Assembled Den Meeting Plan – WOLF (2nd Grade)

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

Wolf – 2nd Grade

Computing Wolves

A "Technology" Adventure

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

Snapshot of Adventure. A computer is a machine that can be programmed to carry out sequences of arithmetic or logical operations automatically. Most electronic computers use a simple code based on an electronic switch being on or off, this is known as binary. In this Adventure, get ready to see the inside of a computer and the main parts that make it work

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

This Den Meeting Plan adapts Activity content 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 Wolf Handbook

1. **Discover the basic components of a computer.**
2. **Determine how to properly dispose of computer components.**
3. **Using a digital device application of your choice, create a story that you can share with others.**
4. **With your parent or legal guardian, set up a policy for safely using digital devices.**

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! As written, you might do this in a single session, but the "create a story" might need more time if your Scouts are into it, and if you do Visit Electronics Recycling Center you'll definitely need more than one session.

PREPARATION (and materials needed): Read the Computing Wolves adventure in the Wolf Handbook.

- As noted above, a field trip to an electronics recycling center can be excellent.
  - You might also have some IT helpers who aren't at an electronics recycling center who could help, since they (hopefully) follow proper disposal procedures.
  - Maybe an IT person at your work or school? Or at an electronics store (some collect for recycling).
- Activity/Requirement 1 has a couple game options that *might* be fun-*ish* in very special hands, so you might either not try games or – best option – find folks with computers they're willing to open up for Scouts.
  - Ideally a computer or laptop they no longer need so there is less risk of damage!
  - If you do Inside a Computer, have on hand flathead and Phillips screwdrivers, small bowls to hold screws and small miscellaneous pieces, safety glasses.
- Both Activity/Requirement 1 and 3 could ones where you lean on an IT person at your work or school, especially for Requirement 3 ("*create a story*") if they can provide access to a computer lab.

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 below – use those if you like them):

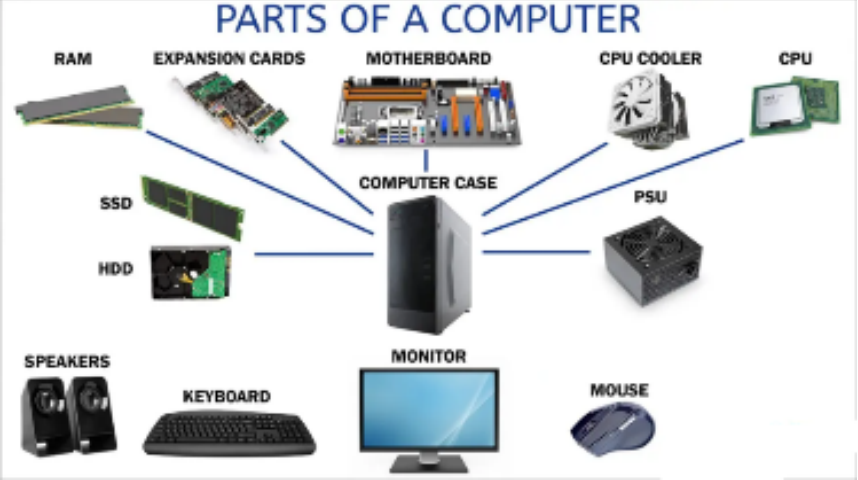
◆Activity Intro: (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆Activity 1: What's In A Computer? (Requirement 1: "*Discover the basic components of a computer.*") (Parent leader: _____)

The plan below adapts the substance of Inside a Computer from the Adventure Resources.

Familiarize yourself with the internal components of the computer(s) you will be taking apart, like:

- Keyboard
- Mouse
- Monitor
- Central processing unit (CPU)
- Hard drive
- Motherboard
- Power supply
- Random-access memory chip (RAM)



- More information is included in the Wolf Handbook.
- Demonstrate how to use a screwdriver and which screwdriver is appropriate for each type of screw on the computer.
  - Identify a Scout to remove the first screw and place the screw in a bowl.
  - Take turns allowing each Scout the opportunity to take screws out and components off.
  - Lead a group discussion of each component of the computer.

◆Activity 2: Safe and Responsible Computer Disposal (Requirement 2: "*Determine how to properly dispose of computer components.*") (Parent leader: _____)

Discuss how to properly dispose of computer components, including options like:

- Donating the entire system, or components, for re-use.
- Recycling of electronic parts – primarily to recover valuable rare earth metals and precious metals, which are in short supply, and other recyclable plastics and metals.
- Some parts may not be recyclable and will need to be trashed, ending up in a landfill.



- In any event, be sure to completely "wipe" your data from the computer and hard drive.

◆Activity 3: Create a Story on Computer or Digital Device (Requirement 3: *"Using a digital device application of your choice, create a story that you can share with others."*) (Parent leader: _____)



The Adventure Resources offers an Activity Card of Digital Story Building, with minimal description of how to do this – a lot will depend on the number of devices you have (like are you able to access a computer lab).

- Have the Scouts create a story with pictures. (The activity suggests buddy groups, but if you have enough computers, Scouts can solo.)
  - They can draw the story out on paper.
- With adults assigned to Scouts and any buddy groups, Scouts are to build their story on a computer or smart device.
- Have Cub Scouts share their story with the den.

◆Activity 4: Safe Use Policy for Computer and Digital Devices (Requirement 4: *"With your parent or legal guardian, set up a policy for safely using digital devices."*) (Parent leader: _____)

- The Digital Safety Pledge in the Adventure Resources includes:
  - I will tell my trusted adult if anything makes me feel sad, scared, confused, or uncomfortable.
  - I will not post photos or share information like my name, address, current location, or phone number.
  - I will only interact with people online that my parent(s) or guardian know and trust.
  - I will respect the online property of others.
  - I will always use good etiquette and not be rude or mean online.
  - Plus free form options for "Screen Time Rules", "Texting Rules", "Calling Rules" and a list of who "I Am Allowed to Text or Call".

◆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 Wolves 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/computing-wolves/. 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 the basic components of a computer.**
   - Computer Components Fidget Spinner (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
   - Computer Matching Game (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
   - Inside a Computer (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
2. **Determine how to properly dispose of computer components.**
   - Do You Want To Build A Robot (Indoor; **3** of 5 Energy; **5** of 5 Supplies; **5** of 5 Prep Time)
   - E-Waste Detectives (Indoor; **2** of 5 Energy; **3** of 5 Supplies; **4** of 5 Prep Time)
   - Visit Electronics Recycling Center (Travel; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
3. **Using a digital device application of your choice, create a story that you can share with others.**
   - Digital Story Building (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
4. **With your parent or legal guardian, set up a policy for safely using digital devices.**
   - Digital Safety Pledge (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)