

# TIGER

DEN LEADER GUIDE



BOY SCOUTS OF AMERICA®



Chief Scout Executive  
Michael Surbaugh

## The BSA's Commitment to Safety

We want you to know that the safety of our youth, volunteers, staff, and employees is an important part of the Scouting experience. Youth develop traits of citizenship, character, fitness, and leadership during age-appropriate events when challenged to move beyond their normal comfort level and discover their abilities. This is appropriate when risks are identified and mitigated.

The Scouting program, as contained in our handbooks and literature, integrates many safety features. However, no policy or procedure will replace the review and vigilance of trusted adults and leaders at the point of program execution.

Commit yourself to creating a safe and healthy environment by:

- ▶ Knowing and executing the BSA program as contained in our publications
- ▶ Planning tours, activities, and events with vigilance using the tools provided
- ▶ Setting the example for safe behavior and equipment use during program
- ▶ Engaging and educating all participants in discussions about hazards and risks
- ▶ Reporting incidents in a timely manner

Thank you for being part of Scouting and creating an exciting and safe experience for every participant.



**Prepared. For Life.®**

# TIGER

## DEN LEADER GUIDE



BOY SCOUTS OF AMERICA®

# BOY SCOUTS OF AMERICA SCOUTER CODE OF CONDUCT

On my honor, I promise to do my best to comply with this Boy Scouts of America Scouter Code of Conduct while serving in my capacity as an adult leader:

1. I have completed or will complete my registration with the Boy Scouts of America, answering all questions truthfully and honestly.
2. I will do my best to live up to the Scout Oath and Scout Law, obey all laws, and hold others in Scouting accountable to those standards. I will exercise sound judgment and demonstrate good leadership and use the Scouting program for its intended purpose consistent with the mission of the Boy Scouts of America.
3. I will make the protection of youth a personal priority. I will complete and remain current with Youth Protection training requirements. I will be familiar with and follow:
  - a. BSA Youth Protection policies and guidelines, including mandatory reporting: [www.scouting.org/training/youth-protection/](http://www.scouting.org/training/youth-protection/)
  - b. *The Guide to Safe Scouting*: [www.scouting.org/health-and-safety/gss](http://www.scouting.org/health-and-safety/gss)
  - c. The Sweet Sixteen of BSA Safety: [www.scouting.org/health-and-safety/resources/sweet16](http://www.scouting.org/health-and-safety/resources/sweet16)
4. When transporting Scouts, I will obey all laws, comply with Youth Protection guidelines, and follow safe driving practices.
5. I will respect and abide by the Rules and Regulations of the Boy Scouts of America, BSA policies, and BSA-provided training, including but not limited to those relating to:
  - a. Unauthorized fundraising activities
  - b. Advocacy on social and political issues, including prohibited use of the BSA uniform and brand
  - c. Bullying, hazing, harassment, and unlawful discrimination of any kind
6. I will not discuss or engage in any form of sexual conduct while engaged in Scouting activities. I will refer Scouts with questions regarding these topics to talk to their parents or spiritual advisor.
7. I confirm that I have fully disclosed and will disclose in the future any of the following:
  - a. Any criminal suspicion, charges, or convictions of a crime or offense involving abuse, violence, sexual misconduct, or any misconduct involving minors or juveniles
  - b. Any investigation or court order involving domestic violence, child abuse, or similar matter
  - c. Any criminal charges or convictions for offenses involving controlled substances, driving while intoxicated, firearms, or dangerous weapons.
8. I will not possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies:
  - a. Alcoholic beverages or controlled substances, including marijuana.
  - b. Concealed or unconcealed firearms, fireworks, or explosives.
  - c. Pornography or materials containing words or images inconsistent with Scouting values.
9. If I am taking prescription medications with the potential of impairing my functioning or judgment, I will not engage in activities that would put Scouts at risk, including driving or operating equipment.
10. I will take steps to prevent or report any violation of this code of conduct by others in connection with Scouting activities.

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# WELCOME

Welcome! You have chosen to make an important difference in the lives of the youth in your den and pack. With your guidance as their leader, the youth in your den will develop character, leadership skills, responsibility, fitness, and a love for fun while learning. Your role as a den leader is a critical one to a child's success and continued involvement in Cub Scouting. This guide is your key to leading a successful program.

## AN OVERVIEW OF CUB SCOUTING

### THE PURPOSES OF CUB SCOUTING

Cub Scouting is a year-round, family-oriented part of the Boy Scouts of America. The program is designed for youth who are in the year prior to first grade through fifth grade (or are 6-10 years of age). Parents, leaders, and organizations work together to achieve the 10 purposes of Cub Scouting:

- Character Development
- Spiritual Growth
- Good Citizenship
- Sportsmanship and Fitness
- Family Understanding
- Respectful Relationships
- Personal Achievement
- Friendly Service
- Fun and Adventure
- Preparation to join a Scout troop

All the activities leaders plan and Cub Scouts enjoy should relate to one or more of these purposes.



### CUB SCOUTS: A POSITIVE PLACE

The Boy Scouts of America emphasizes a positive place in Cub Scouting. Any Cub Scouting activity should take place in a positive atmosphere where children and other family members can feel emotionally secure and find support, not ridicule. Activities should be positive and meaningful and should help support the mission and purpose of the BSA.

# THE SCOUT OATH AND SCOUT LAW

Use of the Scout Oath and Scout Law in all Scouting programs is designed to help emphasize the unity of Scouting. This helps fulfill Scouting's mission and vision statements, both of which mention the Scout Oath and Scout Law:

**Vision Statement:** The Boy Scouts of America will prepare every eligible youth in America to become a responsible, participating citizen and leader who is guided by the Scout Oath and Law.

**Mission Statement:** The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

Scout Oath	Scout Law
On my honor I will do my best To do my duty to God and my country and to obey the Scout Law; To help other people at all times; To keep myself physically strong, mentally awake, and morally straight.	A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.

## Age-Appropriate Expectations for Learning the Scout Oath and Scout Law

The concepts of the Scout Oath and Scout Law are difficult to master, but they are not so difficult that a Cub Scout cannot begin the journey. In the beginning of the Cub Scout's journey, don't expect memorization. The Scout Oath and Scout Law are printed on the back cover of the handbooks. Use the handbook or a poster as an aid to reciting.

You can also use older Scouts and adults as mentors to help bring your Cub Scouts along at a pace comfortable for their learning needs.

The following descriptions can help you explain the meaning of the Scout Oath and Scout Law to Cub Scouts:

## What the Scout Oath Means

*ON MY HONOR ...*

Saying "On my honor" is like saying "I promise."

*I WILL DO MY BEST ...*

This means that you will do your best to do what the Scout Oath says.

*TO DO MY DUTY ...*

A duty is something you are expected to do. At home, you might be expected to make up your bed or take out the trash. You also have duties to God and to your country.

*TO GOD ...*

You do your duty to God by following the teachings of your family and religious leaders.

*AND MY COUNTRY ...*

You do your duty to your country by being a good citizen and obeying the law.

*AND TO OBEY THE SCOUT LAW; ...*

You also promise to live by the 12 points of the Scout Law, which are described on the next page.

*TO HELP OTHER PEOPLE AT ALL TIMES; ...*

Many people need help. A friendly smile and a helping hand make life easier for others. By helping other people, you are doing a Good Turn and making our world a better place.



### *TO KEEP MYSELF PHYSICALLY STRONG, ...*

This part of the Scout Oath is about taking care of yourself. You stay physically strong when you eat the right foods and get plenty of exercise.

### *MENTALLY AWAKE, ...*

You stay mentally awake when you work hard in school, learn all you can, and ask questions.

### *AND MORALLY STRAIGHT.*

You stay morally straight when you do the right thing and live your life with honesty.

## **What the Scout Law Means**

The Scout Law has 12 points. Each one is a goal you should do your best to achieve.

A Scout is **TRUSTWORTHY**.

Tell the truth and keep your promises. People can depend on you.

A Scout is **LOYAL**.

Be true to your family, friends, Scout leaders, school, and country.

A Scout is **HELPFUL**.

Volunteer to help others without expecting a reward.

A Scout is **FRIENDLY**.

Be a friend to everyone, even people who are very different from you.

A Scout is **COURTEOUS**.

Be polite to everyone and always use good manners.

A Scout is **KIND**.

Treat others as you want to be treated. Never harm or kill any living thing without good reason.

A Scout is **OBEDIENT**.

Follow the rules of your family, school, and pack. Obey the laws of your community and country.

A Scout is **CHEERFUL**.

Look for the bright side of life. Cheerfully do tasks that come your way. Try to help others be happy.

A Scout is **THRIFTY**.

Work to pay your own way. Try not to be wasteful. Use time, food, supplies, and natural resources wisely.

A Scout is **BRAVE**.

Face difficult situations even when you feel afraid. Do what you think is right despite what others might be doing or saying.

A Scout is **CLEAN**.

Keep your body and mind fit. Help keep your home and community clean.

A Scout is **REVERENT**.

Be reverent toward God. Be faithful in your religious duties. Respect the beliefs of others.

# DELIVERING THE CUB SCOUTING PROGRAM

Cub Scouting can be extremely rewarding for every member of the family—children and adults alike. Taking the time to review this information and using the den meeting plans in this den leader guide is the first and best step toward ensuring that you can deliver the fun that families want as easily as possible.

The den is where Cub Scouting takes place. The majority of dens meet two to four times a month with the average meeting lasting 60 to 90 minutes. The following are some considerations to make things even smoother.



## SAFETY FIRST

In conducting activities, Cub Scout den leaders must maintain adequate supervision and assure the proper use of materials. Be careful, and remember: Safety must always come first!

Refer to the latest printing of the *Guide to Safe Scouting*, No. 34416, for information on policies relating to the many activities in which your den may participate.

The *Guide to Safe Scouting* is available on the National Council website at [www.scouting.org](http://www.scouting.org), or you can find it at your local council service center. **The online version of the *Guide to Safe Scouting* will always have the most current information.**

## ROLES AND RESPONSIBILITIES IN CUB SCOUTING

Parents and other caring adults support Cub Scouting through a variety of ways. Some adults take on a role with the pack committee and provide support through finance, record keeping, or other administrative tasks to make it easier for den leaders to provide the program.

### ◆ DEN LEADER

Cub Scout den leaders work directly with Cub Scouts and their parents/guardians to execute the Cub Scouting program in the den. Cub Scout dens are gender-specific and are either all boys or all girls.

Dens may have a den leader and assistant den leader or two co-den leaders. In all situations, den leaders work with parents as a team to deliver the program.

**Qualifications:** Is at least 21 years old, and should be an experienced leader and is usually a parent or guardian of a child in the den. Recommended by the Cubmaster after consultation with the parents and guardians of the Cub Scouts involved, and approved by the pack committee and chartered organization. Registered as an adult leader of BSA and current with Youth Protection training.

#### Responsibilities:

- Carry out the activities listed for each rank adventure in the handbook in order for the Scouts in the den to earn their badge of rank.
- Plan, prepare for, and conduct den meetings with the assistant den leader and den chief (if Wolf, Bear, or Webelos den leaders) or adult partners (if Lion or Tiger den leaders).
- Attend the monthly pack committee meetings.
- Lead the den at pack activities.
- Ensure the transition of Cub Scouts to a den of the next rank (or to a troop if Webelos/Arrow of Light Scouts) at the end of the year.

Lion and Tiger den leaders should do the following:

- Coordinate shared leadership among the adult partners in the den.
- Ensure that each child and their adult partner have the opportunity to be the host team, planning and executing the den activities. Rotate responsibilities monthly.

Cub Scout den leaders should keep in mind the following responsibilities:

- Ensure that their den chief attends den chief training, and guide them in working with Cub Scouts. Attend den chief training with them. See that they receive recognition for their efforts at den and pack meetings.
- Provide meaningful responsibilities for the denner and assistant denner so that they can learn responsibility and gain satisfaction from their efforts.

The Webelos den leader should remember the following responsibilities:

- Ensure that their den chief attends den chief training, and guide them in leading Webelos Scouts. Attend Den Chief Training with them, and see that the den chief's efforts receive recognition at den and pack meetings.
- Provide worthwhile tasks for a Webelos Scout serving as denner so that they can assume some responsibility and gain satisfaction from their efforts.
- Along with the Scoutmaster and assistant Scoutmaster, plan and conduct meaningful joint activities.

### ◆ ASSISTANT DEN LEADER

The assistant Cub Scout den leader shares the responsibilities of the Cub Scout den leader and may be called upon to serve as a family contact or record keeper, or to handle other details of den operation. Each den should have at least one assistant den leader, and more if needed.

**Qualifications:** Is at least 21 years old, and is recommended by the Cubmaster after consultation with the den leader, parents, and guardians of the Cub Scouts involved, and approved by the pack committee and chartered organization. Is registered as an adult leader of the BSA and current with Youth Protection training.

### ◆ PARENTS/GUARDIANS/FAMILIES

Cub Scouting seeks to support the family, whatever that looks like. When we speak of parents or families, we are not referring to any particular family structure. Some Cub Scouts in your den may live with two parents, some with one parent, some with foster parents, and some with other relatives or guardians. Whomever Cub Scouts call their family is their family in Cub Scouting.

Our focus is on helping build strong families as we build stronger children. Don't try to carry the load yourself. Involve parents or guardians and encourage them to lend expertise to the program in their areas of interest. Each parent has something to contribute. Invite them to participate and use their skills. Use "two-deep leadership," which means that two adults are required for all outings or activities. Review the "Youth Protection" section in the *Cub Scout Leader Book* for more information on how parents can help.

### ◆ DENNER AND ASSISTANT DENNER

The denner position is for Wolf, Bear, and Webelos dens. The denner is a den member selected to be a youth leader for a short period of time—anywhere from one week to several months. It is a good practice for the den leader to rotate the position of denner throughout the den so that all Cub Scouts have the opportunity to experience the leadership position. The den leader and den chief determine the denner's responsibilities, which might include leading the opening flag ceremony; helping to set up and clean up the den meeting place; helping with games, ceremonies, tricks, and puzzles; leading a song; or acting as den cheerleader. Denners should be given meaningful responsibilities and recognition to help them learn how to be leaders. The denner wears a shoulder cord on the left shoulder. Some dens also have assistant denners who assist the denner and may move up to the denner position after their term is over.

## ◆ DEN CHIEF

The den chief is an older Scout from a troop, a Venturer, or a Sea Scout who serves as an activities assistant at Wolf, Bear, or Webelos Scout den meetings. The den chief can serve as a positive role model for Cub Scouts as they look toward the continuation of their Scouting experience. The Scoutmaster from a local troop, the Advisor from a Venturing crew, or the Skipper from a Sea Scout ship may be able to help identify a den chief. A den chief that has been approved by their unit leadership and by the pack leadership may serve either an all-boy den or all-girl den regardless of their gender.

## THE ROLE OF TRAINING

Core to succeeding with these responsibilities is the concept that every Cub Scout deserves a trained leader. Being a trained leader helps you deliver the program in a way that is effective and efficient with a focus on the core objectives of Scouting. Becoming a trained leader requires completion of the following training:

- Youth Protection
- Leader Position-Specific

Both trainings are available online at [my.scouting.org](http://my.scouting.org) and as an in-person training through your local council service center. Leaders who have completed these two trainings qualify to wear the Trained Leader emblem.

## RESOURCES

This *Den Leader Guide* is designed to be self-contained, including all the information you will need to run your den meetings. However there are additional resources which may be helpful to the Cub Scout leader's experience. As you gain more experience you should consider having the following in your personal Cub Scouting library. Many packs have pack libraries as well for sharing among their pack leadership.

- *Cub Scout Leader Book*
- *Cub Scout Leader How-To Book*
- *Tiger Handbook*
- *Group Meeting Sparklers*
- *Cub Scout Ceremonies for Dens and Packs*
- *Cub Scout Songbook*

## THE CUBMASTER

You will work closely with the Cubmaster to deliver the Cub Scouting program to the families in your den. The Cubmaster works as the program leader for the pack. In addition to working with den leaders, he or she will lead the pack program at your monthly pack meeting. Some of the ways you and the Cubmaster will collaborate include the following:

- Work together to plan and help carry out the Cub Scouting program in the pack according to the policies of the BSA. This includes leading the monthly pack meeting with the help of other leaders.
- With the pack committee, develop and execute a year-round recruitment plan for recruiting new families into Cub Scouting.
- Acquire and use the appropriate and available Scouting literature, including the den leader guide for each program level.
- See that the pack program, leaders, and Cub Scouts positively reflect the interests and objectives of the chartered organization and the BSA.

- Encourage the continuation of Scouting by establishing and maintaining good relationships with local troops; this is especially important for Webelos den leaders. Your pack may have an assistant Cubmaster whose primary responsibility is to support transition from Cub Scouting into a troop.
- Together, maintain good relationships with parents and guardians. Seek their support, and include them in activities.
- Work collaboratively to ensure that Cub Scouts receive a quality, year-round program filled with fun and activities that qualify the dens and pack for the National Summertime Pack Award.
- Participate with the Cubmaster and the pack committee chair in the pack's annual program planning conference and the monthly pack committee meetings.
- Work as a team with the pack committee chair to cultivate, educate, and motivate all pack leaders and parents or guardians in Cub Scouting.
- Work together to conduct impressive advancement, recognition, and graduation ceremonies. For Webelos ceremonies, involve Scoutmasters and other Scout leaders.
- Bring families together at joint activities.
- Support the policies of the BSA.

In addition to supporting den leaders, the Cubmaster will help coordinate activities that take place during the pack meeting. Many of the advancement requirements that are related to outdoor adventure, such as camping, and leadership development require the members of each den to work with each other during pack meetings. The Cubmaster will help to organize those activities. Camping activities can only be conducted as pack overnights, council-organized family camps, or Webelos den overnights.

## RESPONSIBILITIES TO CUB SCOUTS

All Cub Scout leaders have certain responsibilities to the Cub Scouts. Each leader should:

- Respect each child's rights as individuals and treat them as such. In addition to common-sense approaches this means that all parents/guardians should have reviewed *How to Protect Your Children From Child Abuse: A Parent's Guide*, and all youth leaders must have taken the BSA's Youth Protection training.
- See that Cub Scouts find the excitement, fun, and adventure that they expected when they joined Cub Scouting.
- Provide enthusiasm, encouragement, and praise for Cub Scouts' efforts and achievements.
- Develop among the Cub Scouts a feeling of togetherness and team spirit that gives them security and pride.
- Provide opportunities for Cub Scouts to experience new dimensions in their world.
- Become a fully trained Cub Scout leader.

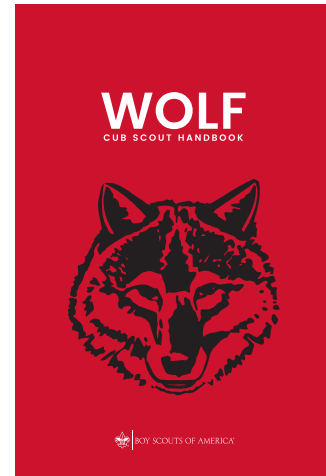
# THE CUB SCOUT RANKS AND HANDBOOKS



A child who is 6 years old or is in the year prior to first grade is a Lion. Related adventures are found in the *Lion Handbook*.



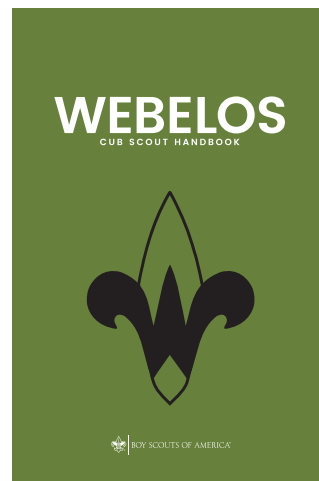
A child who is 7 years old or is in the first grade is a Tiger. Related adventures are found in the *Tiger Handbook*.



A child who is 8 years old or is in the second grade is a Wolf. Related adventures are found in the *Wolf Handbook*.



A child who is 9 years old or is in the third grade is a Bear. Related adventures are found in the *Bear Handbook*.



A child who is 10 to 11 years old or is in the fourth or fifth grade is a Webelos Scout. Related adventures are found in the *Webelos Handbook*.

The den meeting plans are written to help Cub Scouts complete the adventure requirements in their handbook. A den leader is strongly encouraged to have the handbook for the den he or she is leading as well, to be able to follow along and review for den meeting planning.

# ADVANCEMENT

## ◆ CUB SCOUT ADVANCEMENT FOR RANK BADGE

Advancement is the word used to describe the progress Cub Scouts make toward their rank. It is one of the methods we use to achieve Scouting's aims and its desired outcomes. As Scouts earn the ranks of Lion, Bobcat, Tiger, Wolf, Bear, Webelos, and the Arrow of Light, they achieve important goals in developing skills and favorable dispositions related to personal fitness, good character, participatory citizenship, outdoor skills and awareness, and leadership development. Each level of the program is designed to achieve these goals through a series of developmentally appropriate and fun adventures.

## ◆ RECOGNITION PROCESS

No Cub Scout wants to wait several months to be recognized for hard work. The Cub Scouting program recognizes completion of intermediate steps leading to rank advancement by awarding immediate recognition.

Each adventure for Lion through Bear has a metal adventure loop that is designed to be worn on the Cub Scout's belt. To purchase adventure loops at the Scout shop, an advancement report is not required. This allows for the den leader or other pack leadership to purchase adventure loops ahead of time and have them ready to present once a Cub Scout has completed the adventure. Adventure loops are color-coded to each rank. Required adventure loops have full-color logos, and elective adventure loops have single-color logos.

Advancement gives Scouts a means of measuring their progress. Credit is given to the Cub Scout for each requirement when the den leader is satisfied that the Scout has done their best.

Ensuring that Cub Scouts are recognized immediately and publicly for their efforts is an important part of the advancement process. **No Scout should have to wait for more than two weeks to receive a device and be recognized for their accomplishments.** Your pack may approach this in a variety of ways:

- The den leader may provide the belt loop or adventure pin at the final meeting when the Cub Scouts complete the adventure. At the following pack meeting, the Scouts would then receive a certificate during a brief ceremony.
- The pack may provide certificates for den leaders to award when Scouts complete the adventure and then present the adventure loops and pins at the next pack meeting.

Packs are encouraged to find a method that works well for the families in the pack, guided by principles that recognition is both *immediate* to encourage the Cub Scouts and *public* to celebrate their success.

Advancement provides a satisfying means of recognizing Cub Scouts for their progress. Cub Scouts have a ladder to climb, with recognition at each step. Presenting awards in meaningful ceremonies to recognize their accomplishments is a principle of advancement. Advancement is not competition. Each Cub Scout is encouraged to advance steadily and purposefully, setting their own goals with guidance from family and leaders. Measurement for satisfying requirements is "Do Your Best," and that level can be different for each Cub Scout.





## ◆ HOW THE ADVANCEMENT PROGRAM WORKS

The success of the advancement program depends entirely on how Cub Scout leaders and parents apply it. Careful research has gone into developing the advancement program, but den and pack leaders and families make advancement work in the dens, in the home, and with pack activities.

### Goals of the Advancement Program

When implemented correctly, the advancement program will:

- Help build a Cub Scout's self-esteem.
- Help build self-reliance as each Cub Scout discovers they are now old enough to assume certain responsibilities toward other people.
- Give each Cub Scout the positive recognition they need.
- Bring families closer through the advancement activities that each family enjoys with their Cub Scout.

### The Den Leader

The den leader has the following responsibilities related to advancement.

1. Work on advancement requirements in den meetings using the handbook and den leader guide for the appropriate rank.
2. Plan meetings that support the advancement program. Other parents with specific skills, the den chief, or local troop leaders can help.
3. Help parents and adult partners understand the advancement plan and their role in promoting advancement. Make sure returning parents understand how the advancement process works at each age level.
4. Keep accurate records of requirements that Cub Scouts complete. Promptly provide the pack leadership with the advancement records so Scouts can be recognized at the next pack meeting. The use of Scoutbook and the Scouting mobile app provides the easiest way to keep leaders and parents up to date on advancement.
5. With advancement being completed in the den meeting, a Scout's absence should be the only reason for failure to advance. Work with the Scout and their family to complete activities missed due to absence.
6. Provide reinforcement for and recognition of advancement at den meetings. These can include advancement charts, den doodles, and immediate recognition items.
7. Make sure that impressive advancement ceremonies and graduation ceremonies are conducted at the pack meeting. For the Arrow of Light rank, involve the Scoutmaster and the troop's youth leaders.



### The Cubmaster

The Cubmaster has these responsibilities related to advancement.

1. Provide a quality year-round program full of action and fun that appeals to the Cub Scouts and their families. See that den and pack activities are planned so that completing required and elective adventures for all levels is a natural outcome.
2. Guide den leaders in the use of the den leader guide to help organize and deliver each meeting's program for each level of programming.
3. Work with den leaders to coordinate den activities at pack meetings that support the use of the Cub Scout adventure program materials.
4. Provide advancement reinforcement at the pack meeting, such as colorful and exciting induction, advancement, and graduation ceremonies. Encourage displays of advancement charts and den doodles at pack meetings.
5. Ensure that Cub Scouts in each den who have earned awards receive them at the next pack meeting. Don't let Cub Scouts and family members get discouraged by having to wait for recognition.





6. Make sure that den leaders are trained and know how to use the advancement program effectively.
7. See that advancement standards are maintained. All Cub Scouts should do their best to complete the requirements as presented in the program.
8. Coordinate with the pack committee to ensure that accurate advancement records are kept.

### The Pack Committee

Pack committee members have these responsibilities related to advancement.

1. Help train leaders and adult partners or family members in the proper use of the advancement program.
2. Ensure that den leaders have program resource materials such as den leader guides and advancement charts to support program delivery.
3. Collect den advancement reports monthly. Purchase awards from the local council service center. See that badges are presented at the next pack meeting. Use of Scoutbook and the Scouting mobile app makes each of these responsibilities easy to manage with an online tool that reduces the use of paper reporting.
4. Help plan advancement and graduation ceremonies for the pack meeting.
5. Help build or secure equipment for use in meaningful advancement ceremonies.



### How Fast Should a Den Advance?

A Cub Scout's approach to advancement progress will depend on two factors:

- Their own motivation for learning new skills, the encouragement and help they get from family, and their need for recognition
- The den leader's preparation for and presentation of advancement activities in the den meetings

The den meeting plans outlined in the den leader guide provide program opportunities that are generally delivered as two den meetings and an outing. This will provide opportunities for the Cub Scouts in your den to advance. A year-round program is composed of required adventures (that will lead to rank advancement) and elective adventures (which contribute to rank advancement and provide program enrichment).

If a Cub Scout cannot attend all meetings, the den leader should help the Cub Scout and their family complete the missed activities.

**The length it takes for the den to earn their rank is completely up to the den leader and the families in the den. Dens meet as frequently as they like. Although many packs target their blue and gold banquet for awarding the new badge of rank, there is no requirement to advance by an arbitrary date such as a blue and gold banquet.**

#### Advancement Checklist

- ☐ Do the Cubmaster and pack committee give den leaders and families guidance in using the advancement program effectively?
- ☐ Do family members understand their part in the advancement program? Are they using required adventures and elective adventures to suggest activities for the Scout's free time?
- ☐ Do den leaders talk to parents about children who are missing den meetings and therefore missing opportunities to advance?
- ☐ Do den leaders implement the required den meeting plans leading to advancement as outlined in the den leader guide and, when necessary, have advancement work completed at home?
- ☐ Are accurate advancement records kept in the dens and the pack?
- ☐ Do Cub Scouts receive prompt recognition?
- ☐ Do pack advancement ceremonies create an incentive for advancement?
- ☐ Are wall charts and den doodles used in den and pack meetings?
- ☐ Does the pack have an advancement ladder or chart?

# BOBCAT

Regardless of what age or grade a Cub Scout is in, the Bobcat rank must be earned before earning any other rank, except Lion. Lion Scouts earn the Lion rank first. When they complete kindergarten, they may begin work on the Bobcat badge. The Bobcat requirements focus on the fundamentals of Cub Scouting that every Cub Scout must know.

You as the den leader can help! Practice the requirements in your den meetings, and encourage Cub Scouts to work on the requirements with their families also. Requirement 7 is a home-based requirement. The requirements are found in each of the youth handbooks as well as listed below:

## Bobcat Requirements

1. Learn and say the Scout Oath, with help if needed.
2. Learn and say the Scout Law, with help if needed.
3. Show the Cub Scout sign. Tell what it means.
4. Show the Cub Scout handshake. Tell what it means.
5. Say the Cub Scout motto. Tell what it means.
6. Show the Cub Scout salute. Tell what it means.
7. With your parent or guardian, complete the exercises in the pamphlet *How to Protect Your Children From Child Abuse: A Parent's Guide*.



# TIGER ADVANCEMENT

Tiger Scouts work toward the Tiger rank. The Tiger rank is earned by completing seven adventures as described below. Although participation with an adult partner is required for all Tiger awards, recognition items are for the Scouts only.

1. Complete each of the six required adventures:
  - Games Tigers Play
  - My Tiger Jungle
  - Team Tiger
  - Tiger Bites
  - Tiger Circles: Duty to God
  - Tigers in the Wild
2. In addition to the six required adventures, complete at least one elective adventure of your den's or family's choosing.
3. With your parent, guardian, or other caring adult, complete the exercises in the pamphlet *How to Protect Your Children From Child Abuse: A Parent's Guide*.
4. Earn the Cyber Chip award for your age. (The Cyber Chip portion of this requirement may be waived by your parent or guardian if you do not have access to the internet.)



For each adventure, the Tiger and adult partner team must complete the requirements as outlined in the *Tiger Handbook*.







Requirement 7 of Bobcat and requirement 3 of Tiger are identical; Cub Scouts need to complete the requirement only one time.

The den leader signs each Scout's handbook (Den Leader's OK) and records progress in the den's advancement records. The Tiger Scouts also keep track of their own advancement using the Adventure Tracking section in the back of their handbooks, and under the guidance of the den leader, they can also keep a record of their individual progress on a den advancement chart and den doodle. For requirements completed at home, the parent or other caring adult who worked with the Cub Scout on the requirements will notify the den leader, and the den leader will sign off on the requirements.






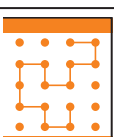

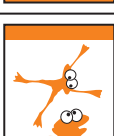


The pack should encourage each den to deliver a year-round program, drawing from both required adventures to support rank advancement and elective adventures to support program enrichment. Elective adventures

may be earned during den activities, by a Cub Scout with participation of the Scout's family, and during council- and district-sponsored program opportunities. There is no required order in which adventures must be earned. The sequence is left to the discretion of the den leader.

After earning the Tiger badge, Cub Scouts will continue to meet with their Tiger den, working on elective adventures until completing first grade (or turning 8 years old) and becoming a Wolf Scout.

	Adventure Loop	Tiger
Required		Games Tigers Play
Required		*My Tiger Jungle
Required		Team Tiger
Required		Tiger Bites
Required		Tiger Circles: Duty to God
Required		*Tigers in the Wild
Scout or Den Choice		(1) Elective adventure of choice

	Adventure Loop	Tiger
Elective		Curiosity, Intrigue, and Magical Mysteries
Elective		Earning Your Stripes
Elective		Family Stories

	Adventure Loop	Tiger
Elective		Floats and Boats
Elective		Good Knights
Elective		Rolling Tigers
Elective		Sky Is the Limit
Elective		Stories in Shapes
Elective		Tiger-iffic!
Elective		Tiger: Safe and Smart
Elective		Tiger Tag
Elective		Tiger Tales
Elective		Tiger Theater

\*Seasonal considerations

After a Cub Scout has completed all the requirements for the Tiger rank, they should receive the Tiger badge from their adult partner at the next pack meeting. This is an important milestone, so the ceremony should be suitably impressive. The Tiger badge is sewn on the left pocket of the uniform shirt in the bottom position.

Scouts may complete as many elective adventures as their ambition and time available allow. They are entitled to wear each of the adventure loops on their official Cub Scout belt.

## ◆ PLANNING YOUR MEETINGS

As you plan your den's program for the year, there are a few important points to consider.

- **Required adventures.** These adventures are required to advance from rank to rank.
- **Elective adventures.** These add to the fun and adventure of Cub Scouting. One elective adventure is required for each rank.
- **Coordinating your planning.** Some of the adventures require coordination with other dens. A pack meeting is an ideal place to do this. There are some suggestions made in the *Cub Scout Leader Book*, but however your dens and pack wish to do this, work together with the other leaders in your pack to build this into your annual program. For example, Lion, Tiger, Wolf, and Bear dens may not go camping as a den. They may only participate in pack overnights or council-organized family camps. When working out your annual program plan, seek to deliver an entire year of fun programming. It is important to seek input from the Cub Scouts in the den to find out which adventures they would like to explore with the members of the den. Elective adventures that are not selected may be earned by Cub Scouts at home, working with their families.
- **Audience for requirements.** Many of the requirements state that a Scout should demonstrate a new skill or share something they have learned with others during a den meeting. We all need to recognize that not all Scouts are able to make each meeting. While we recognize that the best approach is to carry out sharing tasks in a den setting, it may be necessary to allow Cub Scouts to share what they have learned while working on Cub Scout advancement requirements in other settings, such as in front of their family.
- The duty to God adventures are primarily done with the family and, for some dens, may not be included as part of the den meeting planning. If that is the case, notify families that they will need to help their Cub Scouts complete the adventure at home and then notify the den leader when those requirements are completed. See page 29 for more information regarding the duty to God adventures.

Read through the Tiger adventures, and give some thought to which adventures will work the best for your location and climate. Write in the adventures you will use and the corresponding month that will work best. Check with your Cubmaster to see if some adventures need to be coordinated with other dens or for upcoming pack meetings.

Important: When planning, keep in mind that six required adventures and one elective adventure are required for Tiger advancement. Adventure loops may be awarded at any time within the Cub Scout's rank year by age or grade. Once Cub Scouts have moved (graduated) to their next level den, THEY MAY NOT EARN THE RANK OF THEIR PREVIOUS DEN LEVEL.

## DEN ANNUAL ADVENTURE PLAN

Month	Adventure
August	
September	
October	
November	
December	
January	
February	
March	
April	
May	
June	
July	

# DEN MEETINGS

The den meeting is critical to the Cub Scout's success and enjoyment of the Scouting program. It is in and through the den that youth develop character and learn life skills through completion of the adventure activities. Along the way, they make social connections and enjoy exploring a wide variety of ideas. Den meetings that are fun, organized, and interesting provide a great experience for youth.

The structured, but fun nature of den meetings sets the tone for a Cub Scout experience in which youth thrive. Each den meeting consists of five basic elements: Gathering, Opening, Talk Time, Activities, and Closing.

## DEN MEETINGS AT A GLANCE

### PREPARATION AND MATERIALS NEEDED

Use this section of the den meeting plan to determine the materials you will need to lead the den meeting and to know when to make arrangements in advance, such as scheduling a meeting with a guest or arranging the logistics for an outing.

Read the pages in the youth handbook for each new adventure before you start to work on it. The handbook provides background information, instructions, or suggestions for many activities. Encourage Scouts to bring their handbooks to each meeting.

### GATHERING (5 TO 15 MINUTES BEFORE MEETING)

- Designed to provide constructive welcoming activities for early arrivals while they wait for the meeting to start
- Suggested gathering activities range from active games to quiet pastimes, depending on children's needs (energy release or settling down), time of day, and the meeting venue
- Should not include activities essential to the meeting, as not everyone will be part of the gathering experience

Use a formal, time-consuming gathering activity only if youth arrive at different times and there is considerable time before everyone is present. Be sure to begin the meeting itself on time. Sometimes a nutritious snack is substituted for a gathering activity. The gathering activity sets the tone for the den meeting.

### OPENING (5+ MINUTES)

- Pledge of Allegiance (may be part of larger flag ceremony)
- Recite the Scout Oath and Law together
- Sometimes additional inspiring message or reflection
- May include Outdoor Code or Leave No Trace ideas related to preparation for an outing

Youth and adults stand respectfully for the opening, which often takes place with Scouts in a horseshoe or circle at the front of the room. The opening may be a longer ceremony for special occasions.

### TALK TIME (5+ MINUTES)

- Overview of meeting and den member roles (what to expect)
- Dues collection (only if needed and not collected otherwise)
- General announcements and updates
- Quick discussion (or extensive planning) for coming events
- May include youth sharing ideas or accomplishments related to adventure requirements
- May introduce a new adventure or set groundwork for future advancement

Expand the meeting time to accommodate in-depth discussion or planning if needed.

## ACTIVITIES (30+ MINUTES)

- The heart, or core, of the den meeting, where most of the fun and learning (adventure requirements) take place
- Two to three projects, games, or discussions chosen from requirement activities in the meeting plan

Note that many of the activities for requirements include a reflection at the end. (See “Closing” below.) Make sure that someone is taking notes on parts of requirements each youth completes.

## CLOSING (5+ MINUTES)

- A ceremonial moment wrapping up the meeting
- Often led by the denner, the youth leader of the den

Closing should be a quiet time. It usually works best to have youth stand in a circle or horseshoe with adults standing behind.

## AFTER THE MEETING

- Assign roles and provide opportunities for teamwork.
- Ensure protocols in place for continued supervision and parental pickup.
- Review the general success of the meeting, such as group dynamics and accomplishments.
- Record Scouts’ individual requirement completions in their advancement reports, either on paper or electronically.
- Plan for following up with additional parts of requirements or to make arrangements for coming events.
- Communicate with parents via email or a note given to the child to take home. Include a review of the Scouts’ accomplishments and reminders of future events and arrangements.

Use this Den Meetings at a Glance guide when preparing for meetings and following through after meetings. Key how-to and ideas for these important considerations are included in the meeting plans throughout this guide. The appendix includes great ideas for generic parts of the meeting, and adventure-specific ideas are highlighted in this chapter.

## WHAT ARE DEN MEETING PLANS, AND HOW DO I USE THEM?

The den meeting plans are your guide to bringing the adventures of advancement to life for your den. These plans will, if followed, help Cub Scouts advance in rank as they experience all the fun of Cub Scouting. Take time to read through and prepare for each den meeting.

The plans are developed around the following:

- Two to three den meetings per month in addition to the pack meeting or other pack activities.
- If a plan consists of three den meetings, one of those meetings is usually designed to be an outing. The outing may take place at the beginning, middle, or end of the adventure, so be sure to read through each of the den meeting plans for each adventure before beginning. Outings are very important to the Scouting experience.
- The plans follow the parts of the den meeting structure listed above.



## CHARACTER COMPASS



In the den meeting plans, you will notice this icon. The adventures you are planning for the monthly meetings have an association with one or more points of the Scout Law. As you read through the plans and the youth handbook for the adventure, be aware of the point of the Law emphasis and how you may be able to help teach it. These points are to be brought about naturally and subtly within the adventure and are by no means meant to be “drilled” into your meeting plan. That’s one of the wonderful things that happens in Scouting—we teach character development through our adventures and advancement.

## DO-AT-HOME PROJECTS



Do-at-Home Projects are activities completed outside den meetings. Projects should be assigned (usually during the Closing). They may be assignments in preparation for the next den meeting plan, or they may be part of a requirement that you will need to then verify at the next den meeting as having been completed.

## YOUR FIRST DEN MEETING

You are going to be a great den leader! Use your first den meeting as a chance to get to know each Cub Scout and their family. Take time to hand out the Family Talent Survey or email the link to the PDF form and ask each adult to complete it and return it to you. (The form is available at [www.scouting.org/programs/cub-scouts/leaders/forms](http://www.scouting.org/programs/cub-scouts/leaders/forms).) Below are some tips for your first meeting. This will help set a positive atmosphere for everyone.

- Wear your adult uniform to all meetings, and remind Scouts to wear their uniforms.
- Be completely organized before the start of the meeting.
- If you are new to running meetings like this, it is easier to think of it as seven short activities rather than a single long event. (See the Den Meetings at a Glance section earlier in this chapter.)
- Explain clearly to the Scouts the behavioral expectations. You may wish to use the “conduct candle” approach (see this guide’s appendix), and develop a den code of conduct. This can be handwritten on poster board, or a den code of conduct poster, No. 32068, may be purchased at your local Scout shop. Be consistent and friendly but firm.
- Explain that Scouts should bring their handbooks to each meeting.
- Remember to set high expectations so the Cub Scouts in your den can learn how to achieve. Setting low expectations will lower everyone’s performance and not meet the expectations families have of the program.

If you are a new den leader, ask the assistant den leader(s) to arrive at least 15 minutes before the starting time of the meeting. They can help you with final preparations before everyone else arrives. It is a good idea to have something constructive for those who arrive early to do (known as the “Gathering” part of the den meeting plan) while you are making final preparation for den meetings; you might even have them help set up some parts of the meeting.

A snack at den meetings is optional. If you do serve a snack, offer fruits or vegetables to set an example of healthy eating. Be aware of any food allergies of den members and communicate these to parents who may be assisting with the snacks.





To encourage healthy snacks at meetings, you can work toward the SCOUTStrong Healthy Unit Award as a den! Earn the award by following three healthy meeting practices, including providing fruits and/or vegetables for snacks (if snacks are served). Learn more about this award in the appendix, under “Awards Cub Scouts Can Earn.”

One best practice to facilitate communication and involvement is to distribute a family information letter at the conclusion of each meeting. The letter tells families what was completed at each meeting and provides information on upcoming den and pack meetings and activities.

## DEN OUTINGS

Den outings are an important part of the Cub Scout experience. They are a time not only for fun but for learning. And they are critical steps in the Cub Scouts in your den earning their badge of rank. It is important that you plan in advance for these den outings. Planning should include the following, at a minimum:

- Arrange for the visit with the point of contact at your destination (if needed).
- Work with the parents or guardians in the den to arrange transportation, or get an adult to carry out the planning.

There is an activity consent form available to use at the den level for outings. This is a permission slip the parents sign for their child to attend the outing. The activity consent form is also available at [www.scouting.org/programs/cub-scouts/leaders/forms](http://www.scouting.org/programs/cub-scouts/leaders/forms).

## UNDERSTANDING CUB SCOUT-AGE CHILDREN

Scouting is designed to help children develop character, citizenship, personal fitness, and leadership. To understand where we want them to go, we need to understand where they are.

The Cub Scout years are a time of rapid development for children, falling between the total dependence of early childhood and the relative independence of early adolescence. Cub Scout-age children are becoming more competent, and they need to be able to demonstrate what they can do. Eager to prove themselves to their friends, themselves, and their parent(s) or other caring adults, they show off what they can do, sometimes forgetting to plan ahead and forgoing safety.

Cub Scouting activities are designed for children who are in the normal range of development, but the program is flexible enough to adapt to the needs of those who are developing faster or slower than their peers or who face physical, mental, or emotional challenges.

Cub Scout leaders who understand and recognize the developmental changes of these years will have a much better Cub Scouting experience.

### ◆ DEVELOPMENTAL CHARACTERISTICS

Although typical behavior patterns exist for any age group, every child is unique. For example, some 10-year-olds are already experiencing the growth spurts associated with puberty, while others still resemble 8-year-olds. It's important not to confuse physical size with psychological maturity. Minds and bodies often develop at different rates.

## Physical Development

**Children are full of energy.** They need a way to burn it off, especially if they've been sitting in a classroom for a long time. They can be noisy and boisterous, and they need to romp and play.

**Children are steadily growing.** Young children are often quite thin and lack muscle mass. Second graders are losing baby teeth and tend to have an "all teeth and ears" look. By fifth grade, they are taller and heavier, have more stamina, and are capable of more sustained effort.

**Children are becoming better coordinated.** Children at this age may be clumsy and accident prone, but they gradually become more coordinated. By fifth grade, most children have achieved much better control and increased their mastery of large-muscle activities.

**Children are impatient with aspects of personal hygiene.** Tasks like brushing their teeth and combing their hair seem unimportant. Self-care routines can be a source of conflict. Few children of Cub Scout age appreciate the importance of cleanliness.

## Mental Development

**Children are concrete thinkers and take things very literally.** Subtleties and humor frequently escape them, and they often interpret "what if" and "maybe" as promises to be kept. However, they are beginning to build concepts out of their concrete experiences and can use these ideas to imagine possibilities and solve problems.

**Children are beginning to understand that behavior involves motivation and consequences.** By first and second grade, they are likely to try to explain away bad outcomes by saying, "I didn't mean it." Fifth-graders are better at planning ahead to predict possible consequences. They are better at communicating with others because they can begin to see others' points of view.

**Children enjoy activities that are distinct from their school-day experiences.** By second grade, most children have begun to read on their own with varying success and interest. Cub Scouting often stimulates interest in reading and learning because the activities create a desire to know more. Cub Scouting activities don't have the association with failure that formal schoolwork has for some children; those who have problems at school might turn out remarkable Cub Scout projects.

**Children have different learning styles.** Some of them learn best visually, and some learn best by listening. Children and adults learn best when lessons are fun and hands-on. Cub Scouting's emphasis on learning by doing gives everyone a chance to shine.

**Children are curious and adventurous.** For Cub Scouts, the world is still new and waiting to be discovered. First- and second-graders are eager to meet life head-on—often with a willingness to take risks that may outrun their abilities.

**Children can be highly imaginative.** Children are ready to picture themselves in all kinds of roles and situations. Their ability to pretend lets them explore new ideas and feelings and their relationships with other people. Cub Scouting plays an important role in keeping curiosity alive by letting children do and learn things that interest them.

**Children are collectors.** Cub Scouts seem to accumulate things indiscriminately, and they're more concerned with quantity than quality. Fifth-graders retain their interest in collecting but often settle down to a more serious focus on one or two kinds of items. They are likely to spend more time counting, sorting, and arranging collections.

**Children have short attention spans.** First- and second-graders throw themselves into activities with great enthusiasm but might be ready to move on to something else in a remarkably short time. However, when something really interests them, Cub Scouts can stick with it longer. They also like to return again and again to favorite activities.

**Children are still developing a sense of time.** Many first- and second-graders can tell time with a clock, but they might have little sense of what time means. They express interest in planning and particularly like to know what is coming next. By age 10, most children have improved their time-management skills. They enjoy making rather elaborate plans and can generally get to where they want to be pretty much on schedule.

## Building Relationships

**Children have a strong need for adult/family support.** Although they may be willing to try new things on their own or with peers, children still need family members and adults they look up to whom they can trust and with whom they can share their experiences. By fifth grade, they are ready for greater independence and responsibility. They resent being treated like “little kids,” although they still want their parents to be there for them.

**Children are learning to interact within groups.** Generally, they understand the importance of friends, and many appear anxious about whether others approve of them. Still immature, they often view life mainly from their own perspective.

**Children are becoming genuinely devoted and committed to their friends.** They usually engage with enthusiasm in group activities. Many youngsters of this age also form spontaneous clubs and other fluid, though often short-lived, peer groups.

**Children prefer dynamic group games.** Young Cub Scouts love to succeed, and they have a great desire to win every time. They have difficulty understanding and mastering intricate rules of games and may lay blame on their opponents. Fifth-graders, on the other hand, usually have a sharp sense of rules. They can make a distinction between intentional and accidental rule violation.

**Children need acknowledgment for their performance.** Sometimes children avoid trying innovative endeavors because they are afraid that others might see them perform inadequately. Fifth-graders thrive on praise, too, but they prefer not to be singled out in front of others.

## Learning Values

**Children are developing ideas about right and wrong.** By second grade, many of them do what is right because they’ve progressed in their moral development and learned important values. Others may do what is right primarily to avoid punishment.

**Children are beginning to see the value of trying to get along with others.** By age 10, most children have begun to relate conformity to rules with self-interest. They are interested in the benefits they receive when they follow the rules. This age is also a time of much bargaining. They are beginning to understand that others have rights, too.

**Children have a growing appreciation for fairness.** Some psychologists believe that sensitivity to the feelings of others is the beginning of a moral sense. The young Cub Scout takes a fairly rigid stand on issues of fairness.

**Children are beginning to see that values are important.** Some of them begin to realize that the ideas expressed in the Scout Oath and Scout Law are values that American society feels are important. Modern American culture requires children to be able to experience moral issues in terms of obedience to rules and to explore them within networks of relationships.

**Children like being helpful.** At this age they are not too young to do things for others. Children enjoy helping others, especially if they can see that their service actually meets a need. At the end of a service project, it’s important to have time for discussion so that your Cub Scouts can understand their experience, learn from it, and grow.

See Appendix 2 for additional information and specific ideas for working with Cub Scouts, creating den spirit, and tracking behavior.

## ◆ PROVIDING ENCOURAGEMENT

- Reward more than you criticize, in order to build self-esteem.
- Praise immediately any and all good behavior and performance.
- Change rewards if they are not effective in motivating behavioral improvement when needed.
- Find ways to encourage the Scout.
- Teach Scouts to reward themselves. This encourages them to think positively about themselves.
- Emphasize and recognize accomplishments.



## ◆ PROVIDING SUPERVISION AND DISCIPLINE

- As a leader, you must be a number of things to each Cub Scout in your den: friend, authority figure, reviewer, resource, and teacher.
- Listening is an important technique that means giving Scouts an opportunity to express themselves. Whether as a part of the group or in private conversation, be patient, be understanding, and take seriously what the Scout has to say. Keep yourself attuned to what they are saying; use phrases like, “You really feel that way?” or “If I understand you right. . . .”
- Be on the lookout for signs that a Scout may need redirection, and be ready to intervene before a situation escalates.
- Avoid ridicule and criticism. Remember, all children have difficulty staying in control.
- Remain calm, state the infraction of the rule, and avoid debating or arguing with the Scout.
- Develop a plan for appropriate and consistent consequences for particular types of misbehavior.
- When a Scout is behaving in an unacceptable manner, try the “time out” strategy or redirect their behavior.
- Administer consequences immediately, and monitor proper behavior frequently.
- Make sure the discipline fits the offense and is not unduly harsh.
- Enforce den rules consistently.
- Do not reward inappropriate behavior. Offer praise when the Scout exerts real effort, even if unsuccessful, and/or when you see improvement over a previous performance. Never praise falsely.
- Do not accept blaming others as an excuse for poor performance. Make it clear that you expect all Scouts to answer for their own behavior. Behavior is a form of communication. Look for what the behavior is saying (i.e., does the Scout want attention?).

## WORKING WITH CUB SCOUTS WITH SPECIAL NEEDS AND DISABILITIES

We are all aware that every individual is different and unique in their own way. All children have different ways they learn and different abilities. When we read or hear the term “disability,” we more commonly think of visible forms of disability and not necessarily those that are not visible. It’s obvious that a Scout in a wheelchair may have challenges fulfilling a hiking requirement, but it might not be so obvious when it comes to the Scout with a learning disability.

Since its founding in 1910, the Boy Scouts of America has had fully participating members with physical, cognitive, and emotional disabilities. The basic premise of Scouting for youth with disabilities is that every child wants to participate fully and be treated and respected like every other member of the Cub Scout pack. Children with cognitive, physical, or emotional disabilities should be encouraged to participate in Scouting to the extent their abilities will allow. Many Scouts with disabilities can accomplish the basic skills of Scouting but may require extra time to learn them. Working with these youth will require patience and understanding.

Begin with the Cub Scout and the child's parents or guardians; seek guidance from them on how best to work with the Scout with special needs. The parents or guardians can help you to understand the Scout's medical history, capabilities, strengths, and weaknesses as well as how they can support you as the den leader. This will help you become aware of special needs that might arise at meetings, field trips, and campouts with the parents. To the fullest extent possible, Scouts with disabilities should be given opportunities to camp, hike, and take part in all activities.

The best guide to working with Scouts who have disabilities is to use good common sense, to trust your instincts, and to focus on all the potential that Cub Scouts with disabilities do have. It's important to try to remember that Cub Scouts are first and foremost children, whether they have a disability or not.

Below are some helpful tips for working with Scouts with special needs and disabilities:

### ◆ LEADERSHIP TECHNIQUES

- Wise leaders expect challenges but do not consider them overwhelming. All children have different needs. The wise leader will recognize this and be prepared to help.
- Leaders should meet the parents and the new Scout with a disability to learn about the Scout, any physical or cognitive limitations, and their abilities and preferences. Some young people with disabilities will try to do more than they are capable of doing, just to “fit in” with others, which could result in unnecessary frustration.
- Many youths with disabilities have special physical or health needs. Parents, visiting nurses, special education teachers, physical therapists, doctors, and other agencies can help make you more familiar with the nature of a disability that a Cub Scout in your den has.
- Accept the Scout as a person, and give them the same respect that you expect from them. This will be much easier if you know the Scout, their family, their background, and their likes and dislikes. Remember, any behavior that presents difficulties is a force that can be redirected into more acceptable pathways.
- All Cub Scouts use the “buddy system.” For children with special needs, the buddy system can take on a whole new meaning. Some disabilities might be too extensive for one Cub Scout to assist their buddy with all the time. In those cases, provide a rotation system of buddies. Just remember that if you find a buddy system that is working and everyone is happy with, don't feel like you have to change it for the sake of changing it. If it is appropriate for the new Cub Scout, explain the system to the den. Each week, a different den member will be responsible for helping the new Cub Scout during the meeting. Emphasize that the important factor is to “Do Your Best” and that the Cub Scout who is helping must be patient—not only because of the special needs of their buddy but because the buddy is new to Cub Scouting.
- Example is a wonderful tool. Demonstrate personal discipline with respect, punctuality, accuracy, conscientiousness, dignity, and dependability.
- Become involved with the Scout in your care. Let them know you care. A small word of praise or a pat on the back for a job well done can mean a lot. Judge accomplishment by what the Scout can do, not by what someone says they must do or by what you think they cannot do.
- Rewarding achievement will likely cause that behavior to be repeated. Focus rewards on proper behavior and achievement.
- Do not let the Scout or parents use the disability as an excuse for not trying. Expect Scouts to give their best effort.

### ◆ GIVING INSTRUCTION TO YOUTH WITH DISABILITIES

Accept the child, offering patience, understanding, and respect. Try not to overprotect or under-assist; rather, encourage independence and self-advocacy. Self-advocacy—the process of knowing and being able to communicate personal needs and abilities—is important for any youth to learn.

- Maintain eye contact during verbal instruction, except when the Scout's culture finds this inappropriate.
- Make directions clear and concise. Be consistent with instructions.
- Help the Scout feel comfortable with seeking assistance.



- If there is a learning disability:
  - Simplify complex directions. Give one or two steps at a time.
  - Make sure the Scout comprehends the instructions before beginning the task.
  - Repeat instructions in a calm, positive manner, if needed.

## ◆ **ADVANCEMENT GUIDELINES FOR CUB SCOUTS WITH SPECIAL NEEDS OR DISABILITIES**

The current edition of the *Guide to Advancement* is the official source for administering advancement in all Boy Scouts of America programs. Section 10 deals with advancement for members with special needs. Topic 10.2.1.0 addresses issues specific to Cub Scouting.

Advancement is so flexible that, with guidance, most Cub Scouts with disabilities can complete requirements. The standard is, “Have they done their best?” It may take them longer to attempt requirements and demonstrate this, but the accomplishments will be rewarding to the Cub Scouts, their parents, and their leaders.

Include parents to help determine what “best” means for each child. Develop the potential of each Cub Scout to the fullest of their ability through the advancement program. Adaptations are permitted in teaching the skills or activities for the advancement requirements.

There could be times, however, when a Cub Scout’s “best” isn’t enough even to get a start. For example, a Cub Scout in a wheelchair cannot pass requirements calling for walking or running. In these cases, Cubmasters and pack committees may jointly determine appropriate substitutions that are consistent with Cub Scouts showing they can “do their best.” For example, elective requirements could take the place of those required. Or in consultation with a parent or guardian, other minor adjustments representing similar challenges could be made.

## **HELPFUL HINTS FOR DEN LEADERS**

Prepare yourself to “do your best” as a den leader by focusing on the leader materials and training you should have to best serve your Cub Scouts.

The following are some hints that will help you better plan and execute your den meetings.

## **PLANNING YOUR MEETINGS IN ADVANCE**

Plan your meetings ahead of time with emphasis on the flow of activities. Pay special attention to the “Notes to Den Leader” section at the start of the adventure as well as the “After the Meeting” sections of den meeting plans for preparation and materials needed for the next meeting. You will want to alternate between quiet and more vigorous activities; the den meeting plans are designed with this approach in mind. Be sure you have an active game or other activity to help keep the meetings fun and exciting. In addition to the Gathering activity, there are additional games in the appendix to this guide that will help you keep everyone on track and having fun. Dens that incorporate regular physical activity and other healthy practices into their meetings can earn the SCOUTStrong Healthy Unit Award. Encourage your Scouts to participate in physical activity at the den meeting and help them earn this award (more information can be found in the appendix). Plan on investing 45–60 minutes to read through the den meeting plans and prepare for the den meeting. The time invested in planning and preparing will ensure that your meeting runs well and is fun for the Scouts.

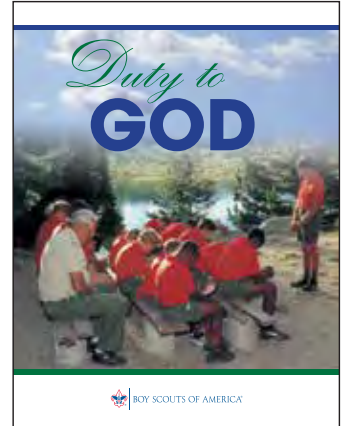
## DEN RULES AND CODE OF CONDUCT

At the beginning of the year, establish the rules that the den will follow and the consequences for breaking those rules. The Cub Scouts in your den should participate in the decision-making process. By helping decide what can and can't happen in the den, Cub Scouts will feel a sense of responsibility toward how the den is run. They will feel that the den is "theirs." Have them design and then sign a poster on which the code of conduct is written and display it at your meeting place. You can find this poster along with posters of the Scout Oath and Scout Law at [www.scoutshop.org](http://www.scoutshop.org).

## DUTY TO GOD ADVENTURES

The BSA maintains that no member can grow into the best kind of citizen without recognizing an obligation to God; the BSA supports all faiths and faith practices equally, whether the youth and their family are members of an organized religious body or not. All Scouts show this by being faithful in their duty to God as their family practices their faith and by understanding the 12th point of the Scout Law: "Reverent."

The duty to God adventures in the Cub Scout rank requirements encourage Cub Scouts to work with their families to develop an awareness of their own personal beliefs in relation to their duty to God. These adventures are primarily home-based adventures. As the den leader, you should let parents know they need to help their Cub Scout complete the duty to God adventure. Parents or guardians should let the den leader know when the duty to God adventure requirements have been satisfied. If all members of your den share the same faith, you may choose to incorporate the duty to God adventures into your annual den meeting plans, working with the families in the den to achieve these adventures.



The religious emblems program is mentioned in each rank's duty to God adventures. The emblem for a faith can be earned by the Scout by completing the specific program requirements. You may also want to check with your Cubmaster or the pack committee chair for the program materials if you are chartered by a faith-based organization.

Additional information for taking part in the religious emblems program is available at [www.scouting.org/awards/religious-awards](http://www.scouting.org/awards/religious-awards) or [www.praypub.org](http://www.praypub.org); your religious education leaders may also have information on these recognitions.

## CEREMONIES

Ceremonies are important for marking the beginning and end of each meeting. They are also a time for reinforcing the aims and purposes of Scouting, marking important events, and bringing the families in your den together. As Cub Scouts finish adventures toward their badges, simple ceremonies during the den meeting will serve to congratulate them on their accomplishments. You will find suggested ceremonies in the appendix of this guide or in the resource *Ceremonies for Dens and Packs* available at your local Scout shop. Some packs maintain a library of resources; check with your Cubmaster to see if these materials are available within your pack.

Den ceremonies should be short—no longer than two or three minutes—and varied. The same opening and closing each week will become boring. Occasionally, the Cub Scouts should have a chance to help plan and lead den ceremonies. Here are some types of den ceremonies to consider using in your den meetings:

- An opening ceremony, often a flag ceremony, signals the beginning of the den meeting.
- A progress toward ranks ceremony can acknowledge a Cub Scout's progress toward rank advancement.
- A denner installation ceremony recognizes a youth leader and the importance of this position in Cub Scout and Webelos dens.

- Special recognition ceremonies can mark special events such as birthdays and holidays.
- Closing ceremonies can emphasize Cub Scouting's ideals and bring a quiet, inspirational end to the den meeting.

## IMMEDIATE RECOGNITION

A den doodle is an object for the Cub Scouts in your den to use to show off their accomplishments and achievements. In the appendix of this guide, there are ideas for den doodles. Your den members can design and create their own den doodle as a den meeting activity at the start of the year. Use the den doodle to keep a visual reminder of activities the den has completed and shared.

Adventure loops can also be awarded at the den level or at the pack level. Awarding an adventure loop at the pack level lets all the pack know of the Scout's achievement during an advancement ceremony. Check with your Cubmaster and pack leadership for the practices your pack follows. No Cub Scout should be required to wait more than two weeks to receive an award.

## MISSED MEETINGS

Circumstances occur when Cub Scouts may miss one or more of the den meetings you've planned. Transportation issues, illness, or sports and school activities may require Scouts to miss meetings. Do your best to communicate the requirements or activities that were missed to their parents or guardians. Determine if you have program materials you can share, such as activity items or notes on the outing, that a family can use to achieve what was missed. Sharing the content of this book can be a great help as well. It is not the expectation that you alone need to help them make up the missed work. It is a combined effort between you as the den leader, the Cub Scout, and the Cub Scout's family. The Cubmaster is a good resource as well for you to consult if Scouts consistently miss meetings.

## SNACKS/TREATS

Healthy snacks and water at meetings help set an example of healthy eating habits. If a snack is served during meetings, have fruits or vegetables and save the treats for a special occasion. Offering fruits or vegetables can also help you avoid concerns with common food allergies; however, it's best to discuss allergies with families before the first meeting. You can motivate Cub Scouts to try healthy foods by working toward the SCOUTStrong Healthy Unit Award as a den, which requires fruits and/or vegetables as snacks during meetings. Learn tips to get started and more about this award on in the appendix under "Awards Cub Scouts Can Earn."





## DEN SCRAPBOOK

A great idea for the families in your den is to create a scrapbook early in the program year. Fill the scrapbook with sample artwork that the Cub Scouts create as den activities, stories about their adventures, and pictures taken of Scouts with their completed projects. Whether electronic or paper, the den scrapbook will become a treasured memento.

## TRACKING THE ADVENTURE

It is important to keep track of what has been accomplished by the Scouts as they advance through the adventures and meet the requirements for each rank. Families will keep track of adventure requirements completed at home in each Scout's handbook. Coach parents in the value of recording accomplishments regularly in their child's handbook.

For ease in keeping track of advancement requirements, advancement posters are available at your local Scout shop (Lion, Tiger, Wolf, Bear, and Webelos). On a regular basis, transfer requirements completed at home to this form. Keeping track of completed requirements in a single place will also help you share accomplishments with your pack's advancement coordinator, who will order awards each month. The awards will be presented monthly at the pack meeting.

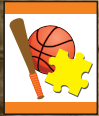
## SUCCESS

Leadership is learned and developed. You can become an effective den leader if you complete basic training, plan interesting den meetings, and take the time to understand the children and families in your den. Become familiar with the Cub Scout handbook, and provide opportunities for advancement. One of your best resources is your district's monthly Cub Scout leader roundtable, where you can exchange ideas with other den leaders. Remember to be flexible in your planning. Have fun in the program. Be thankful for the opportunity you have to work with the youth in your community and influence their lives. There is great satisfaction in helping children learn good values and worthy skills along their way to becoming adults.










# GAMES TIGERS PLAY



## RATIONALE FOR ADVENTURE

This adventure will help Scouts develop appropriate emotional responses and engage in shared decision making in group settings, and will encourage an active and healthy lifestyle.

## TAKEAWAYS FOR CUB SCOUTS

- Learning how to respond when they win or lose
- Seeing the value of teamwork
- Developing problem-solving skills
- Playing cooperative games
- Learning how to build teams
- Creating new games
- A Scout is friendly, brave. 

## ADVENTURE REQUIREMENTS

*Tiger Handbook, page 28*

Complete requirements 1 and 2 plus at least two others.

1. Do the following:
  - A. Play two initiative or team-building games with the members of your den.
  - B. Listen carefully to your leader while the rules are being explained, and follow directions when playing.
  - C. At the end of the game, talk with the leader about what you learned when you played the game. Tell how you helped the den by playing your part.
2. Talk with your den or family about why good nutrition helps you to be strong and active. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.
3. Make up a game with the members of your den, and play it with den members. After playing the game, talk with your den about the experience.
4. Make up a new game, and play it with your family or members of your den or pack. Then talk with the group about the experience.
5. Do the following:
  - A. Attend a sporting event with your den or family.
  - B. Before or after the event, talk with a coach or athlete about what it is like to participate in the sport. OR find out more about the sport and share what you have learned with your den or family members before or after the event.

## NOTES TO DEN LEADER

This adventure has several choices based on which activities you choose to do with your den. This den meeting plan, when followed as written, meets the requirements to earn this adventure. If you choose to make adjustments, be sure you complete at least the minimum requirements.

Meeting 3 for this adventure is an outing to a sporting event. You will need to identify a sporting event in your community that the Tigers and their adult partners can visit together. The event can range from a middle or high school game to a professional game. Contact the team at least a month ahead to arrange the visit. In addition, arrange to have one of the team's players, someone from the facility, or an expert on the sport meet with the den before the event starts. Provide that person with information about requirement 5B for this adventure.

Confirm the outing plan with families, including transportation and any additional items they need to bring.

There is a home assignment to be completed by the Tiger between Meeting 1 and Meeting 2. For the snack requirement, work with adult partners to decide whether Tigers will bring snacks for themselves or bring extra to share. Ask about food allergies or dietary restrictions. Adjust plans to accommodate their needs and prevent wasted food.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

# MEETING 1 PLAN

## PREPARATION AND MATERIALS NEEDED

- Materials for games (See Meeting 1 Resources.)
- U.S. and den flags
- Copies of the Do-at-Home Project and the informational flier for the Meeting 3 outing
- Read the Games Tigers Play adventure in the *Tiger Handbook*.

## GATHERING

Set up a scavenger hunt around the room or outdoor meeting space in keeping with the Games Tigers Play adventure theme, or give the Tigers a flying disc to keep them engaged while waiting for the others to arrive. (See appendix for other Gathering ideas.)

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Call roll. Have each Tiger respond with something they might say to encourage someone during a game.

## TALK TIME

- Introduce the Games Tigers Play adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.

## ACTIVITIES (REQUIREMENTS 1 AND 3)

### ◆ Initiative Game 1 (See Meeting 1 Resources.)

- Choose one of the games listed in the Meeting 1 Resources, and encourage the Tigers to play that game with their adult partner and the members of the den.
- Introduce the activity as a special kind of game called an “initiative game.” There are no winners or losers in these kinds of games, which help us learn how to work together.
  - Remind the Scouts and their partners that “a Scout is friendly” and knows how to be a good sport.

- After the game, lead a reflection time. (See appendix for more information about leading a reflection.) Use these or similar questions:
  - What were their roles in the game, and what were their partners' roles?
  - Could they have done something differently to change the outcome of the game?
  - How did they feel about the team's success? Were they able to feel happy or sad and still be a "good sport"?

### ◆ Initiative Game 2 (See Meeting 1 Resources.)

- Invite the Tigers to select and play one of the games listed in the Meeting 1 Resources.
- Have the den members play the game with each other and their adult partner.
- Lead a reflection time after the game. (See appendix for guidelines.)

### ◆ "Tigers on the Prowl" Game

- The purpose of this activity is to help Tigers work together democratically in inventing a game they can all play.
- Provide a foam-rubber ball for indoor play or a soccer ball for outdoor play options. Tell the Scouts to make up a game using the ball. The game will be one that they have not played before. Remind them that "a Scout is friendly" to all, and that they should be sure the game they make up is fun and fair for everyone.
  - If they have trouble creating a game, make some suggestions:
    - It should be a game that teams can play—not just a game you play by yourself.
    - How can you use the ball?
    - How do you win?
    - If you could change one rule about the game, what would it be?
- Have the den members play the game with each other and their adult partner.
- Lead a reflection time after the game. (See appendix for guidelines.)
  - Use the reflection time as an opportunity to acknowledge feelings of frustration and to celebrate gracious feelings of success. This reflection helps Tigers develop a courteous nature.
- OPTIONAL materials: Carpet squares, hoops, or "caution tape" (to mark a boundary). These items could inspire more ideas and discussion about how to play the game they create.

## CLOSING

- Closing ceremony: Recite the Scout Law (with support from the den leader and adult partner).
- Consider sharing a thought for the day.



### Do-at-Home Project Reminder:

Hand out the home project that needs to be completed before the next den meeting. (See Meeting 1 Resources.) Making up a game can be a Do-at-Home project. If you plan to do this in your den meeting, you will need to adjust Meeting 2.

- Remind each family that their Tiger will need to create a game of their own and play it with their family before the next meeting (requirement 4). They will then play the game with the den at the next meeting.
- Remind families that each Tiger will need to bring a nutritious snack (requirement 2) to the next den meeting. They will need to share why they chose that snack. Be sure families know of any allergies and foods that should be avoided.

## AFTER THE MEETING

- Confirm the date, location, and transportation plans for the upcoming sporting event.
- Enjoy a healthy snack.
- Work together to clean and tidy up the meeting place.
- Record completion of requirements 1A, 1B, 1C, and 3.

# MEETING 1 RESOURCES

## INITIATIVE GAMES

### ◆ Ballooney

**Materials:** Balloons (Use latex-free balloons if someone in the den has a latex allergy.)

Have everyone in the den form a circle and join hands. The den leader will toss a balloon into the center of the circle. Using only their feet, the Scouts must keep the balloon in the air and cannot let it touch the ground. A different person must kick the balloon each time. To make the game more challenging, the den leader may add more balloons to the center of the circle.

### ◆ Synapse

**Materials:** Timer or stopwatch

Join hands and form a circle. Squeeze the hand of the person next to you, one time. That person then gives the same “signal” to the next person, and it goes around the circle until it reaches the one who started it. The den leader will use a timer to see how fast the signal travels around the circle. Can you do it faster the next time?

### ◆ Blob

Play this game like tag. Mark an area to keep everyone close together. To start, someone must be “it.” When that person tags someone, the two join hands and begin to form a “blob.” Continue until everyone has been tagged and joined hands, and the whole group has formed a blob.

### ◆ Lineup

**Materials:** Tiger neckerchiefs to serve as blindfolds

Blindfold everyone and ask them to remain quiet. They must then form a line according to something specific: birthdate, age, height, first letter of their last names, etc. If two people share the same number or letter, they should stand side by side.

### ◆ All Aboard!

**Materials:** A carpet square or cardboard square to serve as a platform

Everyone in the group must get on the platform. A carpet square, 2 feet x 2 feet, works well for this. To finish the game, all players must have both feet on the platform—at the same time—for five seconds.

### ◆ Monster

The group joins together to “make a monster.” This monster travels using both its “hands” and its “feet,” and makes its own sound before and after it moves. The monster must walk with one more leg and one fewer arm than there are members of the group (so a group of five would form a monster that uses six legs and four arms to walk). When the monster walks, it makes its noise, moves 20 feet or so, stops, and makes its noise again.





## Hog Calling

**Materials:** Tiger neckerchiefs to serve as blindfolds

Ask each person in the group to pair up with someone they do not know very well. Each pair chooses its own matching set of words. (For example, “salt and pepper” or “black and white” are good choices.) Split the pairs, asking the two members to walk to opposite ends of the room or playing field. When they’re in place, they must put on blindfolds. Then, on a signal, they must try to find each other by shouting their matching words. Leaders will protect players from running into each other or wandering off.



# DO-AT-HOME PROJECT

## GAMES TIGERS PLAY—FAMILY GAME

**Get ready to play, Tiger!**

1. You and your adult partner should work together to brainstorm a new game to be played at home with your family.
2. Ask your adult partner to help you write the rules for the new game you created and set it up to play.
3. Now invite others to come learn and play your game.
4. Bring the game you created to your next den meeting, and share it with the other members of your den. You might even have a chance to play it at an upcoming pack meeting.

## GAMES ARE FUN!

### NOTE TO ADULT PARTNER

Here are some simple questions for you to ask your Tiger that can help them reflect and grow from this activity.

- What did you learn from it?
- What did you like about your game?
- What did others like about the game?
- What did you learn when you made the game?
- What did you learn when you played the game with others?

**SNACK TIME!** Tiger, work with your adult partner to bring in a nutritious snack to the next den meeting.  
Be ready to tell why you chose your healthy snack!



# MEETING 2 PLAN

## PREPARATION AND MATERIALS NEEDED

- Remind Tigers and their adult partners to bring the games they created in the Do-at-Home Project to this den meeting to share with the other den members.
- Remind Tigers they are to bring a nutritious snack and share why they chose it with the other members of their den.
- U.S. and den flags

## GATHERING

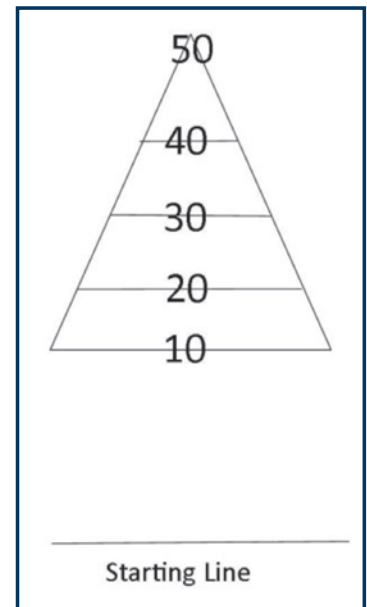
### Tiger Shuffle

#### Materials:

- Painter tape or masking tape
- Markers for decorating the caps
- Large plastic bottle caps (juice caps work nicely). The caps should slide easily when shuffled. You will need one cap for each Tiger in the den.

#### Instructions:

1. Use the tape to create a triangle on a table or the floor, and label point levels.
2. Use another piece of tape to mark off the starting point to shuffle the cap.
3. As Scouts arrive, let them decorate their caps.
4. Taking turns, each Tiger slides their cap from the starting point toward the triangle and tries to score points. Make sure everyone has a chance to play.



## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

## TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.

## ACTIVITIES

### ◆ Activity 1: Games Created at Home (Requirement 4)

Have the Tigers one at a time share the games they created at home and played with their family members. Have each Tiger and adult partner teach their game to the rest of the den members and play it.

### ◆ Activity 2: Snack Share (Requirement 2)

Ask each Tiger to tell about the snack they chose to bring and why it is a good choice. Confirm that no Tigers have allergies to the foods that were brought. Allow time for Tigers and family members to try the different snacks if some Tigers have brought enough to share. Encourage them to try new things and be respectful if they don't care for certain foods.

## CLOSING

Here are some simple questions that can help the members of your den reflect and grow from this activity.

- What did you learn from it?
- What did you like about your game?
- What did others like about the game?
- What did you learn when you made the game?
- What did you learn when you played the game with others?

Hand out an informational flier about the outing in Meeting 3 to a sports event. (See Meeting 2 Resources for a sample flier.) Make sure all Tigers and their families know the plans:

- Who will attend
- When you are planning to go
- Where you will meet
- Transportation—who will be driving
- What the Tigers should wear or bring
- Rules that the Tigers will need to respect when they participate. Remember, “A Scout is courteous.”

## AFTER THE MEETING

- Ensure cleanup takes place.
- Record completion of requirements 2 and 4.

# MEETING 2 RESOURCES

## GAMES TIGERS PLAY OUTING

Let's get ready!

We will be going to: \_\_\_\_\_

Date: \_\_\_\_\_

Time: \_\_\_\_\_

We will meet at: \_\_\_\_\_

We will get there by: \_\_\_\_\_

Wear and bring: \_\_\_\_\_

A Scout is courteous! Here are some rules we need to follow: \_\_\_\_\_

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# MEETING **3** PLAN (Den Outing)

## PREPARATION AND MATERIALS NEEDED

- Follow up on the prescheduled sporting event the den will attend. Before the event starts, confirm the time, the date, and the person who will be meeting with the den to help the Tigers complete requirement 5.
- The den leader should bring a copy of the *Guide to Safe Scouting*.
- Follow up with the members of your Tiger den. Remind them of the information on the flier handed out at the last meeting.
  - Who will attend
  - When you are planning to go
  - Where you will meet
  - Transportation—who will be driving
  - What the Tigers should wear or bring
  - Rules that the Tigers will need to respect when they participate. Remember, “A Scout is courteous.”
- Bring 3-by-5-inch index cards to write questions for the special guest.

## GATHERING

Share with the Tigers some key information about what they will observe and learn during this outing, and field any questions they have about the adventure. Help Tigers prepare a simple greeting, such as each Tiger saying, “Hello, my name is. ...”

It might be helpful to put questions for the special guest on index cards so the Scouts can keep the cards with them and remember to ask the questions. Also, consider giving them a second card to write questions of their own. Parents can help them form those questions in advance.

## OPENING

- Say the Pledge of Allegiance and the Scout Oath and Scout Law.

## TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.

## ACTIVITIES (REQUIREMENT 5)

You should begin the outing by introducing the special guests (athletes, experts, etc.) who will help lead the meeting.

Allow Tigers to greet the guest with an appropriate greeting they have prepared. Remember to say that the Tigers have some questions they would like to ask.

Have the special guests introduce the Tigers to the facility, the team, or anything else they would like to share (e.g., interesting facts or a demonstration by the team). Maybe ask the Scouts to pass out water to the team members during the game.

Watch the sporting event together with adult partners.

## CLOSING

Have the den members thank the person who arranged the outing. To help the members of the den to be courteous, prompt them for ideas about how to do this. Options might include a “thank you” from each member, handshakes, cheering, or applause. This may also be an opportunity to use their den yell as a means of showing appreciation.

Commend everyone for following the rules of the facility during the outing, and remind them that Scouts are respectful of the rules of any place they enter.

Make sure to address any important plans for the next meeting.

## AFTER THE MEETING

- Record completion of requirement 5.
- Prepare thank-you notes for the Tigers to sign at the next meeting.
- Bringing refreshments to share with the athletes would be a positive gesture.

Upon completion of the Games Tigers Play adventure, your Tigers will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.










# MY TIGER JUNGLE



## RATIONALE FOR ADVENTURE

In this adventure, Tigers will learn that there are many types of living things that share the place where we live. All animals, plants, and insects have a purpose in our environment. It is everyone's duty to be mindful of other creatures' habitats. Regardless of their age, Tigers can make a difference.

## TAKEAWAYS FOR CUB SCOUTS

- Learning about the creatures and plants that share our living world
- Knowing it's never too early to understand our animal and insect neighbors
- Learning how to protect the environment
- Practicing service to the community and the world
- A Scout is thrifty, kind, clean. 

*Tiger Handbook, page 44*

## ADVENTURE REQUIREMENTS

Complete requirement 1 plus at least two others.

1. With your parent, guardian, or other caring adult, go for a walk outside and pick out two or more sights or sounds of "nature" around you. Discuss with your partner or den.
2. Take a 1-foot hike. Make a list of the living things you find on your 1-foot hike. Discuss these plants or animals with your parent, guardian, or other caring adult, or with your den.
3. Point out two different kinds of birds that live in your area. With your parent, guardian, or other caring adult, or with your den, find out more about one of these birds.
4. Be helpful to nature by planting a plant, shrub, or tree. Learn more about the needs and growth of the item you have planted.
5. Build and hang a birdhouse.

### NOTES TO DEN LEADER

This adventure has several choices based on which activities you choose to do with your den. This den meeting plan, when followed as written, meets the requirements to earn this adventure. If you choose to make adjustments, be sure you complete at least the minimum requirements.

This adventure is family-based, but it can be adapted easily to the den setting. Advance notice may be necessary to secure donations of trees or seedlings.

In addition, you may need to prepare for the tree planting in Meeting 3 as an outing. In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

## MEETING 1 PLAN

### PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Poster of the Scout Oath and Scout Law
- Index cards with each principle of the Outdoor Code

- Materials for building a birdhouse (See Activity 1.)
- 1 large towel, such as a beach towel, for each Scout and partner team
- 1 inflated beach ball for each team
- A talking stick (See Closing.)
- Read the My Tiger Jungle adventure in the *Tiger Handbook*.

## GATHERING

Play the Beach Ball Toss game. Divide the players into two-member teams, and give each team a towel and a ball. They hold the two ends of their towel so it spreads wide between them. Then, without touching the ball, they use the towel to toss it to other teams. As the game progresses, to make it more challenging, put four players on one towel or have the teams toss the ball over a net or rope stretched across the room.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Using a poster showing the 12 points of the Scout Law, have Tigers recite the Scout Law together with you. (A hand-lettered poster will suffice if a printed one is not available.) Have the Tigers identify which points of the Scout Law apply to protecting the environment. Then ask them why they chose those points.

## TALK TIME

- Carry out business items for the den.
- Introduce the My Tiger Jungle adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Introduce the Outdoor Code, which appears in the back of each Scout's handbook. As Tigers, the focus will be on one principle: "Be clean in my outdoor manners."

Have the Tigers pair up. Give each pair a card with one of the principles of the Outdoor Code, and ask them to talk about their principle and how it might be explained or demonstrated to everyone. After a minute or two, each Tiger pair should give a brief summary. Tell the Tigers that they will explore their living world during this adventure and will need to think about ways to take care of it.

## ACTIVITIES

### ◆ Activity 1: Make and Hang a Birdhouse

#### Step 1: Build a Birdhouse (Requirement 5)

- **Milk or Juice Carton Birdhouse.** This is one option for making a birdhouse. Have each Tiger and their adult partner cut the sides out of a rinsed-out, cardboard milk or juice container while leaving the corners in place. If time permits, paint and decorate the carton. Punch a hole in the top large enough for a piece of yarn or ribbon to pass through, and form a loop large enough to go around a tree branch. Poke small holes in the bottom. Fill the bottom of the carton with bird seed, if you choose.



## Step 2: Hang the Birdhouses (Requirement 5)

- Once each Tiger and adult partner pair has made a birdhouse, discuss with your den where to hang the birdhouses to attract the most birds. Also discuss how you may observe birds without disturbing them.

## Step 3: Bird Walk (Requirement 3)

Go outside, and choose a safe path where Tigers are likely to spot birds. Walk the path quietly, and watch for birds as you walk. When you spot a bird, ask the Tigers and their partners to answer the following questions in their jungle notebooks:

- What color is the bird?
- How big is it?
- Can you see the bird's home? What kind of home does this bird live in?

Share that many birds' homes are called nests. Birds make their own nests to help keep them warm and to hold their babies or eggs when they are away from the nest. Ask: What are their nests made of? Do you see any babies in the nest? What sounds do they make?

Guide Tigers and their partners to resources such as a library or the internet to learn about birds that migrate through their area. If your area is home to several species of birds, be sure to include them in the conversation.

## ◆ Activity 2: Outdoor Sights and Sounds (Requirement 1)

This activity can be held after the bird watching, with the birdhouses hanging in trees. Allow the den members to continue their walk, following the directions below.

1. Go outside for a short walk. Explain to the Tigers that when you are outside, you should not talk, just look and listen. In a safe place, have them stop and close their eyes. Ask: How does closing your eyes make it easier to hear the sounds?
2. Have the Tigers and partners open their eyes and look around. Do they see something they have not seen before in nature?
3. Have the Tigers record what they observed either by writing or drawing pictures in their jungle notebooks to illustrate it. If a nest is spotted, have them identify the type of material the birds used to build the nest, making sure not to disturb it.

### NOTE TO DEN LEADER

For a different experience, try going outside at different times of the day to hear different sounds. Ask the Scout, "What sounds do you hear in the early morning or late at night?"

## CLOSING

- If Tigers are not familiar with a talking stick, introduce the concept here. (See the Meeting 1 Resources in the Good Knights adventure for instructions to make a talking stick.) Gather the Tigers into a circle. Explain that only the person holding the "talking stick" or "object from nature" will be able to speak. The rest of the den listens as each Tiger and their partner share one favorite thing about the bird walk.

## AFTER THE MEETING

- Share a snack and drink, if appropriate.
- Make sure all participate in cleaning up from the craft and the snack, as necessary.
- Record completion of requirements 1, 3, and 5.

# MEETING 2 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Tokens such as beans, play money, or playing chips (enough for each Tiger to have five)
- 1-foot hike materials: string, sticks, paper, pen/pencil
- Sunscreen (at least SPF 30) and a hat to demonstrate sun protection
- Themed hike materials; options include:
  - Egg Carton Hike. Empty egg cartons—cut in half, one half carton per Tiger—with a note inside telling them to collect six objects that fit these six categories: smooth, rough, hard, soft, colorful, and their favorite color.
  - Babies Hike, Circle Hike, or Friend of Nature Hike. Each of these requires paper and a pen/pencil. The Friend of Nature Hike also requires trash bags and nonlatex disposable gloves.
- Plaster of paris and plastic spoons (optional, for Activity 4)

## GATHERING

Play “Odd or Even.” Each player and their adult partner starts the game with five tokens (beans, play money, playing chips). The player secretly puts any number of tokens, from 0 to 5, in a closed fist. Then they approach another player and ask the player to guess “odd or even.” If the player guesses right, they win a token. If they guess wrong, the player forfeits a token to the questioner. Play continues until time is called. The player with the most tokens when time is called is the winner.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- If the moon is visible, hold the opening outside, and salute facing the moon. This is acceptable because an astronaut placed a flag on the moon.



## TALK TIME

- Carry out business items for the den.
- Explain to the Tigers the type of hike they will be taking. (Options are described in Activity 1.)
- Remind them before they go outside that they need to protect their skin from the sun with sunscreen. Ask them how they can be prepared for rain or other weather when they are outside.

## ACTIVITIES

### ◆ Activity 1: Hike (Requirement 2)

1. Take a 1-foot hike.
2. If time permits, choose an additional hike from the options that follow.

### 1-Foot Hike (Requirement 2)

Help Tigers stake out a 1-foot-by-1-foot square outside, near the meeting place. Encourage them to write down or draw pictures of every living thing that they see in this small space. Ten minutes is sufficient for this activity. After the Scouts have recorded their observations, give them time to describe what they observed to other members of the den. If appropriate, invite them to talk about how this activity would be different if carried out in a different place and what they might expect to see elsewhere.

## Options for Themed Hikes

- **Egg Carton Hike.** Each Tiger receives one half of an empty egg carton. During the hike, Tigers collect objects from nature to put in their containers. Adult partners help each Tiger find one example of each of the following: something smooth, something rough, something hard, something soft, something colorful, and something that is the Tiger's favorite color. During this hike, Tigers may **ONLY** put in their cartons objects from nature that they find on the ground. Remind them that whatever they collect to share with the group will be returned to nature after the meeting. Doing so is one way Tigers will learn to follow the principles of Leave No Trace.

### NOTE TO DEN LEADER

If a Tiger sees something that fits one of the categories but cannot take it because it is alive or not on the ground, they may record what they observed on a piece of paper to put in their container.

- **Babies Hike.** Each Tiger/adult partner team searches an assigned area for babies of all kinds—plants, animals, and insects. Remind them to only observe and never disturb. They should be ready to share with the group about the things they found.
- **Circle Hike.** All participants form a circle in the selected observation area, and identify as many different living things as possible within the circle. This can also include evidence of living things, though you may not see the creature itself. For example, you may see a spider web but not see the spider. The circle can be made larger by taking steps backward if the observation area needs to expand.
- **Friend of Nature Hike.** Provide each member of the den with a trash bag and nonlatex disposable gloves. During the hike, each Tiger commits to being a “friend of nature” by putting in their bag anything that does not naturally belong in the area.

### ◆ Activity 2: Reflection (Optional)

1. Gather the Tigers and partners outdoors (if weather and time permit) to share their collections/observations.
2. Ask about the animals, insects, and birds they observed.
3. Collect the observations they have written or drawn for display at the next pack meeting (optional).

### ◆ Activity 3: Skit Preparation (Optional)

In preparation for the pack meeting, practice a skit based on the theme for the month, such as the one listed below.

#### The Lost Tigers Skit

**Narrator:** Our Tiger den has been busy learning about our environment and how to help take care of it. They recently participated in a hike, walking through some dangerous territory—the backyard! They learned how to navigate safely out of this precarious spot. Things got pretty scary when they lost their way, but our brave Scouts employed their newly learned tracking skills. In fact, if we listen carefully, we should be able to hear how they found their way out.

**All Tigers (together, yell):** “Mr. (or Mrs.) Cubmaster!”

### ◆ Activity 4: Starting Spoon Beetles (Optional)

1. To prepare for the “spoon beetle” activity for the next den meeting, it is an option to create the plaster of paris molds in advance—which will allow extra time for them to dry.
2. Mix together some plaster of paris and pour the mix into plastic spoon molds for the next week’s “spoon beetles” activity. (See Meeting 3 Gathering for detailed instructions.)
3. Set aside to dry, and bring the molds to the next meeting.

## CLOSING

Form a living circle, and give the grand howl. To form a living circle, have the Tigers make a circle, standing with their left shoulders facing inside the circle. Then have them extend their left arms into the center of the circle, making a fist with their thumbs out. Each Tiger will grab the thumb next to their fist until everyone is joined by holding thumbs. The den leader or designated Tiger begins the yell with “ARRR ...” (the grand howl). Then, with their right arms straight up making the Cub Scout sign, they will yell, “AKELA, we’ll do our best!” (See page A-22 in the appendix.)

## AFTER THE MEETING

- Share refreshments if appropriate.
- Record completion of requirement 2.
- Collect recorded observations if they are being saved for the pack meeting. Encourage Tigers to return the items in their egg carton collections to nature.
- Clean up the plaster of paris materials.
- Complete preparation for tree planting (requirement 4).

# MEETING 3 PLAN (Den Outing)

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- The Outdoor Code (See the *Tiger Handbook*.)
- Preparation for tree planting (See Meeting 3 Resources.)
- “Which Animal Am I?” game; requires tape, slips of paper with names of animals
- Spoon beetle materials (See Gathering below.)
- The den leader should bring a copy of the *Guide to Safe Scouting*.

## GATHERING

Have Tigers make and decorate spoon beetles. Use the plaster molds created in the spoons at the previous meeting. Have pictures of different types of beetles to give Tigers some ideas. Using paint, glitter, sequins, stickers, markers, felt pieces, etc., let Tigers decorate their molds to look like beetles. Help them glue magnets to the flat sides of the molds, and set the beetles aside to dry.

### NOTE TO DEN LEADER

The best results are obtained when the plaster has dried for at least 24 hours. The plaster molds may be made ahead by the leader or at the end of the previous meeting.

### Materials:

- Plaster of paris (available at most craft and hardware stores)
- 1 box of plastic spoons
- Plastic bowl
- Paints (Acrylic will work best.)
- Paintbrush (Cotton swabs are an inexpensive alternative.)
- Small refrigerator magnets (Optional; if used, press lightly into the plaster of paris as it hardens on the bowl of each spoon.)



### Instructions:

1. Mix the plaster of paris according to the instructions on the box.
2. Pour the plaster of paris into the bowl of each spoon, and let it harden (preferably overnight).
3. Once it is dry, you should be able to slide the plaster of paris right off the spoon. The molds are then ready to paint.
4. Have the Scouts decorate their beetles.



### OPENING

- Say the Pledge of Allegiance and the Scout Oath and Scout Law.

### TALK TIME

- Carry out business items for the den.
- Ask how trees help clean the air and improve the environment. Allow time for sharing ideas.
- Share the Outdoor Code. (See the *Tiger Handbook*.)
- Explain to Tigers that this type of code is like a promise. Ask them why they think we need codes. Encourage Tigers to tell what this code means to them.

### ACTIVITIES

#### ◆ Activity 1: Tree Planting (Requirement 4)

**Option 1:** Plant a plant, tree, or shrub. (See Meeting 3 Resources.)

**Option 2:** Plant a seedling and let it grow indoors until weather permits planting outside.

#### NOTE TO DEN LEADER

If weather, time of year, or plant availability makes planting a tree impossible, choose an alternate activity. Make sure to obtain permission prior to doing any work.

#### ◆ Activity 2: “Which Animal Am I?” Game (Optional)

1. Make slips of paper with the names of animals on them, such as *ostrich*, *monkey*, *rhinoceros*, *elephant*, *giraffe*, *parrot*, *dolphin*, *shark*, *chihuahua*, *polar bear*.
2. Without revealing the names, tape one slip of paper on each player’s back. Tigers must ask yes-or-no questions until they can guess which animals they are.

#### ◆ Activity 3: “My Big Backyard” Game (Optional)

Everyone, including adult partners, plays this game. Have everyone stand or sit in a circle. The leader begins the story by saying, “Today in my backyard, I saw \_\_\_\_.” He or she then fills in the blank with anything real or imagined. Each person gets a turn and must first repeat what everyone else has said (“I saw a \_\_\_\_\_, a \_\_\_\_\_,” etc.) and then add one more thing until the story has gone all the way around the circle. Tigers may need some help with remembering, so it’s OK to give them prompts.

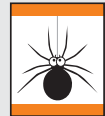
## CLOSING

All the participants form a circle. Ask Tigers and their adult partners to share something they are thankful for and then squeeze the hand of the person next to them. If anyone is uncomfortable sharing aloud, they can simply squeeze the next person's hand without saying anything. One good way to incorporate the adventure's theme is to have each Tiger and partner identify something they are grateful for that is found near where they live.

## AFTER THE MEETING

- Serve refreshments, if desired.
- Make sure everyone assists in cleaning up, especially from the spoon beetles activity.
- Record completion of requirement 4.

Upon completion of the My Tiger Jungle adventure, your Tigers will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.



# MEETING 3 RESOURCES

## PLANTING A TREE

### NOTE TO ADULT PARTNER

This meeting plan deals specifically with planting a tree. These plans may easily be adapted to plant shrubs, bushes, or other perennial-type plants. It is always best to use native trees or plants. Be sure you have permission to plant in the planned location.

If you will be planting the tree in a location other than your den's usual meeting place, be sure that information has been confirmed with families.

Some organizations may be willing to donate trees or allow you to purchase them at a reduced rate. These include:

- Local nurseries
- U.S. Forest Service
- The Arbor Day Foundation
- Bureau of Land Management
- County agricultural commissioner's office

In addition, many states have tree-planting programs. Information may be obtained on the internet, at the local library, from local civic organizations, etc.

## How to Plant Trees

**Materials:** shovels, seedlings, water, soil

The outline below may be helpful in showing the simple steps for planting a tree with Scouts. Trees and shrubs are a very important part of the environment. They provide several things including shade from the sun, shelter from strong winds, and homes and food for birds and other animals. They also produce oxygen for everyone to breathe, and they protect soil from damage by raindrops. Most trees live for a long time!

1. Dig a hole. Make the hole twice as wide and deep as the size of the container the tree came in. You will want to break up the soil from the hole thoroughly with your hands or with a shovel.
2. Carefully remove the plant from its container. First, break off any roots growing out of the container. Next, holding the seedlings between your first and second fingers, turn the tree's container upside down. Gently tap the bottom, and squeeze the container slightly to loosen the soil. Try to ease the plant out of the container without pulling it, and try to keep the soil column surrounding the roots intact. Again, it's a good idea to trim any roots that are long or that may have grown outside the container.
3. Plant your tree seedling. Support the roots and stem while filling in the hole. If you use fine soil to fill in around the roots, you can then pat it down and make it firm with your fingertips.
4. Water your seedling right away with one-half to a full bucket of water. You will need to pour the water gently so the soil isn't washed away.
5. Look after your tree or plant, as it needs weeding and water. If you place mulch around the base of the tree, it will help keep the weeds out.
6. Now watch your tree grow! It may be fun to measure your tree as it grows, and watch what kinds of insects, birds, or other animals are attracted to it.








# TEAM TIGER



## RATIONALE FOR ADVENTURE

This adventure will introduce Tigers to the concept of teamwork and also to the idea that—even at a young age—they can make a difference in the world. Some of the activities in this adventure are home-based and involve the family and/or the adult partner, and others are to be performed with the den.

## TAKEAWAYS FOR CUB SCOUTS

- Understanding that each Cub Scout is part of many teams and, as such, they can have an impact on their family, Tiger den, and community
- A Scout is trustworthy, loyal. 

*Tiger Handbook, page 56*

## ADVENTURE REQUIREMENTS

Complete requirements 1 and 2 plus at least two others.

1. With your parent, guardian, or other caring adult, or with your den, talk about what it means to be part of a team. List some of the teams you are on (den, pack, family, class, etc.), and explain how you can help each one.
2. With your den, talk about your Tiger team. Then make a chart showing all the different ways team members can help the den. Volunteer to take your turn doing at least two different jobs, one of which is leading the Pledge of Allegiance.
3. With your family, talk about how family members each have a role in the family team. Then pick a job that you will do to help the team. Follow through by doing that job at least three times during the next three weeks.
4. With your den or family, participate as a team in a service project that helps our country or your community.
5. With your den, make a chart or picture showing how you and your teammates make a better team because you are alike in some ways but different in others.

### NOTES TO DEN LEADER

This adventure has several choices based on which activities you choose to do with your den. This den meeting plan, when followed as written, meets the requirements to earn this adventure. If you choose to make adjustments, be sure you complete at least the minimum requirements.

Meeting 3 will be a den outing to a community services organization. Scouts will brainstorm ideas for the service project during Meeting 1, and they will work out the planning details during Meeting 2. If you choose not to do this requirement, you may adjust the meeting plans accordingly. The leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring. If the service project for requirement 4 of the Tiger Circles: Duty to God adventure is done as a den, it may also be used to complete requirement 4 of the Team Tiger adventure.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

# MEETING 1 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Copy of Den Duty Chart
- A poster displayed in the room listing the 12 points of the Scout Law
- Materials for Gathering game, “Sweep the Floor” (See below for specific items needed.)
- Materials for Activity 2, Magic Shrinking Circle: rope or cord long enough to create a circle in the room that all the Tigers can fit inside
- Read the Team Tiger adventure in the *Tiger Handbook*.

## GATHERING

### “Sweep the Floor” Game

#### Materials:

- 6 or 8 inflated balloons, plus extra inflated balloons in case one pops (Use latex-free balloons if someone in the den has a latex allergy.)
- Small whisk broom for each player
- Tape or string that will be stretched to mark the centerline playing area

#### Instructions:

Divide the members of the den into equal teams. (If needed, an adult partner may fill in until the next Tiger arrives.) Each team begins with the same number of inflated balloons on its side of the line. Then the teams attempt to sweep their balloons across the line to the other side. The game continues until one team has swept all of its balloons to the other side. If a balloon pops, a new balloon is to be added to that team’s side.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- **Tiger Opening Ceremony:** Each Tiger holds a poster with a letter on it. After they say their letter, their adult partner reads the statement matching the letter.

**ADULT 1:** T is for TEAM, the Tiger team, a Tiger and adult partner having fun together.

**ADULT 2:** I is for INTRODUCTION, showing us what Cub Scouting is all about.

**ADULT 3:** G is for GOOD TIMES, having fun together as a den and with your family.

**ADULT 4:** E is for EXPLORING, searching out new things to see and do.

**ADULT 5:** R is for READY, ready for new adventures together as a team.

**ADULT 6:** S is for SHARING, taking time to talk to each other about the fun things we get to do.

If there are more than six Tiger/adult partner pairs in the den, two Tigers may hold on to a single poster. Their adult partners would likewise read the explanation together.

## TALK TIME

- Carry out business items for the den.
- Direct everyone's attention to the poster listing the 12 points of the Scout Law. This can be used as a reference to help Tigers who are working on their den duties project or selecting chores to do at home. Remind Tigers that the Scout Law is also found on the back cover of their handbooks.
- Introduce the "team" concept to the Tigers by using the examples of a sports team, their den, family, etc., and share that the den will learn about the teams they belong to in den activities at this meeting.
- With assistance from the adult partners, help Tigers make a list of potential locations for the community service outing at the next den meeting. Discuss where they can go to learn about service teams in their community. Some examples of city or community services that depend on teamwork: public libraries, police stations, fire stations, recycling centers, Habitat for Humanity, U.S. Forest Service, state park service, National Park Service, city parks and recreation department, city utilities (water department, wastewater treatment plant), county health department, and soup kitchens and food banks.

## ACTIVITIES

### ◆ Activity 1: Tiger Teams (Requirement 1)

With their adult partner, each Tiger should tell the den about any teams they belong to; then they should list those teams in the *Tiger Handbook*. Remind Tigers that not all teams are related to sports. A team can consist of buddies playing together, a Tiger den, and a family—all of these groups might work together to complete a task.

### ◆ Activity 2: Magic Shrinking Circle (Optional)

**Materials:** rope or cord to form a large circle that becomes smaller as each phase of the activity is completed

#### Instructions:

1. Explain to the Tigers that you have a magic shrinking circle, and they must all fit inside. For the first round, be sure the circle is large enough to accommodate all members of the den easily.
2. Once they are all inside, the next round will begin. Make the circle smaller, but tell the members they must still find a way to fit inside.
3. Continue this cycle until the circle becomes so small it is impossible for everyone to fit. Be sure to let the Tigers work through this exercise as a team without adult guidance, unless they need it.
4. Once the activity is complete, ask the Tigers if the challenge of making themselves "fit" into a smaller area each time worked better if they shared ideas as a team or if only one member of the den told them how to do it. Guide them in a discussion about what might have been done differently, whether they feel they finished the game, etc.

### ◆ Activity 3: Den Duty Chart (Requirement 2)

The Tiger Duty Chart should incorporate teamwork as Tigers share responsibilities for completing tasks at each den meeting. Guide the den in deciding how to work as a team, whether they are setting up the room for the meeting; cleaning up after an activity; leading the Pledge of Allegiance, the Scout Oath, and the Scout Law; or anything else. (See Meeting 1 Resources.)

## CLOSING

- Tigers form the Living Circle (see appendix page A-22) and recite the Scout Law together.



### Do-at-Home Project Reminder:

Remind Tigers and adult partners that the Scouts are to pick a chore to do at home at least three times during the next three weeks (requirement 3). Tigers will share the chore they chose at the next den meeting.



## AFTER THE MEETING

- Serve refreshments, if desired.
- Make sure everything is cleaned up.
- Update the Duty Chart to record tasks completed at the meeting.
- Record completion of requirements 1 and 2.
- Choose a community service office or agency the Tigers can visit with their adult partners for the den outing. See Talk Time for a list of possibilities. Be sure to plan a date that fits everyone's schedule and arrange for transportation.

# MEETING 1 RESOURCES

## TIGER DUTY CHART

Week 1 Duty Chart

Duty	Tiger in Charge	Completed

Week 2 Duty Chart

Duty	Tiger in Charge	Completed

Week 3 Duty Chart

Duty	Tiger in Charge	Completed

# MEETING 2 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Paper bags labeled with the first initial of each Tiger in the den; small items for each bag that begin with the same letter
- Copies of the “Diversity Scavenger Hunt” list (one for each member of the den); pencils for each participant
- Precut strips of paper for the charades game and a bowl or container to put them in
- Flier for the Meeting 3 den outing

## GATHERING

Label each paper bag with the first letter of each Tiger’s name, and put objects in the bag that start with that letter. For example, a bag labeled “J” could contain a toy jet, a bag marked “M” might hold a mug, or a yo-yo could be found in a “Y” bag. Before each bag is opened, all the players try to guess what’s in it by feeling the outside of the bag first.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Tiger Roll Call Opening: As the den meeting host calls roll, each Tiger responds with a loud tiger growl.

## TALK TIME

- Carry out business items for the den.
- Have each Tiger tell the den about the chore they selected to do at home. (Do-at-Home Project from Meeting 1)
- Ask the group what happens when a den member is absent, or when people in their families get sick or hurt and cannot do their chores. How can a Tiger help out in those situations? Remember, a Scout is trustworthy and loyal. The den members can count on each Tiger being there to do their job, or the Tiger will let the den know if they can’t so someone else can pitch in.
- Change the den duty jobs for the week.

## ACTIVITIES

### ◆ Activity 1: Diversity Scavenger Hunt (Requirement 5)

The goal of this activity is to observe others around us and acknowledge that, while we are similar, we are still different from each other. The items on the list can be changed as needed to fit your den. See Meeting 2 Resources for a sample. To conclude this activity, find out what each Tiger learned about the others. You can choose to chart the results or simply have a brief conversation.

### ◆ Activity 2: Service Activity Planning (Requirement 4)

1. As a den, select a service project if the den did not make a final choice in Meeting 1 following the brainstorming activity. Make plans for the project to help your chartered organization, community, or neighborhood. The activity could be as simple as weeding, planting flowers, picking up trash, or collecting food or coats for people in need.
2. Plan a date to complete the project if it cannot be finished during a den meeting or the den outing.

### ◆ Activity 3: Charades (Optional)

Each Tiger and adult partner will draw a piece of paper from the bowl or container and act out whatever is written on it. They can only use movements and gestures—no words—while the other den members try to guess it correctly. To make this game age-appropriate for Tigers, one category could be, “What do you do before going to school?” (brush teeth, comb hair, put on shoes, eat breakfast, etc.). Another fun option: “Which animal am I?” (a snake slithering on the ground, a bird flying or digging for worms, a dog burying a bone, etc.).

## CLOSING

- Recite the Scout Law
- Have each Tiger decide on a point in the Scout Law they will try to focus on between this meeting and the next.
- Review details for the outing in Meeting 3. Make sure all Tigers and their families know the plans.

## AFTER THE MEETING

- Serve refreshments, if desired.
- Make sure everything is cleaned up.
- Record completion of requirement 5.
- Remind Tigers and adult partners about the den outing. Cover all important information related to the outing.

## MEETING 2 RESOURCES

### DIVERSITY SCAVENGER HUNT

Each member of the den will talk to others in the den to identify the following:

1. Someone who is taller than I am \_\_\_\_\_
2. Someone who is in the same class at school \_\_\_\_\_
3. Someone who has a pet \_\_\_\_\_
4. Someone who has a birthday close to mine \_\_\_\_\_
5. Someone wearing black shoes \_\_\_\_\_
6. Someone who wore a hat to the den meeting \_\_\_\_\_
7. Someone who has a brother or sister \_\_\_\_\_
8. Someone who plays a sport \_\_\_\_\_



# MEETING 3 PLAN (Den Outing)

## PREPARATION AND MATERIALS NEEDED

- The den leader should bring a copy of the *Guide to Safe Scouting*.
- Identify a lead person at the community service office or agency who will give the den a tour and answer questions about what the team does and how team members work together.

## GATHERING

- Remind the Tigers about behavior expectations while on the den outing. Use examples from the Scout Law where you can (e.g., courteous, friendly, helpful).
- Explain to the Tigers and their adult partners any rules or regulations for the outing.
- In a den roll call, give each Tiger a number, and tell them to remember it for the closing activity.

## OPENING

- Say the Pledge of Allegiance.
- Ask Tigers to recite the 12 points of the Scout Law. Remind them that a Scout is courteous and that, as guests during the den outing, they will have a great opportunity to practice that part of the Scout Law.

## TALK TIME

- Carry out business items for the den.
- Ask everyone to think about this question while they are on the tour: What things can they do to help this community servant do his or her job? Prepare by brainstorming ideas that relate to the facility.
- Introduce the den to the community service contact who is guiding the tour. An appropriate greeting the Tigers could offer might be as simple as, "Hello, my name is ..." Tell the guide at this time that the Tigers have some questions they would like to ask when the session is over.

## ACTIVITIES

### ◆ Activity 1: Community Services Agency Visit (Optional)

When making arrangements, find out if the Scouts will be able to tour a facility or take part in a Q-and-A session with staff members. If so, tell the contact person ahead of time that the questions will focus on:

- How did the service project the den completed help this organization?
- How do staff members act as a member of a team?
- How are staff members helpful to the community?

## CLOSING

- Gather the Tigers and do a roll call. This time, call the numbers backward to see if each Tiger remembers their number from the start of the meeting.

## AFTER THE MEETING

- Prepare thank-you notes for those who helped with the outing.
- Be sure to give the Tigers positive feedback on their behavior during the outing.
- Record completion of requirement 4.

Upon completion of the Team Tiger adventure, your Tigers will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.









# TIGER BITES



## RATIONALE FOR ADVENTURE

This adventure will introduce or reinforce healthy eating habits, including making the right food choices and practicing good hygiene. Activities will also focus on good manners at mealtime. In addition, the adventure will give each Tiger an opportunity to perform a useful service for their family.

## TAKEAWAYS FOR CUB SCOUTS

- Making healthy food choices
- Trying new fruits and vegetables
- Developing manners when eating
- Practicing basic food-related hygiene
- A Scout is clean, helpful, courteous.



*Tiger Handbook, page 68*

## ADVENTURE REQUIREMENTS

Complete requirements 1 and 2 plus at least two others.

1. With your parent, guardian, or other caring adult, or with your den, find out about good food choices and not-so-good choices. Identify three foods that you think would be good choices and three foods that would not be good choices.
2. Explain the importance of hand washing before a meal and cleanup after a meal. Then show how you would do each.
3. Show that you know the difference between a fruit and a vegetable. Eat one of each.
4. With your parent, guardian, or other caring adult, pick a job to help your family at mealtime. Do it for at least four meals.
5. Talk with your parent, guardian, or other caring adult about what foods you can eat with your fingers. Practice your manners when eating them.
6. With your parent, guardian, or other caring adult, plan and make a good snack choice or other nutritious food to share with your den.

### NOTES TO DEN LEADER

This adventure has several choices based on which activities you choose to do with your den. This den meeting plan, when followed as written, meets the requirements to earn this adventure. If you choose to make adjustments, be sure you complete at least the minimum requirements.

Meeting 3 will be a den outing to a grocery store, farmer's market, or farm. In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

# MEETING 1 PLAN

## PREPARATION AND MATERIALS NEEDED

- Materials for Gathering game: 5 (or more) paper lunch bags each containing a fruit or vegetable
- With the adult partners, determine if any of the Tigers or their parents have food allergies.
- Read the Tiger Bites adventure in the *Tiger Handbook*.

## GATHERING

Set out the five different lunch bags on one surface. As members of the den arrive, invite them to reach into the bags without looking inside. Have them guess the fruit or vegetable in each bag, while adult partners record their guesses. Choose a nice range of fruits and vegetables for the bags—not limited to the most common choices.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Optional Opening: Invite the Scouts and their adult partners to form a circle. Recite the Pledge of Allegiance and the Scout Oath with support from partners. Invite the Scouts to give a big Tiger growl in unison. Then ask them to give a Tiger growl as if the tiger were hungry.

## TALK TIME

- Introduce the Tiger Bites adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Carry out business items for the den.
- Share with Tigers and adult partners that they can complete requirements 4 and 6 at home. Explain that the snack in requirement 6 only needs to be enough for everyone to taste if all the Tigers are bringing their snacks to the same den meeting.
- Now that everyone has made their guesses in the Gathering activity, reveal what was in each bag.
- Ask the Tigers what all the items from the bags have in common. See if the Tigers can name all the items, and ask if they have eaten those fruits or vegetables before. This is a brief sharing time, so allow each Tiger a moment to tell what they know about fruits and vegetables.
- Have an adult partner prepare these fruits and vegetables for tasting later in the meeting. Tell the Tigers that they will have some “Tiger Bites” to try at the end of the meeting!

## ACTIVITIES

### ◆ Activity 1: “Up and Down” Game (Optional)

Play the game “Up and Down” to help Tigers recognize fruits and vegetables and where they grow.

1. Have Tigers stand next to their adult partners in a circle. One at a time, call out the names of fruits or vegetables that grow either above or below the ground. For example, strawberries grow above the ground, but potatoes grow below. When you call a fruit or vegetable that is found above the ground, the players stand; if it’s found below, they sit down. Keep the game quick and lively. Encourage the partners to help Tigers if they are unsure.
2. Suggested fruits and vegetables to call include apples, potatoes, carrots, oranges, strawberries, radishes, tomatoes, grapes, and any others you may want to add. If a specific fruit or vegetable is common to your area, be sure to include it as well.
3. You can also call out different hygiene habits to make the game a little more challenging. Tigers stand if the habit is a good one; they sit if it is not good. Use habits such as: washing hands before

handling food, washing hands after going to the restroom, drinking out of someone else's glass, having dirty fingernails, washing your hair, not brushing your teeth, making sure your cooking area is clean, not throwing away used tissues, taking a bath or shower, not covering your mouth when you sneeze or cough.

### ◆ Activity 2: Know Your Fruits and Vegetables (Requirement 3)

1. Examine the difference between a fruit and a vegetable. Let the Scouts touch some sample fruits and vegetables to find which ones have seeds and which ones do not. Provide enough samples so that the den can be divided into two teams.
2. Have each team take about five minutes to decide which samples are fruits and which ones are vegetables. Remind them that fruits have seeds and vegetables do not. Present them with some challenging foods such as cucumbers, avocados, or tomatoes.
3. After five minutes of exploration time, talk about the differences between fruits and vegetables. If the samples have not been cut open, do so now to demonstrate those with seeds and those without.
4. Have the Scouts wash their hands so they can try the different fruits and vegetables. Allow each Tiger to taste at least one fruit and one vegetable. Make sure that samples are properly cleaned and ready to eat.

### CLOSING

- Gather the Tigers in a circle. Using a ball, gently toss it to each Tiger, asking them to name one fruit, vegetable, or polite manner. When everyone has had a turn, close the meeting with a Tiger growl, in unison, to show how happy the tigers are after their "Tiger Bites."



#### Do-at-Home Project Reminder:

Hand out the Do-at-Home Project that needs to be completed before the next meeting. (See Meeting 1 Resources.) Tigers will assist with meal preparation, bring a nutritious snack to share, and practice good hygiene during food preparation.

### AFTER THE MEETING

- Clean up after everyone has finished with the fruits and vegetables.
- Record completion of requirement 3.

# MEETING 1 RESOURCES



## Do-at-Home Project:

The activities below may be completed at home in preparation for the next den meeting. Enjoy this activity with your Tiger, and help them achieve the requirements as noted for this adventure.

### Food Preparation Hygiene (Requirement 2)

While preparing the snack, be sure to practice good hygiene. Encourage your Tiger to show how to wash their hands before a meal and clean up after a meal.

### Mealtime Preparation Job (Requirement 4)

Help your Tiger observe and/or participate in the jobs that need to be done when preparing a meal. After they have observed, allow them to choose a specific job they would like to assist in for at least four meals. Create a mealtime job chart for them to keep a record of their work.

### Snack Sharing Activity (Requirement 6)

Get together with your Tiger, and discuss what might be a good, nutritious snack to prepare and share with the den during the next meeting. Ideas include:

- Create a smoothie using 2 bananas, 2 cups of strawberries, 1 cup of milk, and 1 cup of yogurt.
- Ants on a log: Put peanut butter, cream cheese, or pimento cheese on a celery stick, and then put raisins on the topping so it looks like ants walking on a log.
- Spread cream cheese on a tortilla (hard or soft shell) or a graham cracker. Then add fruit or veggie slices to create a face.
- Cut up your favorite fruits for a fruit salad. Serve it on a piece of lettuce.
- Find or invent your own healthy snack!

After you've discussed ideas, agree upon one snack, and plan how that snack will be prepared. Take the snack to the next den meeting to share with other Tigers.



# MEETING 2 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- “Made From Corn” list for Gathering (See Meeting 2 Resources.)
- Materials for Table Manners Relay game: 2 plastic cups; 1 paper plate; plastic fork, knife, and spoon (1 set per player); 1 copy per Tiger of the polite/impolite manners cards, cut into squares (See Meeting 2 Resources.)

## GATHERING

Print out or write the list of items from the Meeting 2 Resources, and cut it into strips of paper. Set up two pieces of chart paper on the floor, one marked “MADE FROM CORN” and the other marked “NOT MADE FROM CORN.” Ask the Tigers to place each strip of paper onto the chart paper they believe is correct. If an item can be made from corn (even if it is not always or entirely made from corn), place it on the “MADE FROM CORN” paper. Adult partners can help to read or explain as needed. At the end, reveal that ALL of the things listed on the strips can be made from corn.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- **Tiger Opening Ceremony:** Write the statements below on posters or cards for the adult partners to read. Have each Tiger hold a poster with one of the letters on it. After they say their letter, their adult partner will read the statement matching the letter.

**ADULT 1:** T is for TEAM, the Tiger team, a Tiger and adult partner having fun together.

**ADULT 2:** I is for INTRODUCTION, showing us what Cub Scouting is all about.

**ADULT 3:** G is for GOOD TIMES, having fun together as a den and with your family.

**ADULT 4:** E is for EXPLORING, searching out new things to see and do.

**ADULT 5:** R is for READY, ready for new adventures together as a team.

**ADULT 6:** S is for SHARING, taking time to talk to each other about the fun things we get to do.

## TALK TIME

- Carry out business items for the den.
- Remind everyone that the next meeting will take place at a local grocery store or other predetermined place, such as a farmer’s market or a farm. Give the time, as well as the place where everyone should plan to meet. Remind the Tigers to arrive in uniform.

## ACTIVITIES

### ◆ Activity 1: Mealtime Job Chart (Requirement 4)

Have each Tiger share their completed mealtime job chart from their Meeting 1 Do-at-Home Project. Sample questions to ask include:

- What did you like best about doing this job during the week?
- What was difficult?
- Would you like to continue to do it, or change and do something else?
- Why do you think it is important to help out at home?
- How did it make you feel to know that you were helping your family?

## ◆ Activity 2: Play “Table Manners Relay” (Requirement 5)

**Materials:** manners cards (See Meeting 2 Resources.)

Have each adult partner hand their Tiger a plate labeled “Polite Manners,” a cup marked “Impolite Manners,” and silverware. The Tiger will run to the finish line and set the “table” with their supplies.

The Tiger will then run back to their adult partner, who will draw a card from the ones given for the game. Together, they will decide if the action on the card is polite or impolite. Once they have decided, the Tiger will run to the table and place the card where it belongs—on the plate or in the cup.

The relay continues until all cards have been placed. The first team to finish placing their cards wins!

## ◆ Activity 3: Nutritious Snack Sharing (Requirement 6)

Invite Tigers and their adult partners to tell about the snack items they brought to share with the den. Remind Tigers of good manners for eating finger foods, and encourage them to try a variety of snacks—especially those that are new to them.

### CLOSING

- Remind everyone of the outing planned for the next meeting, when they will go to a local grocery store, farmer’s market, or farm.
- Make sure all Tigers and their families know the plans.

### AFTER THE MEETING

- Record completion of requirements 2, 4, 5, and 6.
- Work together to clean up the meeting place.

## MEETING 2 RESOURCES

### Made From Corn Game List

Baby foods	Cosmetics	Paper
Batteries	Crayons	Paste and glue
Candy	Diapers	Plastics
Canned/frozen corn	Dyes	Rubber tires
Ceramics	Fireworks	Safety glass
Chalk	Glue	Salad dressings
Chewing gum	Hominy and grits	Soaps
Cooking oil	Insecticides	Sweeteners
Corn syrup	Margarine	Textiles
Cornflakes	Matches	Toothpaste
Cornmeal	Medicines	Varnishes
Cornstarch	Paints	Vinegar

## Table Manners Relay Cards

GOOD MANNERS	POOR MANNERS
Saying “please” and “thank you”	Chewing with your mouth open
Washing your hands before eating	Keeping your elbows on the table during mealtime
Using a napkin or plate when eating finger foods	Dipping a chip again when it is half-eaten
Chewing food with your mouth closed	Letting crumbs fall on the floor instead of onto your napkin
Asking to be excused before leaving the table	Not using a napkin at mealtime
Using serving utensils instead of your hands	Reaching across the table for food without asking someone to pass it to you
Remembering not to slurp, smack your lips, or blow your nose at mealtime	Starting to eat before everyone has been served
Asking if you can help clear dinner plates	Telling the cook you don’t like the food

# MEETING 3 PLAN (Den Outing)

## PREPARATION AND MATERIALS NEEDED

- Select a local grocery store, farmer's market, or farm to visit. (The scavenger hunt may not be possible if the den visits a farm, but a tour there would be just as interesting.)
- The den leader should bring a copy of the *Guide to Safe Scouting*.
- Copies of the "Grocery Scavenger Hunt" chart for Activity 1 (See Meeting 3 Resources.)

## GATHERING

As the Tigers arrive, invite them to try some traditional tongue twisters such as—

*Peter Piper picked a peck of pickled peppers.*

*Did Peter Piper pick a peck of pickled peppers?*

*If Peter Piper picked a peck of pickled peppers,*

*Where's the peck of pickled peppers Peter Piper picked?*

Another choice: *Freshly fried flying fish.*

Or have them try to solve these funny food riddles:

- What did the baby corn say to the mama corn? (Where's pop corn?)
- What did the nut say when it sneezed? (Cashew!)
- Why was the cucumber mad? (Because it was in a pickle!)
- What bird is with you at every meal? (A swallow!)
- Why did the banana go to the doctor? (Because it wasn't peeling well!)
- What do you call a shoe made from a banana? (A slipper!)
- What does a mixed-up hen lay? (Scrambled eggs!)
- What do you call a bear with no teeth? (A gummy bear!)
- Why do seagulls fly over the sea? (Because if they flew over the bay they would be called bagels!)

## OPENING

- Say the Pledge of Allegiance and the Scout Oath and Scout Law.
- Gather the Tigers together in a circle, and recite the Scout Law. Ask them to listen for any words that describe how they should act during their outing. Accept all answers. If they have trouble remembering, you can prompt them with any of these: courteous, kind, obedient, cheerful, helpful, friendly.

## TALK TIME

- Carry out business items for the den.



## ACTIVITIES

### ◆ Activity 1: Grocery Scavenger Hunt (Requirement 1)

**Materials:** pencils or markers; scavenger hunt cards (See Meeting 3 Resources.)

1. Just as real tigers need to hunt for their food, these Tigers are going on a hunt. Divide everyone into teams, or pair each Tiger with their adult partner. (Partners should adjust their level of assistance to the child's reading ability.)
2. Give each team or pair a grocery scavenger hunt card to fill out during the hunt. Tigers will find one food that fits in each box for the five categories (grains, vegetables, etc.). Then Tigers will identify good choices and not-so-good choices. First, allow them to look over the cards so you can answer any questions. Then announce how much time they have to complete their cards, and let the game begin!
3. As den leader, keep track of the time, and monitor each group as they move around the store, market, or farm.
4. When time is up, have everyone gather with their hunt cards to share their findings. The cards will help Tigers separate good food choices and not-so-good choices.
5. Be ready to suggest a few other foods, and ask them to categorize each suggestion as "nutritious" or "not nutritious." (Here are some examples: Nutritious—a can of soup or beans, a bag of rice, dried fruit, tuna, or cheese. Not nutritious—chocolate syrup, french fries, cupcakes, candy, doughnuts, or fast-food burgers.)

### ◆ Activity 2: Exploration (Optional)

If time allows, invite the Tigers and their adult partners to further explore the facility together.

## CLOSING

- If someone from the facility has been helping or showing the Tigers around, be sure to thank him or her.
- When all Tigers have completed the hunt, acknowledge their fine work.
- The meeting will end the same way it began, with the Tigers in a circle. Before each Tiger leaves, name a category from the hunt, and have the Tiger tell you the matching food item.

## AFTER THE MEETING






- Prepare thank-you notes for those who helped with the outing.
- Record completion of requirement 1 and those completed at home.

Upon completion of the Tiger Bites adventure, your Tigers will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.



# MEETING 3 RESOURCES

## FOOD SCAVENGER HUNT

 GRAINS	 VEGETABLE	 FRUIT	 DAIRY	 PROTEIN
A lunch grain:	One you have never seen before:	One you have never seen before:	A dairy product that is a solid (not liquid):	One you have never tried before:
A snack:	One that is grown near you:	One that is grown far away:	Your favorite:	Your favorite:

On all the foods that you have found, put a happy face on the foods that you think are good, healthy choices.



Put a sad face on those that are not good choices.

Find two other foods that you love to eat:

\_\_\_\_\_ , \_\_\_\_\_

Find two foods that are interesting to you because you like the color, the shape, the smell, or the size:

\_\_\_\_\_ , \_\_\_\_\_




# TIGER CIRCLES: DUTY TO GOD



## RATIONALE FOR ADVENTURE

This adventure will help Tigers understand what duty to God means in Scouting, and also what it means for them and their families.

## TAKEAWAYS FOR CUB SCOUTS

- With their adult partner, discovering their family's faith
- Beginning to strengthen their faith together with other family members
- Observing different ways a person can be reverent
- A Scout is reverent. 

*Tiger Handbook, page 82*

## ADVENTURE REQUIREMENTS

Complete requirement 1 plus at least two others.

1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.
2. With a family member, attend a religious service or other activity that shows how your family expresses reverence for God.
3. Earn the religious emblem of your faith that is appropriate for your age or grade.
4. Help with a local service project and talk with your den or family about how helping others is part of our duty to God.
5. With the approval of your parent, guardian, den leader, or other caring adult, think of and then carry out an act of kindness or respect that you think shows duty to God.

### NOTES TO DEN LEADER

This adventure is primarily a family-based adventure. If you would like to hold a portion of it during a den meeting, the following den meeting plan is a service project if the den chooses to do one together for requirement 4. If the service project for requirement 4 of the Tiger Circles: Duty to God adventure is done as a den, it may also be used to complete requirement 4 of the Team Tiger adventure.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

## MEETING 1 PLAN

### PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Materials for service project
- Two sheets of colored paper—one red, one green—for the “Silent Red Light/Green Light Game” (Gathering)
- Read the Tiger Circles: Duty to God adventure in the *Tiger Handbook*.

## GATHERING

### Silent Red Light/Green Light Game

**Materials:** Two sheets of colored paper—one red, one green

The entire game should be played in silence with Scouts tiptoeing quietly as they move. Select a leader from among the Scouts, or a den chief or adult partner. This person holds two sheets of paper—one red and one green—but stands with their back to the Scouts, who stand side by side at a starting line. The leader then raises one of the sheets over their head, and the members of the den silently do whatever the color indicates: “go” at green and “stop” at red. Each time the game leader switches to the other sheet, players must switch to that action. The players must all move at the same pace, and when one of them reaches the leader, that Scout becomes the leader for the next round. Remind everyone that “a Scout is trustworthy,” so a Scout must return to the starting line if they go or stop at the wrong time.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law. If desired, include a prayer or moment of reflection.

## TALK TIME

- Carry out business items for the den.
- Remind Tigers and adult partners that requirement 1 and one other will be completed by each Tiger at home.
- Review the service project with everyone. This can be a project that is organized by another community organization or one that the den or pack has organized.

## ACTIVITIES

### ◆ Activity 1: Service Project (Requirement 4)

Conduct the service project in accordance with the *Guide to Safe Scouting*. Remember to make the project simple and not overwhelming for the Cub Scouts. The service project may last a little longer than a regular den meeting. It is also OK to participate in a community-organized service project.

## CLOSING

- Lead the Tigers and adult partners in the Scout Oath:

**On my honor I will do my best**

**To do my duty to God ...**

(Pause here. Beginning with yourself, go around the circle and ask each Tiger and adult partner to show or tell an example of what duty to God means to them. Then complete the Oath.)

**... and my country and to obey the Scout Law;**

**To help other people at all times;**

**To keep myself physically strong, mentally awake, and morally straight.**

## AFTER THE MEETING

- Serve refreshments, if desired.

Upon completion of the Tiger Circles: Duty to God adventure, your Tigers will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.





# TIGERS IN THE WILD



## RATIONALE FOR ADVENTURE

Tigers will learn how to put the “outing” in Scouting with this outdoor adventure. They will start to develop an understanding of outdoor ethics as they are introduced to many skills that will be important throughout their Scouting careers.

## TAKEAWAYS FOR CUB SCOUTS

- Cub Scout Six Essentials
- Plant and animal identification
- Outdoor ethics awareness
- A Scout is obedient, thrifty.



*Tiger Handbook, page 92*

## ADVENTURE REQUIREMENTS

Complete requirements 1–3 plus at least one other.

1. With your parent, guardian, or other caring adult, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list to prepare for rain.
2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.
3. Do the following:
  - A. Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.
  - B. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should “Trash Your Trash.”
  - C. Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.
4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your *Tiger Handbook*.
5. Participate in an outdoor pack meeting or pack campfire. Sing a song or act out a skit with your Tiger den as part of the program.
6. Find two different trees and two different types of plants that grow in your area. Write their names in your *Tiger Handbook*.
7. Visit a nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your *Tiger Handbook*.

## NOTES TO DEN LEADER

This adventure has several choices based on which activities you choose to do with your den. This den meeting plan, when followed as written, meets the requirements to earn this adventure. If you choose to make adjustments, be sure you complete at least the minimum requirements.

Meeting 3 will be a den outing for a hike and visit to a nature center, zoo, or other outdoor place. In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring.

You will want to record completion of requirement 5 following participation in the campfire or outdoor event. This doesn't have to be at the same time the den completes the other requirements for this adventure.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

# MEETING 1 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Trail food options (pretzels, seeds, nuts, raisins, dried fruit, crackers, chocolate chips, etc.), spoons or scoops, and a zippered storage bag for each Tiger and adult partner
- Materials for Cub Scout Six Essentials (requirement 1)
  - Include a small daypack or similar bag for storage; first-aid kit; water bottle; flashlight; trail food; sun protection; and whistle.
  - Also bring some obviously “non-essential” items to demonstrate what **SHOULDN'T** be included (e.g., a heavy hammer, an oversized flashlight, a TV remote, etc.)
  - Decide how your Tigers will assemble the Six Essentials. Each Tiger should eventually have their own set. Donations, bringing items from home, or purchasing new items are all possible options for collecting them.
- Skit materials or props if needed
- Balloon volleyball or soccer: balloons (latex-free if someone in the den has a latex allergy), rope
- Prepare a flier for families with information about the upcoming outing.
- Read the Tigers in the Wild adventure in the *Tiger Handbook*.

## GATHERING

Have trail food options available (see above) and a zippered storage bag for each Tiger and adult partner. Allow Tigers to mix their own trail food according to their taste. Label the bags, and store them for the hike. While Tigers are creating their trail mix, remind them of the reasons they need to have food on the hike.

## NOTE TO DEN LEADER

Be aware of allergies in your group, and make adjustments as needed. Before Tigers handle food, remind them to wash their hands.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

## TALK TIME

- Introduce the Tigers in the Wild adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.

- Carry out business items for the den.
- Distribute information on the location for your hike for Meeting 3. Have everyone plan to meet at the location, or arrange for carpooling as needed.
- Briefly discuss outdoor ethics as a refresher before getting started. Remember that wilderness conservation depends on understanding and respecting “the wild.” The Boy Scouts of America has long had a commitment to outdoor ethics and conservation practices.

## ACTIVITIES

### ◆ Activity 1: Kim’s Game (Requirement 1)

#### NOTE TO DEN LEADER

This is a great Scouting heritage game. For more information on the game’s literary namesake, see the novel *Kim* by Rudyard Kipling. Kipling was a contemporary of Lord Baden-Powell, the British officer who started the Scouting movement. It is said that this game was a favorite of Baden-Powell to play with his Scouts.

1. Play Kim’s Game with the Cub Scout Six Essentials, plus six other items. Once the game is done, have the group decide which six items they should carry with them on the hike or anytime they are going to be out of doors. Steer them toward the Cub Scout Six Essentials, and discuss how each one is used. Be sure to emphasize that the whistle is **ONLY** for emergencies.
  - a. Spread out a number of items on a tabletop, and cover them with a towel. (There should be more items than the players can be expected to remember.)
  - b. Provide each Tiger and adult partner with a pencil and paper. Explain that you are going to give them one minute to review what’s under the towel. Remove the towel. After one minute, cover the items again.
  - c. Let each Tiger, individually, dictate to their adult partner as many of the items as they can remember. Then have the Tigers team up in pairs, and give each pair one more minute to try recalling more of the items. Remember, only the Tigers—not their adult partners—can dictate the lists.
  - d. After the second minute, remove the towel and see who listed the most correct items. They probably did better when they teamed up than they did individually. Did the group, as a whole, get all the items?
2. Discuss with the den how the list of items might change if you were going on an all-day hike. For example, what would we add if we thought it might rain? Remind Scouts that leaders would monitor the weather for any dangers, but in the case of a light rain or other mild weather changes, they would want to be prepared to keep hiking.

### ◆ Activity 2: Tiger Skits (Requirement 5)

Choose a skit or song, and practice it for an outdoor pack meeting or campfire. (See below for ideas.) Remind Tigers that a Scout is cheerful, and a way to show this is by being happy and making others laugh.

#### Emergency Alert System Skit

All the Tigers but one stand in a line. The “leader” stands in front or off to one side.

**Leader:** For the next 10 seconds, we will be conducting a test of the emergency broadcast system. (Tigers all make a “Beeeeeeeeeeeeeeep” sound until the leader raises their hand.)

**Leader:** Thank you. This concludes the test of the emergency broadcast system. Had this been an actual emergency, you would have heard ...

(Tigers scream in panic and run around, then leave the stage.)



### Sitting on a Bench Skit

Tiger #1 walks on stage and squats down as if sitting on a bench that is invisible. Several more Tigers stand off to the side.

**Tiger #2** (walks up to Tiger #1): Whatcha doin'?

**Tiger #1:** Just sitting on this invisible bench.

**Tiger #2:** Can I join you?

**Tiger #1:** Sure!

(Tiger #2 sits down next to #1. More Tigers enter the stage, one at a time; the dialogue and action is repeated, until a long line of Tigers is sitting on the invisible bench. Then the last Tiger walks out.)

**Last Tiger:** What are you guys doing?

**All:** Just sitting here on this invisible bench.

**Last Tiger:** No, you aren't. (Points to a distant spot.) I moved the bench over there.

(All the "sitting" Tigers fall down.)

### ◆ Activity 3: Balloon Volleyball Game (Optional)

Play balloon volleyball or balloon soccer. Set a specific goal, and divide the Tigers into two teams that will bat the balloon back and forth with either their hands (volleyball) or feet (soccer). Use latex-free balloons if someone in the den has a latex allergy.

**Option 1:** Balloon volleyball can be played indoors or out and is played like regular volleyball. Players bat the balloon back and forth over a rope tied between two chairs or two poles, etc. Increase the number of hits allowed per side if the group has difficulty playing.

**Option 2:** Balloon soccer can be played indoors or out and is played like regular soccer. Reduce the playing area if needed.

## CLOSING

Remind Tigers of the lessons learned from Kim's Game: Two heads are better than one, and we always use the buddy system in Scouting.



### Do-at-Home Project Reminder:

Ask each Tiger to observe wildlife around their home and make a list of what they see. You may also want to ask Tigers to bring leaves for the leaf-rubbing activity at the next meeting. The leaves should not be picked, but should be freshly fallen. If Tigers have a pet at home, tell them to draw a picture of its paw and bring the picture to the next meeting.

## AFTER THE MEETING

- For refreshments, serve the trail food from earlier in the meeting.
- Clean up as needed.
- Record completion of requirement 1.

# MEETING 2 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Materials for plant and animal identification.



- Research plants and animals in your local area, or find someone who can assist with identification. Local nature centers or federal agencies (Bureau of Land Management, National Forest or Grassland offices, etc.) should have information. There are numerous books on the subject as well; books in color and with detailed photos or illustrations will work best.

- Several different types of leaves for the leaf-rubbing activity (with photos for identifying them), crayons, paper, etc.
- Material to make marble bags—denim, leather, canvas, or any thick fabric that can be laced into a bag or pouch and hold the weight of marbles.
- Animal print samples from household pets or common local animals for the “Name This Animal” activity

## GATHERING

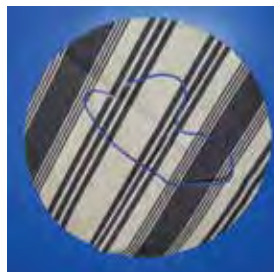
Have Tigers make a simple marble bag. If time permits, the Tigers can draw animal prints using as a guide the resources you collected. (See Meeting 2 Resources.)

### NOTE TO DEN LEADER

Make a sample marble bag for yourself before the meeting so you will have one to display and you will understand the process.

#### Materials (for each Tiger):

- Denim, an old shirt, artificial leather, or similar material for cutting out a 12-inch circle
- 1 shoelace with tips on the ends
- Markers, fabric paint
- Scissors
- 10–12 marbles



#### Instructions:

1. Cut out a 12-inch circle from the material. Cut with pinking shears, if you have them, but regular scissors will work as well.
2. Label and decorate, as desired, the side that will be the exterior of the bag.
3. Mark an even number of small holes around the outer edge of the material, about 1 inch in from the edge to prevent tearing. Then punch or cut the holes just wide enough for the shoelace to pass through.
4. Starting on the exterior side, thread the shoelace through all the holes. Using your fingers, shape the circle into a bag, and tighten the laces.
5. Put the marbles in the bag, and tie the shoelace ends together. You are ready to play marbles!

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

## TALK TIME

- Carry out business items for the den.
- Discuss your upcoming hike or tour.

- Discuss plans for your visit to a nature center or other destination. Ask members of the den to suggest what plants and animals they might see there (preparation for requirement 7).
- Read aloud the Outdoor Code and the Leave No Trace Principles for Kids. (Both can be found at the back of the Tigers' handbooks.) Then have Tigers recite them with you. Discuss what it means to be clean in your outdoor manners and to "trash your trash." Tell Tigers that they will focus on those principles for this adventure during their upcoming outing (requirements 3A and 3B).

## ACTIVITIES

### ◆ Activity 1: Leaf Rubbings (Requirement 6)

Have the Tigers make rubbings of the leaves they brought. Perform a demonstration to help them learn the technique. Remind everyone that they can use any colors. Have some extra samples on hand to make sure there will be different types of leaves for them to compare.

To make a leaf rubbing:

1. Lay the leaves on a piece of plain white paper. Be sure the veins are facing up. The more variety you have in the shapes and vein patterns, the more interesting the rubbings will be.
2. Lay another sheet of plain white paper on top of the leaves.
3. Choose a crayon and peel off the paper wrapper.
4. Using the side of the crayon, gently rub over the top sheet of paper.
5. Try different colors and leaf arrangements, and enjoy the beautiful pictures your Tigers create!

Using leaf rubbings and the actual leaves, have the den identify the leaves. Point out the characteristics of each leaf.

### ◆ Activity 2: Animal Prints (Optional)

Identify the animal prints brought in by the Scouts as part of the Do-at-Home Project from Meeting 1 or done during the Gathering. (See Meeting 2 Resources.) Ask each Tiger to share the list of animals they observed, and any facts they learned about them. It would also be a good idea to have some facts ready to share about the wildlife in your area.

### ◆ Activity 3: Play a Game of Marbles (Optional, as time permits)

#### Simple Rules for Playing Marbles

**Ringer:** Two to six can play. A circle 5 to 10 feet in diameter is marked on the ground. Thirteen marbles are placed on a cross that is marked in the center of the ring. Two lines, each about 9 inches long, form the cross. One marble is placed at the center, and three are on each of the four parts of the cross. Each marble lies about 3 inches from the next. Each player uses a large marble, the shooter, to "shoot" the small marbles out of the ring. The player who shoots the most marbles out of the ring wins the game. (Many variations can be played.)

**Lagging:** Players start the first game by lagging for turns. They toss or shoot their shooters from a pitch line drawn outside the circle, with the middle of it touching the circle. On the opposite side of the circle, another similar line, the lag line, is drawn. The player whose shooter comes closest to the lag line plays first.

**Shooter Rules:** Your shooter cannot be smaller than  $\frac{1}{2}$  inch or bigger than  $\frac{3}{4}$  inch in diameter. A shooter may not be made of metal.

#### Basic Terms for Marbles

- Bowling occurs when a player rolls a shot on the ground.
- Edgers are marbles near the edge of the ring.
- For Fair means playing for the fun of the game. At the end of each game, the marbles are returned to their owners.



- For Keeps means each player keeps the marbles that they shoot out of the ring.
- Hitting occurs when a player raises their hand from the ground while shooting.
- A Hit occurs when a player shoots a marble out of the ring.
- Hunching occurs when a player moves their hand forward across the ring line when shooting from the ring line, or when they move their hand forward from the spot where the shooter came to rest inside the ring.
- Knuckling Down is a position in which at least one knuckle must touch the ground until the shooter has left the hand.
- Lofting (or Plunking) is a difficult shot that occurs when a shooter shoots in an arc in the air to hit a marble.
- Marbles are the target marbles only. They can be called mibs, miggs, ducks, kimmies, or hoodles.
- A Miss occurs when a player fails to knock a marble from the ring on a shot.
- Roundsters (or Circling) is the act of selecting the best location outside the ring for knuckling down.
- A Shooter is the attacking marble. It can also be called a taw, glassy, or monny.
- A Shot is the act of snapping the shooter at a marble by a quick extension of the thumb.

## **CLOSING**

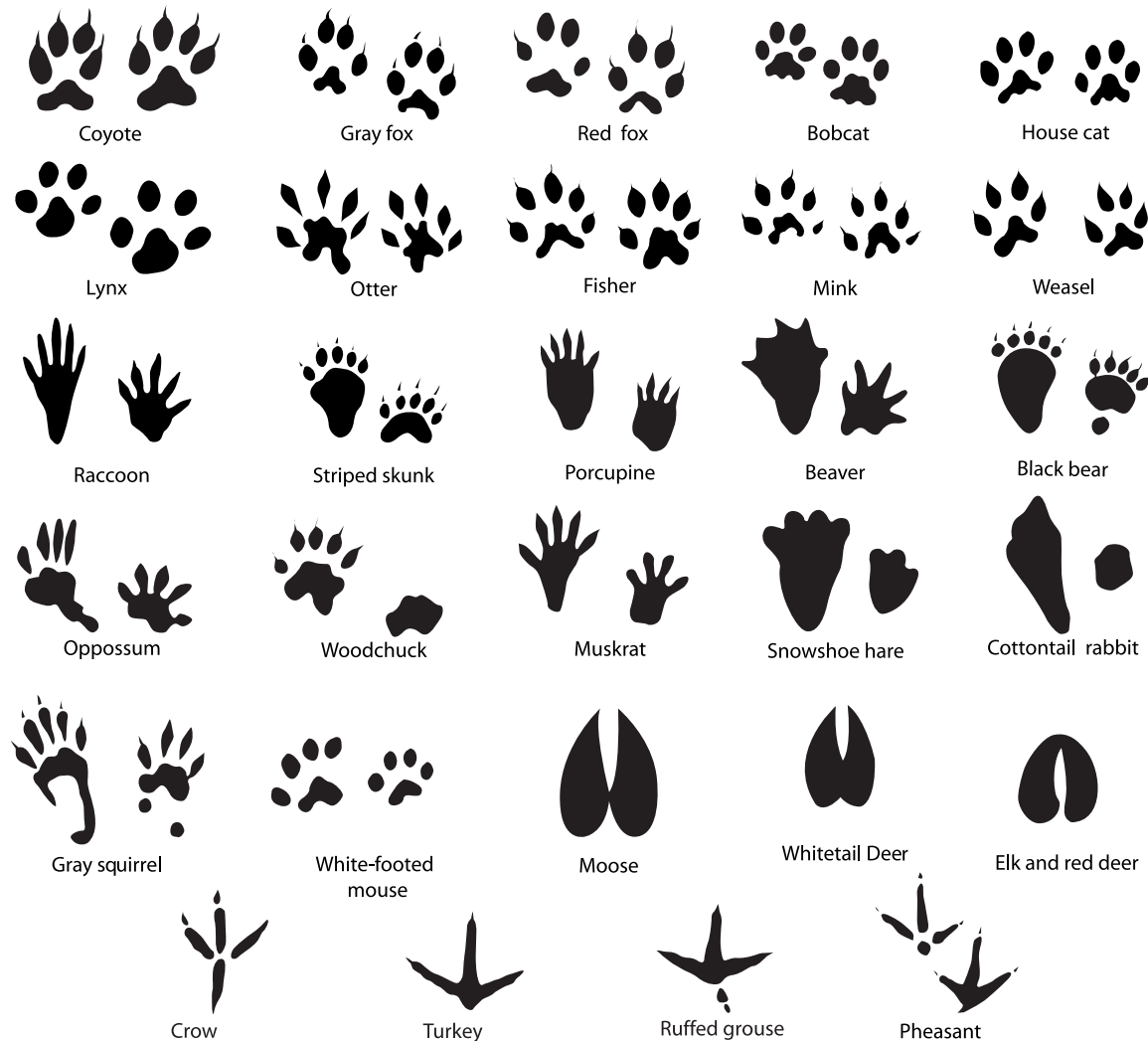
- Remind Tigers that at the beginning of the meeting, they all said the Scout Oath. Ask them how the phrase “do my duty to God and my country” relates to today’s activities. (You can continue this through several meetings as a way to help them learn and understand what the Scout Oath is all about.)
- Review details for the outing in Meeting 3. Make sure all Tigers and their families know the plans.

## **AFTER THE MEETING**

- Serve refreshments, if desired.
- Clean up as needed.
- Record completion of requirements 3A, 3B, and 6.

# MEETING 2 RESOURCES

## ANIMAL PRINTS



## MEETING 3 PLAN (Den Outing)

### NOTES TO DEN LEADER

Depending on your situation, it may be possible to complete the outing requirements 2, 3C, 4, 5, 6, and 7 in one field trip.

During this Tiger year, keep in mind that you will be introducing each family to the adventurous world of Scouting. We want this introduction to happen in the best possible way. If you had an event planned but the weather forecast is looking terrible, postpone the event for another day. You only get one chance for Scouting to make a first impression, so let it be a great one!

### PREPARATION AND MATERIALS NEEDED

- Prepare index cards for opening
- Paint chip cards—natural colors (greens, browns, tans, blues, whites, according to location), available from paint/hardware stores

- Coin for each Tiger
- Reference material for plant and animal identification from Meeting 2
- Cub Scout Six Essentials for each Tiger
- A trash bag and a box of nonlatex disposable gloves, in case the den comes across trash that can be picked up
- The den leader should bring a copy of the *Guide to Safe Scouting*.

## GATHERING

Gather at a central location and carpool, or have the Tigers and partners meet at the location.

## OPENING

**Tiger #1 and Adult Partner:** As an American, I will do my best to be clean in my outdoor manners.

**Den Leader:** I will treat the outdoors as a heritage. I will take care of it for myself and others. I will keep my trash and garbage out of lakes, streams, fields, woods, and roadways.

**Tiger #2 and Adult Partner:** As an American, I will be careful with fire.

**Den Leader:** I will prevent wildfire. I will build my fires only when and where they are permitted and appropriate. When I have finished using fire, I will make sure it is cold-out. I will leave a clean fire ring or remove all evidence of my fire.

**Tiger #3 and Adult Partner:** As an American, I will be considerate in the outdoors.

**Den Leader:** I will treat public and private property with respect. I will follow the principles of Leave No Trace for all outdoor activities.

**Tiger #4 and Adult Partner:** As an American, I will be conservation-minded.

**Den Leader:** I will learn about and practice good conservation of soil, waters, forests, minerals, grasslands, wildlife, and energy. I will urge others to do the same.

**Tiger #5 and Adult Partner:** Let us think about these responsibilities as we stand and sing “America the Beautiful.”



credit: Katherine Lee Bates, 1904

## TALK TIME

- Carry out business items for the den.

## ACTIVITIES

### ◆ Activity 1: Hike (Requirements 2, 4, and 7)

1. Go on a hike, and carry the Cub Scout Six Essentials. See the Tips for a Great Hike in the Meeting 3 Resources for helpful hiking hints.
2. Identify three plants, animals, or signs of animals according to location. Keep track so the Tigers can record their sightings in their *Tiger Handbook*.
3. Remind everyone that a Scout is obedient. It is important to listen to their den leader and adult partner when they are on the hike. They should not touch any plants unless told to because some plants can really hurt people.
4. Remind Scouts to think of ways they can show clean outdoor manners and be responsible for their trash as they hike. If you come upon trash, provide Tigers with nonlatex disposable gloves, and use the trash bag you brought along to clean up the trash. Be sure to pack out the trash and dispose of it in an appropriate location.

### ◆ Activity 2: Color Hunt (Optional)

1. Stop along the trail, and give each pair a paint chip card. Instruct them to look around quietly and see how many of their colors they can match in the area.
2. Let them report briefly, then ask them to look around again and see how many different shades of green or brown they can see.

### ◆ Activity 3: Coin Activity (Optional)

1. Distribute the coins (pennies and nickels work best), and give the Tigers a minute to look around and see how many loose items from nature they can find to put on their coin all at once.
2. Instruct them to observe without disturbing any living plant. Pick up only what has already fallen on the ground.
3. When the minute is over, let them report briefly. Remind them to take time to see the small things in the world as well as the big things that attract their attention easily.

### ◆ Activity 4: Outdoor Code and Leave No Trace (Requirement 3C)

1. Ask Tigers to share ways that they demonstrated the Outdoor Code or the Leave No Trace Principles for Kids on their hike.
2. Have them complete requirement 3C by drawing a picture of what they did in their *Tiger Handbook*.

## CLOSING

- After the hike, remind the Scouts how nice the trail was (if it was), and tell them that's because many people before them took time and energy to save this trail for them! They can do their part to continue the practice by leaving what they found where it was, picking up anything that doesn't belong there, and leaving the area better than it was when they arrived!
- Ask Tigers to report on what plants or animals they observed during the hike that they had predicted they might see at the previous den meeting. Were they surprised by what they saw—or what they did not see?

## AFTER THE MEETING

- Provide refreshments (trail food).
- Record completion of requirements 2, 3C, 4, and 7.

Upon completion of the Tigers in the Wild adventure, your Tigers will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.



## MEETING 3 RESOURCES

### TIPS FOR A GREAT HIKE

- Practice a “buddy check” while on the hike to impress on all its importance.
- Designate a “lead” hiker and a “trail” or “sweep” hiker. No one passes the lead or falls behind the sweep. These hikers should be able to contact each other, either with radios or by passing a message up the trail. Take care that no one gets separated.
- The lead hiker should set a pace that all can maintain. One way to do this is to have the slowest of your group lead the way.
- When it's time for a break, make sure everyone gets a rest—not just those at the front of the line.
- Scouts will forget to look at scenery, so stop the group and point out natural features, animal signs, interesting plants, and other sights.
- Make sure Scouts keep a good spacing from the hikers in front of them. There should be enough room to fall over without hitting anyone in front or back for all hikers. Help Scouts overcome the natural inclination to pack together on the trail.
- Bring a zippered bag with 1 cup of plaster of paris inside. If you find any animal tracks along the trail, mix some drinking water into the plaster and pour the mix into the tracks.











# CURIOSITY, INTRIGUE, AND MAGICAL MYSTERIES



## RATIONALE FOR ADVENTURE

This adventure helps Tigers explore how things work. Tigers and their adult partners will learn about cracking codes and solving mysteries, as well as discover how science helps us solve problems and understand why things work in certain ways.

## TAKEAWAYS FOR CUB SCOUTS

- Cooperating with others
- Completing simple tasks
- Practicing listening
- Practicing communicating
- Practicing teamwork in games
- A Scout is helpful, friendly.



*Tiger Handbook, page 108*

## ADVENTURE REQUIREMENTS

Complete requirements 1 and 2 plus at least one other.

1. Do the following:
  - A. Learn a magic trick. Practice your magic trick so you can perform it in front of an audience.
  - B. Create an invitation to a magic show.
  - C. With your den or with your family, put on a magic show for an audience.
2. Spell your name using sign language, and spell your name in Braille.
3. Create a secret code. Share it with your family or den.
4. With the other Scouts in your den or with your family, crack a code that you did not create.
5. With the help of your parent, guardian, or other caring adult, conduct a science demonstration that shows how magic works. Share what you learned from your science demonstration.

### NOTES TO DEN LEADER

This adventure has several choices based on which activities you choose to do with your den. This den meeting plan, when followed as written, meets the requirements to earn this adventure. If you choose to make adjustments, be sure you complete at least the minimum requirements.

Meeting 3 will be a magic show for Tigers to perform the tricks they have learned and practiced during this adventure. Tigers will prepare invitations during Meeting 1, so the details of the magic show should be in place by that time (date, time, location, etc.). During Meeting 2, find out the number of attendees expected, as well as any audience members' special needs, in order to plan for seating and refreshments. The magic show may take place in the home of a den member (with additional siblings and family members for an audience), at your regular meeting place, or with any audience that would enjoy viewing a Cub Scout magic show.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

# MEETING 1 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Items for selected magic tricks: Choose the magic trick you would like to teach your den, and be sure you gather the appropriate materials.
- *Cub Scout Magic* book for reference or a book from the library about magic tricks for children
- Samples of secret codes, paper, pencils (See Meeting 1 Resources for examples of codes.)
- Read the Curiosity, Intrigue, and Magical Mysteries adventure in the *Tiger Handbook*.

## GATHERING

Provide Tigers with samples of secret codes, and have them practice writing codes. Then get each member of the den to decipher a message that they didn't help create, as in requirements 3 and 4.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

## TALK TIME

- Carry out business items for the den.
- Have the Tigers share what they have been doing since the last meeting. Has any one of them participated in an activity that might seem “mysterious” to others? Talk about the fact that magic usually consists of a distraction or an illusion—tricking the minds of the audience members into seeing things the way you intend. Science helps us understand why things work the way they do.

### NOTE TO DEN LEADER

Share with adult partners that, depending on their Tiger's skill level, they may need additional support in composing, coding, and decoding secret messages. Keep in mind that the performance standard for Cub Scouts is that they do their best, and that they may do so with help. The messages they send may be as simple as the Cub Scout motto, “Do Your Best.”

## ACTIVITIES

### ◆ Activity 1: Learn a Magic Trick (Requirement 1A)

The *Tiger Handbook* has one example of a trick Tigers can try, and you can also refer to *Cub Scout Magic* for ideas.

Another trick you might choose to teach Tigers is the Freezing Water Trick. In this trick, Tigers will pour water into a mug; when the mug is turned upside down, the water will have magically turned into an ice cube.

Prepare for the trick by doing the following:

1. Gather several mugs, sponges, ice cubes, scissors, and water.
2. Cut the sponges to snugly fill the bottoms of the mugs.
3. Place an ice cube in each mug.

Then, when the audience is watching, the Tiger announces that they will magically freeze water. They pour a small amount of water into the mug and cover it with a cloth. After saying the magic words, they carefully turn over the mug without showing the inside to the audience, and the ice cube will fall out on the table.

Practice the trick in advance to discover the amount of water the sponge will absorb, and encourage Tigers to add fun and excitement to their presentation.

Have Tigers practice their tricks so they will be able to perform them in front of an audience. Remind Tigers to demonstrate showmanship by using magicians' words like "hocus pocus," "abracadabra," "shazam," and "presto" to enhance their tricks. Props such as a magic wand or top hat can also encourage showmanship.

### ◆ **Activity 2: Create Invitations (Requirement 1B)**

1. Make and decorate invitations for the Tigers' families to attend the den magic show.
2. Confirm the details of the performance time and location with each Tiger.

### ◆ **Activity 3: Codes (Requirements 2, 3, and 4)** **(See Meeting 1 Resources for code charts)**

1. Guide Tigers in creating their own codes using symbols, shapes, or numbers to represent letters.
2. Next have the Scouts write messages using their codes and ask other members of the den to try to decipher them.
3. Each Tiger should also decipher a code created by another member of the den.
4. Show Tigers the American Sign Language alphabet in their handbooks. Help them learn to sign their names using ASL.

## **CLOSING**

Discuss the ways that perfecting a magic trick or deciphering another person's secret message can sometimes be frustrating. Which points of the Scout Law will be the focus of this adventure? Congratulate the Tigers on a job well done.

## **AFTER THE MEETING**

- Work together to clean up the meeting place.
- Serve refreshments, if desired.
- Record completion of requirements 1A, 1B, 3, and 4.


# MEETING 1 RESOURCES

## ACTIVITY 2

### ◆ Secret Code Language

There are several examples of codes here.

**Code 1:** Code 1 can be created using a set of simple word processing symbols to represent letters.

A	B	C	D	E	F
□	☒	⌘	◆	●	★
G	H	I	J	K	L
					
M	N	O	P	Q	R
					
S	T	U	V	W	X
					
Y	Z				
					

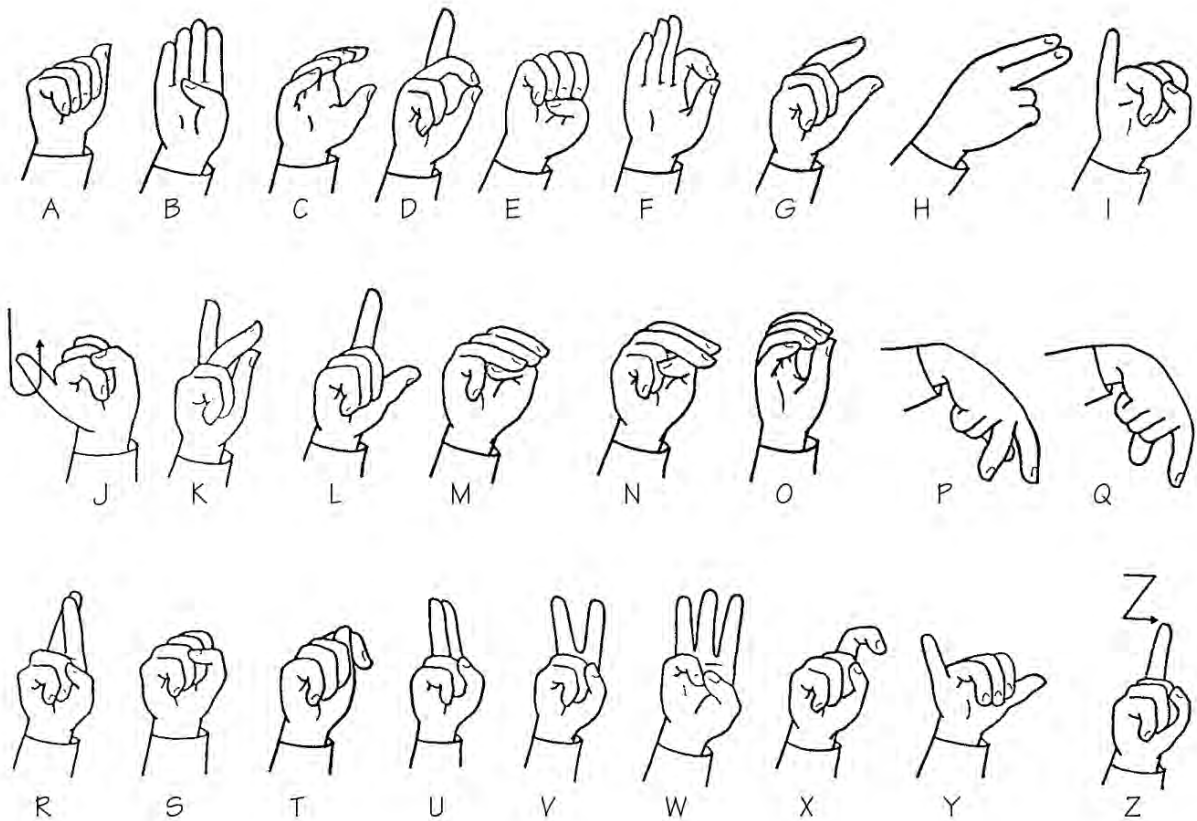
**Code 2:** Code 2 uses the standard alphabet but makes letter substitutions.

A	B	C	D	E	F
Z	A	B	C	D	E
G	H	I	J	K	L
F	G	H	I	J	K
M	N	O	P	Q	R
L	M	N	O	P	Q
S	T	U	V	W	X
R	S	T	U	V	W
Y	Z				
X	Y				

**Code 3:** Code 3 has spaces for a Cub Scout to insert symbols to create their own code.

A	B	C	D	E	F
G	H	I	J	K	L
M	N	O	P	Q	R
S	T	U	V	W	X
Y	Z				

**American Sign Language**



# MEETING 2 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Gathering: poster paper or card stock for writing in Braille; items for spelling out names (e.g., buttons, split peas); glue
- Items for science investigations (will vary depending on investigations chosen)
- Assemble “genius kits” before the meeting. (See Meeting 2 Resources for examples of materials.)

## GATHERING

Have Scouts use the materials provided (such as split peas) to try spelling their names in Braille.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

## TALK TIME

- Carry out business items for the den. Have Tigers show their names they made during the Gathering. Review the information in their handbooks about Braille (requirement 2).

## ACTIVITIES

### ◆ Activity 1: Science Investigation (Requirement 5)

1. Discuss with the den the science investigation you’ve chosen for them to conduct. Have each Tiger and adult partner write down what they think the result will be. (See Meeting 2 Resources for investigation ideas.)
2. Conduct the science investigation with your den.
3. Compare notes on the outcome of the investigation. How many were right in their predictions? How many guessed incorrectly?

### ◆ Activity 2: Genius Kits (Optional)

- Provide “genius kits” for each Tiger and partner, and let them create something from the items provided. It is helpful to provide the Scouts with a simple task to complete using the materials in the kit. That task might be to create a work of art or a toy, such as a car.
- You may adapt the materials in the kit to ensure they are inexpensive and will provide Cub Scouts with what they need to complete their tasks. (See Meeting 2 Resources for sample items that could be put in the kits.)
- Be sure to make each kit identical so all Tigers will start out with the same materials. At least some part of each item in the kit must be used in some way.

### ◆ Activity 3: Magic Tricks (Requirement 1A)

Decide which magic tricks will be performed at the pack meeting, and practice. If the den is large, it may be necessary to select three or four tricks and have groups of Tigers work together so that everyone can perform.

## CLOSING: WHAT DID YOU LEARN?

Here are some simple questions to ask that can help Scouts reflect and grow from this activity:

- What happened during your science investigation?
- Was there anything mysterious?
- Was there something in the investigation that you’re curious to learn more about?

Make sure all Tigers and their families know the plans for the den magic show in Meeting 3.

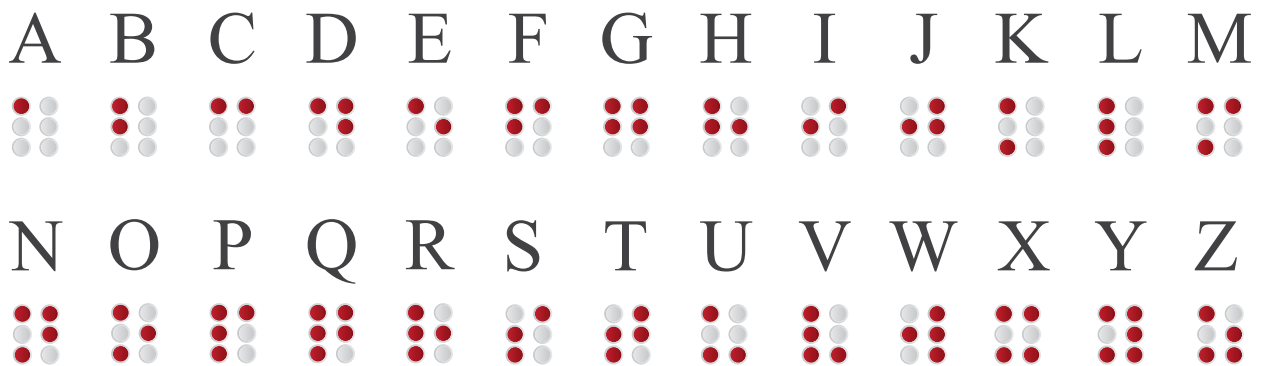


## AFTER THE MEETING

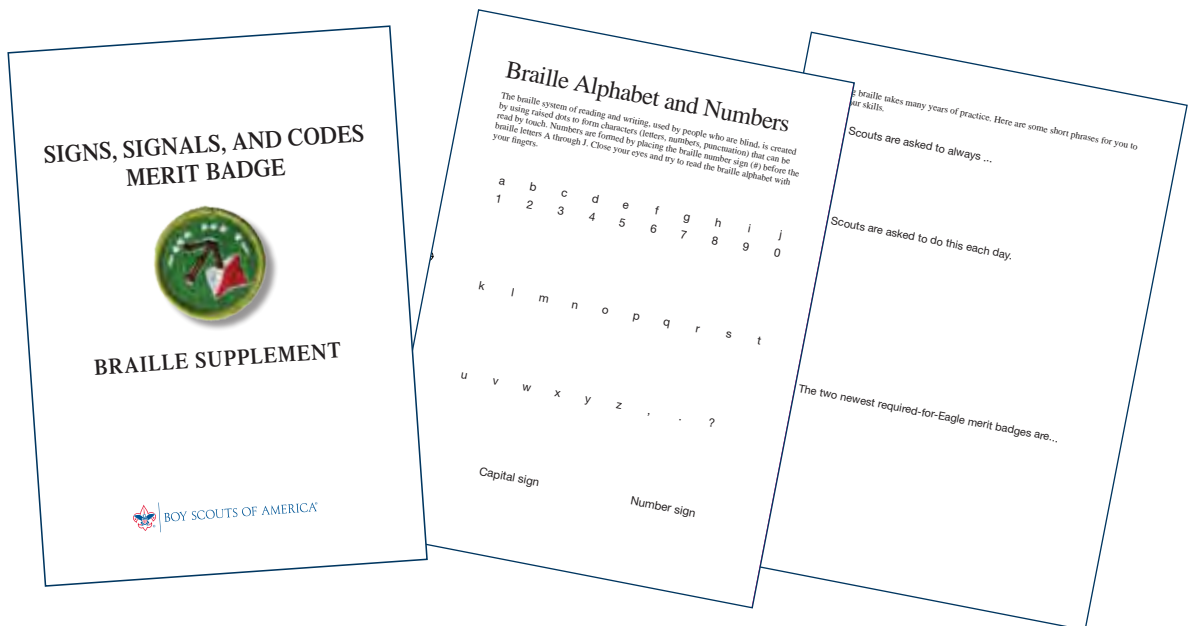
- Make sure everyone helps to clean up the meeting place.
- Serve refreshments, if desired.
- Record completion of requirements 2 and 5.

# MEETING 2 RESOURCES

## Gathering: Braille Alphabet



The Signs, Signals, and Codes Merit Badge Braille Supplement, No. 621366, includes a Braille alphabet in raised dots and several phrases in Braille that Cub Scouts could use to practice. Contact your local Scout shop for more information about this resource.



## ◆ Activity 1: Sample Science Investigations

**Celery Stalk:** Provide each Tiger and adult partner with a stalk of celery (including leaves) and two paper cups filled halfway with water. Have them add 20 drops of food coloring to the water, using a different color for each cup. Ask each Tiger to bite off the end of their celery stalk. Their adult partner should then slice the stalk with a knife, about halfway up from the wide bottom but leaving the top of the stalk intact. Have them push the two cups together and put each leg of the stalk into a different color of water. Set the celery aside until the end of the meeting, and record what happens. If possible, continue to observe the celery during the next day or two, and record additional changes.



**Bending Light Rays:** First, shine a flashlight against a wall and note the direction the beam of light goes in when it hits the surface. Then shine the flashlight into a mirror at an angle. Note what happens. Now see if you can make the light shine from the flashlight into a mirror, and from there into another mirror at an angle.

**Color Magic:** Each Tiger will need a black marker (not permanent), a white paper coffee filter, water, and a clear plastic cup. Have each Tiger cut a circle about as big as their hand out of the filter. Draw a line across the middle of the circle. Put some water in the cup—enough to cover the bottom. Curl the paper slightly so it fits inside the cup, making sure the bottom of it is in the water. Ask Tigers what they think will happen. Watch as the water flows up the paper. Record what you see.

**Spoon on the Nose:** Provide each Tiger with a metal spoon—the lighter in weight, the better. Rub your thumb into the bowl of the spoon. This releases oils from your skin onto the spoon. Next, breathe on the spoon to create fog. Holding the spoon high on the handle, cover the tip of your nose gently with the bowl of the spoon. (Do not press hard.) Now slide the spoon lightly and gently until the tip of the spoon is on the tip of your nose, and let go. Record your results.

**Mobius Strip:** Take a long, fairly wide strip of paper. Twist the paper once and tape it into a loop. Snip the loop up the center. When you're done cutting, you'll have one big loop.

## ◆ Activity 2: Sample Genius Kit Items (Items in kits may vary.)

Quantity	Item	Quantity	Item
2	toilet paper rolls	1	strip of mailing labels
4	cotton swabs	2	plastic milk or juice caps
3	small squares of construction paper	1	straw
2	binder clips	3	chenille stems
1	paper plate	1	spool
1	empty CD case	4	craft sticks
4	pieces of yarn or string		

# MEETING 3 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Chairs for magic show audience
- Items for each magic trick being performed
- Refreshments to be served after the performance
- A display of science investigations for the audience members to view

## GATHERING

Prepare a display of the science investigations from the previous meeting to show the guests.

## OPENING

- Say the Pledge of Allegiance and the Scout Oath and Scout Law.

## TALK TIME

- Carry out business items for the den.

## ACTIVITIES

### ◆ Activity 1: Magic Show (Requirement 1C)

1. Conduct the magic show as rehearsed.
2. Share refreshments with the audience.
3. Thank everyone for attending.

## CLOSING

- Congratulate the Tigers on their show, and note positive moments you observed.

## AFTER THE OUTING

- Ensure cleanup takes place.
- Send thank-you notes to those who helped.
- Record completion of requirement 1C.

Upon completion of the Curiosity, Intrigue, and Magical Mysteries adventure, your Tigers will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.








# EARNING YOUR STRIPES



## RATIONALE FOR ADVENTURE

In this adventure, Tigers will learn about what it means to wear Tiger orange. The color orange represents warmth, cheer, enthusiasm, creativity, and energy. Tigers are proud to wear the color orange; they like to show their enthusiasm by helping others and by using their energy to complete tasks. Helping others provides the opportunity to build self-esteem, give goodwill, and create a cheerful attitude. The warmth in the color orange is shared by using proper manners when speaking to others.

## TAKEAWAYS FOR CUB SCOUTS

- Learning what it means to be helpful and courteous
- Providing service to others
- Assuming responsibility
- Cooperating with others
- Developing a positive attitude toward people in need of help
- Increasing self-esteem
- Practicing good manners
- A Scout is loyal 

*Tiger Handbook, page 126*

## ADVENTURE REQUIREMENTS

Complete the following requirements.

1. Show your loyalty to Tiger orange by bringing in and sharing with your den five items that are the color orange.
2. Demonstrate loyalty over the next week at school or in your community. Share at your next den meeting how you were loyal to others.
3. With your parent, guardian, or other caring adult, decide on one new task you can do to help your family, and do it.
4. Talk with your parent, guardian, or other caring adult, or with your den about polite language. Learn how to shake hands and introduce yourself.
5. Play a game with your den. Then discuss how your den played politely.
6. With your den and parent, guardian, or other caring adult, work on a service project for your pack's meeting place or chartered organization.

### NOTES TO DEN LEADER

Tigers will need to collect five orange items at home to share during Meeting 2. During Meeting 1, Tigers will choose a service project for their pack's meeting place or chartered organization.

Meeting 3 will be a den outing to perform the service project. In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

# MEETING 1 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Gallon milk jugs cut in the shape of scoops for the Milk Jug Toss game
- Game pieces for Activity 1
- Paper plates and plastic tableware for Activity 2
- Blindfolds
- Read the Earning Your Stripes adventure in the *Tiger Handbook*.

## GATHERING

Have the Tigers play Milk Jug Toss with their adult partners. To increase the degree of difficulty, widen the distance between the catcher and thrower or switch to tossing a different item (e.g., bean bag, Wiffle ball, pingpong ball, rolled-up sock). To prepare the milk jugs for the game, cut the bottom half off, leaving the handle in place to form a scoop.



## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Have all Tigers form a circle around the U.S. flag, and recite the Pledge of Allegiance. Ask the Scouts why we say this pledge; in their answers, look for the idea of loyalty to our country. Challenge each Tiger to do their best in the following week to show loyalty at school or in the community. Ask all of them to report back at the next meeting (requirement 2).

## TALK TIME (REQUIREMENT 4)

- Carry out business items for the den.
- Introduce the topic of manners and polite language for the adventure. Being friendly, courteous, and kind involves using polite language. Polite language varies in different parts of the country. Use the most commonly accepted words that demonstrate being polite in your community. Examples of using polite language include saying “please,” “thank you,” “you’re welcome,” and “excuse me,” and using titles of “sir” and “ma’am” when addressing adults. To illustrate polite language, tell Tigers to guess the right response in the following situations. Create enough scenarios so that each Tiger has a chance to participate.
  - Someone buys an ice cream bar for you.
  - You need help completing your homework.
  - A new student is now in your class at school.
  - An adult gives you a task to complete.
- Introduce the concept of service projects and why we do them. Have the Scouts brainstorm some ideas for a service project for this month’s adventure as preparation for requirement 6. If possible, choose a project that promotes the adventure topic—being helpful and using good manners and polite language. Some examples for projects include:
  - Bake and decorate cookies, and deliver them to the local police or fire station as thanks for serving your community.
  - Bring toys, books, or coats from home to donate to a children’s hospital or child care center.
  - Conduct a cleanup in your meeting place area.
  - Weed or plant flowers in a flower bed at your chartered organization’s facility.

## ACTIVITIES

### ◆ Activity 1: Game Playing (Requirement 5)

- Play a game such as tic-tac-toe or checkers.
- Practice congratulating your opponent whether you win or lose.
- Discuss how your den played politely.

### ◆ Activity 2: Manners Role-Play (Optional)

- Set up a mock party, and role-play situations for Tigers to practice manners.
- Make a set of instruction cards. (See Meeting 1 Resources for sample cards.)
- Play some fun music, and have Tigers and adult partners mill about the “party.” After a brief time, the leader stops the music. Have each Tiger, in turn, draw a card and respond or act out their card appropriately for the scenario.

## CLOSING

From the Scout Law, identify which points relate to the topic of being helpful and using good manners and polite language.



### Do-at-Home Project Reminder:

Each Tiger should go on a scavenger hunt at home and choose five orange items to bring to the next meeting and share with the den. Tigers should also work to show loyalty at school or in their community during the next week.

## AFTER THE MEETING

- Make sure everything is cleaned up.
- Serve refreshments, if desired.
- Record completion of requirements 4 and 5.

# MEETING 1 RESOURCES

## Manners Role-Play Cards

You would like to talk with an adult who is speaking with another adult.	Someone thanks you for holding the door open.
You meet a friend of your parent or guardian for the first time.	An adult (who is a woman) asks if you are having a nice time.
Someone gives you a nice compliment.	You accidentally bump into someone as you cross the room.
An adult (who is a man) asks if you have a pet fish.	You would like to take a snack from a table of food, but two people are standing in your way.

## MEETING 2 PLAN

### PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- *Tiger Handbook*
- Prepare materials for the obstacle course in Activity 3.

### GATHERING

Have Tigers display their orange items in the meeting space. Ask them to walk around to see other Tigers' items and think of one friendly question they would like to ask about something they see.

### OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

### TALK TIME

- Carry out business items for the den.
- Have Tigers share what they did during the last week to show loyalty at school or in the community. Encourage them to make connections to the Scout Law and tell how it felt to support the people and groups that are important to them (requirement 2).



## ACTIVITIES

### ◆ Activity 1: Orange Scavenger Hunt Sharing (Requirement 1)

- Have Scouts take turns sharing the orange items they brought from home.
- As the items are shared, give Tigers the opportunity to ask a friendly question to a fellow Tiger about an item they brought.

### ◆ Activity 2: A New Way to Help (Requirement 3)

- Have each Tiger and adult partner decide upon a new task that each Tiger can do.
- Have each Tiger decide when to do it with their family and ask them to share this at the next den meeting.

### ◆ Activity 3: Earning Your Stripes Obstacle Course (Optional)

1. Set up an obstacle course as appropriate for your meeting space. Include stages such as crawling through a box, running through tires, spinning a hula hoop, or jumping rope. Have fun creating obstacles using simple items from home.
2. Congratulate each Tiger as they complete the course. If appropriate, invite siblings to also participate.
3. Encourage Tigers to be helpful to others as they play the game. Tell everyone to use polite language!
4. If possible, allow each Tiger, or other family members, to improve their time by completing the obstacle course more than once.
5. Another option is to find another game to play together with family members.

## CLOSING

- Review details for the Meeting 3 den outing and service project. Make sure all Tigers and their families know the plans.

## AFTER THE MEETING

- Record completion of requirements 1 and 2.
- Work together to clean up the meeting place.
- Serve refreshments, if desired.
- Prepare thank-you notes for the Tigers to sign at the next meeting.

# MEETING 3 PLAN (Den Outing)

## PREPARATION AND MATERIALS NEEDED

- Materials will vary, depending on the service project chosen.
- The den leader should bring a copy of the *Guide to Safe Scouting*.

## GATHERING

Review the manners expected while on the outing.

## OPENING

- Say the Pledge of Allegiance and the Scout Oath.
- Recite the Scout Law. Ask Tigers to explain how they will be helpful while working on the service project.

## TALK TIME

- Carry out business items for the den.
- Have Tigers share the tasks they completed to help their families (requirement 3).
  - What did you enjoy the most about doing the new task with your family?
  - If you do it again, will you do it the same way or do something different?
  - What did you learn about being helpful as you did the new task with your family?
  - Why do you think it is important to remember to be polite with your family members?
- Remind Scouts that they will be showing loyalty to their community through their service project. Discuss ways that their work will benefit the community.

## ACTIVITIES

### ◆ Activity 1: Service Project (Requirement 6)

1. Carry out the service project as planned.
2. Involve all Tigers and their partners during the project.

### ◆ Activity 2: Den Yell (Optional)

1. If there is an appropriate moment during the project, have Tigers come together to share additional ways they were loyal during the past week. Tigers who did not get to share during the previous meeting can share at this time.
2. Have the den create a den yell to show team spirit and loyalty to their den.

### Sample Den Yells

**Den One, Den One,  
We're good Scouts,  
We're having fun.**

**I don't know but I've been told,  
Tiger Scouts wear blue and gold.  
Listen up, hear what we say,  
Tiger Scouts will lead the way.**

## CLOSING

Form a circle. Teach and recite with Tigers the closing prayer, "May the Great Master of all Scouts be with us until we meet again."

## AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 3 and 6.
- Make sure all supplies have been cleaned up from the work site.
- Prepare thank-you notes for those who helped with the project.

Upon completion of the Earning Your Stripes adventure, your Tigers will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.






# FAMILY STORIES



## RATIONALE FOR ADVENTURE

This adventure will help Tigers learn about their families and their heritage.

## TAKEAWAYS FOR CUB SCOUTS

- Appreciating diversity and each Scout's unique family heritage
- Developing confidence, and encouraging bravery and patience
- Being observant
- A Scout is courteous. 

*Tiger Handbook, page 138*

## ADVENTURE REQUIREMENTS

Complete requirement 1 plus at least three others. Note that any requirement may be completed based on your family of origin OR the family with whom you live.

1. Discuss with your parent, guardian, a family member, or other caring adult where some of your family members originated. Discuss family history, traditions, and culture—your family heritage. Share a story or bring something to share with your den about yourself and your family.
2. Make a family crest.
3. Visit your public library to find out information about the heritage of some of your family members.
4. Interview one of your grandparents or another family elder, and share with your den what you learned.
5. Make a family tree designed for your particular family.
6. Share with your den how you got your name or what your name means.
7. Share with your den your favorite snack or dessert that reflects the cultural heritage of one or more of your family members.
8. Learn where some members of your family came from, and locate the place(s) on a map. Share this information with your den. With the help of your parent, guardian, or other caring adult, locate and write to a pen pal there.

## NOTES TO DEN LEADER

This adventure has several choices based on which activities you choose to do with your den. This den meeting plan, when followed as written, meets the requirements to earn this adventure. If you choose to make adjustments, be sure you complete at least the minimum requirements.

Remember to be sensitive to the ways that all families are different. Leaders should encourage Scouts to find ways they can celebrate their families in positive ways that fit their unique situations.

Prior to the first meeting, have each Tiger and their adult partner make a family crest and a family tree at home to bring to the meeting and share. Also ask Tigers to find out how they got their name and/or the name's meaning and to share what they learn at the first den meeting. (See the Do-at-Home Project under Meeting 1 Resources.)

Meeting 2 is a den outing to a local library to research family history. In advance of the outing, the leader will need to make arrangements with the library or outing location and confirm the outing plan with families, including transportation and any additional items they need to bring. Let the library know how many adults and youth will be coming and what it is you are hoping to get out of the visit. Ask the librarian if they will be able to show the Scouts how and where to get information.

Meeting 3 will be an International food picnic for families. Encourage families to begin planning ahead for the foods and other items or games they will contribute. Be sure that all other needs for the meeting location are in place in advance. Consider checking with your pack to see if more dens would like to participate in the picnic. Work with your Cubmaster and other leaders and parents to organize this event.

For requirement 8 (correspondence with a pen pal), please ask adult partners to assist their Tigers. The pen pal may be a family member or friend who lives in the location of the family's origin. Another option might be to write to the U.S. Embassy in that location. The most important thing is for the Tiger to use what they have learned about the country to share their thoughts and questions in a letter.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

# MEETING 1 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Copy of Scout Oath and Scout Law
- Assorted board games, checkers, playing cards for Gathering activities
- Map of the world to show where families originated
- Pictures of families, foods, and clothing that display different cultures
- Cards with the word “hello” written in four or five different languages
- Copy of “A Positive Attitude About Culture” found in the Meeting 1 Resources, to be given out at the beginning of the meeting
- Camera and printer to take pictures of the Tigers and print them; or paper and crayons to be used for self-portraits of each Tiger
- Large piece of paper to make a den family tree
- Read the Family Stories adventure in the *Tiger Handbook*.

## GATHERING

- Take a picture of each of the Tigers so that you can print it to be put on the den family tree.
- Put out playing cards or a few board games, such as checkers, mancala, Chinese checkers, or any other simple board game. Invite Tigers and adult partners to participate in one of the games. The activity is for Tigers and adult partners to be involved together.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Optional Opening:
  - Ask the Tigers to stand with their adult partners. Have each group or family take part in the opening by leading one part of it. Here are suggested parts:
    - Call for Scout salute and lead the Pledge of Allegiance.
    - Lead the Scout Oath.
    - Lead the Scout Law.
    - Lead the group in a prayer.
    - Sing a patriotic song.
    - Lead the den yell or cheer.

## TALK TIME

- Carry out business items for the den.
- Thank each family for participating in the opening of the den meeting.
- Introduce the Family Stories adventure by talking briefly about what makes up a family.
- Allow Tigers to share how they got their names or their meanings (requirement 6).

## ACTIVITIES

### ◆ Activity 1: Family Heritage (Requirements 1 and 8)

1. Teach the Tigers how to say “hello” in different languages. This will be a good start to the family heritage concept of this elective.

Language	Hello
Danish	Hej
French	Bonjour
German	Guten Tag
Hawaiian	Aloha
Italian	Buongiorno
Portuguese	Olá
Norwegian	Hei
Spanish	Hola
Vietnamese	Chào
Arabic	Ahlan
Hindi	Namaste
Chinese	Ni hao

2. Give each Tiger and their partner an opportunity to tell about their family. Have a map of the world and ask each Tiger if they know where their family originated. Mark it or put their photo on the map.
3. Allow for discussion about the meaning of heritage. If possible, have something from your family to use as an example of your family's customs or traditions.

### ◆ Activity 2: Different but Alike (Requirements 1 and 2)

1. Tell how we are different but alike. Share a story or information from a children's book, magazine, or internet source that helps illustrate or reinforce your discussion about different cultures and their similarities. Explain that while we are different, we need to respect those differences in each other.
2. Share the family crests that the Tigers created. Look for the similarities and differences in each crest.

### ◆ Activity 3: Den Family Tree (Requirement 5)

1. Create a den family tree using the pictures taken at the beginning of the meeting. If a camera and printer are not available, have each Tiger draw a self-portrait to put on the den family tree.
2. Consider displaying the den family tree at the pack meeting.
3. Have the Tigers also share their own family trees that they made with their partners.

## CLOSING

- Spend a few moments reflecting on the information shared with the Tigers. Ask each Tiger to mention one new thing that they learned from this meeting.
- Go over the details for the outing to the library and plans for the picnic.
- Have Tigers come up with questions to ask at the library.



### Do-at-Home Project Reminder:

Remind Tigers that they will need to contact a pen pal from the country of their family's origin. This can occur at any time during the adventure, but Tigers should allow time for delays in correspondence (requirement 8).

Tigers will also need to interview a grandparent or another family elder to complete requirement 4.

## AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 1, 2, 5, and 6.
- Work together to clean up the meeting place.
- Have Tigers prepare a thank-you card for their outing if someone will be showing them around the library.
- Begin the conversation about hosting an international food picnic. (See Meeting 2 Plan.)



# A POSITIVE ATTITUDE ABOUT CULTURE

Positive, flexible attitudes toward other people are rooted in strong, positive images of ourselves. Self-assured children are not threatened by differences. They remain open to the new experiences that differences make possible. Self-confident children learn to be skeptical of negative cultural myths about other people. They make up their own minds about people as individuals rather than as members of a stereotyped category.

Encourage and help your child to find out about their family history. You will have the opportunity to be part of the adventure as your Tiger explores their roots and heritage. You can help your Tiger find family pictures, record family stories told by relatives, review county archives or newspaper files, and visit libraries or cemeteries where family history information might be found. Help your Tiger organize their family story. Guide them when questions arise about the customs or traditions of other cultures they encounter in their den or classroom. Help your Tiger prepare their family story for exhibit at the pack heritages celebration.

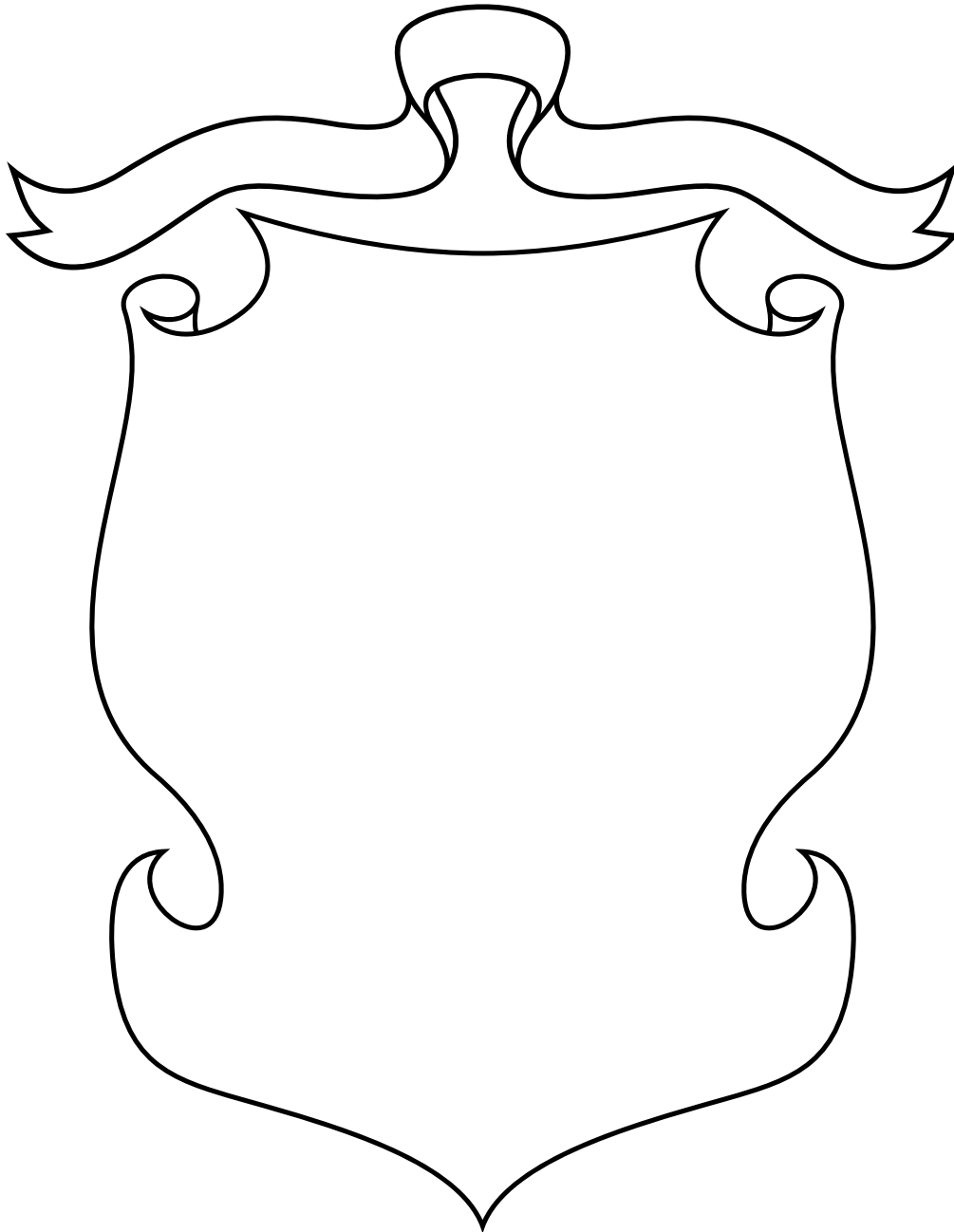
Enjoy the time you spend together. Seeing family heritage through your Tiger's eyes can be among the most satisfying things you'll do.



## DO-AT-HOME PROJECT: FAMILY CREST AND TREE (REQUIREMENTS 2 AND 5)

Before the first meeting of the Family Stories adventure, Tigers will work with their adult partners to learn more about their families. Look in the *Tiger Handbook* to help you get started. You may use the crest template shown here and the tree template in the handbook, or you may use separate pages and create your own.

### Family Crest





# MEETING 2 PLAN (Den Outing)

## PREPARATION AND MATERIALS NEEDED

- Contact the library ahead of time to make arrangements. Let them know how many adults and youth will be coming and what it is you are hoping to get out of the visit. Ask if there will be any hands-on opportunities for the Scouts. Can the Tigers get a library card if they don't have one? Ask the librarian if they will be able to show how and where to get information.
- The den leader should bring a copy of the *Guide to Safe Scouting*.
- Make copies of the International Food Picnic form in Meeting 2 Resources.

## GATHERING

The outing to the library will be a good opportunity to teach where and how to get information. Explain to the members of the den what is expected of them. They need to be quiet and on their best behavior. Remind them of the list of questions they want to ask. Use the buddy system.

## OPENING

- Say the Pledge of Allegiance and the Scout Oath and Scout Law.

## TALK TIME

- Carry out business items for the den.

## ACTIVITIES

### ◆ Activity 1: Library Visit (Requirement 3)

1. Visit a library to find out about each Tiger's family heritage and how they can locate more information. Learn about customs, foods, games, languages, etc.
2. With the assistance of the librarian, the adult partners will help guide their Tigers to books at their age level.
3. Have the Tigers and their adult partners fill out the International Food Picnic form as they research their heritage.
4. If there is time, have the Tigers and their adult partners share what they will bring to the picnic.

### ◆ Activity 2: Thank You

Thank those who were in charge of the visit. Plan a cheer ahead of time to give to them (be sure you have prior approval since you will be in a library). Give them the thank-you card that was prepared at Meeting 1. If time allows and there is an area to do so, gather everyone to talk about what they learned and how they feel about the visit.

## CLOSING

- Complete preparations for the international picnic (Meeting 3). Ask families to share what they will bring.
- Remind Tigers that they need to interview a family elder before the next meeting.



### Do-at-Home Project Reminder:

In preparation for the international picnic in Meeting 3, Tigers will need to prepare a food that represents their family's heritage. See the flier in Meeting 2 Resources.

## AFTER THE MEETING

- Record completion of requirement 3.
- Provide refreshments if allowed.

# MEETING 2 RESOURCES

## Meeting 2: International Food Picnic

										
	<p>Date: _____</p>									
	<p>Time: _____</p>									
	<p>Food I will bring:</p>									
	<p>_____</p>									
	<p>_____</p>									
	<p>This food comes from:</p>									
	<p>_____</p>									
	<p>_____</p>									
	<p>Family members who will come:</p>									
	<p>_____</p>									
	<p>_____</p>									
	<p>Other items needed:</p>									
	<p>_____</p>									
										

### NOTE TO ADULT PARTNERS

It will be fun for Tigers to share food and games from different cultures with fellow Tigers and their adult partners. Help the Tigers select food that is different but nutritious, making healthy choices. The games they play can be games they were able to look up through the internet (with a parent's or guardian's help) or games they learned about while interviewing their grandparents. This is a great opportunity to bring everyone together to share and embrace differences.

# MEETING 3 PLAN (International Food Picnic)

## PREPARATION AND MATERIALS NEEDED

- Have a sign-up sheet to list ahead of time which foods will be brought and which games will be played. Try to get a good balance of active and quiet games.
- Provide everyone with instructions on what to bring and how many their dish may need to feed. Also, if families will be teaching a game, be sure that they have all the equipment needed to play the game.
- Let Tigers and partners know that their entire family is invited.

## GATHERING

### Balloon Bounce

Give an inflated balloon to the first pair of Tigers to arrive. (Use latex-free balloons if someone in the den has a latex allergy.) The object of the game is for the Tigers to keep the balloon in the air as long as possible by hitting it back and forth. As additional Tigers arrive, direct them to join the game. The game is over when the balloon touches the floor or bursts. Tigers are not permitted to catch or hold the balloon.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

## TALK TIME

- Carry out business items for the den.
- Before starting the picnic and games, ask Tigers to volunteer reasons they think the Pledge of Allegiance is important for immigrants who came to America.

## ACTIVITIES

### ◆ Activity 1: International Food Picnic (Requirement 7)

This activity will be a time for fun and fellowship. Each of the Tigers and their adult partners will prepare a dish at home and bring it to share at the picnic. Each team can also bring a game and the equipment needed for that game.

## CLOSING

- Share about the importance of family and how important it is to work together.
- Allow Tigers to talk about the elder they were able to interview for requirement 4.
- Develop your reflection questions from the activity and the games the Tigers played.

## AFTER THE MEETING

- Record completion of requirements 4, 7, and 8. Confirm which Tigers have completed pen pal correspondence for requirement 8.
- Work together to clean up the meeting place.

Upon completion of the Family Stories adventure, your Tigers will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.







# FLOATS AND BOATS



## RATIONALE FOR ADVENTURE

This adventure will teach Tigers about different types of boats, how to build a boat using recycled materials, and how to stay safe on the water.

## TAKEAWAYS FOR CUB SCOUTS

- Safety training
- Building skills
- Teamwork
- Problem solving
- Safety awareness
- Skill development
- A Scout is obedient, thrifty.



*Tiger Handbook, page 152*

## ADVENTURE REQUIREMENTS

Complete requirements 1–4 plus at least one other.

1. With your den, say the SCOUT water safety chant.
2. With your den, talk about why it's important to have a buddy and then play the buddy game.
3. Show how to safely help someone who needs assistance in the water, without having to enter the water yourself.
4. Show how to enter the water safely, blow your breath out under the water, and do a prone glide.
5. Identify five different types of boats.
6. Build a boat from recycled materials, and float it on the water.
7. Show that you can put on and fasten a life jacket correctly.

### NOTES TO DEN LEADER

This adventure has several choices based on which activities you choose to do with your den. This den meeting plan, when followed as written, meets the requirements to earn this adventure. If you choose to make adjustments, be sure you complete at least the minimum requirements.

An overview of BSA swimming and water activities is included in the appendix. In preparation for any in-water activity, you should complete the BSA online training for Safe Swim Defense. This training outlines how to help lead a safe swimming activity. The training is available at [my.scouting.org](http://my.scouting.org).

Meeting 3 is an outing to a pool. Review the Meeting 3 Plan to plan ahead for this outing. In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring.

Tigers will need to bring recycled materials to Meeting 2 for building boats.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

# MEETING 1 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Read the Floats and Boats adventure in the *Tiger Handbook*.
- Review the Tips for Water Safety section in the *Cub Scout Leader Book*, No. 33221.
- Review the Safe Swim Defense policy. You can complete Safe Swim Defense training online at [my.scouting.org](http://my.scouting.org). Also review the *Guide to Safe Scouting*.
- Identify any parents or other adults in the pack who are, or know, lifeguards or water safety and swimming instructors. They could help with the meetings during this adventure.
- Items for Sink or Float Activity:
  - 4-by-4-inch pieces of foil (one per Tiger)
  - Dishpan or bucket
  - Pennies
- Origami paper for Activity 1
- Poster or actual toy models of five different types of boats—or use the pictures in the *Tiger Handbook*
- Poster of the SCOUT water safety chant and each of the letters (S-C-O-U-T) on a separate piece of paper
- Cards with animal names—two cards per animal for the buddy game
- Materials for demonstrating rescue techniques

## GATHERING

**Sink or Float Activity:** Tigers will make a boat using one piece of precut aluminum foil. Encourage them to make several different shapes. Have them test their boats in a dishpan of water to see which one holds the most pennies without sinking.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Adult partners help Tigers learn the Scout Oath.
- Sing the “Princess Pat” song. This is an echo song that is sung to the tune of “The Other Day I Met a Bear.” One or two people lead and the rest of the group follows, singing the words and imitating the motions of the leaders.

The Princess Pat	Egyptian pose
lived in a tree.	Raise arms in a circle above your head.
She sailed across	Wave motion
the seven seas.	Hold up seven fingers, then form the letter “C” with your hand.
She sailed across	Wave motion
the channel, too.	Draw a box with fingers, and then hold up two fingers.
And she took with her	Hold both hands over shoulder as if holding a bag.
a rig-a-bam-boo!	Shake hands/arms all the way down!
He tried to cross	Wave motion

the channel, too.	Draw a box with fingers, and then hold up two fingers.
His ship did sink	Holding nose with one hand, raise other hand, shimmy, and squat.
and yours will, too.	Point to someone else.
If you don't take	Hold both hands over shoulder as if holding a bag.
a rig-a-bam-boo!	Shake hands/arms all the way down.

## TALK TIME

- Carry out business items for the den.
- Make any necessary announcements.
- Ask Tigers to show which boat held the most pennies.
- Introduce the Floats and Boats adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned. Ask them to look at the shape of that boat and think about boats that might look like that in real life. Help them make a mental connection between their foil boat and barge boats that carry heavy loads.

## ACTIVITIES

### ◆ Activity 1: Tall Sea Tale (Optional)

- Introduce the new adventure to Tigers by creating an origami boat while telling a tall tale. Adult partners will lead the origami activity with their Tigers.
- Give each adult partner a copy of the origami folding instructions from the Meeting 1 Resources.
- Tell the tall tale and have each Tiger take turns saying something to fill in the blanks. This will be a “make your own” tall sea tale!

### Tall Sea Tale

A long time ago, in the ancient land of \_\_\_\_\_, there lived a young sailor named \_\_\_\_\_. The sailor spent many days out on the boat pretending to \_\_\_\_\_. One day, a \_\_\_\_\_ suddenly jumped out of the water. The first thing the sailor said was, “\_\_\_\_\_.” At first, the sailor was worried that it might \_\_\_\_\_. But instead, it \_\_\_\_\_, and the sailor said, “\_\_\_\_\_.” They both laughed because \_\_\_\_\_. The sailor said, “Hey, let’s go \_\_\_\_\_.” But then, out of nowhere came a \_\_\_\_\_, and they \_\_\_\_\_.

- After each sentence, have the adult partners help their Tigers to make another fold.
- By the end of the story, each Tiger will have their own sampan origami boat, and the den will have its tall sea tale!
- Explain that a sampan is a flat-bottomed boat used in China. There are many different types of boats that we will look at now.

## ◆ Activity 2: How Boats Move (Requirement 5)

- Use photos, drawings, or models of five different types of boats: rowboat, canoe, kayak, sailboat, and motorboat. Place each one in a different part of the room with a card that identifies the boat.
- Show Tigers and adult partners where each boat is located in the room. Tell Tigers that you will say a word that describes how each boat moves in the water. When they hear the word, they will go to the boat that moves in the way you described. Note: You can have them jump, hop, skip, or move in a different way each time to make it more fun for them and to avoid everyone running!

### Words to Use:

- Oars (rowboat)
- Wind (sailboat)
- Paddles (canoe)
- Paddle (kayak)
- Engine (motorboat)

- As the Tigers move to each boat, explain why the word is related to how the boat moves in the water.
- As a final activity to help the Tigers identify the boats, adult partners will act out motions for piloting each type of boat, and Tigers will guess which one it is.

### Boat Motions:

- Motorboat: Pretend you are holding a steering wheel and make an engine sound.
- Kayak: Sit with legs out in front of you and paddle, switching from one side to the other.
- Rowboat: Sit facing away from the Tigers and pretend to row with both hands.
- Canoe: Kneel on the floor and slowly stroke the air with two hands on one side.
- Sailboat: Pretend to be hoisting a sail.

## ◆ Activity 3: Water Safety Exercise (Requirement 1)

- Explain to the Tigers that when you ride in a boat or swim, safety is very important. To help them remember what is important, teach them the water safety chant. Refer to the Safety Chant Poster you created. (Note: This chant is done in a round. First, everyone says it together. Then one Tiger and their partner start with “S,” and when they get to “C” the next pair starts, and so on.)

### THE WATER SAFETY CHANT

S is **Someone's** watching.  
Never swim alone.

C is **Check** the rules.  
Know where you can roam.

O is **Only** buddies  
should go from the shore.

U is know what **“U”** can do.  
Don't do any more.

T is **Tell** a grown-up  
if someone's in need.

**SCOUT** shows safety.  
Now you take the lead.



- Once Tigers have learned the chant, adult partners can help the leader explain the rule that goes with each letter. As you do this, show the letter and repeat the words of the chant.
  - S:** *What do you need to make sure of before you go in the water?* An adult needs to be watching you.
  - C:** *What do you need to know before you swim?* Be sure you know the rules for the place where you will be swimming. *Is running near the pool or water's edge a good idea?* No!
  - O:** *Who should you always have with you when you swim?* You should always have a buddy.
  - U:** *What do you need to know about yourself before you go swimming?* Know where you are allowed to swim, and don't swim beyond that point. And, if you can't swim, don't enter water that is deeper than your chest. *How should you enter the water?* Enter feet first.
  - T:** *Who do you call for help?* Get an adult if someone needs help.

*What do these letters spell?* Scout spells safety, and YOU take the lead!

#### ◆ Activity 4: Buddy Game (Requirement 2)

Tell everyone that having a buddy is not only important when you are doing an activity, but it can also be fun! Divide the Tigers into buddy pairs. Proceed through the activity with these instructions:

- With your buddy, decide on an animal that your buddy pair is going to be. (Another option is for the leader to assign an animal name to each pair.)
- Next, the entire den gathers into a big circle, and each Tiger stands on the opposite side of the circle from their buddy. When the den leader says, "Go," close your eyes, turn around twice, and locate your buddy by using the noise that your animal makes—while listening for your buddy to do the same.
- When you find your buddy, join hands, raise your joined hands in the air, and stay where you are until all buddy pairs have finished the activity.

### CLOSING

- Call for a buddy check with Tigers and adult partners. Have the buddies form a circle. Explain how this buddy system is used for safety when in the water.
- Call for a Tiger salute, and then have each Tiger pretend to leave the circle in a boat of their choosing.



#### **Do-at-Home Project Reminder:**

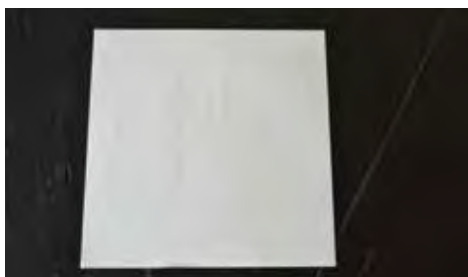
Bring materials for boat building to the next meeting. The boats will be made out of recycled materials. Also ask them to bring their own glue or tape if you will not be providing it.

### AFTER THE MEETING

- Make sure everything is cleaned up.
- Serve refreshments, if desired.
- Plan the outing at a local pool or pond.
- Record completion of requirements 1, 2, and 5

# MEETING 1 RESOURCES

## ORIGAMI SAMPAN BOAT



1. Place your paper with the white side facing up.



2. Fold the paper in half as shown.



3. Unfold the paper.



4. Fold the top and bottom edges to meet in the center crease.



5. Fold each of the four corners in to meet at the center crease.



6. Again, fold one corner in to meet at the center crease.



7. Do the same for the remaining corners. The folds will overlap.



8. Fold the two middle points in to the center crease.



9. Open up the boat from the center, and carefully turn it inside out.



10. You're finished!

# MEETING 2 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Review the Tips for Water Safety section in the *Cub Scout Leader Book* and the *Guide to Safe Scouting*.
- Identify any parents or other adults in the pack who are, or know, lifeguards or water safety and swimming instructors. They could possibly help with the meetings during this adventure.
- Youth-sized life jackets for Tigers to try on. (If life jackets are not available, you may substitute a discussion on why they should be worn, along with visual aids to help in your discussion.)
- Recycled materials brought by the den members to be used for making boats. These may include milk cartons, egg cartons, plastic bottles, aluminum cans, straws, chenille stems, tissue paper, cardboard, craft sticks, and tape or glue.
- A rain gutter, tub, water table, or sink for floating the boats
- Posters showing various boats
- Tape, pool noodles, flying discs, balls, balloons (latex-free if someone in the den has a latex allergy), cardboard tubes, or whatever is available to use for the opening activity

## GATHERING: POOL NOODLE GAMES

- Turn pool noodles into rings to make a target station for flying discs, soccer balls, and more. Use a cardboard tube (like a toilet paper tube) to connect the ends of each pool noodle, wrapping tape around the connections to keep them secure. Use stakes to keep the target station upright.
- Cut several pool noodles in half so you can give one half to each player. Scatter blown-up balloons on the ground around a laundry basket. (Use latex-free balloons if someone has a latex allergy.) Players then see who can get the most balloons into the basket using only the noodle half.

## OPENING

- Call for a buddy check.
- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

## TALK TIME

- Carry out business items for the den.
- Provide information about the upcoming outing.
- Explain that today's meeting is to continue work on the Floats and Boats adventure by constructing boats from recycled materials.

## ACTIVITIES

### ◆ Activity 1: Life Jacket Relay (Requirement 7)

- Demonstrate what a life jacket looks like when it is adjusted correctly. Life jackets come in adult, youth, child, and infant sizes. Check the life jacket label for the appropriate weight range. A life jacket must be worn with all straps and zippers properly fastened. Pull the adjustable straps until the life jacket fits snugly, but comfortably, over clothing worn for different weather conditions. A properly fitted life jacket will not ride up around the head when lifted by the shoulder straps or when supporting a person in the water; if it does, a smaller size is needed. Simply tightening the straps on an adult life jacket will not make it safe for a child.



- Whenever you do a rowing activity on the open water, you must wear a U.S. Coast Guard–approved life jacket. Here are brief descriptions of the different types:



**Offshore Life Jacket:** These life jackets are generally used as emergency devices on commercial vessels. They are effective for all waters, especially open, rough, or remote waters where rescue may be delayed. They will turn most unconscious people face-up.



**Nearshore Buoyant Vest:** These life jackets will turn some unconscious people face-up. They are intended for calm, inland water, or where the chance of quick rescue is good. The familiar horse-collar styles are generally less expensive than any other type.



**Flotation Aid:** These life jackets are designed to help wearers achieve and maintain a face-up position in the water. They come in a wide variety of comfortable styles that allow a good range of motion.



**Special-Use Device:** The various special-use life jackets are designed for the specific industrial and recreational situations indicated on their labels.

**Throwable Devices:** These personal flotation devices may be thrown to boaters in need. They are to be grasped by a swimmer, not worn.



- Line Tigers up at one end of the room with adult partners and life jackets on the other end.
- Each Tiger will run across, put on a life jacket, and adjust it. The adult partner will check to make sure that it fits.
- Then the Tiger will take off the life jacket and run back to tag the next Scout, who will continue the relay with their adult partner.
- Keep going until everyone has had a turn in the relay.

### ◆ Activity 2: Boat Building (Requirement 6)

- Tell the Tigers to remember the types of boats they learned about during the last meeting. Ask them what makes each boat special. Which one is their favorite?
- Each Tiger, with their adult partner, will then design and build a boat using the recycled materials available. Tell the Tigers that recycled materials are things that can be used again, such as plastic, newspaper, and cardboard. Remember, a Scout is thrifty and can help save money by reusing things instead of buying new things.
- The boat a Tiger builds can be any type. Ask each Tiger what their boat will be used as: a cruise ship, sailboat, motorboat, paddleboat, rowboat, canoe, or something else. Suggest giving the boat a name.

### ◆ Activity 3: Boat Races (Requirement 6)

- Race the boats in a rain gutter, water table, tub, or sink.
- After the race, start a discussion by asking the Tigers why they think some boats were faster than others (material, movement “mechanics,” size).
- Show them pictures of a variety of actual boats (e.g., canoe, sailboat, motorboat, yacht) and mention that these are all powered by different things (people, wind, engines).

## CLOSING

- Have a buddy check with adult partners.
- Announce details for the outing to visit a local pool or pond. Confirm that transportation plans are in place and families are aware of the date, time, and location of the outing.
- Close with the “Skipper Says” game. The den leader is “Skipper” and acts like Simon in the game “Simon Says.” Call out commands such as:
  - Skipper says, “Pilot a rowboat.”
  - Skipper says, “Pilot a paddleboat.”
  - Skipper says, “Put on a life jacket.”
  - Skipper says, “Help pilot a motorboat.”
  - Skipper says, “Say the Cub Scout motto.”
  - Skipper says, “Cub Scout salute!”

## AFTER THE MEETING

- Work together to clean up the meeting place.
- Serve refreshments, if desired.
- Record completion of requirements 6 and 7.

# MEETING 3 PLAN (Den Outing)

### NOTE TO DEN LEADER

Requirements 3 and 4 can be satisfied at day camp or resident camp if the program allows for it, or during one or more meeting/outing sessions.

## PREPARATION AND MATERIALS NEEDED

- Make arrangements for the Tigers to swim at a pool. Arrange for adequate adult supervision.
- The den leader should bring a copy of the *Guide to Safe Scouting*.
- Take the Safe Swim Defense online training at [my.scouting.org](http://my.scouting.org). Encourage parents to also take the training so they can understand the methods used to conduct safe swimming activities in Scouting. Be sure that at least one of the adult leaders supervising these activities has completed the training.
- The *Cub Scout Leader Book* provides information on conducting water activities with your den or pack.
- Only experienced, trained individuals should provide swimming instruction.
- Information on all swimming strokes, the BSA swimmer test, and rescue techniques is available from several sources including *Aquatics Supervision: A Leader's Guide to Youth Swimming and Boating Activities*, No. 34346, the *Swimming and Lifesaving* merit badge pamphlets, and the *Webelos Handbook*.
- Online sources include:
  - American Red Cross, [www.redcross.org](http://www.redcross.org) or 800-733-2767
  - USA Swimming Foundation, [www.usaswimmingfoundation.org](http://www.usaswimmingfoundation.org), click on “Make a Splash”
  - YMCA, [www.ymca.net](http://www.ymca.net) or 800-872-9622, or contact your local YMCA
- Long pool noodles



## GATHERING

- Remind everyone of appropriate behavior, including safety considerations, at the site of your visit. A Scout is courteous while visiting other places.
- Before entering the water, leaders need to make sure all Tigers know the basic water safety rules. Most pools should have these rules posted; if so, start the meeting with everyone gathered in front of this sign. Basic rules show how to safely enter and exit the water, forbid running near the pool, and explain what to do in case someone is in trouble.

## OPENING

- Say the Pledge of Allegiance and the Scout Oath and Scout Law.

## ACTIVITIES

### ◆ Activity 1: Helping Safely (Requirement 3)

- The adult leader calls for a buddy check to make sure everyone has a buddy during this meeting.
- Discuss and demonstrate how a Tiger can use the reach rescue techniques to help a swimmer in trouble without placing themselves in danger:
  - **REACH with whatever is on hand.**
    - One adult will be in the shallow area of the pool.
    - Line up Tigers on the edge of the pool.
    - An adult in the water demonstrates drowning behaviors, as shown in the online Safe Swim Defense training video.
    - Show each Tiger how to reach for the adult using a pool noodle. Have the Tigers lie flat on their stomachs on the side of the pool and reach for the adult using the noodle.
- Tell Tigers: No Cub Scout should ever put themselves in danger or at risk. If reaching doesn't work, get help!

### ◆ Activity 2: Swimming Fun! (Requirement 4)

- Conduct this activity in the shallow end of the pool that is no more than 3'6" deep.
- Let Tigers who are comfortable in the water try blowing bubbles—by blowing air out through their mouths. If someone isn't comfortable doing this, they can try putting a towel over their face, dipping it briefly into the water, and blowing bubbles through the towel.
- Have all the Scouts simulate "flying" (like Superman) when pushing off the wall (this is the prone glide).
- After all Scouts have tried the prone glide (required) and blowing bubbles in the water, allow them to play water games.
- Unless Scouts have completed the swim test, they are considered nonswimmers and must stay in the appropriate swim area.

## CLOSING

- Say the SCOUT safety chant while splashing in the water.

## AFTER THE MEETING

- Serve refreshments, if desired.
- Check for any items that may have been left in the pool area or changing rooms. Ensure cleanup takes place.
- Prepare thank-you notes for everyone who helped with this activity—such as lifeguards or other staff.
- Record completion of requirements 3 and 4.

Upon completion of the Floats and Boats adventure, your Tigers will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.





# GOOD KNIGHTS



## RATIONALE FOR ADVENTURE

This adventure will help Tigers realize that the Scout Law is a code of conduct they can follow to make their bodies and minds stronger.

## TAKEAWAYS FOR CUB SCOUTS

- Understanding of teamwork
- Problem solving
- Creating a game
- Creating a den plan for good manners
- Strengthening relationships through attitude
- Connecting the Scout Law and daily life
- Taking care of the earth by recycling

## ADVENTURE REQUIREMENTS

*Tiger Handbook, page 168*

Complete requirements 1 and 2 plus at least two others.

1. With your den or with your parent, guardian, or other caring adult, say the Scout Law. Explain to your den one of the 12 points of the Law and why you think a knight would have the same behavior.
2. If you have not already done so, make a code of conduct with your den that will describe how each person should act when you are all together. If your den has a code of conduct, discuss with your den the updates it might need. Vote on which actions should go in your den code of conduct.
3. Create a den shield and a personal shield.
4. Using recycled materials, design and build a small castle to display at the pack meeting.
5. Think of one physical challenge that could be part of an obstacle course. Then help your den design a Tiger knight obstacle course. Participate in the course.
6. Show your understanding of knights' service to others by participating in a service project in your community.

### NOTES TO DEN LEADER

This adventure has several choices based on which activities you choose to do with your den. This den meeting plan, when followed as written, meets the requirements to earn this adventure. If you choose to make adjustments, be sure you complete at least the minimum requirements.

Meeting 2 will include a castle-building activity that requires recycled materials. Begin collecting these materials well in advance to have a good variety for Tigers to use.

Meeting 3 is a den outing for a service project. See the Meeting 3 Plan for preparation details, and be sure to begin planning well in advance. In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

# MEETING 1 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Printed copy of the Scout Law
- Thank-you note, or materials to make a simple card
- Poster board and materials to make shields (pencils, scissors, crayons or other coloring tools). If possible, create your own shield to use as an example.
- Printouts or books with information about knights
- Materials for Gathering: buckets and water if outdoors; buckets and cotton balls or rolled-up socks if inside
- Remind parents that the castle-building requirement will use recycled materials, which they may want to start collecting.
- Suggestion: Prepare a handout about what to bring to the next meeting for making castles (recycled materials, markers, paper, glue, scissors, etc.) as well as a shield template for each Tiger to use to create their personal shield (see Do-at-Home Project Reminder).
- Read the Good Knights adventure in the *Tiger Handbook*.

## GATHERING

### Merlin's Magic Potion Game

The concept is to transfer the contents of a bucket of water from one end of the room or yard to a bucket at the other end. If you are indoors, use cotton balls or rolled-up pairs of socks instead of water.

#### Materials:

- A set of “potions” for each team
    - Outdoors: Use cups of colored water.
    - Indoors: Use cups filled with cotton balls.
  - 2 large containers for each team
1. Divide the Tigers into teams. Or, if you are waiting for everyone to arrive, have each Tiger race against their best time.
  2. At the word “Go!” players transfer their “potions” from one container to the other as quickly as they can.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

## TALK TIME

- Introduce the Good Knights adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Carry out business items for the den.
- Give each Tiger time to share information about their week. You might use a talking stick or other item to help moderate the time and encourage respect. (See Meeting 1 Resources for instructions to make a talking stick.)



## ACTIVITIES

### ◆ Activity 1: What Makes a Knight? (Requirement 1)

1. Using the Scout Law as an example, talk to the den about knights. Explain chivalry and the code of conduct. Chivalry means the ideal qualifications of a knight, including courtesy, generosity, and bravery. As you discuss these qualities and work at creating a den code of conduct, emphasize that chivalry has characteristics similar to the Scout Law. Chivalrous conduct was about friendly service to others. Tigers can learn to practice chivalry in the 21st century.
2. Have each Tiger choose a point of the Scout Law and think about how it relates to a knight's code of conduct.
3. Remember to engage the Tigers by asking questions and encouraging their ideas. While it is important to teach these points thoroughly, keep it short so you will have plenty of time for the active part of the meeting—making the shields.

### ◆ Activity 2: Making a Den Shield (Requirement 3)

1. Show examples of shields, including the one that you have made for yourself. Have the Tigers work together to make their den shield.
2. Types of images that could be used include birds, animals, Scouts, sporting equipment, etc. Note: We are asking the Tigers to draw images they feel relate to the Scout Law, so don't focus on "the knights of old."

### ◆ Activity 3: Den Code of Conduct (Requirement 2)

1. Vote on ideas to include in a den code of conduct.
2. Some ideas might be to show respect for others, keep the meeting area clean, and be helpful to other Scouts. Try to incorporate the Scout Law into this code of conduct.
3. Collect all ideas on a chart that can be used during each meeting.

#### NOTE TO DEN LEADER

Keep the code of conduct brief—no more than five or six items. Keeping it simple will make it easier for the Tigers to follow the guidelines they set.

## CLOSING

- Have everyone recite the den code of conduct together.
- Remind Tigers to complete the Do-at-Home Project part of requirement 3 (see below). Tigers can look at the *Tiger Handbook* for ideas.
- Hand out the list of things to bring for the castle activity at the next meeting.
- Reflect briefly on the team cooperation they used in voting on the den code of conduct.



#### Do-at-Home Project Reminder:

For the next meeting, Tigers will need to bring recycled materials and other items from home to create castles.

Tigers will also create their own personal shields to present at the next meeting (requirement 3). Shields should include drawings and symbols that represent who they are. Tigers can use a variety of materials and shapes to create their shields. They should think about how the pictures on their shields relate to points of the Scout Law.

## AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 1 and 2.
- Work together to clean up the meeting place.

# MEETING 1 RESOURCES

## TALK TIME

This is one option for making a talking stick.

### MATERIALS NEEDED:

- 10- to 12-inch stick approximately  $\frac{3}{4}$  inch or a wooden dowel
- Thin cord (jute twine will work)
- Feathers
- 30 craft beads (colors of your choice)
- Paint pen
- Hot glue gun and glue (for adult use only)



### DIRECTIONS:

- Decorate the dowel the way you like. Look for opportunities to make the decorations meaningful. For example, you may want to have 12 beads tied onto lacing or a paracord to represent the 12th point of the Scout Law. Remember to use the square knot or other proper knots. Keep in mind that this project will be handled by the Cub Scouts, so make sure your decorations are secured well.

# MEETING 2 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Various recyclables, such as cereal boxes, clean empty cans, paper towel tubes, construction paper, craft sticks, etc.
- Glue
- Markers, crayons, or paints to color the castle (optional)
- A selection of various items that could be used in an obstacle course, including pool noodles, hula hoops, balls, pails, discs, stick horses, etc.

## GATHERING

**Dragon Tag:** One Scout starts as the dragon. When they catch one of the other players, the dragon “grows”: The player who was caught holds on to the original dragon, and both of them run as one unit as they try to catch another player. Each time someone is caught, the dragon “grows” until there is no one left.

Note: Be sure to establish ahead of time where to hold on to each other (e.g., belt or sleeve). For safety reasons, be sure that they do not hold on to the back of one another’s shirts or collars.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Recite the den code of conduct.

## TALK TIME

- Carry out business items for the den.
- Share that the knights of old stood straight and tall as they pledged themselves to defend all things that were good and to strive to always do right. Have each Tiger share a way they can be similar to a knight. Invite each Tiger to share their personal shield (requirement 3).

## ACTIVITIES

### ◆ Activity 1: Building Castles (Requirement 4)

1. Using the materials listed above, have each Tiger design and build a small castle for display at the pack meeting. Remember to let the Tigers use their imaginations; adult partners should mainly assist with cutting and gluing.
2. Point out how we can reuse common household items to create new things (a Scout is thrifty). Adult partners may encourage their Tigers to add bridges, towers, flags, moats, and people to their castles. The castles can be tall and narrow, round, or square.
3. Here are some questions to ask your Tigers after they finish the activity:
  - What was the easiest way to build your castles?
  - What was your biggest challenge and how did you solve it?
  - How would living in a castle be different from living in your home?
4. Have the Tigers help clean up. This teaches them to respect their surroundings.
5. Remind Tigers to bring their castles to the pack meeting. If there is a chance anyone will miss the meeting, offer to bring their castle and return it later. Also, Tigers may want to display their personal shields with the castles.

### ◆ Activity 2: Creating an Obstacle Course (Requirement 5)

#### Materials needed:

- Possible items for the obstacle course are pool noodles, hula hoops, balls, pails, discs, stick horses, etc.
- If you want to include balloons, use latex-free balloons if someone in the den has a latex allergy.

#### Instructions:

1. Show the den the items you have gathered, and describe jousting tournaments as knights would have experienced them.
2. Be sure that the Scouts understand they will NOT be jousting with one another. Instead, they will create an obstacle course where they challenge themselves—not each other—as individuals who “do their best” (Cub Scout motto).
3. Help the den to develop a simple course. (The den leader should plan the jousting section to ensure safety.) Developing the games for the course should not take much time. For example, Tigers can sharpen their coordination and balance by using a pool noodle to hit a target. They might use the noodle to try hitting a balloon while galloping by on a stick horse or broom. They may also try throwing the noodle through a ring or a hula hoop. Other ideas include crab walking, running, hopping, kicking a ball, throwing a ball through a hoop, throwing a ball into a bucket, etc.
4. Encourage the Tigers to think of each member in their den. If any member has a physical or mental disability, foster den unity by ensuring they are all included.
5. Show the Tigers all the materials they have to build the obstacle course, and keep it simple and fun. Take a few minutes to discuss fair conduct rules.
6. Finally, set up and play the games. There are several ways this could be conducted: Tigers in teams against the adults, Tigers with their adult partners, mix everyone up, etc. If there is an interest in competing for the “best” time, be sure to make the competition constructive and positive—and focused on growth.

## CLOSING

- While everyone is resting after the games, encourage them to talk about how things went. Ask leading questions versus yes or no questions. What part was the hardest? What made their muscles work the most? Was it easier or more difficult than they expected to launch the pool noodle through the hoop?
- Review details for the outing in Meeting 3. Make sure all Tigers and their families know the plans.

## AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 3, 4, and 5.
- Work together to clean up the meeting place.

# MEETING 3 PLAN (Den Outing)

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Keep an eye on your community calendar for opportunities to serve. Tailor service ideas to this age group. Ideas could include, but are not limited to, the following:
  - Planting flowers or singing for a nursing home
  - Collecting food for a food bank
  - Making a meal for a soup kitchen
  - Collecting supplies for a shelter
  - Raking leaves
  - Picking up trash (Make sure everyone wears gloves, and remind Tigers not to pick up sharp objects.)
- The den leader should bring a copy of the *Guide to Safe Scouting*.

## GATHERING

- Explain to your Scouts what to expect on the outing.
- Practice introductions.
- Cover information such as bathroom breaks and the buddy system.
- Talk about any safety issues (gloves for trash, what is safe to touch, and when to get an adult).
- Answer any questions that arise.

## OPENING

- Say the Pledge of Allegiance and the Scout Oath and Scout Law.

## TALK TIME

- Carry out business items for the den.

## ACTIVITIES

### ◆ Activity 1: Service Project (Requirement 6)

Working as a Tiger team, complete the service project chosen by the den.

## CLOSING

- Thank the person or people in charge of your service project.
- Compliment everyone on their behavior.
- Consider a short reflection period, especially if it was a long activity. This can be as simple as asking Tigers to share their favorite part of the project. Encouraging Tigers to identify the positive feelings they receive when they serve others will help them to associate happiness and service. This is a perfect time to review the points of the Scout Law and identify which ones pertain to the service activity.
- Announce any information for the next meeting.

## AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 6.
- Work together to clean up the meeting place.

Upon completion of the Good Knights adventure, your Tigers will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.



