

CUBS 101

Now you're a Pack Scouter. WHAT COMES NEXT?



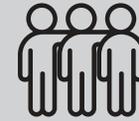
Grand Howl



Opening
and Closing
Ceremonies



Code of
Conduct



Making Lairs
(Small Teams)



Getting to
Know You



Planning
Meeting with
the Cubs



Planning
Meeting with
the Scouters

Week 1

Opening and Closing Ceremonies

Start to introduce the [opening](#) (page 72 in the *Scouter Manual*) and closing to the meetings—it is ok if it isn't perfect, you are all learning at the same time.

Code of Conduct

Do a simple code of conduct with your Section—use simple terms such as no hitting, kind words, ask the Cubs for their input and then ask what the Scouters should do if they don't behave. Post it on the wall if you can.

Lairs (Small Teams)

Decide if you are going to do stable small teams or *ad hoc* ones. Small teams are used in all aspects of the meetings e.g., to do activities, to keep the Cubs settled at the beginning of the meeting etc.

Getting to Know You

Play simple “getting to know you” games. Ask for the youth's input of simple games that they like playing with their friends.

Week 2

- Put the Cubs into small teams as soon as they get to the meeting.
- Ask the Cubs who remembers how to do Grand Howl / Opening and Closing.
- Ask the Cubs what they want to do for the next season. Have some ideas ready to give them inspiration.
- Nothing is off the table—even the most obscure idea can be made into a meeting.

Planning Meeting

Take the Cubs ideas and plot out the next meetings. Delegate jobs to each of the Scouters. It may be one Scouter is delegated to run a whole meeting or a Scouter runs aspects of the meetings every week. The youth should be split into small teams for as much of the meetings as possible with a Scouter to be there to facilitate what they need to be successful.

- Need ideas? Check out the [Activity Finder](#). Or join a [National Challenge](#).
- Check out the [Jungle map](#) to give you ideas/areas to touch on. You should be aiming to develop a well-balanced program.
- Plot all the ideas onto the [planning template](#) and then break it down further onto [weekly meeting templates](#).
- Are the activities that you want to do age appropriate? If you are not sure check out the [Child Development Map](#).

You should be trying to incorporate approximately 1–3 community service projects annually, 2–4 Outdoor Adventure Skills badges and preparing the Cubs to camp in tents. Try a couple of indoor camps first and then move onto a two-night camp by the end of the first year.

Check out [Scouts.ca](#) for all the information you need to be a great Pack Scouter.

As you get more comfortable, ask your Group Commissioner to walk you through Scouts Tracker and what paperwork needs to be completed for what activities. If you are not sure of what you can and cannot do, your Group Commissioner and other Section Scouters can be great resources.