

# Spiritual Fellowship

Leaders can use all the activities we have just looked at (for example, games, hiking, camping) to build a program for a meeting. Not all activities will be used every week. You'd run out of time. Most meetings will follow a schedule like the one below.

<b>Time</b>	<b>Activity</b>	<b>Length</b>
6:20	Gathering activity(game, puzzle)	10 minutes
6:30	Opening Grand Howl	5 minutes
6:35	Steam-off game	10 minutes
6:45	Instruction period, star and badge work (Theme Activity)	20 minutes
7:05	Game	10 minutes
7:15	Theme Activity	20 minutes
7:35	Quiet game, quiz, story, song	10 minutes
7:45	Six/Pack meeting	10 minutes
7:55	Closing Howl, presentations and announcements	5 minutes

No two meetings will be exactly alike. If they were, they'd soon become boring for everybody. That's why the leadership team of which you're a part, must plan meetings well in advance.

Look around for lots of ideas that might interest Cubs in the pack. If an idea excites your imagination, mention it to the Cubs. If it sparks their interest, tell an adult leader.