

# THE FIRST SIX WEEKS OF THE NEW SCOUTING YEAR



## JOINING THE CUB PACK

As we start the new scouting year, it is vital to support the new members joining the Cub Pack. Whether they have moved across from the Beaver Colony or are making a brand new start to their journey in scouting, it is essential that both the Cub Scouters and the Cub Pack cooperate to make this transition as seamless as possible while the new Cub Scouts acclimatize to the setting.

The Cub Pack offers a new programme with new challenges and activities, along with the opportunity to earn new badges and awards and the prospect of attaining higher levels as they develop in their adventure skills. They can look forward to going on camp more often and having an increased role in decision making for activities and personal challenges. Most of all they can look forward to FUN on a weekly basis with a new circle of friends.

## WEEK 1

### The Cub Scout Meeting

Joining the Cub Pack is an exciting time for new members, but change can also prove difficult for some. At the first meeting of the new year, new members should be introduced. This may apply to new Scouters as well as new Cub Scouts.

This meeting should be used to introduce the structure of the regular weekly meeting: the roll call, flag raising, salute, prayer, promise, hand signals, games or whatever tradition your Cub Pack usually follows.



A couple of ice breaker games will help everyone reacquaint themselves and allow the new Cubs to feel more welcome.

This is the ideal opportunity to show the newcomers, and remind the others, as to the correct way to wear their uniform. Contact details for the Scout Shop can be sent home or notice of when and where previously owned uniforms will be on sale.



**WEEK 2**



**Sixers and Seconders** should be announced and presented with their badges.

Check out this link for a resource on choosing Sixers:  
[Choosing Sixers Resource \(https://goo.gl/7SSkBz\)](https://goo.gl/7SSkBz)

Sixers and Seconders could be given the responsibility of looking out for younger Cub Scouts by buddying them up.

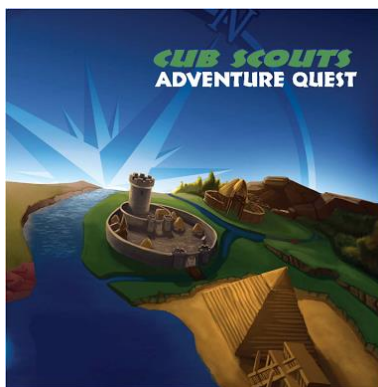
A very brief Sixer Council could be held just so that the Sixers and Seconders can get over their excitement and to be told that next week they will have to let the new Cubs know all about the Lands of Adventure and the Spices. New Cubs can be told by the others what's happening and about how the Pack Forum works.

It's important for the Cubs to think about what they would like to achieve in the next year.



**WEEK 3**

**Symbolic Framework**



This is the best opportunity to introduce the Cub Scout Programme: The Lands of Adventure and the Atlantic Six and the Spice Cards.

Some Packs present the Adventure Quest Handbook at this time, while others wait a little longer and present it upon Investiture.

Ideally, it should be the Sixers and Seconders delivering this information to their respective Sixes. The small groups make it easier for the new members to ask questions without feeling too self conscious.



**WEEK 4**



**Plan Do Review**

Have a Pack Forum to have a quick review of the previous year in order to give the new Cub Scouts a dry run of the process and to let them see what exciting activities they can look forward to.

Choose a Land of Adventure and seek a suggestion for an outdoor activity to take place in the next couple of weeks. Hold a quick Sixer Council to use the Spice Cards to decide on what they would like to achieve from the activity and whether there is the possibility of tying in any of the Adventure Skills. Use the Spice Cards to decide on what you would like to achieve.

Present details to the Pack and inform parents regarding specifics.



## WEEK 5

The Cub Scout **PROMISE and LAW** should be introduced at this stage if it hasn't been done sooner. It might have to be explained to them that these are the values that they will adhere to once invested.

The new Cub Scouts should learn the law and promise and the Sixers should show them where the wording is displayed in the Scout Den.

A Code of Conduct is a good way to help Cub Scouts think about how they can work together to promote good behaviour in the Pack. The Scouter must make sure that the Pack is run in a way that encourages good behaviour.



Check out this link for a resource on developing a Code of Conduct:

[Code of Conduct Resource \(https://goo.gl/uC982N\)](https://goo.gl/uC982N)

**WEEK 6**



**History of Scouting, Motto, Scout Sign and Handshake:**

Present this to the new Cub Scouts as a sketch. Have the Sixers narrate and direct the sketch.

Make some props available i.e. shields, spears, bead necklace, and assorted other items to make the sketch more appealing to younger Cubs.

The results of this are often hilarious and can be a great way of making sure that the Cubs remember the story.

Afterwards, you might want to fill in the gaps in the narrative and to make sure that the staged version of the history of scouting matches reality.



Finally, **Review** the outdoor activity that was planned and has taken place prior to this meeting.

Cub Scouts to clip their Spice Cards. Ensure that the new Cub Scouts realize why they are doing so.

This cycle can now be repeated with the new Cubs participating with confidence.