Assembled Den Meeting Plan – BEAR (3rd Grade)

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

Bear – 3rd Grade

Baloo the Builder

An "Engineering" Adventure

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



Snapshot of Adventure. Learning to build things that are useful or fun is an important skill. You might grow up to build houses as a career or models as a hobby. Or you might just learn some skills that will help you in everyday life. Building materials may include wood, cement, plastic, steel, or a combination of all these things. For this Adventure, we will focus on wood. You will learn about hand tools and how to use them safely and how to choose the right type of wood for a project and follow project instructions. You will use your new skills to make a project.

The QR Code above takes you to scouting.org/cub-scout-adventures/baloo-the-builder/

This Den Meeting Plan adapts Activity ideas from that Scouting link with other fun, simple, easy ideas. For more, see the Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

Requirements from the Bear Handbook

1. **Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools.**
2. **Practice using four of the tools you learned about in requirement 1.**
3. **Choose a project to build.**
4. **Determine the tools and materials needed to build your project in requirement 3.**
5. **Build your project.**

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! With good planning, you can do this in a single session, but it may deserve either a longer session or a couple of sessions.

PREPARATION (and materials needed): Read the Baloo the Builder adventure in the Bear 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.
- Determine what projects you'll have the Scouts build, and where and how you'll build them.
  - This is an Adventure where you'll want to invite a local carpenter, woodworker, etc., to assist with the den meeting if you don't have carpentry skills among the parents. Ask around the pack too – many packs have a few woodworkers who love to help with this. Check with local hardware stores, home improvement stores, because woodworkers will be out there.
  - Invite parents and extended family to attend … you'll want plenty of helpers to keep Scouts safe. It's helpful if each Scout has an adult or an older Scout helper (like a Den Chief) for a one-to-one ratio.

    - Possible locations for this Adventure could be a workshop or garage at a home hobby, a cabinet shop, a trade school that teaches woodworking, or local hardware stores or home improvement stores – also consider an "art room" at a local school, for working on the finish on the wood projects. They may also be OK with bringing in tools for the cutting and other work, so long as you clean up.
    - Be sure all families know when and where to meet, what to bring, and what you'll do. This is a good Adventure to not wear your nice uniform, but something that is OK getting sawdust or paint on it.
- If you don't do projects from the Bear Handbook, bring sample wood project plans for review during the planning process. The local library or the Internet are both good resources for locating project plans.
    - Bring paper and pencils for use in finalizing designs and plans, marking wood for cutting, etc.
    - If your designs need nails, screws, or the like, bring those and the tools needed.
- Samples of the hand tools and safety items referenced in the Bear Handbook.
    - Hammer, flathead screwdrivers, Phillips screwdrivers, hand and coping saws, vise/clamp, tape measure or ruler or square, brace/bit hand drill, sandpaper, safety glasses and first aid kit.
    - Make sure that all Scouts have appropriate safety equipment.
- Bring scrap pieces of wood for practice in learning about tools and tool safety.
    - Consider local hardware stores, home improvement stores, home building sites, recycling centers, and wood pallet companies as sources for wood.
- Materials for putting the finish on a wood project made:
    - Paint (several colors) or stain as desired to finish one or both of the projects. Water-based paints will make cleanup easier! Check with your local hardware or home improvement stores for cans of paint that have been returned as mistakes. These usually cost less. Or request small sample cans of paint, which are inexpensive.
    - Sealant (this can be from spray cans or brushed on)
    - Old rags to apply the paint or stain.
    - Paint brushes to apply the paint, stain, or sealant.
    - Disposable breathing masks and disposable gloves to keep hands from becoming stained. Note: First, find out if any of the den members have latex allergies; if so, they will need nonlatex gloves.
    - Newspapers or other disposable covering for tables where you'll be applying finish.

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: Tools (Requirement 1:** *"Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools."***)** (Parent leader: _____)

The plan below adapts the substance of Tool Time from the Adventure Resources.

- Start with the safety glasses. Explain that safety glasses aren't really a tool but an important piece of equipment for building and that they must be worn at all times. Allow Scouts to try on the safety glasses.

- Hold up the hammer and allow it to be passed around.
  - Explain that a hammer is used to drive nails into wood.
- Hold up the two screwdrivers and allow them to be passed around.
  - Explain that a screwdriver puts a screw into a piece of wood.
  - Screws do a better job than nails of holding projects together when the pieces will be under strain.



  - There are two main kinds of screwdrivers: flathead and Phillips head.
  - Pick the one with a tip that matches the screw you want to drive. A flathead screwdriver is used for a screw with a single slot across its head. A Phillips screw has a "+" design.
- Hold up the brace and bit and allow it to be passed around.
  - Explain that a brace and bit is used to drill holes. This is a two-part tool.
  - The bit does the drilling, and the brace turns the bit.
  - There are many kinds and sizes of bits depending on the material and size of hole needed.
  - All bits for wood have a spiral edge that digs out small pieces of wood as you turn it.
- Hold up the hand saw, do not pass it around.
  - Explain that a hand saw lets you cut boards along straight lines.



- Hold up the coping saw, do not pass it around.
  - Explain that a coping saw lets you cut curves and odd shapes in wood.
- Hold up the vice and/or clamp and allow it to be passed around.
  - Explain that a vise or clamp is like having that third hand, the tool holds the wood in place.
- Hold up the measuring device and allow it to be passed around.
  - Share the saying, "Measure twice and cut once."
- Pass around the sandpaper.
  - Explain that sandpaper is used to rub off any rough edges on a project.
  - Sandpaper comes in different grits. The higher the number of grit, the finer the feel of the sandpaper.
  - Finer grits mean a smoother wood surface. Rub the sandpaper on the wood to show how it is used.
- And finally, hold up the first aid kit. Show Scouts where it will be kept during project building.

◆Activity 2: Tool Practice (Requirement 2: *"Practice using four of the tools you learned about in requirement 1."*) (Parent leader: _____)



- Follow that if you like – or with adult supervision, allow the Scouts to practice safe use of four tools.
- Your choice on tools … but saws and hammers are super fun.
  - Screwdrivers too – especially if you pre-drill some screw holes.
  - Vise and/or clamp, tape measure or ruler or square, and sandpaper may not be super fun but are super useful.
  - Maybe demonstrate the wrong way to use a series of tools, and, with each tool, the Scouts can take turns showing the correct way.

◆Activity 3: Pick a Project (Requirement 3: *"Choose a project to build."*) (Parent leader: _____)



The Adventure Resources offer Activity Cards of:

- Find Our Own Project (links to Little Free Library and Pinewood Derby Car Stand) and
- Project from Handbook (See the Handbook for general plans – and the links here for detailed plans – for a Bat Box, Candy Dispenser, Tic-Tac-Toe Board, and Tool or Art Caddy – see an example of a caddy to the right).
- Use what you like – or something else that can be supported by parents, leaders and other helpers.

◆Activity 4: What Tools and Materials Are Needed? (Requirement 4: *"Determine the tools and materials needed to build your project in requirement 3."*) (Parent leader: _____) The Adventure Resources offer an Activity Card of Tool and Material Selection with a formatted tool and material list form. Follow that if you like – or something else.

- These lists will flow from the project picked above in Activity/Requirement 3.

◆Activity 5: Build It! (Requirement 5: *"Build your project."*) (Parent leader: _____)

- How you do this will flow from the project picked above in Activity/Requirement 3.

◆Activity 6: [*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 Bears 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/baloo-the-builder/. 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. **Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools.**
   - Tool Time (Indoor; **3** of 5 Energy; **3** of 5 Supplies; **2** of 5 Prep Time)
2. **Practice using four of the tools you learned about in requirement 1.**
   - Tool Practice (Indoor; **3** of 5 Energy; **3** of 5 Supplies; **2** of 5 Prep Time)
3. **Choose a project to build.**
   - Find Our Own Project (Indoor; **1** of 5 Energy; **1** of 5 Supplies; **1** of 5 Prep Time)
   - Project from Handbook (Indoor; **1** of 5 Energy; **1** of 5 Supplies; **1** of 5 Prep Time)
4. **Determine the tools and materials needed to build your project in requirement 3.**
   - Tool and Material Selection (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **1** of 5 Prep Time)
5. **Build your project.**
   - Project Build – Bat Box (Indoor; **3** of 5 Energy; **4** of 5 Supplies; **3** of 5 Prep Time)
   - Project Build – Candy Dispenser (Indoor; **3** of 5 Energy; **4** of 5 Supplies; **3** of 5 Prep Time)
   - Project Build – Tic-Tac-Toe Board (Indoor; **3** of 5 Energy; **4** of 5 Supplies; **3** of 5 Prep Time)
   - Project Build – Tool or Art Caddy (Indoor; **3** of 5 Energy; **4** of 5 Supplies; **3** of 5 Prep Time)