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

A Bear Goes Fishing



A "Fishing" Adventure

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

Snapshot of Adventure. Grizzly bears in the wild use their fishing skills to catch good, nutritious food. In this Adventure, you'll be able to do the same thing. You won't have to use your paws and teeth, however -you'll use a cane pole or a rod and reel. You'll also learn about the fish that live nearby and the rules that must be followed when fishing. And who knows? You may discover a hobby that to enjoy for years to come. Let's go fishing!

The QR Code above takes you to scouting.org/cub-scout-adventures/a-bear-goes-fishing/ ↑

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 three types of fish in your area.**
2. **Learn about your local fishing regulations with your den leader or an adult.**
3. **List three of the regulations you learned about, and one reason each regulation exists.**
4. **Become familiar with the safe use of the fishing equipment you will be using on your outing.**
5. **Learn the proper way to attach the hook, lure, or fly to the line.**
6. **Go on a fishing adventure, and for 30 minutes or more, put into practice the things you learned about fish and fishing equipment.**

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 fishing trip, but maybe you do the instruction at one session (maybe with just plain fun games added) and do the fishing at a separate session. Or go fishing twice. Or more!

PREPARATION (and materials needed): Read the A Bear Goes Fishing adventure in the Bear Handbook.

- Key is to decide where to go fishing … and be sure that when you do you're in compliance with fishing rules. If needed, get permission to fish where you plan to fish.
  - Communicate with the families about when and where you will go, and what they need to bring.
  - Obtain and bring any required fishing licenses. Youth may not need a fishing license but adults who are fishing are likely to need one.
  - Note that all six ranks/grades of Cub Scouting have fishing Adventures, so you might collaborate with other Dens or maybe make it an outing for the entire Pack.
- Determine who your fishing expert is(are) – solicit parent (and grandparent) fisher people. Maybe your fishing destination has staff who would love to share their knowledge and passion for fishing.

- Get their input on three types of fish that might be found where you're fishing, or in the area.

- Key materials:
  - Fishing poles/tackle for all (ideally, each family provides, but bring extra for those with no fishing gear).
  - Pictures (paper or phone/computer) of the types of native/local fish you might catch; find these if you:
    - Go to your state's fish and wildlife website, like georgiawildlife.com/fishing/identification.
    - Do an internet search like *local fish I might catch near me* where you'll find lots of information.
  - Bait or lures for the type of fish you're trying to catch.
  - Every Scout and adult attending should have the Cub Scout Six Essentials (first-aid kit, filled water bottle, flashlight, trail food, sun protection, and whistle)
  - One or more "tackle boxes" with fishing gear, including fishing line, barbless hooks, bobbers, sinkers, swivels, artificial bait, needle nose pliers, scissors and de-hooker.
  - First aid kit. You know: fishhooks!

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 recite the Outdoor Code:

> "*As an American, I will do my best to: / Be clean in my outdoor manners, / Be careful with fire, / Be considerate in the outdoors, / Be conservation minded.*"

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: What Fish are Out There? (Requirement 1: "***Learn about three types of fish in your area.***")** (Parent leader: _____)

When picking a place to fish, you'll certainly want to know what kinds of fish you'll find there – some of which you might want to catch.



Common examples from around Georgia are:

- Ponds: bluegill, catfish, sunfish, perch, bass
- Lakes: bass, catfish, crappie, eel, gar, pickerel, sunfish, bluegill, perch
- Streams: trout, bass, catfish, sunfish, bullhead
- Ocean: red snapper, mackerel, grouper, sharks, wahoo, triggerfish, mahi mahi, amberjack, tuna

Most importantly, ask your fishing destination or those fishing at your destination. They Know!

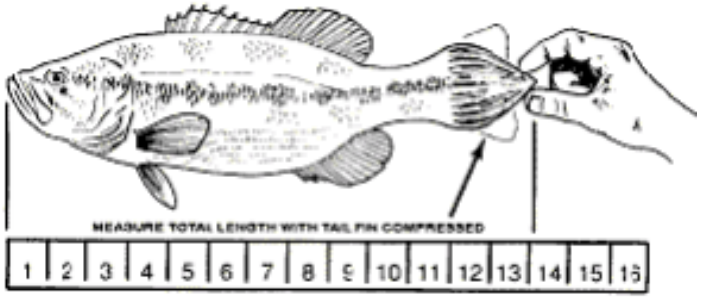
- Especially stocked commercial fishing ponds and operations.

🔶**Activity 2: Fishing Rules (Requirement 2: "***Learn about your local fishing regulations with your den leader or an adult.***")** (Parent leader: _____)

- Discuss rules to follow when fishing. These can include state and local laws (like license requirements and rules about how to fish) and local property owner requirements (about how to fish in their water).

- Explain that these rules (which are sometimes called regulations) are important because they help protect the fish and also protect the environment in which the fish live.
- And that it is important that we learn these rules, understand what they mean, and promise to obey them. After all, a Scout is obedient!

- Common Regulations include the following – discuss with your Scout and have your Scout list at least three and why we have them:
  - Rules about where and when you can fish.
    - So that areas that should not be over-fished are protected.
    - Fishing seasons help protect fish from being disturbed at critical times when they need protection.
    - And be safe for people too, like do not fish in or near a swimming area.
  - Requirements for licenses.
    - To limit the number of fishers so that the number of fish taken won't be too great.
    - And to help ensure fisher people know the rules!
  - How many fish you are allowed to catch and keep.
    - These help keep fish populations strong enough to survive.
    - And also allow fishers to catch that kind of fish in the future.
  - How big a fish must be to keep.
    - So that immature fish can grow up!
  - In some places you must put the fish you catch back in the water. This is called "catch and release".
    - It is a good way to make sure fish can continue to live in the place you are fishing.
    - And: A Scout is Kind!



  - Always ask permission before fishing on another person's property. A Scout is courteous.
  - Do not intrude on a spot where others are already fishing. (A Scout is friendly.)

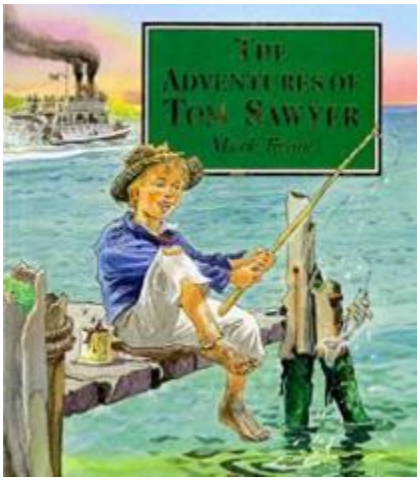
◆Activity 3: Rules? Why Rules? (Requirement 3: *"List three of the regulations you learned about, and one reason each regulation exists."*) (Parent leader: _____)

- OK, if you've just had discussion in Activity 2 about "*local fishing regulations*", now it's time to ask Scouts what they learned.
- While the Adventure Resources have some worksheet activities, you can just allow the Scouts to share back what they've learned about three rules. Either way is fine.

◆Activity 4: Fishing Safely (Requirement 4: *"Become familiar with the safe use of the fishing equipment you will be using on your outing."*) (Parent leader: _____)

- Depending on where you're fishing and what you're fishing for, your fishing equipment could range from very simple to very complex. Fishing in a pond or off a dock could be done with a simple pole plus string plus hook plus bait. Just like Tom Sawyer. Most fishing uses a "rod and reel" set to allow the fisherperson to cast the hook from a distance to where the fish gather.
- **Parts of a fishing "rod":**
  - **Butt Cap:** Bottom of the handle, made of rubber or cork.
  - **Handle or Grip:** Where you hold the rod; made of foam or cork.
  - **Reel Seat:** This is where your reel gets attached to the rod.
  - **Hook Keeper or Keeper Ring:** Place to hook a hook so you won't impale yourself when on the move.

- **Butt:** This is the thick part of your rod that closest to the handle.
- **Guides:** These are the rings going all the way down the rod – they "guide" the line down the length of rod to the tip. The number, spacing, and size of the guides depend on the kind of rod you are using. But, generally speaking, the more guides the better. A higher quality rod will have at least one guide for every foot of its length (i.e. 6-foot rod should have at least 6 guides).
- **Butt Guide:** The guide closest to the handle end of your rod. Its located on the thickest part of the rod (butt).
- **Wrapping:** Wrappings are how the guides get and stay attached to the rod. Wrappings are basically string that gets wound around the foot of the guide and is then painted over with a kind of glossy enamel to protect it.



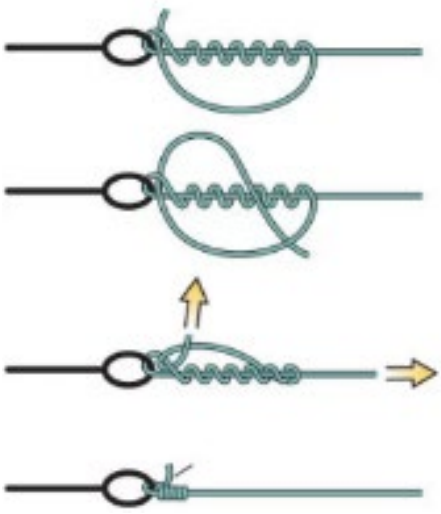
- **Parts of a fishing "reel":**
  - **Reel Body:** Housing refers to the main component of a fishing reel surrounding the mechanical parts.
  - **Reel Handle:** The handle is rotated by hand to retrieve line back to the rod after making a cast. The handle should be smooth and comfortable to hold. Most reel handles are either round or T-bar shaped and can be operated by either the right or left hand (depending on which socket is used to secure the handle to the reel body).
  - **Reel Spool:** The spool is the part of a reel that holds the fishing line, but it also plays an important role in casting distance and smoothness.
  - **Drag Adjustment:** The drag adjustment knob looks like a dial and is generally found on the top of the spool. Learn how to set the drag according to the breaking strength of the line.



  - **Bail:** The bail on a spinning reel acts as a gate for the line on the reel spool. When the bail is engaged, fishing line is prevented from unwinding from the spool. When the bail is open, as it would be when casting, it releases line from the spool. During line retrieval, the bail serves to guide fishing line back onto the spool of the reel.

◆Activity 5: Tie One On (Hook, Lure, or Fly) (Requirement 5: *"Learn the proper way to attach the hook, lure, or fly to the line."*) (Parent leader: _____)

- Practice tying an improved clinch knot and a Palomar knot so you can show Cub Scouts. One knot is enough, but there are two with instructions and graphics in the Bear Handbook – more views below.
- **Improved clinch knot**:
  - Run the end of the line through the eye of the hook.
  - Double the line back, and make six twists around the standing part (the long part of the line).
  - Run the end of the line through the small loop where the line joins the eye and then back through the large loop you just formed.
  - Partially close the knot and moisten it a little with water before securing it tightly against the hook eye.
  - Cut off the short end (tag end) of the line.



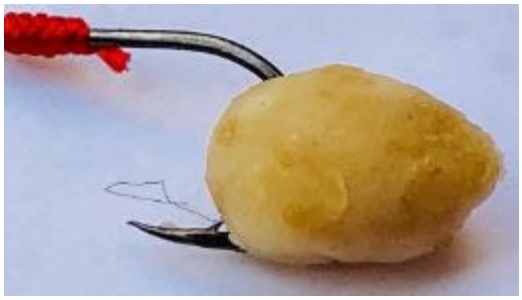
- **Palomar knot:**
  - Double the line to make a 4- to 6-inch loop at the end.
  - Then pass the end of the loop through the eye.
    - (You may need to crimp the end of the loop so it will go through the eye.)
  - Tie a loose overhand knot in the doubled line.
  - Pass the hook *through* the loop.
  - Pull on the doubled line to tighten the knot, guiding the loop over the top of the eye.
  - Cut off the short end (tag end) of the line.



- **Bait!** No matter your type of fishing rod, explain to Scouts that they're going to need fishing bait, like:
  - Artificial lures such as plastic worms, spinnerbaits, roundhead jigs, dropshots.
  - Live bait such as worms, crickets, and minnows.
  - Household items that can be used as bait: corn, hot dogs, sandwich meat, bread.







🔶**Activity 6: Fish On! (Requirement 6: "***Go on a fishing adventure, and for 30 minutes or more, put into practice the things you learned about fish and fishing equipment.***")** (Parent leader: _____)

- You know what you're trying to catch, you've got bait they will like, you know how to cast and you know the rules, so … Go Fishing!

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/a-bear-goes-fishing/. 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 three types of fish in your area.**
   - Cast and Catch (Indoor; **4** of 5 Energy; **5** of 5 Supplies; **5** of 5 Prep Time)
   - Fish Field Trip (Travel; **3** of 5 Energy; **2** of 5 Supplies; **5** of 5 Prep Time)
   - Local Fish Expert (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **4** of 5 Prep Time)
   - Types of Fish (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
2. **Learn about your local fishing regulations with your den leader or an adult.**
   - Local Fish Expert (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **4** of 5 Prep Time)
   - Post That Fish (Indoor; **3** of 5 Energy; **4** of 5 Supplies; **3** of 5 Prep Time)
3. **List three of the regulations you learned about, and one reason each regulation exists.**
   - Create Your Own Matching Game (Indoor; **2** of 5 Energy; **3** of 5 Supplies; **3** of 5 Prep Time)
   - What I Learned (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **1** of 5 Prep Time)
4. **Become familiar with the safe use of the fishing equipment you will be using on your outing.**
   - Bamboo Pole (Outdoor; **2** of 5 Energy; **3** of 5 Supplies; **3** of 5 Prep Time)
   - Rod and Ree (Outdoor; **3** of 5 Energy; **5** of 5 Supplies; **2** of 5 Prep Time)l
5. **Learn the proper way to attach the hook, lure, or fly to the line.**
   - Simple Fishing Knots (Indoor; **2** of 5 Energy; **3** of 5 Supplies; **3** of 5 Prep Time)
6. **Go on a fishing adventure, and for 30 minutes or more, put into practice the things you learned about fish and fishing equipment.**
   - Bear Goes Fishing (Travel; **4** of 5 Energy; **5** of 5 Supplies; **5** of 5 Prep Time)
   - Fishing Derby (Travel; **5** of 5 Energy; **5** of 5 Supplies; **5** of 5 Prep Time)