

Council Fire

Required adventure • Citizenship

If you read nothing else

Three meetings. Meeting 1 is the flag and the Scout Law skits; meeting 2 is the building night; meeting 3 is the service project.

Requirements 3, 4 and 5 build on each other with the same materials — the Scout's model home, then a model of a building they visit, then all of the models pushed together into one neighborhood. Run all three in the same meeting, in that order. That continuity is the best thing in this adventure and splitting it across weeks throws it away.

Tell families two weeks ahead to send a photo of their home, and a photo of a building the Scout visits. The models are much better when the Scouts are looking at something real.

Borrow a United States flag if your den does not have one — your school, your pack, a local troop, the library or the fire department will usually lend one.

The requirements

Official requirement text. Tick each one off as your Scouts complete it — the meeting plans below cover all of them.

- ☐ 1. Learn how to properly care for and fold the United States flag. With your den or pack, participate in a flag ceremony.
- ☐ 2. Identify three points of the Scout Law that are important to being a good neighbor.
- ☐ 3. Build a model of your home.
- ☐ 4. Using the same materials from requirement 3, create a model of a building that you visit.
- ☐ 5. Using the models built in both requirements 3 and 4, create a neighborhood.
- ☐ 6. Participate in a service project. Explain how your volunteering is helpful to your neighborhood.

Meeting 1: The flag, and what makes a good neighbor

Goal: Every Scout helps fold the flag properly, takes part in a flag ceremony, and can name three points of the Scout Law that matter to being a good neighbor.

Covers requirements 1 and 2

Before the meeting

- Get a flag. If your den does not have one, borrow from your school, your pack, a local troop, the library or the fire department.

- Watch the Scout Life video “How to Display and Fold the American Flag” — scoutlife.org/video-audio/145871/how-to-display-and-fold-the-american-flag/ — and fold it once yourself before the meeting. Folding a flag badly in front of the den is worse than not folding one.
- Arrange the flag ceremony. The cleanest option is for your den to post the colors at the next pack meeting; if that is weeks away, run a den ceremony tonight so the requirement is genuinely done.
- Collect props and costumes for the skits — a box of hats, scarves, sunglasses and old jackets is plenty.
- Ask families to send a photo of their home to the next meeting, and a photo of a building the Scout visits. Assign each Scout a different building so the neighborhood is not six grocery stores.

Supplies

- A United States flag
- Screen to play the Scout Life folding video
- Paper, pencils and erasers
- Props and costumes box
- Flag stand and, if you have them, den flag and pack flag for the ceremony

Run of show

Time	What happens
15 min	Gathering: Fold the Flag
10 min	Opening: flag ceremony, Pledge, Scout Oath, Scout Law
5 min	Welcome, roll call and announcements
30 min	Activity 1: Scout Skit Showcase
10 min	Activity 2: choose the service project
5 min	Closing

Gathering — Fold the Flag (15 min)

Fold the Flag — scouting.org/cub-scout-activities/fold-the-flag/

Show the Scout Life video first, then do it in pairs, taking turns, so every Scout gets hands on the flag. A pair holds it at waist level between them.

Fold it in half lengthwise, then in half lengthwise again, keeping the blue field on the outside every time. One Scout holds the blue field while the other makes triangular folds from the opposite end, all the way down, until only the blue field is left. Tuck the last of the fabric into the fold so the triangle is clean.

Teach the care rules while their hands are on it, because this is the half of requirement 1 that a folding demonstration alone skips: the flag never touches the ground, it is not used as a tablecloth or a costume, it comes down in bad weather unless it is an all-weather flag, and a worn-out flag is retired in a dignified ceremony rather than thrown away.

Second graders will not get a neat triangle on the first try. Have them do it twice.

Opening — Flag ceremony (10 min)

Requirement 1 asks the Scout to participate in a flag ceremony with the den or pack, so give every Scout a job and rotate them if you run it more than once: color bearer, two color guards, the Scout who calls the commands, and the Scout who leads the Pledge.

Commands, in order: “Color guard, attention. Scouts, attention. Color guard, advance. Scouts, salute. Please join me in the Pledge of Allegiance.” Then Scout Oath and Scout Law.

If your den is posting colors at the pack meeting instead, run it here as the rehearsal and note the requirement as complete after the pack meeting, not before.

Activity 1 — Scout Skit Showcase (30 min)

Scout Skit Showcase — scouting.org/cub-scout-activities/scout-skit-showcase/

Split into groups of three or four. Each group picks three points of the Scout Law that they think matter most to being a good neighbor, and builds a short skit that shows those three points in action.

Every Scout in the group has a character. Give them ten minutes to plan and pick props, five to rehearse, and then perform for the den.

Expect helpful, friendly, kind and courteous to come up in every group. That is fine. Ask the follow-up that makes it requirement 2 rather than a skit night: why does that one matter to a neighbor specifically? What does it look like when the person next door is being trustworthy?

Write each group’s three points on the board as they announce them. The list on the board is the record that the requirement is done.

Alternatives: Scout Law in Song — scouting.org/cub-scout-activities/scout-law-in-song/ · Sketching the Scout Law — scouting.org/cub-scout-activities/sketching-the-scout-law/

Activity 2 — Choose the service project (10 min)

Requirement 6 is a service project, and it goes best when the den picks it. Bring two or three options your committee has already cleared so you are not vetoing their favorite idea in front of them.

The plan in meeting 3 is 10,000 for the Troops — holiday cards for service members. Other options that work well for Wolves: Helping Our Four Legged Friends — scouting.org/cub-scout-activities/helping-our-four-legged-friends/ · Scouting for Food Wolf — scouting.org/cub-scout-activities/scouting-for-food-wolf/ · Toys for Tots Toy Drive — scouting.org/cub-scout-activities/toys-for-tots-toy-drive/

Set the date now and put it on the pack calendar.

Close by telling families what to send next week: a photo of your home, and a photo of the building we assigned you.

Send home with families

Send a photo of your home to the next meeting, on paper or on a phone the Scout can hold.

Send a photo of the community building your Scout was assigned — the school, the fire station, the library, the grocery store, your place of worship.

Take a walk around your block and count how many different kinds of building you pass.

Meeting 2: Build a home, build a neighborhood

Goal: Each Scout builds a model of their own home, then a model of a building they visit out of the same materials, and the den arranges every model into one neighborhood.

Covers requirements 3, 4 and 5

Before the meeting

- Print the paper house template, one per Scout — Wolf Council Fire 3 Build a Paper Home, in the Wolf adventure resources on [scouting.org](https://www.scouting.org).
- Decide your material and use the same one for both builds — that is what requirement 4 means by the same materials. Paper templates are the fastest; shoeboxes and cardboard are the most satisfying; building bricks work if your den has a bin of them.
- Have extra photos of local community buildings on hand for the Scouts who forget theirs. A phone with the school and the fire station on it is enough.
- Clear a big table or a stretch of floor for the neighborhood. You need it all laid out at once, so do not plan to build on the same surface you assemble on.
- Confirm each Scout has a different community building assigned. Six identical grocery stores makes a poor neighborhood.

Supplies

- Paper house templates, one per Scout
- Scissors, one pair per Scout
- Glue or glue sticks
- Crayons, markers and coloring materials
- Photos of the Scouts' homes and of the assigned community buildings
- Spare paper for planning sketches
- A large table or floor space kept clear for the neighborhood

Run of show

Time	What happens
5 min	Gathering: what is on my street?
5 min	Opening: Pledge, Scout Oath, Scout Law
5 min	Welcome, roll call and announcements
20 min	Activity 1: Build a Paper Home
20 min	Activity 2: Community Buildings — same materials

Time	What happens
15 min	Activity 3: Building My Neighborhood
5 min	Closing

Activity 1 — Build a Paper Home (20 min)

Build a Paper Home — scouting.org/cub-scout-activities/build-a-paper-home/

Every Scout looks at the photo of their own home, or thinks about it, and says out loud one or two things about it they want in the model — the red door, the porch, the tree in front, the number on the mailbox, the balcony on the third floor.

Then they draw and color the template, cut it out, and glue it together. Help with the cutting and let them do the folding.

Homes look different and every one of them is right. An apartment, a duplex, a trailer, a grandparent's house — do not let anyone's model get compared to anyone else's, and start that norm in the first two minutes by saying so.

When everyone is finished, each Scout shows their home and says one thing about it. Then set them aside carefully. They are needed twice more tonight.

Activity 2 — Community Buildings (20 min)

Community Buildings — scouting.org/cub-scout-activities/community-buildings/

Same materials, same instructions, different building. Say that out loud, because it is what the requirement asks for: the model of the building you visit gets made the way the model of your home did.

Each Scout looks at their photo and talks through the parts they want — the flagpole, the big glass doors, the bell, the drive-through, the sign. Then they draw a simple plan on scrap paper before they build. The plan takes ninety seconds and it makes the model twice as good.

Then build it out of the same template, cardboard or bricks you used for the homes. If you are on shoeboxes, take off the lid, use the box as the base, cut walls and a roof, glue the walls to the base, then cut out doors and windows. If you are on building toys, start with the main structure and add the details — windows, doors, a chimney, a sign — once it stands up.

Keep the buildings different from each other. School, fire station, police station, grocery store, library, place of worship, doctor's office, the barber. Ask each Scout what happens inside theirs and who works there.

Activity 3 — Building My Neighborhood (15 min)

Building My Neighborhood — scouting.org/cub-scout-activities/building-my-neighborhood/

This is the payoff and it is why the last two activities used the same materials. Clear the big table. The den works as one group and arranges every home and every community building into a single neighborhood.

Do not organize it for them. Let them argue about where the fire station goes.

While they arrange, ask the questions that turn a craft into citizenship — one at a time, and wait for answers:

- What else does a neighborhood need that nobody built? Roads, a park, a bus stop, a crossing, a mailbox.
- Why did you put that community building there? Why is the school in the middle?
- Why did you put the homes where you put them?
- What do you like about your real neighborhood?
- What makes a bunch of buildings into a neighborhood, instead of just buildings?

If there is time, let Scouts add anything the den decided was missing out of the leftover materials. Leave the neighborhood standing where they can see it next week — it is the backdrop for the service project conversation.

Closing (5 min)

Announce the service project: date, place, what to bring, what we are doing.

Photograph the neighborhood before it gets bumped, and send the picture to families. It is the best photo you will take all year.

Send home with families

Ask your Scout to walk you through the neighborhood the den built and say which building is theirs.

Talk about who in your neighborhood does something for other people — the crossing guard, the mail carrier, the neighbor who shovels the walk.

Meeting 3: The service project

Goal: Every Scout takes part in a service project and can explain in their own words how what they did helps their neighborhood.

Covers requirement 6

Before the meeting

- Read the instructions at militaryholidaycardchallenge.com/how-to-send/ before you plan anything, and make one sample card yourself so the Scouts have something to look at.
- Cards for the 10,000 for the Troops drive must reach the Scouting America National Service Center by the published deadline — for the 2026 drive, November 6, 2026. Work backwards from that date when you schedule this meeting.
- If your den picked a different project, this meeting is that project instead. Keep the structure: do the work, then sit down and hold the neighborhood conversation.
- Bring the neighborhood models from meeting 2 and set them out again. The closing discussion lands much harder with them on the table.
- Tell your committee the date so the service hours get logged in Scoutbook.

Supplies

- 8½ x 11 construction paper in various colors

- 8½ x 11 white copy paper
- Crayons, markers and scissors, enough to share
- Decorative stickers
- A camera, and a device to email photos to Scouting America
- The den's neighborhood models from meeting 2
- A large envelope or box for mailing the cards in one package

Run of show

Time	What happens
5 min	Gathering: set out the neighborhood again
5 min	Opening: Pledge, Scout Oath, Scout Law
10 min	Activity 1: what this project is, and who it reaches
30 min	Activity 2: make the cards
10 min	Activity 3: how does this help a neighborhood?
5 min	Closing

Activity 1 — What this project is (10 min)

10,000 for the Troops Wolf — scouting.org/cub-scout-activities/10000-for-the-troops-wolf/

Tell them plainly who the cards go to and why: people serving in the military who cannot get home for the holidays, and this is how we tell them somebody was thinking about them.

Then walk the rules of a card, because they are specific and the drive will reject cards that break them:

- Address it to “Dear Warrior.”
- Write a holiday or gratitude greeting. Our troops keep many different holidays and beliefs, so keep the greeting one that fits anybody.
- Write a personal note — how your family celebrates, what you remember about a holiday. The recipients say this is their favorite part.
- Sign your first name only, plus your town, your state and your pack number. No last name, no address.
- No bigger than a sheet of 8½ x 11 paper folded in half.

That first-name-only rule is youth protection, not paperwork. Say why, once: we are being friendly to a stranger, and a stranger does not need to know where you live.

Activity 2 — Make the cards (30 min)

Fold, draw, write, decorate. Every Scout makes as many as they have time for — some will do one careful card and some will do six, and both are fine.

Circulate and read over shoulders as they write, kindly. You are catching last names and street addresses before the cards go in the envelope, and you are helping the Scout who has run out of things to say.

Prompts for the stuck ones: what do you eat at your favorite holiday, what do you do first thing in the morning that day, who comes to your house.

Photograph the den with the finished stack for the pack. Gather everything into one package and mail it to: 10,000 for the Troops, Scouting America, 1325 West Walnut Hill Lane, Irving, TX 75015-2079.

Activity 3 — How does this help a neighborhood? (10 min)

The second half of requirement 6 is the Scout explaining how their volunteering helps, and it is the half that gets skipped. Do not skip it. Sit down with the neighborhood models from last week in the middle of the circle.

Ask it straight: the people who get these cards do not live on our street. So how does this help our neighborhood?

Let them work at it. The answers you are steering toward, without saying them first: somebody from our town serves and their family is here; a neighborhood is people, not buildings; the crossing guard and the firefighter and the person overseas are all doing something for other people, and this is us doing something back.

Then go around the circle and have every Scout finish the sentence out loud in their own words: “What I did today helps because...” That sentence, from each Scout, is the requirement.

Log the service hours in Scoutbook this week. It takes two minutes and it counts toward the pack’s service total for the year.

Say something like

Today you discovered that every Wolf has a place in the circle — a chance to share ideas, help the den, and make the community stronger. By listening, leading, and working together, you showed that even small actions can spark big change. Keep using your voice, keep offering your help, and keep building the kind of community you’re proud to be part of. Your Council Fire shines brighter because of you.

Send home with families

Ask your Scout who they wrote to and what they said.

Do one more service thing together this month, small — a neighbor’s trash can, a card for someone who is sick, litter on the way to school.

Leader notes

- Requirements 3, 4 and 5 are one meeting, in order, with the same materials. The continuity is the lesson: my house, a building I go to, and both of them together make the place I live.
- Every Scout gets a different community building. Assign them rather than letting them choose, or you will get six grocery stores and no neighborhood.
- Homes are not compared. Apartments, trailers, duplexes and shared houses all get modeled, and you set that tone in the first thirty seconds of the build.

- Requirement 1 has two halves — caring for and folding the flag, and taking part in a ceremony. A den that folded a flag but never posted colors has not finished it.
- The service project can be shared with the pack, but every Scout has to actually participate and every Scout has to explain how it helped.
- Log the service hours in Scoutbook. Packs lose credit for service they did and never recorded.

Safety

Before this adventure

Two registered adults with current Safeguarding Youth Training at every meeting and at the service project. If your den includes girls, one of those adults must be a registered female 21 or over.

First name, town, state and pack number only on the cards. No last names, no addresses, no photos of individual Scouts sent with them.

Scissors and glue supervised. Use blunt-tipped scissors with second graders and keep the cutting on the table.

If your service project is off-site, follow the SAFE Checklist for the site — gloves, closed shoes, no sharps, and no roadside work.

Photo permission before posting pictures of the den with the project.

Tracking

Write each Scout in and tick the requirement number as it is completed. Report to your advancement chair once the row is full.

Scout	1	2	3	4	5	6

Scout	1	2	3	4	5	6