




SCOUTING ADVENTURE



RATIONALE FOR ADVENTURE

This Arrow of Light adventure will provide Scouts with an introduction to the next step on their Scouting journey, Scout skills, and Scout spirit. Webelos Scouts will attend a troop meeting and accompany a troop on a campout or an outdoor activity.

TAKEAWAYS FOR CUB SCOUTS

- Identifying the key differences between a den/pack and a patrol/troop
- Demonstrating the patrol method
- Making the transition from the pack to a troop seamless
- Attending a troop campout or troop outdoor-oriented activity
- Developing Scout skills for rope care and knot tying
- Developing Scout skills of pocketknife usage, safety rules, and care
- Getting excited about the joining a troop
- A Scout is loyal, obedient. 

Webelos Handbook, page 156

ADVENTURE REQUIREMENTS

Complete the following requirements.

1. Prepare yourself to join a troop by completing at least A-C below:
 - A. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meanings to your den leader, parent, or guardian.
 - B. Explain what Scout spirit is. Describe for your den leader, parent, or guardian some ways you have shown Scout spirit by conducting yourself according to the Scout Oath, Scout Law, Scout motto, and Scout slogan.
 - C. Give the Scout sign, salute, and handshake. Explain when to use each.
 - D. Describe the First Class Scout badge, and tell what each part stands for. Explain the significance of the First Class Scout badge.
 - E. Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning.
2. Visit a troop meeting with your parent or guardian and, if possible, your den members and leaders. After the meeting, do the following:
 - A. Describe how the Scouts in the troop provide its leadership.
 - B. Describe the four steps of Scout advancement.
 - C. Describe ranks in Scouting and how they are earned.
 - D. Describe what merit badges are and how they are earned.
3. Practice the patrol method in your den for one month by doing the following:
 - A. Explain the patrol method. Describe the types of patrols that might be part of a troop.
 - B. Hold an election to choose the patrol leader.
 - C. Develop a patrol name and emblem (if your den does not already have one), as well as a patrol flag and yell. Explain how a patrol name, emblem, flag, and yell create patrol spirit.
 - D. As a patrol, make plans to participate in a troop's campout or other outdoor activity.

4. With your Webelos den leader, parent, or guardian, participate in a troop's campout or other outdoor activity. Use the patrol method while on the outing.
5. Do the following:
 - A. Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.
 - B. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.
6. Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. If you have not already done so, earn your Whittling Chip card.

NOTES TO DEN LEADER

Please review all the den meeting plans and resources for the Scouting Adventure prior to beginning. Note that there are two options for outings involved in this adventure. The visit and the outing do not need to be with the same troop.

After reading about how a Scout troop works in the adventure in the handbook, contact a local Scout troop to arrange a date and time for the Webelos Scout den and their parents or guardians to attend one of the troop's meetings. This should be with a troop that the members of your den plan on joining; however, any Webelos den may participate with any troop as long as it does not conflict with the policies of either unit's chartered organization. Your Webelos Scout pack's chartered organization may also sponsor a troop and can provide contact information, or you can check with your local council service center for troops in your area. Your Cubmaster and your unit commissioner may also be able to provide points of contact. Troops often advertise during monthly roundtable meetings their interest in hosting visiting Webelos Scouts. The beascout.org website is another source of points of contact for local Scout troops.

Provide the Scoutmaster and/or assistant Scoutmaster of the troop you will visit the Scoutmaster Checklist found in the Meeting 1 Resources. Discuss how they can help the Webelos Scouts complete requirements 2, 3, 4, and 5 when the Webelos Scouts attend the troop meeting. It would be ideal if the instruction and guidance could be provided by Scouts in the troop to demonstrate the role of youth as leaders, teachers, and mentors.

You will also need to work with a troop's Scoutmaster and/or assistant Scoutmaster to attend a campout or an outdoor-oriented activity with that troop, such as Scouting for Food or a service project activity. While attending a campout or outdoor activity is required, Webelos Scouts and their parent or guardian are not required to spend the night. Confirm the outing plan with families, including transportation and any additional items they need to bring. Make sure activity consent forms are distributed, signed, and collected.

If the den does participate in a campout, there must be at least one adult present who is currently trained in Basic Adult Leader Outdoor Orientation. Follow all Youth Protection policies, including tenting and bathroom/shower use.

Webelos Scouts are tasked with practicing requirement 1 at home. Check that they are making progress on this requirement.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

MEETING 1 PLAN (Troop Meeting Visit)

PREPARATION AND MATERIALS NEEDED

- Visit a weekly troop meeting. Prior to this meeting you will need to have established communication with a troop in your area and with the members of the den and their parents to schedule the visit. Inform the Scouts of the date and time of the troop meeting and tell them to bring their *Webelos Handbooks* with them.
- To be prepared for this visit and to prepare troop leadership, you will want to provide at least two weeks' notice to maximize success for all participants—Webelos Scouts and Scouts alike.

- When coordinating this meeting with the troop, speak to the unit leaders and emphasize the importance of having Scouts in the troop, especially first-year Scouts, involved in the process of instructing and helping the Webelos Scouts during their visit (such as a “shadowing” system to buddy up with a first-year Scout during the visit).
- Determine a time to gather as a den. Decide if the den members and parents will meet before and travel together to the troop meeting, or if the Webelos Scouts and their parents will drive separately and meet at the troop meeting site.

GATHERING

- Prepare for the troop meeting per the troop leadership’s instructions.

OPENING

- Discuss with the leadership of the troop your den will visit about how the Webelos Scouts will participate in the opening ceremony. Some troops may prefer that the Webelos Scouts are spectators; other troops may wish to have them stand in formation with the assembled Scouts as a patrol. Either is an appropriate way to involve the Webelos Scouts.

TALK TIME

- Depending on how the visit to the Scout troop is organized, the traditional Talk Time activities may be difficult to carry out. It may work better for your den to carry out these or other appropriate activities before the troop meeting starts or at the close of the troop’s business meeting during a separate gathering for the members of the Webelos den.

ACTIVITIES

◆ Activity 1 (Requirements 2A–2D)

Have the Webelos Scouts observe the troop meeting and talk with the leadership of the troop. (This could be any or all of the following: Scoutmaster, assistant Scoutmaster, senior patrol leader, and patrol leaders.)

ACTIVITY 2

Scouts will participate in a “Scout scavenger hunt” while they attend the troop meeting. The scavenger hunt will help encourage everyone to pay attention to key elements and experiences of a troop meeting while being engaged and active observers.

CLOSING

- Alternative: Include Talk Time activities after troop meeting visit.
- Before dismissing, give the Scouts two pieces of rope (or one 24-inch piece) and instruct them to learn the square knot that is described in the *Webelos Handbook*. Tell them to bring the ropes back to their next meeting to show how to tie a square knot.
- Inform the Scouts that at your next den meeting, the Scouts will elect a patrol leader as they model a patrol for this adventure. Explain that the patrol leader will be leading the Scouts for the next two meetings and on an outing with a troop with your guidance.
- Inform those Scouts interested in becoming patrol leader that they need to prepare a speech (talk) explaining why they would like to be the patrol leader and give it at the next meeting. Have those Scouts contact you and share with you their talk to make sure the message is appropriate.
- Inform all the members of the den that they will be choosing a patrol emblem for their patrol (if your den has not already done so) and making a flag with that emblem (if your den has not already done so) at your next meeting.



Do-at-Home Project Reminder:

Please take all of the information you collected today while visiting the Scout troop (such as patrol method, uniforms, youth-led meetings, etc.) and create a presentation of what you are looking forward to about joining a troop.

This can be done in many formats:

- Poster
- Collage
- Cartoon strip
- Media presentation
- Poetry
- Oral presentation
- Song

Please bring this presentation to the following meeting to share with the group.

AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Record completion of requirement 2 and any of requirements 1 and 3 that each Webelos Scout has completed.

MEETING 1 RESOURCES

DEN MEETING 1 TROOP MEETING PREPARATION

SCOUTING ADVENTURE

SCOUTMASTER CHECKLIST

Dear Scoutmaster:

Thank you for helping the Webelos Scouts of Den _____ Pack _____ to understand how a troop works by inviting them to attend the weekly meeting of Troop _____ and/or an outing of Troop _____.

Below is a checklist of requirement items they need to understand and fulfill with regard to preparing themselves to take the next step on their Scouting journey. Please use this checklist as a guide when they attend your meeting and/or outing. It would be ideal if the instruction and guidance could be provided by patrol members to demonstrate the role of youth in the troop as leaders, teachers, and mentors.

Part 1 — Troop Meeting

- Visit a Scout troop's weekly meeting together with your den members, their parents, and unit leaders.
- Describe how the youth of a troop provide its leadership.
- Describe what a merit badge is and how it is earned.
- Describe the rank badges in Scouting and how they are earned.
- List the three steps you will go through once you have completed all the requirements for a rank in Scouting. These are the Scoutmaster conference, board of review, and recognition.
- Explain what the patrol is and how it works.
- Identify the different patrols that a troop may have.
- List the differences between a new-Scout patrol and a traditional patrol in a Scout troop.

Part 2—Outing

- With your Webelos den leader and a parent or guardian, participate in a campout with a Scout troop or participate in an outdoor-oriented activity with a Scout troop.
- Prepare, plan for, and use the patrol method while on a troop campout or during a troop outdoor activity.
- Show how to tie a square knot, two half hitches, and a taut-line hitch and explain how each knot is used. (This may be done at a Webelos den meeting.)
- Show the proper care of a rope by demonstrating how to whip or fuse the ends of different kinds of rope. (This may be done at a Webelos den meeting.)
- Demonstrate your knowledge of the pocketknife safety rules and pocketknife pledge. Earn your Whittling Chip card if you have not already done so. (This may be done at a Webelos den meeting.)

ACTIVITY 2

Troop Meeting Scavenger Hunt (examples include):

- Troop meeting run by youth: Did you see the senior patrol leader start the meeting or did an adult begin the meeting?
- Patrol method used: Did you see smaller groups in patrols who are making decisions about troop activities?
- Skills: Were Scout skills taught to younger Scouts by older Scouts?
- Patrols: Did you see new-Scout patrols, traditional patrols, and experienced Scout patrols?
- Games: Did the troop play an interpatrol game to practice Scout skills?
- Program: What are the Scouts in the troop planning to do later in the month?
- Program: Where did the troop go to camp last summer and where is the troop planning to go to camp next summer?
- Uniforming: Were the Scouts and adult leaders wearing their uniforms?
- What kind of fun activities does this troop do?
- Adults: Did the Scoutmaster share a closing thought?
- Closing: Did you see the closing run by the Scouts in the troop?
- Did the Scouts seem to have fun at the meeting?

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- Paper for drawing pictures of the troop meeting
- Paper for ballots to record each Scout's choice for patrol leader
- Materials for making a patrol flag (cloth or canvas, markers or paint, for example)
- Extra paper and pencils to create a patrol name and emblem that is appropriate and aligns with the aims of Scouting
- 9 balloons (check for latex allergies)

GATHERING

- Give everyone time to show their square knots and how to tie them.
- For those who were unable to complete the at-home assignment or were absent from the previous meeting, have Scouts draw a picture of a troop meeting. The Webelos Scouts can make special note of aspects of the meeting they enjoyed. Ask them to state what badges they are most looking forward to earning their first year. They will share this with the other den members in the activity part of this den meeting.

- Have available copies of the First Class badge puzzle for each member of the den to assemble and repeat the meaning of each piece. Let them take the puzzle home to review with a parent for this part of requirement 1.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Law.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.
- Inform the Scouts of the date and time of their outing with the Scout troop and let them know what they will be doing. Hand out an informational flier for the Scouts to take home to their parent or guardian regarding this activity.

NOTES TO DEN LEADER

If attending a troop campout at the end of this adventure, make sure the parents or guardians are aware that they are required to have an adult attend the campout with their child.

Determine a cost per person to cover the purchase of food and any other materials for the campout. For example, there might be an additional cost associated with the location. Keeping the cost low will ensure that all youth and adults can participate.

Establishing the cost per person will establish the budget for the planning meeting. The cost varies troop by troop. You may want to consult with the Scoutmaster of the troop you are camping with for a recommended cost per person.

The Scouts will be planning their meals for the campout in Meeting 3.

Let the members of your den and their parent or guardian know the total cost of the campout in your take-home flier, explaining what the money is for and that the amount needs to be brought to the next den meeting.

ACTIVITIES

◆ Activity 1: Presentations

Based on information they learned at the previous meeting and the at-home assignment, have Scouts present to the group what they are most looking forward to about joining a troop (this can be the creative representation they made) or have them state what badges they are most looking forward to earning their first year.

◆ Activity 2: Patrol Leader Vote (Requirement 3B)

- Patrol leader speeches: Have those Scouts who would like to be the patrol leader for this month give their brief speeches to the den.
- Pass out ballots for voting.
- Have the Scouts vote.
- Tally the votes and announce the patrol leader.

◆ Activity 3: Leadership Juggle Game

- Blow up balloons and label each one with a duty of the patrol leader, such as the following:
 - a. Meeting planning
 - b. Duty rosters
 - c. Meal planning
 - d. Equipment care
 - e. Communication in patrol

- f. Communication with other patrols
 - g. Promoting participation
 - h. Responsibilities for troop meetings
 - i. Responsibilities for troop outings
- Have the newly elected patrol leader try to hold on to all the balloons. If they can do it, start asking for some of them back in a specific order. The goal is to illustrate to the patrol leader AND the patrol that one Scout cannot do all the work; it's a team effort! Pass out the balloons, a couple to each member, and show how much easier it is to take care of patrol business when everyone pitches in.
 - Share with Scouts that patrols are the building blocks of a Scout troop. A patrol is a small group of Scouts who are similar in age, development, and interests. Working together as a team, patrol members share the responsibility for the patrol's success. They gain confidence by serving in positions of patrol leadership. All patrol members enjoy the friendship, sense of belonging, and achievements of the patrol and of each of its members.
 - Help your newly elected patrol leader by letting them know they are to provide leadership in working with the other members of the patrol to create a patrol name and emblem, a patrol yell, and a patrol flag (if the den does not have a den emblem, flag, or yell).

◆ Activity 4: Blind Square Game

Materials: Scouts' knot practice ropes; additional 20-foot length of rope; neckerchiefs or bandannas for blindfolds

- Direct members of the den to tie their practice ropes end to end with square knots. Tie the extra 20-foot length of rope to the smaller pieces of rope to make a continuous loop of rope.
- Ask Scouts to blindfold themselves and to then grasp the rope. While blindfolded, direct the Scouts to form a geometric figure: square, triangle, pentagon, etc. After each try, invite everyone to look at the figure they made. Webelos Scouts will likely struggle initially as they come up with a strategy to make the desired figure. Reflect on the experience using the following questions:
 - What did the group think the purpose of this activity was? (focus on task: to create the assigned figure)
 - How did being blindfolded make you feel?
 - How did being blindfolded change the way you had to work together?
 - How could they improve?
- Give the group the option of trying the activity a second time. Then ask these questions:
 - What happened this time that was different?
 - Can you think of specific examples when the group cooperated in completing this activity? Explain.
 - What did you learn from this experience?
 - What did you learn during this activity that will help your den/patrol work better as a team?

CLOSING

- Build in a reflection on the patrol method: What makes the patrol method an important part of a good troop?
- In keeping with the idea of modeling a troop, the troop meeting usually closes with an inspirational or thoughtful message called a Scoutmaster's Minute. Close this meeting by giving this Scoutmaster's Minute:

Do a Good Turn Daily. This is the slogan of the BSA.

Some Good Turns are big—saving a life, helping out after floods or other disasters, recycling community trash, working with your patrol on conservation projects.

But Good Turns are often small, thoughtful acts—helping a child cross a busy street, going to the store for an elderly neighbor, cutting back brush that is blocking a sign, doing something special for a brother or sister, welcoming a new student to your school.

A Good Turn is more than simple good manners. It is a special act of kindness. Remember, a Scout is kind.

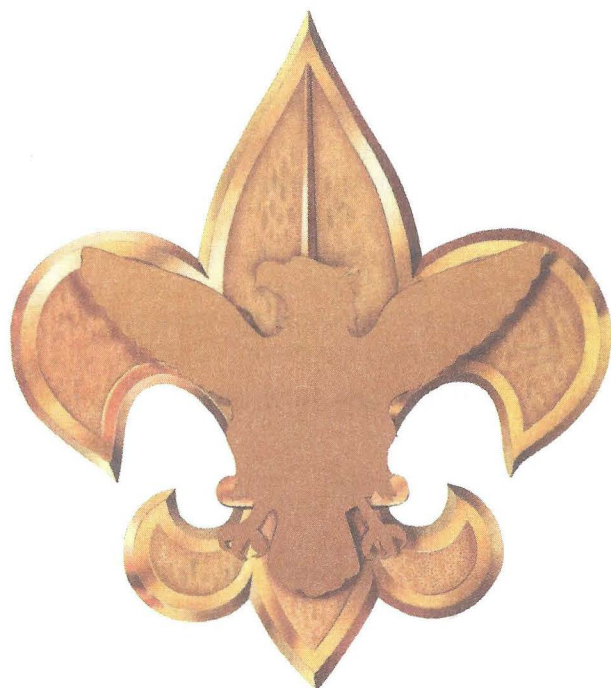
AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Prepare the acting patrol leader for the upcoming third meeting. Let them know what you want them to be responsible for at that meeting—gathering activity, etc. (See preparation notes for Meeting 3.)
- Record completion of any of requirements 1 and 3 that each Webelos Scout has completed.

MEETING 2 RESOURCES

GATHERING: FIRST CLASS BADGE PUZZLE

Create a puzzle out of the parts of the First Class badge below so Scouts can assemble the parts and learn what each one means. Copy on heavy paper.



ACTIVITY 1: SAMPLE FLIER FOR A DEN OUTING

Who:

Webelos Scouts in Den 7

What:

Outdoor adventure with Troop 46

Where:

37 W. Big Timber Road (west of Randall Road), Elgin, Illinois

When:

Saturday, Nov. 3, 2018

Depart 8 a.m. from Davis School

Depart 4 p.m. from Camp Big Timber

Return to meeting place by 4:30 p.m.

Why:

Learn about the next step in your Scouting journey and have fun!

How:

Travel notes—If the parents attending can transport their own children, I will be able to accommodate the rest.

Medical form:

I have two of these already. Everyone (youth and adults) attending is required to complete Parts A and B of the Annual Health and Medical Record and bring it with them to the activity. If you bring it to the den meeting on Tuesday, I will organize all of the materials and expedite the check-in at camp.

The medical form is available at www.scouting.org/health-and-safety/ahmr/.

Cost:

\$4 per Webelos Scout and parent to cover the cost of the food the troop will provide

Special Notes:

Please bring

- Warm coat
- Snow pants (if desired)
- Extra mittens and/or gloves
- Boots
- Hat
- Scarf
- Extra socks

Please note:

The activities may change due to weather conditions and circumstances beyond our control. The troop has reserved a cabin at camp to use as a warming space.

Contact:

Den Leader Name: _____

Phone: _____

Email: _____

MEETING **3** PLAN—Option A (Troop Campout)

PREPARATION AND MATERIALS NEEDED

- Work with the newly appointed patrol leader to determine what type of gathering activity they will lead the patrol in.
- Also help guide the patrol leader to understand they will be assigning patrol job descriptions for the campout during this meeting and leading the patrol in planning their meals for the campout based on the budget previously set. Help guide them on how and when to collect the money for each participant's share of the food cost. Guide them as to the equipment that will be needed for the campout, such as items needed to cook the meals and to clean up afterward.
- Determine if there is a need to contact the troop for help with any equipment. (For example, if a tent is needed, perhaps the troop has some extra tents the Webelos Scouts could use. The acting patrol leader should make this phone call to the troop's Scoutmaster with their parent's help. The den leader should alert the Scoutmaster to this in advance so that the call will not come as a surprise to the Scoutmaster and he or she can help a nervous Webelos Scout through the process.)
- Chart paper with patrol budget outlined
- Calculator
- Duty roster
- Cast Iron Chef adventure to cross-reference for meal planning
- A bundle of matches for the Scoutmaster's Minute

GATHERING

- Game or knot practice (determined by the acting patrol leader with your approval)

OPENING

- Conduct a flag ceremony of your choosing, led by the acting patrol leader, that includes the Pledge of Allegiance and the Scout Law.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.
- Patrol leader should review the troop campout date and time, and collect money from each member of the den for the campout.
- Remind Webelos that this is a Scout troop campout, and they will continue to learn about Scouting and Scout methods. Ask them to think about what questions they would like to ask the members of the troop they will meet and work with on the campout.

ACTIVITIES (REQUIREMENT 3D)

Help guide the acting patrol leader to give leadership as they:

- Explain the budget the den has for meals.
- Plan the meals for the campout. (You may need to remind them of their total available funds as they plan.)
- Determine who (one Scout and parent or the entire patrol and their parents) will go shopping for the food items and bring them to the campout. If shopping as a patrol, decide the date and time and determine the transportation that will be needed to go to the grocery store.
- Determine what cooking and cleaning items will be needed while on the campout.
- Determine who will bring the cooking and cleaning items to the campout. (It could be several patrol members. The goal is to assign responsibility and for the Scouts to take ownership of what they agreed to bring, which will be used to benefit the entire patrol.)

- Develop a duty roster for the campout to include:
 - Fire starting
 - Fire extinguishing
 - Cooks for each meal
 - Cleanup for each meal
- Review personal gear items (found in Webelos Walkabout den meeting plans) to bring on the campout by playing a camping gear relay. Review any location and weather concerns. (Check with Scoutmaster for any location concerns.)
- Remind the patrol of the date, time, and place to gather for the campout.

CLOSING

- Reflect on what went well and what could have gone better with the patrol method.
- Scoutmaster's Minute: "Bound Through Scouting" (see Meeting 3 Resources)

AFTER THE MEETING

- Review with the acting patrol leader their leadership responsibilities for the upcoming campout and any follow-up actions they will need to do before that event.
- Record completion of requirement 3D.

MEETING 3 Option B (Troop Outdoor Activity)

PREPARATION AND MATERIALS NEEDED

- If needed, work with your troop contact to secure:
 - Different types of rope
 - Matches and candle to fuse the ends of the rope
 - A pocketknife for the pocketknife safety portion of this meeting
- You may also consider having the troop representative lead this segment for your Webelos den meeting.
- Carrying this out during an outing with a Scout troop, with the Scouts leading the instruction, provides a good alternative to a den meeting activity.

GATHERING

- Play the Future Game, a continuing story game in which each player adds something to the developing story.
- It begins like this: "I looked into the future and saw ..." For example, the first player might say: "I looked into the future and saw a duck." The second player might say: "The duck was flying in space." The third player might say: "The duck was flying in space and saw a satellite." And so on, with each player adding to the story with a new sentence.
- Continue until no one can think of another element to add to the story to keep it going. Add players in as they arrive, in sequence.

OPENING

- Conduct a flag ceremony of your choosing, led by the acting patrol leader, that includes the Pledge of Allegiance and the Scout Law.

TALK TIME

- See sample Talk Time activities in the appendix.
- The acting patrol leader should review the outdoor activity planned with a troop. Share the date and time and where to meet, as well as any items that will be needed for the activity.

ACTIVITIES

- As a patrol led by the acting patrol leader, determine what tasks the patrol members could fulfill for this activity.

◆ Option 1: Scouting for Food—Assignments for Webelos Scouts

- One member may need to call and remind the other patrol members of the date and time of the activity.
- Another patrol member may need to communicate a reminder on the personal equipment that is needed for the activity (proper clothing, water, sunscreen, hats).
- One member may need to schedule the transportation to and from the activity with the adult leaders and parents.
- One member may need to distribute the Scouting for Food bags and be responsible for obtaining extra bags that may be needed.
- One member may need to organize a snack for the members of the patrol.

◆ Option 2: Adopt-a-School Service Project

- One member is needed to work with the principal or groundskeeper at a local school to determine a need that Webelos Scouts can address.
- One member may need to call and remind the other patrol members of the date and time of the activity.
- Another patrol member may need to communicate a reminder about the personal equipment that is needed for the activity (proper clothing, water, sunscreen, hats, trash bags, disposable gloves, simple tools such as a rake).
- One member may need to schedule the transportation to and from the activity with the adult leaders and parents.
- One member may need to organize a snack for the members of the patrol.
- One member can be assigned to take a picture of the den members and the project to share with the school.

Complete requirements 5 and 6:

- Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.
- Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.
- Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. If you have not already done so, earn your Whittling Chip card.

(See the appendix and the *Webelos Handbook* for rope care, knot tying, and pocketknife safety resources.)

CLOSING

- Reflect on what went well and what could have gone better with the patrol method.
- Discuss questions Scouts and families should consider when choosing a troop. Include items such as the size of the troop, the troop's location, the personality fit of the troop, the expected costs, the troop's record of advancement, and—of course—whether the Scouts are having fun! Have families review these items before the outing.
- Review details for the upcoming outing in Meeting 4. Make sure all Scouts and their families know the plans.
- Closing thought—"Bound Through Scouting" (see Meeting 3 Resources)

AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Review with the acting patrol leader the leadership responsibilities for the upcoming outdoor troop activity.
- Record completion of requirement 3D.

MEETING 3 RESOURCES

CLOSING: SCOUTMASTER'S MINUTE

Bound Through Scouting

(You will need a small bundle of wooden matches and a rubber band. Gather up the matches and neatly bundle them together so that they will stand when you set them down. Adapt the text below to fit the specific experiences of your den.)

Our troop is much like these matches. (Stand the matches on end for everyone to see.) You might have noticed that we all stick together. It is the trust, friendship, and knowledge of everyone here that makes us feel this way. We know that when the going gets tough, like on our last campout (or event, etc.), if we stick together we will come out on top. On our campout, everyone did their job. (The tents were set up, the cooks prepared a fine meal, and the wood crew brought in enough firewood to last a week. We stuck together, etc.)

But what happens if we don't stick together? (Pick up the bundle of matches and take the rubber band off. Then set the bundle back on the floor. Let the matches fall and scatter.) If we don't stick together, we will all fall apart just as these matches did. When this happens, we cannot accomplish as much as we can as a team. Thanks for sticking together.



SCOUT TROOP PATROL DUTY ROSTER

Patrol: _____ Patrol Leader: _____

Campout Location: _____ Dates: _____

Patrol Members

- | | |
|----------|----------|
| 1. _____ | 5. _____ |
| 2. _____ | 6. _____ |
| 3. _____ | 7. _____ |
| 4. _____ | 8. _____ |

	COOK	ASSISTANT COOK	CLEAN UP	ASSISTANT CLEAN UP	FIRE & WATER
SATURDAY BREAKFAST	1	2	3	4	5
SATURDAY LUNCH	6	7	8	1	2
SATURDAY DINNER	3	4	5	6	7
SATURDAY SNACK	8	1	2	3	4
SUNDAY BREAKFAST	5	6	7	8	1

MEETING 4 PLAN (Den Outing)

PREPARATION AND MATERIALS NEEDED

- Take part in a troop outing or campout. Prior to this activity you will need to have established communication with a troop in your area and the members of your den and their parents or guardians to schedule a campout or other outdoor-oriented activity with the troop. Inform the Scouts of the date and time of the activity and let them know if they need to bring any gear with them.

- If spending the night, either bring tenting and cooking gear or coordinate with the hosting troop to borrow needed equipment.
- See needed camping gear in the *Webelos Handbook*.
- Coordinate activities with host troop leadership. Members of the Webelos den should be able to complete requirements 5 and 6 during the outing. Share this information in advance with the Scoutmaster or designated point of contact.
- Confirm that transportation to and from the event is in place. Secure signed activity consent forms.
- The den leader should bring a copy of the *Guide to Safe Scouting*.

ACTIVITIES (REQUIREMENT 4)

- The specific nature of the activities will depend on the troop program and how the Webelos Scouts will be involved in the program. Some troops may assign a helper to the den (a troop guide) to coach the Webelos patrol leader, or the troop may create a “round-robin” set of skills for the Scouts in the Webelos den to learn and practice required camping skills.
- Again, as with all of the activities in this adventure, be sure to coordinate with troop leadership to ensure that expectations are met, advancement is secured, and everyone has fun.

◆ Activity 1

For Webelos dens spending the night:

- Campsite setup
- Evening programming
- Campfire, game, skill practice

◆ Activity 2

- Reveille
- Breakfast/cleanup OR arrive at location for outing
- Morning activities
- Noon meal preparation/cleanup
- Afternoon programming
- Evening meal preparation/cleanup
- Evening programming
- Depart

AFTER THE MEETING

- Follow details established during planning phase for transportation home.
- Send thank-you notes to those who helped.
- Record completion of requirement 4, and of requirements 5 and 6, if not done previously.

RESOURCE ITEMS FOR DEN OUTING

Content needed for delivery of the den outing depends on program determined in advance.

Upon completion of the Scouting Adventure, your Webelos Scouts will have earned the adventure pin shown here. Make sure they are recognized for their completion by presenting the adventure pins, to be worn on their uniforms, as soon as possible according to your pack's tradition.

