



Summer Meeting Plan – Week 2

Note: Please view these videos before the meeting. You may also watch them during the meeting if you find it helpful. Practice makes perfect.

Overhand knot - https://www.youtube.com/watch?v=ep0_Q9DD5hI

Square knot - https://www.youtube.com/watch?v=GWcWb_UWkDY

Opening - 3 minutes

Have the Scouts stand up around the tables.

- Instruct them to hold up the Cub Scout sign. Read out the Scout Oath one line at a time and have them repeat it.
- Read out the Scout Law one point at a time and have them repeat it.
- When you are done, say the word “Two” and instruct them to put their hands down.

Have them take a seat at the tables

Talk Time - Explain Activity/Goal 2 mins

This week we will be learning how we can be safe and clean outdoors. There are lots of things we can do to make sure that while we are outside we are not disturbing the animals or other people. In Scouts we try to abide by the Outdoor Code and Leave No Trace. They are our guidelines, and a simple way we can make sure our “outdoor footprint” is minimized.

Activity 1- Outdoor Code/LNT – 15 minutes

The Outdoor Code is simple. Repeat after me. (Read from Outdoor Code sheet, line by line)

Leave No Trace is another way we keep the outdoors safe and clean. (Read from the Leave No Trace sheet)

Activity 2 –Knot Tying – 10 minutes

First, we will be trying an overhand knot. Go step by step slowly until they get it. Please review the video. You may also use the knot sheet for reference.

Next we will be trying the square knot. Go step by step slowly until they get it. Please review the video. You may also use the knot sheet for reference.

Activity 3 – Animals/Weather - 10 minutes

Now we will talk a little about native animals and how to plan for changes in the weather. There are many dangerous animals you might see while camping or hiking in Florida. Who has an idea of a dangerous Florida animal? Wait for responses. Allow them to discuss at least 4 different types of animals and where they might see them.

Ideas: Alligators, Panthers, Snakes, Ticks, Bear, Spiders, Sharks



The weather also affects how we plan our trips. You should always know what the weather will be like and be prepared for sudden changes. You always need to know what to wear and if you need to pack a jacket or rain gear. There are many ways to check the weather. How can you find out what the weather will be like? Let them respond. There are also some ways to predict if the weather will change while you are already out. Things like:

Sky Color – They say “red sky at night, sailors delight. Red sky in the morning, sailors take warning.” This simply means if you see a red sky in the morning, it will probably rain. Changes in sky color should always be taken notice of particularly at sunrise and sunset.

Hair: The hair on your head will get curlier when damp and relax when dry, so straighter hair means dry weather, wavier means rain.

Watch the Clouds Closely – Not all dark clouds are the same. A severe storm with the potential of developing deadly weather will often look very dark or even have a sickly green tint. The clouds should be very large, low-lying cumulonimbus clouds.

Pay Attention to the Temperature – If you feel the temperature drop from warm or hot to a more brisk temperature, you know the storm is approaching very quickly.

Beware of Sudden Wind Changes – Be on your toes if it suddenly gets very windy or if there is an abrupt calm during or right after a thunderstorm. That eerie calm isn’t necessarily indicating the end of a storm, but it could be a sign of potentially dangerous weather to come very shortly.

These are all natural indicators of bad weather approaching.

Activity 4 – Hike – 15 minutes

Now its time to go on a little hike. While we walk around outside I want you to look for signs of wildlife. Even in areas where people live there are always animals all around. Look for things like birds nests, squirrels, birds, animal food, even poop. Try to find at least 4 signs of wildlife while we are outside. Make sure we walk quietly so we don’t disturb any animals while we are outside. Remember to Leave No Trace.

Choose a game:

Whole Group Activity – Optional – Time Permitting

Cub Scout Red Light/Green Light

This is a basic game of Red Light/Green Light where the Scouts go if you hold up the Cub Scout Sign (2 fingers on the right hand) and stop if you hold up anything else. If they move when you have a different number of fingers up, they go back to the starting line. The winner of the round becomes the next person to be the traffic light.

Optional - Whole Group Activity – Cub Scout Says

Play Simon Says with the Cub Scout skills we just learned.



Optional - Whole Group Activity – Animal Races

Put out cones or mark a start and finish line. Ask the Scouts to pick an animal and show you how it walks. Then have the Scouts race between the two lines with the winner picking the next animal. Some examples are hopping like a bird, jumping like a frog or walking on hands and feet like a bear.

Whole Group Activity – Free time Outside

Announcements 2 mins

Next week we will be talking about how we can do our duty as scouts in our homes and our communities. Think of ways that you are helpful in your home or neighborhood. I want to hear all about it next meeting. Pass out Youth Protection handouts. Please take these home and read them with your parents. Congratulations, you have all finished the requirements and have earned the rank of Bobcat!!

Closing 2 mins

Get them to stand up.

Say: *Cub Scouts - Cub Scout Sign* (put up the Cub Scout Sign and wait for them to follow).

Let's do the Scout Oath. (Say each line and then have them repeat it)

Ready – Two (put their hands down)

(now in an energetic voice say the following)

*What's the Cub Scout Motto? - **Do Your Best***

*Did you do your best? – **Yes!***

*Did you learn something new? – **Yes!***

*Did you have fun? – **Yes!***

Dismissed!

*If help is needed contact Trisha Winscott at 813-460-3646