



Webelos Den Meeting 17

Musical Showmen

Showman Activity Badge (complete). Music Belt Loop.

Preparation and Materials Needed

- ▶ Read the Showman chapter in the *Webelos Handbook*.
 - **Note:** This meeting plans a music-focused version of Showman, and so adds some other elements from Webelos Den Meetings 16 (Puppetry) and 18 (Drama), to complete the activity badge in one meeting.
 - But if you have interest and it fits your schedule, you could cover each element of Showman.
 - Or you may choose to pick a more even mixture from each: Showman requires completion of nine requirements, as long as there is at least one from each of puppetry, music and drama.
- ▶ Identify any parents or other pack resources (like teachers) who are musicians, singers, or have ability in those areas and could be your activity badge counselor for this meeting. This may be a music teacher at school, and the meeting could be done in the music teacher's studio.
 - Be sure any guest speaker knows how long you 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 Showman chapter in the *Webelos Handbook*.
- ▶ For this activity badge to be completed today will require advance assignment at home:
 - **Showman 10:** Make a collection of three or more records, tapes, or music CDs. Tell what you like about each one.
 - They can be encouraged to bring these in, but that is not required.
 - For the new millennium, collected downloads would suffice!
- ▶ If you are doing this as a field trip, inform Scouts and families about when and where to meet.
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - The *Cub Scout Songbook* or words to a folk song for the Scouts to sing.
 - **Showman activity badge** pins and **Music belt loops** for each of your Scouts (so that they can be awarded if completed today), and compass emblems or points (if those will be completed today)

Before the Meeting

- ▶ 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 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.
- ▶ If you're on a field trip, as boys arrive, collect permission slips from parents who are not staying.
- ▶ 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

- ▶ Remind the boys of appropriate behavior, including safety considerations, at the site of your visit.
- ▶ Use this time to discuss participation in coming pack meetings or events, as needed.
- ▶ Explain that today's meeting is to work on the **Showman activity badge** because we want to get exposed to theater and music arts, to build self-confidence by performing, and to have fun singing.



Activities

- ▶ The **Showman activity badge** requirements are to complete nine requirements from among the puppetry, music, and drama requirements offered, as long as there is at least one requirement completed from each of the puppetry, music, and drama areas.
- ▶ This is a music plan, and adds puppetry and drama requirements to complete the activity badge.
- ▶ Music: Do one of these not already done for **requirement 1**:
 - **Showman 9**: Sing one song indoors and one song outdoors, either alone or with a group. Tell what you need to do differently when singing outdoors.
 - See the *Cub Scout Songbook*, and your activity badge counselor may have ideas.
 - **Showman 10**: Make a collection of three or more records, tapes, or music CDs. Tell what you like about each one.
 - If anyone has brought some of their collection, you might have show and tell (and sing).
 - **Showman 11**: Tell what folk music is. Hum, sing, or play a folk tune on a musical instrument.
 - See Page 441 of the *Webelos Handbook*. For example, you could sing “This Land Is Your Land.”
 - An activity badge counselor may have other ideas.
 - **Showman 12**: Name three American composers. Name a famous work by each.
 - See Pages 442–443 of the *Webelos Handbook*.
 - **Showman 13**: Draw a staff. Draw on it a clef, sharp, flat, natural, note, and rest. Tell what each is used for.
 - See Page 444 of the *Webelos Handbook*.
 - **Showman 14**: Show the difference between 2/4, 3/4, and 4/4 time by beating time or playing an instrument.
 - Not explained in the handbook, you’ll need your activity badge counselor to help.
 - **Showman 15**: While you are a Webelos Scout, earn the Cub Scout Academics Belt Loop for Music. Complete these three requirements:
 - **Music belt loop 1**: Explain why music is an important part of our culture.
 - **Music belt loop 2**: Pick a song with at least two verses and learn it by heart.
 - **Music belt loop 3**: Listen to four different types of music either recorded or live.
 - Not included here is this requirement, which could be done in lieu of one of the above, or in addition:
 - **Showman 8**: Play four tunes on any band or orchestra instrument. Read these from music.
 - Puppetry activities (you could pick another item from **Showman 2 to 7** if you choose):
 - **Showman 6**: Make a set of four paper bag puppets for a singing group. With the help of three other den members, sing a song with the puppets as the performers.
- ▶ See Meeting Plan 16 for ideas on making paper bag puppets.
- ▶ Drama activities (you could pick other items from **Showman 16 to 23** if you choose):
 - **Showman 16**: Give a monologue (a talk) on a patriotic, humorous, or holiday subject, or another subject of your choice.
 - Could be serious, could be comedy.
 - Stand-up comedy is when someone delivers a humorous monologue—which is when a solo actor recites or acts out a play or gives a talk on any topic.
 - Let your boys warm up your next den meeting by preparing a series of jokes or stories to entertain their den mates. *Boys’ Life* magazine is an excellent source of fresh humor every month.
- ▶ Musical games you might include today:
 - *Song Stumpers*. The first player sings the first line of a familiar song. In turn, the other players try to complete the first verse. If one is successful, he becomes the new leader. If not, the first leader starts a new song.
 - *Musical Chairs*. Place several chairs—one less chair than the number of players—in a line or circle. Start a record or tape recording of music and have the players march around the chairs. When the music suddenly stops, all players will scramble to get to a chair. The one who fails, steps out of the game. Remove one chair and start the music again. Continue until only one player—the winner—is left. Variation: Instead of having players eliminated from the game, score a point against them. At the end of a specified time, the player with the fewest points is the winner.

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- *Sing-Along Down.* Players are seated in a circle. The first player chooses any song he likes and sings the first line. The player to his left tries to sing the next line, and so on around the circle, with each player adding one line. If a player doesn't know the line, a point is scored against him, and the next player tries. When the sing-along gets back to the player who started the song, that song ends and another player starts a new one.
- ▶ 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, and 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 (and include these in any family information letter or e-mail).
- ▶ 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.