

WELCOME TO VIRTUAL SCOUTING!

15
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WELCOME

- Say hello to everyone on the call and wait a couple minutes for anyone who may have trouble getting connected.

MEETING OPENING

- Run a version of your regular opening ([Grand Howl](#)).
- Go through what you will be doing during the meeting and set expectations for the night.

15
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PLAN

Let's Connect!

- Go through the plan for the meeting and set expectations for the night. This is a great time to review your Pack's Code of Conduct and update it if needed so that it applies to virtual meetings.
- Find a discussion question for the Cubs (and Scouters) to answer, such as "How have you helped your family this week?"

- Leave time for the Cubs to share their answers but be ready to move on if the conversations falls shorter than expected.

Have a body break! Stand up, do some stretches and shake it out before jumping into the activity.



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DO

Activities to Get You Started

- Practise meeting etiquette (muting/unmuting yourself, how to use the chat bar, mute yourself if you are making noise when someone is talking, how to raise your hand, looking at the camera when you're talking, etc.).
- Try a [Scavenger Hunt](#) and practise your new skills!

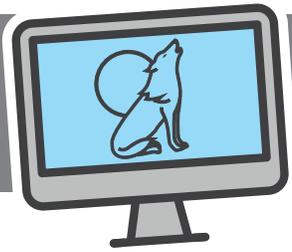
What's Next?

- Ask the Cubs what activity they want to do next week. Plan how they are going to do the activity. Ask What, Why, Where, When, How questions (WWWWH).

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REVIEW & CLOSING

- Review what you did by discussing a couple of short open-ended questions (don't worry about everyone answering the question, but the same people should not always be answering).
- Run a version of your regular closing ([Closing Ceremony](#)).
- Thank the Cubs for their time and celebrate what went well together!
- How did the meeting develop the SPICES?
- Send out a weekly update to the parents letting them know what the youth have been doing and how they are progressing during Virtual Scouting. Showcase the youth's successes.



LOOK FOR HELPERS!

Scouter-led meeting ([Look for Helpers](#)), but with a Howler Council meeting afterwards to plan upcoming meetings. Discuss Lairs if they are not already used regularly.

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PLAN

Let's Connect!

- Go through the meeting plan and set expectations for the evening.
- **Find a discussion question** for the Cubs (and Scouters) to answer. This week could be a good time to try out rose, thorn and rosebud.

Rose: Have everyone share something that they enjoyed this week.

Thorn: Have everyone share something that they did not enjoy or found challenging this week.

Rosebud: Have everyone share something that they are working on this week, or are excited about happening this week.

- Leave time for the Cubs to share their answers but be ready to move on if the conversations falls shorter than expected.

Have a body break! Stand up, do some stretches and shake it out before jumping into the activity.



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DO

Incorporate what activity the Beavers decided on last week.

Activities to Get You Started

- Good Turn Week
Together, decide on a good turn that you could do for your community. Create cards for frontline workers or decorative 'thank you' signs for the windows in your home.

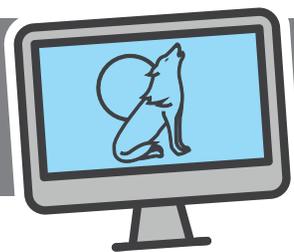
What's Next?

- Next week, think of a skill you know, or would like to practise, to show to the group! Are you good at drawing? Sewing a button? Building a specific shape out of Lego?

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- Thank the Cubs for their time and celebrate what went well together!
- How did the meeting develop the [SPICES](#)?
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LEARN A NEW SKILL

Scouter-led meeting ([Learn a New Skill](#)), but with a Howler Council meeting afterwards.

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MEETING OPENING

- Run a version of your regular opening ([Grand Howl](#)).
- Go through what you will be doing during the meeting and set expectations for the night. This is a good time to talk about being part of a Lair, and talk about what might be different when meeting in a Lair vs meeting as a Pack.

PLAN

Let's Connect!

- **Have the Howlers select a discussion question and lead a discussion with the Lair**, like "What's something new you tried this week? A food? New task?"

15 min

- Leave time for the Cubs to share their answers but be ready to move on if the conversations falls shorter than expected.

Have a body break! Stand up, do some stretches and shake it out before jumping into the activity.



DO

Activities to Get You Started

- Together, learn a new skill using items that everyone has access to from around their home. Practise and teach knots or make the perfect paper airplane.
- The skill can be taught by a Howler, member of the Lair or even by a Scouter if the youth have selected a skill that they cannot teach.

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- If time (and interest) allows, have a few different people teach different skills.

What's Next?

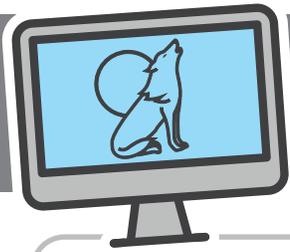
- Next week, practise a brand-new skill throughout the week and see how well you can master it. What is something you have always wanted to learn? Maybe this meeting sparked your interest!

REVIEW & CLOSING

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- Run a version of your regular closing ([Closing Ceremony](#)).
- Thank the Cubs for their time and celebrate what went well together!

5 min

- How did the meeting develop the [SPICES](#)?
- Send out a weekly update to the parents letting them know what the youth have been doing and how they are progressing during Virtual Scouting. Showcase the youth's successes.



BUILD IT BETTER

WELCOME

- Say hello to everyone on the call and wait a couple minutes for anyone who may have trouble getting connected.

- Go through what you will be doing during the meeting and set expectations for the night. This is a good time to talk about being part of a Lair, and talk about what might be different when meeting in a Lair vs meeting as a Pack.

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MEETING OPENING

- Run a version of your regular opening ([Grand Howl](#)).

PLAN

Let's Connect!

- Have the Howlers select a discussion question and lead a discussion with the Lair, like "What have been your favourite activities so far?"
- Leave time for the Cubs to share their answers but be ready to move on if the conversations falls shorter than expected.
- Talk about what it means to plan an adventure—why should you plan? How can we plan adventures as a Pack?

- Start planning today's adventure—what will you build as a Pack? (Have the Howlers explain the [Activities](#) that was chosen and go through the plan questions with the other Cubs, as well as the safety tip).

Have a body break! Stand up, do some stretches and shake it out before jumping into the activity.



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DO

Activities to Get You Started

- [Newspaper Tower](#)
Using newspaper and other items around your home (paper towel rolls, egg cartons, building blocks, boxes, etc.), see who could build the tallest, sturdiest tower. What makes the tower stand up the tallest without falling down? You can even make it a fun competition between your Section!

- There are lots of different activities your Pack could select using materials from around their house. Have the youth choose what they want to build and then build it!

What's Next?

- Next week, bring an item for Show & Tell with the group—something you have made, or maybe something that is special to you and tells a fun story.

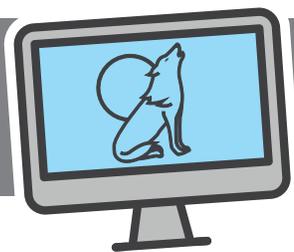
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REVIEW & CLOSING

- Review what you did by having Howlers ask a question to the group, like: "What was your favourite part of building your project?"
- This is also a great time to talk about why we review adventures—what did we learn? What will we do differently next time? Why is reviewing our adventure so important?
- Run a version of your regular closing ([Closing Ceremony](#)).

- Thank the Cubs for their time and celebrate what went well together!
- How did the meeting develop the [SPICES](#)?
- Send out a weekly update to the parents letting them know what the youth have been doing and how they are progressing during Virtual Scouting. Showcase the youth's successes.

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GET READY FOR CAMPING!

Scouter-led meeting ([Get Ready for Camping!](#)), but with a Howler Council meeting afterwards.

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MEETING OPENING

- Run a version of your regular opening ([Opening Ceremony](#)).

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PLAN

Let's Connect!

- Go through what you will be doing during the meeting and set expectations for the night.
- Allow the Cubs time to share the items that they brought to show off to the Pack. They can either speak on their own, or you can have some questions prepared in case they are unsure. If time allows, let the Cubs ask each other questions about their items.

- Use the [Activity Finder](#) that the Howlers selected and talk about what Trail Cards are. Work with the Pack to select one or two of the Trail Cards (depending on timing) to do that night. Start by going through the Plan and Safety sections of the first Trail Card.

Have a body break! Stand up, do some stretches and shake it out before jumping into the activity.



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DO

Do the activities that the Cubs chose during the plan stage of the meeting.

Activities to Get You Started

- [Kim's Game](#)
- [I Leave No Trace](#)—How can this concept be applied to the environment around your home?
- [Pile of Trash](#)
- Run a trivia game about packing (have the Cubs give a thumbs up or thumbs to signify whether or not they should pack certain items for camp).

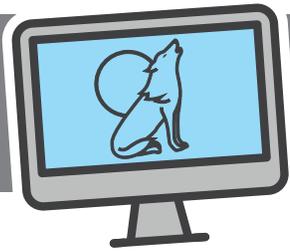
What's Next?

- Think about some different things that you can do now that you did not know how to do when you started Cubs, like pitch a tent or light a match.
- If this is not your first year in Cubs, what have you learned this year in Cubs that you did not know before?
- Have some ideas ready to share at next week's meeting.

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REVIEW & CLOSING

- Review what you did by discussing a couple of short open-ended questions (don't worry about everyone answering the question, but the same people should not always be answering).
- Run a version of your regular closing ([Closing Ceremony](#)).
- Thank the Cubs for their time and celebrate what went well together!
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EMERGENCY READY

Lair-run Meeting Prep

Meet in Lairs to discuss each Lair's plan for running a meeting. Help the youth to select a theme (either based on a future week of virtual meeting themes, or one of their own choosing). From there, help the youth to plan a discussion question, some activities and a review question for the meeting.

15 min

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MEETING OPENING

- Run a version of your regular opening ([Opening Ceremony](#)).

15 min

PLAN**Let's Connect!**

- Go through what you will be doing during the meeting and set expectations for the night.
- Work with the Cubs to select a theme for their meeting. What theme would they like to choose? What will they need to plan for their meeting?

- What activities would the Lair like to do during tonight's meeting in addition to planning? Emergency Ready activities? Movement activities?

Have a body break! Stand up, do some stretches and shake it out before jumping into the activity.



20 min

DO**Activities to Get You Started**

- Have the Cubs plan their upcoming meeting. What will their discussion question be? What activities will they run? How will they ensure that the Cubs are able to participate and have fun?
- What activities did the Cubs select for tonight's meeting (if any)?

- What are [Personal Achievement badges](#)? Are there any that the Cubs would like to work on? How can they learn more about planning a Personal Achievement badge?

What's Next?

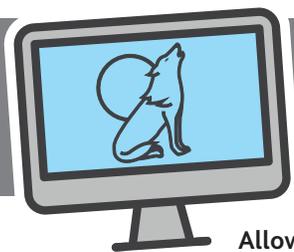
- What [Personal Achievement badge](#) would you like to work on? Start creating a plan for your adventures.

5 min

REVIEW & CLOSING

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- Run a version of your regular closing ([Closing Ceremony](#)).
- Thank the Cubs for their time and celebrate what went well together!

- How did the meeting develop the [SPICES](#)?
- Send out a weekly update to the parents letting them know what the youth have been doing and how they are progressing during Virtual Scouting. Showcase the youth's successes.



LAIR-RUN MEETINGS

Allow Lairs to have a chance to run a meeting for the Pack. Give them the support and resources they need to run the meeting. After the meeting, meet with the Lair to review the experience.

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MEETING OPENING

- Run a version of your regular opening ([Opening Ceremony](#)).

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PLAN

Let's Connect!

- Have the Lair running the meeting go through what you will be doing during the meeting and set expectations for the night.
- Have the Lair ask a discussion question to the Pack. It could be related to the theme for the night, or could be more general, like "What's something new that you have tried recently?"

- Explain the evening's activities and go through any planning and safety tips that need to be discussed.

Have a body break! Stand up, do some stretches and shake it out before jumping into the activity.



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DO

Have the Lair in charge lead the activities that it selected for the meeting. Some water-themed examples include:

- [Stay Afloat](#)
- Make your own unique boat. Find materials around your home (cardboard box, construction paper, other recycled items) to create your boat that you can wear around your waist and be the captain, and then create an obstacle course to learn the "Rules of the Water."

- Make smaller boats out of recycled items and see if you can make them float. Make an obstacle course for your small boat with buoys and markers to practise the "Rules of the Water."

What's Next?

- Have the Lair lead a closing thought for the meeting, or have the Lair running next week's meeting leave the Cubs with something to think about (or bring) for next week's meeting.

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REVIEW & CLOSING

- Have the Lair running the meeting review the evening by leading some open-ended review questions (don't worry about everyone answering the question, but the same people should not always be answering).
- Run a version of your regular closing ([Closing Ceremony](#)).
- Thank the Cubs for their time and celebrate what went well together!
- Remind the Cubs from the Lair who ran the meeting to stay on the call.
- How did the meeting develop the [SPICES](#)?
- Send out a weekly update to the parents letting them know what the youth have been doing and how they are progressing during Virtual Scouting. Showcase the youth's successes.
- Review the week's meeting with the Lair. What went well? What didn't go as planned? What would you do differently next time? What is one thing that you are proud of from tonight?