



5th Grade Webelos Scouts



Fifth-Grade Webelos Den Meeting #8

Communicator activity badge (completion), Computers belt loop (completion), Readyman activity badge (partial)

Preparation and materials needed:

- Contact your local council service center to ask if they offer a workshop for completing the Readyman activity badge. The American Red Cross may also be willing to conduct a workshop on the Readyman activity badge. There may be parents in your den who are qualified to work with the boys on these requirements.
- The Readyman activity badge requires three to four hours to complete. Advise parents of the date for this activity well in advance. Webelos Scouts should prepare a home fire-escape plan and bring it with them to the workshop (Readyman requirement 11).
- If you have the meeting at a location away from your regular meeting place, submit a Local Tour Permit Application two weeks in advance. (The Local Tour Permit Application can be found at www.scouting.org/CubScouts/CubScoutingForms/forms and on the CD in the Resources folder on the main menu.)
- Bring a U.S. flag and the den flag.

Gathering:

- Collect permission slips as boys arrive.
- Collect den dues; record attendance.
- Verify completion of Communicator activity badge requirements 12 and 13, and the Computers belt loop requirements.
- Collect the home fire-escape plan from each boy (Readyman activity badge requirement 11).
- Check for completion of individual Sports belt loop requirements (Sportsman activity badge requirement 3).

Opening ceremony:

- A Webelos Scout should plan and lead the flag ceremony.
- Recite the Pledge of Allegiance, the Cub Scout Promise, Law of the Pack, Scout Oath, and/or Scout Law.

Advancement:

Readyman activity badge requirements:

1. With your parent, guardian, or Webelos den leader, complete the Courage Character Connection.
 - a. **Know:** Define the importance of each courage step: Be strong; Be calm; Be clear; Be careful. Explain how memorizing the courage steps help you to be ready.
 - b. **Commit:** Explain why it is hard to follow the courage steps in an emergency. Tell when you can use the courage steps in other situations (such as standing up to a bully, avoiding fights, being fair, not stealing or cheating when tempted, etc.).
 - c. **Practice:** Act out one of the requirements using these courage steps: Be strong; Be calm; Be clear; Be careful.
2. Explain what first aid is. Tell what you should do after an accident.
3. Explain how you can get help quickly if there is an emergency in your home. Make a "help list" of people or agencies that can help you if you need it. Post it near a phone or another place with easy access. (This will be completed at home. Leave some empty spaces to add phone numbers provided by parents or guardians.)
4. Demonstrate the Heimlich maneuver and tell when it is used.
5. Show what to do for these "hurry cases":
 - Serious bleeding
 - Stopped breathing
 - Internal poisoning
 - Heart attack
6. Show how to treat shock.
7. Show first aid for the following:
 - Cuts and scratches
 - Burns and scalds
 - Choking
 - Blisters on the hand and foot
 - Tick bites
 - Bites and stings of insects other than ticks
 - Poisonous snakebite
 - Nosebleed
 - Frostbite
 - Sunburn
8. Tell what steps must be taken for a safe swim with your Webelos den, pack, family, or other group. Explain the reasons for the buddy system.
11. Make a home fire escape plan for your family.
13. Tell where accidents are most likely to happen inside and around your home.

Closing:

- Thank workshop instructors.

- Hand out family information letter. (A sample family information letter can be found at www.scouting.org/CubScouts/Resources and on the CD in the Resources folder on the main menu.) The letter should include:
 - The emergency phone list should be completed and posted near a phone at home to complete Readyman requirement 3.
 - Remind parents that boys who wish to complete the Sportsman activity badge need to choose an individual Sports belt loop to earn outside the den (other than Marbles, which will be completed as a den). Options include badminton, bicycling, bowling, fishing, golf, gymnastics, physical fitness, ice skating, roller skating, snow ski and board sports, swimming, table tennis, or tennis. Requirements for each may be found in the *Cub Scout Academics and Sports Program Guide*.

Next Up:

- For den meeting #9, research the rules of Ringer or another marbles game and be prepared to teach them to the Webelos Scouts.
- Bring a set of marbles for each Webelos Scout.
- Bring the U.S. flag and the den flag.

Webelos Scouts who participated in den meeting #7 and completed required assignments at home should now have earned the Communicator activity badge and the Computers belt loop. These should be presented to qualifying Webelos Scouts at the next pack meeting.

REMIND WEBELOS SCOUTS: After visiting at least one Boy Scout troop meeting and one Boy Scout-oriented outdoor activity, each Webelos Scout should identify a Boy Scout troop that he thinks he might like to join, visit it with his parent or guardian, and have a conference with the Scoutmaster (Arrow of Light Award requirement 6).