Assembled Den Meeting Plan – TIGER (1st Grade)

This ***Assembled* Den Meeting Plan** combines ideas from Tiger 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) …

Tiger – 1st Grade

Good Knights

A "Courtesy" Adventure

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

Snapshot of Adventure. Tigers will have fun making their own shield or coat of arms and even a castle.

This QR Code takes you to scouting.org/cub-scout-adventures/good-knights/ ➔

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 the suggested Activities at that link.

Requirements from the Tiger Handbook

1. **Discuss with your den or Tiger adult partner what it means to have courteous behavior, how a knight behaves. Tell another Tiger which points of the Scout Law help you to have the same Knightly behavior.**
2. **Create a shield that can be for your den or a personal shield.**
3. **Using recycled and other materials, design and build a small castle in your den or at home.**
4. **Do a Good Turn.**

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 session, but if your Scouts are really into the creation of shields and castles, this could be split into two sessions with any kind of fun games and play added.

PREPARATION (and materials needed): Read the Good Knights adventure in the Tiger Handbook.

- As noted above, determine how you would like to do this Adventure, perhaps all in one session, maybe two.
- Requirement 1/Activity 1 has an option for Modern Knights, which as written is a guest speaker from the armed services, active or retired. That would be great, but you might also consider other honorable roles like teachers, law enforcement, community organizers and advocates, and other roles.
- Requirement 2/Activity 2 has three options for how to build a shield – if you pick one of those, you'll need to sort out what materials and supplies you'll need to allow the Scouts to create their shields.
  - Personal Shield (cardboard plus paint or crayons, why not markers too) may be the simplest.
  - Personal Little Shield ("craft shields" from a craft store plus paint) and Den Shield (plywood and power saw and paint) involve more, but will be more substantial as a keepsake.
- Requirement 3/Activity 3 has three options for building a castle … materials you need will depend on how you decide to deliver that Activity. In the Activity below we suggest using recycled materials.
- For Requirement 4, this page has many Service Project ideas: scoutingatl.org/serviceprojects.

A Tip About Den Meetings (especially dens of younger Scouts):



- 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 Tiger Dens are "*A Play Date with a Purpose*" – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can share hosting at new playgrounds.

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: Knights Life (Requirement 1: "***Discuss with your den or Tiger adult partner what it means to have courteous behavior, how a knight behaves. Tell another Tiger which points of the Scout Law help you to have the same Knightly behavior.***")** (Parent leader: _____)

The Adventure Resources for this Requirement offer Courteous Knights (a general discussion plus charades) plus Modern Knights (a guest speaker). Here's the discussion highlights for Courteous Knights:



- Gather the Scouts and share that a long time ago in the country of England there were warriors who fought for kings and queens – but they were not ordinary warriors.
  - Knights were special because they were expected to live by a code.
- A knight was supposed to show bravery, strength, and skill in battle, to respect women, to defend the weak and the poor, to be generous to others and loyal to his lord, his family and his friends.
- Today in England people can still become a knight.
  - But it is now a special recognition and title that can be presented to someone by the king or queen of England. Both women and men are knights.
- Being a good Scout is like being a modern-day knight.
  - Our code is living and acting by the Scout Oath and Law.
- Inform Scouts that part of the Scout Law is to be courteous.
  - That means that we are to be polite to everyone and always use good manners.
- Have Scouts work with their Adult Partner to come up with a way to act out the Scout demonstrating being courteous. When Scouts and adult partners are ready have each pair act out their scene.

- In America we have many modern day knights – people who live by a set of values, who may have a motto, and take an oath to serve others.
  - Examples are members of the armed forces, teachers, doctors and nurses, law enforcement, community organizers and advocates, and other roles.

◆Activity 2: Look at My Shield (Requirement 2: *"Create a shield that can be for your den or a personal shield."*) (Parent leader: _____)

The Adventure Resources Activity Cards for this Requirement offer Den Shield (plywood and power saw and paint), Personal Little Shield ("craft shields" plus paint), plus Personal Shield (cardboard plus paint or crayons).

- Gather the Scouts and adult partners and share with them that for this activity they will design and make their own shield, using poster board or cardboard or project board, plus paint, crayons and/or markers.
  - Tell them that knights in medieval times used a shield to protect themselves but they also used it to identify who they were and where they came from.
  - During this time most people could not read so people would use symbols instead of words.
  - Most shields were decorated with symbols that may show what part of the country they were from or what family they were from.
  - Shields can be many different shapes.



- Have the Scouts with their adult partners use page 40 of their Tiger handbook to come up with a design for their shield using symbols or images that they feel represent their family and where they are from.
  - A Scout's shield might represent him, his family, his favorite sports team, or a point of the Scout Law.
  - Feel free to put pictures on the shield to make it personal to your Scouts or the den.
- Once everyone has completed their design Scouts work with their adult partners to cut out their shield from the cardboard or project board and then apply their design onto their shield.
- When everyone has made their shield have each Scout describe their shield to the den.

◆Activity 3: Castle Creation (Requirement 3: *"Using recycled and other materials, design and build a small castle in your den or at home."*) (Parent leader: _____)

The Adventure Resources Activity Cards for this Requirement offer Building Sandcastles (sandbox or beach trip!), Castle Made of Building Blocks (Legos or other building blocks), plus Yesterday's Trash is Todays Castle (castle made from recycled materials!).

Each is fun … this adapts Yesterday's Trash is Todays Castle:

- Tell the Scouts that castles were built as a sign of strength.
- It would not only protect the people who lived in the castle, but it also served as protection for those who lived nearby.
  - The walls of some castles were built to allow people to live inside the castle walls.
  - Those on the inside were usually those providing skilled trades like blacksmithing, butchers, or merchants.
  - The farmers who supplied food to the castle lived outside of the castle walls and would seek shelter inside the walls during an attack.

- Gather the Scouts and adult partners to inform them that in this activity you will work together to design and build a castle.
  - Share what materials they can use – maybe cardboard boxes, tissue boxes, clean used aluminum cans, clean used water bottles, clean used milk jugs, balloons (why not), toothpicks, craft sticks, string, toy model people, minions.
  - To put it together and decorate, maybe also scissors, glue, clear tape and duct tape, wrapping paper and crayons.
- Have Scouts with their adult partners make a castle together.
- When everyone has made a castle have them share their model with the den.



- If after sharing the castles the Scouts are willing – voluntarily – to allow attempted destruction of their castles by marauding forces, well, what goes up must come down. We don't judge – but be courteous!

◆Activity 4: Do a "Good Turn" (Requirement 4: *"Do a Good Turn."*) (Parent leader: _____)

The Adventure Resources Activity Cards for this Requirement offers Knights Do a Good Turn Like Scouts Do, with the lovely story of an early Scout in England helping some cross the street.

- Gather Scouts and adult partners and share with them that Knights would help others just like Scouts like to help other people at all times.
  - Helping others doesn't have to be hard. It doesn't need to be a big project with lots of work.
  - It can be as simple as doing something to help your teacher, a friend, or a family member.
- Ask Scouts to share what are some things that they could do as a good turn to help someone else?
- Tell the Scouts "a good turn doesn't have to be a big thing. When we do a good turn, we do it because we are helping someone else. We do not do it for a reward, for credit, or any other reason. Just to help."
  - Have Scouts think of ways to do a good turn by helping someone else.
  - Have them share their ideas and commit to doing the good turn by the next den meeting. At the next den meeting ask each Scout what they did as their good turn.



◆Activity 5: [*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. NOTE: the fun game doesn't' need to be connected to today's Adventure topic – it can just be FUN!

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 Tigers 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/good-knights/. 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. **Discuss with your den or Tiger adult partner what it means to have courteous behavior, how a knight behaves. Tell another Tiger which points of the Scout Law help you to have the same Knightly behavior.**
   - A Knight Says (Indoor; **4** of 5 Energy; **1** of 5 Supplies; **1** of 5 Prep Time)
   - Courteous Knights (Indoor; **3** of 5 Energy; **1** of 5 Supplies; **1** of 5 Prep Time)
   - Modern Knights (Indoor; **1** of 5 Energy; **1** of 5 Supplies; **5** of 5 Prep Time)
2. **Create a shield that can be for your den or a personal shield.**
   - Den Shield (Indoor; **2** of 5 Energy; **4** of 5 Supplies; **4** of 5 Prep Time)
   - Personal Little Shield (Indoor; **2** of 5 Energy; **3** of 5 Supplies; **4** of 5 Prep Time)
   - Personal Shield (Indoor; **2** of 5 Energy; **3** of 5 Supplies; **3** of 5 Prep Time)
3. **Using recycled and other materials, design and build a small castle in your den or at home.**
   - Building Sandcastles (Travel; **3** of 5 Energy; **3** of 5 Supplies; **3** of 5 Prep Time)
   - Castle Made of Building Blocks (Indoor; **2** of 5 Energy; **4** of 5 Supplies; **2** of 5 Prep Time)
   - Yesterday's Trash is Todays Castle (Indoor; **2** of 5 Energy; **3** of 5 Supplies; **3** of 5 Prep Time)
4. **Do a Good Turn.**
   - Knights Do a Good Turn Like Scouts Do (Indoor; **1** of 5 Energy; **1** of 5 Supplies; **1** of 5 Prep Time)