

A sample Cub Scout Weekly Meeting

The weekly meeting should be fun and interesting for the Cub Scouts; focusing on programme, learning new skills and organizing future adventures or activities. A well organized meeting should have a definitive structure.

The Opening (10 minutes)

- Start on time for best practice and to promote punctuality
- Line up in Sixes
- Flag ceremony, Promise or Law
- Attendance register & collection of subs/dues

Energy Release Game (10 minutes)

- Fast paced, energetic, noisy game

Skills Instruction (20 minutes)

- Divide into Sixes
- Skill is explained, then demonstrated, then practiced by all.

Skills Game (10 minutes)

- Play a game to reinforce the learning of the skill just practiced. (Relays usually work best).

Programme (20 minutes)

- Divide into Turas, Taisteal and Tagann Cubs
- Plan an upcoming adventure using the Spice Cards and Adventure Quest handbook and or reviewing a recent activity

Team Game (10 minutes)

- Sixes game to promote teamwork

Closing (10 minutes)

- Clean up
- Announcements re upcoming events or activities
- Finish on time.