



Arrow of Light Den Meeting 15

Sportsman (Marbles belt loop)

Preparation and Materials Needed

- ▶ Read the Sportsman chapter in the *Webelos Handbook*.
- ▶ Review the requirements for the **Marbles belt loop**.
- ▶ Identify any parents or other pack resources who are knowledgeable about marbles and could be your activity badge counselor for this meeting.
 - Be sure any guest speaker knows how long the presentation should run, and that you've confirmed what can or should be covered that would be interesting and fun for the Scouts.
 - Show any guest speaker the Sportsman chapter in the *Webelos Handbook*.
- ▶ Research the rules of Ringer or another marbles game and be prepared to teach it to the Webelos Scouts.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Bring a set of marbles for each Webelos Scout.
 - **Sportsman activity badges** and **Marbles belt loops** for each of your Scouts (so they can be awarded if completed today), and compass emblems or points (if those will be completed today).

Before the Meeting

- ▶ Review After the Meeting at the end of the previous den meeting plan for necessary preparation and materials.
- ▶ 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.
- ▶ If you have background materials for the activity badge, Scouts may be interested in reviewing those.
- ▶ 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 (rotate planning and leadership to complete **Webelos requirement 6**), with Pledge of Allegiance; maybe recite the Cub Scout Promise or sing a patriotic song; perhaps add a roll call, uniform recognition, or den yell.
- ▶ If you have a guest, give a formal introduction, including what the guest will do for you.

Business Items

- ▶ Use this time also to discuss participation in upcoming pack meetings or events as needed.
- ▶ Explain that today's meeting is to work on the Sportsman activity badge because we like sports and games, and we want to practice those to develop skills, fitness and good sportsmanship.

Activities

- ▶ **Sportsman Activity Badge:** Requirements are set out in Arrow of Light Den Meeting 4. If you have not completed those in the den meeting, you can complete those here.
- ▶ Today's activity is to learn and play marbles, and earn the **Marbles belt loop**. Rules of play can be found in the *Cub Scout Academics and Sports Program Guide* or at <http://landofmarbles.com/marbles-play.html>. Requirements are:
 1. Explain the rules of Ringer or another marbles game to your leader or adult partner.
 2. Spend at least 30 minutes practicing skills to play a game of Ringer or another marbles game.
 3. Participate in a game of marbles.
- ▶ In the boys' *Webelos Handbooks*, sign the requirements met (and update your records).

Closing

- ▶ Award (or recognize) any advancement completed today (ideally, award the activity badge, belt loop or compass item completed today, and recognize later at the pack meeting); thank hosts, guests, helpers.
- ▶ Closing ceremony (rotate planning and leadership to complete **Webelos requirement 6**): Retire the colors; maybe with the Boy Scout Oath and/or Law, or the Law of the Pack and/or den yell. Den leader may add a den leader's minute comment.
- ▶ Remind the Webelos Scout who will plan and lead the next meeting's flag ceremony, and remind about home assignments.
- ▶ Hand out or send family information letter.

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.

