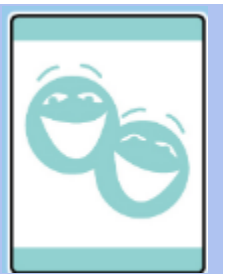
Assembled Den Meeting Plan – BEAR (3rd Grade)

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

Roaring Laughter



A "Funny Things" Adventure

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

Snapshot of Adventure. Laughing makes you feel good, and when you laugh others may start laughing, too. With just a smile, you can meet a new friend, make someone else smile, and create a happy feeling in yourself and other people. In this Adventure, you'll find lots of ways to smile and laugh.

The QR Code above takes you to scouting.org/cub-scout-adventures/roaring-laughter/ ↑

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. **Think about what makes you laugh. Discuss these with your den or family.**
2. **Practice reading tongue twisters.**
3. **Play charades with your den or family.**
4. **Have a "funniest joke contest" with your den or family.**
5. **Practice "run-ons" with your den or family.**

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 you want to extend any of the fun, have more sessions.

PREPARATION (and materials needed): Read the Roaring Laughter 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.

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: What Makes You Laugh? (Requirement 1: *"Think about what makes you laugh. Discuss these with your den or family."*) (Parent leader: _____)



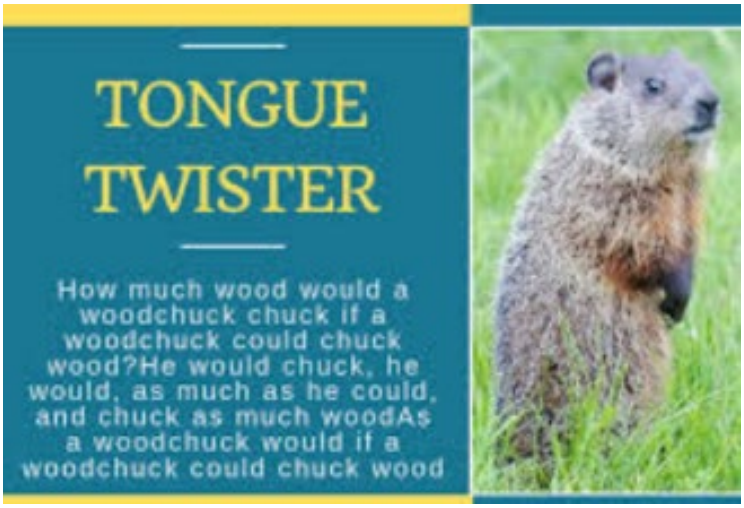
- Ask your Scouts what makes them laugh.
  - To help, you might share what makes you laugh.
- If you like, explain to Scouts the benefits of laughing. Did you know that laughing helps your body?
  - It relaxes your muscles and makes your body and mind feel peaceful and calm.
  - It helps your body fight off germs that could make you sick.
  - It even improves blood flow in your blood vessels, which helps keep your heart functioning well.
  - They say that "laughter is the best medicine!"

◆Activity 2: Tongue Twisters (Requirement 2: *"Practice reading tongue twisters."*) (Parent leader: _____)

The plan below adapts the substance of the Requirement and the Challenge and Dice Game Activity Cards.

Tongue Twister Samples from the Adventure Resources:

- A big black bug bit a big black bear. But where is the big black bear that the big black bug bit?
- How many yaks could a yak pack pack if a yak pack could pack yaks?
- Cows graze in groves on grass, which grows in grooves in groves.
- Kris Kringle carefully crunched on candy canes.
- Silly Sally swiftly shooed seven silly sheep.
- Six sick Nicks nick six slick bricks with picks and sticks.
- Betty Botter bought some butter, "but," said she, "this butter is bitter!"
- How much wood would a woodchuck chuck if a woodchuck could chuck wood? A woodchuck would chuck, he would, as much as he could, and chuck as much wood as a woodchuck would if a woodchuck could chuck wood.



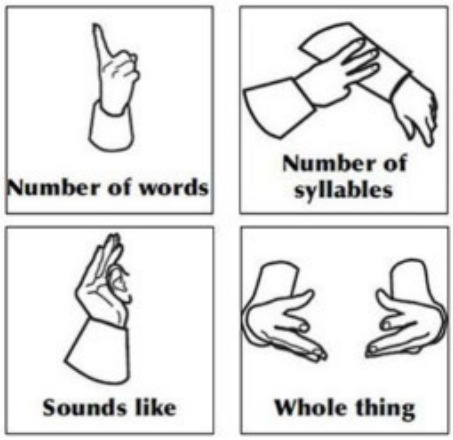
- If a dog chews shoes, whose shoes does he choose?
- What noise annoys a noisy oyster? A noisy noise annoys a noisy oyster.
- Which witch wished which wicked wish?
- Six sick Nicks nick six slick bricks with picks and sticks.
- Betty Botter bought some butter, "but," said she, "this butter is bitter!"
- Twelve twins twirled twelve twigs.
- Knox in box. Fox in socks.
- Nick kicked a slick brick at Rick, but the slick brick hit Nick.

- How can a clam cram in a clean cream can?
- I thought a thought, but the thought I thought wasn't the thought you thought I thought.
- She sells seashells by the seashore and the shells that she sells are seashells for sure.
- Susie works in a shoeshine shop. Where she shines she sits, and where she sits she shines shoes.
- Fox on clocks on bricks and blocks.
- Bricks and blocks on Knox on box.
- Five frantic frogs fled from fifty fierce fishes.
- Chester cheetah chews a chunk of cheap cheddar cheese.
- I saw a saw that could saw out any other saw I ever saw.
- Lesser leather never weathered wetter weather better.
- Can you can a canned can into an uncanned can like a canner can can a canned can into an uncanned can?
- A big black bug bit a big black bear and made the big black bear bleed blood.
- Denise sees the fleece; Denise sees the fleas. At least Denise could sneeze and feed and freeze the fleas.

◆Activity 3: Charades (Requirement 3: *"Play charades with your den or family."*) (Parent leader: _____)

- Originating in France in the 18th century, the game of charades evolved from a riddle-based game where participants described the individual syllables of a word along with a definition for others to solve. It was later adapted into the game we know today where titles and phrases are acted out without words.
- **Basic Rules of Charades**. Begin with a bowl of phrases and/or titles.
  - In turn, each player draws a slip from the bowl and acts out the phrase shown using hand signals and body motions but no spoken words.
  - Players then try to guess the title/phrase. The player giving the correct answer is allocated a point. You may wish to use a timer to keep rounds short and succinct.
  - When playing with a larger crowd, divide into teams before playing. If a team does not guess the acted phrase correctly within the time limit, the other team can try to guess the phrase and steal the point.
  - The player or team with the most points wins the game.

Hand Signals Used in Charades. When playing charades, common hand signals can help players understand not only the category but also how many words and syllables are in the phrase being acted out. Some of the most common signals include:



- **Number of Words or Syllables:** Hold up fingers to indicate the number of words, the position of the word being communicated, and to break down individual words into syllables as needed. For example, hold up 3 fingers for a 3-word phrase, followed by 1 finger for the first word.
- **Word Length:** Word length can be communicated by showing a "short" word length by spreading thumb and forefinger and a "long" word length by spreading your arms.
- **Sounds Like:** To indicate that a word is similar in sound to something you are acting out, cup your hand behind your ear.
- **Whole Thing:** In some cases, it may make more sense to try to act out whole phrase at once or the "Whole Thing": extend your arms or sweep your arms to indicate "whole thing."
- **Plurals:** Link pinky fingers together to indicate a plural word.
- **Longer or Shorter:** To demonstrate that a phrase or word is a longer or shorter version, stretch your hands or make a karate-chop type action.

- **Correct Guesses:** Tap your nose and point to the person who made a correct guess to let them know they have it "right on the nose."
- **Song Title:** Draw your hand away from your mouth while pretending to sing.
- **Book Title:** Pretend to open a book by opening your hands.
- **Play Title:** Indicate a stage curtain opening by drawing hands apart.



- **TV Title:** Draw a TV screen in front of you with your hands.
- **Quotes & Phrases:** Make air quotes with fingers.

🔶**Activity 4: Joke Contest (Requirement 4: "*Have a "funniest joke contest" with your den or family.*")** (Parent leader: _____) Since you've been telling jokes, let Scouts use their favorites.

- Select judges for the contest.
  - Have a mix of leaders, parents, and legal guardians.
- Allow each Scout time to present their joke to the den and judges.
- Have the judges score each participant based on the established criteria.
  - Consider recognizing participants with categories like "Best Delivery," "Most Original," or "Funniest Joke."



🔶**Activity 5: Doing "Run-Ons" (Requirement 5: "*Practice "run-ons" with your den or family.*")** (Parent leader: _____)

- Explain to Scouts that run-ons are very quick gags or jokes that are used during downtime at a campfire program or pack meeting.
  - They can involve one person or many.
  - When performing your run-on, remember to speak loudly and clearly so the audience can hear what you're saying.
- Ask the Scouts to buddy up.
  - Divide up some run-ons between buddy groups.
- Have Scouts practice the run-ons and then present to the den.
- Ask Scouts to buddy up again and come up with their own run-ons.



Sample Run-Ons (search *cub scout run-ons* for more ideas):

- Clothes!
  - Scout 1: Runs out screaming, "They're on me! They're on me!"
  - Scout 2: "What's on you?"
  - Scout 1: "My clothes."
- Squirrels!
  - Scout 1: Runs out screaming, "They're after me! They're after me!"
  - Scout 2: "Who's after you?"
  - Scout 1: "The squirrels. They think I'm nuts."

- Rope!
  - Scout 1: Walks out dragging a rope across the ground behind.
  - Scout 2: “Why are you dragging that rope?”
  - Scout 1: “Have you ever tried *pushing* a rope?”
- Belt!
  - Scout 1: Runs out screaming, “It’s all around me! It’s all around me!”
  - Scout 2: “What’s all around you?”
  - Scout 1: “My belt.”
- Henway!
  - Scout 1: Walks out petting an imaginary animal and asks, “want to pet my henway?”
  - Scout 2: “What’s a hen weigh?”
  - Scout 1: “Oh, about 3 or 4 pounds.”
- Dirty!
  - Scout 1: “What do you call someone who is allergic to water?”
  - Scout 2: Thinks for a second, and says “I give up. What?”
  - Scout 1: “Dirty!”
- Jump!
  - Scout 1: “What animal can jump higher than a house?”
  - Scout 2: “Any animal can jump higher! A house can’t jump!”

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/roaring-laughter/. 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. **Think about what makes you laugh. Discuss these with your den or family.**
   - Blank Canvas Tales (Indoor; **2** of 5 Energy; **3** of 5 Supplies; **2** of 5 Prep Time)
   - Comedy Corner (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
   - Laughter Unleashed (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
2. **Practice reading tongue twisters.**
   - Tongue Twister Challenge (Indoor; **3** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
   - Tongue Twister Dice Game (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
   - Tongue Twister Tales (Indoor; **2** of 5 Energy; **3** of 5 Supplies; **2** of 5 Prep Time)
3. **Play charades with your den or family.**
   - Charade Champions (Indoor; **4** of 5 Energy; **2** of 5 Supplies; **1** of 5 Prep Time)
4. **Have a "funniest joke contest" with your den or family.**
   - Funniest Joke Showdown (Indoor; **2** of 5 Energy; **1** of 5 Supplies; **2** of 5 Prep Time)
5. **Practice "run-ons" with your den or family.**
   - Run-On Rendezvous (Indoor; **3** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)