tic-tac-toe.
- When everyone is finished playing ask the Scouts, "What are the rules to tic-tac-toe?"
  - Wait for an answer about not being able to take a turn back or that once you move you can't move again.
  - Make the connection that there are things that we do in our life that we cannot take back.
  - When we are mean to other people – we can't take that back.
  - When we lie – we can't take that back either.
  - The things we do we can't take back.
  - It is important to always think about our actions before we do them.
  - It is also important to think about what we are going to say before we say it.
- The video about this Adventure posted at https://vimeo.com/446874843 has some good content.

🔶**Activity 2: Do A Good Turn Daily (Requirement 2: *"Perform a Good Turn for another person."*)** (Parent leader: _____)

The Adventure Resources offer Activity Cards of Lion Helping At Home (Chore at Home), Please, After You (Practice Opening Doors for Others), and You Look Marvelous (Compliments – Billy Crystal's Fernando Lamas Impersonation Not Required). Use what you like – or something else. The plan below adapts the substance of Please, After You and You Look Marvelous – after explaining "good turn".

- *"Good Turn"?* What's that?
  - Yes, that's an odd and somewhat archaic turn of phrase, but an important one in Scouting.
  - A "good turn" is "a helpful and friendly act; a good deed; a favor".
  - The slogan of Scouts in a "Scouts BSA Troop" is "*do a good turn daily*".
- And while the Adventure only requires one "good turn", rinse and repeat: you all should do good turns daily!

**Courteous – Open the Door for Someone!** Gather the Scouts and adult partners and ask them what do they think the word courteous in the Scout Law means? Allow Scouts to give answers.

- Share that we can think of being courteous when we put the needs of others before our own needs.
  - For example, in this activity, we are going to practice opening the door for our adult partner.
  - You and your adult partner need to go through the door but by opening the door and allowing someone else to go first you are being courteous.
- Have Scouts and adult partners go through the door with the Scout opening the door for their adult partner.
  - Inform the Scouts that you should let the person know that you will get the door for them by saying something like "Let me open the door for you."
  - If they are carrying something you could say "You have your hands full let me open the door for you."



**Kind – Compliment Someone!** Another way to do a "good turn" is to give a kind complement to someone.

- Share that we can think of being kind when we put the needs of others before our own needs.
- We are going to practice being kind by putting other people's feelings first by giving them a compliment.
- Give some examples of compliments that Scouts can practice saying to each other.

  You are fun to be with. // You are brave. // You're a great listener. // You have great ideas. // You're a great example to others. // I like being in Scouts with you. // I am glad you are part of our den. // I like how you help others. // You're very good at art. // I like the way you share. // I like how you always do your best. // You tell funny jokes. // You have a great laugh. // You're a good singer // You have a great smile. // You make me happy.
- Pair up Scouts and have them give a compliment to one another then have them switch partners.
- Continue switching until everyone has given and received a compliment from each member of the den.

### ◆Activity 3: Rules of the Game. Play! (Requirement 3: *"Learn the basic rules of a game and play the game."*) (Parent leader: _____)

The Adventure Resources offer Activity Cards of Guess What I Am (Charades), Lion Rock, Paper, Scissors, and Musical Hula Hoops™ (Musical Chairs but with Hula Hoops). Use what you like – or something else.

- What you play will be up to what your Scouts like to do. You have so many choices!
- Play, and then discuss what makes a good team member in the game that you played.
- Many more ideas linked at https://www.scoutingatl.org/files/42721/Appendix-4---Games and at https://www.scouting.org/programs/cub-scouts/leader-resources/fun-and-games/.

**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/pick-my-path-lion/. 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. **Explain that choices have consequences.**
   - Catch a Lion by the Tic-Tac-Toe (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **1** of 5 Prep Time)
   - You Can't Put It Back (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
2. **Perform a Good Turn for another person.**
   - Lion Helping At Home (Indoor; **3** of 5 Energy; **1** of 5 Supplies; **1** of 5 Prep Time)
   - Please, After You (Indoor; **2** of 5 Energy; **1** of 5 Supplies; **1** of 5 Prep Time)
   - You Look Marvelous (Indoor; **1** of 5 Energy; **1** of 5 Supplies; **1** of 5 Prep Time)
3. **Learn the basic rules of a game and play the game.**
   - Guess What I Am (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
   - Lion Rock, Paper, Scissors (Indoor; **1** of 5 Energy; **1** of 5 Supplies; **1** of 5 Prep Time)
   - Musical Hula Hoops™ (Indoor; **4** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)