

Pack 250 Unit Leadership Enhancement

December 6, 2011

A Game with a Purpose

Goal Help leaders think creatively about how to make learning Rank Requirements into a Game

Discussion:

- I. Confirm the purposes of Cub Scouting – 10 purposes related to the overall mission of the BSA:
 - a. Character Development
 - b. Spiritual Growth
 - c. Good Citizenship
 - d. Sportsmanship and Fitness
 - e. Family Understanding
 - f. Respectful Relationships
 - g. Personal Achievement
 - h. Friendly Service
 - i. Fun and Adventure
 - j. Preparation for Boy Scouts

Every Cub Scouting activity should help fulfill one of these purposes. When considering a new activity, ask which purpose or purposes it supports. Not everything has to be serious, but everything does have to have a purpose – as B-P said, Scouting is “A Game with a Purpose”.

- II. Games are an effective tool for Cub Scouting:
 - a. Increased learning effectiveness
 - b. Increased retention
- III. Example – Food Pyramid/Plate
 - a. Tiger Requirement - **3D - Den Activity** Make a Food Guide Pyramid
 - b. Wolf Requirement – **Achievement 8 part a)** Study the Food Guide Pyramid. Name some foods from each of the food groups shown in the pyramid.
 - c. Bear Requirement – **Achievement 9 part d)** Make a list of the "junk foods" you eat. Discuss "junk food" with a parent or teacher
 - d. Webelos Requirement – **Fitness Activity Badge Reqs. 2-3** Read the meal planning information in this chapter. With a parent or other family member, plan a week of meals. Explain what kinds of meals are best for you and why. Keep a record of your daily meals and snacks for a week. Decide whether you have been eating foods that are good for you.
 - e. Nutrition Belt Loop – **Requirement 3** - Help prepare and eat a healthy meal of foods that are included in a food pyramid.

Actions

Think of how your next den activity can be learned in “game format”. Give it a try!