Assembled Den Meeting Plan – BEAR (3rd Grade)

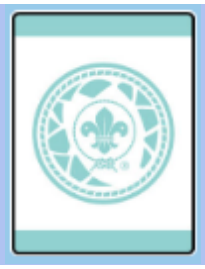
This ***Assembled* Den Meeting Plan** combines ideas from Bear Den Meeting Resources found at Scouting.Org or from the requirements themselves, into the parts of a quality Den Meeting, which are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (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

Champions For Nature Bear

A "Nature and Conservation" Adventure

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



Snapshot of Adventure. We have three important resources for all living things on our planet: water, soil, and air. We use water to clean ourselves, our dishes, and our clothes. Soil allows us to grow food. The air we breathe goes into our lungs, providing our bloodstream with oxygen. In this Adventure, you'll discover more about the resources of water, soil, and air and perhaps put what you discover into use with a conservation project. Knowing more about the resources of the planet will help you make good decisions about conserving the resources of our world.

The QR Code above takes you to scouting.org/cub-scout-adventures/champions-for-nature-bear/↑

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. **Discover natural resources.**
2. **Discover what happens to the wastewater in your community.**
3. **Investigate soil.**
4. **Investigate air pollution.**
5. **Participate in a conservation project.**

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! You might squeeze this into a single session but to really engage in the science of the investigations, many might do the instruction part in one or two meetings (add some fun games) and the conservation project separately (perhaps with the entire Pack – every rank has a "Champions For Nature" Adventure with a service project).

PREPARATION (and materials needed): Read the Champions For Nature Bear adventure in the Handbook.

- Cub Scout Six Essentials (first-aid kit, filled water bottle, flashlight, trail food, sun protection, and whistle).
  - Suggest that Scouts and families may be able to minimize cost by gathering items from home rather than purchasing everything new.
- Determine and share your Service Project for Activity 5 (Requirement 5).
  - Your den families, Chartered Organization, and local schools and places of worship may have great options – other ideas in the Adventure Resources.
  - This page has many Service Project ideas: scoutingatl.org/serviceprojects.
- If you do the Aqua Pollution Adventure activity for Activity 3 (Requirement 3), you'll need these items:
  - Clear glass loaf pans or baking pans, 9"x13", 1 per two Scouts.
  - Powdered drink mix, red or purple in color.

  - Sand.
  - Spray bottle filled with water.
  - Book or small block of wood
- If you do the Air Pollution Investigation activity for Activity 4 (Requirement 4), you'll need these items:
  - Ziploc bag for each Scout.
  - Four white index cards or white paper plates for each Scout (that will fit in the Ziploc bag).
  - String or yarn, four pieces approximately 24" long for each Scout.
  - One Q-Tip for each Scout.
  - One piece of paper for each Scout. Pen or pencil for each Scout.
  - Hole punch. Scissors. Petroleum jelly. Magnifying glass.

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: Natural Resources (Requirement 1: *"Discover natural resources."*)** (Parent leader: _____)

The Adventure Resources has a Scavenger Hunt and a simpler Natural Resources Walk. This can be simple:

- For the walk, tell Scouts that we're going on a walk to identify natural resources.
  - Ask them to name some natural resources.
  - Make sure they mention these: Light, Air, Water, Plants, Animals, Soil, Stone, Minerals.
- On a walk or outside, with or without a formal scavenger hunt, you can challenge them to
  - Find something made of or from wood, cotton, oil, rock, a plant, an animal.
  - Find something that uses water, electricity, oil, paper, soil, batteries.
  - Find something that you would eat. Find something that an animal might use.

◆**Activity 2: Dirty Water Down The Drain (Where Does It Go?) (Requirement 2: *"Discover what happens to the wastewater in your community."*)** (Parent leader: _____)

The Adventure Resources have a Water Management Facility Tour which would be excellent. Also on offer is Charades and a Where Does Wastewater Go? poster making, which cover these ideas:



- Investigate how wastewater is managed in your community:
  - physical water treatment
  - biological water treatment
  - chemical treatment
  - sludge treatment.
- Where does wastewater go to be cleaned?
- How is it returned to the water cycle?
- More in this ten minute YouTube: https://www.youtube.com/watch?v=DDbNeAfcIOU

◆Activity 3: Soiled Soil? (Requirement 3: *"Investigate soil."*) (Parent leader: _____)

The Bear Handbook shows different types of soil – each has different attributes.

- Clay – holds moisture well, but dries into hard blocks.
- Sandy – doesn't erode easily, but doesn't hold nutrients well.
- Silty – fertile (mix of clay and sandy)
- Peaty – spongy, excellent to start seeds, but too acidic (needs fertilizer).



- Chalky – light, but too alkaline. Drains well, but rapidly, so it can dry out quickly.
- Loamy – combination of silt, clay, and sand

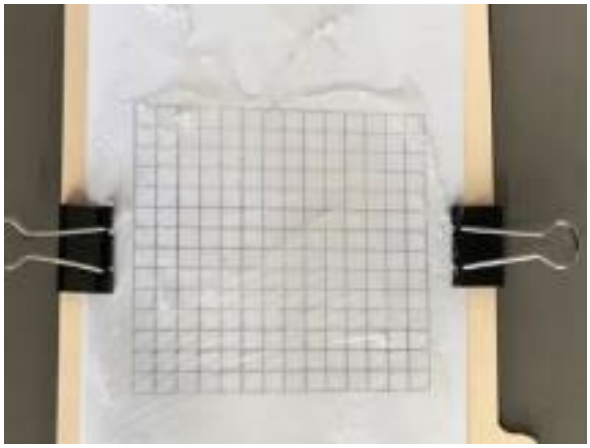
This adapts the Aqua Pollution Adventure in the Adventure Resources and is also described in the Handbook. See the materials above in "**PREPARATION (and materials needed)**".

- Ask Scouts to make a small pile of powdered drink mix in one end of the clear glass pan.
  - Have them sprinkle sand over the rest of the pan.
  - Place the end of the pan with the powdered drink mix on top of a book or block so the pan is tilted.
  - Using the spray bottle of water have Scouts wet the sand.
    - Make sure it's really wet. Let it sit for a few minutes, and then wet it again.
  - Carefully lift up the pan and look underneath it. What is happening?
  - As you can see, the water is carrying the powdered drink mix through the pan.
    - Pollutants spread through our sources of water the same way.
    - They can travel a long distance and damage drinking water miles from where the pollution starts!

◆Activity 4: Air Pollution Investigation (Requirement 4: *"Investigate air pollution."*) (Parent leader: _____)

This adapts the Air Pollution Investigation in the Adventure Resources and is also described in the Handbook. See the materials above in "**PREPARATION (and materials needed)**".

- Pass out the index cards or small paper plates, pen or pencil, and string to each Scout.
  - Ask Scouts to draw a 2" x 2" square on each index card or plate and number the cards or plates.
  - Tell Scouts to punch a hole in the top of each index card and tie the string to it.
  - Have Scouts use the Q-Tips to smear Vaseline inside the square.
- Tell Scouts to put their index cards into their Ziploc bag and take them home.
- Have them hang the cards in different locations outside their home.
- Have them write down the number and location of each card.



- Ask Scouts to collect their index cards or plates after a few days and to examine the results.

  (You can have Scouts bring the cards or plates back in the Ziploc bags to the next Den activity to review.)
- Tell Scouts to use a magnifying glass to count the number of particles stuck in each of the cards or plates.
  - Have them write down their observations on the paper or share with the Den.
- At the next meeting, ask Scouts to share where they hung the index cards and how many particles were stuck to each one.



◆Activity 5: Conservation Service Project (Requirement 5: *"Participate in a conservation project."*) (Parent leader: _____)

- Pick a service project that will be helpful in your Community and meaningful to your Scouts.
  - Two planting options are in the Activities linked at Adventure Resources – use those if you like them.
  - If you like the Clean Waterways activity option, see https://www.scouting.org/outdoor-programs/scouting-clean-waterways/cubscouts/
  - Want other ideas? This page has many Service Project ideas: scoutingatl.org/serviceprojects.





- Participate in your service project. Be sure all families know when and where to meet, what to bring, and what you'll do. Check to be sure you have all needed materials, which will depend on your project.
- Take pictures and video of your Scouts and families serving, and share with your Chartered Organization, Schools, places of worship, and elsewhere in your community.

◆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/champions-for-nature-bear/. 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. **Discover natural resources.**
   - Natural Resources Scavenger Hunt (Travel; **4** of 5 Energy; **4** of 5 Supplies; **2** of 5 Prep Time)
   - Natural Resources Walk (Travel; **4** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
2. **Discover what happens to the wastewater in your community.**
   - Water Conservation Charades (Indoor; **4** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
   - Water Management Facility Tour (Travel; **3** of 5 Energy; **1** of 5 Supplies; **5** of 5 Prep Time)
   - Where Does Wastewater Go? (Indoor; **2** of 5 Energy; **3** of 5 Supplies; **2** of 5 Prep Time)
3. **Investigate soil.**
   - Aqua Pollution Adventure (Indoor; **3** of 5 Energy; **3** of 5 Supplies; **2** of 5 Prep Time)
   - DIY Composter (Indoor; **4** of 5 Energy; **4** of 5 Supplies; **2** of 5 Prep Time)
   - Soil Investigation (Indoor; **3** of 5 Energy; **4** of 5 Supplies; **2** of 5 Prep Time)
4. **Investigate air pollution.**
   - Acid Rain Investigation (Indoor; **3** of 5 Energy; **3** of 5 Supplies; **2** of 5 Prep Time)
   - Air Pollution Investigation (Indoor; **3** of 5 Energy; **3** of 5 Supplies; **2** of 5 Prep Time)
   - Human Air Pollution Detectors (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
5. **Participate in a conservation project.**
   - Bears Plant Trees (Travel; **3** of 5 Energy; **5** of 5 Supplies; **4** of 5 Prep Time)
   - Clean Waterways (Outdoor; **4** of 5 Energy; **3** of 5 Supplies; **5** of 5 Prep Time)
   - Planting Native Plants (Travel; **4** of 5 Energy; **5** of 5 Supplies; **4** of 5 Prep Time)