



# Bear Den Meeting 16

## Build a Model

Achievement 21a.

### Preparation and Materials Needed

- ▶ See Bear Den Meeting 15 for the details.
- ▶ Ideally, all Scouts have completed the rough assembly of the car kits so no sawing or shaping will be needed, but if some need to catch up, you may need all of those materials again for this meeting.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
  - Derby car kits in process for each boy.
  - Bring the rules for your derby about how your cars are to be built.
  - Saws, hammers, wood rasps, drills, weight inserts (washers, fishing weights or other), sandpaper, paint, decals, smocks. A good scale to weigh the cars is very useful.

### Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you're snacking, organize space for that and the cleanup.

### Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

### Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

### Business Items

- ▶ Review the upcoming pinewood derby, what you know of the participation and competition rules, and how you'll go about making the cars today.
- ▶ This would be a good time for each Scout to show his car "in process" and describe how he is going to finish the car and complete the design.
- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

### Activities

- ▶ **Achievement 21a** ("Build a Model."): Build pinewood derby cars with each Scout.
  - Ideally, today is decoration and completion day, so there should be less need for adult partners to make the car, and more opportunity for adult partners to assist and coach the Scouts on their painting, gluing, stickers, and design elements.
- ▶ Watch this meeting carefully, because you'll probably need some breaks if Scouts get bored. Be sure to mix in brief games and songs (serious or silly) to change the pace of the meeting as needed.

### Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader's minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

## Den Meeting 16



### After the Meeting

- ▶ If you've changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.