

DESERET PEAK DISTRICT #8

Den Leader Section

January 2017 Roundtable Handout For:

SCOUT LAW:

Reverent

THEME:

Passport to Other Lands



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Scout Law: Reverent

A scout can be reverent in many ways. Reverence means respect and honor. Scouts respect and honor their religion as well as show respect for other's beliefs. Plan for ways to show reverence in the New Year by adding moments of reflection in your den meetings. Think about participating in the Great Salt Lake Council Interfaith Hike this spring.

Theme: Passport to Other Lands

It is fun to explore other lands. Scouts are great at exploring new things. In order to explore, a scout must be brave. Scouts can be brave by learning about other people, trying their food, learning about their culture and showing reverence and respect toward their beliefs.

Gathering/Opening

Who am I? This is a good game to play but cubs might need some help. As the Cub Scouts arrive place the name of a famous religious person on their backs so that they cannot see it. They will need to try to guess who they have by trying to get clues from others. Good choices would be Moses, Abraham, Buddha, Mohammad, Mother Theresa, and Joseph Smith.

For the opening try starting the New Year off by defining the pledge of allegiance. Let John Wayne help out by listening to his pledge at the following link: <https://www.youtube.com/watch?v=NVP8uCtwJPO>

Ceremonies

Passports are used to identify individuals across international borders. They are used to grant permission to cross borders. Once leaving the United States, citizens will need to present their passport documents in order to get back into the country. This idea can be used in a number of ways to award ranks. Below is an example of what could be done.

Passport Ceremony

The cub master can dress up like a border security guard. Cub scouts are issued passports as they arrive at the pack meeting.

CM: Tonight we have some cub scouts who have earned awards. As your names are called, please come forward and present your passport for identification to earn your award.

The Cub Scout approaches the table shows the passport and is presented the award.

Cheers

Reverse Applause: Move hands away from each other. Pinky: Clap little fingers together.

Silent Yell: Raise both fists to level with hand and shout without any sound while shaking both fists. Or else have everyone stand in unison and open their mouths and scream without making any sound.

https://meritbadge.org/wiki/images/0/05/Cub_Scout_Cheers.pdf

Run-ons & Skits

THIS IS MY LAND

Arrangement: Four Cub Scouts dressed in costumes of South America, Japan, Africa and the Netherlands. Each holds a picture or map of his land with narration written on the back. A fifth boy, dressed as Uncle Sam, carries the US flag. In turn boys come on stage and read their parts.

South America: I am South America, a big continent known for its exotic foods, rain forests, and minerals. Most of my people speak Spanish or Portuguese. Some of them wear sombreros and serapes. South America! This is my land.

Japan: I am Japan. People come from all over the world to see my cherry blossoms and to try to use chopsticks. I am noted for making cars, cameras and video games. Japan! This is my land.

Netherlands: I am the Netherlands, but some people call me Holland. I am known for my windmills, my beautiful tulips and delicious cheese. Netherlands! This is my land.

Africa: I am Africa, the second largest of the six continents. I am many things - gold, diamonds, oil, exotic animals, deserts and jungles. Africa! This is my land.

America: I am the United States of America. People come to me from all over the world to find freedom. My customs are those of every land. I aim to offer equal opportunity to everyone. I am the home of the brave and the land of the free. America! This is our land.

<http://scoutingmagazine.org/backissues/>

Indoor/Outdoor Activities & Games

PICK-UP STICKS

This game can be played by two or three players. One player keeps playing as long as he doesn't drop sticks or misses catching the ball. When he makes a mistake, it's the next player's turn.

Items you need to play: You will need ten chopsticks or popsicle sticks, and small bouncy balls. How to play the game: Lay the sticks on the floor in a straight line, one below the other. Throw the ball in the air and pick up one stick. Catch the ball in the same hand after you let it bounce once. Keep the stick in your hand and pick another up in the same way. Repeat until all of the sticks have been picked up. Lay them out again and as the ball is thrown up and allowed to bounce, pick up two sticks at a time. Continue with three, then four, and so on until you attempt to pick up all ten at one time.

RESOURCES

<http://www.deseretpeakcubscouting.com>

This is for our district. Find past issues of our district roundtable handouts, announcements, upcoming events

<http://www.saltlakescouts.org>

This is for our Council (we are the Great Salt Lake Council) – find local and current events. Find info on activity & trail patches by finding programs on the left, then cub scouts, then activity and trail patches.

<http://www.scouting.org>

This is the BSA official website.

<http://cubscouts.org/>

Need a little inspiration? Check out the Cub Hub! Posts from all sorts of social media about Cub Scouting all gathered in one place.

www.my.scouting.org

This is the official website to track your leadership training accomplishments like “Youth Protection” and “Leader Specific Training”.

CRAFT PROJECTS

There are a lot of ideas online that can help you come up with a craft that is related to a person’s Duty to God. We won’t list them here as there are too many. One thing to keep in mind as you determine if it is appropriate to do a craft at all with your Cub Scouts, is to understand that it is possible that not all Cub Scouts in your Den or Pack belong to one sect of religion or even have a religion that they believe in, and therefore special attention and care should be made to respect the views and beliefs that may be different than your own.

BREAKOUT TRAINING – Duty to God

This discussion will help you to understand what you can do to support your Cub Scouts in their Duty to God adventure. We will also discuss BSA’s Duty to God religious emblem program.





This adventure will help Tigers realize that the Scout Law is a code of conduct they can follow to make their bodies and minds stronger. We will be working on Adventure # 2. Create a den shield and a personal shield. So let's get ready to defend yourself against your Tigers!



Germs are easy to pass. See how with the germ magnet game.



We will discuss both #1 and #2 requirements for this adventure. It is important to know of the religious emblem of your faith and its requirements as well as have an understanding of what to do if you have a Cub Scout who belongs to a religion wherein there is no religious emblem to earn.