

The “Unofficial” Tiger Den Leader Guide



Table of Contents

Table of Contents.....	1
Acknowledgements	11
Adventure Activity Key	12

Required Tiger Adventures	13
Bobcat	14
Activities for Requirement 1	16
A Time to Talk – A Time to Listen	16
Den Doodle Tiger	18
Den Flag Tiger	20
Me Too Name Game	22
Activities for Requirement 2	23
Tiger Chatterbox	23
Tiger Oath and Law Puzzle	25
Activities for Requirement 3	27
Don't Wake the Dragon	27
Tiger Maze	28
Tiger Scout Law Bingo	29
Activities for Requirement 4	30
If You Are Happy Show the Cub Scout Sign	30
Sign, Salute, and Handshake Relay	32
Tiger Simon Says	34
Activities for Requirement 5	36
Do Your Best Handbook Activity	36
Do Your Best Handbook Sharing	37
Activities for Requirement 6	38
Child Abuse Protection Review Tiger	38
Tiger Bites	39
Activities for Requirement 1	41
Food Group Tiger Relay	41
My Favorite Foods	43
My Favorite Snack	44
Activities for Requirement 2	46
Scout Oath and Law Hand Washing	46
Activities for Requirement 3	48
Tiger Obstacle Course	48
Tiger Red Light Green Light	50
Tiger Soccer	51
Activities for Requirement 4	52
Tiger Get Ready for Bed	52
Tiger Time to Sleep	53

Team Tiger	54
Activities for Requirement 1	56
Card Game – Go Fish.....	56
Tigers Play Cornhole	57
Tigers Play Kickball	59
Activities for Requirement 2	60
Tiger Flag Ceremony	60
Tiger Greeter	62
Tigers Help Clean Up.....	63
Activities for Requirement 3	65
Tiger Charades	65
Tiger Volleyball	67
Tiger Wiffle Ball.....	68
Activities for Requirement 4	69
Board Game Collection	69
Sock Drive	70
Tiger Scouting for Food.....	71
Team Circles.....	73
Activities for Requirement 1	75
Tiger Holiday Drawing.....	75
Activities for Requirement 2	76
Tiger Religious Celebration	76
Tiger Religious Service	77
Tiger Veterans Day.....	78
Activities for Requirement 3	79
Tiger A Note of Kindness.....	79
Tiger Be Kind at Home	80
Tiger Be Kind at School	81
Tiger’s Roar	82
Activities for Requirement 1	84
Protect Yourself Rules Video Tiger	84
Activities for Requirement 2	85
Shout, Run, Tell Relay	85
Activities for Requirement 3	87
Emergency Services 911 Relay Race	87
Smart Phone Emergency Services.....	89
Voice Activated Devices Emergency Services	91

Activities for Requirement 4	93
Emergency Whistle Testing	93
Hide and Seek	95
Pinewood Derby Driver's License	97
Tigers In the Wild	99
Activities for Requirement 1	101
Grab the Six Essentials	101
Is It a Cub Scout Essential?	103
Outdoor Code in a Flash	105
Activities for Requirement 2	107
Outdoor Code Puzzle	107
The Four C's of the Outdoor Code	109
Activities for Requirement 3	111
5 Step Seek	111
I Spy Natural or Manmade	113
Natural or Manmade by the Numbers	115
Activities for Requirement 4	117
My Favorite Animals	117
Stuffed Animal Relay Race	119
Activities for Requirement 5	121
Leaf and Bark Rubbing	121
Pinecone Bird Feeder	122
Tiger Tree Planting	124
Elective Tiger Adventures	126
Champions For Nature	127
Activities for Requirement 1	129
Identify Renewable and Non-renewable	129
Renewable Resource Walk	130
Renewable Show and Tell	131
Activities for Requirement 2	133
Reduce, Reuse, or Recycle?	133
Solar Powered S'more Oven	135
The 3 R's of Our Den Meeting Space	137
Activities for Requirement 3	139
Den Outing to Waste Management	139
The Journey of a Piece of Garbage	140
Activities for Requirement 4	141

Clothing Drive – Reuse	141
Plant It and the Butterflies will Come	142
Plastic Bottle Planter – Reuse	144
Curiosity, Intrigue, and Magical Mysteries	146
Activities for Requirement 1	147
Coin Through a Neckerchief.....	147
Cub Scout Magic Book	148
The Disappearing Knot.....	149
Activities for Requirement 2	151
Magic Show	151
Activities for Requirement 3	152
Computer Name	152
My Secret Code Part 1	154
Pig Pen Code	155
Activities for Requirement 4	156
My Secret Code Part 2	156
Designed By Tiger	157
Activities for Requirement 1	158
My Project Plan Drawing	158
Activities for Requirement 2	159
Crossing the River	159
Cub Scout Land	160
Activities for Requirement 3	161
Room For Improvement	161
Activities for Requirement 4	162
Making it Better	162
Activities for Requirement 5	163
Comparing Start to Finish	163
Fish On	164
Activities for Requirement 1	166
Flashy Fish Homes.....	166
Our Fishing Spot.....	168
Activities for Requirement 2	169
Dry Run Fishing	169
Fishing Safety Match.....	171
Activities for Requirement 3	172
Scales and Sketches	172

Activities for Requirement 4	173
Fish On!	173
Floats and Boats.....	175
Activities for Requirement 1	176
Color the Boats	176
Model Boats.....	177
Visit a Marina	179
Activities for Requirement 2	180
Floating or Sinking?.....	180
Activities for Requirement 3	182
Crafty Boat	182
Paper Boat	184
Raingutter Regatta Floating Boat.....	186
Activities for Requirement 4	188
Life Jacket Relay	188
Proper Fit – Proper Safety.....	189
Good Knights.....	190
Activities for Requirement 1	192
Courteous Knights.....	192
Modern Knights	193
Activities for Requirement 2	195
Den Shield	195
Personal Little Shield	197
Personal Shield.....	198
Activities for Requirement 3	199
Building Sandcastles	199
Castle Made of Building Blocks	200
Yesterday’s Trash is Todays Castle.....	201
Activities for Requirement 4	202
Knights Do a Good Turn Like Scouts Do.....	202
Let’s Camp.....	204
Activities for Requirement 1	206
Back to Back Buddies	206
Who is Being a Buddy?	207
Activities for Requirement 2	208
What is the Weather Like There?	208
What to Wear? What to Wear? When Camping	209

Activities for Requirement 3	211
Six Essentials Scavenger Hunt	211
Six Essentials Shopping Spree	213
Activities for Requirement 4	214
Flashlight Tiger Hunt	214
My First Knot	216
Tent Time!	217
Activities for Requirement 5	218
Council Camping Tiger	218
Pack Camping Tiger	219
Race Time	220
Activities for Requirement 1	222
Pinewood Derby Car Build Day Tiger	222
Raingutter Regatta Boat Build Day Tiger	224
Activities for Requirement 2	226
Race Memory Tiger	226
Activities for Requirement 3	227
Act Like a Good Sport Tiger	227
Activities for Requirement 4	229
Pinewood Derby Race Tiger	229
Raingutter Regatta Tiger	231
Rolling Tiger	233
Activities for Requirement 1	235
Talk With a Pro	235
The ABC's of Bike Gear	237
The ABC's of My Bike	239
Activities for Requirement 2	241
Ask the Pro	241
Check My Bike Gear	242
Activities for Requirement 3	244
Chalk It Up Bike Rodeo	244
When to Walk and When to Ride	246
Activities for Requirement 4	247
Simon Says – Turn Left, Turn Right	247
Activities for Requirement 5	248
I Want To Ride My Bicycle!	248
Safe and Smart	249

Activities for Requirement 1	251
BINGO! That is Where I Live	251
In Case of an Emergency.....	252
Activities for Requirement 2	253
Cheerio My Number	253
Sing a Phone Song Sing a Phone Song	254
Activities for Requirement 3	255
Stop Drop and Roll Relay	255
Activities for Requirement 4	256
Den Meeting Exit Plan.....	256
It's Time to Get Out!	258
Activities for Requirement 5	259
Where There Is Smoke	259
Activities for Requirement 6	260
Spread Like Wildfire	260
Activities for Requirement 7	261
Meet Emergency Responders.....	261
Sky is the Limit	262
Activities for Requirement 1	264
Night Sky Scavenger Hunt.....	264
Activities for Requirement 2	265
I Can See the Stars	265
Activities for Requirement 3	268
Pictures in the Sky.....	268
Activities for Requirement 4	270
Can-stellation.....	270
Edible Constellation	272
Glowing Constellation.....	274
Stories in Shapes	276
Activities for Requirement 1	278
Art on Display	278
Art Trail	279
Virtual Tour of Art.....	281
Activities for Requirement 2	282
Art on Display part 2	282
Art Trail part 2.....	283
Virtual Tour of Art 2	284

Activities for Requirement 3	285
Folding Art.....	285
My Art From Shapes	286
Spiral Art	287
Tangram Animals	288
Activities for Requirement 4	289
Get To Know Me and Sign Language	289
Reading with Your Hands.....	290
The Art of Sign Language	292
Summertime Fun	293
Activities for Requirement 1	294
Council Activity	294
Den Activity.....	295
Pack Activity.....	296
Tech All Around.....	297
Activities for Requirement 1	298
Technology at Home	298
Tigers Hunt for Technology.....	299
Activities for Requirement 2	300
Technology Charades.....	300
The Way It Was	301
Activities for Requirement 3	302
Be Safe with Technology Tiger.....	302
Activities for Requirement 4	303
Smart and Safe with Technology	303
Tiger Tag.....	304
Activities for Requirement 1	306
Tiger Blob Tag	306
Tiger Duck Duck Goose X	307
Tiger Hide and Seek	308
Activities for Requirement 2	309
Tiger Dress Up Relay	309
Tiger Passing the Ball Relay.....	310
Tiger Ping-pong Relay	311
Activities for Requirement 3	312
Referee Visit.....	312
Who is Being a Good Sport	313

Activities for Requirement 4	314
Tiger Catch the Game On TV.....	314
Tiger Friday Night Lights	315
Tiger Let's Play Ball	316
Tiger Youth Sporting Event	317
Tigers In the Water	318
Activities for Requirement 1	320
Tiger Safe Swim Defense.....	320
Activities for Requirement 2	322
Swim Area Safety	322
Activities for Requirement 3	324
Go Swimming.....	324
Activities for Requirement 4	325
Bubbles in the Water	325
Activities for Requirement 5	327
Flutter Kicking	327
Activities for Requirement 6	329
Swim Time Is Over	329
Tiger-iffic!.....	331
Activities for Requirement 1	333
Disc Golf and Soccer Golf	333
Scout Life Games and Puzzles.....	335
Seven Up and Indoor Bowling.....	336
Activities for Requirement 2	338
Catch Them All!	338
Checkers Tournament.....	340
Den Game Time	341
Activities for Requirement 3	342
Checkers with a Twist	342
My Cub Scout Game	343
Activities for Requirement 4	345
Let's Bowl!.....	345
Tiger Balloon Volleyball	346

Acknowledgements

Let it be known that Scouting America has not created “Official” Den Leader Guides with the inception of the new Cub Scout program. The information in this document is a copy of all the information found in the following webpages:

Main Webpage:

<https://www.scouting.org/programs/cub-scouts/adventures/>

Lion Rank:

<https://www.scouting.org/programs/cub-scouts/adventures/lion/>

Tiger Rank:

<https://www.scouting.org/programs/cub-scouts/adventures/tiger/>

Wolf Rank:

<https://www.scouting.org/programs/cub-scouts/adventures/wolf/>

Bear Rank:

<https://www.scouting.org/programs/cub-scouts/adventures/bear/>

Webelos Rank:

<https://www.scouting.org/programs/cub-scouts/adventures/webelos/>

Arrow of Light Rank:

<https://www.scouting.org/programs/cub-scouts/adventures/arrow-of-light/>

Special thanks to whomever created a PDF of this to begin with (original documents found on Facebook)! We used that document as a base for this one.

All graphics were re-created through Visio and exported as EMF files (mmmmmm, nice crisp vector graphics). These graphics can be located at:

[Den Leader “Unofficial” Vector Graphics](#)

[Cub Scout “Unofficial” Vector Graphics](#)

Special Thanks to Heart of Virginia Council, Dogwood District Commissioners:

Shawn Bergeron
Elizabeth Dombroski
Ben Ward

Adventure Activity Key

Meeting Space Icon



Indoor



Outing with travel



Outdoor

Energy Level Icon



- 1 Very Low Energy – talking, listening, sharing, and sitting
- 2 Low Energy – arts and crafts, sitting
- 3 Moderate Energy – skilled crafts, hand tools, sitting or standing
- 4 High Energy – walking, moving, and active movements
- 5 Very High Energy – walking, moving, long distances, or running

Supply List Icon



- 1 None – no supplies are needed
- 2 Very Little – common household items
- 3 Average – recycled items or low-cost craft supplies
- 4 Above Average – common craft supplies
- 5 Custom – items for the activity are custom or uncommon

Prep Time Icon



- 1 Minimal prep
- 2 Something needs to be done 1 to 3 days ahead of time
- 3 Something needs to be done 3 to 5 days ahead of time
- 4 Something needs to be done a week ahead of time
- 5 Something needs to be done a week or more ahead of time

TIGER ADVENTURES

1st Grade

Earn the Tiger Badge of Rank

To earn the Tiger badge of rank, you must complete six required Adventures and any two elective Adventures.

Required Adventures



Character & Leadership

Bobcat Adventure

The Bobcat Adventure is designed to be the first required Adventure. Requirements for Bobcat include getting to know members of the den and the “How to Protect Your Children from Child Abuse: A Parent’s Guide” which are important activities to do with your den early on.

[View Tiger Bobcat](#)

Click on any image below to see more detail for each adventure.



Tiger Bites

Personal Fitness



Team Tiger

Citizenship



Tiger Circles

Family & Reverence



Tiger's Roar

Personal Safety



Tigers in the Wild

Outdoors

For the two required elective adventures, click the link below:

[Elective Adventures](#)

Tiger – 1st Grade

Bobcat

Personal Fitness

REQUIRED



Snapshot of Adventure

The Bobcat Adventure is the first required Adventure on the trail to earn the Lion badge of rank. Once the Bobcat Adventure is completed, Lions can start any other of the Adventures in any order.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved.

All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines.

To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Bobcat Tiger.

Requirement 1

Get to know the members of your den.

- The [Cub Scout sign](#) is a way to help Cub Scouts learn good manners and communication skills.
- The [den doodle](#) is a craft project that can be used to track attendance, reward good behavior, and completion of requirements.
- A [den flag](#) is a craft that can bring your den together by getting to know everyone's name and having a symbol that everyone has a part in making.
- [Me Too Name Game](#) - Learn how much everyone in the den has in common.

Requirement 2

Recite the Scout Oath with your den, including your Tiger adult partner.

- Fold a piece of paper into a [chatterbox/fortune teller](#) to introduce the Scout Oath to your Cub Scout.
- [Introduce the Scout Oath](#) to Cub Scouts by making a puzzle out of popsicle sticks.

Requirement 3

Have your Tiger adult partner or den leader read the Scout Law to you. Demonstrate your understanding of being trustworthy, helpful, or friendly.

- [Don't Wake the Dragon](#) - In this game, Cub Scouts have to work together and demonstrate being trustworthy, helpful, and friendly.
- Cub Scouts help their adult partner [navigate a maze](#).
- Use a [bingo](#) card to act out values of the Scout Law.

Requirement 4

Demonstrate the Cub Scout sign, Cub Scout salute and Cub Scout handshake. Show how each are used.

- Sing the interactive song "[If you are happy and you know it](#)" using the Cub Scout sign, handshake, and salute as the actions.
- Use a [relay race](#) to get Cub Scouts moving and learning the Cub Scout sign, salute, and handshake.
- [Play a game of Simon Says](#) using the actions of the Cub Scout sign, salute, and handshake.

Requirement 5

Share with your Tiger adult partner, at a den meeting or at home, a time when you have demonstrated the Cub Scout motto "Do Your Best."

- [Do Your Best Handbook Activity](#) - This activity is in the Tiger handbook where Cub Scouts will identify actions that demonstrate the Cub Scout motto "Do Your Best"
- Cub Scouts share with their adult partner a time when they [did their best](#).

Requirement 6

At home, with your parent or legal guardian do the activities in the booklet "How to Protect Your Children from Child Abuse: A Parent's Guide."

- Review the activities in the booklet "[How to Protect Your Children from Child Abuse: A Parent's Guide](#)."

[Back to Required Adventures](#)

Tiger – 1st Grade

Bobcat
Character & Leadership
Required

Requirement 1



A Time to Talk – A Time to Listen

Snapshot of Activity

The Cub Scout sign is a way to help Cub Scouts learn good manners and communication skills.



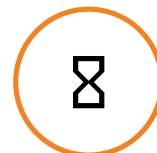
Indoor



2



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies needed

Directions

Before the meeting:

1. Be familiar with the Cub Scout sign, see Additional Resources.

During the meeting:

1. Have Cub Scouts and their adult partners gather.
2. Demonstrate the Cub Scout sign and tell the Cub Scouts and adult partners that the Cub Scout sign represents the ears of a wolf.
3. Inform Cub Scouts and adult partners that when they see someone use the Cub Scout sign it means everyone stops what they are doing and listens.
4. Give everyone a chance to demonstrate the Cub Scout sign.
5. Practice using the Cub Scout sign by having Cub Scouts and adult partners talk to each other and make a lot of noise, then without saying anything, make the Cub Scout sign and wait for everyone to stop what they are doing to listen.
6. Remind Cub Scouts and adult partners that the Cub Scout sign gives us a way to communicate without having to talk over or yell to get everyone's attention.
7. Create pairs made up of two Cub Scouts and their adult partners. Have them get to know each other by sharing what they like to do as a family, what their favorite food is, and what their favorite color is.
8. When it looks like everyone is done, use the Cub Scout sign to get everyone's attention to move on to the next activity.

Tip – When using the Cub Scout sign, patience is key. Do not talk over or yell to get the attention of Cub Scouts. Use the Cub Scout sign and wait for everyone to place their sign up and stop what they are doing and listen. Avoid calling out “signs up” or any other verbal command.

Additional Resources

[Cub Scout Sign, Salute, and Handshake](#)

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Bobcat

Character & Leadership

Required

Requirement 1



Den Doodle Tiger

Snapshot of Activity

The den doodle is a craft project that can be used to track attendance, reward good behavior, and completion of requirements.



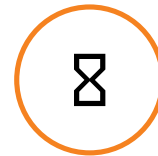
Indoor



3



4



4

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

Den doodles can be made from different materials and there are several different designs. This is one example of a den doodle that can be made. It stands on its own and is four feet tall.

- 4 – 12 inch 2" x 1" boards for the base
- 1 – 4 ft. 2" x 1" board for the pole
- 1 – ¼" plywood 3' x 1'
- 12 – 1 ½" wood screws
- 200 grit sandpaper
- 1-foot-long cord that is 3/16" or less than ¼" thick– one for each Cub Scout
- Power drill with a 1/4 drill bit
- Orange spray paint
- Yellow spray paint
- Blue spray paint
- Black latex paint
- Fine paint brush for lettering
- Blue plastic pony beads (enough to present each Cub Scout with one for every den meeting)
- Yellow plastic pony beads (enough to present each Cub Scout with one for every den meeting)
- Orange plastic pony beads (enough to present each Cub Scout when they earn an elective Adventure)
- White plastic pony beads (enough to present to each Cub Scout when they earn a required Adventure)
- Add more colors of beads if you want to track or recognize other items such as wearing the uniform, bringing your handbook, good behavior, or helping others.

Directions

Before the meeting:

1. Sand the edges of each board and the plywood to remove any rough edges.
2. Paint the 3' x 1' ¼" plywood with the orange spray paint and let it dry.
3. Paint the 4 boards that are 12-inch 1" x 2" with blue spray paint and let it dry.
4. Paint the 4ft. 1" x 2" board with the yellow spray paint and let it dry.
5. Attach the one 12-inch 1" x 2", using wood screws, to each side of the bottom of the 4ft 1" x 2" so that the 12-inch 1" x 2" are vertical. See illustration in additional resources.
6. With a pencil space out the names of each Cub Scout on the bottom of the 3' x 1' ¼" plywood. Names may need to be placed at an angle or vertically to fit everyone. You may consider leaving one space open just in case a new Cub Scout joins the den later. Leave space to drill a hole below each name. See illustration in additional resources.
7. Once names are properly placed and penciled in, paint the names using black latex paint and a fine paintbrush.
8. Decorate the rest of the ¼" plywood with the pack number, Tiger rank stickers or patches, etc., and let dry.
9. Drill a hole under each name and attach a 1' long cord under each name.
10. Center the ¼" plywood to the top of the 4 ft. 1" x 2" board and attach with wood screws.

During the meeting:

1. Introduce the den doodle to the den by letting the Cub Scouts know how they can earn a bead and what each color bead means.
 - Blue is for attending the den meeting, pack meeting, and other Cub Scout activities
 - Yellow is for wearing their Cub Scout uniform to the den meeting
 - White is for when they earn a required Adventure, in addition to their Adventure loop.
 - Orange is for when they earn an elective Adventure, in addition to their Adventure loop.
2. At the end of each Den meeting award the beads to each Cub Scout and attach them to the cord on the den doodle below their name. Attach the beads by looping the bead(s) through the cord, push the beads to the top, and tie an overhand knot just below the last bead.
3. Use the den doodle to reward positive behavior. Do not take beads away once they are earned.

After the meeting:

1. After each meeting look at the den doodle and look for Cub Scouts who may be lagging behind. Reach out to the Adult Partner to address any concerns about participation.

Tip: Den doodles can be made from different materials and there are several different designs. This is one example of a den doodle that can be made.

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Bobcat

Character & Leadership

Required

Requirement 1



Den Flag Tiger

Snapshot of Activity

A den flag is a craft that can bring your den together by getting to know everyone's name and having a symbol that everyone has a part in making.



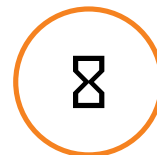
Indoor



2



4



4

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

Den flags can be made from different materials and there are several different designs. This is one example of a den flag that can be made. It can be used for a den for up to 12 Cub Scouts, larger dens will need to adjust the dimensions of the flag. These instructions include a flagpole and stand.

- 60" long 1 1/8" diameter wooden staff or dowel
- 30" long 1/2" diameter wooden dowel
- Concrete mix
- Water
- Tin foil
- 2-gallon paint bucket
- 200 grit sandpaper
- 2' x 3' orange felt – this is the flag, and it will be displayed vertically
- 1 1/2' x 1' black felt
- 1 Tiger badge of rank patch
- 30" piece of twine or thin rope
- 1 teacup hook
- 7" x 7" black felt squares (one for each adult partner)
- 7" x 7" orange felt squares (one for each Cub Scout)
- (If the Den Leader is not an adult partner of one of the Cub Scouts in the den add another black felt square)
- Thick black Sharpie marker to write on orange felt squares
- White chalk – enough to share
- Scissors – one for each Cub Scout or enough to share
- Fabric glue

Directions

Before the meeting:

1. Wrap the bottom of the wooden staff with tin foil as high as the paint bucket is tall.
2. Follow the directions for the concrete mix to fill the 2-gallon paint bucket $\frac{3}{4}$ of the way full.
3. While the concrete is wet place the wooden staff, the end with the tin foil, into the bucket and hold it in place until the concrete is dry.
4. Once the concrete is dry, remove the wood staff, the tin foil will allow the pole to come out. This is the base for your den flag.
5. Sand the ends of the wooden dowels and staff to remove sharp edges
6. Lay the flag on a table so that it is vertical with the 2' section as the bottom and top.
7. Place the $\frac{1}{2}$ " dowel across the top and fold the top of the flag over by 1 inch to cover the wood dowel and glue the folded section to the flag to the back section of the flag with the wood dowel inside.
8. Use the 1 $\frac{1}{2}$ ' x 1' black felt to cut out letters and numbers to spell the word "Pack" and the pack numbers. If your pack uses den numbers include the word "Den" and the den number. Letters and numbers should be 6" tall.
9. Attach the letters and numbers using fabric glue to the top of the flag. Place the Pack and the number above the Den and number.
10. Attach the teacup hook to the top of the flagpole.
11. Attache the 30" twine or rope to each end of the dowel.

During the meeting:

1. Give each Cub Scout a 7" x 7" orange felt square and each adult partner a 7" x 7" black felt square
2. Have adult partners help their Cub Scout trace their hand (either left or right) onto the orange felt using the chalk and then help them cut out the shape of their hand.
3. Have adult partners trace their hand (the same side as their Cub Scouts) onto the black felt using the chalk and cut out the shape of their hand.
4. Have Cub Scouts write their name on the cut out of their hand.
5. Have each Cub Scout and their adult partner glue the Cub Scout's orange hand on top of the adult partner's black hand, making sure the Cub Scout's name is visible.
6. Have each Cub Scout and adult partner glue their cut-out hands on the flag one by one. As they glue their cut-out hands onto the flag have them share what their favorite outdoor activity is and what their favorite food is.
7. When all the hands are on the flag, attach the flag to the flagpole by hanging it by the twin or rope onto the teacup hook.

Tip: Den flags can be made from different materials and there are several different designs. This is one example of a den flag that can be made.

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Bobcat
Character & Leadership
Required

Requirement 1



Me Too Name Game

Snapshot of Activity

Learn how much everyone in the den has in common.



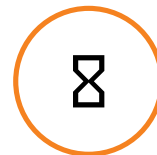
Indoor



3



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- At least two Cub Scouts and adult partners

Directions

Before the meeting:

1. Prepare a space for Cub Scout to be able to move freely about.
2. Read them during the meeting to understand the game.

During the meeting:

1. Include adult partners in this game
2. Have everyone sit on the floor in an open space.
3. Choose a Cub Scout to start by having them stand up and move 5 feet from the group.
4. Have the Cub Scout say what their favorite food is.
5. Anyone else who also has that as a favorite food shouts, "Me Too!" and walks over to the Cub Scout to stand next to them.
6. Pick an adult partner next who is still sitting and have them do the same, move 5 feet away from the group and away from the other group that is standing and say what their favorite food is.
7. Anyone else who is sitting and has that as a favorite food, shouts, "Me Too!" and walks over to form a new group.
8. Continue until no one is sitting.
9. Move on to the next thing by keeping everyone standing and picking someone who has not had a chance to share yet. This time have them step away from all groups to form a new group. This time have them share what their favorite color is.
10. Anyone else who also has that as a favorite color, shouts, "Me Too!" and walks over to stand next to them.
11. Continue until you have everyone in new groups based on their favorite color.
12. Continue this until every Cub Scout and adult partner has had a chance to form a group based on what they like.
Additional categories to use; flavor of ice-cream, genre (type) of music, genre (type) of movie, or video game console

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Bobcat

Character & Leadership

Required

Requirement 2



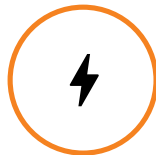
Tiger Chatterbox

Snapshot of Activity

Fold a piece of paper into a chatterbox/fortune teller to introduce the Scout Oath to your Cub Scout.



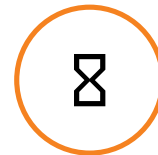
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Each Cub Scout will need their Tiger handbook
- Scissors, enough to share

Directions

Before the meeting:

1. Prepare meeting space for Cub Scouts and adult partners to make a craft.
2. Use the Tiger handbook on page 5.

During the meeting:

1. Have Cub Scouts open their Tiger handbook to page 5
2. With help from their adult partner have Cub Scouts make a chatter box of the Scout Oath
3. Cut out the chatterbox on page five.
4. Start with the print side down.
5. Crease a square piece of paper diagonally from each corner. Fold the top right corner to touch the bottom left corner. Crease the fold with your finger and then unfold it so your sheet is flat again. Then take the top left corner and fold it over to the bottom right corner.
6. Fold the paper in half from each side. Bring the top edge of the paper to the bottom edge and crease the fold.
7. Unfold the paper so it's flat again and rotate it 90 degrees. Fold the new top edge of the paper to the bottom to crease it and then flatten it out again. Your paper will have four lines intersecting in the middle.
8. Bring the corners to the center of the paper. Start with one of the bottom corners and fold it to the middle of the paper where the creases intersect.
9. Press down on the fold with a fingernail so it stays in place.
10. Turn paper 90 degrees and fold the other bottom corner toward the center. Keep rotating and folding paper until you've made a smaller square containing four triangles.
11. Flip the paper over and fold each corner to the center again.
12. Have Cub Scouts and adult partners take turns picking colors and numbers to become familiar with the Scout Oath. Have them continue until they have completed the Scout Oath.

Additional Resources

Scout Life [How to Make a Paper Fortune Teller](#)

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Bobcat
Character & Leadership
Required

Requirement 2



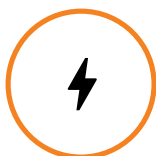
Tiger Oath and Law Puzzle

Snapshot of Activity

Introduce the Scout Oath to Cub Scouts by making a puzzle out of popsicle sticks.



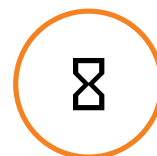
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 9 popsicle sticks for each Cub Scout in the den
- Small tip or thin markers, enough to share

Directions

Before the meeting:

1. Set up space for Cub Scouts and adult partners to sit down to make a craft

During the meeting:

1. Give each Cub Scout 9 popsicle sticks and a marker
2. Have the adult partner write on each popsicle stick a part of the Scout Oath broken up in the following way:
 - 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
3. Have Cub Scouts gather their sticks in one hand and raise their hand above a table about 1 foot and then let go of the sticks. The idea is for the sticks to fall on the table in a small group together.
4. Each Cub Scout then tries to pick up a stick without disturbing the other sticks and then places the stick with the word side up next to the pile.

5. The adult partner then tries to pick up a stick without disturbing the other sticks and then places the stick with the word side up and together the Cub Scout and adult partner decide if the stick should go before or after the first stick.
6. Cub Scout and adult partner then share what that part of the Scout Oath means to them.
7. Cub Scout and adult partner continue to take turns until all the sticks are picked up and they have placed them in the proper order to make out the Scout Oath.

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Bobcat

Character & Leadership

Required

Requirement 3



Don't Wake the Dragon

Snapshot of Activity

In this game, Cub Scouts have to work together and demonstrate being trustworthy, helpful, and friendly.



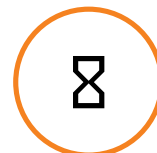
Indoor



3



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts and adult partners

Directions

Before the meeting:

1. Prepare meeting space to remove obstacles so Cub Scout and adult partners can move around.

During the meeting:

1. Gather Cub Scouts and adult partners to explain the rules.
2. Explain that in this game the Den Leader is a sleeping dragon. To get past the sleeping dragon the den has to perform different tasks.
3. To keep from waking the dragon the den cannot talk while they are performing the tasks.
4. The leader, the sleeping dragon, moves 10 ft away from the den and will give a task for the den to do.
5. Once they have completed the task the den walks past the dragon.
6. If they were quiet during the task and did the task correctly the dragon stays "asleep".
7. If they were not quiet during the task or did it incorrectly when the den walks past the dragon the dragon shouts "boo!"
8. The first task is that the den must line up in order from shortest to tallest.
9. The second task is that the den must line up in order from oldest to youngest

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Bobcat
Character & Leadership
Required



Requirement 3

Tiger Maze

Snapshot of Activity

Cub Scouts help their adult partner navigate a maze.



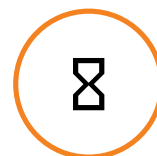
Indoor



3



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 3 rolls of painter's tape (1.88 In. x 60 Yds.)
- Blindfold or neckerchief

Directions

Before the meeting:

1. Prepare a meeting space that is large around 12' x 12' and free of obstacles. Make sure the floor won't be damaged by placing the painter's tape down and picking it back up.
2. Use the painter's tape to make a simple maze on the floor making the halls of the maze at least 2 ft. wide.

During the meeting:

1. Recite the Scout Law as a den.
2. Explain that in this activity Cub Scouts will need to demonstrate being trustworthy, helpful, and friendly by leading their adult partner through a maze.
3. Choose a Cub Scout and their adult partner to go first.
4. Have the adult partner place their blindfold on at the entrance to the maze.
5. The Cub Scout may not touch the adult partner when the adult partner is in the maze.
6. Using only verbal communication, the Cub Scout is to help the adult partner get through the maze.
7. Give every Cub Scout and adult partner team a chance to complete the maze.
8. Have Cub Scouts and adult partners talk about why being trustworthy, helpful, and friendly is important to this activity and where else could Cub Scouts demonstrate these values of the Scout Law.

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Bobcat
Character & Leadership
Required

Requirement 3



Tiger Scout Law Bingo

Snapshot of Activity

Use a bingo card to act out values of the Scout Law.



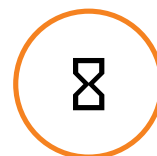
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Scout Law Bingo Card found in Additional Resources
- Printer
- Pencils or markers, enough for 1 per Cub Scout

Directions

Before the meeting:

1. Print out a Scout Law Bingo Card for each Cub Scout in the den.

During the meeting:

1. Give each Cub Scout a Scout Law Bingo Card.
2. Have Cub Scouts complete the bingo card with their adult partner.

Additional Resources

[Scout Law Bingo Card](#)

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Bobcat
Character & Leadership
Required

Requirement 4



If You Are Happy Show the Cub Scout Sign

Snapshot of Activity

Sing the interactive song “If you are happy and you know it” using the Cub Scout sign, handshake, and salute as the actions.



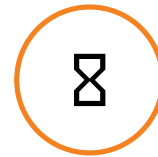
Indoor



3



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Page 7 of the Tiger handbook

Directions

Before the meeting:

1. Prepare the meeting space to allow Cub Scouts and adult partners to move around.

During the meeting:

1. Demonstrate the Cub Scout sign, salute, and handshake found on page 7 of the Tiger handbook.
2. Explain that the Cub Scout sign is used to get everyone’s attention. When you see someone use the Cub Scout sign that means to stop what you are doing and listen.
3. Explain that the Cub Scout salute is used to show respect to the US flag during flag ceremonies. We do not use the Cub Scout salute to salute people.
4. Explain that the Cub Scout handshake is a special way to say fellow to fellow Cub Scouts.
5. Have Cub Scouts and adult partners space apart by arm’s length.
6. Explain how the song “If you are happy and you know it” is sung and the actions that go with it.

7. Everyone signs and then demonstrates an action when it is called out.

If you're happy and you know it give the Cub Scout sign
If you're happy and you know it give the Cub Scout sign
If you're happy and you know it and you really want to show it
If you're happy and you know it give the Cub Scout sign
If you're happy and you know it give the salute
If you're happy and you know it give the salute
If you're happy and you know it and you really want to show it
If you're happy and you know it give the salute
If you're happy and you know it shake hands and say do your best ()
If you're happy and you know it shake hands and say hello (hello!)
If you're happy and you know it and you really want to show it
If you're happy and you know it shake hands and say hello (hello!)
If you're happy and you know it do all three
(hello!)
If you're happy and you know it do all three
(Hello!)
If you're happy and you know it and you really want to show it
If you're happy and you know it do all three
(Hello!)

8. If time allows you can have Cub Scout color Page 7 of the Tiger handbook that demonstrates the Cub Scout sign, salute, and handshake.

Additional Resources

[Cub Scout Song Book](#) To hear how the tune "If your happy and you know it" listen to it on the Cub Scout Songbook

[Cub Scout Sign, Salute, and Handshake](#)

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Bobcat
Character & Leadership
Required

Requirement 4



Sign, Salute, and Handshake Relay

Snapshot of Activity

Use a relay race to get Cub Scouts moving and learning the Cub Scout sign, salute, and handshake.



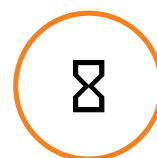
Indoor



5



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Best played with at least four Cub Scouts and four adult partners for a total of eight or more people.
- Page 7 of the Tiger handbook

Directions

Before the meeting:

1. Prepare meeting to remove obstacles and provide a clear path for the relay race.

During the meeting:

1. Demonstrate the Cub Scout sign, salute, and handshake found on page 7 of the Tiger handbook.
2. Explain that the Cub Scout sign is used to get everyone's attention. When you see someone use the Cub Scout sign that means to stop what you are doing and listen.
3. Explain that the Cub Scout salute is used to show respect to the US flag during flag ceremonies. We do not use the Cub Scout salute to salute people.
4. Explain that the Cub Scout handshake is a special way to say fellow to fellow Cub Scouts.
5. Divide the den into two teams and line the teams up next to each other.
6. The den leader and assistant den leader stand about 25 yards away. One team will run to the den leader and the other team will run to the assistant den leader.
7. On their signal the first person in line runs to their assigned leader and the leader will ask them to give either the Cub Scout sign, salute, or handshake. If they do it properly, they run back and tag the next person in line and that person runs to the assigned leader. If they do not do it properly or give the wrong action they must run back to the line and run back to the leader for another try. They keep trying until they get it correct and the next person in line goes.
8. The first team to have everyone complete the relay wins.
9. If time allows you can have Cub Scout color page 7 of the Tiger handbook that demonstrates the Cub Scout sign, salute, and handshake.

Additional Resources

[Cub Scout Sign, Salute, and Handshake](#)

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Bobcat
Character & Leadership
Required

Requirement 4



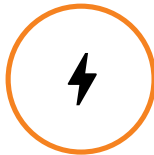
Tiger Simon Says

Snapshot of Activity

Play a game of Simon Says using the actions of the Cub Scout sign, salute, and handshake.



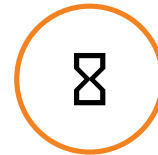
Indoor



4



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Page 7 of the Tiger handbook

Directions

Before the meeting:

1. Prepare the meeting space to allow Cub Scouts and adult partners to move around.

During the meeting:

1. Demonstrate the Cub Scout sign, salute, and handshake found on page 7 of the Tiger handbook.
2. Explain that the Cub Scout sign is used to get everyone's attention. When you see someone use the Cub Scout sign that means to stop what you are doing and listen.
3. Explain that the Cub Scout salute is used to show respect to the US flag during flag ceremonies. We do not use the Cub Scout salute to salute people.
4. Explain that the Cub Scout handshake is a special way to say fellow to fellow Cub Scouts.
5. Have Cub Scouts and adult partners space apart by arm's length.
6. Explain the rules to Simon Says. To play the game the den leader will call out an action by saying "Simon says." For example, "Simon says, give the Cub Scout sign." Everyone is to do that action.
7. If the den leader calls out an action without saying "Simon says" anyone who did that action has to sit down.
8. The den leader calls out the different actions of Cub Scout sign, Cub Scout salute, and Cub Scout handshake. To do the handshake the person will just put their hand out, they don't have to shake hands with anyone.
9. The last person standing wins.
10. If time allows you can have Cub Scout color Page 7 of the Tiger handbook that demonstrates the Cub Scout sign, salute, and handshake.

Additional Resources

[Cub Scout Sign, Salute, and Handshake](#)

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Bobcat

Character & Leadership

Required

Requirement 5



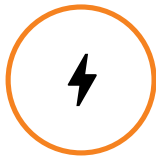
Do Your Best Handbook Activity

Snapshot of Activity

This activity is in the Tiger handbook where Cub Scouts will identify actions that demonstrate the Cub Scout motto “Do Your Best”



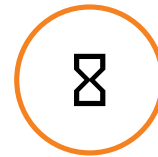
Indoor



1



2



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Tiger handbook, pages 8 and 9
- Crayons or markers, enough to share

Directions

Before the meeting:

1. Prepare meeting space for Cub Scouts and adult partners to complete activity in the Tiger handbook.

During the meeting:

1. Explain that a motto is a rule for living. The Cub Scout motto is “Do Your Best.” That means trying your hardest, not just a little bit. Cub Scouts do their best all the time.
2. Have Cub Scouts with help from their adult partner color and circle the Scouts that are doing their best on page 8 of the Tiger handbook and then have them color page 9.
3. When everyone is done, have each Cub Scout share with den their “Do Your Best” coloring on page 9 and talk about a time that they did their best.

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Bobcat
Character & Leadership
Required

Requirement 5



Do Your Best Handbook Sharing

Snapshot of Activity

Cub Scouts share with their adult partner a time when they did their best.



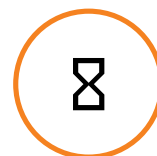
Indoor



1



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Tiger handbook, page 9
- Crayons or markers, enough to share

Directions

Before the meeting:

1. Prepare meeting space for Cub Scouts and adult partners to complete activity in the Tiger handbook.

During the meeting:

1. Explain that a motto is a rule for living. The Cub Scout motto is “Do Your Best” and that means trying your hardest, not just a little bit. Cub Scouts do their best all the time.
2. Have Cub Scouts with help from their adult partner color page 9.
3. When everyone is done have each Cub Scout share with the den their “Do Your Best” coloring on page 9 and talk about a time that they did their best.

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Bobcat

Character & Leadership

Required

Requirement 6



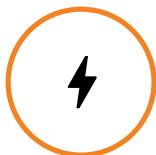
Child Abuse Protection Review Tiger

Snapshot of Activity

Review the activities in the booklet “How to Protect Your Children from Child Abuse: A Parent’s Guide.”



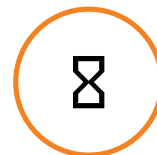
Indoor



1



2



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- “How to Protect Your Children from Child Abuse: A Parent’s Guide” booklet found in the Tiger Adult Partner Guide.

Directions

At home:

1. Parents or legal guardians must read the “How to Protect Your Children from Child Abuse: A Parent’s Guide” booklet and complete the exercises with their Cub Scout.

Additional Resources

Online and Spanish versions of the “[How to Protect Your Children from Child Abuse: A Parent’s Guide](#)” are available

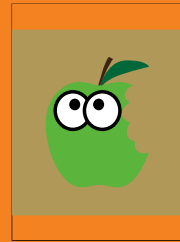
[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Tiger Bites

Personal Fitness

REQUIRED



Snapshot of Adventure

In this Adventure, Tigers will explore the different food groups, have fun being active, and the importance of rest.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure:

- Review the [Food Allergies](#) safety moment.
- Review each Cub Scouts [Scouting America Annual Health and Medical Record](#) for any [Food Allergies](#) or restrictions.
- Ask if any member of the den, youth, or adult, has any religious, or cultural dietary concerns.
- There is someone in the den, youth, or adults, who carries an EpiPen due to severe allergies make sure that at least one other adult knows how to administer the EpiPen. To learn more, review this Safety Moment on [anaphylaxis](#).
- Review the [Keep Your Food Safe](#) guide to properly keep, store, and prepare food.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Tiger Bites.

Requirement 1

Identify the 5 different food groups.

- [Relay race to identify food items and the food group they belong to.](#)
- Cub Scouts [draw their favorite food for each of the five food groups.](#)
- Cub Scouts [bring and share their favorite food from one of the five food groups.](#)

Requirement 2

Practice hand washing. Point out when you should wash your hands.

- [Proper handwashing and learning how long it takes to do a good job.](#)

Requirement 3

Be active for 30 minutes.

- [Tiger Obstacle Course](#)
- [Play Red Light / Green Light.](#)
- [Play Soccer with the Den.](#)

Requirement 4

Practice methods that help you sleep.

- [Make a bedtime routine to help get enough sleep](#) using the activity in the Tiger handbook.
- Cub Scouts [with their parent or legal guardian establish a good bedtime.](#)

[Back to Required Adventures](#)

Tiger – 1st Grade

Tiger Bites

Personal Fitness

Required

Requirement 1



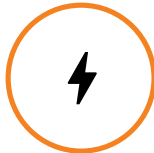
Food Group Tiger Relay

Snapshot of Activity

Relay race to identify food items and the food group they belong to.



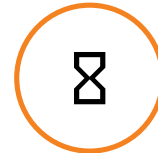
Indoor



4



4



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

Based on the number of Cub Scouts and adult partners in our den you may want to adjust the amount of supplies for this activity.

- 3 plastic or toy foods that are vegetables
- 3 plastic or toy foods that are fruits
- 3 plastic or toy foods that are proteins
- 3 plastic or toy foods that are grains
- 3 plastic or toy foods that are dairy
- 5 small boxes, approximately 2'x2'x2'
- Black marker
- A pillowcase

Directions

Before the meeting:

1. Using the [USDA MyPlate](#), become familiar with the types of food that are in the five different food groups.
2. Set up an area clear of obstacles to conduct a relay race.
3. Label one box for each food group; vegetables, fruits, proteins, grains, and dairy.
4. Line up the five boxes in a row.
5. Place all the plastic or toy foods into a pillowcase.

During the meeting:

1. Introduce the five different food groups and what types of food are in each group.
2. Divide the den, Cub Scouts, and adult partners, into two teams.
3. Have each team form a line 5 yards away from the five boxes.
4. Explain the rules of the relay
5. The first person on each team reaches into the pillowcase and picks one item and then runs to the food group boxes and places the item in the correct box. If the item is placed in the correct box, they return to the line and the next person on the team goes. If the item is placed in the wrong box, the person takes it out of the box they placed it in and places it in the correct box, they repeat until the item is in the right box.
6. The first team to have all members of the team place an item correctly and return to the line wins.

[Back to Tiger Bites Requirements](#)

Tiger – 1st Grade

Tiger Bites
Personal Fitness
Required

Requirement 1



My Favorite Foods

Snapshot of Activity

Cub Scouts draw their favorite food for each of the five good groups.



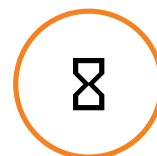
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Tiger handbook, page 19
- Crayons, enough to share
- Images of foods that are in the five different food groups

Directions

Before the meeting:

1. Using the [USDA MyPlate](#), become familiar with the types of food that are in the five different food groups.
2. Set up the meeting space for Cub Scouts and adult partners to complete the activity in the handbook.

During the meeting:

1. Introduce the five different food groups and what types of food are in each group.
2. Have adult partners work with their Cub Scout to identify a food that they like for each of the food groups and draw it in their handbook.

[Back to Tiger Bites Requirements](#)

Tiger – 1st Grade

Tiger Bites
Personal Fitness
Required

Requirement 1



My Favorite Snack

Snapshot of Activity

Cub Scouts bring and share their favorite food from one of the five food groups.



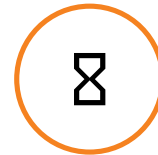
Indoor



2



4



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- My Favorite Snack adult partner guide found in Additional Resources
- Tiger handbook, page 19
- Crayons, enough to share
- Images of foods that are in the five different food groups.
- Cub Scouts bring their favorite food from one of the five food groups.
- Plates
- Napkins
- Access to hand washing area
- Cups
- Drinking water
- Forks or toothpicks
- Instructions for adult partners to prepare for the meeting
- Cleaning supplies to wipe down eating areas before and after the meeting.
- Table for serving food samples
- Tables and chairs for Cub Scouts and adult partners to eat at
- 5 – 3" x 5" index cards
- Marker

Directions

Before the meeting:

1. Using the [USDA MyPlate](#), become familiar with the types of food that are in the five different food groups.
2. Review the “My Favorite Snack” adult partner guide. Make any necessary edits based on your den and send to all parents and adult partners in the den at least two weeks before the den meeting. You may need to adjust how many different types of food you ask each Cub Scout to bring based on the size of your den.
3. Send a reminder to adult partners a week prior to the meeting.
4. Send a reminder to adult partners a day prior to the meeting.
5. Confirm that at least one food item from each of the five food groups will be available.
6. Prepare the meeting space to have food samples and a place for everyone to eat.
7. Clean surfaces where food will be.
8. Use the 3”x5” index cards to make labels for the five different food groups.
9. Space the index cards on the table to label where Cub Scouts and adult partners are to place their food.

During the meeting:

1. As Cub Scouts and adult partners bring in the food have them place it on the table in the appropriate food group the item belongs to.
2. Have each Cub Scout and adult partner talk about their food item and what food group it belongs to.

Additional Resources

[My Favorite Snack adult partner guide](#)

[Healthy Snacking with MyPlate](#)

[Back to Tiger Bites Requirements](#)

Tiger – 1st Grade

Tiger Bites
Personal Fitness
Required

Requirement 2



Scout Oath and Law Hand Washing

Snapshot of Activity

Proper handwashing and learning how long it takes to do a good job.



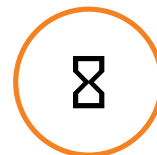
Indoor



2



2



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Scout Oath and Scout Law printed on back of Tiger handbook
- Sink
- Hand soap
- Paper Towels
- Print out of 11"x17" [Wash Your Hands](#) poster from the CDC
- Print out of 11"x17" [Know When to Wash Your Hands at School](#) poster from the CDC

Directions

Before the meeting:

1. Confirm a meeting location that has a sink for Cub Scouts to wash their hands.
2. Review content about [washing hands](#) from the CDC Handwashing in Communities: Clean Hands Save Lives website.
3. Set up a handwashing station with soap and paper towels.
4. Print out the "Wash Your Hands" poster and place it at the handwashing station.
5. Print out the "Know When to Wash Your Hands at School" poster and place it at the handwashing station.

During the meeting:

1. Gather Cub Scouts and adult partners and ask when you should wash your hands. Give everyone who wants to share a chance to answer. Review any item that wasn't mentioned.
 - After you go to the bathroom
 - After you play with a dog, a cat, or other animal
 - After you blow your nose, sneeze, or cough
 - After you touch garbage
 - Before and after you help to prepare food
 - Before you handle plates, utensils, or cups
 - Before you eat
 - When your hands have dirt on them
 - When your hands have been touching a lot of things that others have touched
2. Bring Cub Scouts over to the handwashing station to demonstrate how to wash your hands.
 - Put your hands under clean, running water. Put soap on your hands. Turn off the water.
 - Rub your hands together palm to palm. They should get sudsy.
 - With your left palm facing down, place your right hand on top of your left and interlock your finger. Scrub vigorously to clean the space between your fingers. Switch hands and repeat.
 - With your right hand, grab your left thumb and rotate your hand around it. Switch hands and repeat.
 - Take the tips of your fingers and press them into your opposite palm, rotating them around the palm in a circular motion. Switch hands and repeat.
 - Rinse the soap from your hands, grab a towel or paper towel and then use it to turn the faucet off.
3. After you have demonstrated the steps to washing hands inform Cub Scouts and adult partners that the time it takes to do all these steps should be the time it takes for you to say the Scout Oath and Scout Law.
4. Have each Cub Scout take a turn washing their hands following the steps as they recite the Scout Oath and Scout Law.

[Back to Tiger Bites Requirements](#)

Tiger – 1st Grade

Tiger Bites

Personal Fitness

Required

Requirement 3



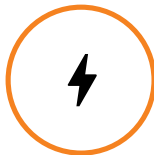
Tiger Obstacle Course

Snapshot of Activity

Obstacle Course.



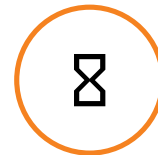
Outdoor



5



5



4

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

Once the items for this obstacle course are built, they can be used by other dens or the pack for years to come.

- 7 – 10ft. long 1" PVC pipes cut into the following lengths
 - 9 – 3ft. long 1" PVC pipes
 - 6 – 2ft. long 1" PVC pipes
 - 10 – 1ft. long 1" PVC pipes
- 10 – 1" PVC 90-degree elbow connectors
- 10 – 1" PVC Schedule 40 S x S x S Tee
- 2 – 8ft. long pressure treated 2"x4"
- 6 – Hula Hoops™
- Smartphone or stopwatch

Directions

Before the meeting:

1. Construct 3 low hurdles for Cub Scouts to jump over.
 - Connect a 90-degree elbow connector to each end of a 3ft. long pipe
 - Connect 2ft. long pipes to each end of the 90-degree elbow connector of the 3ft. long pipe, forming three sides of a rectangle.
 - Connect PVC schedule 40 S x S x S Tee to the bottom of the 2ft. long pipes
 - Insert the 1ft. long pipes into the PVC schedule 40 S x S x S Tee to create a hurdle.
2. Construct 2 high bars for Cub Scouts to duck under.
 - Connect a 90-degree elbow connector to each end of a 3ft. long pipe
 - Connect 3ft. long pipes to each end of the 90-degree elbow connector of the 3ft. long pipe, forming three sides of a rectangle.
 - Connect PVC schedule 40 S x S x S Tee to the bottom of the 2ft. long pipes
 - Insert the 1ft. long pipes into the PVC schedule 40 S x S x S Tee to create a hurdle.
3. Layout the obstacle course.
 - Find a location that is level and free of tripping hazards to lay out obstacles.
 - The layout of the course may be in a single line, or you may add turns to accommodate the space available.
 - From the starting line place a low hurdle 10 ft. away, next place a high bar 10 ft. away, next place a low hurdle 10 ft. away, next place a high bar 10 ft. away, next place a low hurdle 10 ft. away.
 - Place one of the 2"x4" on the ground 10 ft. away from the last low hurdle.
 - Place the 6 Hula Hoops™ in a straight-line end to end 10 ft. away from the 2"x4".
 - Place the other 2"x4" on the ground 10 ft. away from the Hula Hoops™.
 - Create a finish line 10ft. away from the 2"x4".

During the meeting:

1. Have Cub Scouts gather at the obstacle course.
2. Demonstrate how to run the course. Jump over the low hurdle, duck under the high bar, jump over the low hurdle, duck under the high bar, jump over the low hurdle, walk across the 2"x4", go through the Hula Hoops™ by jumping from one to the next, walk across the 2"x4", then to the finish line.
3. Give each Cub Scout a turn to run the obstacle course and record how fast they did it.
4. Allow each Cub Scout to run the course at least twice to see if they can improve their time.

[Back to Tiger Bites Requirements](#)

Tiger – 1st Grade

Tiger Bites
Personal Fitness
Required

Requirement 3



Tiger Red Light Green Light

Snapshot of Activity

Play Red Light / Green Light.



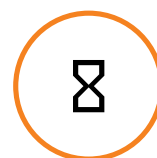
Indoor



5



5



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts and adult partners

Directions

Before the meeting:

1. Prepare the meeting location for a place to play red light / green light free of obstacles.
2. Become familiar with how to play red light / green light.

During the meeting:

1. Have Cub Scouts and adult partners form a line side by side about 2 ft. apart from each other.
2. Explain the rules of how to play red light / green light.
3. Stand 20 feet away from the Cub Scouts and adult partners with your back turned to them.
4. When you shout, “green light” Cub Scouts and adult partners move towards you.
5. When you shout “red light” turn around and anyone who is still moving must go back to the beginning.
6. The game is won by the person who reaches you first.
7. The winner of the game gets to be the one who calls for the next game.

[Back to Tiger Bites Requirements](#)

Tiger – 1st Grade

Tiger Bites
Personal Fitness
Required

Requirement 3



Tiger Soccer

Snapshot of Activity

Play Soccer with the Den.



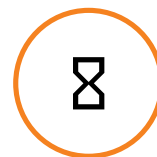
Outdoor



5



5



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 10 orange sports cones
- Youth-sized soccer ball

Directions

Keep the rules of this soccer game simple. Some youth may play on a team and want to play by other rules. The purpose of this activity is for the Cub Scouts and adult partners to be active and play the game following the values of the Scout Oath and Scout Law.

Before the meeting:

1. Prepare the soccer field that is free of obstacles and place four orange sports cones to make a rectangle that is 45 feet by 75 feet or 75 feet by 105 feet.
2. Place two cones, one on each end of the field, to designate the middle of the field.
3. Place two cones on each end that are 6ft. wide apart to form the goals.

During the meeting:

1. Gather the Cub Scouts and adult partners to explain the rules of soccer and discuss good sportsmanship.
2. Ask the Cub Scouts and adult partners what parts of the Scout Law are important to keep in mind when playing a game.
3. The objective is to get the ball in the opposing team's goal.
4. You may not touch the ball with your hands. There will be no goalie in this game. Someone may defend the goal, but they may not use their hands.
5. If the ball goes out of bounds the team that did not touch it last gets to throw the ball back into play.
6. When a goal is scored the ball will be placed in the middle of the field and the team that did not score the goal gets to kick off.
7. Tripping, kicking, or pushing other players is not allowed.
8. Divide the den into two teams including adult partners.
9. Play soccer, during the game look for opportunities to recognize good sportsmanship.

[Back to Tiger Bites Requirements](#)

Tiger – 1st Grade

Tiger Bites
Personal Fitness
Required

Requirement 4



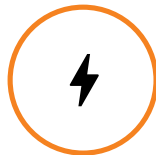
Tiger Get Ready for Bed

Snapshot of Activity

Make a bedtime routine to help get enough sleep using the activity in the Tiger handbook.



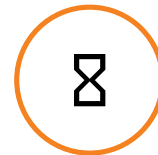
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Tiger handbook, page 20
- Crayons, enough to share

Directions

Before the meeting:

1. Review content [About Sleep on the CDC](#) website.
2. Share the link [About Sleep on the CDC](#) website with adult partners. Let them know that at the next meeting you will be discussing the importance of sleep.
3. Set up the meeting space to allow Cub Scouts to complete the activity on page 20 of the Tiger handbook.

During the meeting:

1. Gather Cub Scouts and adult partners.
2. As Cub Scouts and adult partners why do they think getting enough sleep is important.
3. Share with the den that one way to make sure you get enough sleep is to have a routine of things you do to get ready for bed.
4. Have adult partners review each of the items on page 20 of the Tiger activity that Cub Scouts can do to get ready for bed. Have the Cub Scouts color each item.

[Back to Tiger Bites Requirements](#)

Tiger – 1st Grade

Tiger Bites
Personal Fitness
Required

Requirement 4



Tiger Time to Sleep

Snapshot of Activity

Cub Scouts with their parent or legal guardian establish a good bedtime.



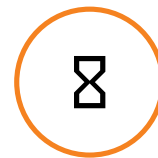
Indoor



1



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies are needed

Directions

Before the meeting:

1. Review content at the [CDC website about sleep](#).
2. Share the link to the [CDC website about sleep](#) with adult partners. Let them know that at the next meeting you will be discussing the importance of sleep.

During the meeting:

1. Gather Cub Scouts and adult partners.
2. As Cub Scouts and adult partners why do they think getting enough sleep is important.
3. Share with the den that one way to make sure you get enough sleep is to set a time when you go to bed.
4. Have adult partners discuss with their Cub Scouts when they have to wake up and have enough time to get ready for school based on the need for them to get 9 to 12 hours of sleep.

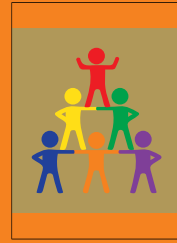
[Back to Tiger Bites Requirements](#)

Tiger – 1st Grade

Team Tiger

Citizenship

REQUIRED



Snapshot of Adventure

Citizenship is one of the four aims of the Scouting America program. For Tigers citizenship begins at home and their den. They will explore how they can contribute to their home and community.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals.

Watch this video about [Service Projects in Cub Scouting](#) (6:44) Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

Before starting this Adventure complete the following:

- Use the [Service Project Planning Checklist](#) to plan your den or pack service project.
- Review the [SAFE Project Tool Use](#) is an at-a-glance reference for service projects, not crafts. It includes age guidelines for tools and types of allowed activities allowed for service projects.

During the Adventure

- Give time for proper training on the use of the tools that will be used to complete the project to all youth and adults.
- Provide continuous, qualified adult supervision and discipline during the project.
- Following all manufacturer's literature and age and skill restrictions shall supersede the recommendations in the publication. If there is a conflict, leaders shall follow the most restrictive guidelines.

Lion and Tiger use of paint brushes – The project tool use indicates a restriction on Lions and Tigers using paint brushes. This is in the context of a service project and not for craft-related projects. A service project that requires painting is likely above the skill level of a Lion or Tiger. Painting for arts and crafts is allowed and encouraged for Lions and Tigers.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Team Tiger.

Requirement 1

Play a game with your den, or family members that has a set of rules. Discuss why rules are important to the game you are playing.

- Card Game – Play a game of [Go Fish!](#)
- Play a game of [cornhole](#).
- Play a game of [kickball](#).

Requirement 2

With your Tiger Adult Partner, choose a job that will help your team. Follow through by doing that job at least once.

- Participate in a [flag-raising ceremony](#) for your school.
- [Tiger den serve as greeters](#) for the pack meeting.
- Help [set up and clean up](#) for a pack meeting.

Requirement 3

Play a game that requires at least 2 teams with your den, or two other family members. Afterwards discuss what it means to be part of a team and what makes a good team member.

- Play a game of [charades](#) with your den.
- Play a game of Tiger [Volleyball](#).
- Play a game of [wiffle ball](#) with the den.

Requirement 4

Participate in a service project.

- [Collect game boards for a community center](#).
- [Sock drive](#) service project.
- Participate in your [Council-sponsored Scouting for Food](#) event.

[Back to Required Adventures](#)

Tiger – 1st Grade

Team Tiger
Citizenship
Required



Requirement 1

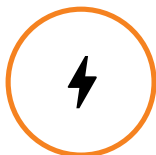
Card Game – Go Fish

Snapshot of Activity

Play a game of Go Fish!



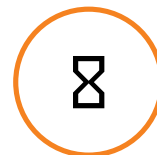
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- A standard deck of playing cards – one deck for every four members of the den, including adult partners.
- Tables
- Chairs

Directions

Before the meeting:

1. Become familiar with the rules and how to play “Go Fish!” Learn to play by visiting the Bicycle Cards website [Go Fish!](#)
2. Set up the meeting room to allow space for groups of four to play Go Fish! Place a deck of cards at each station.

During the meeting:

1. Gather Cub Scouts and adult partners and divide them into groups of four, keeping adult partners together with their Cub Scouts. You can have a group of 2 or 3.
2. Ask Cub Scouts why following rules in a game is important. Ask Cub Scouts which points of the Scout Law they should follow when they are playing a game and why.
3. Review the rules to playing Go Fish!
4. Have the groups play at least one round of Go Fish!

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Team Tiger
Citizenship
Required

Requirement 1



Tigers Play Cornhole

Snapshot of Activity

Tigers Play Cornhole.



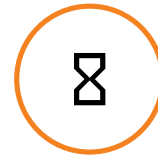
Outdoor



3



5



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

Check with adult partners in the den to see if someone already owns cornhole boards that can be used by the den. This activity includes instructions on how to make a set of cornhole boards. Once built, the cornhole boards can be used for years to come by other dens and the pack. It's a great game to have available at pack meetings or campouts.

- Cornhole boards – one set for every four members of the den, including adult partners
- If building cornhole boards:
 - - 4 48-inch 2x4s
 - 4 21-inch 2x4s
 - 2 24x48-inch sheets of ½-inch plywood
 - 4 11 ½-inch 2x4s
 - Deck screws
 - Carriage bolts, washers, and wing nuts
 - 120-grit sandpaper
 - Water-based polyurethane
 - Tape Measure
 - Table saw
 - Scribe tool
 - Power drill
 - 6-inch hole saw (bit)
 - Jigsaw
 - Clamps
 - Paintbrush
 - Paint roller
 - Foam brushes
- Cornhole beanbags – a set of four (different colors) for every four members of the den, including adult partners

Directions

Before the meeting:

1. Visit the [American Cornhole Association website](#) and become familiar with the rules of cornhole.
2. Keep the rules simple and adjust the distance of the cornhole boards to bring them closer so Cub Scouts can compete.
3. Contact the families in the den to identify a parent or adult partner that has cornhole boards that can be used for the meeting or someone who is willing to build cornhole boards.
4. Gather cornhole boards or build them, see additional resources for instructions on how to build cornhole boards.
5. Set up a cornhole course for every four people in the den, including adult partners in an area that is free of hazards.

During the meeting:

1. Gather Cub Scouts and adult partners and divide them into groups of four, keeping adult partners together with their Cub Scouts. If necessary, you can have a group of two to create even teams. Cornhole is played with either two players or teams of two vs. another team of two.
2. Ask Cub Scouts why following rules in a game is important. Ask Cub Scouts which points of the Scout Law they should follow when they are playing a game and why.
3. Review the rules to cornhole and how to score.
4. Cornhole is played with two teams, each consisting of one player (singles) or two players (doubles).
5. Players throw their bags, in an underhand motion from next to each side of the board.
6. Players alternate turns to throw their cornhole bags toward the opposite board.
7. After each team has thrown four bags, players take the score and resume throwing to the opposite board.
8. The team who scored points in the previous round goes first in the next round. If it was tied, the team who went first in the last round gets to go first again.
9. The objective is to be the first team to score 21 points.
10. A cornhole bag that goes through the hole is worth 3 points.
11. A cornhole bag that lands on the board and stays there is worth 1 point.
12. A cornhole bag that lands on the ground or bounces onto the board is worth 0 points.
13. Have Cub Scouts and adult partners play at least one round of cornhole together.

Additional Resources

Building cornhole boards from [Ask This Old House](#)

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Team Tiger
Citizenship
Required

Requirement 1



Tigers Play Kickball

Snapshot of Activity

Play a game of kickball.



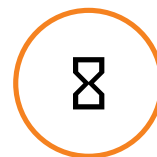
Outdoor



5



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 10-inch rubber kickball
- 4 baseball bases

Directions

Before the meeting:

1. Visit the [World Kickball Association website](#) and become familiar with the rules of kickball.
2. Keep the rules simple and adjust the distance of the kickball field so Cub Scouts can compete.
3. Identify a space clear of obstacles and hazards to lay out the kickball field.
4. Layout the kickball field using baseball bases.
5. If the kickball field you are using is not at your regular meeting location, send a reminder to all parents, legal guardians, and adult partners in the den about the date, time, and location of the den meeting.

During the meeting:

1. Gather Cub Scouts and adult partners and divide them into two teams, keeping adult partners together with their Cub Scouts.
2. Ask Cub Scouts why following rules in a game is important. Ask Cub Scouts which points of the Scout Law they should follow when they are playing a game and why.
3. Review the rules to kickball and how to score, rules are like baseball.
4. To begin, one team will be in the outfield and the other will be the kicking team.
5. A member of the outfield team is the pitcher and begins the game by rolling the ball to the first kicker on the kicking team.
6. Once the kicker kicks the ball, they run around the bases in order.
7. If the ball lands in the foul zone, the kicker must try again, and the foul will count as a strike.
8. If the ball is caught without touching the ground the kicker is out.
9. When running bases, a kicker can be out if they are touched with the ball while it is in the hands of an opposing team member when they are off the base.
10. You may not throw the kickball at someone to get them out.
11. A team gets three outs before the team switches to the outfield.
12. The team with the most points

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Team Tiger
Citizenship
Required

Requirement 2



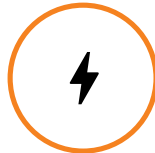
Tiger Flag Ceremony

Snapshot of Activity

Participate in a flag-raising ceremony for your school.



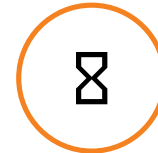
Travel



3



3



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Flagpole
- United States flag
- Cub Scouts will need to be in their full uniform

Directions

Before the meeting:

1. Become familiar with [United States flag etiquette](#).
2. Contact a local school to identify an opportunity for the den to conduct a flag-raising ceremony.
3. Ask that after the ceremony that the principal meet with the Cub Scouts to thank them.

4. Become familiar with how to raise the United States flag. There are several variations to conducting a flag ceremony. Keep the ceremony simple and give plenty of time for Cub Scouts to practice raising the flag before doing so in front of an audience.
 - The United States flag is to be flown in a position of honor. If flown with other flags on the same pole, the United States flag is displayed on top. If it is flown with other flags that are on separate poles near the United States flag flies on the tallest pole.
 - It takes at least three people to raise the United States flag to form the color guard. Two unfold the flag and hold it while the third person attaches the flag and raises the flag. As the flag is being raised the two holding the flag ensure that the flag does not touch the ground and that the lines the flag is attached to remain untangled.
 - If you have more Cub Scouts participating, they may join the color guard and simply walk with them to and from the flagpole, this counts as meeting the requirement.
 - When the United States flag is being raised it is to be done quickly. When it is coming down it is to be done slowly.
 - Those who are near the flagpole are asked to stop and stand.
 - The adult leader calls out "Attention!"
 - Then they call out "Color guard advance." The Cub Scouts who are raising the flag move to the flagpole with any other Cub Scouts following.
 - The adult leader calls out "Color guard, raise the colors." The Cub Scouts then attach the United States flag and wait.
 - Once the flag is attached the adult leader calls out "Scouts salute." All Cub Scouts, except the three who are raising the flag, give the Cub Scout salute. The three Cub Scouts raise the flag. Once the flag reaches the top, the Cub Scouts tie off the line, and then salute the flag.
 - Once everyone is saluting the leader then calls out "Two." All Cub Scouts then stop giving the salute.
 - The adult leader calls out "Color guard, dismissed." All Cub Scouts then return to where they started.
5. At prior den meetings give time for Cub Scouts to practice raising the flag.
6. Send a meeting reminder to all parents, legal guardians, and adult partners to remind them of the date, time, and location of the flag ceremony.

During the meeting:

1. Gather Cub Scouts and adult partners at least 30 minutes prior to the ceremony.
2. Conduct a walk-through of the ceremony.
3. Conduct the flag ceremony.
4. Have the principal thank the Cub Scouts.

After the meeting:

1. Send a thank you note to the school principal.

Additional Resources

[U.S. Department of Veterans Affairs Guidelines for the Display of the Flag](#)

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Team Tiger
Citizenship
Required



Requirement 2

Tiger Greeter

Snapshot of Activity

Tiger den(s) serve as greeters for the pack meeting.



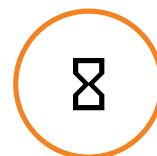
Indoor



2



1



4

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- At least one Cub Scout and adult partner

Directions

Before the meeting:

1. Contact the Cubmaster and identify a pack meeting where the den can come early to greet everyone.
2. Send a reminder to all parents, legal guardians, and adult partners in the den the date, time, and location of the pack meeting that the den will greet people when they arrive.

During the meeting:

1. Gather the Cub Scouts and adult partners 30 minutes before the pack meeting.
2. Have Cub Scouts and adult partners practice different ways to welcome people as they arrive.
3. Assign locations for Cub Scouts and adult partners at entrances to greet people.
4. Have everyone in place and ready 10 minutes before the pack meeting.
5. When people arrive greet them and welcome them.

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Team Tiger
Citizenship
Required

Requirement 2



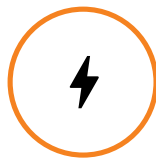
Tigers Help Clean Up

Snapshot of Activity

Help set up and clean up for a pack meeting.



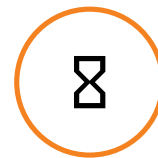
Indoor



3



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 2 pieces of paper
- Magic marker

Directions

Before the meeting:

1. Contact the Cubmaster and identify a pack meeting where the den can come early to set up the meeting space and stay after the meeting to clean up.
2. Send a reminder to all parents, legal guardians, and adult partners in the den the date, time, and location of the pack meeting that the den will help set up and clean up.
3. Discuss with the Cubmaster or other adult leaders in the pack on how to get access to the meeting location early.
4. Discuss with the Cubmaster or other adult leaders in the pack on what needs to be done to set up for the meeting and what needs to be done to clean up after the meeting.
5. Write a list of things that need to be done to set up the room on one sheet of paper. For example:
 - Set up tables and chairs
 - Place the United States flag and pack flag on the stage
 - Set up a table for advancements
 - Unlock bathrooms
6. Write a list of things that need to be done to clean up the room on one sheet of paper. For example:
 - Fold tables and chairs and put them away
 - Place the United States flag and pack the flag in the closet
 - Lock bathrooms
 - Sweep the floor

During the meeting:

1. Gather the Cub Scouts and adult partners at least 30 minutes prior to the pack meeting.
2. Review the list of things that need to be done to set up and what to do to clean up.
3. Make assignments of Cub Scouts and adult partners on what they will do.
4. Set up the room for the pack meeting.
5. After pack meeting clean up.

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Team Tiger
Citizenship
Required



Requirement 3

Tiger Charades

Snapshot of Activity

Play a game of charades with your den.



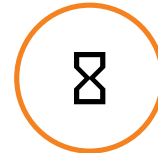
Indoor



3



2



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 3"x5" index cards
- Pen
- Large basket
- Timer

Directions

Before the meeting:

1. Become familiar with how to play charades.
2. Write down items that will be used for charades on the index cards.
 - A Lion
 - A Tiger
 - A Wolf
 - A Bear
 - A Scout
 - Going on a camping trip
 - Going on a hike
 - Starting a fire
 - Being friendly
 - Being brave
 - Being clean
3. Mix cards up and place in basket

During the meeting:

1. Divide the den into two teams, including adult partners.
2. Review how to play charades.
3. Keep the rules simple.
4. The first team picks someone to go first. That Cub Scout picks a card from the cards in the basket and looks at what is on it without showing it to anyone.
5. Set the timer for 2 minutes.
6. The Cub Scout does their best to act out what is on the card. Their team tries to guess what it is before the timer dings. If they guess correctly in time, they get a point. If they do not guess, the card goes back into the basket.
7. The second team then selects a card from the basket.
8. Continue going back and forth until all the cards have been selected.

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Team Tiger
Citizenship
Required

Requirement 3



Tiger Volleyball

Snapshot of Activity

Play a game of Tiger Volleyball.



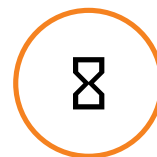
Outdoor



5



4



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Backyard volleyball net set to 5 ft. in height
- 14-inch inflatable beach ball
- 4 orange sports cones

Directions

Before the meeting:

1. Visit the [USA Volleyball website](#) and become familiar with the simplified youth rules of volleyball.
2. Modify the size of the court to fit the number of Cub Scouts and adult partners in your den.
3. Set up the volleyball net and court in an area that is free of hazards. Use the orange sports cone to mark the corners of the court.

During the meeting:

1. Divide the den into two teams, including adult partners.
2. Ask Cub Scouts why following rules in a game is important. Ask Cub Scouts which points of the Scout Law they should follow when they are playing a game and why.
3. Discuss what it means to be part of a team and ask Cub Scouts what they will do to be good members of their team.
4. Review how to play Tiger volleyball.
5. Keep the rules simple.
6. The objective is to score a point by the beach ball landing on the opponent's side of the court.
7. A team cannot hit the ball more than four times and a player cannot hit it more than once at a time, if they do the other team gets a point.
8. If the ball goes out of bounds the team that didn't touch the ball last gets a point.
9. Cub Scouts and adult partners play Tiger volleyball.
10. Look for opportunities to recognize good sportsmanship.

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Team Tiger
Citizenship
Required

Requirement 3



Tiger Wiffle Ball

Snapshot of Activity

Play a game of wiffle ball with the den.



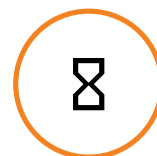
Outdoor



4



3



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Wiffle ball
- Wiffle ball bat
- Clipboard
- Paper
- Pencil

Directions

Before the meeting:

1. Visit the [Wiffle Ball website](#) and become familiar with the rules of Wiffle ball.
2. Set up an area free of hazards for the Wiffle ball field.

During the meeting:

1. Divide the den into two teams, including adult partners.
2. Ask Cub Scouts why following rules in a game is important. Ask Cub Scouts which points of the Scout Law they should follow when they are playing a game and why.
3. Discuss what it means to be part of a team and ask Cub Scouts what they will do to be good members of their team.
4. Review how to play Wiffle ball.
5. One team plays the outfield, and the other is at bat.
6. The rules are similar to baseball but there are no bases to run. Bases are earned based on the distance the ball lands if it is not caught.
7. Track the bases and points on a piece of paper.
8. Play at least two innings.

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Team Tiger
Citizenship
Required

Requirement 4



Board Game Collection

Snapshot of Activity

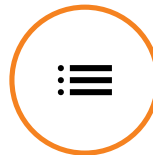
Collect game boards for a community center.



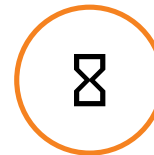
Indoor



3



2



4

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 18" x 14" x 12" cardboard boxes, one for each collection site
- 11" x 17" pieces of paper, one for each Cub Scout
- Markers and crayons, enough to share

Directions

This activity will take one den meeting and two pack meetings. The den meeting for Cub Scouts to decorate boxes and flyers for the game board drive. The pack meetings to distribute the flyers and one pack meeting to collect the board games.

During the meeting:

1. Inform Cub Scouts that they will be conducting a sock drive and the name receiving organization. Include who the organization serves and the need for socks.
2. Explain that today the den will decorate donation boxes and make promotional flyers to hand out at the next pack meeting.
3. Explain that the collection boxes and flyers should include the date of the next pack meeting when the board games will be collected, and the organization that will receive the board games.

At the next pack meeting:

1. Cub Scouts greet fellow Cub Scouts and collect board games placing them in the collection boxes.
2. Ask the Cubmaster to recognize the den for their project.

After the pack meeting:

1. Deliver the donated games to the agreed-upon facility.

[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Team Tiger
Citizenship
Required



Requirement 4

Sock Drive

Snapshot of Activity

Sock drive service project.



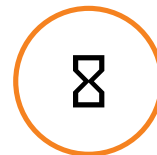
Indoor



3



2



4

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 18" x 14" x 12" cardboard boxes, one for each collection site
- 11" x 17" pieces of paper, one for each Cub Scout
- Markers and crayons, enough to share

Directions

This activity will take two meetings. One will be for Cub Scouts to decorate boxes and posters for the sock drive. The other will be collecting and donating the socks.

Before the meeting:

1. Identify a local homeless or transitional shelter that takes clothing donations. Meet with them to discuss conducting a sock drive. Identify details and dates.
2. Share details of the drive with all parents, legal guardians, and adult partners in the den.

During the meeting:

1. Inform Cub Scouts that they will be conducting a sock drive and the name receiving organization. Include who the organization serves and the need for socks.
2. Explain that today the den will decorate donation boxes and make promotional posters.
3. Explain that the posters and collection boxes should include the date when the socks will be collected, the pack number and den, and the organization that will receive the socks.

After the meeting:

1. Deliver the donation boxes to the agreed-upon collection locations.
2. After one week collect the boxes and deliver them to the recipient organization.
3. At the next pack meeting ask Cubmaster to recognize the den for their project.

Tiger – 1st Grade

Team Tiger
Citizenship
Required

Requirement 4



Tiger Scouting for Food

Snapshot of Activity

Participate in your Council-sponsored Scouting for Food event.



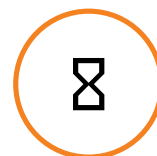
Travel



3



1



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- [Activity Consent Form](#)
- Collection bags provide by local council
- Vehicle to carry collected food such as a truck or van
- Map of area to distribute bags and collect food donations
- Check with local council for any additional items

Directions

Before the Meeting:

1. Contact your local Council to participate in Scouting for Food collection event.
2. Review council provided materials for Scouting for Food event.
3. Communicate the details to the parents and legal guardians of your Cub Scouts.
4. Distribute [Activity Consent Form](#) to the patrol.
5. Confirm with local council the area to distribute bags and collect food donations.
6. Confirm with local council the location of drop off for donations.
7. Get collection bags provided by local council.
8. Communicate date, time, and location for bag distribution to the patrol.
9. Communicate date, time, and location for food collection distribution to the patrol.
10. Refer to your council-provided resources for any additional items to be completed before the event.

During collection bag distribution:

1. Collect [Activity Consent](#) Form for each Cub Scout.
2. Create buddies.
3. Assign area for buddies to distribute collection bags.
4. Review how to approach residences safely and politely as they distribute collection bags.
5. Remind Cub Scouts that it is illegal to place collection bags in or on mailboxes.

During food donation collection:

1. Collect [Activity Consent](#) Form for each Cub Scout.
2. Create buddies.
3. Assign area for buddies to collect donations.
4. Review how to approach residences safely and politely if there is no donated food left out.
5. Take donated food to the assigned collection point.

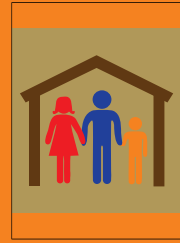
[Back to Bobcat Requirements](#)

Tiger – 1st Grade

Team Circles

Family and Reverence

REQUIRED



Snapshot of Adventure

It is important to know that the Scouting America has a religious element as a part of the program as stated in the Scout Oath and Scout Law. However, the Scouting America is absolutely nonsectarian in its attitude toward a member's religion or faith. The Scouting America policy is that the home and organizations or group with which the member is connected shall give definite attention to religious life.

In this Adventure, the Tigers learn about their family by exploring the faith traditions and celebrations that make being part of their family special. Tigers may earn this Adventure by completing the requirements for the Adventure OR by earning the religious emblem of their choosing.

This Adventure is commonly done at home with the Cub Scout's family. If it is being done as a den activity, ensure that every parent and guardian is aware of the content and the activities that the den will do and allow for parent to opt out of doing as a den activity and choose to complete the requirement at home.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

Complete the following requirements

Family & Reverence Adventure

This Adventure may be earned by completing the requirements below **OR** by completing a Religious Emblem of the Cub Scouts family's choosing.

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Tiger Circles.

Requirement 1

With your parent or legal guardian talk about your family's faith traditions. Identify three holidays or celebrations that are part of your family's faith traditions. Draw a picture of your favorite family's faith tradition holiday or celebration.

- [Draw and color a favorite faith tradition](#) holiday or celebration.

Requirement 2

With your family, attend a religious service OR other gathering that shows how your family expresses Family & Reverence.

- Cub Scouts [attend a religious celebration](#) with their family.
- [Attend a religious service](#) with your family.
- [Attend a Veterans Day event](#) with your den

Requirement 3

Carry out an act of kindness.

- [Make a card of kindness](#) to give to someone special
- Cub Scouts [perform an act of kindness at home](#).
- Cub Scouts [show kindness at school](#) by inviting someone who is alone to join them.

[Back to Required Adventures](#)

Tiger – 1st Grade

Tiger Circles
Family and Reverence
Required

Requirement 1



Tiger Holiday Drawing

Snapshot of Activity

Draw and color a favorite faith tradition holiday or celebration.



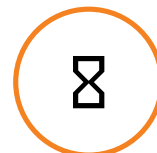
Indoor



2



2



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 25
- Crayons

Directions

At Home Option

1. Discuss with your Cub Scout your family's faith traditions that are connected to your religious beliefs.
2. Together with your Cub Scout draw your favorite religious holiday, religious celebration, or family faith tradition. Some family traditions are things your family may do together during these times that are not directly connected to your religious beliefs. For others, it may be cooking a certain type of food, playing a certain game, or singing certain songs.

Den Meeting Option

Before the meeting:

1. Create a space for Cub Scouts to draw and color.

During the meeting:

1. Share with Cub Scouts that a Cub Scout is reverent and that means that they are faithful to their religious obligations and respect the beliefs of others.
2. Share with Cub Scouts that religious holidays or celebrations are times for families and communities to come together. There are also family traditions that are connected to these events. This may include cooking a type of food, playing a special game, or singing certain songs.
3. Ask the Cub Scouts to think about their family's faith traditions and draw a picture of it.
4. After everyone has completed their drawing, allow time for sharing.

Tiger – 1st Grade

Tiger Circles
Family and Reverence
Required

Requirement 2



Tiger Religious Celebration

Snapshot of Activity

Cub Scouts attend a religious celebration with their family.



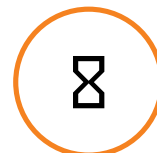
Travel



2



1



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 26
- Crayons

Directions

Many religions and faiths have celebrations based on major life events such as birth, coming of age, and getting married. The celebration you attend does not have to be the same as your family's faith.

Before the celebration

1. Cub Scout and parent(s) discuss the celebration they will attend.
 - What is being celebrated?
 - How does the celebration connect with that religion or faith?
 - How often is the celebration?
2. Have Cub Scout complete activity on page 26 of their Tiger handbook.

During the celebration

1. Cub Scouts attend a religious celebration with their parent(s).
2. After the celebration Cub Scout and parent(s) discuss what they took away from the service.
 - How did it make you feel?
 - Is there something that inspired you?
 - What parts of the celebration did they like the most?

[Back to Tiger Circles Requirements](#)

Tiger – 1st Grade

Tiger Circles
Family and Reverence
Required

Requirement 2



Tiger Religious Service

Snapshot of Activity

Attend a religious service with your family.



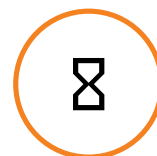
Travel



2



1



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 26
- Crayons

Directions

Before the service

1. Cub Scout and parent(s) discuss the service they will attend
 - What is the significance of this service?
 - How often is this service performed?
 - Is the service divided into different parts? If so, what are they?
2. Have Cub Scout complete the activity on page 26 of the Tiger Handbook.

During the service

1. Cub Scouts attend a religious service with their parent(s).
2. After service Cub Scout and parent(s) discuss what they took away from the service
 - How did it make you feel?
 - Is there something that inspired you?
 - What parts of the service did they like the most?

[Back to Tiger Circles Requirements](#)

Tiger – 1st Grade

Tiger Circles
Family and Reverence
Required

Requirement 2



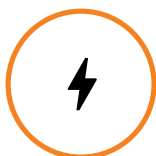
Tiger Veterans Day

Snapshot of Activity

Attend a Veterans Day event with your den.



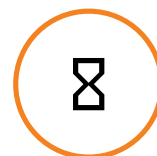
Travel



3



1



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- [Activity Consent Form](#)

Directions

Before the meeting:

1. Veterans Day is November 11th because World War I officially ended on the 11th hour of the 11th day of the 11th month. Veterans Day honors those who served in the military. This is different from Memorial Day where those who served and died are honored.
2. Identify Veterans Day activities in your community that your den can attend.
3. Notify parents and guardians of the activity, date, time, and location.

During the meeting:

1. Gather the Cub Scouts and explain what Veterans Day is about.
2. Ask Cub Scouts what are some ways they can show their appreciation to a veteran.
3. Attend the Veterans Day activity.
4. Afterwards ask Cub Scouts what they liked best about the activity.

[Back to Tiger Circles Requirements](#)

Tiger – 1st Grade

Tiger Circles
Family and Reverence
Required

Requirement 3



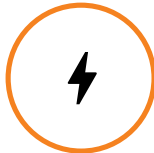
Tiger A Note of Kindness

Snapshot of Activity

Make a card of kindness to give to someone special.



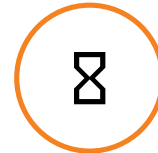
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 27
- Crayons, enough to share
- Scissors

Directions

Before the meeting:

1. Set up the meeting space for Cub Scouts to complete activity on page 27 of the Tiger Handbook.

During the meeting:

1. Ask Cub Scouts things that they can do to be kind to other people.
2. Share that one way to be kind is to give someone a card that tells them how special they are to you.
3. Have Cub Scouts make cards using page 27 of the Tiger handbook.
4. Have Cub Scouts cut out the card with help from their adult partner.
5. Ask adult partners to help the Cub Scout send the card to the person they made it for.
6. Encourage Cub Scouts to always look for opportunities to perform acts of kindness and that being kind is part of being a Cub Scout because it is in the Scout Law.

[Back to Tiger Circles Requirements](#)

Tiger – 1st Grade

Tiger Circles
Family and Reverence
Required

Requirement 3



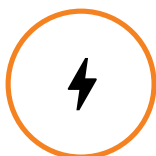
Tiger Be Kind at Home

Snapshot of Activity

Cub Scouts perform an act of kindness at home.



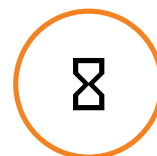
Indoor



2



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies needed

Directions

Before the meeting:

1. Ask Cub Scouts at a prior meeting what are some ways they can show kindness at home.
2. At a prior meeting give Cub Scouts the assignment to conduct an act of kindness at home.

During the meeting:

1. At the next meeting have Cub Scouts share their act of kindness and how it made them feel.
2. Encourage Cub Scouts to always look for opportunities to perform acts of kindness and that being kind is part of being a Cub Scout because it is in the Scout Law.

[Back to Tiger Circles Requirements](#)

Tiger – 1st Grade

Tiger Circles
Family and Reverence
Required

Requirement 3



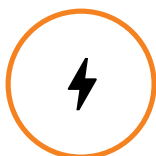
Tiger Be Kind at School

Snapshot of Activity

Cub Scouts show kindness at school by inviting someone who is alone to join them.



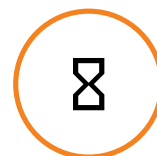
Indoor



2



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies needed

Directions

Before the meeting:

1. At a prior meeting give Cub Scouts the assignment to conduct an act of kindness at school.
2. Describe that this could be asking someone who is sitting alone at lunch to join them or someone who is alone on the playground to join them.

During the meeting:

1. At the next meeting have Cub Scouts share their act of kindness and how it made them feel.
2. Encourage Cub Scouts to always look for opportunities to perform acts of kindness and that being kind is part of being a Cub Scout because it is in the Scout Law.

[Back to Tiger Circles Requirements](#)

Tiger – 1st Grade

Tiger's Roar

Personal Safety

REQUIRED



Snapshot of Adventure

In partnership with the Barbara Sinatra Children's Center Foundation, Tigers will learn about the "Protect Yourself Rules" and other skills needed to stay safe.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure:

- Review the [Scouting America Youth Protection](#) content.
- Review the [Protect Yourself Rules-Tiger](#) video.
- This Adventure may be completed at home or as a den. Prior to the meeting inform parents, legal guardians, and adult partners of the Adventure and content. See the document "Tiger's Roar 1 Parent Notification" found in the Additional Resources section for Requirement 1.

During the Adventure:

- There is a chance that a child may disclose a situation that causes suspicion of abuse. If you suspect a child is being abused follow the reporting guidelines found on the [Scouting America Youth Protection](#) site.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Tiger's Roar.

Requirement 1

With permission from your parent or legal guardian watch the Protect Yourself Rules video for the Tiger rank.

- [Watch the Protect Yourself Rules video](#) with your parent or legal guardian.

Requirement 2

With your Tiger adult partner, demonstrate Shout, Run, Tell as explained in the Protect Yourself Rules video.

- A relay race where Cub Scouts will demonstrate [Shout, Run, Tell](#).

Requirement 3

With your Tiger adult partner, demonstrate how to access emergency services.

- [Emergency Services 911 Safety Relay](#)
- Teach Cub Scouts how to use a [smart phone to reach emergency services \(911\)](#)
- Teach your Cub Scout how to use your [home voice-activated devices](#) to contact emergency services

Requirement 4

With your Tiger adult partner, demonstrate that you know what to do if you get lost or separated.

- Cub Scouts will [blow whistles](#) and demonstrate how to use the whistle if they get lost.
- A twist on [hide and seek](#) where after 5 minutes Cub Scouts use methods learned to be found.
- Cub Scouts create a [Pinewood Derby driver's license](#) that doubles as an ID card.

[Back to Required Adventures](#)

Tiger – 1st Grade

Tiger's Roar
Personal Safety
Required

Requirement 1



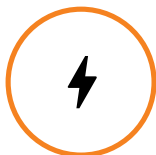
Protect Yourself Rules Video Tiger

Snapshot of Activity

Watch the Protect Yourself Rules video with your parent or legal guardian.



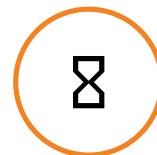
Indoor



1



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Parent Notification found in Additional Resources
- Computer or smart device
- Internet connection to view the "[The Protect Yourself Rules-Tigers](#)" video (duration 13 minutes)
- Or download video onto device if internet is not available where you will be watching.

Directions

Before the meeting:

1. Inform parents, legal guardians, and adult partners of the Adventure and content. See the document "Tiger's Roar 1 Parent Notification" found in the Additional Resources section.

During the meeting or at home:

1. Parent or legal guardian watch the "Protect Yourself Rules" video with their Cub Scout.

Additional Resources

[Tiger's Roar 1 Parent Notification](#)

[Back to Tiger's Roar Requirements](#)

Tiger – 1st Grade

Tiger's Roar
Personal Safety
Required

Requirement 2



Shout, Run, Tell Relay

Snapshot of Activity

A relay race where Cub Scouts will demonstrate Shout, Run, and Tell.



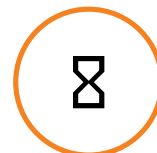
Indoor



5



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Parent Notification found in Additional Resources
- At least 4 Cub Scouts

Directions

Before the meeting:

1. Review the [Scouting America Youth Protection](#) content.
2. Review [The Protect Yourself Rules-Tigers](#) video.
3. Inform parents, legal guardians, and adult partners of the Adventure and content. See the document "Tiger's Roar Parent Notification" found in the Additional Resources section.

During the meeting:

1. Gather the Cub Scouts and adult partners
2. Have Cub Scouts line up single file with each youth about 10 yards away from their adult partner.
3. Explain how to play the relay.
4. Give the signal "Go," the first Cub Scout in line will yell something like "No!" or "Stay away from me!" or anything else they would say if someone did something that made them feel uncomfortable. This is practicing the "Shout" part of Shout, Run, Tell.
5. The first Cub Scout will then run to their adult partner. This is practicing the "Run" part of Shout, Run, Tell.
6. When they arrive at their adult partner they say, "I need to tell you something." This is practicing the "Tell" part of Shout, Run, Tell.
7. The next Cub Scout gets a turn. Repeat until all the Cub Scouts have had a chance to practice how they would Shout, Run and Tell. During this activity, allow each Cub Scout to come up with what they want to shout.

Additional Resources

[Tiger's Roar 1 Parent Notification](#)

[Back to Tiger's Roar Requirements](#)

Tiger – 1st Grade

Tiger's Roar
Personal Safety
Required

Requirement 3



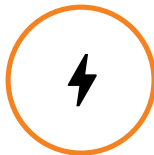
Emergency Services 911 Relay Race

Snapshot of Activity

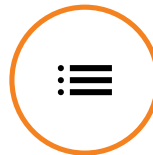
Emergency Services 911 Safety Relay



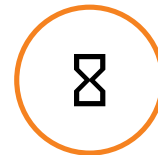
Indoor



4



4



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Tiger handbook, page 23
- Pencil or pen
- 3"x5" index cards
- marker

Directions

Before the meeting:

1. Inform adult partners to come with the names and phone numbers of five trusted adults. These trusted adults should have been identified in the Bobcat requirement for the exercises in the pamphlet "How to Protect Your Child from Child Abuse: A Parent's Guide".
2. Set up the meeting space to allow Cub Scouts and adult partners to work on the activity on page 23 of the Tiger Handbook.
3. Set up an area free of obstacles to conduct a relay race.
4. Secure additional adult leadership to assist with relay race.
5. Make two sets of cards for the relay race. On a 3"x5" index card writes one scenario below. On the front write the scenario on the back write the answer.
 - If you see someone breaking into a car? (yes)
 - If your brother or sister breaks your toy? (no)
 - If you are with a friend and they fall and are bleeding a lot? (yes)
 - If you fall down and scrap your elbow? (no)
 - If you see a building on fire? (yes)
 - If you can't find your homework? (no)
 - If you see a car get into an accident? (yes)
 - If a stranger approaches you and asks you to get in their car? (yes)

During the meeting:

1. Have Cub Scouts open their handbook to page 23.
2. Ask Cub Scouts if they know how to contact emergency services using a smartphone.
3. Ask adult partners to pull out their smartphones and show their Cub Scout how to access emergency services using their phones. If an adult partner does not have a smart phone have them demonstrate how to dial 911 on the activity sheet.
4. Discuss when it is appropriate to call emergency services, 911, and what to expect when they call. Police officers, firefighters, and EMTs are busy helping people with real emergencies, it is important never to call 911 except in a real emergency.
If you need to call 911, remember:
 - Always know where you are.
 - Do not hang up!
 - Answer all the dispatcher's questions. The dispatcher is the person who answers the phone.
 - Never be afraid to call if you have a real emergency. They can help you at any time of the day or night.
5. Divide the den into two teams, including adult partners. The teams each create a single file line. 20 feet away the den leader and one other adult stand with a deck of scenarios cards. On the signal, the first person for each team will run to their assigned adult who has a deck of scenario cards. The adult will show the scenario (and read it for Cub Scouts) and the person has to say yes or no if they should call 911. If they get it correct, they run back to their team and sit down. If they get it wrong, they run back to their team and they must go again, they repeat until they get it right. The first team to have everyone sitting wins.
6. After the relay race, ask adult partners to then discuss the five trusted adults with their Cub Scout and write their phone numbers on the activity sheet.

[Back to Tiger's Roar Requirements](#)

Tiger – 1st Grade

Tiger's Roar
Personal Safety
Required

Requirement 3



Smart Phone Emergency Services

Snapshot of Activity

Teach Cub Scouts how to use a smart phone to reach emergency services (911)



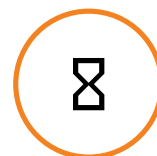
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 23
- Pencils or pens, one for each Cub Scout

Directions

Before the meeting:

1. Inform adult partners to come with the names and phone numbers of 5 trusted adults. These trusted adults should have been identified in the Bobcat requirement for the exercises in the pamphlet "How to Protect Your Child from Child Abuse: A Parent's Guide".
2. Set up the meeting space to allow Cub Scouts and adult partners to work on the activity on page 23 of the Tiger Handbook.

During the meeting:

1. Have Cub Scouts open their Tiger handbook to page 23.
2. Ask Cub Scouts if they know how to contact emergency services using a smartphone.
3. Ask adult partners to pull out their smartphones and show their Cub Scout how to access emergency services using their phones. If an adult partner does not have a smart phone have them demonstrate how to dial 911 on the activity sheet.

4. Discuss when it is appropriate to call emergency services, 911, and what to expect when they call.
Police officers, firefighters, and EMTs are busy helping people with real emergencies, it is important never to call 911 except in a real emergency.
If you need to call 911, remember:
 - Always know where you are.
 - Do not hang up!
 - Answer all the dispatcher's questions. The dispatcher is the person who answers the phone.
 - Never be afraid to call if you have a real emergency. They can help you at any time of the day or night.
5. Ask the following questions and have Cub Scouts raise their hand if they think they should call 911.
 - If you see someone breaking into a car? (yes)
 - If your brother or sister breaks your toy? (no)
 - If you are with a friend and they fall and are bleeding a lot? (yes)
 - If you fall down and scrap your elbow? (no)
 - If you see a building on fire? (yes)
 - If you can't find your homework? (no)
 - If you see a car, get into an accident? (yes)
 - If a stranger approaches you and asks you to get in their car? (yes)
6. Ask adult partners to discuss the five trusted adults with their Cub Scout. Write their phone numbers on the activity sheet.

[Back to Tiger's Roar Requirements](#)

Tiger – 1st Grade

Tiger's Roar
Personal Safety
Required

Requirement 3



Voice Activated Devices Emergency Services

Snapshot of Activity

Teach your Cub Scout how to use your home voice-activated devices to contact emergency services.



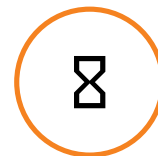
Indoor



2



5



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

This activity is designed to be done at home that already has voice-activated devices so a Cub Scout knows how to use the device in the case of an emergency.

- A voice-activated device such as Amazon Alexa or a voice-activated security system
- Tiger handbook, page 23
- Pencil or pen

Directions

Before the meeting:

1. Be familiar with the device you own and how to contact emergency services with it.
2. The names and phone numbers of five trusted adults. These trusted adults should have been identified in the Bobcat requirement for the exercises in the pamphlet "How to Protect Your Child from Child Abuse: A Parent's Guide".

During the meeting

1. Have your Cub Scout open their Tiger handbook to page 23.
2. Ask your Cub Scout if they know how to contact emergency services using a smartphone.
3. Demonstrate, without actually calling 911, your Cub Scout how to access emergency services using the voice-activated device.

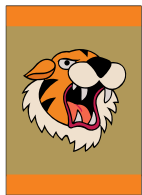
4. Discuss when it is appropriate to call emergency services, 911, and what to expect when they call.
Police officers, firefighters, and EMTs are busy helping people with real emergencies, it is important never to call 911 except in a real emergency.
If you need to call 911, remember:
 - Always know where you are.
 - Do not hang up!
 - Answer all the dispatcher's questions. The dispatcher is the person who answers the phone.
 - Never be afraid to call if you have a real emergency. They can help you at any time of the day or night.
5. Ask the following questions and have Cub Scouts raise their hand if they think they should call 911.
 - If you see someone breaking into a car? (yes)
 - If your brother or sister breaks your toy? (no)
 - If you are with a friend and they fall and are bleeding a lot? (yes)
 - If you fall and scrap your elbow? (no)
 - If you see a building on fire? (yes)
 - If you can't find your homework? (no)
 - If you see a car, get into an accident? (yes)
 - If a stranger approaches you and asks you to get in their car? (yes)
6. Discuss the five trusted adults with your Cub Scout and write their phone numbers on the activity sheet.

[Back to Tiger's Roar Requirements](#)

Tiger – 1st Grade

Tiger's Roar
Personal Safety
Required

Requirement 4



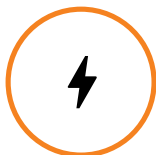
Emergency Whistle Testing

Snapshot of Activity

Cub Scouts will blow whistles and demonstrate how to use the whistle if they get lost.



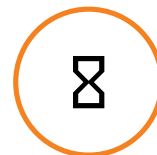
Indoor



2



3



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts bring their whistle which is part of their Cub Scout Six Essentials
- Cub Scouts will need their Tiger handbook, page 24
- Pencils or pens, one for each Cub Scout

Directions

Before the meeting:

1. Remind Cub Scouts and adult partners to bring a whistle. If you have already completed the Tigers In the Wild Adventure, have them bring their whistle which is part of their Cub Scout Six Essentials. If you have not completed the Tigers in the Wild Adventure, inform Cub Scouts and adult partners that having a whistle will be part of other Adventures and something they bring with them whenever participating in outdoor activities.
2. Ensure the location for this activity is in a place where the blowing of whistles will not be a problem.
3. Prepare a space for Cub Scouts and adult partners to work on the activity in their Tiger handbook.

During the meeting:

1. Gather the Cub Scouts and adult partners and check to make sure everyone has their whistle.
2. Ask Cub Scouts why they think it is important to have a whistle with them.
3. Inform Cub Scouts and adult partners that at times a person may get separated from the group they are with when they are outside.

4. Inform Cub Scouts and adult partners that if they ever get separated from the group they are with or get lost, there are three things they can do to increase the chances that they will get found.
 - Stay – Do not go looking or wandering around. When you get lost or separated your group or parents are likely to start looking for you in the last place, they saw you or at places you have been. If you stay where you are, chances are they will come back to that place to look for you.
 - Answer – When you hear your name being called, answer back.
 - Whistle – Use your whistle. Blow your whistle with three short blasts. Do this repeatedly until you are found.
5. Ask Cub Scouts, how do you know if your whistle works? Allow for answers.
6. Now is the time to test your whistle, I want you to blow your whistle with three short blasts and then stop.
7. Allow Cub Scouts to blow their whistles.
8. Gather Cub Scouts and adult partners and have them complete the activity on page 24 of the Tiger handbook.

[Back to Tiger's Roar Requirements](#)

Tiger – 1st Grade

Tiger's Roar
Personal Safety
Required



Requirement 4

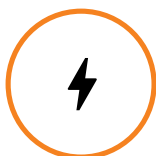
Hide and Seek

Snapshot of Activity

A twist on hide and seek where after 5 minutes Cub Scouts use methods learned to be found.



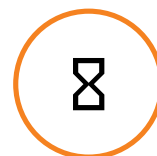
Outdoor



4



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts bring their whistle which is part of their Cub Scout Six Essentials
- Cub Scouts will need their Tiger handbook, page 24
- Pencils or pens, one for each Cub Scout

Directions

Before the meeting:

1. Identify a large area outside that has places to hide and is free of obstacles.
2. Remind Cub Scouts and adult partners to bring a whistle. If you have already completed the Tigers In the Wild Adventure, have them bring their whistle which is part of their Cub Scout Six Essentials. If you have not completed the Tigers in the Wild Adventure, inform Cub Scouts and adult partners that having a whistle will be part of other Adventures and something they bring with them whenever participating in outdoor activities.

During the meeting:

1. Inform Cub Scouts and adult partners that if they ever get separated from the group they are with or get lost, there are three things they can do to increase the chances that they will get found.
 - Stay – Do not go looking or wandering around. When you get lost or separated your group or parents are likely to start looking for you in the last place, they saw you or at places you have been. If you stay where you are, chances are they will come back to that place to look for you.
 - Answer – When you hear your name being called, answer back.
 - Whistle – Use your whistle. Blow your whistle with three short blasts. Do this repeatedly until you are found.

2. Explain the rules of hide, seek, and found
 - This game is like hide and seek but after 5 minutes the team that is hiding follows the stay, answer, and whistle. S.A.W.
 - A Cub Scout and their adult partner will be the first to hide. They will be given 30 seconds to find a place to hide. After 30 seconds the rest of the den will look for them. Cub Scouts and adult partners stick together as they search.
 - If they are found the Cub Scout and adult partner who found them get to hide next.
 - If the Cub Scout and adult partner who are hiding cannot be found after 3 minutes, the den leader blows a whistle once. Now the Cub Scout and adult partner who are hiding have to stay, answer, and whistle.
 - The team that finds them first gets to hide next.
3. After playing the game ask the Cub Scouts was it easier to find someone when they were following stay, answer, and whistle.
4. Gather Cub Scouts and adult partners and have them complete the activity on page 24 of the Tiger handbook.

[Back to Tiger's Roar Requirements](#)

Tiger – 1st Grade

Tiger's Roar
Personal Safety
Required

Requirement 4



Pinewood Derby Driver's License

Snapshot of Activity

Cub Scouts create a Pinewood Derby driver's license that doubles as an ID card.



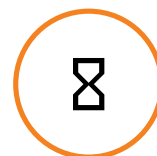
Indoor



3



5



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 20" x 30" project board
- Colored markers
- Scissors
- Camera
- Printer
- Laptop computer
- White card stock paper 8.5" x 11"
- Self-sealing laminating pouches that will fit 3.5" x 2" card stock
- Pinewood Derby Driver's License, found in Additional Resources
- Printer
- Black magic markers, one for each Cub Scout
- Poster putty or sticky putty

Directions

Before the meeting:

1. Make a Pinewood Derby Driver's License:
 - Use the project board and decorate it like a driver's license for your state.
 - Keep an 11" x 8.5" horizontal space empty, this is where the Cub Scout ID form for each Cub Scout will be placed.
 - Cut out the space where the photo would be.
2. Confirm the meeting location has a place for the printer and laptop to be plugged in.
3. Create a space with good lighting to take photos and set up camera and driver's license cut out.
4. Print Pinewood Derby Driver's License, one for each Cub Scout.

During the meeting:

1. Inform Cub Scouts and adult partners that at times a person may get separated from the group they are with when they are outside.
2. Inform Cub Scouts and adult partners that if they ever get separated from the group they are with or get lost, there are three things they can do to increase the chances that they will get found.
 - Stay – Do not go looking or wandering around. When you get lost or separated your group or parents are likely to start looking for you in the last place, they saw you or at places you have been. If you stay where you are, chances are they will come back to that place to look for you.
 - Answer – When you hear your name being called, answer back.
 - Whistle – Use your whistle. Blow your whistle with three short blasts. Do this repeatedly until you are found.
3. Sometimes we may get separated and we may not be able to remember important information like our parent's phone number or our address.
4. Inform Cub Scouts that today you are making special IDs. These IDs will have important information on them in case they get lost, but it will also serve as their license for the upcoming Pinewood Derby.
5. Have Cub Scouts with their adult partners complete the Cub Scout ID form, using the black magic marker. Make sure they write big and clear.
6. Once a Cub Scout has their form completed have them step over to the photo area with their Cub Scout ID form.

Additional Resources

[Pinewood Derby Driver's License](#)

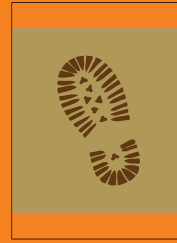
[Back to Tiger's Roar Requirements](#)

Tiger – 1st Grade

Tigers In the Wild

Outdoors

REQUIRED



Snapshot of Adventure

Tigers and adult partners will take a walk to explore the outdoors. Along the way, they can learn about domesticated and wild animals.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

Before starting this Adventure complete the following:

- Review [Age Appropriate Guidelines for Scouting Activities](#).
- Complete the on-line training “Hazardous Weather” training module that is part of the Position Specific Training for den leaders [my.scouting](#). If you have already completed den leader, Cubmaster, or pack committee chair training on-line, then you have completed this module.
- Watch the [Weather Related Safety Moment](#) video (1 minute 48 seconds).
- Review the [Scouting America Annual Health and Medical Record](#) for all Cub Scouts and adults going on the walk and check for any safety concerns.

If there is someone in the den, youth, or adults, who carries an EpiPen due to severe allergies make sure that at least one other adult knows how to administer the EpiPen. To learn more, review this Safety Moment on [anaphylaxis](#). During the Adventure:

- Use the buddy system.
- All adults are to provide active supervision.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Tigers in the Wild.

Requirement 1

Identify the Cub Scout Six Essentials. Show what you do with each item.

- Relay race for Cub Scouts to [identify the Cub Scout Six Essentials](#).
- [Cub Scouts pick out the Cub Scout six essentials](#) from mix of outdoor equipment.
- Flash card activity to [introduce Cub Scouts to the Outdoor Code](#).

Requirement 2

With your den leader or Tiger adult partner, learn about the Outdoor Code.

- Cub Scouts use their Tiger handbook to [create an Outdoor Code puzzle](#).
- [The four C's](#) is a method of introducing the Outdoor Code.

Requirement 3

With your den, pack, or family, take a walk outside spending for at least 20 minutes exploring the outdoors with your Cub Scout Six Essentials. While outside, identify things that you see with your Tiger adult partner that are natural and things that are manmade.

- Adult partners give a clue to something they see outside as Cub Scouts guess what it is and if it is [natural or manmade](#).
- [A game of I Spy](#) that includes objects that are natural or manmade.
- Cub Scouts and adult partners work together to [identify as many things they can that are natural and manmade](#).

Requirement 4

Identify common animals that are found where you live. Learn which of those animals is domesticated and which animal is wild. Draw a picture of your favorite animal.

- Cub Scouts [draw their favorite domesticated and wild animal](#).
- Using [stuffed animals](#) Cub Scouts identify if the animal is wild or domesticated.

Requirement 5

Look for a tree where you live. Describe how this tree is helpful.

- Make a [leaf and bark rubbing of a tree](#).
- Make a [pinecone bird feeder](#) and place it in a tree.
- [Plant a tree](#).

[Back to Required Adventures](#)

Tiger – 1st Grade

Tigers In the Wild
Outdoors
Required

Requirement 1



Grab the Six Essentials

Snapshot of Activity

Relay race for Cub Scouts to identify the Cub Scout Six Essentials.



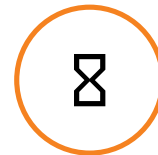
Indoor



5



5



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Tiger handbook for each Cub Scout
- Crayons – enough to share
- Cub Scout Six Essentials (Recommend using small – youth-sized items)
 - Filled Water Bottle
 - Small first aid kit
 - Whistle
 - Flashlight
 - Sun Protection
 - Trail Mix
- Miscellaneous Items (Recommend using small – youth-sized items. Make the items obvious that they are not part of the Cub Scout six essentials.) Suggested list, keep to six items:
 - Sponge
 - Duct Tape
 - Spoon
 - Toilet Paper
 - Washcloth
 - Tennis Ball
- An open cardboard box to place the Cub Scout Six Essentials and miscellaneous items in

Directions

Before the meeting:

1. Watch the four-minute video on the [Cub Scout Six Essentials](#).
2. Take notes on the Cub Scout Six Essentials so you can explain the items to the den.
3. Gather Cub Scout Six essentials and miscellaneous items.
4. Place Cub Scout Six Essentials and miscellaneous items in an open cardboard box.
5. Prepare the meeting space to create an area free of obstacles for the relay race.
6. Place the box of items about 10 yards from a designated starting point.
7. Prepare a place for Cub Scouts and adult partners to complete the activity on page 15 of the Tiger handbook.

During the meeting:

1. Explain how the relay race will work with the Cub Scouts and adult partners
2. If you have a small den run the relay race as individuals. If you have a larger den, create teams.
3. The first Cub Scout runs from the starting point to the box and picks an item they think is important to have when they are doing an outdoor activity and runs back to the starting point. The den leader stands at the starting point and tells the Cub Scout whether or not the item is part of the Cub Scout Six Essentials. If the item is one of the Cub Scout Six Essentials, the next Cub Scout in line runs to the box.

If the item is not part of the Cub Scout Six Essentials, the Cub Scout runs back to the box with the item they picked, place it back in the box, and choose another item they think is part of the Cub Scout Six Essentials.

4. Repeat until all items that are part of the Cub Scout Six Essentials have been retrieved from the box.
5. Gather the den together and pick up each of the Cub Scout Six Essentials one at a time and tell the den why that item is important.
6. Have Cub Scouts, with help from their adult partners complete the activity on page 15 of the Tiger handbook.

[Back to Tigers In The Wild Requirements](#)

Tiger – 1st Grade

Tigers In the Wild

Outdoors

Required

Requirement 1



Is It a Cub Scout Essential?

Snapshot of Activity

Cub Scouts pick out the Cub Scout six essentials from mix of outdoor equipment.



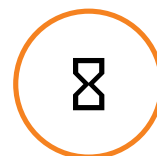
Indoor



2



5



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Tiger handbook for each Cub Scout
- Crayons – enough to share
- Cub Scout Six Essentials (Recommend using small – youth-sized items)
 - Filled Water Bottle
 - Small first aid kit
 - Whistle
 - Flashlight
 - Sun Protection
 - Trail Mix
- Other Outdoor Equipment (Recommend using small – youth-sized items. Make the items obvious that they are not part of the Cub Scout six essentials.) Suggestions, keep to four items:
 - Umbrella
 - Book
 - Hammer
 - Phone
 - Large bath towel

Directions

Before the meeting:

1. Watch the four-minute video on the [Cub Scout Six Essentials](#).
2. Take notes on the Cub Scout Six Essentials so you can explain the items to the den.
3. Gather Cub Scout Six essentials and four other items.
4. Place the Cub Scout Six Essentials and the four other items on a bath towel.
5. Prepare a place for Cub Scouts and adult partners to complete the activity on page 15 of the Tiger handbook.

During the meeting:

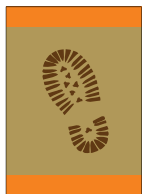
1. Ask the Cub Scouts and adult partners what items on the towel they think are important to have with you every time you do an outdoor activity.
2. Once everyone has had a chance to share pick up each of the Cub Scout Six Essentials one at a time and tell the den why that item is important place the Cub Scout Six Essentials together and remove the other items from the towel.

[Back to Tigers In The Wild Requirements](#)

Tiger – 1st Grade

Tigers In the Wild
Outdoors
Required

Requirement 1



Outdoor Code in a Flash

Snapshot of Activity

Flash card activity to introduce Cub Scouts to the Outdoor Code.



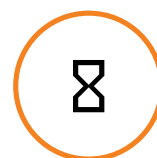
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Outdoor Code flash cards, one set for each Cub Scout found in Additional Resources
- Printer

Directions

Before the meeting:

1. Print out and prepare outdoor code flash cards.
2. Become familiar with the [Outdoor Code](#)
 - **Be Clean in my outdoor manners.**
A Cub Scout takes care of the outdoors and keeps the outdoors clean. A Cub Scout knows that putting marks on buildings, trees, or natural objects causes permanent damage.
 - **Be Careful with fire.**
A Cub Scout may enjoy a campfire only with adult leaders. A Cub Scout knows not to play with matches and lighters.
 - **Be Considerate in the outdoors.**
A Cub Scout shares our outdoor places and treats everything on the land and in the water with respect.
 - **Be Conservation-minded.**

During the meeting:

1. Give each adult partner a set of flash cards.
2. Have adult partners work with their Cub Scout to become familiar with the Outdoor Code using the flashcards.

Additional Resources

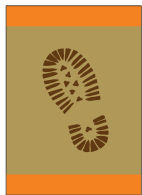
[Outdoor Code flash cards](#)

[Back to Tigers In The Wild Requirements](#)

Tiger – 1st Grade

Tigers In the Wild
Outdoors
Required

Requirement 2



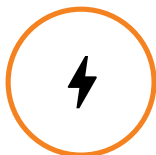
Outdoor Code Puzzle

Snapshot of Activity

Cub Scouts use their Tiger handbook to create an Outdoor Code puzzle.



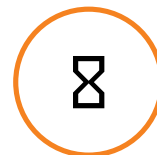
Indoor



2



2



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Tiger handbook for each Cub Scout
- Scissors one for each Cub Scout or enough to share
- Crayons – enough to share

Directions

Before the meeting:

1. Prepare the meeting space for Cub Scouts and adult partners to color and cut out the Outdoor Code puzzle in the Tiger handbook.

During the meeting:

1. With help from their adult partner have the Cub Scouts color and then cut out the Outdoor Code puzzle on page 15 in the Tiger handbook.
2. Review the Outdoor code as they are making their puzzle.
3. There are four C's in the outdoor code, review each one.
4. Clean – Be Clean in my outdoor manners. Ask Cub Scouts and adult partners how they can be clean in their outdoor manners. Then share the following:
 - Treat the outdoors as a heritage.
 - Take care of it for myself and others.
 - Keep trash and garbage out of lakes, streams, fields, woods, and roadways.
5. Careful – Be Careful with fire. Ask Cub Scouts and adult partners how they can be careful with fire when in the outdoors. Then share the following:
 - Prevent wildfires.
 - Build fires only when and where they are permitted and appropriate.
 - When finished using a fire, make sure it is cold out.
 - Leave a clean fire ring or remove all evidence of my fire.

6. Considerate – Be considerate in the outdoors. Ask Cub Scouts and adult partners how they can be considerate in the outdoors. Then share the following:
 - Treat the land and other land users with respect.
 - Follow the principles of outdoor ethics for all outdoor activities.
7. Conservation – Be conservation-minded. Ask Cub Scouts and adult partners what it means to be conservation minded. Then share the following:
 - Learn about and practice good conservation of soil, waters, forests, minerals, grasslands, wildlife, and energy.
 - Urge others to do the same.

Additional Resources

Learn more on the [Conservation and Environment](#) page at Scouting.org.

[Back to Tigers In The Wild Requirements](#)

Tiger – 1st Grade

Tigers In the Wild
Outdoors
Required

Requirement 2



The Four C's of the Outdoor Code

Snapshot of Activity

The four C's is a method of introducing the Outdoor Code.



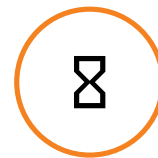
Indoor



1



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Tiger handbook for each Cub Scout
- Crayons – enough to share

Directions

Before the meeting:

1. Set up the meeting space for Cub Scouts and adult partners to work in their Tiger handbook.

During the meeting:

1. Have Cub Scouts open their Tiger handbook to page 13 to see the Outdoor Code.
2. With help from their adult partner have the Cub Scouts circle all the letter Cs in the Outdoor Code. Don't count the title, the C in "The Outdoor Code."
3. There are four C's in the outdoor code, review each one.
4. Clean – Be Clean in my outdoor manners. Ask Cub Scouts and adult partners how they can be clean in their outdoor manners. Then share the following:
 - Treat the outdoors as a heritage.
 - Take care of it for myself and others.
 - Keep trash and garbage out of lakes, streams, fields, woods, and roadways.
5. Careful – Be Careful with fire. Ask Cub Scouts and adult partners how they can be careful with fire when in the outdoors. Then share the following:
 - Prevent wildfires.
 - Build fires only when and where they are permitted and appropriate.
 - When finished using a fire, make sure it is cold out.
 - Leave a clean fire ring or remove all evidence of my fire.

6. Considerate – Be considerate in the outdoors. Ask Cub Scouts and adult partners how they can be considerate in the outdoors. Then share the following:
 - Treat the land and other land users with respect.
 - Follow the principles of outdoor ethics for all outdoor activities.
7. Conservation – Be conservation-minded. Ask Cub Scouts and adult partners what it means to be conservation minded. Then share the following:
 - Learn about and practice good conservation of soil, waters, forests, minerals, grasslands, wildlife and energy.
 - Urge others to do the same.

Additional Resources

Learn more on the [Conservation and Environment](#) page at Scouting.org.

[Back to Tigers In The Wild Requirements](#)

Tiger – 1st Grade

Tigers In the Wild
Outdoors
Required



Requirement 3

5 Step Seek

Snapshot of Activity

Adult partners give a clue to something they see outside as Cub Scouts guess what it is and if it is natural or manmade.



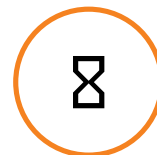
Outdoor



4



4



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Tiger handbook for each Cub Scout
- Pencils – one for each Cub Scout
- Cub Scout Six Essentials (Recommend using small – youth-sized items)
 - Filled Water Bottle
 - Small first aid kit
 - Whistle
 - Flashlight
 - Sun Protection
 - Trail Mix

Directions

This outdoor walk can be done in any environment, it may be in an urban, suburban, or rural area. It may be a local park or neighborhood. It may be outside of your normal meeting location.

Before the meeting:

1. Identify the area where you are going to take the walk. Ensure that the area is safe and identify any hazards to avoid.
2. If the location is not your normal meeting place, give the address and directions to the families in your den.
3. Remind Cub Scouts and adult partners to bring their Cub Scout Six Essentials with them and to wear appropriate footwear.

During the meeting:

1. Check to see if everyone has their Cub Scout Six Essentials.
2. Tell everyone the route that will be followed for the walk.
3. Share any hazards that may be on the path and how to avoid them.
4. Inform the den that during the walk adult partners are to identify something and give a clue to their Cub Scout as to what it is. For example, I see something purple. The Cub Scout guesses that it could be a purple flower that is on the path. Next, the adult partner should ask is it natural or manmade.
5. Adult partners and Cub Scouts explore the outdoor space identifying the things they see as natural or manmade.
6. When the walk is over, ask Cub Scouts to draw, in the Tiger handbook on page 17, one thing they saw that one natural and one thing that was manmade.

[Back to Tigers In The Wild Requirements](#)

Tiger – 1st Grade

Tigers In the Wild

Outdoors

Required

Requirement 3



I Spy Natural or Manmade

Snapshot of Activity

A game of I Spy that includes objects that are natural or manmade.



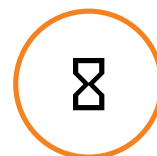
Outdoor



4



4



4

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Tiger handbook for each Cub Scout
- Pencils – one for each Cub Scout
- Cub Scout Six Essentials (Recommend using small – youth-sized items)
 - Filled Water Bottle
 - Small first aid kit
 - Whistle
 - Flashlight
 - Sun Protection
 - Trail Mix

Directions

Directions

This outdoor walk can be done in any environment, it may be in an urban, suburban, or rural area. It may be a local park or neighborhood. It may be outside of your normal meeting location.

Before the meeting:

1. Identify the area where you are going to take the walk. Ensure that the area is safe and identify any hazards to avoid.
2. If the location is not your normal meeting place, give the address and directions to the families in your den.
3. Remind Cub Scouts and adult partners to bring their Cub Scout Six Essentials with them and to wear appropriate footwear.

During the meeting:

1. Check to see if everyone has their Cub Scout Six Essentials.
2. Tell everyone the route that will be followed for the walk.
3. Share any hazards that may be on the path and how to avoid them.
4. Inform the den that during the walk you will play a game of I Spy. The den leader will start by finding an object and say "I spy something" followed by either natural or manmade followed by a one-word description. For example: "I spy something manmade that is black." It could be a black car that is parked nearby. Cub Scouts guess what the object is. If no one can guess correctly another one-word clue is given until the object is identified. Whoever guesses the object now gets the turn to pick an object and have the den guess what it is.
5. Be clear with the Cub Scouts that the object needs to be visible to everyone.
6. When the walk is over, ask Cub Scouts to draw, in the Tiger handbook on page 17, one thing they saw that was natural and one thing that was manmade.

[Back to Tigers In The Wild Requirements](#)

Tiger – 1st Grade

Tigers In the Wild
Outdoors
Required



Requirement 3

Natural or Manmade by the Numbers

Snapshot of Activity

Cub Scouts and adult partners work together to identify as many things they can that are natural and manmade.



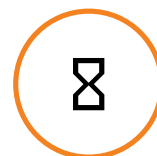
Outdoor



4



3



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Tiger handbook for each Cub Scout
- Pencils – one for each Cub Scout
- Blank piece of paper for each Cub Scout
- Cub Scout Six Essentials (Recommend using small – youth-sized items)
 - Filled Water Bottle
 - Small first aid kit
 - Whistle
 - Flashlight
 - Sun Protection
 - Trail Mix

Directions

This outdoor walk can be done in any environment, it may be in an urban, suburban, or rural area. It may be a local park or neighborhood. It may be outside of your normal meeting location.

Before the meeting:

1. Identify the area where you are going to take the walk. Ensure that the area is safe and identify any hazards to avoid.
2. If the location is not your normal meeting place, give the address and directions to the families in your den.
3. Remind Cub Scouts and adult partners to bring their Cub Scout Six Essentials with them and to wear appropriate footwear.

During the meeting:

1. Check to see if everyone has their Cub Scout Six Essentials.
2. Tell everyone the route that will be followed for the walk.
3. Share any hazards that may be on the path and how to avoid them.
4. Distribute a pencil and sheet of paper to each adult partner.
5. Inform the den that during the walk Cub Scouts should name as many things as they see to their adult partner and identify it as natural or manmade. The adult partner then writes down the item on the sheet of paper and puts an N next to it if it is natural or an M if it is manmade.
6. Adult partners and Cub Scouts explore the outdoor space identifying the things they see as natural or manmade.
7. When the walk is over, ask Cub Scouts to draw, in the Tiger handbook on page 17, one thing they saw that one natural and one thing that was manmade.

[Back to Tigers In The Wild Requirements](#)

Tiger – 1st Grade

Tigers In the Wild
Outdoors
Required

Requirement 4



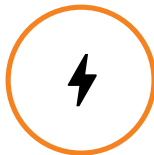
My Favorite Animals

Snapshot of Activity

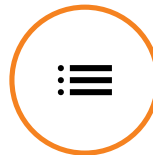
Cub Scouts draw their favorite domesticated and wild animal.



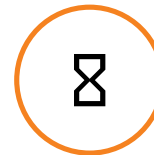
Indoor



2



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Blank drawing paper – two sheets per Cub Scout
- Pencils – enough to share
- Crayons – enough to share
- Photos of domesticated animals
- Photos of wild animals

Directions

Before the meeting:

1. Prepare the meeting space for Cub Scouts to draw animals.
2. Gather photos or images of domesticated and wild animals.

During the meeting:

1. Discuss the difference between wild and domesticated animals. Ask Cub Scouts and adult partners what they think makes an animal wild and to give examples of wild animals.
2. Ask Cub Scouts and adult partners what they think makes an animal domesticated and to give examples of domesticated animals.
3. Wild animals are animals that live outdoors and do not rely on humans and are considered wild animals. Most wild animals avoid humans, so you may not see them. Wild animals usually have better sight, hearing, and smell than humans, which helps them stay out of our sight. You should observe wild animals but never approach them.
4. Domesticated animals are animals that live with humans and rely on us for things like food and shelter are called domesticated. Some animals have become domesticated as a source of food or to help humans with work, and others have become pets. Just because an animal is domesticated does not mean the animal is safe.
5. Never approach an animal that you do not know. You cannot tell whether an animal is domesticated or wild just by looking at it. For example, most dogs you may see are domesticated, but some dogs are wild and do not rely on humans. Wild dogs should not be approached.

6. Have Cub Scouts draw their favorite wild animal on one sheet of paper and their favorite domesticated animal on another sheet of paper.

[Back to Tigers In The Wild Requirements](#)

Tiger – 1st Grade

Tigers In the Wild
Outdoors
Required

Requirement 4



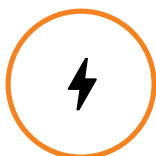
Stuffed Animal Relay Race

Snapshot of Activity

Using stuffed animals Cub Scouts identify if the animal is wild or domesticated.



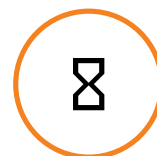
Indoor



4



3



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 8 stuffed animals that are wild animals
- 8 stuffed animals that are domesticated animals
- Two baskets – large enough to fit half of the stuffed animals in

Directions

Before the meeting:

1. Prepare the meeting location for a relay race removing obstacles or tripping hazards.
2. Place four stuffed wild animals and four domesticated stuffed animals in each basket.

During the meeting:

1. Discuss the difference between wild and domesticated animals. Ask Cub Scouts and adult partners what they think makes an animal wild and to give examples of wild animals.
2. Ask Cub Scouts and adult partners what they think makes an animal domesticated and to give examples of domesticated animals.
3. Wild animals are animals that live outdoors and do not rely on humans and are considered wild animals. Most wild animals avoid humans, so you may not see them. Wild animals usually have better sight, hearing, and smell than humans, which helps them stay out of our sight. You should observe wild animals but never approach them.
4. Domesticated animals are animals that live with humans and rely on us for things like food and shelter are called domesticated. Some animals have become domesticated as a source of food or to help humans with work, and others have become pets. Just because an animal is domesticated does not mean the animal is safe.
5. Never approach an animal that you do not know. You cannot tell if an animal is domesticated or wild just by looking at it. For example, most dogs you may see are domesticated, but some dogs are wild and do not rely on humans. Wild dogs should not be approached.
6. Divide the den into two teams, including adult partners.

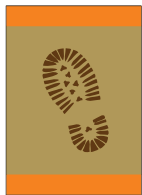
7. In this relay race the den leader will call out either “wild” or “domesticated” and the first person on each team runs to their assigned basket and picks a stuffed animal that matches what was called then runs back to the line. If the animal, they picked was not correct they go again. If the animal, they picked was correct they go to the back of their team and sit down. The winning team is the one who has all its team members sitting first.
8. After each turn, the animals that were picked up are replaced in the basket. A team may not pick the same animal more than two times.

[Back to Tigers In The Wild Requirements](#)

Tiger – 1st Grade

Tigers In the Wild
Outdoors
Required

Requirement 5



Leaf and Bark Rubbing

Snapshot of Activity

Make a leaf and bark rubbing of a tree.



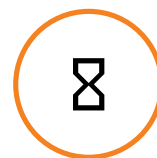
Outdoor



3



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Tiger handbook for each Cub Scout
- Blank drawing paper – two sheets per Cub Scout and two sheets per adult partner
- Crayons – enough for one per Cub Scout and one per adult partner
- Tree leaves
- Tree bark

Directions

Before the meeting:

1. Identify a tree where you will be meeting. If there are no trees where you are meeting, find leaves and tree bark that you can bring to the meeting.
2. Become familiar with trees in your area by visiting the Arbor Day Foundation website "[What Tree Is That?](#)"
3. Set up the meeting space so Cub Scouts and adult partners can make rubbings.

During the meeting:

1. Have the Cub Scouts open their Tiger handbook to page 18.
2. Tell the den that trees are very helpful and important. Ask a Cub Scout to identify one of the pictures on page 18 that demonstrates how the tree is helpful. The correct answers are:
 - The bird nest – Trees provide shelter for birds, squirrels, and other animals.
 - Tiger breathing- Trees help clean the air.
 - The apple – Some trees have fruit that we or animals can eat, like an apple.
 - Sitting in the shade – Trees can provide shade for us and keep us cool on a sunny day.
3. As Cub Scouts identify the way a tree can be helpful have them draw the line from the box to the tree. Have them color the tree.
4. Give each Cub Scout and adult partner a leaf to do a leaf rubbing. Tell them what type of tree the leaf is from.
5. Give each Cub Scout and adult partner a piece of bark to do a rubbing or if the tree is close have them go outside and do the rubbing. Tell them what type of tree the bark is from.

Tiger – 1st Grade

Tigers In the Wild
Outdoors
Required

Requirement 5



Pinecone Bird Feeder

Snapshot of Activity

Make a pinecone bird feeder and place it in a tree.



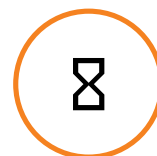
Outdoor



3



4



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Tiger handbook for each Cub Scout
- Crayons – enough to share
- Large Open Pinecones – one for each Cub Scout and adult partner
- Jar of Peanut butter
- Plastic knives – one for each Cub Scout and adult partner
- Birdseed
- Bowl
- Twine cut into 10-inch pieces – one for each Cub Scout and adult partner

Directions

Before the meeting:

1. Become familiar with trees in your area by visiting [The Arbor Day Foundation](#) website.
2. Set up the meeting space so Cub Scouts and adult partners can make pinecone bird feeders.
3. Check to see if anyone has peanut allergies. Find an alternative to peanut butter such as SunButter, made from sunflower seeds.

During the meeting:

1. Have the Cub Scouts open their Tiger handbook to page 18.
2. Tell the den that trees are very helpful and important. Ask a Cub Scout to identify one of the pictures on page 18 that demonstrates how the tree is helpful. The correct answers are:
 - The bird nest – Trees provide shelter for birds, squirrels, and other animals.
 - Tiger breathing- Trees help clean the air.
 - The apple – Some trees have fruit that we or animals can eat, like an apple.
 - Sitting in the shade – Trees can provide shade for us and keep us cool on a sunny day.
3. As Cub Scouts identify the way a tree can be helpful have them draw the line from the box to the tree. Have them color the tree.
4. Bring out the supplies for making the pinecone bird feeders.
5. Pour the birdseed into the bowl.
6. Using the twine and tie it to the top of the pinecone. Have adult partners help Cub Scouts.
7. Use the plastic knife to spread the peanut butter onto the pinecone.
8. Roll the pinecone into the bowl of bird seed and press the seed into the peanut butter.
9. Cover the pinecone completely with birdseed.
10. Find a tree to hang the bird feeder.

[Back to Tigers In The Wild Requirements](#)

Tiger – 1st Grade

Tigers In the Wild

Outdoors

Required

Requirement 5



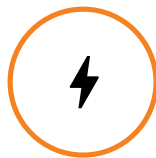
Tiger Tree Planting

Snapshot of Activity

Plant a tree.



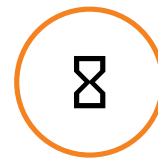
Outdoor



4



4



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Tiger handbook for each Cub Scout
- Crayons – enough to share
- Tree seedlings to be planted – one per Cub Scout and adult partner
- Small shovels – one per Cub Scout and adult partner
- Work gloves – one pair per Cub Scout and adult partner

Directions

Before the meeting:

1. Become familiar with tree planting in your area by visiting [The Arbor Day Foundation](#) website.
2. Identify an area where trees can be planted and get permission to do so.
 - Local Scout camp or service center
 - A local park or city building
 - School
 - Chartered partner
3. Secure tree seedlings. Bulk seedlings are available for purchase through the Arbor Day Foundation,
4. Once the location is secure provide address and directions to the adult partners in the den.
5. Remind everyone to bring clothes that can get dirty and appropriate footwear.
6. Remind everyone to bring their Cub Scout Six Essentials and work gloves.

During the meeting:

1. Have the Cub Scouts open their Tiger handbook to page 18.
2. Tell the den that trees are very helpful and important. Ask a Cub Scout to identify one of the pictures on page 18 that demonstrates how the tree is helpful. The correct answers are:
 - The bird nest – Trees provide shelter for birds, squirrels, and other animals.
 - Tiger breathing- Trees help clean the air.
 - The apple – Some trees have fruit that we or animals can eat, like an apple.
 - Sitting in the shade – Trees can provide shade for us and keep us cool on a sunny day.
3. As Cub Scouts identify the way a tree can be helpful have them draw the line from the box to the tree. Have them color the tree.
4. Gather the den and demonstrate the proper way to plant the seedling; this will be based on the type of seedling you have.
5. Show Cub Scouts and adult partners where they can plan the seedlings.
6. Plant the trees.
7. Clean up.

[Back to Tigers in The Wild Requirements](#)

Elective Adventures

Choose at least two of the following electives (from “Elective Adventures” or “Special Elective Adventures”)



Champions of Nature



Curiosity, Intrigue, Magical Mysteries



Designed by Tiger



Fish On



Floats and Boats



Good Knights



Let's Camp Tiger



Race Time



Rolling Tigers



Safe and Smart



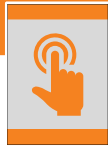
Sky is the Limit



Stories in Shapes



Summertime Fun



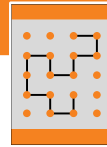
Tech all Around



Tiger Tag



Tiger's in the Water



Tiger-iffic

Special Elective Adventures

These Adventures can only be completed at approved events with qualified instructors.



Archery



BB



Slingshot

Tiger – 1st Grade

Champions For Nature

ELECTIVE



Snapshot of Adventure

As part of the World Organization of the Scouting Movement, this program is part of a global effort to teach youth about the conservation of natural resources. This includes participating in a service project.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Watch this video about [Service Projects in Cub Scouting](#) (6:44) Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure complete the following:

- Use the [Service Project Planning Checklist](#) to plan your den or pack service project.
- Review the [SAFE Project Tool Use](#) is an at-a-glance reference for service projects, not crafts.

It includes age guidelines for tools and types of allowed activities allowed for service projects.

During the Adventure

- Give time for proper training on the use of the tools that will be used to complete the project to all youth and adults.
- Provide continuous, qualified adult supervision and discipline during the project.
- Following all manufacturer's literature and age and skill restrictions shall supersede the recommendations in the publication. If there is a conflict, leaders shall follow the most restrictive guidelines.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Champions for Nature Tiger.

Requirement 1

Discover the difference between renewable natural resources and non-renewable natural resources.

- Identify pictures of items that are [renewable resources and non-renewable resources](#).
- [Walk outside and point out items that are made from or use renewable resources](#) and things that are made from or use non-renewable resources.
- [Cub Scouts bring everyday items from home and the den will sort them as made from renewable or non-renewable](#).

Requirement 2

Learn about the 3 R's: Reduce, Reuse, Recycle.

- [Play a guessing game](#) of items that can be recycled, reused, or reduced.
- Reduce the use of electricity by making a [solar powered oven](#)
- Take a walk around your den meeting location and point out what items can be [recycled, reused, and/or reduced](#).

Requirement 3

Discover what happens to the garbage in your community

- Den outing to a [waste management facility](#).
- Cub Scouts will learn about the [journey a piece of garbage takes](#) and then act it out in a skit.

Requirement 4

Participate in a conservation project.

- [Conduct a clothing drive](#) for a local charity.
- [Plant a butterfly garden](#).
- Turn a [plastic bottle into an indoor planter](#).

[Back to Elective Adventures](#)

Tiger – 1st Grade

Champions For Nature
Elective



Requirement 1

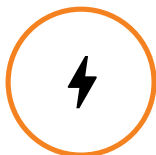
Identify Renewable and Non-renewable

Snapshot of Activity

Identify pictures of items that are renewable resources and non-renewable resources.



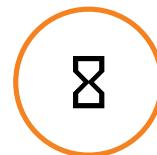
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, pages 29 and 30
- Pencils or pens, one for each Cub Scout
- Crayons, enough to share

Directions

Before the meeting:

1. Become familiar with what a renewable resource and a non-renewable resource is.
 - Renewable resources are physical materials that humans need and value that can be replenished at the rate it is used. For example, bamboo flooring, bamboo can be grown at the rate at which it is used.
 - Non-renewable resources are physical materials that humans need and value that cannot be replenished at all or it takes longer to replenish than the rate at which it is being used.
2. Set up the meeting space to allow Cub Scouts to complete the activity on page 29 of the Tiger handbook.

During the meeting:

1. Define renewable resources and non-renewable resources.
2. Instruct the Cub Scout to circle the items on page 29 of the Tiger handbook that are renewable resources and place an "x" on those items that are non-renewable.
3. Instruct the Cub Scout to color the items on page 30 that are natural resources.
4. Ask the Cub Scouts and adult partners what are some things that they use every day that are renewable resources.

[Back to Champions for Nature Requirements](#)

Tiger – 1st Grade

Champions For Nature
Elective

Requirement 1



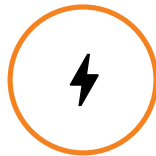
Renewable Resource Walk

Snapshot of Activity

Walk outside and point out items that are made from or use renewable resources and things that are made from or use non-renewable resources.



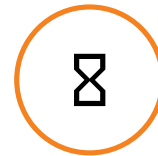
Outdoor



4



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, pages 29 and 30
- Pencils or pens, one for each Cub Scout
- Crayons, enough to share

Directions

Before the meeting:

1. Become familiar with what a renewable resource and a non-renewable resource is.
 - Renewable resources are physical materials that humans need and value that can be replenished at the rate it is used. For example, bamboo flooring, bamboo can be grown at the rate at which it is used.
 - Non-renewable resources are physical materials that humans need and value that cannot be replenished at all or it takes longer to replenish than the rate at which it is being used.
2. Identify a safe area for the den to take a walk outside of your regular meeting location.
3. Walk the route you plan to take with your den and identify items that are renewable and non-renewable items that you can point out to the den.

During the meeting:

1. Define renewable resources and non-renewable resources.
2. Lead Cub Scouts and adult partners on a walk outside to identify renewable and non-renewable items.
3. Instruct the Cub Scout to circle the items on page 29 of the Tiger handbook that are renewable resources and place an "x" on those items that are non-renewable.
4. Instruct the Cub Scout to color the items on page 30 that are natural resources.

[Back to Champions for Nature Requirements](#)

Tiger – 1st Grade

Champions For Nature
Elective

Requirement 1



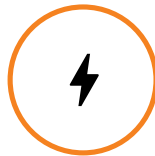
Renewable Show and Tell

Snapshot of Activity

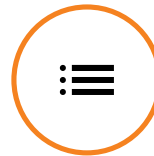
Cub Scouts bring everyday items from home and the den will sort them as made from renewable or non-renewable resources.



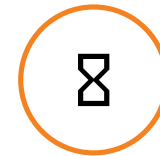
Indoor



2



4



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts are asked to bring three everyday items from home
- As a backup have the following items:
 - Renewable items
 - Toothpick made from wood
 - Towel made from cotton
 - A glass cup
 - Nonrenewable items
 - Plastic trash bag
 - AA Battery
 - Aluminum foil
- Cub Scouts will need their Tiger handbook, pages 29 and 30
- Pencils or pens, one for each Cub Scout
- Crayons, enough to share

Directions

Before the meeting:

1. Become familiar with what a renewable resource and a non-renewable resource is.
 - Renewable resources are physical materials that humans need and value that can be replenished at the rate it is used. For example, bamboo flooring, bamboo can be grown at the rate at which it is used.
 - Non-renewable resources are physical materials that humans need and value that cannot be replenished at all or it takes longer to replenish than the rate at which it is being used.
2. A week before the meeting remind adult partners, parents, and legal guardians that you would like Cub Scouts to bring three items that are everyday items from your house. Explain the purpose is to identify items made from renewable and non-renewable resources.

During the meeting:

1. Define renewable resources and non-renewable resources.
2. Have Cub Scouts show and talk about the items they brought. Ask the Cub Scouts and adult partners if they think an item is made from renewable or non-renewable resources. Keep in mind that something can be made from a non-renewable resource and still be recycled. This activity is about the resource it is made from, not if it can be recycled.
3. Instruct the Cub Scout to circle the items on page 29 of the Tiger handbook that are renewable resources and place an "x" on those items that are non-renewable.
4. Instruct the Cub Scout to color the items on page 30 that are natural resources.

[Back to Champions for Nature Requirements](#)

Tiger – 1st Grade

Champions For Nature
Elective

Requirement 2



Reduce, Reuse, or Recycle?

Snapshot of Activity

Play a guessing game of items that can be recycled, reused, or reduced.



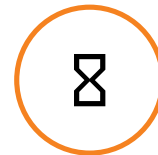
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Dry erase board, chalkboard, or flipchart
- Markers or chalk if using a chalkboard
- Stopwatch

Directions

Before the meeting:

1. Become familiar with the 3 R's – Recycle, Reuse, and Reduce.
2. Recycling is converting waste into reusable material. For example, we can take some plastics once we are done using them, they can be melted back down and used again.
3. Reuse is when we take an item that was used once and instead of throwing it away, we use it again. When we use that item again it may be for a different purpose than the original one. Check out some examples at [Go Green Projects](#) in Scout Life magazine.
4. Reducing the amount of trash or waste we generate. Avoiding things that are disposable in place of things that can be reused. Examples include avoiding items that have excessive packaging and buying the proper amount instead of overbuying items that spoil or go bad.
5. Set up the meeting space so that the den can be divided into two teams and have access to the dry erase board.

During the meeting:

1. Divide the den into two teams, keeping Cub Scouts and adult partners together.
2. Explain the rules of the game.
 - The first team will pick someone to draw on the dry-erase board. The den leader says one of the three R's – recycle, reduce, or reuse and the person drawing will draw something that matches that R. For example, if the word recycle is said then the person drawing will draw something that can be recycled.
 - As the person is drawing their team has 60 seconds to guess what the item is. If they guess the item correctly the team gets a point. If the item is something that matches what was called out the team gets another point. In the example above if the team guesses the item and it is something that can be recycled then the team gets two points. If the team guesses the item but it is not something that can be recycled, then the team gets one point.
 - Teams take turns.
 - Each member of the team must draw at least once.
 - The team that has the most points after each member of their team has drawn wins.

[Back to Champions for Nature Requirements](#)

Tiger – 1st Grade

Champions For Nature
Elective

Requirement 2



Solar Powered S'more Oven

Snapshot of Activity

Reduce the use of electricity by making a solar powered oven.



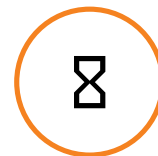
Outdoor



3



3



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- A sunny day
- Tin foil
- Glue
- Black marker
- Plastic wrap
- Ruler, one for each Cub Scout
- Scissor, one for each Cub Scout
- Skewer, one for each Cub Scout
- 7" unused pizza box, one for each Cub Scout
- Black paper, the size of the pizza box
- Tape
- Utility knife, one for each Adult Partner
- Graham crackers
- Marshmallows
- Chocolate bars

Directions

Before the meeting:

1. Become familiar with the 3 R's – Recycle, Reuse, and Reduce.
 - Recycling is converting waste into reusable material. For example, we can take some plastics once we are done using them, they can be melted back down and used again.
 - Reuse is when we take an item that was used once and instead of throwing it away, we use it again. When we use that item again it may be for a different purpose than the original one. Check out some examples at [Go Green Projects](#) in Scout Life magazine.
 - Reducing the amount of trash or waste we generate. Avoiding things that are disposable in place of things that can be reused. Examples include avoiding items that have excessive packaging and buying the proper amount instead of overbuying items that spoil or go bad.
2. Review [How to Make a Solar-Powered Oven for Outdoor Cooking](#) at Scout Life magazine
3. Check out [11 Tasty S'Mores Recipes](#) at Scout Life magazine

During the meeting:

1. Explain the 3 R's of recycle, reuse, and reduce to the den.
2. Have Cub Scouts and adult partners work together.
3. Explain that today by making a solar powered oven we are going to reduce our use of electricity to cook.
4. Use a ruler and marker to outline the top of the pizza box about 1 inch inward from each edge. This will create a square on top of the box.
5. Have adult partners carefully cut the front and sides of the square. Leave the back attached. Fold back the flap.
6. Line the inside of the square flap with foil, and glue it down shiny side up. Keep the foil as smooth as possible. Fold and glue down any excess foil to the back of the flap or trim it to fit.
7. Repeat Step C to line the bottom of the box. Next, glue a sheet of black paper on top of the foil. This will help your oven absorb heat.
8. Fold back the flap. Cover the opening with a layer of plastic wrap. Using tape, attach the wrap to the 1" sides on top of the pizza box. Make sure there are no holes in the plastic wrap. The opening needs to be sealed completely. Optional: You can also line the inside of the opening with plastic wrap to ensure air won't get through.
9. It's time to cook! Once you have your food (s'more, cookies, etc.) inside your oven on a piece of foil or small aluminum pan, close the box. On one side, place the tip of a wooden skewer between the closed lid and the edge of the box. Tape the other tip of the skewer to the square flap to help prop it up.

Place your solar cooker outside with the flap angled directly at the sun. This will let the foil reflect the sun and cook your food. Time will vary depending on the outside temperature, the sun and the dish you decide to cook.

[Back to Champions for Nature Requirements](#)

Tiger – 1st Grade

Champions For Nature
Elective

Requirement 2



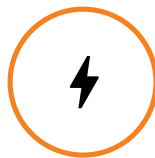
The 3 R's of Our Den Meeting Space

Snapshot of Activity

Take a walk around your den meeting location and point out what items can be recycled, reused, and/or reduced.



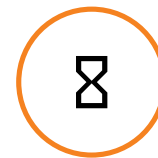
Indoor



3



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies needed

Directions

Before the meeting:

1. Become familiar with the 3 R's – Recycle, Reuse, and Reduce.
 - Recycling is converting waste into reusable material. For example, we can take some plastics once we are done using them, they can be melted back down and used again.
 - Reuse is when we take an item that was used once and instead of throwing it away, we use it again. When we use that item again it may be for a different purpose than the original one. Check out some examples at [Go Green Projects](#) in Scout Life magazine.
 - Reducing the amount of trash or waste we generate. Avoiding things that are disposable in place of things that can be reused. Examples include avoiding items that have excessive packaging and buying the proper amount instead of overbuying items that spoil or go bad.
2. Identify items at your den meeting location that could be recycled, reused, and/or reduced. Remember some items may fit more than one category.

During the meeting:

1. Explain the 3 R's of recycle, reuse, and reduce to the den.
2. Have Cub Scouts and adult partners work together.
3. You will call out one of the three R's – recycle, reuse, or reduce. When you do so Cub Scouts with their adult partners will have 10 seconds to find something in the meeting location that can be what was called out and stand next to it. For example, if you call out reduce, Cub Scouts and adult partners may stand next to a sink because we can reduce the amount of water we use when washing our hands by turning the sink off when we are washing.
4. Once everyone has found an item, have the Cub Scouts explain why they picked that item. If the same item was picked by more than one Cub Scout and adult partner team pick a Cub Scout to explain why they picked that item.
5. Continue to call out one of the three R's until you have called out each R at least twice.

[Back to Champions for Nature Requirements](#)

Tiger – 1st Grade

Champions For Nature
Elective

Requirement 3



Den Outing to Waste Management

Snapshot of Activity

Den outing to a waste management facility



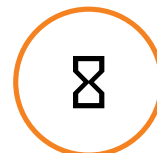
Travel



2



1



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- [Activity Consent Form](#)

Directions

Before the meeting:

1. Contact your local waste management facility to arrange a tour of a facility where waste is processed.
2. Inform the contact at waste management that the Cub Scouts are in 1st grade and would like to learn what happens to the garbage when it is picked up from their house.
3. Remind parents, legal guardians, and adult partners of the date time, and location of the meeting. Include a physical address.
4. Confirm where everyone will park and meet up.

During the meeting:

1. Take a guided tour of the waste management facility.
2. Make sure the guide covers what happens to the garbage in the community.

After the meeting:

1. Write a thank you note to the facility and send.

[Back to Champions for Nature Requirements](#)

Tiger – 1st Grade

Champions For Nature
Elective

Requirement 3



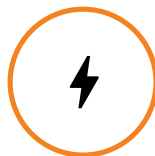
The Journey of a Piece of Garbage

Snapshot of Activity

Cub Scouts will learn about the journey a piece of garbage takes and then act it out in a skit.



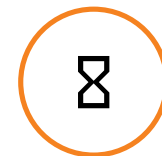
Indoor



3



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies needed

Directions

Before the meeting:

1. Learn what happens to garbage in your community by visiting a local waste management site or government site.
2. Most garbage in communities is collected and managed the same way.
 - Garbage, non-recyclables, are collected using garbage trucks.
 - Garbage trucks unload at a waste disposal processing facility.
 - The garbage is then sorted.
 - Some garbage is recycled or composted, some may be used for waste-to-energy facilities, and some will be sent to landfills.

During the meeting:

1. Gather the Cub Scouts and adult partners and ask them what do they think happens to a piece of trash they pick up and put into a garbage can.
2. Guide the discussion to what you have learned about how waste is managed in your community. For example, you may learn how successful the recycling program in your community is or where the landfill is located that is used by your community.
3. Once you have walked through how garbage is managed in your community give the den time to come up with a skit that describes what they learned. Perhaps someone is a paper plate that gets used and takes the journey with other members of the den acting out the different stages the plate goes through.
4. Have the den perform the skit.

[Back to Champions for Nature Requirements](#)

Tiger – 1st Grade

Champions For Nature
Elective

Requirement 4



Clothing Drive – Reuse

Snapshot of Activity

Conduct a clothing drive for a local charity.



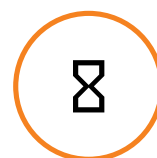
Indoor



3



2



4

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 18" x 14" x 12" cardboard boxes, one for each collection site
- 11" x 17" pieces of paper, one for each Cub Scout
- Markers and crayons, enough to share

Directions

This activity will take two meetings. One will be for Cub Scouts to decorate boxes and posters for the clothing drive. The other will be collecting and donating clothes.

Before the meeting:

1. Identify a local homeless or transitional shelter that takes clothing donations. Meet with them to discuss conducting a clothing drive and identify details and dates.
2. Share details of the drive with all parents, legal guardians, and adult partners in the den.

During the meeting:

1. Inform Cub Scouts of the organization that will benefit from conducting the clothing drive. Include who they serve and the need for clothes.
2. Explain that today the den will decorate donation boxes and make promotional posters.
3. Explain that the posters and collection boxes should include the date when the clothes will be collected, the pack number and den, what type of clothes are needed, and the name of the organization who will receive the clothing.

After the meeting:

1. Deliver the donation boxes to the agreed-upon collection locations.
2. After one week collect the boxes and deliver them to the organization you collected them for.
3. At the next pack meeting ask Cubmaster to recognize the den for their project.

[Back to Champions for Nature Requirements](#)

Tiger – 1st Grade

Champions For Nature
Elective

Requirement 4



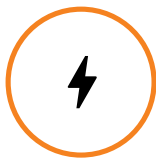
Plant It and the Butterflies will Come

Snapshot of Activity

Plant a butterfly garden.



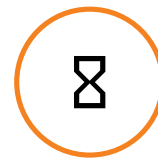
Outdoor



4



4



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Identify a native plant good for your growing zone. Suggested site: <https://www.lawnstarter.com/blog/landscaping/native-butterfly-garden-plants>, one per Cub Scout and adult partner
- Small shovels, one per Cub Scout and adult partner
- Work gloves, one pair per Cub Scout and adult partner

Directions

Before the meeting:

1. Become familiar with planting in your area by visiting the [USDA Plant Hardiness Zone Map](#).
2. Identify an area where plants can be planted and get permission to do so. Consider the following;
 - Local Scout camp or service center
 - A local park or city building
 - School
 - Chartered partner
3. Secure native plants that attract butterflies.
4. Once the location is secure, provide address and directions to the adult partners in the den.
5. Remind everyone to bring clothes that can get dirty and appropriate footwear.
6. Remind everyone to bring their Cub Scout Six Essentials and work gloves.

During the meeting

1. Gather the Cub Scouts and share with them that the plant you are planting will help attract butterflies and other insects that help keep plants healthy. Butterflies, bees, and other insects are known as pollinators. Pollinators feed off the flowers and as they do so pollen sticks to them, and they carry it to other flowers that helps the flowers grow.
2. Gather the den and demonstrate the proper way to plant.
 - Loosen the soil from 12 to 15 inches deep and mix in a 2- to 4-inch layer of compost.
 - Dig a hole twice the diameter of the plant container.
 - When placing the plant in the hole, the top of the root ball should be level with the soil surface. Gently backfill the hole around the root ball. Firm the soil.
3. Water thoroughly.
4. Show the Cub Scouts and adult partners where they can plan the seedlings.
5. Plant the native plants to attract butterflies.
6. Clean up.

[Back to Champions for Nature Requirements](#)

Tiger – 1st Grade

Champions For Nature
Elective

Requirement 4



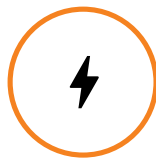
Plastic Bottle Planter – Reuse

Snapshot of Activity

Turn a plastic bottle into an indoor planter.



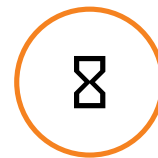
Indoor



3



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

One of each of the following for each Cub Scout:

- An empty two-liter plastic bottle
- Scissors
- Push pin
- 1 cup of gravel
- 4 cups of potting soil
- Radish seeds
- Tape

Directions

Before the meeting:

1. Discover how to make a planter by reviewing [Reuse a 2-Liter Plastic Bottle to Grow Plants](#) on Scout Life magazine.
2. Set up meeting space to allow space for Cub Scouts and adult partners to make planters.
3. Arrange the materials needed for a planter at a place for each Cub Scout and adult partner.
4. Protect the floor from spilling gravel or potting soil.
5. Make a sample planter to use for a demonstration.

During the meeting:

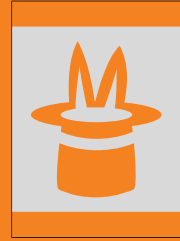
1. Gather the Cub Scouts and adult partners and have them take a spot where they will make their planter.
2. Inform Cub Scouts and adult partners that this craft is going to take something that has already been used once and reuse it for something else. That they will be taking a 2-liter bottle that had a drink in it and turn it into a planter instead of throwing it away.
3. Walk the Cub Scouts and adult partners through each step of making their planter.
4. Remove the label from the bottle. If the label doesn't come off easily, fill the bottle with warm tap water until the water rises above the label. Let stand for 10 or 15 minutes. The label should peel off easily.
5. Measure four inches down from the plastic bottle cap. Draw a line and cut off the bottle top at this point. Place a thin layer of small rocks or gravel in the bottom of the bottle for drainage. Fill halfway with potting soil. Following the instructions on the seed package, plant the seeds. Water just a sprinkle — too much and you'll drown your plants.
6. With a pushpin, make several holes in the top of the bottle cap. (It's easier than it sounds.) Screw cap onto cutoff top of bottle. This is now the lid of your greenhouse bottle. Carefully place on top of the bottle, securing it with a small piece of tape on one side.
7. Set the bottle in a sunny place and wait for your seeds to sprout. When they get about an inch high, remove the bottle top and let the plants grow until you are ready to transplant outdoors or into another pot.

Tip: Single-serving-size plastic bottles work equally well, only you can't get as many plants in them. For these smaller greenhouses, measure down 3 1/2 inches from the top instead of 4 inches.

[Back to Champions for Nature Requirements](#)

Tiger – 1st Grade

Curiosity, Intrigue, and Magical Mysteries



ELECTIVE

Snapshot of Adventure

A fun adventure where Tigers learn how to perform a magic trick and create a secret code. For more magic tricks, check out the Cub Scout Magic Book available at www.scoutshop.org.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Curiosity, Intrigue, and Magical Mysteries.

Requirement 1

Learn a magic trick. Practice the trick. Share the trick with you den or family members.

- [Pass a coin magically though your Tiger neckerchief](#).
- Use the [Cub Scout Magic book](#) to identify a trick for Cub Scouts to learn and perform.
- [Tie a knot that disappears](#).

Requirement 2

Demonstrate how a magic trick works to your den, family or Tiger adult partner.

- Using the magic trick learned in requirement 2, [conduct a magic show](#).

Requirement 3

Write your name in secret code.

- [Use binary to spell your name](#).
- Cub Scouts will create their own unique [secret code](#).
- Using the [Pig Pen Code](#) write your name.

Requirement 4

Write a message with the code. Challenge your den, family or Tiger adult partner to read your coded message.

- Using the [secret code created in the activity My Secret Code Part 1 write a message](#) and have Tiger adult partners decode the message.

[Back to Elective Adventures](#)

Tiger – 1st Grade

Curiosity, Intrigue, and Magical
Mysteries
Elective

Requirement 1



Coin Through a Neckerchief

Snapshot of Activity

Pass a coin magically though your Tiger neckerchief.



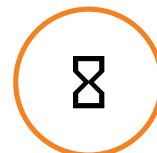
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Each Cub Scout will need their Tiger neckerchief
- A quarter for each Cub Scout
- Access to Coin Through Neckerchief found in Additional Resources

Directions

Before the meeting:

1. Review the directions on how to perform the “Coin Through a Neckerchief.”
2. Practice the trick.

During the meeting:

1. Gather the Cub Scouts and Tiger adult partners and tell them that you are going to magically pass a quarter through a neckerchief. As one of the Cub Scouts for their neckerchief so you can perform the trick.
2. Perform the trick.
3. Demonstrate how the trick is done.
4. Distribute quarters to Cub Scouts and have them use their neckerchiefs.
5. Have Tiger adult partners help their Cub Scout practice the trick, when ready have them each perform the trick to the den.

Additional Resources

[Coin Through Neckerchief directions](#)

[Back to Curiosity, Intrigue, and Magical Mysteries Requirements](#)

Tiger – 1st Grade

Curiosity, Intrigue, and Magical
Mysteries
Elective

Requirement 1



Cub Scout Magic Book

Snapshot of Activity

Use the Cub Scout Magic book to identify a trick for Cub Scouts to learn and perform.



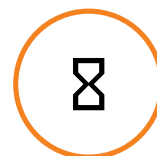
Indoor



2



4



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- “Cub Scout Magic Book” available at www.scoutshop.org
- The most common items used for tricks in the “Cub Scout Magic Book” are:
 - Matches
 - Coins
 - Neckerchief
 - Rope
 - Paper
 - Sugar Cubes
 - Playing Cards

Directions

Before the meeting:

1. Review the Cub Scout Magic Book and identify a trick or several tricks to teach the Cub Scouts.
2. Review the trick and practice performing the trick.
3. Gather the materials needed so each Cub Scout can perform the trick you picked.

During the meeting:

1. Gather the Cub Scouts and perform the trick you selected.
2. Demonstrate how the trick is done to the Cub Scouts.
3. Distribute the supplies needed to complete the trick.
4. Have Tiger adult partners help their Cub Scout practice the trick and when ready perform the trick to the rest of the den.

Tip: Discuss with the Cubmaster the possibility of the den conducting a magic show at an upcoming pack event.

[Back to Curiosity, Intrigue, and Magical Mysteries Requirements](#)

Tiger – 1st Grade

Curiosity, Intrigue, and Magical
Mysteries
Elective

Requirement 1



The Disappearing Knot

Snapshot of Activity

Tie a knot that disappears.



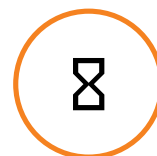
Indoor



3



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Each Cub Scout will need their Tiger Handbook, page 31
- Each Cub Scout will need their Tiger handbook
- 3-foot long paracord, one for each Cub Scout and Tiger adult partner

Directions

Before the meeting:

1. Review the directions on how to make the disappearing knot and practice.
 - Take both parts with your right hand. Hold both ends of your three-foot rope in your left hand. Put your right hand under and through the bend.
 - Two loops are formed. Bring your right hand holding the two rope parts back through the bend to make the two loops.
 - Put the ends in your left hand through both loops. Let go with the left and take hold of one end.
 - Pull slowly. Take the other end in your right hand and pull ends apart. When small knot forms blow on it and pull the rope straight.
2. Prepare paracord by cutting into 3-foot-long pieces

During the meeting:

1. Have Cub Scouts open their Tiger handbook to page 31.
2. Demonstrate the disappearing knot trick to the den.
3. Hand out the paracord to each Cub Scout and one to each Tiger adult partner and demonstrate step by step how to tie the disappearing knot.
4. Have Cub Scouts practice with their Tiger adult partner and then perform the trick.

Additional Resources

Cub Scout Magic Book available at www.scoutshop.org

[Back to Curiosity, Intrigue, and Magical Mysteries Requirements](#)

Tiger – 1st Grade

Curiosity, Intrigue, and Magical
Mysteries
Elective



Requirement 2

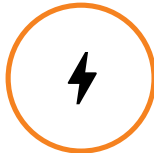
Magic Show

Snapshot of Activity

Using the magic trick learned in requirement 2, conduct a magic show.



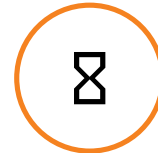
Indoor



2



2



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Magic trick learned in requirement 2

Directions

Before the meeting:

1. Set up meeting space with room for Cub Scouts to stand in front of an audience and demonstrate their trick.

During the meeting:

1. Ask each Cub Scout and their Tiger adult partner to demonstrate their trick to their den.

Tip: This requirement can be completed as part of requirement 1.

[Back to Curiosity, Intrigue, and Magical Mysteries Requirements](#)

Tiger – 1st Grade

Curiosity, Intrigue, and Magical
Mysteries
Elective



Requirement 3

Computer Name

Snapshot of Activity

Use binary to spell your name.



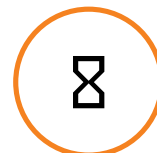
Indoor



2



3



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Pencils, one for each Cub Scout and Tiger adult partner
- 8 ½" x 11" paper, one sheet for each Cub Scout and Tiger adult partner
- Binary Code worksheet found in Additional Resources
- Printer

Directions

Before the meeting:

1. Review Binary Code worksheet.
2. Write your name as a demonstration using binary code.
3. Print Binary Code worksheet, one for each Cub Scout plus one extra.

During the meeting:

1. Gather Cub Scouts and inform them that they are going to learn a code that is used by computers. Show them your name written in binary code. You may not be able to read this, but a computer can. Computers use a code called binary. Inside the computers there are tiny switches, and the switch is either on or off. The binary code tells what switches to turn on and which ones to turn off.
2. To make a secret code you first have to create what is called a key. A key tells you how to break the code.
3. Have Cub Scouts look at the Binary Code worksheet. Explain to them how to write a letter using the binary code then have them write "Do Your Best" on a sheet of paper using binary code.
4. Next have the Cub Scout write their name using binary code. When they are done ask them if they can now tell you what is written on your sheet of paper (Your name in binary code). See who can break the code.

Additional Resources

[Binary Code worksheet](#)

[Back to Curiosity, Intrigue, and Magical Mysteries Requirements](#)

Tiger – 1st Grade

Curiosity, Intrigue, and Magical
Mysteries
Elective

Requirement 3



My Secret Code Part 1

Snapshot of Activity

Cub Scouts will create their own unique secret code.



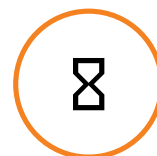
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Directions

Before the meeting:

1. Print Secret Code worksheet, one for each Cub Scout and Tiger adult partner.

During the meeting:

1. Gather Cub Scouts and inform them that they are going to create their own secret code.
2. To make a secret code they must first create a key. A key tells you how to break the code.
3. Distribute the Secret Code worksheet to each Cub Scout and Tiger adult partner. Instruct them to create a symbol below each letter to create their own secret code. No two symbols should be the same.
4. Have Cub Scouts write their name on a 3" x 5" index card using their code.

Additional Resources

[Secret Code worksheet](#)

[Back to Curiosity, Intrigue, and Magical Mysteries Requirements](#)

Tiger – 1st Grade

Curiosity, Intrigue, and Magical
Mysteries
Elective



Requirement 3

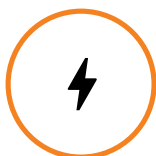
Pig Pen Code

Snapshot of Activity

Using the Pig Pen Code write your name.



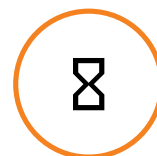
Indoor



2



2



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Each Cub Scout will need their Tiger handbook
- Pencils, one for each Cub Scout and Tiger adult partner
- 8 ½" x 11" paper, one sheet for each Cub Scout and Tiger adult partner

Directions

Before the meeting:

1. Review the pig pen code on page 32 of the Tiger handbook.
2. Write your name as a demonstration using the pig pen code.

During the meeting:

1. Gather Cub Scouts and Tiger adult partners and inform them that they are going to learn a secret code. Show them your name written in the pig pen code.
2. Ask Cub Scouts if anyone knows what this code says. Tell them that this code is called the Pig Pen Code.
3. In order to make a secret code you first have to create what is called a key. A key tells you how to break the code.
4. Have Cub Scout look at the pig pen code on page 32. Explain to them how to write a letter using the pig pen code then have Tiger adult partners help them write Do Your Best in the Tiger handbook in the space provided using the pig pen code.
5. Distribute the paper and pencils and have Cub Scouts and Tiger adult partners write their name using the Pig Pen code. When they are done ask them if they can now tell you what is written on your sheet of paper (Your name in pig pen code). See who can break the code.

[Back to Curiosity, Intrigue, and Magical Mysteries Requirements](#)

Tiger – 1st Grade

Curiosity, Intrigue, and Magical
Mysteries
Elective

Requirement 4



My Secret Code Part 2

Snapshot of Activity

Using the secret code created in the activity My Secret Code Part 1 write a message and have Tiger adult partners decode the message.



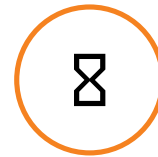
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Directions

Before the meeting:

1. Have the Secret Code worksheets Cub Scouts created in the activity My Secret Code Part 1.

During the meeting:

1. Using their secret code, ask Cub Scouts to write a short message to their Tiger adult partner. Try to keep it to about 4 to 6 words.
2. Have the Cub Scout pass the message to their Tiger adult partner and have Tiger adult partner decode the message using their Cub Scout's secret code.

[Back to Curiosity, Intrigue, and Magical Mysteries Requirements](#)

Tiger – 1st Grade

Designed By Tiger

ELECTIVE



Snapshot of Adventure

Tigers will discover the fundamentals of the engineering process of designing, building, and improving.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Designed by Tiger.

Requirement 1

Think about something that you would like to build. Draw a picture of what the final project should look like.

- [Draw something that you are going to build](#) before you build it.

Requirement 2

Using your drawing as a guide, build the project.

- Cub Scouts [build a model](#) of something that will help the den cross a river.
- [Make a model of an amusement park ride](#).

Requirement 3

When completed, discuss with your Tiger adult partner what could be done to improve your project.

- [Identify ways that your project could be improved](#).

Requirement 4

Make the improvement to your project.

- [Make improvement on the model made in requirement 2](#) based on feedback from the den.

Requirement 5

Make a drawing of your final project.

- [Compare the original drawing to the final project model](#).

[Back to Elective Adventures](#)



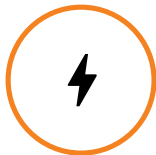
My Project Plan Drawing

Snapshot of Activity

Draw something that you are going to build before you build it.



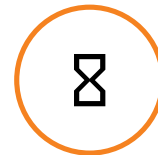
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 33
- Pencils, one for each Cub Scout
- Rulers, one for each Cub Scout

Directions

Before the meeting:

1. Determine which activity you will do to complete requirement 2, Crossing the River or Cub Scout Land.
2. Review the activity you chose for requirement 2.
3. Prepare the meeting space to allow Cub Scouts and Tiger adult partners to work together.

During the meeting:

1. Gather Cub Scouts and Tiger adult partners.
2. Based on the activity you will do for requirement 2 read the problem statement for the activity.
 - Crossing the River – You and your den are on a walk when you come across a river. The den needs to cross the river. Design something that will help the den cross the river. Draw a picture of your design, after that you are going to make a model of your design.
 - Cub Scout Land – Imagine that the Cub Scouts are building their own amusement park. You have been asked to design a ride for the amusement park. Draw a picture of your ride, after that you are going to make a model of your design.
3. Have Cub Scouts work on their design using page 33 of the Tiger handbook.



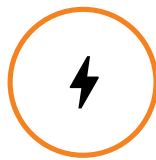
Crossing the River

Snapshot of Activity

Cub Scouts build a model of something that will help the den cross a river.



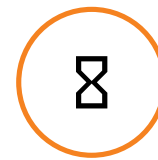
Indoor



2



3



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

Below is a sample list of craft supplies that could be used for building. You may substitute for other craft items or building toys.

- Construction paper
- Glue
- Tape
- String
- Scissors
- Cardboard
- Crayons
- Toothpicks
- Craft sticks (popsicle sticks)
- Rubber bands
- Paper clips
- Stapler with staples

Directions

Before the meeting:

1. Gather the craft supplies.
2. Set up the meeting space to allow Cub Scouts and Tiger adult partners to make their model.
3. Arrange the craft supplies so they can easily be shared among the Cub Scouts.

During the meeting:

1. Have Cub Scouts make a model of what they drew that will help the den cross the river.
2. Remind Cub Scouts that a model does not have to work. Let Cub Scouts know that they can use their imagination to make something up to explain how their device would work if it were real.
3. When everyone is finished, have each Cub Scout share their model and explain how it works.



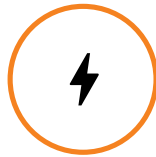
Cub Scout Land

Snapshot of Activity

Make a model of an amusement park ride.



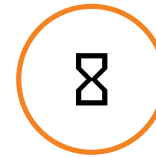
Indoor



23



3



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

Below is a sample list of craft supplies that could be used for building. You may substitute for other craft items or building toys.

- Construction paper
- Glue
- Tape
- String
- Scissors
- Cardboard
- Crayons
- Toothpicks
- Craft sticks (popsicle sticks)
- Rubber bands
- Paper clips
- Stapler with staples

Directions

Before the meeting:

1. Gather the craft supplies.
2. Set up the meeting space to allow Cub Scouts and Tiger adult partners to make their model.
3. Arrange the craft supplies so they can easily be shared among the Cub Scouts.

During the meeting:

1. Have Cub Scouts make a model of their amusement park ride.
2. Remind Cub Scouts that a model does not have to work. Let Cub Scouts know that they can use their imagination to make something up to explain how their ride would work if it were real.
3. When everyone is finished, have each Cub Scout share their model and explain how it works.



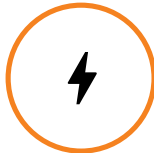
Room For Improvement

Snapshot of Activity

Identify ways that your project could be improved.



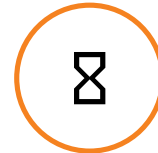
Indoor



1



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Project from requirement 2

Directions

During the meeting:

1. Have each Cub Scout share their model from requirement 2. Have the den give ideas on how the model could be improved.
2. Remind Cub Scouts that when we give suggestions to keep the point of the Scout Law to be “kind” in mind.

[Back to Designed by Tiger Requirements](#)



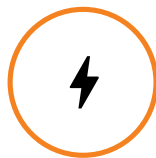
Making it Better

Snapshot of Activity

Make improvement on the model made in requirement 2 based on feedback from the den.



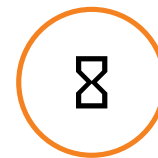
Indoor



2



3



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

Below is a sample list of craft supplies that could be used for building. You may substitute for other craft items or building toys.

- Construction paper
- Glue
- Tape
- String
- Scissors
- Cardboard
- Crayons
- Toothpicks
- Craft sticks (popsicle sticks)
- Rubber bands
- Paper clips
- Stapler with staples

Directions

During the meeting:

1. Based on suggestions from other members in the den have each Cub Scout identify one thing that they could do to improve their model.
2. Tell Cub Scouts that when engineers design things they always have other people look at their design to get feedback. This allows for the project to be as good as possible. Sometimes others can see things that we cannot.
3. Give time for Cub Scouts to make one improvement to their model.



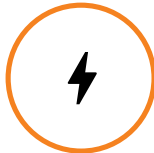
Comparing Start to Finish

Snapshot of Activity

Compare the original drawing to the final project model.



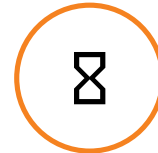
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Pencils, one for each Cub Scout
- Rulers, one for each Cub Scout

Directions

During the meeting:

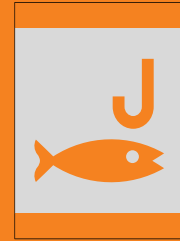
1. Share with the Cub Scouts that you want them to draw what their model looks like as best as they can.
2. Once Cub Scouts have drawn their model, ask Tiger adult partners discuss with them the differences from their original design to what they were able to make as a model.

[Back to Designed by Tiger Requirements](#)

Tiger – 1st Grade

Fish On

ELECTIVE



Snapshot of Adventure

With their family or den and adult partner, Tigers will learn the basics of fishing and go on a fishing adventure.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting the Adventure:

- Review content about [fishing](#) on Scouting.org.
- Check state requirements for fishing licenses or permits for youth and adults.
- Secure additional adult supervision that can assist Cub Scouts during the activity.
- Get permission to fish where you plan to fish.
- Check the weather before you go. Do not fish in a thunderstorm or inclement weather.
- If fishing in freshwater, review Fishing Basics [PowerPoint presentation](#) and [Instructor's Guide](#) to teach freshwater fishing.
- Additional fishing resources can be found at [Scout Life Magazine](#).

During the Adventure:

- Use the buddy system.
- Give plenty of room to others who are fishing nearby.
- Never fish where people are swimming.

Once you know your local fishing rules and regulations, here are the 6 things to know to keep you and others safe:

1. Fish with proper adult supervision.
2. Get permission to fish where you plan to fish.
3. Check the weather before you go. Do not fish in a thunderstorm or inclement weather.
4. Use the buddy system. You must be able to see them.
5. Give plenty of room to others who are fishing nearby.
6. Never fish where people are swimming.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Fish On.

Requirement 1

With your den or Tiger adult partner, identify the body of water where you will go fishing.

- [Use flashcards to identify local fish.](#)
- Using a local map [identify the spot where you will go fishing](#) and the fish that live in that body of water.

Requirement 2

With your Tiger adult partner, learn the rules of fishing safely.

- Using fishing poles, [practice the fishing rules before going on the fishing adventure.](#)
- Learn the [fishing safety rules](#) by completing the activity in the Tiger handbook.

Requirement 3

Draw a picture of the type of fish you think lives in the water where you are going fishing.

- Using the Tiger handbook [draw two fish](#) that live in the water you are going fishing.

Requirement 4

Go fishing with your Tiger adult partner.

- [Go fishing with your den.](#)

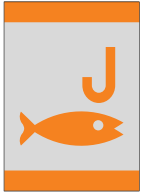
[Back to Elective Adventures](#)

Tiger – 1st Grade

Fish On

Elective

Requirement 1



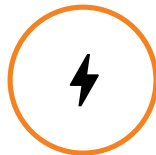
Flashy Fish Homes

Snapshot of Activity

Use flashcards to identify local fish.



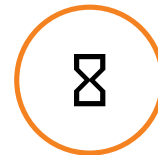
Indoor



2



3



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 34
- Fish Flash Cards found in Additional Resources
- Card stock paper
- Printer
- Scissors
- Crayons, enough to share

Directions

Before the meeting:

1. Identify the location where the den will go fishing.
2. Research the type of fish that live and may be caught at your fishing location.
3. Check that the fish you will be fishing is listed on the Fish Flash Cards, if not, create a flashcard for it.
4. Print out the Fish Flash Cards from Additional Resources.
5. Set up meeting location so Cub Scouts and Tiger adult partners can complete activities in the Tiger handbook.

During the meeting:

1. Gather Cub Scouts and have them open their Tiger handbook to page 34.
2. Share with the Cub Scouts that we all know that fish live in water, but did you know that not all fish can live in any type of water? Some fish live in the ocean where the water is salty and cold, some fish live in rivers or streams, and some fish live in freshwater lakes. In your Tiger handbook, you see three different types of fish who each live in three different types of water. With your Tiger adult partner, color and match the fish with the body of water they live in.
3. Once the Cub Scouts have finished, review that tuna are found in the ocean. Trout is a type of fish that is found in rivers and streams. Bass is a type of fish that is found in lakes. Tuna and trout are fish that are often a source of food. Bass is known as a sport fish, it isn't caught for food, they are just fun to catch.
4. Share with the Cub Scouts and Tiger adult partners the details of your fishing trip, date, time, and location. Describe the type of water that you will be fishing in— lake, river, ocean.
5. Next tell the Cub Scouts and Tiger adult partners you are going to review different types of fish and identify the types of fish you will be fishing for on your fishing adventure.
6. Hold up one fish card at a time and ask the den where they think the fish lives, lake, river, or ocean.
7. If the fish is a type of fish you may find in the body of water you are fishing at, set it aside and when you have gone through all the cards, review those fish that you may find in the body of water you are fishing at.
8. Discuss what type of bait those fish you are fishing for like.

Additional Resources

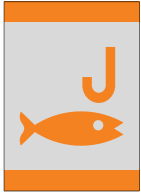
[Fish Flash Cards](#)

[Back to Fish On Requirements](#)

Tiger – 1st Grade

Fish On

Elective



Requirement 1

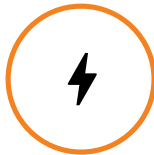
Our Fishing Spot

Snapshot of Activity

Using a local map identify the spot where you will go fishing and the fish that live in that body of water.



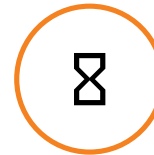
Indoor



2



3



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- A computer or smart device with a Wi-Fi connection
- Aerial map of the location Cub Scouts will go fishing
- Poster or chart of the type of fish that you will be fishing for

Directions

Before the meeting:

1. Identify the location where the den will go fishing.
2. Research the type of fish that live and may be caught at your fishing location. Get a poster / chart of fish that reflects the type of fish for which you will be fishing.
3. Set up meeting location so Cub Scouts and Tiger adult partners can complete activities in the Tiger handbook.

During the meeting:

1. Gather Cub Scouts and have them open their Tiger handbook to page 34.
2. Share with the Cub Scouts that we all know that fish live in water, but did you know that not all fish can live in any type of water? Some fish live in the ocean where the water is salty and cold, some fish live in rivers or streams, and some fish live in freshwater lakes. In your Tiger handbook, you see three different types of fish who each live in three different types of water. With your Tiger adult partner, color and match the fish with the body of water they live in.
3. Once the Cub Scouts have finished, review that tuna are found in the ocean. Trout is a type of fish that is found in rivers and streams. Bass is a type of fish that is found in lakes. Tuna and trout are fish that are often a source of food. Bass is known as a sport fish, it isn't caught for food, they are just fun to catch.
4. Share with the Cub Scouts and Tiger adult partners the details of your fishing trip, date, time, and location. Describe the type of water that you will be fishing in— lake, river, and ocean. Show an aerial photo of the location.
5. Describe the different types of fish that are in the body of water where you will be fishing.

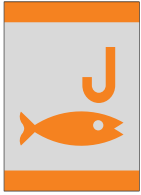
[Back to Fish On Requirements](#)

Tiger – 1st Grade

Fish On

Elective

Requirement 2



Dry Run Fishing

Snapshot of Activity

Using fishing poles, practice the fishing rules before going on the fishing adventure.



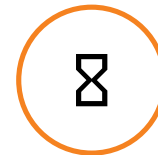
Outdoor



3



4



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Fishing poles, one for each Cub Scout
- Practice plugs, one for each fishing pole
- 150 feet of orange flagging tape
- 4 pool noodles
- Hula Hoops™, one for each Cub Scout

Directions

Before the meeting:

1. Set up the meeting location to allow Cub Scouts and Tiger adult partners to practice the fishing rules. Use flagging tape to designate the shoreline giving 10 feet of shoreline for each Cub Scout. If you have 8 Cub Scouts use 80 feet of the tape.
2. Using the pool noodles create a square at one end of the “shoreline” to designate it as a swimming area.
3. Place Hula Hoops™ 15 feet from the “shoreline” and 10’ apart.
4. Attach practice plugs onto the fishing poles, removing all hooks.

During the meeting:

1. Gather the Cub Scouts and Tiger adult partners.
2. Share that before the den goes on their fishing trip there are safety rules we need to follow.
3. Review the safety rules in the Tiger handbook on page 35.
 - Fish with proper supervision
 - Get permission to fish where you plan to fish
 - Check the weather before you go
 - Use the buddy system
 - Give plenty of room to others who are fishing nearby
 - Never fish where people are swimming
4. Have the Cub Scouts work with their Tiger adult partner to match the image with the rule.
5. Gather Cub Scouts and Tiger adult partners outside where the practice fishing area is set up.
6. Tell the Cub Scouts that they will get a chance to practice fishing with their Tiger adult partner. Review how you are following the rules for fishing during practice.
 - Fish with proper supervision – You are with your Tiger adult partner who will serve as your proper supervision.
 - Get permission to fish where you plan to fish – We checked already, and we have permission to use this area.
 - Check the weather before you go – We checked the weather, and we knew it would be a good time to practice.
 - Use the buddy system – your Tiger adult partner will also serve as your buddy.
 - Give plenty of room to others who are fishing nearby – You will notice that we have Hula Hoops™ out in the “water” for you to practice. Those are 10 feet apart, so when you line up make sure you have 10 feet between you and the person next to you.
 - Never fish where people are swimming – you see our pool noodles on the side, this is a swimming area so we will stay away from there.
7. Allow Cub Scouts and Tiger adult partners to practice fishing. If needed move Hula Hoops™ to allow Cub Scouts to have success in casting into the Hula Hoops™.

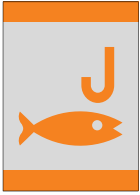
[Back to Fish On Requirements](#)

Tiger – 1st Grade

Fish On

Elective

Requirement 2



Fishing Safety Match

Snapshot of Activity

Learn the fishing safety rules by completing the activity in the Tiger handbook.



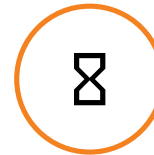
Indoor



2



2



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 35
- Crayons, enough to share

Directions

Before the meeting:

1. Set up the meeting location to allow Cub Scouts and Tiger adult partners to complete the activity in the Tiger handbook.

During the meeting:

1. Gather the Cub Scouts and Tiger adult partners.
2. Share that before the den goes on their fishing trip there are safety rules we need to follow.
3. Review the safety rules in the Tiger handbook on page 35.
 - Fish with proper supervision
 - Get permission to fish where you plan to fish
 - Check the weather before you go
 - Use the buddy system
 - Give plenty of room to others who are fishing nearby
 - Never fish where people are swimming

Have the Cub Scouts color the fishing rules on page 35 of the Tiger handbook and work with their Tiger adult partner to match the image with the rule.

[Back to Fish On Requirements](#)

Tiger – 1st Grade

Fish On

Elective

Requirement 3



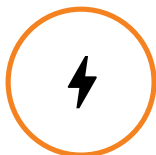
Scales and Sketches

Snapshot of Activity

Using the Tiger handbook draw two fish that live in the water you are going fishing.



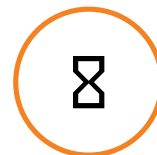
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Pictures of the types of fish that live in the water Cub Scouts will be fishing at for their fishing adventure
- Cub Scouts will need their Tiger handbook, page 36
- Crayons, enough to share
- Pencils, one for each Cub Scout

Directions

Before the meeting:

1. Research the type of fish that live and may be caught at your fishing location.
2. Have pictures of the different types of fish that live in the water Cub Scouts will be fishing at so Cub Scouts can make their drawings.
3. Set up meeting location so Cub Scouts and Tiger adult partners can complete activities in the Tiger handbook.

During the meeting:

1. Gather Cub Scouts and have them open their Tiger handbook to page 36.
2. Have Cub Scouts draw two fish that live in the water of their fishing location.

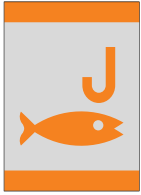
[Back to Fish On Requirements](#)

Tiger – 1st Grade

Fish On

Elective

Requirement 4



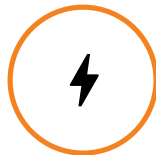
Fish On!

Snapshot of Activity

Go fishing with your den.



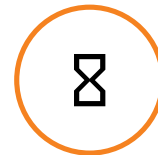
Outdoor



4



4



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Fishing poles, one per Cub Scout
- Tackle box which includes:
 - Fishing line
 - Fishing license if required
 - Barbless hooks
 - Bobbers
 - Sinkers
 - Swivels
 - Artificial bait
 - Needle nose pliers
 - Scissors
 - De-hooker
- Fishing net
- Bait or tackle based on the fish you will be fishing for
- Den first aid kit
- Cub Scout Six Essentials
- [Activity Consent Form](#)

Directions

Before the meeting:

1. Research local fishing spots that are family-friendly and have easy access. Get permission, if needed, to fish there.
2. Ensure you are aware of any fishing regulations and licensing requirements in your area. Purchase a fishing license if necessary. Youth may not need a fishing license but adults who are fishing are likely to need one.
3. Inform parents and guardians of the date, time, and location of the fishing activity.
4. Secure additional adult supervision.
5. Remind parents and guardians to complete and bring along [Activity Consent Form](#)
6. A week prior to the activity visit the site to become familiar with facilities such as access to drinking water, bathrooms, and parking. Inform parents and guardians of any details about the facilities that are important such as where to park and where the den will meet up.
7. Confirm with parents and guardians that every Cub Scout has a fishing pole and develop a plan to provide fishing poles for those who do not have one.

During the meeting:

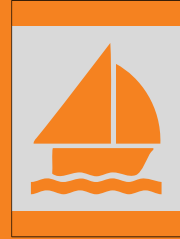
1. Meet at the designated area of the fishing spot.
2. Collect [Activity Consent](#) Forms.
3. Review the fishing safety rules and any local rules or regulations with Cub Scouts.
 - Fish with proper adult supervision.
 - Get permission to fish where you plan to fish.
 - Check the weather before you go. Do not fish in a thunderstorm or inclement weather.
 - Use the buddy system. You must be able to see them.
 - Give plenty of room to others who are fishing nearby.
 - Never fish where people are swimming.
4. Discuss what type of fish you will be fishing for and what type of bait or lure to use.
5. Have adults help Cub Scouts with attaching bait or lures.
6. Ensure that Cub Scouts are spaced a safe distance apart from each other and away from obstacles.
7. If a fish is caught practice catch and release by assisting the Cub Scouts.

[Back to Fish On Requirements](#)

Tiger – 1st Grade

Floats and Boats

ELECTIVE



Snapshot of Adventure

Discovering what floats and how to make a model boat are the key activities in this Adventure.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Floats and Boats.

Requirement 1

Identify five different types of boats.

- [Color the boats](#) in the Tiger handbook.
- [Identify different types of boats](#) using models.
- [See real boats by visiting a marina.](#)

Requirement 2

Identify five things that float and five things that do not float.

- In a tub discover [things that float and things that do not.](#)

Requirement 3

Build or create a model boat and float it on the water. This can be made from recycled materials or other items.

- Make a [model boat from recycled and craft supplies.](#)
- [Fold paper to make a boat](#) using the Tiger handbook.
- Make a [Raingutter Regatta boat.](#)

Requirement 4

Show that you can put on and fasten a life jacket correctly and learn when it is safe to enter a boat.

- Once Cub Scouts learn how to [proper fit a life jacket](#) conduct a relay race.
- [Cub Scouts try on a properly fitted life jacket.](#)

[Back to Elective Adventures](#)



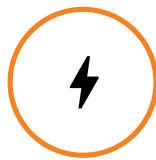
Color the Boats

Snapshot of Activity

Color the boats in the Tiger handbook.



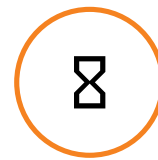
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Each Cub Scout will need their Tiger handbook, page 37
- Crayons, enough to share

Directions

Before the meeting:

1. Set up the meeting location so Cub Scouts and adult partners have a place to complete the coloring activity.

During the meeting:

1. Share with the Cub Scouts that there are different types of boats. Some are powered by humans, some are powered by the wind, and some are powered by motors.
2. Have the Cub Scouts look at the different boats on page 37 of the Tiger handbook. Ask them
 - “What boats do you see that are powered by humans?”
 - “What boat do you see that are powered by the wind?”
 - “What boat do you see that are powered by a motor?”
3. Rowboat – a rowboat is powered by a human. Using oars, you row by pulling the oars toward you when they are in the water. It may seem wrong, but the proper way to row in a rowboat is to face the back of the boat and have your back toward where you are rowing.
4. Canoe – a canoe is also powered by a human. Using a paddle, you paddle a canoe by pulling the paddle toward you when it is in the water.
5. Kayak – a kayak is also powered by a human. Using a special paddle that has two blades, you paddle a kayak by using one paddle blade on one side and then the other paddle blade on the other side.
6. Sailboats – a sailboat is powered by the wind. The large sail catches the wind, like a kite, to push the boat across the water.
7. Motorboats – a motorboat is powered by an engine. The engine spins a propeller under the water to push the boat across the water.
8. Have Cub Scouts color the different types of boats.



Model Boats

Snapshot of Activity

Identify different types of boats using models.



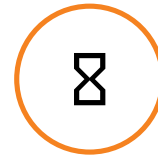
Indoor



2



5



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- A toy or model of the following boats
 - Rowboat
 - Kayak
 - Canoe
 - Motorboat
 - Sailboat
- Each Cub Scout will need their Tiger handbook, page 37
- Crayons, enough to share

Directions

Before the meeting:

1. Set up the meeting location so Cub Scouts and adult partners have a place to complete the coloring activity.

During the meeting:

1. Share with the Cub Scouts that there are different types of boats. Some are powered by humans, some are powered by the wind, and some are powered by motors.
2. Use the toy or model of each boat to introduce the type of boat it is.
 - Rowboat – a rowboat is powered by a human. Using oars, you row by pulling the oars toward you when they are in the water. It may seem wrong, but the proper way to row in a rowboat is to face the back of the boat and have your back toward where you are rowing.
 - Canoe – a canoe is also powered by a human. Using a paddle, you paddle a canoe by pulling the paddle toward you when it is in the water.
 - Kayak – a kayak is also powered by a human. Using a special paddle that has two blades, you paddle a kayak by using one paddle blade on one side and then the other paddle blade on the other side.
 - Sailboats – a sailboat is powered by the wind. The large sail catches the wind, like a kite, to push the boat across the water.
 - Motorboats – a motorboat is powered by an engine. The engine spins a propeller under the water to push the boat across the water.
3. Have the Cub Scouts color the different boats in the Tiger handbook on page 37.

[Back to Floats and Boats Requirements](#)



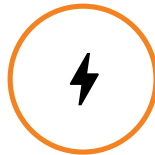
Visit a Marina

Snapshot of Activity

See real boats by visiting a marina.



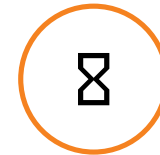
Travel



3



1



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- [Activity Consent Form](#)

Directions

Before the meeting:

1. Locate a marina and schedule a visit.
2. Confirm the name and number of the contact person at the facility who will give the tour of the marina and the different types of boats.
3. Ask the contact person to share with the Cub Scouts when they visit to show five different types of boats, canoe, kayak, rowboat, sailboat, and motorboat.
4. Inform parents and legal guardians about the visit and ask them to fill out an [Activity Consent](#) Form.

During the meeting:

1. Gather Cub Scouts outside the meeting location.
2. Have the contact person discuss the five different types of boats.
3. Encourage Cub Scouts to ask questions.
4. Have Cub Scouts thank the person who guided the tour.

After the meeting:

1. Write a thank you note to the facility and send it to the contact person.

[Back to Floats and Boats Requirements](#)



Floating or Sinking?

Snapshot of Activity

In a tub discover things that float and things that do not.



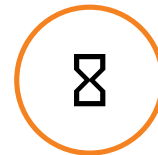
Outdoor



3



4



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 17-gallon tub
- Twelve gallons of water
- 5 things that float
 - Rubber duck
 - Toy boat
 - Balloon
 - A cork from a bottle
 - Dry sponge
- Five things that do not float
 - Quarter
 - Small rock
 - Metal spoon
 - Metal key
 - Metal screwdriver
- Hand towel

Directions

Before the meeting:

1. Fill a 17-gallon tub with about twelve gallons of water outside.

During the meeting:

1. Gather the Cub Scouts and adult partners around the tub filled with water.
2. Explain to Cub Scouts that some things float, and some things don't. What makes something float naturally is if it is more solid (called density) than the water. The weight of the object doesn't matter as much as how solid it is or dense it is. Something can also float based on how it is designed. A big battleship is made out of metal but because of the way a boat is designed it stays afloat.
3. Show the Cub Scouts the 5 things that float and the 5 things that do not. Take each object and ask the Cub Scouts if they think it will float or sink? Once they respond place the item in the tub of water to see what happens.

[Back to Floats and Boats Requirements](#)



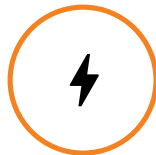
Crafty Boat

Snapshot of Activity

Make a model boat from recycled and craft supplies.



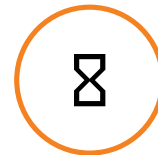
Outdoor



3



4



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 17-gallon tub
- Twelve gallons of water
- Supplies to make boats, a set for each Cub Scout
 - 2 – 16.9 oz empty plastic water bottles
 - 14 – 6” wooden popsicle sticks
 - 3 rubber bands
 - 3” x 5” index card
 - Small ball of playdough
- Supplies needed to make boats, enough to share
 - Crayons
 - Duct tape
 - Scissors

Directions

Before the meeting:

1. Fill the 17-gallon tub with about 12 gallons of water.
2. Set up meeting space for Cub Scouts and adult partners to make craft boats.
3. Lay out the materials needed to make the boats.
4. Follow the directions to make the boat and make one yourself to have as a model.

During the meeting:

1. Gather the Cub Scouts and inform them that they will be making a boat out of craft materials and some recycled materials. Show them your boat as a model.
2. Have the Cub Scouts, with help from their adult partners make the boat.
3. Step One – Take eleven popsicle sticks and lay them flat, side by side and tape them together to make the deck of the boat.
4. Step Two – Place two water bottles together horizontally. Place the deck of the boat made in step one on top.
5. Step Three – Use the rubber bands to wrap around the back of the water bottles, the middle (including the deck), and the front of the water bottles.
6. Step four – Add the playdough to the middle of the deck and stick a popsicle stick in it to create the mast.
7. Step five – Tape the 3" x 5" index card to the mast to make the sail.
8. Once a Cub Scout and adult partner has made their boat have them float it in the tub filled with water.

Tip: There are several ways to build a craft boat, feel free to alter supplies or materials to make your own boat.

[Back to Floats and Boats Requirements](#)

Tiger – 1st Grade

Elective

Requirement 3



Paper Boat

Snapshot of Activity

Fold paper to make a boat using the Tiger handbook.



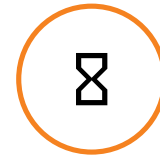
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 17-gallon tub
- Twelve gallons of water
- Each Cub Scout will need their Tiger handbook, page 39
- 8.5" x 11" piece of construction paper, one for each Cub Scout

Directions

Before the meeting:

1. Set up meeting space for Cub Scouts and adult partners to make their boats.
2. Fill up the tub with water.
3. Follow the directions on page 39 of the Tiger handbook to make your own boat.
4. You can also watch this YouTube video [How To Make a Paper Boat That Floats – Origami Boat](#).

During the meeting:

1. Gather the Cub Scouts and inform them that they will be making a boat out paper. Show them your boat as a model.
2. Have the Cub Scouts, with help from their adult partners make the boat.
3. Step One – Get your 8.5" x 11" paper.
4. Step Two – Fold the paper in half to make it 8.5" x 5.5".
5. Step Three – Take the corners of the folded side of the paper and fold them diagonally to form a triangle. You will have a small section of paper that is not folded on the bottom.
6. Step Four – Fold the bottom part of the paper up on one side, then flip the boat over and fold the other bottom part of the paper up.
7. Step Five – Pull from the bottom center (the flat part) to open up the ship. At this point it may look like a hat. Keep pulling it and then fold it flat. It should now be flat and square.
8. Step Six – Keep the paper flat with the folded pieces down.

9. Step Seven – Fold the bottom part (with the folded pieces) up to the top, flip the paper over and do the same for the other side. Now you should have a triangle.
10. Step Eight – Like you did in step five, pull open the ship from the bottom. This time do not make it flat. adult partners may need to help at this point.
11. Step Nine – With the bottom of the ship still a little open pull down the two sides.
12. Step Ten – As you pull down the two sides allow the paper to bend and fold to form the ship.
13. Once Cub Scouts have completed the making their ship have them test it out in the tub filled with water.

[Back to Floats and Boats Requirements](#)



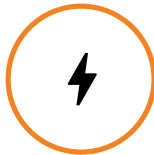
Raingutter Regatta Floating Boat

Snapshot of Activity

Make a Raingutter Regatta boat.



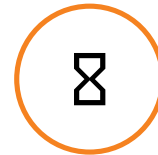
Indoor



3



5



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 17-gallon tub
- Twelve gallons of water
- Raingutter Regatta™ boat kit
- Phillips head screwdriver
- Sandpaper, 200 grit
- Paint
- Paint brushes
- Glue

Directions

Before the meeting:

1. This requirement can be combined with the Tiger Race Time Adventure, Cub Scouts need only make one boat to meet the requirement for both Adventures.
2. Set up meeting space for Cub Scouts and adult partners to make boats.

During the meeting:

1. Gather the Cub Scouts and inform them that they will be making a boat out of craft materials and some recycled materials. Show them your boat as a model.
2. Have the Cub Scouts, with help from their adult partners make the boat.
3. **Sand the wooden hulls.** It is easier to sand the wooden hulls before the boat is assembled.
4. **Attach** the plastic cabin to the two wooden hulls using the screws provided.
5. **Paint and decorate your boat.** If painting, use a primer first. This will help the paint stick to the plastic parts of the boat. The sail may be decorated also.
6. **Assemble the sail and mast.** Use a small bit of glue in the hole where the mast will go, then place the mast into the hole. Allow the glue to dry before attaching the sail.

Tip: Add wax to the bottom of the boat, the hull, to make it extra smooth. The smoother the hull, the faster the boat can go.

Additional Resources

Scout Shop [Raingutter Regatta Racing Trimaran Kit](#)

[Raingutter Regatta Boat Pre-Cut Peel N' Stick Decal Sticker, Racing Strips](#)

[Raingutter Regatta Boat Pre-Cut Peel N' Stick Decal Sticker, Sea Creatures](#)

Scout Shop blog post "[5 Simple Tips to Help Cub Scouts Get Ready for the Raingutter Regatta](#)"

Scout Life "[Make the ultimate raingutter regatta racer](#)"

[Back to Floats and Boats Requirements](#)

Tiger – 1st Grade

Elective



Requirement 4

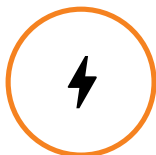
Life Jacket Relay

Snapshot of Activity

Once Cub Scouts learn how to properly fit a life jacket conduct a relay race.



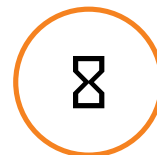
Indoor



5



4



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Properly fitted life jackets for Cub Scouts and adult partners

Directions

This requirement does not require Cub Scouts to be on the water. If you plan on conducting a boating activity you must have an adult leader who has completed Scouting America's [Safety Afloat](#) training.

Before the meeting:

1. Review the [How to Choose The Right Life Jacket](#) brochure from the United States Coast Guard.
2. Review Scouting America content on [Life Jackets / Personal Floatation Devices](#).
3. Prepare a location that is free of obstacle to conduct a relay race.

During the meeting:

1. Share with the Cub Scouts and adult partners that anytime they are on a boat they are to have a lifejacket on and the only time they are to get on a boat is when there is a properly trained adult present.
2. Have Cub Scouts try on life jackets and check for the proper fit.
3. Have Cub Scouts and adult partners divide into two teams.
4. Take the life jackets and place them approximately twenty feet from the starting line.
5. Explain the rules of the relay race.
6. The first person on each team must run to the pile of life jackets and properly put it on and then run back to the start line, run back to the pile of life jackets and take the life jacket off and then run back to the start. The next person in line now takes a turn. The first team to finish wins.

[Back to Floats and Boats Requirements](#)



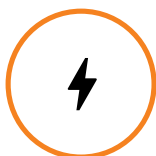
Proper Fit – Proper Safety

Snapshot of Activity

Cub Scouts try on a properly fitted life jacket.



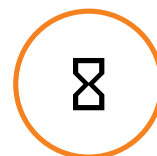
Indoor



3



4



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Properly fitted life jackets for Cub Scouts and adult partners

Directions

This requirement does not require Cub Scouts to be on the water. If you plan on conducting a boating activity you must have an adult leader who has completed Scouting America's [Safety Afloat](#) training.

Before the meeting:

1. Review the [How to Choose The Right Life Jacket](#) brochure from the United States Coast Guard.
2. Review Scouting America content on [Life Jackets / Personal Floatation Devices](#).

During the meeting:

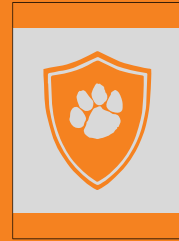
1. Share with the Cub Scouts and adult partners that anytime they are on a boat they are to have a lifejacket on and the only time they are to get on a boat is when there is a properly trained adult present.
2. Review how to properly fit a life jacket with the Cub Scouts and adult partners.
3. Have adult partners assist their Cub Scout with putting on a life jacket and checking to make sure it is fitted properly.

[Back to Floats and Boats Requirements](#)

Tiger – 1st Grade

Good Knights

ELECTIVE



Snapshot of Adventure

Tigers will have fun making their own shield or coat of arms and even a castle.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Good Knights.

Requirement 1

Discuss with your den or Tiger adult partner what it means to have courteous behavior, how a knight behaves. Tell another Tiger which points of the Scout Law help you to have the same Knightly behavior.

- Discuss with your den or Tiger adult partner [what it means to have courteous behavior, how a knight behaves](#). Tell another Tiger which points of the Scout Law help you to have the same Knightly behavior.
- Cub Scouts [will act out acts of being courteous and other points of the Scout Law](#).

Requirement 2

Create a shield that can be for your den or a personal shield.

- Working together as a den make a [den shield](#).
- Make a [personal little shield](#) out of plywood and decorate it with paint.
- Cub Scouts make a [personal shield](#) from project board.

Requirement 3

Using recycled and other materials, design and build a small castle in your den or at home.

- Use a sandbox for the den to [create a den sandcastle](#).
- Make a [castle using modular building blocks](#) such as Legos
- Using recycled or reused materials, [build a model castle](#).

Requirement 4

Do a Good Turn.

- This is not a service project it is simply a good turn, [a good deed for someone else](#).

[Back to Elective Adventures](#)

Tiger – 1st Grade

Good Knights

Elective

Requirement 1



Courteous Knights

Snapshot of Activity

Cub Scouts will act out acts of being courteous and other points of the Scout Law.



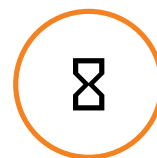
Indoor



3



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- None

Directions

Before the meeting:

1. Review the Scout Law and become familiar with it and how it is defined in Cub Scouting.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with them that a long time ago in the country of England there were warriors who fought for kings and queens, but they were not ordinary warriors, knights were special because they were expected to live by a code. A knight was supposed to show bravery, strength, and skill in battle, to respect women, to defend the weak and the poor, to be generous to others and loyal to his lord, his family and his friends.
2. Today in England people can still become a knight but it is now a special recognition and title that can be presented to someone by the king or queen of England. Both women and men are knights. Women knights in England are referred to as dames.
3. Being a good Scout is like being a modern-day knight. Living and acting by the Scout Oath and Law.
4. Inform Cub Scouts that part of the Scout Law is to be courteous. That means that we are to be polite to everyone and always use good manners.
5. Have Cub Scouts work with their Adult Partner to come up with a way to act out the Cub Scout demonstrating being courteous. When Cub Scouts and adult partners are ready have each pair act out their scene.
6. After everyone has had a chance to act out a scene ask the Cub Scouts to look at the Scout Law and identify a part of the Scout Law that they feel a good knight must follow. Don't have them tell it to anyone but their Adult Partner. Together the Cub Scout and Adult Partner will act out the Cub Scout demonstrating their chosen point of the Scout Law and everyone else will have to guess it.
7. When Cub Scouts and adult partners are ready have each pair act out their scene and see if the rest of the den can guess the right point of the Scout Law.

[Back to Good Knights Requirements](#)

Tiger – 1st Grade

Good Knights

Elective

Requirement 1



Modern Knights

Snapshot of Activity

Have a guest speaker from one of the armed services come to speak about the values and creed of their branch.



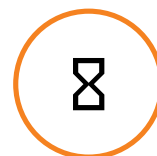
Indoor



1



1



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- None

Directions

Before the meeting:

1. Identify someone in the armed services, active or retired, who can speak to the Cub Scouts about the values along with any mottos or oaths of their branch of service.
2. Ask the quest speaker for the proper way to address them by their rank and confirm the branch of military service.
3. Research the values, mottos, or oaths of the branch of service your guest speaker is a part of to be familiar with them and how they relate to the values of the Scout Oath and Scout Law.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with them that a long time ago in the country of England there were warriors who fought for kings and queens, but they were not ordinary warriors, knights were special because they were expected to live by a code. A knight was supposed to show bravery, strength, and skill in battle, to respect women, to defend the weak and the poor, to be generous to others and loyal to his lord, his family and his friends.
2. Today in England people can still become a knight but it is now a special recognition and title that can be presented to someone by the king or queen of England. Both women and men are knights. Women knights in England are referred to as dames.
3. In America we have modern day knights. Men and women of our armed forces are expected to live by a set of values, they have a motto, and take an oath.
4. Introduce the guest speaker and have them discuss the values, motto, and oath their branch of service has.
5. Allow Cub Scouts and adult partners to ask questions.
6. Thank the guest speaker.

7. Ask Cub Scouts and adult partners what was similar between the Scout Oath and Law and what the guest speaker shared.

After the meeting:

1. Send speaker a thank you note.

[Back to Good Knights Requirements](#)

Tiger – 1st Grade

Good Knights

Elective

Requirement 2



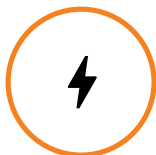
Den Shield

Snapshot of Activity

Working together as a den make a den shield.



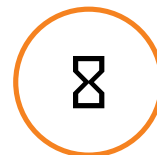
Indoor



2



4



4

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 2' x 4' ¼" plywood
- Table saw, FOR ADULT USE ONLY
- pencil
- 220 grit sandpaper
- 1 can of spray paint primer
- 1 can of spray paint clear coat/finish
- Acrylic paint, various colors
- Craft paint brushes, enough to share
- Bowls filled with water to wash paintbrushes
- 1 roll of painter's tape 1" width

Directions

Before the meeting:

1. Set up the meeting space for painting and make sure to protect the workspace and floor.
2. Inform Cub Scouts and adult partners that they will be painting during the meeting and to bring an old t-shirt or craft apron.
3. Draw an outline of a shield on the plywood using a pencil. Using the table saw to cut out the shield.
4. Spray the shield with primer and let dry fully before the meeting.
5. Use the painter's tape to tape off a top section of the shield about 6 inches from the top.
6. Use the painter's tape to then create equal sections on the shield for each member of the den.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with them that for this activity they will design and make a den shield. Tell them that knights in medieval times used a shield to protect themselves but they also used it to identify who they were and where they came from. During this time most people could not read so people would use symbols instead of words. Most shields were decorated with symbols that may show what part of the country they were from or what family they were from.
2. Ask Cub Scouts what one symbol they would use to identify themselves with. Have them draw that symbol on page 40 of their Tiger handbook.
3. Once everyone has completed their drawing give each Cub Scout a section of the den shield to paint their symbol on. Ask them to include their initials next to their symbol.
4. As Cub Scouts are painting their symbol ask adult partners to help paint the top section.
5. Allow the paint to dry and then spray on a coat of clear coat/finish.

[Back to Good Knights Requirements](#)

Tiger – 1st Grade

Good Knights

Elective

Requirement 2



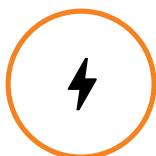
Personal Little Shield

Snapshot of Activity

Make a personal little shield out of plywood and decorate it with paint.



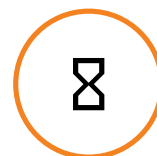
Indoor



2



3



4

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 3" x 4" small wooden craft shield, enough for one for each Cub Scout
- Tigers will need their Tiger handbook, page 40
- Acrylic paint, assorted colors
- Paint primer
- Craft paint brushes, enough to share
- Bowls filled with water to wash paintbrushes

Directions

Before the meeting:

1. Purchase wooden craft shields.
2. Set up the meeting space for painting and make sure to protect the workspace and floor.
3. Inform Cub Scouts and adult partners that they will be painting during the meeting and to bring an old t-shirt or craft apron.
4. Apply paint primer to all the shields on one side.
5. Make a shield for yourself to use as an example and identify steps that may be a challenge for Cub Scouts.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with them that for this activity they will design and make their own shield. Tell them that knights in medieval times used a shield to protect themselves but they also used it to identify who they were and where they came from. During this time most people could not read so people would use symbols instead of words. Most shields were decorated with symbols that may show what part of the country they were from or what family they were from.
2. Have the Cub Scouts with their adult partners use page 40 of their Tiger handbook to come up with a design for their shield using symbols or images that they feel represent their family and where they are from.
3. Once everyone has completed their design, Cub Scouts work with their adult partners to paint their shield.

[Back to Good Knights Requirements](#)

Tiger – 1st Grade

Good Knights

Elective

Requirement 2



Personal Shield

Snapshot of Activity

Cub Scouts make a personal shield from project board.



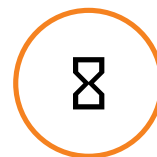
Indoor



2



3



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Tigers will need their Tiger handbook, page 40
- Project board 36" x 48"
- Acrylic paint, assorted colors
- Craft paint brushes, enough to share
- Bowls filled with water to wash paintbrushes
- Crayons, enough to share
- Scissors

Directions

Before the meeting:

1. Set up the meeting space for painting and make sure to protect the workspace and floor.
2. Inform Cub Scouts and adult partners that they will be painting during the meeting and to bring an old t-shirt or craft apron.
3. Make a shield for yourself to use as an example and identify steps that may be a challenge for Cub Scouts.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with them that for this activity they will design and make their own shield. Tell them that knights in medieval times used a shield to protect themselves but they also used it to identify who they were and where they came from. During this time most people could not read so people would use symbols instead of words. Most shields were decorated with symbols that may show what part of the country they were from or what family they were from.
2. Have the Cub Scouts with their adult partners use page 40 of their Tiger handbook to come up with a design for their shield using symbols or images that they feel represent their family and where they are from.
3. Once everyone has completed their design Cub Scouts work with their adult partners to cut out their shield from the project board and then paint their design onto their shield.
4. When everyone has made their shield have each Cub Scout describe their shield to the den.

[Back to Good Knights Requirements](#)

Tiger – 1st Grade

Good Knights

Elective

Requirement 3



Building Sandcastles

Snapshot of Activity

Use a sandbox for the den to create a den sandcastle.



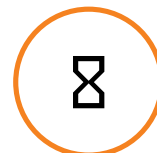
Travel



3



3



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Large sandbox or beach
- Sandcastle molds
- Small buckets
- Plastic cups
- Craft sticks

Directions

Before the meeting:

1. Inform Cub Scouts and parents of the location of the meeting, either a beach or playground that has a large sandbox.
2. Confirm the date, time, and location with parents a day before the meeting.
3. Check the condition of the sand, if needed add water to make the sand sticky.

During the meeting:

1. Gather the Cub Scouts and adult partners to inform them that in this activity you will work together to design and build a castle.
2. Tell the Cub Scouts and adult partners that castles were built as a sign of strength. It would not only protect the people who lived in the castle, but it also served as protection for those who lived nearby. The walls of some castles were built to allow people to live inside the castle walls, this was usually for those who were providing skilled trades like blacksmithing, butchers, or merchants. The farmers who supplied food to the castle lived outside of the castle walls and would seek shelter inside the walls during an attack.
3. Have all the Cub Scouts with their adult partners make a big sandcastle together.

[Back to Good Knights Requirements](#)

Tiger – 1st Grade

Good Knights

Elective

Requirement 3



Castle Made of Building Blocks

Snapshot of Activity

Make a castle using modular building blocks such as Legos.



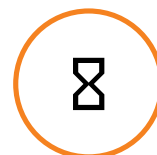
Indoor



2



4



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Various pieces of modular building blocks, enough to build a castle

Directions

Before the meeting:

1. Set up the meeting place to allow Cub Scouts and adult partners to build a castle.

During the meeting:

1. Gather the Cub Scouts and adult partners to inform them that in this activity you will work together to design and build a castle.
2. Tell the Cub Scouts and adult partners that castles were built as a sign of strength. It would not only protect the people who lived in the castle, but it also served as protection for those who lived nearby. The walls of some castles were built to allow people to live inside the castle walls, this was usually for those who were providing skilled trades like blacksmithing, butchers, or merchants. The farmers who supplied food to the castle lived outside of the castle walls and would seek shelter inside the walls during an attack.
3. Have Cub Scouts with their adult partners make a castle together.
4. When everyone has made a castle have them share their model with the den.

[Back to Good Knights Requirements](#)

Tiger – 1st Grade

Good Knights

Elective

Requirement 3



Yesterday's Trash is Today's Castle

Snapshot of Activity

Using recycled or reused materials, build a model castle.



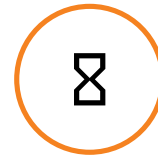
Indoor



2



3



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cardboard boxes
- Tape
- Clean used aluminum cans
- Clean used water bottles
- Clean used milk jugs
- Scissors
- Glue
- Crayons, enough to share

Directions

Before the meeting:

1. Set up the meeting place to allow Cub Scouts and adult partners to build a castle.

During the meeting:

1. Gather the Cub Scouts and adult partners to inform them that in this activity you will work together to design and build a castle.
2. Tell the Cub Scouts and adult partners that castles were built as a sign of strength. It would not only protect the people who lived in the castle, but it also served as protection for those who lived nearby. The walls of some castles were built to allow people to live inside the castle walls, this was usually for those who were providing skilled trades like blacksmithing, butchers, or merchants. The farmers who supplied food to the castle lived outside of the castle walls and would seek shelter inside the walls during an attack.
3. Have Cub Scouts with their adult partners make a castle together.
4. When everyone has made a castle have them share their model with the den.

[Back to Good Knights Requirements](#)

Tiger – 1st Grade

Good Knights

Requirement 4

Elective



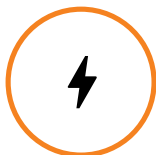
Knights Do a Good Turn Like Scouts Do

Snapshot of Activity

This is not a service project it is simply a good turn, a good deed for someone else.



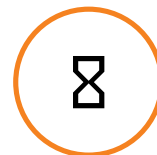
Indoor



1



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- None

Directions

During the meeting:

1. Gather Cub Scouts and adult partners and share with them that Knights would help others just like Scouts like to help other people at all times. Helping others doesn't have to be hard, it can be as simple as doing something to help your teacher, a friend, or a family member.
2. Ask Cub Scouts to share what are some things that they could do as a good turn to help someone else?
3. Share with the Cub Scouts the story of William D. Boyce who brought Scouting to the United States from England. "Scouting was brought to America by William D. Boyce, a Chicago publisher, and the way Boyce discovered Scouting is one of the movement's most colorful stories. Boyce, it seems, was in London in the fall of 1909 and was out in a famed London fog looking for an office in the center of the city. Nearly at his wit's end, Boyce stopped a young man and asked directions. Not only did the youth tell Boyce how to reach his destination, but he also actually led Boyce there to make certain the American found his way without becoming lost again. Boyce, to show his gratitude, offered the youth a tip, but the youth would not accept it. When asked why, the young man told Boyce he was a Boy Scout and taking a tip would negate the good deed he had done and violate his Scouting code.

The youth's gesture impressed Boyce, who later visited with Lord Baden-Powell himself. Boyce was so taken with Baden-Powell and the Scouting idea that back in America he and other men interested in youth development founded the Boy Scouts of America in Washington, D.C., on February 8th, 1910. No one knows who the Scout was who performed his Good Turn for Boyce, but he has not been forgotten. In Gilwell Park in London, American Scouts had a statue erected in his honor. A large-scale representation of the Silver Buffalo Award, the statue bears the inscription, "To the Unknown Scout Whose Faithfulness in the Performance of the Daily Good Turn Brought the Scout Movement to the United States of America."

4. Tell the Cub Scouts "You see, a good turn doesn't have to be a big thing and it could lead to something really big. When we do a good turn, we do it because we are helping someone else, we do not do it for a reward, for credit, or any other reason."
5. Have Cub Scouts think of ways they can do a good turn by helping someone else. Have them share their ideas and commit to doing the good turn by the next den meeting.
6. At the next den meeting ask each Cub Scout what they did as their good turn.

[Back to Good Knights Requirements](#)

Tiger – 1st Grade

Let's Camp

ELECTIVE



Snapshot of Adventure

Here is the opportunity for Tigers and their adult partners to go on an overnight campout.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Review [Age Appropriate Guidelines for Scouting Activities](#) before camping.

When camping:

- BALOO training is mandatory for a MINIMUM OF ONE adult on a pack overnighter. BALOO training consists of an online pre-requisite component in addition to an overnight hand on practical. Scouting America's Cub Scout level camping policies will be taught along with the discovery of the necessary tools to help units carry out a successful camping experience.
- Complete the on-line training "Hazardous Weather" training module that is part of the Position Specific Training for den leaders [my.scouting](#). If you have already completed den leader, Cubmaster, or pack committee chair training on-line, then you have completed this module.
- Watch the [Weather Related Safety Moment](#) video (1 minute 48 seconds).
- Review [Guide to Safe Scouting](#) for camping,
- If building a campfire, review [Behavior Around Campfires](#).

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Let's Camp Tiger.

Requirement 1

Learn about the buddy system and how it works in the outdoors.

- Cub Scout buddies [work together to stand up while sitting on the floor back-to-back](#).
- Using an activity sheet identify who is [using the buddy system](#).

Requirement 2

Before going on the overnight campout, discuss what type of weather is expected and what type of clothes you should wear.

- Cub Scouts look at a [weather report for the campout](#).
- Cub Scouts [pick out clothes that are appropriate for different types of weather](#).

Requirement 3

Pack up your Cub Scout Six Essentials for the campout.

- Cub Scouts go on a [scavenger hunt to collect Cub Scout Six Essentials](#).
- [Provide Cub Scouts their own Cub Scout Six Essentials](#).

Requirement 4

Learn a camping skill.

- Learn about the [different flashlight and flashlight etiquette](#).
- Cub Scouts will learn about the [square knot](#) and attempt to tie it.
- Cub Scout and adult partners will [practice setting up a tent](#).

Requirement 5

Attend a council or district Cub Scout overnight camp or attend a campout with your pack.

- [Go camping at your local council camp](#).
- [Go camping with your pack](#).

[Back to Elective Adventures](#)

Tiger – 1st Grade

Let's Camp

Elective

Requirement 1



Back-to-Back Buddies

Snapshot of Activity

Cub Scout buddies work together to stand up while sitting on the floor back-to-back.



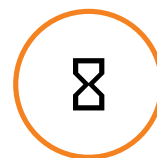
Indoor



3



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Back-to-Back Get Up worksheet found in Additional Resources

Directions

Before the meeting:

1. Become familiar with the buddy system by watching "[The Buddy System](#)." (duration 1 minute, 42 seconds)
2. Review the Back-to-Back Get Up worksheet. Either print it or have it available on a smart device to share with Cub Scouts.

During the meeting:

1. Gather Cub Scouts and say: "The buddy system is when two Cub Scouts work together, share, and keep each other safe. The den leader decides how buddies are paired. If there is an odd number of Cub Scouts, you can have a buddy group of no more than three. Having a buddy is especially important when you are doing an activity outdoors, particularly near or on the water. When you have a buddy, you are not to let your buddy out of your sight. As buddies you are friends, so remember the points of the Scout Law to be friendly, courteous, and kind to each other. You keep each other safe by following any rules or instructions for the activity"
2. Assign buddies for the Cub Scouts, it is best to pair similar sized Cub Scouts together for the activity to have the greatest success.
3. Have two Cub Scouts on the floor back-to-back with their arms locked. Without letting go, they try to stand up. This is done by bringing their feet close to their body and pushing back against back as they lift their bodies.

Additional Resources

[Back-to-Back Get Up worksheet](#)

[Back to Let's Camp Requirements](#)

Tiger – 1st Grade

Let's Camp

Elective

Requirement 1



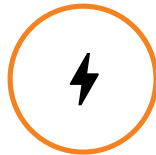
Who is Being a Buddy?

Snapshot of Activity

Using an activity sheet identify who is using the buddy system.



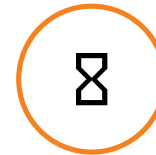
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Buddy System activity sheet found in Additional Resources
- Crayons, enough to share
- Printer
- Paper

Directions

Before the meeting:

1. Become familiar with the buddy system by watching "[The Buddy System](#)." (duration 1 minute, 42 seconds)
2. Print and cut out Buddy System activity sheet, one for each Cub Scout.

During the meeting:

1. Gather Cub Scouts and adult partners and say: "The buddy system is when two Cub Scouts work together, share, and keep each other safe. The den leader decides how buddies are paired. If there is an odd number of Cub Scouts, you can have a buddy group of no more than three. Having a buddy is especially important when you are doing an activity outdoors, particularly near or on the water. When you have a buddy, you are not to let your buddy out of your sight. As buddies you are friends, so remember the points of the Scout Law to be friendly, courteous, and kind to each other. You keep each other safe by following any rules or instructions for the activity"
2. Have Cub Scouts with their adult partners identify and color the pictures on the activity sheet that demonstrate the use of the buddy system.

Additional Resources

[Buddy System activity sheet](#)

[Back to Let's Camp Requirements](#)

Tiger – 1st Grade

Let's Camp

Elective

Requirement 2



What is the Weather Like There?

Snapshot of Activity

Cub Scouts look at a weather report for the campout.



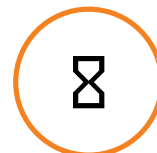
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 42
- Crayons, enough to share
- Smart device with internet access and a weather app

Directions

Before the meeting:

1. Set up the meeting location so Cub Scouts and adult partners can complete the activity in their handbook together.

During the meeting:

1. Gather the Cub Scouts and adult partners and have them work together to complete page 42 of the Tiger handbook.
2. Once everyone has completed the activity in the handbook share with them that next the den is going look at what the weather will be like for the campout.
3. Pull up the weather app and set the location for where the campout will be held. Look for the forecast.
4. Discuss with Cub Scouts and adult partners what will they need to bring on the campout based on the forecast.

[Back to Let's Camp Requirements](#)

Tiger – 1st Grade

Let's Camp

Requirement 2

Elective



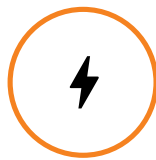
What to Wear? What to Wear? When Camping

Snapshot of Activity

Cub Scouts pick out clothes that are appropriate for different types of weather.



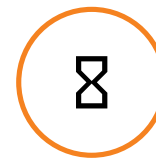
Indoor



5



4



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 42
- Crayons, enough to share
- Small bookbag or day bag
- 2 sets of various outdoor clothes
 - T-shirt
 - Shorts
 - Poncho or rain jacket
 - Hat
 - Long pants
 - Wool socks
 - Long sleeve shirt
 - Winter coat
 - Wool skull cap
 - Hoodie or light jacket

Directions

Before the meeting:

1. Set up the meeting location so Cub Scouts and adult partners can complete the activity in their handbook together.
2. Designate an area that is free of obstacles for a relay race.
3. Lay out the different clothes for the outdoors together in a pile on the ground as they should be for the season that you would wear them.

During the meeting:

1. Gather the Cub Scouts and adult partners and have them work together to complete page 42 of the Tiger handbook.

2. Once everyone has completed the activity in the handbook share with them that next the den is going to run a relay race.
3. Explain the rules of the relay to the Cub Scouts and adult partners. Adult partners are going to play too.
4. Everyone will form a line about ten yards away from the pile of clothes. The first person in line is holding the backpack and waits for the den leader to call out a season (summer, spring, fall, winter). When the den leader says the season that person then runs to the piles of clothes and gathers the clothes that match the season. When they bring the bag back, they empty the clothes, and the den decides if all the clothes are right for the season.

[Back to Let's Camp Requirements](#)

Tiger – 1st Grade

Let's Camp

Elective

Requirement 3



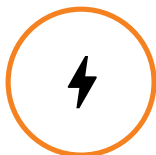
Six Essentials Scavenger Hunt

Snapshot of Activity

Cub Scouts go on a scavenger hunt to collect Cub Scout Six Essentials.



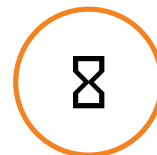
Indoor



4



4



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 43
- Crayons, enough to share
- Cub Scout Six Essentials
 - Water bottle
 - First Aid Kit (small)
 - Whistle
 - Flashlight
 - Sunscreen
 - Trail Mix
- Six other camping items
 - Sleeping bag
 - Pillow
 - Bath towel
 - Backpack
 - Bowl
 - Spoon

Directions

Before the meeting:

1. Become familiar with the Cub Scout Six Essentials by watching the "[Six Essentials](#)" video. (duration 4 minutes)
2. Hide the Cub Scout six essentials and the other six camping items around the meeting location.

During the meeting:

1. Gather the Cub Scouts and tell them that the Cub Scout Six Essentials are the six things they should have with them when they go on an outdoor adventure either in Cub Scouting or when they are with their family. After learning about the Cub Scout Six Essentials, you will play a game to see what they have learned.
2. Review the Cub Scout Six Essentials with the Cub Scouts using what you learned in the Cub Scout Six Essentials video.
3. Have Cub Scouts with their adult partner complete the activity on page 43 of the Tiger handbook.
4. Tell the Cub Scouts and adult partners that you have hidden the six essentials in the meeting room.
5. Have the den work together to find the Cub Scout Six Essentials.

[Back to Let's Camp Requirements](#)

Tiger – 1st Grade

Let's Camp

Elective

Requirement 3



Six Essentials Shopping Spree

Snapshot of Activity

Provide Cub Scouts their own Cub Scout Six Essentials.



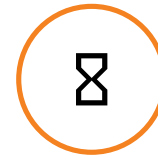
Indoor



3



4



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 43
- Crayons, enough to share
- Cub Scout Six Essentials, one for each Cub Scout
 - Water bottle
 - First Aid Kit (small)
 - Whistle
 - Flashlight
 - Sunscreen
 - Trail Mix

Directions

Before the meeting:

1. Become familiar with the Cub Scout Six Essentials by watching the "[Six Essentials](#)" video. (duration 4 minutes)
2. Set up the room to have 6 tables set up. Each table will have one of the Cub Scout Six Essentials (one for each Cub Scout).
3. Secure additional adult supervision so that there is an adult at each of the six tables who can share with the Cub Scout what the essential is at their table, why it is important, and how to use it.

During the meeting:

1. Gather the Cub Scouts and tell them that the Cub Scout Six Essentials are the six things they should have with them when they go on an outdoor adventure either in Cub Scouting or when they are with their family.
2. Review the Cub Scout Six Essentials with the Cub Scouts using what you learned in the Cub Scout Six Essentials video.
3. Have Cub Scouts with their adult partner complete the activity on page 43 of the Tiger handbook.
4. Cub Scouts are instructed to go to each table to learn about and receive their six essentials.

[Back to Let's Camp Requirements](#)

Tiger – 1st Grade

Let's Camp

Elective

Requirement 4



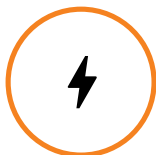
Flashlight Tiger Hunt

Snapshot of Activity

Learn about the different flashlight and flashlight etiquette.



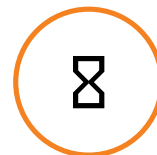
Outdoor



3



3



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Have Cub Scouts bring their flashlight that is part of their Cub Scout Six Essentials
OR provide a flashlight for each Cub Scout and adult partner
- 12 – 3 1/4" diameter reflectors
- 1" decals of reflective numbers 1 through 12

Directions

This activity must be done after the sun has gone down.

Before the meeting:

1. Learn about flashlights and headlamps in this Scout Life magazine article "[How to Buy a Great Headlamp or Flashlight](#)."
2. [Scout leaders](#), let's shine some light on flashlight etiquette.
3. Place the number decals on the reflectors numbering them 1 – 12.
4. Outside find locations to set up red reflectors along a path or trail or other designated area. The idea will be for Cub Scouts to use their flashlights to find all 12 reflectors (representing the 12 points of the Scout Law), be creative by placing some flat on the ground, up high, down low, and in other places where Cub Scouts and adult partners will have to look around to find them.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with them that in this activity they will learn about flashlights and then go on a hunt for the 12 points of the Scout Law.
2. Review with the Cub Scouts and adult partners the information about flashlights from the Scout Life magazine article.
3. Review flashlight etiquette:
 - Hide the light source (bulb or filament) from view to reduce the harshness and impact on night vision. You could bounce the light off the ceiling of your tent, pop-up or pavilion.
 - Equip younger Scouts with LED glowstick necklaces instead of bright headlamps. They're cheap and easier to track and identify in the dark.
 - When walking down paths or looking for gear in bags, all you really need is a zipper pull-style pinch LED light. "I buy these in quantity as Scout handouts as they're a compact way to achieve your essentials," Johnston tells me.
 - Lights with red bulbs won't disturb others or ruin night vision. They can be found as an option in flashlights, headlamps, or even those zippers pull lights. "Plus, they're a great way to start up a conversation on night vision, why it's important and how to improve it," Johnston writes. "Scouts love hearing how pilots and soldiers use red light and might even be temporarily enticed into being 'stealthy' right before bed."
 - Don't drive through campsites at night. If you camp in your car, disable internal and external lighting that is usually automatically activated when a door opens.
 - Be aware of where your flashlight is pointed at all times. If you point it at someone's tent when you walk by at night, reflective fabrics cause the whole tent to light up. This disturbs the sleep of the tent's occupants.
4. Have Cub Scouts and adult partners as a team head out to the designated area to look for the Scout Law. Let them know that each of the 12 points of the Scout Law are out there and they are numbered. You will know when you find it because it will glow red with you point your flashlight at it.
5. Have Cub Scouts and adult partners go on the hunt and remind them to practice their flashlight etiquette.

[Back to Let's Camp Requirements](#)

Tiger – 1st Grade

Let's Camp

Elective

Requirement 4



My First Knot

Snapshot of Activity

Cub Scouts will learn about the square knot and attempt to tie it.



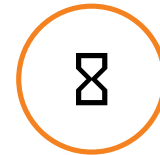
Indoor



3



3



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 3 ft. red paracord, one for each Cub Scout and adult partner
- 3 ft. blue paracord, one for each Cub Scout and adult partner

Directions

Before the meeting:

1. Learn how to tie a square knot by watching the "[How to Tie a Square Knot](#)" video on Scout Life magazine.
2. Practice tying the square knot using one red and one blue paracord and keep it tied as an example.

During the meeting:

1. Gather Cub Scouts and adult partners and tell them that they are going to learn about knots and rope.
2. Tell the den that rope is a very useful item. It can be used for pulling, fastening, attaching, carrying, and lifting.
3. Inform the den that; "Rope was once a very expensive item to have, it took a lot of materials to make, and it had to be made by hand. During this time knots were used to not only pull, fasten, attach, carry, or lift things but knots were created to attach rope together to make longer rope or to make rope shorter without cutting it. Different knots are designed to do different things, but they all have something in common, when they are tied correctly, they are also easy to untie so the rope can be used again and again. One of the most basic needs is to make a longer piece of rope out of shorter pieces of rope. This is done with a basic knot called the square knot or joining knot."
4. Hand out one piece of red and one piece of blue paracord to each Cub Scout and adult partner.
5. Demonstrate how to tie a square knot then have adult partners work with their Cub Scouts to practice.
6. When checking to see if a square knot is tied properly you can tell by simply taking the two ends of rope on one side and the two ends of the other side and push them together, when you do this the knot will loosen.

[Back to Let's Camp Requirements](#)

Tiger – 1st Grade

Let's Camp

Elective

Requirement 4



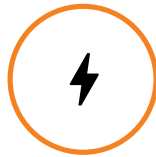
Tent Time!

Snapshot of Activity

Cub Scout and adult partners will practice setting up a tent.



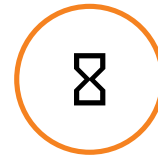
Outdoor



4



3



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Have Cub Scouts and adult partners bring the tent they will use for the campout.

Tip: If a Cub Scout family needs a tent see if you can help them secure one from another Scouting family.

Directions

Before the meeting:

1. Learn how to set up a tent in this Scout Life magazine article, "[How to Set Up a Tent](#)."
2. Practice setting up your own tent and setting it up for display at the den meeting location.
3. Remind Cub Scouts, parents, and legal guardians that they need to bring the tent they will use for the campout to the den meeting to set it up.

During the meeting:

1. Gather the Cub Scouts and adult partners and tell them that at the den meeting, they will practice setting up their own tent.
2. Review the basic steps to setting up a tent.
 - At the campsite, choose a level spot that drains well.
 - Remove stones and sticks, but don't disturb the natural ground cover.
 - Always look for signs of creepy critters.
 - Spread out your tent's footprint, or a ground cloth, to protect the tent floor from moisture, sharp objects and dirt.
 - Unfold the tent on top of the footprint. Pull out the corners of the floor and stake them to the ground, then assemble the poles and put them in place.
 - Use taut line hitches to tie the free ends of guy lines around stakes you've pushed into the ground and pull the lines tight.
 - Put a rain fly over the tent and stake it down.
3. Have Cub Scouts and adult partners work together to set up their tent.

[Back to Let's Camp Requirements](#)

Tiger – 1st Grade

Let's Camp

Elective

Requirement 5



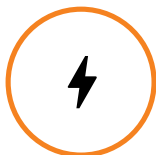
Council Camping Tiger

Snapshot of Activity

Go camping at your local council camp.



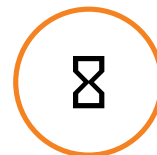
Travel



5



5



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Check with your local council, depends on the council camping facility
- Review [Guide to Safe Scouting](#) for camping
- [Scouting America Health and Medical Record](#) for every Cub Scout

Tip: Cub Scout families may participate in Council Organized Family Camp. These events may be called something less formal such as Parent and Pal or Cub Family Camp. The program is provided by the local council and the event may last two nights. For these activities, you are not required to have a BALOO-trained leader attend, but it is recommended.

Directions

*Tigers must have a **parent or legal guardian** with them to go camping.*

Before camping:

1. Find a council camp on your local council's website and sign up
2. Determine what items you will need to take.
3. Go camping!

Additional Resources

Scouting Magazine [Taking your pack or den camping?](#)

[Back to Let's Camp Requirements](#)

Tiger – 1st Grade

Let's Camp

Elective

Requirement 5



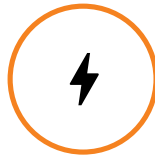
Pack Camping Tiger

Snapshot of Activity

Go camping with your pack.



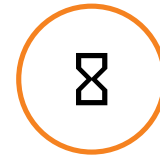
Travel



5



5



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Campground reservations
- [Individual Campout Checklist for Pack Overnighter](#)
- Cub Scout Six Essentials
- [BALOO](#) trained adult leader
- [Activity Consent Form](#)
- [Scouting America Health and Medical Record](#) for every Cub Scout

Tip: Be sure to have fun activities for Cub Scouts to do while camping. Consider working on an Adventure such as Tigers in the Wild, Fish On, or Sky is the Limit.

Directions

*Tigers must have a **parent or legal guardian** with them to go camping.*

*A Tiger den **may not** go camping as a den. This activity is designed to be conducted as a pack campout.*

Before camping:

1. With your pack, locate a campground that is suitable for Cub Scouts and make a reservation.

Additional Resources

Scouting Magazine [Taking your pack or den camping?](#)

Scouting Magazine [Cub Scout camps can camp up to 2 consecutive nights](#)

[Back to Let's Camp Requirements](#)

Tiger – 1st Grade

Race Time

ELECTIVE



Snapshot of Adventure

The most popular events in Cub Scouting are found in this Adventure, the Pinewood Derby and the Raingutter Regatta. Tigers and adult partners work together to build and race either a car or boat.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure complete the following:

- Review [Age Appropriate Guidelines for Scouting Activities](#) before starting a project.
- Cub Scouts are allowed to use common craft tools, such as paintbrushes, scissors, hammers, and screw drivers.
- Know the proper use of the tools that will be used for the project, by any youth or adult.

During the Adventure

- Give time for proper training on the use of the tools that will be used to complete the project to all youth and adults.
- Provide continuous, qualified adult supervision and discipline during the project.
- Following all manufacturer's literature and age and skill restrictions shall supersede the recommendations in the publication. If there is a conflict, leaders shall follow the most restrictive guidelines.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Race Time Tiger.

Requirement 1

With your Tiger adult partner, assemble and decorate either a Pinewood Derby® car or a Raingutter Regatta™ boat.

- Den or pack provides a [pinewood derby build day](#) for Cub Scouts.
- Den or pack provides a [raingutter regatta build day](#) for Cub Scouts.

Requirement 2

Learn the rules of the race for the vehicle chosen in requirement 1.

- [Memory Game](#) using Pinewood Derby or Raingutter Regatta Rules

Requirement 3

Before the race, discuss with your Tiger adult partner how you will demonstrate good sportsmanship during the race.

- Cub Scouts will act out through roll playing [how to be a good sport](#) during the race

Requirement 4

With your Tiger adult partner, participate in a Pinewood Derby or a Raingutter Regatta.

- Conduct a [Pinewood Derby car race](#).
- Conduct a [Raingutter Regatta](#).

[Back to Elective Adventures](#)

Tiger – 1st Grade

Race Time

Elective

Requirement 1



Pinewood Derby Car Build Day Tiger

Snapshot of Activity

Den or pack provides a build day for Cub Scouts.



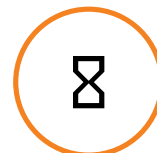
Indoor



3



5



4

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

Ask parents in the den or pack if anyone has a workshop with woodworking tools. Determine how many Cub Scouts and parents could fit in the space and develop a time schedule, if needed, to keep the workshop from being overcrowded.

OR

Ask parents in the pack if anyone has some of the tools below and would be willing to bring them to a location to conduct a build day. This would allow several cars to be worked on at once.

OR

Check with your local Scout Shop. Some Scout Shops will conduct Pinewood Derby build days.

Only adults may use power tools in Cub Scouting. Adults who are using power tools must wear appropriate safety gear including eye protection and ear protection.

Cutting out the basic shape of a Pinewood Derby car is easily done with a band saw or a scroll saw.

- Safety goggles, for anyone working with or near power tools
- Ear protection, for anyone working with or near power tools
- Band saw, only adults may use
- Scroll saw, only adults may use
- Dremel, only adults may use
- 120 grit sandpaper, enough to share
- 220 grit sandpaper, enough to share
- 400 grit sandpaper, enough to share
- Small hammers, enough to share
- Pinewood Derby Car Kit, one for each Cub Scout and a couple of spare kits (Scout Shop SKU: 17006)
- Pinewood Derby flat weights, one for each Cub Scout (Scout Shop SKU: 7602)
- Small Phillips head screwdrivers, enough to share
- Small flathead screwdrivers, enough to share
- Paint, high gloss acrylic, various colors
- Small paint brushes, one for each Cub Scout

- Jar of water to wash off paint brushes
- Pinewood Derby Car Adjustment Tool (Scout Shop SKU: 16990)
- Small digital scale
- Wood glue
- Cub Scouts will need their Tiger Handbook, page 45
- Pencils, enough to share
- Scissors. enough to share
- 6ft. folding tables
- Folding chairs
- First Aid Kit

Directions

A build day is longer than a typical meeting. Cutting out cars, painting them, allowing them to dry, and assembling them will take hours based on the number of power tools available and the number of Cub Scouts in the den or pack.

Before the meeting:

1. Visit the [Pinewood Derby website](#) and share with members of the den to get familiar with the race and ideas for designs.
2. Confirm meeting location.
3. Confirm that equipment is in good working order.
4. Three days before the meeting remind Cub Scouts, parents, and legal guardians of the meeting date, time, and location of the build day.
5. Prepare the meeting location to give everyone enough room to work on their cars.

During the meeting:

1. **Draw a design for your car.** Use page 42 of the Tiger Handbook to make a template for the design of your car.
2. **Cut out your car from the block of wood.** Cub Scouts may use a handsaw, or an adult may use a power tool to cut out the car.
3. **Sand the car.** Sanding will remove any sharp corners and will allow paint or any other decoration to be added to the car stick better.
4. **Paint and decorate your car.** Pinewood Derby cars are made of soft wood. When painted, it may take a couple of layers or coats of paint. Paint the car once. When the paint is dry, use sandpaper to lightly sand it. Clean off any dust from sanding and paint it again. This can be repeated until you get the desired look is achieved.
5. **Assemble your car.** Using the nails that came with the kit, attach the wheels that came in the kit to the car in the pre-cut areas on the bottom of the car.
6. **Check the weight.** Do this step last as everything else will either add or subtract weight from the car. The car should weigh exactly 5 ounces. If it weighs less, additional weight may be added.

Tip: Make sure the axles are square, at a 90-degree angle. This will keep the car straight when going down the track. If the axles are not square, the car may want to turn and rub up against the track causing it to slow down. Test the car by simply pushing it across the floor to see if it goes straight.

Additional Resources

[Pinewood Derby car kit](#)

[Back to Race Time Requirements](#)

Tiger – 1st Grade

Race Time

Elective



Requirement 1

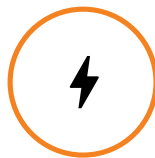
Raingutter Regatta Boat Build Day Tiger

Snapshot of Activity

Den or pack provides a build day for Cub Scouts.



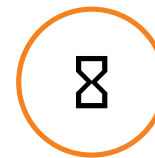
Indoor



3



2



4

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 400 grit sandpaper, enough to share
- Raingutter Regatta™ Racing Trimaran Kit, one for each Cub Scout and a couple of spare kits (Scout Shop SKU: 612513)
- Small Phillips head screwdrivers, enough to share
- Small flathead screwdrivers, enough to share
- High gloss acrylic paint, various colors
- Small paint brushes, one for each Cub Scout
- Jar of water to wash off paint brushes
- Various stickers to decorate the sales
- Wood glue
- 6 ft. folding tables
- Folding chairs

Directions

A build day is longer than a typical meeting. Painting the boats, allowing them to dry, and assembling them will take hours based on the dry time of the paint.

Before the meeting:

1. Confirm meeting location.
2. Three days before the meeting remind Cub Scouts, parents, and legal guardians of the meeting date, time, and location of the build day.
3. Prepare the meeting location to give everyone enough room to work on their boats.

During the meeting:

1. **Sand the wooden hulls.** It is easier to sand the wooden hulls before the boat is assembled.
2. **Attach** the plastic cabin to the two wooden hulls using the screws provided.
3. **Paint and decorate your boat.** If painting, use a primer first; this will help the paint stick to the plastic parts of the boat. The sail may be decorated also.
4. **Assemble the sail and mast.** Use a small bit of glue in the hole where the mast will go, then place the mast into the hole. Allow the glue to dry before attaching the sail.

Tip: Add wax to the bottom of the boat, the hull, to make it extra smooth. The smoother the hull, the faster the boat can go.

Additional Resources

Scout Shop [Raingutter Regatta Racing Trimaran Kit](#)
[Raingutter Regatta Boat Pre-Cut Peel N' Stick Decal Sticker, Racing Strips](#)
[Raingutter Regatta Boat Pre-Cut Peel N' Stick Decal Sticker, Sea Creatures](#)

[Back to Race Time Requirements](#)

Tiger – 1st Grade

Race Time

Elective

Requirement 2



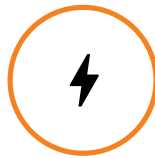
Race Memory Tiger

Snapshot of Activity

Memory Game using Pinewood Derby or Raingutter Regatta Rules



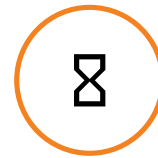
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 3" x 5" index cards – 2 for each rule
- List of official and pack rules for the Pinewood Derby or Raingutter Regatta
- Black magic marker

Directions

Before the meeting:

1. Use the rules that are found in the Pinewood Derby kit or Raingutter Regatta kit and identify five or six to use for the memory game.
2. Contact your pack leadership to find out what additional rules the pack may have and identify five or six to use for the memory game.
3. If you have a large den, consider selecting more rules to have more memory cards.
4. Using the index cards write each rule on two cards.
5. Set up a meeting location to have a space to play the memory game. Lay out the index cards face down in a location where all Cub Scouts can flip them over when it is their turn.

During the meeting:

1. Gather Cub Scouts and let them know about the upcoming race. Let them know that there are rules to the race and that to learn them they will play a memory game.
2. Explain the rules of the game.
3. Pick an order for Cub Scout to go in, for example have them go in order of birth month. The first Cub Scout flips over two cards, reading each card when it is flipped over. If the two cards match the Cub Scout picks up the cards and keeps them and gets to go again until they flip two cards that don't match. The next Cub Scout then repeats, flipping over two cards, reading them first and if they match, they keep the cards if they don't the next Cub Scouts goes.
4. When all cards have been matched the Cub Scout who has the most cards is the winner.

The game should be played twice to help the Cub Scouts learn the rules.

[Back to Race Time Requirements](#)

Tiger – 1st Grade

Race Time

Elective

Requirement 3



Act Like a Good Sport Tiger

Snapshot of Activity

Cub Scouts will act out through roll playing how to be a good sport during the race



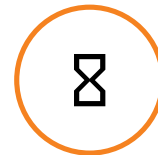
Indoor



2



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies needed

Directions

Before the meeting:

1. Review the following situations that Cub Scout will act out to demonstrate good sportsmanship.
 - During a race of two cars, one car broke down on the way down the track.
 - One Cub Scout is the owner of the car that broke on the track and didn't cross the finish line.
 - Once Cub Scout is the owner of the car that finished.
 - During the Raingutter Regatta a Cub Scout tripped and ended up losing the race.
 - One Cub Scout is the one who tripped,
 - Once Cub Scout is the one who won the race.
 - Before a race a Cub Scout sees another Cub Scout add more weight to their car after it was checked in.
 - One Cub Scout is the one who was adding the weight.
 - One Cub Scout is the one who saw the other adding the weight.
 - In a Raingutter Regatta race one Cub Scout won and the other lost.
 - One Cub Scout is the one who won.
 - One Cub Scout is the one who lost.

During the meeting:

1. Gather the Cub Scouts and Adult Partners and explain to them that during the race we want to show good sportsmanship. Ask Cub Scouts what do they think that means?
2. Ask the Cub Scouts what part of the Scout Law should we follow to demonstrate good sportsmanship?
3. Have a Cub Scout and Adult Partner act out one of the situations. Mix up situations and Cub Scouts with Adult Partners so everyone has a chance to participate and demonstrate good sportsmanship.
 - During a race of two cars, one car broke down on the way down the track.
 - One Cub Scout is the owner of the car that broke on the track and didn't cross the finish line.
 - Once Cub Scout is the owner of the car that finished.
 - During the Raingutter Regatta a Cub Scout tripped and ended up losing the race.
 - One Cub Scout is the one who tripped,
 - Once Cub Scout is the one who won the race.
 - Before a race a Cub Scout sees another Cub Scout add more weight to their car after it was checked in.
 - One Cub Scout is the one who was adding the weight.
 - One Cub Scout is the one who saw the other adding the weight.
 - In a Raingutter Regatta race one Cub Scout won and the other lost.
 - One Cub Scout is the one who won.
 - One Cub Scout is the one who lost.

[Back to Race Time Requirements](#)

Tiger – 1st Grade

Race Time

Elective

Requirement 4



Pinewood Derby Race Tiger

Snapshot of Activity

Conduct a Pinewood Derby car race.



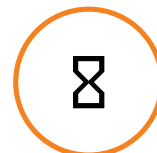
Indoor



5



5



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

This supply list is not all-inclusive. Your Cub Scout pack may include additional items such as food, drinks, special guests, special races, or a “pit stop” that has tools for Cub Scouts to make any last-minute repairs if their car breaks.

- Pinewood Derby car, one per Cub Scout
- Pinewood Derby track
- [Pinewood Derby Rules](#)
- PA system
- Display board for heat or division results: manual or digital
- System to keep track of which cars belong to which Cub Scout
- Scale to weigh cars
- [Pinewood derby car adjustment tool](#) to measure car dimensions
- System to keep track of race results
- Chairs
- Tables to place cars on when not racing
- Two pieces of rope that is five feet longer than your Pinewood Derby track

Directions

These directions are not all-inclusive. Some packs make their Pinewood Derby race a stand-alone event with food and entertainment. Additional directions may be constructed by your pack based on how your pack conducts the race.

Before the meeting:

1. Meet with your Pack leadership to discuss the date, time, and location of your Pinewood Derby.
2. Confirm location.
3. Have Cub Scouts complete requirement 1.
4. Make or purchase awards and recognition.
5. Secure a pinewood derby track. Packs either build one, purchase one, or borrow one from another Pack.
6. Promote the date, time, and location of the race.
7. Conduct a weigh-in of pinewood derby cars.
8. Communicate rules of race to Cub Scouts and parents or legal guardian.
9. Communicate how race heats or divisions will be conducted to Cub Scouts and parents or legal guardian.
10. Determine a method to display each heat winner during the race.
11. Set up the Pinewood Derby track.
12. Place rope 2ft. from the track running parallel to the length of the track on both sides, this is to designate a space between the track and the audience so no one gets too close to the track.
13. Set up displays for tracking the heats and/or divisions.
14. Set up tables to place cars on when they are not racing.

During the meeting:

1. Cub Scouts check in to the event.
2. Review the rules with attendees.
3. Review heats and divisions.
4. Race the Pinewood Derby cars.
5. Give out awards and recognition.

Additional Resources

[Build a Pinewood Derby track plan](#)

Scouting Magazine [20 tips for planning and hosting the best Pinewood Derby](#)

[Back to Race Time Requirements](#)

Tiger – 1st Grade

Race Time

Elective

Requirement 4



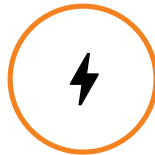
Raingutter Regatta Tiger

Snapshot of Activity

Conduct a Raingutter Regatta.



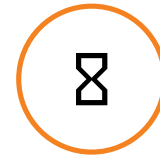
Outdoor



5



5



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

This supply list is not an all-inclusive list. Your Cub Scout Pack may include additional items such as food, drinks, special guests, special races, or may make this part of a larger pack event.

- Raingutter Regatta boats, one per Cub Scout.
- Regatta raceway (this can be purchased or built using rain gutters)
- [Raingutter Regatta rules](#) (see number 3)
- PA system
- Display board for heat or division results: manual or digital
- System to keep track of race results
- Access to water to fill the track
- Chairs
- Tables to place boats when not racing

Directions

These directions are not all-inclusive. Some packs make their Raingutter Regatta a stand-alone event with food and entertainment. Additional directions should be constructed by your pack based on how your pack conducts the regatta.

Before the meeting:

1. Meet with your pack leadership to discuss the date, time, and location of your Raingutter Regatta
2. Confirm location
3. Have Cub Scouts complete requirement 1
4. Find a space to conduct the Raingutter Regatta
5. Make or purchase awards and recognition
6. Secure a raingutter raceway. Packs either build one, purchase one, or borrow one from another pack.
7. Long table or support for raingutter raceway.
8. Promote the date, time, and location of the regatta.
9. Communicate the rules of regatta to Cub Scouts and parents or legal guardian.
10. Communicate how regatta heats or divisions will be conducted to Cub Scouts and parents or legal guardian.
11. Determine method to display each heat winner during the regatta.
12. Set up the raceway and fill it with water.
13. Set up table for boats when not racing.
14. Set up chairs for the audience.
15. Set up a display for tracking the heats and/or divisions race results.

During the meeting:

1. Cub Scouts check in to the event.
2. Review the rules with attendees.
3. Review heats and divisions.
4. Race the boats.
5. Give out awards and recognition.

Additional Resources

Scout Shop blog "[5 Simple Tips to Help Cub Scouts Get Ready for the Raingutter Regatta](#)"

Scout Shop [Raingutter Regatta Inflatable Raceway](#)

[Build a Raingutter Regatta track plan](#)

[Back to Race Time Requirements](#)

Tiger – 1st Grade

Rolling Tiger

ELECTIVE



Snapshot of Adventure

With their family or den, Tigers learn bike safety and go on a bike ride. Bikes, training wheels, tricycles, and bikes of all forms are welcome.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure:

- Review and become familiar with Bicycle Safety guidelines found on the [Scouting America Sports and Activities](#) page.

During the Adventure:

- Conduct an “ABC Quick Check” on the bicycles before riding. The Pedestrian and Bicycle Information Center has a [checklist](#) for air, brakes, and cranks, chain, and cogs.
- If conducting a bike ride away from your regular meeting location, make sure to have everyone complete an [Activity Consent](#) form.

The use of bikes with training wheels is acceptable for working on this Adventure.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Rolling Tigers.

Requirement 1

Learn the ABC's of bike gear (air, brakes, chain.)

- [A guest speaker who is an expert in cycling demonstrates the ABC's of bike gear.](#)
- Cub Scouts and adult partners will [learn about the ABC's of bike gear using an example bike.](#)
- Using their own bike or one borrowed, [Cub Scout and adult partners learn the ABC's of bike gear.](#)

Requirement 2

With your den or Tiger adult partner, learn about the safety gear you should use while riding a bicycle.

- [A guest speaker who is an expert in cycling demonstrates the ABC's of bike safety gear.](#)
- Cub Scouts [check their own safety gear.](#)

Requirement 3

With your den or Tiger adult partner, learn the safety rules to follow when riding a bicycle.

- [Create a bike safety course using chalk patterns on the ground.](#)
- [Review safety rules for bike riding.](#)

Requirement 4

With your den or Tiger adult partner, demonstrate proper hand signals.

- [Play Simon Says using the bike hand signals for turning left and turning right.](#)

Requirement 5

With your Tiger adult partner or family, ride a bike or begin learning how to ride a bike.

- [Take a bike ride with your den.](#)

[Back to Elective Adventures](#)

Tiger – 1st Grade

Rolling Tiger

Elective

Requirement 1



Talk With a Pro

Snapshot of Activity

A guest speaker who is an expert in cycling demonstrates the ABC's of bike gear.



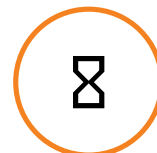
Indoor



2



2



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger Handbook, page 47
- Pencils, one for each Cub Scout

Directions

When securing a guest speaker consider asking them to also cover requirements 2, 3, and 4.

Before the meeting:

1. Identify a guest speaker who is an expert in cycling. A local bike shop employee or owner or a cycling club. Ask if they would be willing to come to your den meeting and talk with the Cub Scouts and adult partners about the ABC's of bike gear.
2. Check to make sure they are familiar with that term and if not explain to them you would like them to bring a bike and demonstrate how to check the air in the tires and how to take care and repair tires, how to check the brakes, and how to check the chain, crank, and cogs.
3. Confirm the date, time, and location with the guest speaker.
4. Set up a space for Cub Scouts and adult partners to work on the activity in the Tiger Handbook, page 47.

During the meeting:

1. Gather the Cub Scouts and introduce the guest speaker.
2. Have the guest speaker demonstrate the ABC's of bike gear.
 - A is for Air. Check the air pressure in the tires and check to the tires to make sure they are not worn out.
 - B is for Brakes. If the bike has coaster brakes (brakes that stop the bike by peddling backward) check the brakes by placing the bike upside down and using your hand to peddle the bike forward and then spin the peddle backward to stop the wheel. If the bike has hand brakes make sure that the levers don't hit the handlebars when squeezed. Lift one end of the bike at a time to spin the wheel and apply the brake to see if the tire stops. Check to see that the brake pads are clean, and straight, and make contact with the tire rims properly.
 - C is for Crank, Chain, and Cogs. Check the crankarm and try to wiggle it, there should be no movement. The crankarm is what the peddles are attached to. The bike chain should look like metal, there should be no rust or gunk on the chain. The chain should not sag and should drive the back wheel. If the bike has gears check to make sure the chain easily moves from cog to cog. All moving parts should be properly lubricated with bike chain lubrication.
3. Give Cub Scouts and adult partners the opportunity to ask questions.
4. Ask for suggestions on potential bike paths to complete requirement 5.
5. After the guest speaker, gather the Cub Scouts and adult partners and have them work on the activity on page 47 of the Tiger Handbook to properly label the parts of a bike.

[Back to Rolling Tiger Requirements](#)

Tiger – 1st Grade

Rolling Tiger

Elective

Requirement 1



The ABC's of Bike Gear

Snapshot of Activity

Cub Scouts and adult partners will learn about the ABC's of bike gear using an example bike.



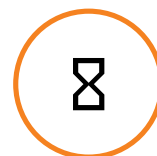
Indoor



2



3



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need to bring their Tiger Handbook
- Pencils, one for each Cub Scout
- A bike that has coaster breaks
- A bike that has hand breaks
- Bicycle air pump
- Tire pressure gauge
- Bike chain lubrication

Directions

Before the meeting:

1. Become familiar with the ABC's of bicycle gear.
 - A is for Air. Check the air pressure in the tires and check to the tires to make sure they are not worn out.
 - B is for Brakes. If the bike has coaster brakes (brakes that stop the bike by peddling backward) check the brakes by placing the bike upside down and using your hand to peddle the bike forward and then spin the peddle backward to stop the wheel. If the bike has hand brakes make sure that the levers don't hit the handlebars when squeezed. Lift one end of the bike at a time to spin the wheel and apply the brake to see if the tire stops. Check to see that the brake pads are clean, and straight, and make contact with the tire rims properly
 - C is for Crank, Chain, and Cogs. Check the crank arm and try to wiggle it, there should be no movement. The crank arm is what the pedals are attached to. The bike chain should look like metal, there should be no rust or gunk on the chain. The chain should not sag and should drive the back wheel. If the bike has gears check to make sure the chain easily moves from cog to cog. All moving parts should be properly lubricated with bike chain lubrication.
2. Confirm that you have a bike that has coaster brakes and a bike that has hand brakes.
3. Prepare the meeting location to allow plenty of space for Cub Scouts and adult partners to see the bikes as you go over the ABC's of bicycle gear.

4. Set up a space for Cub Scouts and adult partners to work on the activity in the Tiger Handbook, page 47.

During the meeting:

1. Inform Cub Scouts and adult partners that checking your bike gear is as easy as ABC. A is for Air. B is for Breaks. C is for Chains.
2. Demonstrate the A for air in the tires. Point out there is a number on bike tires next to the letters PSI. The PSI tells you how much air should be in your tires. Point out the PSI on the bike tires (note that sometimes the front tire and rear tire have different recommended PSI). Demonstrate how to check the tire pressure using the tire pressure gauge. Demonstrate how to use the air pump to fill a tire to the proper PSI.
3. Demonstrate how to check brakes. Demonstrate how to do so on a bike with coaster brakes and then one that has hand brakes.
4. Demonstrate how to check the chains. Demonstrate how to add bike lubrication by following the directions on the container of bike lubrication.
5. Allow each Cub Scout and adult partner to demonstrate the ABC's on the bike.
6. When everyone has completed the ABC's of bike gear gather the Cub Scouts and adult partners and have them work on the activity on page 47 of the Tiger Handbook to properly label the parts of a bike.

[Back to Rolling Tiger Requirements](#)

Tiger – 1st Grade

Rolling Tiger

Elective

Requirement 1



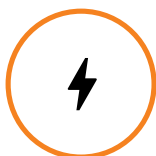
The ABC's of My Bike

Snapshot of Activity

Using their own bike or one borrowed, Cub Scout and adult partners learn the ABC's of bike gear.



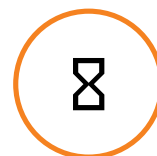
Outdoor



3



4



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Each Cub Scout will need their Tiger Handbook
- Pencils, one for each Cub Scout
- Each Cub Scout and adult partner brings their own bike
- For those who don't have their own bike coordinate bikes to borrow
- Bicycle air pump
- Tire pressure gauges, 1 for every 2 Cub Scouts
- Flathead screwdriver
- Philips head screwdriver
- Variety of Allen wrenches
- Bike chain lubrication

Directions

Before the meeting:

1. Become familiar with the ABC's of bicycle gear.
 - A is for Air. Check the air pressure in the tires and check to the tires to make sure they are not worn out.
 - B is for Brakes. If the bike has coaster brakes (brakes that stop the bike by peddling backward) check the brakes by placing the bike upside down and using your hand to peddle the bike forward and then spin the peddle backward to stop the wheel. If the bike has hand brakes make sure that the levers don't hit the handlebars when squeezed. Lift one end of the bike at a time to spin the wheel and apply the brake to see if the tire stops. Check to see that the brake pads are clean, and straight, and make contact with the tire rims properly
 - C is for Crank, Chain, and Cogs. Check the crankarm and try to wiggle it, there should be no movement. The crankarm is what the peddles are attached to. The bike chain should look like metal, there should be no rust or gunk on the chain. The chain should not sag and should drive the back wheel. If the bike has gears check to make sure the chain easily moves from cog to cog. All moving parts should be properly lubricated with bike chain lubrication.
2. Confirm that each Cub Scout and adult partner has a bike that they can bring to the meeting.
3. Prepare meeting location to allow plenty of space for Cub Scouts and adult partners to work on their bikes.
4. If the meeting location is different than your normal den meeting, time, date, or location inform Cub Scouts, adult partners, parents, and legal guardians of the changes.
5. The day before the meeting remind everyone in the den of the date, time, location, and to bring their bikes.
6. Prepare a space where Cub Scouts and adult partners can work on the activity sheet in the Tiger Handbook, page 47.

During the meeting:

1. Have Cub Scouts and adult partners pair up with their bikes next to each other. Have adult partners help their Cub Scouts as they learn about the ABC's of bike gear.
2. Inform Cub Scouts and adult partners that checking your bike gear is as easy as ABC. A is for Air. B is for Breaks. C is for Chains.
3. Have Cub Scouts and adult partners check the air in their tires. Point out that everyone's tires have a number on it next to the letters PSI. The PSI tells you how much air should be in your tires. Have Cub Scouts and adult partners look for the PSI on their bike tires (note that sometimes the front tire and rear tire have different recommended PSI). Hand out the tire pressure gauges to the adult partners and have them help their Cub Scout check the tire pressure of their bikes. If needed have them use the air pump to fill their tires to the proper PSI.
4. Have Cub Scouts and adult partners check their brakes. If there are handbrakes that need adjusting have adult partners, make necessary adjustments.
5. Have Cub Scout and adult partners check their chains. Have adult partner help Cub Scouts add bike chain lubrication if needed.
6. When everyone has completed the ABC's of bike gear gather the Cub Scouts and adult partners and have them work on the activity on page 47 of the Tiger Handbook to properly label the parts of a bike.

[Back to Rolling Tiger Requirements](#)

Tiger – 1st Grade

Rolling Tiger

Elective



Requirement 2

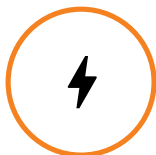
Ask the Pro

Snapshot of Activity

A guest speaker who is an expert in cycling demonstrates the ABC's of bike safety gear.



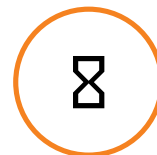
Indoor



2



3



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Ask Cub Scouts and adult partners who have bike helmets to bring them to the meeting

Directions

When securing a guest speaker consider asking them to also cover requirements 1, 3, and 4.

Before the meeting:

1. Identify a guest speaker who is an expert in cycling. A local bike shop employee or owner or a cycling club. Ask if they would be willing to come to your den meeting and talk with the Cub Scouts and adult partners about bike safety gear.
2. Check to make sure they are familiar with how to properly fit a helmet for Cub Scout age youth in your den.
3. The day before the meeting remind Cub Scouts, parents, legal guardians, and adult partners that if they have a bike helmet to bring it to the meeting.

During the meeting:

1. Introduce the guest speaker and have them review bike safety gear including the proper fitting of a helmet, kneepads and elbow pads for youth, reflectors on a bike, and proper clothing typically light colored and/or reflective.
2. For those who have bike helmets have them check their helmet for proper fitting.

[Back to Rolling Tiger Requirements](#)

Tiger – 1st Grade

Rolling Tiger

Elective

Requirement 2



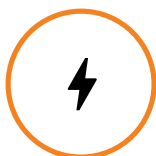
Check My Bike Gear

Snapshot of Activity

Cub Scouts check their own safety gear.



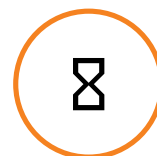
Indoor



2



2



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Each Cub Scout and adult partner brings their own bike helmet and any other safety bike gear
- For those who don't have their own bike helmet coordinate bike helmets to borrow

Directions

Before the meeting:

1. Become familiar with the [proper fitting of a bike helmet](#) from the National Highway Traffic Safety Administration.
2. Prepare meeting location to allow plenty of space for Cub Scouts and adult partners to try on their bike helmets and lay out their safety gear.
3. If the meeting location differs from your normal den meeting, time, date, or location inform Cub Scouts, adult partners, parents, and legal guardians of the changes.
4. The day before the meeting remind everyone in the den of the date, time, and location, and to bring their helmets and to wear what they would wear on a bike ride.
5. If anyone is going to borrow a helmet, disinfect the helmet with an over-the-counter disinfectant spray.

During the meeting:

1. Gather the Cub Scouts and adult partners and inform them that when we ride bikes wearing a helmet is one of the most important safety gear we have. A bicycle crash can happen at any time. A properly fitted bicycle helmet reduces the risk of head injury. More children aged 5 to 14 go to hospital emergency rooms for injuries associated with bicycles than with any other sport. Many of these injuries involve the head.
2. Just like any safety gear, in order for it to work properly you have to wear it properly.
3. Demonstrate to know that your bike helmet is fitted properly and if it doesn't how to adjust it.
 - Your helmet should fit snugly. While it is sitting flat on top of your head, make sure the helmet doesn't rock side to side. Sizing pads come with new helmets; use the pads to securely fit to your head. Mix or match the sizing pads for the greatest comfort. In your child's helmet, remove the padding when your child's head grows. If the helmet has a universal fit ring instead of sizing pads, adjust the ring size to fit the head.
 - The helmet should sit level on your head and low on your forehead—one or two finger-widths above your eyebrow.
 - Center the left buckle under the chin. On most helmets, the straps can be pulled from the back of the helmet to lengthen or shorten the chin straps. This task is easier if you take the helmet off to make these adjustments.
 - Adjust the slider on both straps to form a "V" shape under, and slightly in front of, the ears. Lock the slider if possible.
 - Buckle your chin strap. Tighten the strap until it is snug, so that no more than one or two fingers fit under the strap.
 - Does your helmet fit right? Open your mouth wide...big yawn! The helmet should pull down on the head. If not, refer back to step 5 and tighten the chin strap. B. Does your helmet rock back more than two fingers above the eyebrows? If so, unbuckle, shorten the front strap by moving the slider forward. Buckle, retighten the chin strap, and test again. C. Does your helmet rock forward into your eyes? If so, unbuckle, tighten the back strap by moving the slider back toward the ear. Buckle, retighten the chin strap, and test again. D. Roll the rubber band down to the buckle. All four straps must go through the rubber band and be close to the buckle to prevent the buckle from slipping.
4. Have each Cub Scout and adult partner try on their bike helmet and check to make sure it is fitted properly and if not, make necessary adjustments.

[Back to Rolling Tiger Requirements](#)

Tiger – 1st Grade

Rolling Tiger

Elective

Requirement 3



Chalk It Up Bike Rodeo

Snapshot of Activity

Create a bike safety course using chalk patterns on the ground.



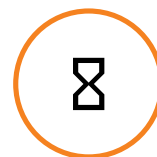
Outdoor



4



3



4

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Each Cub Scout and adult partner brings their own bike, bike helmet, and any other safety bike gear
- For those who don't have their own bike or bike helmet coordinate bikes and helmets to borrow
- Large sidewalk chalk

Directions

Before the meeting:

1. Identify a flat paved service free of obstacles that is about 94 ft. x 50 ft. (the size of a basketball court) or larger. If using a parking lot or other location used by cars make sure to get permission to block off the area from traffic and use traffic cones to block off the area during the activity.
2. If you have not already done so, become familiar with the Bicycle Safety guidelines found on the [Scouting America Sports and Activities](#) page.
3. A day before the meeting remind Cub Scouts, parents, legal guardians, and adult partners of the meeting date, time, and location and to bring their bikes, bike helmets, and any other safety gear, and to dress appropriately as you will be riding bikes.

4. Draw a bike safety course using chalk and make the course large enough for adult partners to maneuver their bikes on the course. If the paved surface is black top white or yellow chalk works best if the paved surface is concrete blue, purple, or red works best. Your course should have at least one of each of the following elements:
 - Clear starting point. At the starting point each participant does a safety check on their bike and gear.
 - An intersection where they must demonstrate the proper hand signal for turning left and right.
 - A crosswalk area where they must get off their bike and walk across.
 - A stop sign.
 - A long straight away.
 - A slalom course with three slaloms.
 - A finishing point.

During the meeting:

1. Gather the Cub Scouts and adult partners and review the Bicycle Safety guidelines found on the [Scouting America Sports and Activities](#) page.
2. Introduce the bike safety course and do a walk-through of the course to demonstrate each element of the course.
3. Have Cub Scouts prepare their bikes and put on their safety gear.
4. Establish an order for Cub Scouts to run the safety course before having adult partners complete the course.

[Back to Rolling Tiger Requirements](#)

Tiger – 1st Grade

Rolling Tiger

Elective

Requirement 3



When to Walk and When to Ride

Snapshot of Activity

Review safety rules for bike riding.



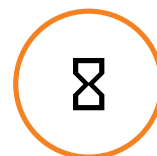
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts need to bring their Tiger Handbook, page 48
- Pencils, one for each Cub Scout

Directions

Before the meeting:

1. If you have not already done so, become familiar with the Bicycle Safety guidelines found on the [Scouting America Sports and Activities](#) page.
2. Set up the meeting location so Cub Scouts and adult partners can work on the activity in the Tiger Handbook on page 48.

During the meeting:

1. Gather the Cub Scouts and adult partners and review the Bicycle Safety guidelines found on the [Scouting America Sports and Activities](#) page.
2. Have Cub Scouts with their adult partners complete the activity in the Tiger Handbook on page 48.

[Back to Rolling Tiger Requirements](#)

Tiger – 1st Grade

Rolling Tiger

Elective

Requirement 4



Simon Says – Turn Left, Turn Right

Snapshot of Activity

Play Simon Says using the bike hand signals for turning left and turning right.



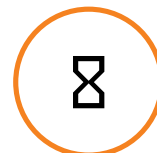
Indoor



3



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies needed

Directions

Before the meeting:

1. Become familiar with the proper bike hand signals for left turn, right turn, and stop.
 - Left turn is indicated by sticking your left arm out straight to the left.
 - Right turn is indicated by either sticking your left arm out to the left and bending your arm upright OR by sticking your right arm out straight to the right.
 - Stopping is indicated by sticking your left arm out to the left and bending your arm down.

During the meeting:

1. Gather the Cub Scouts and adult partners and demonstrate the proper hand signals for left turn, right turn, and stop.
2. Describe how to play Simon Says. Everyone stands up facing the leader. The leader calls out Simon Says a direction (turn left, turn right, or stop) and the group gives the proper hand signal. If they give the wrong signal they are out. If the leader gives a direction without saying “Simon says” and someone gives a signal, then they are out. The game continues until only one person is remaining. If time permits, the winner then becomes the leader for the next round.
3. Play Simon Says with bike hand signals.

[Back to Rolling Tiger Requirements](#)

Tiger – 1st Grade

Rolling Tiger

Elective

Requirement 5



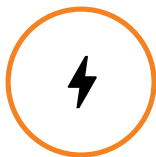
I Want to Ride My Bicycle!

Snapshot of Activity

Take a bike ride with your den.



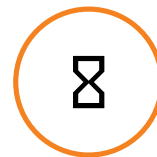
Outdoor



4



3



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts and adult partners bring their Cub Scout Six Essentials
- Cub Scouts and adult partners bring their own bike, bike helmet, and other safety gear
- For those who do not have their own bike or bike helmet arrange for bikes and helmets to be borrowed
- [Activity Consent](#)

Directions

Check with your pack and other den leader to see if they are planning a bike ride so you can coordinate efforts.

Before the meeting:

1. If you have not already done so, become familiar with the Bicycle Safety guidelines found on the [Scouting America Sports and Activities](#) page.
2. Identify a bike bath that is away from traffic.
3. A week before the meeting remind Cub Scouts, parents, legal guardians, and adult partners of the date, time, and location of the meeting and that everyone will need to bring their bike, safety gear, and Cub Scout Six Essentials.
4. A day before the meeting remind Cub Scouts, parents, legal guardians, and adult partners of the date, time, and location of the meeting and that everyone will need to bring their bike, safety gear, and Cub Scout Six Essentials.
5. Make sure everyone completes an [Activity Consent](#) form.

During the meeting:

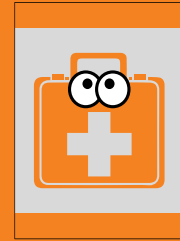
1. Gather the Cub Scouts and adult partners and review the Bicycle Safety guidelines found on the [Scouting America Sports and Activities](#) page.
2. Make sure everyone to a bike safety gear check using the ABC's and that their bike helmets are fitted properly.
3. Explain the bike route and make sure everyone stays together.
4. Go on your bike ride.

[Back to Rolling Tiger Requirements](#)

Tiger – 1st Grade

Safe and Smart

ELECTIVE



Snapshot of Adventure

Tigers will learn about fire safety and other ways to prepare and respond to emergencies.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Safe and Smart.

Requirement 1

Memorize your address. Recite it to your Tiger adult partner or den leader.

- Cub Scouts [learn their address by putting it to the tune of BINGO](#).
- Tigers will complete an activity with their [name, address, emergency contact number](#), and 911 to post in their home.

Requirement 2

Memorize an emergency contact's phone number. Recite it to your Tiger adult partner or den leader.

- Using Cheerios, Cub Scouts learn their [emergency contact number](#).
- Cub Scouts learn to [memorize their phone number through a song](#).

Requirement 3

Show you can Stop, Drop and Roll.

- Cub Scouts learn how to [Stop Drop and Roll](#) by playing a relay race.

Requirement 4

With your Tiger adult partner or den leader, create a fire escape plan for your home or den meeting place. Include your outside meet-up spot. Practice the escape route you would take.

- The den will work to [develop an evacuation plan for their meeting location](#) and identify a meet-up spot.
- [Create an escape route](#).

Requirement 5

With your Tiger adult partner, find the location of the smoke detectors in your home or den meeting place. Confirm they are working properly.

- [Locate smoke detectors in your home.](#)

Requirement 6

With your Tiger adult partner or den leader, learn why matches and lighters are only for adults.

- [The den will learn how fast fire can spread](#) and why starting fires can cause harm.

Requirement 7

Visit an emergency responder station or have an emergency responder visit your den.

- Plan a [visit to a fire station or other emergency response station.](#)

[Back to Elective Adventures](#)

Tiger – 1st Grade

Safe and Smart

Elective

Requirement 1



BINGO! That is Where I Live

Snapshot of Activity

Cub Scouts learn their address by putting it to the tune of BINGO.



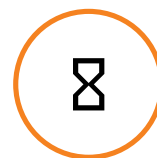
Indoor



2



2



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 49
- Pencils, one for each Cub Scout
- Crayons, enough to share

Directions

Before the meeting:

1. Set up the meeting location so Cub Scouts and adult partners can work on the activity sheet together.

During the meeting:

1. Gather Cub Scouts and share with them that when they or someone they know is in danger they are to call 911. When they call 911 the person who answers the phone will need to know some very important information:
 - Where you are at
 - A phone number to call you back at if you get disconnected
 - The type of emergency

If you get separated from your parents or legal guardians knowing where you live is very helpful to the police to help you get back to them.

2. Have Cub Scouts work with their adult partners to complete the information on page 49 of the Tiger handbook.
3. Once they have completed the activity sheet have adult partners work with their Cub Scout to memorize their address by putting their address to the tune of [BINGO](#).

There was a Scout

Whose name was (Name)

And this is where he/she lived

Two zero nine nine two (building number)

Two zero nine nine two

Two zero nine nine two

On Lexington (Street) in Los Angeles (City)

[Back to Safe and Smart Requirements](#)

Tiger – 1st Grade

Safe and Smart

Elective

Requirement 1



In Case of an Emergency

Snapshot of Activity

Tigers will complete an activity with their, name, address, emergency contact number, and 911 to post in their home.



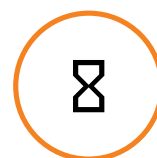
Indoor



2



2



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 49
- Pencils, one for each Cub Scout
- Crayons, enough to share

Directions

Before the meeting:

1. Set up the meeting location so Cub Scouts and adult partners can work on the activity sheet together.

During the meeting:

1. Gather Cub Scouts and share with them that when they or someone they know is in danger they are to call 911. When they call 911 the person who answers the phone will need to know some very important information:
 - Where you are at
 - A phone number to call you back at if you get disconnected
 - The type of emergency

If you get separated from your parents or legal guardians knowing where you live is very helpful to the police to help you get back to them.

2. Have Cub Scouts work with their adult partners to complete the information on page 49 of the Tiger handbook.
3. Once they have completed the activity sheet, adult partners work with their Cub Scout to memorize their address.

[Back to Safe and Smart Requirements](#)

Tiger – 1st Grade

Safe and Smart

Elective

Requirement 2



Cheerio My Number

Snapshot of Activity

Using Cheerios, Cub Scouts learn their emergency contact number.



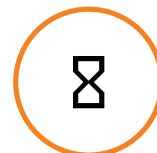
Indoor



2



2



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

Substitute Cheerios for any other small snack item such as raisins or nuts. Be sure and check for [Food Allergies](#).

- Cub Scouts will need their Tiger handbook, page 50
- Pencils, one for each Cub Scout
- Crayons, enough to share
- 8.9 oz box of Cheerios

Directions

Before the meeting:

1. Check with parents, legal guardians, and adult partners for any [Food Allergies](#), make any needed adjustments.

During the meeting:

1. Have Cub Scouts with their adult partners complete page 50 in the Tiger handbook with their adult partner writing their number first and then having the Cub Scout copy the number in the boxes below.
2. To help memorize their number adult partners work their Cub Scout to repeat the number five times. Then they cover the number, and the Cub Scout places the correct number of cheerios in the correct order as the phone number. If they get it right, they get to eat the Cheerios, if not they keep trying.

[Back to Safe and Smart Requirements](#)

Tiger – 1st Grade

Safe and Smart

Elective

Requirement 2



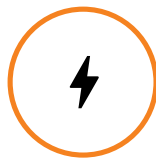
Sing a Phone Song

Snapshot of Activity

Cub Scouts learn to memorize their phone number through a song.



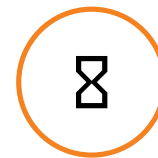
Indoor



2



2



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 50
- Pencils, one for each Cub Scout
- Crayons, enough to share

Directions

Before the meeting:

1. Become familiar with the tune of "[Are You Sleeping?](#)"

During the meeting:

1. Have Cub Scouts with their adult partners complete page 50 in the Tiger handbook with their adult partner writing their number first and then having the Cub Scout copy the number in the boxes below.
2. To help memorize the number have adult partners put the phone number to the tune of "Are You Sleeping?"

For Example:

Six Nine Five

Six Nine Five

Five Five Five

Five Five Five

Eight Nine Fo-ur Three-eee

Eight Nine Fo-ur Three-eee

Green Means Call

Green Means Call

[Back to Safe and Smart Requirements](#)

Tiger – 1st Grade

Safe and Smart

Elective

Requirement 3



Stop Drop and Roll Relay

Snapshot of Activity

Cub Scouts learn how to Stop Drop and Roll by playing a relay race.



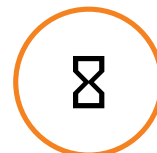
Indoor



5



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies needed

Directions

Before the meeting:

1. Become familiar with Stop, Drop, and Roll method of putting out a fire when something you are wearing catches on fire. Review the information found on the [U.S. Fire Administration](#) website.
2. Identify an area of the meeting location that is flat and free of obstacles where Cub Scouts and adult partners can participate in the Stop, Drop, and Roll relay.

During the meeting:

1. Gather the Cub Scouts and adult partners. Inform them that in the case you ever have something that you are wearing catch on fire you are to *stop, drop, and roll* until the fire is out. Demonstrate stop, drop, and roll.
2. Inform the Cub Scouts and adult partners that they will practice by playing a game. Line Cub Scouts up in a single file line. Approximately 15 feet away from them, line up adult partners in a single file line facing the Cub Scouts.
3. On your signal the first adult partner will stop, drop, and then roll to the Cub Scout line. When they reach the Cub Scouts the first Cub Scout will stop, drop, and roll until they reach the adult partner line. Continue until everyone has demonstrated stop, drop, and roll.

[Back to Safe and Smart Requirements](#)

Tiger – 1st Grade

Safe and Smart

Elective

Requirement 4



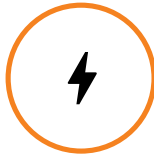
Den Meeting Exit Plan

Snapshot of Activity

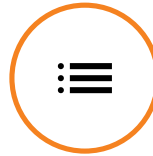
The den will work to develop an evacuation plan for their meeting location and identify a meet-up spot.



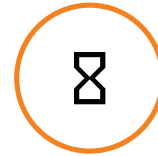
Indoor



3



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need to bring their Tiger handbook, page 51
- Pencils, one for each Cub Scout

Directions

Before the meeting:

1. Become familiar with where smoke detectors are located in your meeting location.
2. Become familiar with all the exits from the building you meet in.
3. If there are already fire exit plans in each room become familiar with them.
4. Identify a meet-up location away from the building you meet at.

During the meeting:

1. Gather the Cub Scouts and adult partners. Share that when there is a fire where they live, it is best to have a plan on what to do before the emergency. Have them look at page 51 of the Tiger handbook and point out that this is an example of where someone might live. Have everyone identify the places that you could exit the building such as doors and windows.
2. Have the Cub Scouts work with their adult partners to go room by room and identify the closest exit from the building then draw an arrow from that room the closest exit.
3. When everyone has completed the activity gather everyone and walk around your meeting location identifying the closest exit from the building for each room you have access to. If there are fire exit plans in the room point them out.
4. Inform Cub Scouts and adult partners of where everyone is to meet up in case of a fire or other emergency. Remind adult partners not to drive off upon exiting, but to meet everyone at the meet-up location so everyone can be accounted for. If someone is missing from the meet-up location, rescue personnel may be put in harms way looking for them.
5. Walk everyone to the meet-up location.

6. Gather the Cub Scouts and adult partners back in the meeting location. Inform the den that you will now practice the emergency exit plan and meet back up at the meet-up location. Have adult partners with their Cub Scout go into a separate room in the building and wait until they hear you shout “Test! Test! Test!” When everyone hears “Test!” they are to exit the building using the nearest exit calmly but quickly and meet at the meet-up spot.
7. If time permits do this one more time.

[Back to Safe and Smart Requirements](#)

Tiger – 1st Grade

Safe and Smart

Elective

Requirement 4



It's Time to Get Out!

Snapshot of Activity

Create an escape route.



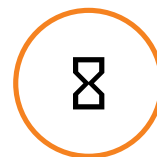
Indoor



4



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need to bring their Tiger handbook, page 51
- Graph paper, 2 sheets per Cub Scout and adult partner
- Pencils, one for each Cub Scout and adult partner

Directions

Before the meeting:

1. A day prior to the meeting ask parents, legal guardians, and adult partners to become familiar with the layout of their home and where smoke detectors are located. Let them know that the den activity will include making a map of the building the Cub Scout lives in and labeling the location of smoke detectors.
2. Set up the meeting location so Cub Scouts and adult partners can work on the activity together.

During the meeting:

1. Gather the Cub Scouts and adult partners. Share that when there is a fire where they live, it is best to have a plan on what to do before the emergency. Have them look at page 51 of the Tiger handbook and point out that this is an example of where someone might live. Have everyone identify the places that you could exit the building such as doors and windows.
2. Have the Cub Scouts work with their adult partners to go room by room and identify the closest exit from the building then draw an arrow from that room the closest exit.
3. When everyone has completed the activity, the Cub Scouts work with their adult partners to create a map of the building they live in using the graph paper. If they live in a building that has more than one floor discuss emergency exits such as internal and external stairs. Families may want to consider emergency escape ladders for bedrooms that are on the second floor. Have adult partners talk with their Cub Scouts about where they are to meet in case, they have an emergency in their house like a fire.
4. Once everyone has created their escape routes for their home, ask each Cub Scout to share with the den where they would go when leaving a burning building.
5. Ask everyone to practice exiting their home and meeting up at their location.

[Back to Safe and Smart Requirements](#)

Tiger – 1st Grade

Safe and Smart

Elective

Requirement 5



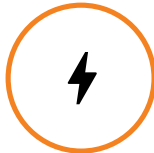
Where There Is Smoke

Snapshot of Activity

Locate smoke detectors in your home.



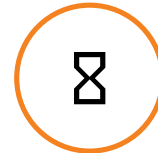
Indoor



1



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts and adult partners

Directions

Before the meeting

1. Learn about smoke detectors from the [Consumer Product Safety Commission](#).
2. The day before the meeting ask parents, legal guardians, and adult partners to be familiar with the layout of their home and the location of smoke detectors. Let them know that the den activity will include making a map of the building the Cub Scout lives in and smoke detectors locations.
3. Set up the meeting location so Cub Scouts and adult partners can work on the activity together.
4. Identify the type of smoke detectors in your meeting location and how to test them.

During the meeting:

1. Share with the den the importance of smoke detectors. Point out the smoke detectors in your meeting location and if possible, demonstrate how to test them. Share with Cub Scouts and adult partners that they should be familiar with the type of smoke detectors they have at home and how to test them and if needed when to change the batteries.
2. When everyone has completed the activity, the Cub Scouts work with their adult partners to create a map of the building they live in using the graph paper. Have them make a circle where the smoke detectors in their home are located.

[Back to Safe and Smart Requirements](#)

Tiger – 1st Grade

Safe and Smart

Elective

Requirement 6



Spread Like Wildfire

Snapshot of Activity

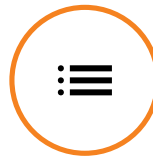
The den will learn how fast fire can spread and why starting fires can cause harm.



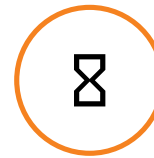
Outdoor



4



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies needed

Directions

Before the meeting:

1. Learn about the current fire rating in your area using the [National Weather Service Fire Weather map](#).
2. Identify an area free of obstacles to conduct the activity.

During the meeting:

1. Gather the Cub Scouts and adult partners. Share with them that fire can be very harmful and an accident with matches or a lighter can get out of control very quickly and that is why Cub Scouts should only have an adult use matches or lighters or start fires.
2. Inform the den that to demonstrate how fast a fire can get out of control they will become a fire.
3. Have Cub Scouts and adult partners form a circle shoulder to shoulder facing outward.
4. Explain to them that now they are a small fire, but that fire can double in size every 30 seconds!
5. Have everyone take one step forward while you count to 30. Have everyone look at how big the circle has grown and that is the path the fire has taken burning everything in that path.
6. Now have everyone take two steps forward while you count to 30. Have everyone look at how big the circle is now after only one minute.
7. Now have everyone take four steps forward while you count to 30. This is how much a fire can spread in just 90 seconds!
8. Now have everyone take eight steps forward while you count to 30. This is how much a fire can spread in just 2 minutes. How big is the circle? Is it bigger than their bedroom? Their house? Make the connection that this is why it is important to never play with matches or lighters because in just a short amount of time a fire can grow out of control and cause a lot of harm and damage before the fire department can arrive.
9. If time permits you may want to know what the fire response rate is for your location and have the den continue to double their steps for every 30 seconds to see how far the fire could spread before the fire department arrives.

[Back to Safe and Smart Requirements](#)

Tiger – 1st Grade

Safe and Smart

Elective

Requirement 7



Meet Emergency Responders

Snapshot of Activity

Plan a visit to a fire station or other emergency response station.



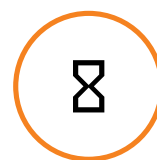
Travel



3



1



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- [Activity Consent](#) form for each Cub Scout
- Thank you card

Directions

Before the meeting:

1. Contact a local fire station and schedule a time when the den can come and visit. Ask if the fire station has any fire prevention programs, they have for 1st graders and if they would be willing to share that program while you are visiting. Make a request for Cub Scouts and adult partners to learn about the equipment that is used to fight fires and how the station is supported by the local community.
2. A week before the meeting inform Cub Scouts, parents, legal guardians, and adult partners about the meeting date, time, and location.
3. At a meeting before the visit have a thank you card for the fire fighters and have members of the den sign it and bring it with you to the visit.
4. A day prior to the meeting confirm with the contact at the fire station of your visit and remind Cub Scouts, parents, legal guardians, and adult partners about the meeting date, time, and location. Ask them to bring their [Activity Consent](#) forms.

During the meeting:

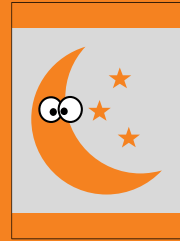
1. Have Cub Scouts and adult partners meet in a designated spot such as the front entrance to the station.
2. Gather Cub Scouts and adult partners and remind Cub Scouts to follow the Scout Oath and Law during the visit.
3. Have the contact at the fire station share with the Cub Scouts what they do as fire fighters, the equipment they use, and how to be careful with fire. Allow time for questions and answers.
4. When done give the contact the thank you card from the den.

[Back to Safe and Smart Requirements](#)

Tiger – 1st Grade

Sky is the Limit

ELECTIVE



Snapshot of Adventure

Astronomy is the focus of this Adventure as Tigers explore the night sky and discover constellations.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

This Adventure requires night sky viewing, be sure to consider time changes (day light savings time) and when the time of the sun setting. It is recommended to identify a local astronomy club, college, university, or science center to assist with scheduling and conducting a nighttime viewing event.

Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Sky is the Limit.

Requirement 1

Observe the night sky with your den or Tiger adult partner. Talk about the items you see or might see there.

- Conduct a [scavenger hunt of what is in the night sky](#).

Requirement 2

Look at distant objects through a telescope, binoculars, or camera. Show how to focus the device you choose.

- The [basics of how to use a telescope](#).

Requirement 3

Observe in the sky or select from a book, chart, computer, or electronic device two constellations that are easy to see in the night sky. With your den or Tiger adult partner, find out the constellation name and how to identify them. Create a picture of one of the constellations.

- [Identify and observe two constellations in the night sky](#).

Requirement 4

Create a homemade model of a constellation.

- [Make a model constellation out of a tin can.](#)
- [Make an edible model of a constellation.](#)
- [Glow in the dark painting of constellations.](#)

[Back to Elective Adventures](#)

Tiger – 1st Grade

Sky is the Limit

Elective

Requirement 1



Night Sky Scavenger Hunt

Snapshot of Activity

Conduct a scavenger hunt of what is in the night sky.



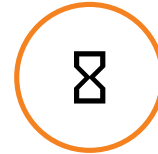
Outdoor



2



4



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Night Sky Scavenger Hunt sheet, found in additional resources
- Pencil, one for each Cub Scout and adult partner
- [Mini Star Finder](#) found in the Scout Shop
- Binoculars
- Telescope
- [Activity Consent Form](#)

Directions

Before the meeting:

1. Become familiar with identifying items in the night sky, stars, planets, and satellites.
 - Stars in the night sky often have a “twinkle” this is due to the light interacting with the atmosphere. Stars will move across the night sky but very slowly. So if you see something and you can tell it’s moving, it isn’t a star.
 - Sailors and travelers have used the stars for hundreds of years to find their way both on land and at sea. One of these stars is called the North Star. It is located almost directly above the North Pole. People could figure out which direction was north from this one star! The North Star is a dim star and not very bright. But it is an important star to be able to pick out. To find this star, first look for the group of stars called the Little Dipper. The Little Dipper looks like a spoon with a long handle. The North Star is located at the end of the handle of the Little Dipper.
 - Constellations
 - Set the star finder to the correct month, day, and time.
 - Face north and look up using the star finder and match what is in the night sky to what is on the star finder.

- It's recommended that you start by looking for either the Big Dipper, Little Dipper, or Orion as they contain bright stars and are easier to spot. Once you have found one constellation you have a reference point to find others.
 - Planets can often be seen in the night sky without a telescope. Mercury, Venus, Mars, Jupiter and Saturn are the most common planets that can be seen without a telescope. Mercury and Venus are between the sun and the Earth. Mars is the next planet after Earth from the sun. Jupiter and Saturn are known as gas giants. They are much larger than the Earth. Saturn is approximately 9.5 times larger than the Earth and Jupiter is 11 times larger. Planets in the night sky tend to be brighter and you may even see the color such as Mars being red.
 - Planets do not twinkle like stars do. Planets have a constant light. This is a good way to figure out whether you are looking at a star or a planet. Look for these planets:
 - Mercury is hard to see because it is always close to the sun.
 - Venus is white and very bright. When Venus can be seen, it is always right after sunset or right before sunrise, near the horizon.
 - Mars often looks red in the night sky.
 - Jupiter is bright yellow.
 - Saturn is also yellow but not as bright as Jupiter.
 - Our word for planet comes from the ancient Greek words *asteres planetai*, which mean "wandering stars." The Greeks knew thousands of years ago that the planets slowly moved across the sky over time. If you look at the planets often, you may notice that they change their position in the sky a little bit every day.
 - Satellites can be spotted by their speed across the night sky. For example, the International Space Station orbits the Earth 16 times in 24 hours! That is 5 miles a second. That means you could see the International Space Station cross the night sky several times in one night.
 - Meteors – If you get lucky, you might see a streak of light shoot across the night sky. The light is caused by bits of rock and dust called meteoroids that fall into Earth's atmosphere and burn up before they hit Earth. Some people call these falling stars. Every once in a while, a bit of space rock hits Earth. This is called a meteorite. Nine major meteor showers happen every year. They last for several nights. If you go stargazing during a meteor shower, you may be able to see many falling stars in a single night.
2. Identify a location that has minimal light pollution. Check the forecast for an evening that is projected to have clear skies. Confirm the date, time, and location to conduct the activity.
 3. If the location is different than your normal meeting location, have parents and legal guardians complete the [Activity Consent Form](#).
 4. Set up the telescope to view the moon.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with them how to identify stars, planets, and satellites in the night sky.
2. Pass out the scavenger hunt activity to each Cub Scout. Point to the moon and ask what shape is the moon in? Have them look at their scavenger hunt activity sheet. Share with the Cub Scouts that the moon looks different because at times the Moon is between the Earth and the Sun and so the shadow of the Earth covers the moon and we can't see the Moon, this is called a New Moon. The moon has eight phases. The moon will go through all eight phases 12 times in 354 days.
3. Share with the Cub Scouts that it takes the Earth 365 days to go around the Sun. This is how we measure one year. The moon goes through its phases 12 times in 354 days, which is almost one year. Ask the Cub Scouts, "What do we have twelve of in one year?" (Months) Humans came up with the concept of having 12 months in a year from the number of times the moon goes through its phases in the time it takes the Earth to go around the sun.
4. Have Cub Scouts work with the adult partners on the night sky scavenger hunt. Use binoculars to confirm if something is a star, planet, or satellite.

Additional Resources

[Night Sky Scavenger Hunt sheet](#)

[Back to Sky is the Limit Requirements](#)

Tiger – 1st Grade

Sky is the Limit

Elective

Requirement 2



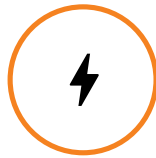
I Can See the Stars

Snapshot of Activity

The basics of how to use a telescope.



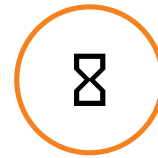
Outdoor



2



4



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Telescope
- [Activity Consent Form](#)

Directions

Before the meeting:

1. Become familiar with the parts of the telescope you will be using.
 - Tripod
 - Mount
 - Optical tube
 - Finder scope
 - Eyepiece
 - Star diagonal
 - Focuser
2. Become familiar with the use of the telescope you will be using by following the owner's manual.
 - Proper setup
 - How to aim the telescope at an object to view
 - How to focus
 - How to change the magnification
3. Identify a location that has minimal light pollution. Check the forecast for an evening that is projected to have clear skies. Confirm the date, time, and location to conduct the activity.
4. If the location is different than your normal meeting location, have parents and legal guardians complete the [Activity Consent Form](#).
5. Set up the telescope to view the moon.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with them what type of telescope you are using.

2. Point out the parts of the telescope.
3. Demonstrate how to use the finder scope.
4. Demonstrate how to use the eyepiece and how to focus.
5. One at a time, allow each Cub Scout and adult partner to look through the telescope and look at the moon and have them demonstrate how to focus.

[Back to Sky is the Limit Requirements](#)

Tiger – 1st Grade

Sky is the Limit

Elective

Requirement 3



Pictures in the Sky

Snapshot of Activity

Identify and observe two constellations in the night sky.



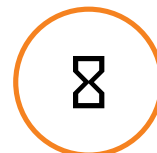
Outdoor



2



2



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 53
- Scissors, a pair for each Cub Scout
- Blank sheets of paper, two per Cub Scout and two per adult partner
- Crayons, enough to share
- [Activity Consent Form](#)

Directions

Before the meeting:

1. Become familiar with at least two of the following constellations that will be visible during the time of your viewing:
 - [Hercules](#)
 - [Orion](#)
 - [Ursa Minor](#)
 - [Pegasus](#)
 - [Cepheus](#)
 - [Andromeda](#)
 - [Canis Major](#)
 - [Cassiopeia](#)
2. Identify a location that has minimal light pollution. Check the forecast for an evening that is projected to have clear skies. Confirm the date, time, and location to conduct the activity.
3. If the location is different than your normal meeting location, have parents and legal guardians complete the [Activity Consent Form](#).
4. Set up an area where Cub Scouts and adult partners can draw.

During the meeting:

1. Gather the Cub Scouts and inform them that they will be making a book of constellations. Have them work with their adult partner to cut out and fold the activity to make their book of constellations. As they are working to make their books, share with them what you have learned about the constellations in their book.
2. When everyone has made their books walk outside and have adult partners work with their Cub Scout to identify at least two constellations in the night sky that are in their book. Provide assistance as needed.
3. When everyone has identified at least two constellations in the sky gather them back to have Cub Scouts and adult partners draw one of the constellations.

[Back to Sky is the Limit Requirements](#)

Tiger – 1st Grade

Sky is the Limit

Elective

Requirement 4



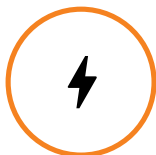
Can-stellation

Snapshot of Activity

Make a model constellation out of a tin can.



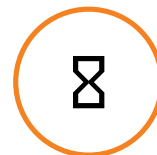
Indoor



2



2



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 52 and 53
- 15.25 oz. tin cans, one for each Cub Scout
- 2" common nails, one for each Cub Scout
- Sharpie markers, one for each Cub Scout
- Small youth hammers, one for each Cub Scout
- Youth sized safety glasses, one for each Cub Scout
- Have Cub Scouts bring their own flashlight
- Metal file hand tool

Directions

Before the meeting:

1. Set up the meeting room so that Cub Scouts with help from their adult partner can complete the craft. This craft requires hammering so make sure the surface used is sturdy.
2. Review the project to make a constellation from a tin can.
3. Make the project yourself to identify opportunities to guide Cub Scouts and adult partners through the project.
4. The day before the meeting remind Cub Scouts, parents, legal guardians, and adult partners that Cub Scouts will need to bring their flashlight for this activity.
5. Gather the empty 15.25 oz. tin cans and wash them, use a metal file to remove any sharp edges from the cans. The cans should only have the tops removed.

During the meeting:

1. Gather the Cub Scouts and adult partners and inform them they will make a model constellation out of a tin can. Show them your example then turn off the lights and use your flashlight to project the constellation onto the ceiling.
2. Now have the Cub Scouts with their adult partners look at pages 52 and 53 of the Tiger Handbook (page 53 may have been turned into a booklet). Have them pick one of the constellations but do not share what constellation they have chosen with anyone but their adult partner.
3. Once they have chosen a constellation, the Cub Scouts work with their adult partners to first use the marker to mark the bottom of the can the constellation by making a dot for each star in the constellation.
4. Once they have placed the dots on the bottom of the can, keeping the can upside down, have the adult partner first place the nail where at one of the dots and using the hammer punch a hole in the can. Once the adult partner has demonstrated it to their Cub Scout, the Cub Scout puts on protective eyewear and punches the remaining holes.
5. When everyone is done, dim the lights and have each Cub Scout flash their flashlight through their can, to project their constellation onto the ceiling. Have the other Cub Scouts raise their hand if they can identify the constellation.

[Back to Sky is the Limit Requirements](#)

Tiger – 1st Grade

Sky is the Limit

Elective

Requirement 4



Edible Constellation

Snapshot of Activity

Make an edible model of a constellation.



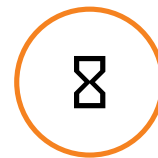
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 1 – 10 oz. bag of marshmallows, regular or jumbo
- 1 – 16 oz. bag of pretzel sticks. thin enough to insert into marshmallows
- 2 small bowls for each Cub Scout
- Paper towels
- Cub Scouts will need their Tiger handbook, page 53 OR the booklet they made from page 53
- Handwashing station

Directions

Before the meeting:

1. Check for [Food Allergies](#) or dietary restrictions and make any necessary adjustments. Other options include toothpicks instead of pretzels and grapes instead of marshmallows.
2. Make a model of the constellation [Orion](#) by using marshmallows as the stars and pretzel sticks to connect them. Use a full pretzel stick for Orion's legs, arms, and body, and cut pretzel sticks to size for small sections. Connect each section with a marshmallow to represent a star in the constellation. Keep the model as an example for the meeting.
3. Use the small bowls to place marshmallows in one and pretzel sticks in the other. Cub Scouts and their adult partner will share the bowl to make their model. Make sure that each bowl has enough to make two models, plus extra. Lay out a paper towel at each spot for Cub Scouts and adult partners.
4. Set up the meeting location so Cub Scouts and adult partners can work on the project.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with them that they are going to make an edible constellation. Have everyone wash their hands.
2. Share with them that they are going to make a model of the constellation Orion. Orion was a mightier hunter but that isn't the reason why you chose that constellation. Tell Cub Scouts you chose this constellation because it has a lot of stars in it and in our model, we are going to use marshmallows as stars so naturally, we want a lot of marshmallows.
3. Have them use the image of the Orion constellation that is on page 53 of their Tiger handbook or from the booklet they made on page 53. Show them your model.
4. Allow Cub Scouts and adult partners to make a model of the Orion constellation.

[Back to Sky is the Limit Requirements](#)

Tiger – 1st Grade

Sky is the Limit

Elective

Requirement 4



Glowing Constellation

Snapshot of Activity

Glow in the dark painting of constellations.



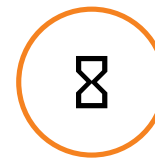
Indoor



2



3



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 52
- 8" x 10" painting canvas, primed, one for each Cub Scout and one for each adult partner
- Various sized paint brushes, enough to share
- Black acrylic paint
- Glow-in-the-dark paint: white, green, or yellow
- Small bowls to hold paint
- Jars with water in them to wash brushes
- Paper towels for clean up
- Tables
- Plastic table covers
- Sheets of plastic to cover floors. if needed

Directions

Before the meeting:

1. Set the meeting location with tables and chairs to allow for Cub Scouts and adult partners to paint. Cover tabletops with plastic table covers. If floors are carpet, cover floor space with plastic floor covering.
2. The day before the meeting inform Cub Scouts, parents, legal guardians, and adult partners that they will be painting during this meeting and to wear appropriate clothing.
3. Set up the tables with a canvas for each Cub Scout and one for each adult partner. Place black paint in one bowl and the glow-in-the-dark paint in another bowl. Have a set of black and glow-in-the-dark paint for each Cub Scout and adult partner pair. Have a set of brushes and a jar of water to wash brushes off for each Cub Scout and adult partner pair.

During the meeting:

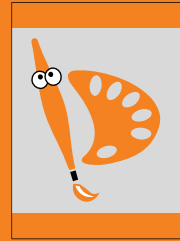
1. Have everyone paint their canvas with black acrylic paint.
2. Let the paint dry.
3. Now everyone paints the [Orion](#) constellation using the glow-in-the-dark paint.
4. Allow paint to dry.

[Back to Sky is the Limit Requirements](#)

Tiger – 1st Grade

Stories in Shapes

ELECTIVE



Snapshot of Adventure

Tigers will explore math through the discovery of art and how shapes and symbols can tell a story.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Stories in Shapes.

Requirement 1

Explore art in your community.

- [Visit an art museum.](#)
- Take a walk in a neighborhood with public art such as [outdoor murals, statues, and sculptures.](#)
- Coordinate [a virtual tour of the Van Gogh Museum in Amsterdam, Netherlands.](#)

Requirement 2

Look closely at art or a picture of art with your den or Tiger adult partner. Decide what you like about the art, and share your ideas with your den, family or Tiger adult partner.

- This activity is designed to be done in combination with requirement 1 and the [Art on Display activity at an art museum.](#)
- This activity is designed to be done in combination with requirement 1 and the [Art Trail activity.](#)
- This activity is designed to be done in combination with requirement 1 and the [Virtual Tour of Art activity.](#)

Requirement 3

Create a piece of art using shapes.

- Make an [origami cat.](#)
- [Using the shapes in the Tiger Handbook](#) (page 55) make a piece of art.
- Make a [drawing using a spiral stencil](#) set.
- [Using tangrams make animal shapes.](#)

Requirement 4

Learn how to spell your name in Braille and sign language.

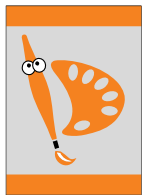
- [Invite someone who is deaf or an interpreter for the deaf](#) to visit the den.
- Using puffy round stickers [spell your name in braille](#).
- Cub Scouts will learn about [American Sign Language](#) and how to sign their name.

[Back to Elective Adventures](#)

Tiger – 1st Grade

Stories in Shapes

Elective



Requirement 1

Art on Display

Snapshot of Activity

Visit an art museum.



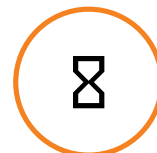
Travel



3



1



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- [Activity Consent](#) form for each Cub Scout

Directions

Before the meeting:

1. Contact a local art museum to schedule a visit. Ask if there are tours available and inform the museum that the tour would be appropriate for first graders. Share all the requirements for this Adventure with the museum so they can incorporate as many requirements into the tour as possible. Confirm the visit with the museum and get a contact name for the museum.
2. A week prior to the meeting inform Cub Scouts, parents, legal guardians, and adult partners of the date, time, and location of the visit to the museum. Confirm the gathering location.
3. Have parents or legal guardians complete [Activity Consent](#) forms.
4. A day prior to the meeting send another reminder to the den of the date, time, and location of the visit to the museum and any other details they may need.

During the meeting:

1. Gather the Cub Scouts and adult partners at the designated gathering location at the museum.
2. Have Cub Scouts and adult partners form buddy groups of at least two Cub Scouts and two adult partners.
3. Remind Cub Scouts of the Scout Law and to stay with their buddy groups.
4. Check in with the contact at the museum.
5. Enjoy the visit.

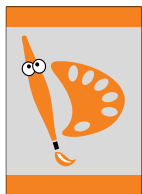
[Back to Stories in Shapes Requirements](#)

Tiger – 1st Grade

Stories in Shapes

Elective

Requirement 1



Art Trail

Snapshot of Activity

Take a walk in a neighborhood with public art such as outdoor murals, statues, and sculptures.



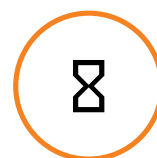
Travel



4



2



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- [Activity Consent](#) form for each Cub Scout
- Everyone should bring the Cub Scout Six Essentials with them on the walk
 - Water bottle with water
 - First Aid kit
 - Whistle
 - Flashlight
 - Sun protection
 - Trail food

Directions

Before the meeting:

1. Identify an area in your community that has public displays of art outside such as murals, statues, and sculptures. This may also be a local art show. Identify a walking path for the den to take to see the different displays of art.
2. Research the different items that you will see on your walk and become familiar with who the artist is/was, any meaning or symbolism behind the art, who commissioned the work, and the medium in which it was created.
3. Create a map for your walk that includes the route and the location of the art you will see.
4. A week prior to the meeting inform Cub Scouts, parents, legal guardians, and adult partners of the date, time, and location of the art walk. Confirm the gathering location.
5. Have parents or legal guardians complete [Activity Consent](#) forms.
6. A day prior to the meeting send another reminder to the den of the date, time, and location of the visit to the museum and any other details they may need.

During the meeting:

1. Gather the Cub Scouts and adult partners at the designated gathering location at the museum.
2. Have Cub Scouts and adult partners form buddy groups of at least two Cub Scouts and two adult partners.

3. Remind Cub Scouts of the Scout Law and to stay with their buddy groups.
4. Walk your route and plan to stop at each work of art and allow Cub Scouts and adult partners to discuss and share what they like about it. Share with them what you learned about the art.
5. After the walk ask the Cub Scouts and adult partners what they liked best and why.

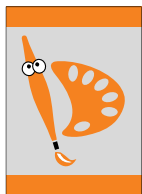
[Back to Stories in Shapes Requirements](#)

Tiger – 1st Grade

Stories in Shapes

Elective

Requirement 1



Virtual Tour of Art

Snapshot of Activity

Coordinate a virtual tour of the Van Gogh Museum in Amsterdam, Netherlands.



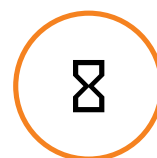
Indoor



1



3



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Laptop with internet connection and projector and screen OR a large smart TV with internet connection

Directions

You can substitute Van Gogh Museum with a different art museum that has online tours or virtual tours.

Before the meeting:

1. Explore the virtual tours available at the [Van Gogh museum in Amsterdam](#).
2. Identify the tours that you want to explore with the den.
3. Set up the meeting space to allow people to view the screen.
4. Connect your device(s) to the internet and have a picture of Van Gogh “Starry Night” on the screen.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with them that in this activity you are going to take a virtual trip to another country to explore one of the most famous artists in modern history, Vincent Van Gogh.
2. Ask Cub Scouts and adult partners if the image on the screen looks familiar. See if anyone can name the painting “Starry Night”.
3. Vincent Van Gogh lived from 1853 to 1890, he died young at 37 years old. In a very short time, he created over 2100 different works of art of that 860 were oil paintings. The style of painting he is known for is called Post-Impressionist. You will notice that his paintings don’t look like photos with clean and sharp lines. You can also see that he uses brush strokes and marks to help define what he is painting.
4. Go through the online exhibit “[A brother like no other](#)” on the site.

Afterward ask the Cub Scouts and adult partners what they like the best.

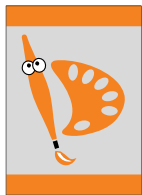
[Back to Stories in Shapes Requirements](#)

Tiger – 1st Grade

Stories in Shapes

Elective

Requirement 2



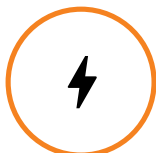
Art on Display part 2

Snapshot of Activity

This activity is designed to be done in combination with requirement 1 and the Art on Display activity at an art museum.



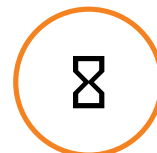
Travel



1



1



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No additional supplies

Directions

This activity is designed to be done while visiting an art museum.

Before the meeting:

1. Complete the “Before the Meeting” items in the Art On Display activity.

During the meeting:

1. Gather the Cub Scouts and adult partners and share the following about looking at art:
 - As you look at a piece of artwork more closely, what stories do you imagine?
 - What mood or feelings does it create?
 - What shapes can you identify?
 - Is there a color that is used more often than others?
 - Does it look like real life?
 - If not, is it abstract? One type of art, called abstract art, does not. Abstract artists hope their work will give you a certain feeling. Some abstract artists draw their designs out first in detail. Others just start painting and hope their feelings and thoughts are seen in their art.
 - Different people will see different meanings in art.
2. After visiting the museum share what your favorite art was and why.

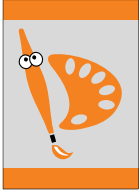
[Back to Stories in Shapes Requirements](#)

Tiger – 1st Grade

Stories in Shapes

Elective

Requirement 2



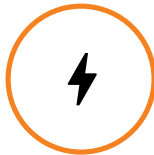
Art Trail part 2

Snapshot of Activity

This activity is designed to be done in combination with requirement 1 and the Art Trail activity.



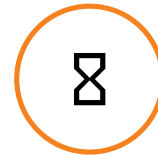
Travel



1



1



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No additional supplies needed

Directions

This activity is designed to be done while conducting a virtual art museum tour.

Before the meeting:

1. Complete the “Before the Meeting” items in the Virtual Tour of Art activity.

During the meeting:

1. Gather the Cub Scouts and adult partners and share the following about looking at art:
 - As you look at a piece of artwork more closely, what stories do you imagine?
 - What mood or feelings does it create?
 - What shapes can you identify?
 - Is there a color that is used more often than others?
 - Does it look like real life?
 - If not, is it abstract? One type of art, called abstract art, does not. Abstract artists hope their work will give you a certain feeling. Some abstract artists draw their designs out first in detail. Others just start painting and hope their feelings and thoughts are seen in their art.
 - Different people will see different meanings in art.
2. After the virtual tour share what your favorite art was and why.

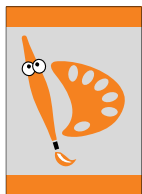
[Back to Stories in Shapes Requirements](#)

Tiger – 1st Grade

Stories in Shapes

Elective

Requirement 2



Virtual Tour of Art 2

Snapshot of Activity

This activity is designed to be done in combination with requirement 1 and the Virtual Tour of Art activity.



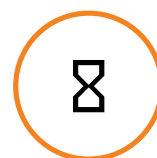
Indoor



1



1



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No additional supplies needed

Directions

This activity is designed to be done while conducting a virtual art museum tour.

Before the meeting:

2. Complete the “Before the Meeting” items in the Virtual Tour of Art activity.

During the meeting:

3. Gather the Cub Scouts and adult partners and share the following about looking at art:
 - As you look at a piece of artwork more closely, what stories do you imagine?
 - What mood or feelings does it create?
 - What shapes can you identify?
 - Is there a color that is used more often than others?
 - Does it look like real life?
 - If not, is it abstract? One type of art, called abstract art, does not. Abstract artists hope their work will give you a certain feeling. Some abstract artists draw their designs out first in detail. Others just start painting and hope their feelings and thoughts are seen in their art.
 - Different people will see different meanings in art.
4. After the virtual tour share what your favorite art was and why.

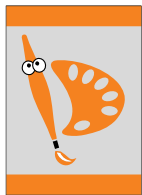
[Back to Stories in Shapes Requirements](#)

Tiger – 1st Grade

Stories in Shapes

Elective

Requirement 3



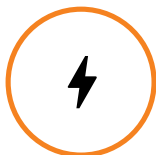
Folding Art

Snapshot of Activity

Make an origami cat.



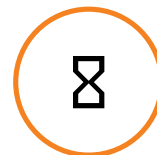
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 8 ½" x 8 ½" pieces of paper, one for each Cub Scout and adult partner
- Origami Cat instructions found in Additional Resources
- Printer
- Crayons, enough to share

Directions

Before the meeting:

1. Print Origami Cat instructions for each Cub Scout.
2. Practice making the cat yourself.
3. Set up the meeting location with space for Cub Scouts and adult partners to complete activity together.

During the meeting:

1. Share with the Cub Scouts and adult partners that for this activity you will make a cat by folding paper. The art of folding paper is called origami and comes from Japan. When you fold paper, you will make squares and triangles and these shapes can be used to make art.
2. Show the den your origami cat. Have the Cub Scout work with their adult partners to make their own origami cat.

Additional Resources

[Origami Cat instructions](#)

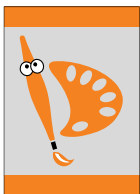
[Back to Stories in Shapes Requirements](#)

Tiger – 1st Grade

Stories in Shapes

Elective

Requirement 3



My Art From Shapes

Snapshot of Activity

Using the shapes in the Tiger Handbook (page 55) make a piece of art.



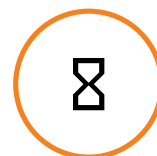
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Each Cub Scout will need their Tiger handbook, page 55
- Scissors, one for each Cub Scout
- Crayons, enough to share
- 8 ½" x 11" various colors of construction paper

Directions

Before the meeting:

1. Set up the meeting location with space for Cub Scouts and adult partners to complete the activity together.

During the meeting:

1. Share with the Cub Scouts and adult partners that for this activity you will make art from shapes. Inform the Cub Scouts that shapes are all around us and if we look, we can see circles, squares, triangles, and other shapes in everyday objects like a car, a house, or even a tree.
2. Have Cub Scouts with help from their adult partners cut out the shapes from page 55 of their Tiger handbook.
3. They can use the shapes to then cut out shapes from the different colored construction paper to make a work of art.
4. Share with the Cub Scouts that their art can be abstract if they want to. Abstract art is art that does not attempt to represent anything in real life but uses shapes, forms, colors, and textures to make art.

Have Cub Scouts and adult partners make their art from the shapes and then share it with the den when they are done.

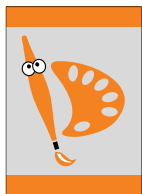
[Back to Stories in Shapes Requirements](#)

Tiger – 1st Grade

Stories in Shapes

Elective

Requirement 3



Spiral Art

Snapshot of Activity

Make a drawing using a spiral stencil set.



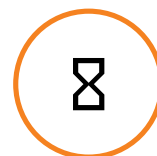
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Spiral stencil set such as Spirograph™, enough sets to share
- Colored ink pens, enough to share
- 8 ½" x 11" blank sheets of copy paper

Directions

Before the meeting:

1. Become familiar with the stencil set by creating your own drawings.
2. Set up the meeting space to give room for Cub Scouts and adult partners to work on activity together.

During the meeting:

1. Share with Cub Scouts and adult partners that for this activity they will create artwork that makes use of circles and ovals.
2. Demonstrate how to use the stencil set. Allow Cub Scouts to make their own drawings using the set. As they do ask them what they have noticed about the different sized circles and what type of patterns they make. (Larger circles make small patterns and the smaller circles make larger patterns).

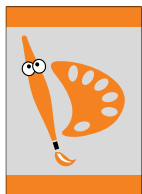
[Back to Stories in Shapes Requirements](#)

Tiger – 1st Grade

Stories in Shapes

Elective

Requirement 3



Tangram Animals

Snapshot of Activity

Using tangrams make animal shapes.



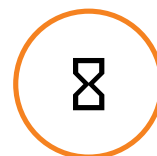
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Copies of cut-out tangram and animal shapes found in Additional Resources
- Printer
- Scissors, a pair for each Cub Scout

Directions

Before the meeting:

1. Print Tangram Cut Out for each Cub Scout.
2. Print Tangram Animal Designs for each Cub Scout.
3. Set up meeting space to allow Cub Scouts and adult partners to work on activity together.

During the meeting:

1. Inform the Cub Scouts that shapes are all around us and if we look, we can see circles, squares, triangles, and other shapes in everyday objects like a car, a house, or even a tree. For this activity Cub Scouts will use a special group of shapes called tangrams. A tangram is a puzzle invented in China that is made by cutting a square of paper into seven pieces. These pieces can be used to make many different figures and shapes.
2. Have Cub Scouts with the help of their adult partner cut out the tangrams and then have them arrange the tangrams into the different animal shapes.
3. If time allows encourage Cub Scouts to create something of their own design using all seven pieces of the tangram.

Additional Resources

[Tangram Animal Designs](#)

[Tangram Cut Out](#)

[Back to Stories in Shapes Requirements](#)

Tiger – 1st Grade

Stories in Shapes

Elective

Requirement 4



Get To Know Me and Sign Language

Snapshot of Activity

Invite someone who is deaf or an interpreter for the deaf to visit the den.



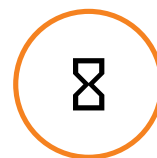
Indoor



2



2



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 57

Directions

Before the meeting:

1. Identify someone who is hearing impaired, or an interpreter, who is fluent in American Sign Language.
2. Ask if they will visit the den and share with the den some basic words and phrases in American Sign Language such as how to introduce yourself, how to say thank you and you are welcome, and any other common phrases.
3. Ask if they would also share any technology or items, they use to help them communicate, such as how they use a phone.
4. Confirm the date, time, and location of the den meeting with the guest.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with the Cub Scouts that sign language is a form of communication for those who are hearing impaired. Unlike written words where we use letters to spell words, American Sign Language uses hand motions. It's like a very useful form of art as you paint words using your hands.
2. Introduce the guest speaker.
3. Have the guest speaker share their story and help teach the Cub Scouts and adult partners some basic phrases.
4. Have Cub Scouts and adult partners use the Tiger handbook, page 57, to learn how to sign their name.
5. Thank the guest speaker.

After the meeting:

1. Send a thank you note to the guest speaker.

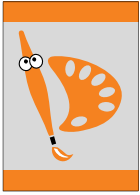
[Back to Stories in Shapes Requirements](#)

Tiger – 1st Grade

Stories in Shapes

Elective

Requirement 4



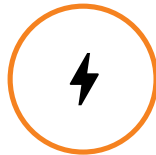
Reading with Your Hands

Snapshot of Activity

Using puffy round stickers spell your name in braille.



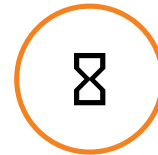
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Braille Alphabet found in Additional Resources
- Write Your Name in Braille found in Additional Resources
- Printer
- Crayons, enough to share

Directions

Before the meeting:

1. Print copies of the Braille Alphabet and Write Your Name in Braille worksheets, enough for one for each Cub Scouts.
2. Become familiar with the braille alphabet. Write your name in braille to use as an example.
3. Set up the meeting space for Cub Scouts and adult partners to complete the activity together.

During the meeting:

1. Gather Cub Scouts and adult partners and share with them that art can speak to us in many ways but for those who are blind, they must rely on other senses such as touch. Some art is designed to be touched. Today we will explore a written language that was designed to be touched, not seen. Braille is a type of writing that is created by making bumps or holes in paper to represent the alphabet. Each letter in braille has two columns of three spots. A letter in the alphabet is represented by which spots have a bump. To read braille you take your finger to feel the bumps to identify each letter.
2. Have Cub Scouts and adult partners work together to spell their name in braille by coloring in the dots on the activity sheet.
3. When finished, have each Cub Scout and adult partner share their name in braille.

Additional Resources

[Braille Alphabet](#)

[Write Your Name in Braille](#)

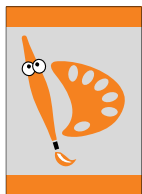
[Back to Stories in Shapes Requirements](#)

Tiger – 1st Grade

Stories in Shapes

Elective

Requirement 4



The Art of Sign Language

Snapshot of Activity

Cub Scouts will learn about American Sign Language and how to sign their name.



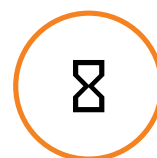
Indoor



2



2



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 57

Directions

Before the meeting:

1. Become familiar with American Sign Language. This [video](#) introduces 25 signs in American Sign Language and basic sentences and may provide some help.
2. Learn how to sign your name in American Sign Language.

During the meeting:

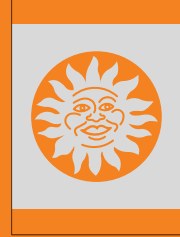
1. Gather the Cub Scouts and adult partners and introduce yourself using American Sign Language (ASL.)
2. Share with the Cub Scouts that sign language is a form of communication for those who are hard of hearing or deaf. Unlike written words where we use letters to spell words, American Sign Language uses hand motions. It's like a very useful form of art as you paint words using your hands.
3. Share with Cub Scouts that when introducing ourselves to one another, we will say our name. For the hearing impaired, names are typically spelled when first meeting someone. Demonstrate how to sign your name.
4. Next, demonstrate how to say "Hi, I am (Name)", "Thank you", and "See you later".
5. Have Cub Scouts and adult partners practice signing their name and then move on to other phrases.

[Back to Stories in Shapes Requirements](#)

Tiger – 1st Grade

Summertime Fun

ELECTIVE



Snapshot of Adventure

This Adventure is for the summer after a Cub Scout has completed Kindergarten and is now considered a Tiger. Stay active in the summertime by attending den or pack events, Cub Scout Day Camp, or Resident Camp.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Summertime Fun Tiger.

Requirement 1

Anytime during May through August participate in a total of three Cub Scout activities.

- Participate in [an activity with your council](#).
- Participate in [an activity with your den](#).
- Participate in [an activity with your pack](#).

[Back to Elective Adventures](#)

Tiger – 1st Grade

Summertime Fun

Elective



Requirement 1

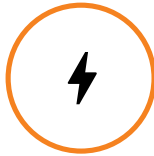
Council Activity

Snapshot of Activity

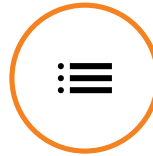
Participate in an activity with your council.



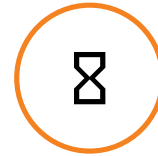
Travel



5



4



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Provided by your local council

Directions

Participate in a council sponsored event such as:

- Cub Scout Day Camp
- Cub Scout Residence Camp
- Check your local council calendar for other council sponsored Cub Scout events

[Back to Summertime Fun Requirements](#)

Tiger – 1st Grade

Summertime Fun

Elective



Requirement 1

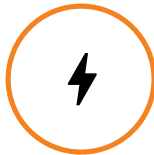
Den Activity

Snapshot of Activity

Participate in an activity with your den.



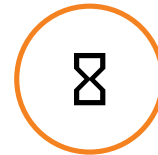
Travel



5



4



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Based on the activity chosen by the den

Directions

Participate in an activity with your den such as:

- Barbeque with the families in your den
- Day hike
- Scavenger hunt
- Swimming
- Saturday morning workshop at local home improvement store
- Backyard outdoor movie night
- Geocaching

[Back to Summertime Fun Requirements](#)

Tiger – 1st Grade

Summertime Fun

Elective



Requirement 1

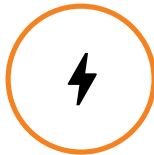
Pack Activity

Snapshot of Activity

Participate in an activity with your pack.



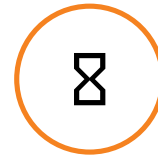
Travel



5



4



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Based on activity with the pack

Directions

Participate in an activity with your pack such as:

- Pack camping
- Fishing
- Bike rodeo and ride
- Bowling
- Star gazing with local astronomy club
- Visit the local zoo, aquarium, or science museum

[Back to Summertime Fun Requirements](#)

Tiger – 1st Grade

Tech All Around

ELECTIVE



Snapshot of Adventure

Tigers will identify technology that is common in most homes and discover how technology has improved along with safety rules around technology they come in contact with.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#).

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Tech All Around.

Requirement 1

Discover technology around your home, meeting place, or neighborhood.

- [Discover technology at home](#).
- [Scavenger hunt](#) for technology.

Requirement 2

Discover ways that digital technology can make life easier.

- A [game of charades](#) that identifies how technology has made life easier.
- Tiger adult partners share [what life was like before modern technology](#).

Requirement 3

Identify an item of digital technology you use at home. Demonstrate to your adult partner how you use it safely.

- Discuss [digital technology that the Cub Scout has access to](#) and proper use.

Requirement 4

With your parent or legal guardian, set up a policy for digital devices.

- [Cub Scouts create rules for the use of digital devices](#).

[Back to Elective Adventures](#)

Tiger – 1st Grade

Tech All Around

Elective

Requirement 1



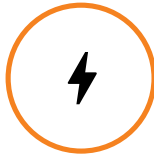
Technology at Home

Snapshot of Activity

Discover technology at home.



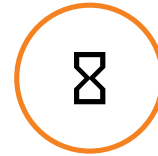
Indoor



2



2



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbooks, page 59
- Crayons, enough to share

Directions

Before the meeting:

1. Set up the meeting location so Cub Scouts and adult partners can complete the activity together.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with them that technology is all around us and sometimes we use something that we don't even realize is technology.
2. Have Cub Scouts work with their adult partners to complete the activity on page 59 of the Tiger handbook.
3. When everyone is done have each Cub Scout identify one item in a picture that is technology. When each item has been identified ask Cub Scouts what other items they have in their home, that is technology that isn't pictured.

[Back to Tech All Around Requirements](#)

Tiger – 1st Grade

Tech All Around

Elective

Requirement 1



Tigers Hunt for Technology

Snapshot of Activity

Scavenger hunt for technology.



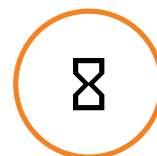
Outdoor



3



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Technology Scavenger Hunt found in Additional Resources
- Printer
- Pencils, one for each Cub Scout

Directions

Before the meeting:

1. Take a walk around your meeting location and identify what type of technology is around. Make any adjustments to the scavenger hunt to match the technology around your meeting location.
2. Print a copy of the Technology Scavenger Hunt for each Cub Scout.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with them that technology is all around us and sometimes we use something that we don't even realize is technology.
2. Have Cub Scouts work with their adult partners to complete the scavenger hunt activity.
3. When everyone has completed the scavenger hunt have Cub Scouts share where they found each item and describe what it does.

Additional Resources

[Technology Scavenger Hunt](#)

[Back to Tech All Around Requirements](#)

Tiger – 1st Grade

Tech All Around

Elective

Requirement 2



Technology Charades

Snapshot of Activity

A game of charades that identifies how technology has made life easier.



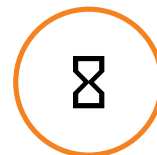
Indoor



3



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Life Easier Charades Cards found in Additional Resources
- 15 – 3" x 5" index cards
- 1 black magic marker
- Timer

Directions

Before the meeting:

1. Use the 3" x 5" index cards to create cards for charades. The card will have a description of how something was done before technology improved it. For example, a card will have "wash dishes by hand" the answer is "dishwasher." Use the Life Easier Charades Cards document found in Additional Resources to create the cards and have the answer key accessible. Make up a couple of your own charades.
2. Become familiar with how to play charades. Begin with a stack of charade cards. In turn, each player draws a card and acts out the old way of doing things using hand signals and body motions but no spoken words. Players then try to guess the technology that improved the old way of doing things. The player giving the correct answer is allocated a point. You may wish to use a timer to keep rounds short and succinct. When playing with a larger den, divide into teams before playing. If a team does not guess the acted phrase correctly within the time limit, the other team can try to guess the phrase and steal the point. The player or team with the most points wins the game.

During the meeting:

1. Gather the Cub Scouts and adult partners. Tell them that you are going to play a game of charades. Explain the rules for playing charades.
2. Play a game of technology charades.

[Back to Tech All Around Requirements](#)

Tiger – 1st Grade

Tech All Around

Elective

Requirement 2



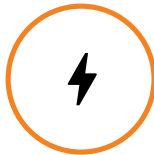
The Way It Was

Snapshot of Activity

Tiger adult partners share what life was like before modern technology.



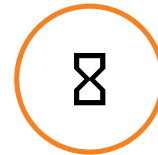
Indoor



1



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies needed

Directions

During the meeting:

1. Gather the Cub Scouts and adult partners and have Cub Scouts ask their adult partner how their parents would do things, how they did things when they were growing up, and how technology has made it easier to do those things.
 - - How did your parents talk to a friend after school and how did you talk to friends after school? How do you talk to your friends now?
 - What things in the kitchen would your parents use for meals and what things in the kitchen do you use to make meals?
 - How did your parents keep track of birthdays, holidays, and other events and how do you keep track of important dates?
 - How did your parents learn about a topic in school and how did you learn about a topic in school and how to students learn about topics today?
 - What is one of your favorite pieces of technology that makes your life easier?

[Back to Tech All Around Requirements](#)

Tiger – 1st Grade

Tech All Around

Elective

Requirement 3



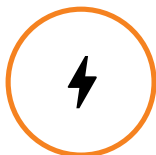
Be Safe with Technology Tiger

Snapshot of Activity

Discuss digital technology that the Cub Scout has access to and proper use.



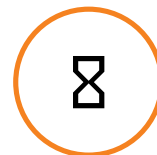
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 60
- Crayons, enough to share

Directions

Before the meeting:

1. Set up the meeting space so Cub Scouts and adult partners can complete the activity together.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with them that technology can make our life easier, but we also have to make sure that we use it appropriately and safely. Have Cub Scouts work with their adult partners to complete the activity on page 60 of the Tiger handbook.
2. When everyone has completed the activity, each Cub Scout share one of the items in the activity and if it was being used safely or not. Have them describe why it was being done safely or if it was unsafe, how it should be done, or why it was dangerous.

[Back to Tech All Around Requirements](#)

Tiger – 1st Grade

Tech All Around

Elective

Requirement 4



Smart and Safe with Technology

Snapshot of Activity

Cub Scouts create rules for the use of digital devices.



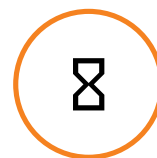
Indoor



1



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies required

Directions

Before the meeting:

1. Before the meeting inform parents that they will have a discussion about technology and digital devices that are used at home with their Cub Scout. If they already have rules about the use of technology, ask if they would be willing to share with the rest of the den.

During the meeting:

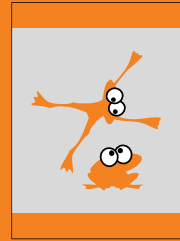
1. Gather the Cub Scouts and adult partners and share with them that technology can make our life easier or be very entertaining, but we need to make sure that we discuss what the rules are about digital devices at home.
2. Ask adult partners who are willing to share what their family rules are about technology with the group.
3. After each adult partner has shared with the den have each Cub Scout discuss their family rules about digital devices.
4. To help guide the conversations consider these questions:
 - What time during the day or evening can a digital device be used? Are there different times for different devices?
 - What controls are in place to ensure that these times are being followed?
 - What controls are in place to ensure that if a device is online and that everyone in the family is safe from strangers?
 - Where are digital devices allowed?
 - If the device is connected to the internet or cellular service, is it allowed behind closed doors?
 - Are there rewards in place for following the rules and are their defined consequences for breaking the rules?

[Back to Tech All Around Requirements](#)

Tiger – 1st Grade

Tiger Tag

ELECTIVE



Snapshot of Adventure

Learning teamwork, good sportsmanship, and having fun with their family or den by playing outdoor games or sports in packed into this Adventure including attending a sporting event together.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Tiger Tag.

Requirement 1

Play an active game with your den. Share with your Tiger adult partner or your den why you like this game.

- [Play Blob Tag.](#)
- Play a game of [duck, duck, goose.](#)
- Play a game of [hide and seek.](#)

Requirement 2

Play a relay game with your den. Share with your Tiger adult partner or your den why you like this game.

- Play [Tiger Dress-Up relay.](#)
- Play [Passing the Ball Relay race.](#)
- Play [Ping-pong ball relay.](#)

Requirement 3

Discuss what it means to be a good sport in a game with your Tiger adult partner or other Tigers.

- [Invite someone who is a referee \(volunteer or professional\) to discuss sportsmanship](#) with the den.
- Cub Scouts complete activity in the Tiger handbook to [identify good sportsmanship.](#)

Requirement 4

Attend a sporting event.

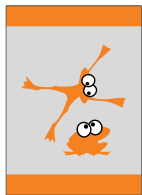
- [Watch a sporting event on television.](#)
- Attend a [high school football game.](#)
- Attend a [professional baseball game.](#)
- Attend a [youth sporting event.](#)

[Back to Elective Adventures](#)

Tiger – 1st Grade

Tiger Tag

Elective



Requirement 1

Tiger Blob Tag

Snapshot of Activity

Play Blob Tag.



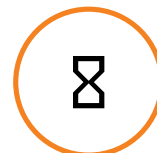
Outdoor



4



2



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Four sports cones

Directions

Before the meeting:

1. Become familiar with how to blob tag.
 - Identify a safe place free of obstacles to play. Mark a space that is 40' x 40' by placing the sports cones to mark the corners. Based on the size of the den you can adjust the play space. This is a game of tag with a twist. Choose a Cub Scout to be the "blob". The story is that the blob is a science experiment gone bad and is now loose. If the blob touches you, you then become part of the blob by holding hands. For example, when the blob touches the first Cub Scout, the two Cub Scouts now hold hands and attempt to grow by tagging another Cub Scout. When that happens the third Cub Scout now becomes part of the blob, the three Cub Scouts are now holding hands as they attempt to tag another Cub Scout, this continues until only one Cub Scout is left.
 - If someone runs out of bounds, they automatically become part of the blob.

During the meeting:

1. Gather the Cub Scouts and adult partners and explain the rules blob tag.
2. Remind Cub Scouts of the Scout Law and what points of the Scout Law they should keep in mind when playing.
3. Play blob tag.
4. After playing, gather Cub Scouts and adult partners and discuss what they liked about the game and when they were living up to the Scout Law.

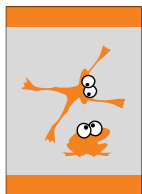
[Back to Tiger Tag Requirements](#)

Tiger – 1st Grade

Tiger Tag

Elective

Requirement 1



Tiger Duck Duck Goose

Snapshot of Activity

Play a game of duck, duck, goose.



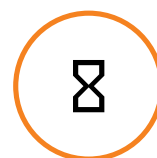
Indoor



4



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies are required

Directions

Before the meeting:

1. Become familiar with how to play duck, duck, goose.
 - Cub Scouts form a circle by holding hands and spreading out as far as they can while keeping their hands held. Cub Scouts then sit down. A Cub Scout is chosen to be the first to go. The chosen Cub Scout stands and walks around the outside of the circle of Cub Scouts, as they do so they lightly touch the top of each Cub Scout's head and says either "duck" or "goose". If they say "duck" nothing happens but if they say "goose" the chosen Cub Scout runs around the outside of the circle in an attempt to get to the spot where the "goose" was sitting before the "goose" can tag them. If the chosen Cub Scout makes it to the spot without getting tagged the person who was the "goose" now becomes the chosen Cub Scout. If the "goose" tags the person before they reach their spot, the chosen Cub Scout remains and continues the game.
2. Identify a safe place free of obstacles to play duck, duck, goose.

During the meeting:

1. Gather the Cub Scouts and adult partners and explain the rules to duck, duck, goose.
2. Remind Cub Scouts of the Scout Law and what points of the Scout Law they should keep in mind when playing.
3. Play duck, duck, goose.

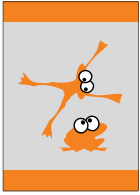
[Back to Tiger Tag Requirements](#)

Tiger – 1st Grade

Tiger Tag

Elective

Requirement 1



Tiger Hide and Seek

Snapshot of Activity

Play a game of hide and seek.



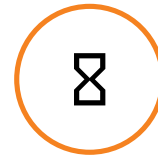
Outdoor



4



1



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies required

Directions

Before the meeting:

1. Become familiar with the rules to hide and seek.
 - Decide how the seeker (the person looking for others) will be chosen. The seeker closes their eyes and counts to 50 at a determined location that is considered home base. Everyone hides. When the seeker reaches 50, they open their eyes and start looking for those who are playing. When someone is spotted the seeker must tag them before they reach home base. If the person hiding is tagged by the seeker before reaching home base the game is over and a new game begins with the person being tagged becoming the seeker. If everyone who is hiding makes it back to home base without being tagged, the game is over and a new game begins with a new seeker. You may consider having a time limit on each game.
 - Identify a safe playing area and any areas that are restricted or unsafe for hiding. For example, if you are playing outside you cannot hide inside a building.

During the meeting:

1. Gather Cub Scouts and adult partners and explain the rules to hide and seek. Identify the playing area and inform every one of any places that are restricted or unsafe to hide.
2. Remind Cub Scouts of the Scout Law and what points of the Scout Law they should keep in mind when playing.
3. Play hide and seek.
4. After playing, gather Cub Scouts and adult partners and discuss what they liked about the game and when they were living up to the Scout Law.

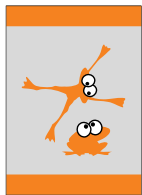
[Back to Tiger Tag Requirements](#)

Tiger – 1st Grade

Tiger Tag

Elective

Requirement 2



Tiger Dress Up Relay

Snapshot of Activity

Play Tiger Dress-Up relay.



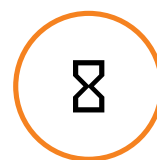
Indoor



4



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Two large laundry baskets
- Two adult large shirts
- Two adult large shorts
- Two youth-sized belts
- Two hats
- Blue painter's tape

Directions

Before the meeting:

1. Become familiar with how to run the Tiger Dress Up Relay.
 - Place two laundry baskets filled with dress-up items at each end of the playing area. Divide the group into two teams. The first player runs to the pile, puts on all the dress-ups on top of their regular clothes, then runs back to the team. When they make it back, the player must remove all the dress-up items and pass them off to the next player, who puts them on and runs the length of the playing space before returning to the team. Then, they'll remove the dress-up items so the next player can repeat the process.
2. Identify a safe area free of obstacles to conduct the relay. Mark a starting line for each team with the blue painter's tape. Place the laundry baskets filled with dress-up items 40 feet away from the starting lines.

During the meeting:

1. Gather the Cub Scouts and adult partners and explain the rules for the dress up relay.
2. Divide the den into two teams, keeping Cub Scouts and adult partners together.
3. Remind Cub Scouts of the Scout Law and what points of the Scout Law they should keep in mind when playing.
4. Run the relay race.
5. After playing, gather Cub Scouts and adult partners and discuss what they liked about the game and when they were living up to the Scout Law.

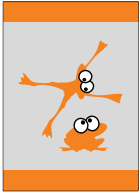
[Back to Tiger Tag Requirements](#)

Tiger – 1st Grade

Tiger Tag

Elective

Requirement 2



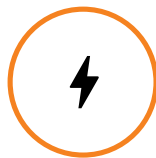
Tiger Passing the Ball Relay

Snapshot of Activity

Play Passing the Ball Relay race.



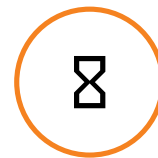
Indoor



4



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Two 8.5" rubber balls
- Two 10" or larger baskets

Directions

Before the meeting:

1. Become familiar with how to run the ping-pong ball relay race.
 - Split the den into two teams, keeping Cub Scouts and adult partners together, and have them stand in a single-file line. Give the leader of each line a ball. They must pass it through their legs to the player behind them. That player passes the ball overhead to the next player.
 - Repeat this pattern until the ball gets to the end of the line. The last player runs back to the front of the line and places the ball in the basket to win the game.
2. Identify a safe area free of obstacles to conduct the relay. Place the baskets 10 feet in front of the first player on each team.

During the meeting:

1. Gather the Cub Scouts and adult partners and explain the rules for the ball relay.
2. Divide the den into two teams, keeping Cub Scouts and adult partners together.
3. Remind Cub Scouts of the Scout Law and what points of the Scout Law they should keep in mind when playing.
4. Run the relay race.
5. After playing, gather Cub Scouts and adult partners and discuss what they liked about the game and when they were living up to the Scout Law.

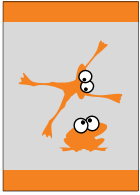
[Back to Tiger Tag Requirements](#)

Tiger – 1st Grade

Tiger Tag

Elective

Requirement 2



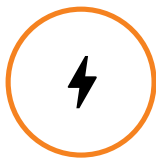
Tiger Ping-pong Relay

Snapshot of Activity

Play Ping-pong ball relay.



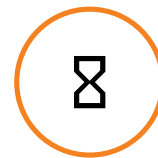
Indoor



4



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Two ping-pong balls
- Spoons, one for each Cub Scout and adult partner
- Blue painter's tape

Directions

Before the meeting:

1. Become familiar with how to run the ping-pong ball relay race.
 - Divide the den into two teams, keeping Cub Scouts and adult partners together. Each player gets a spoon and a ping-pong ball. Each team must carry their ping-pong ball on their spoon from the starting line to a turnaround point and back again. Then, the ping-pong ball is passed off to a teammate who takes their turn. If the ping-pong is dropped, the player must stop and retrieve it. The first team to complete the relay wins.
2. Identify a safe area free of obstacles to conduct the relay. Put down a strip of painter's tape to mark the starting line for each team. Place another piece of tape 40 feet away.

During the meeting:

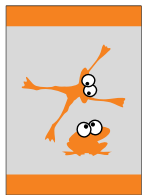
1. Gather the Cub Scouts and adult partners and explain the rules for the ping-pong ball relay.
2. Divide the den into two teams, keeping Cub Scouts and adult partners together.
3. Remind Cub Scouts of the Scout Law and what points of the Scout Law they should keep in mind when playing.
4. Run the relay race.
5. After playing, gather Cub Scouts and adult partners and discuss what they liked about the game and when they were living up to the Scout Law.

[Back to Tiger Tag Requirements](#)

Tiger – 1st Grade

Tiger Tag

Elective



Requirement 3

Referee Visit

Snapshot of Activity

Invite someone who is a referee (volunteer or professional) to discuss sportsmanship with the den.



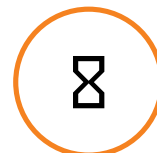
Indoor



1



1



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies needed

Directions

Before the meeting:

1. Identify a local referee, volunteer, or professional to speak to the den. Use your local high school or community sporting organization as a resource to identify a referee.
2. Contact the referee and let them know you would like them to speak to a small group of 1st graders about sportsmanship and why it is important.
3. Confirm the date, time, and location of the den meeting with the guest speaker.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with them that there is a guest speaker who will discuss good sportsmanship and why it is important.
2. Introduce the guest speaker and have them discuss what is good sportsmanship and share what sport they referee and how they became a referee.
3. Allow Cub Scouts and adult partners to ask questions.

After the meeting:

1. Send the guest speaker a thank note.

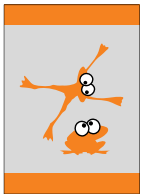
[Back to Tiger Tag Requirements](#)

Tiger – 1st Grade

Tiger Tag

Elective

Requirement 3



Who is Being a Good Sport

Snapshot of Activity

Cub Scouts complete activity in the Tiger handbook to identify good sportsmanship.



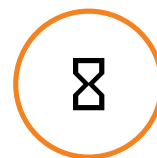
Indoor



2



2



1

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 61
- Crayons, enough to share

Directions

Before the meeting:

1. Set up the meeting space for Cub Scouts and adult partners to complete the activity together.

During the meeting:

1. Gather the Cub Scouts and adult partners and ask them when they play a game with others how do they expect everyone to act or behave. Share with the den that when we behave in a positive way, and we keep the Scout Oath and Law as a guide to behaving we are demonstrating good sportsmanship.
2. Have the Cub Scouts work with their adult partners to complete the activity in the Tiger handbook on page 61.
3. When everyone is done have each Cub Scout take a turn and give their answer for one of the pictures.

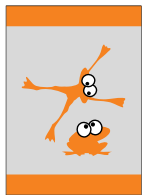
[Back to Tiger Tag Requirements](#)

Tiger – 1st Grade

Tiger Tag

Elective

Requirement 4



Tiger Catch the Game on TV

Snapshot of Activity

Watch a sporting event on television.



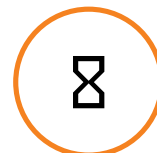
Indoor



1



3



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Large TV

Directions

Before the meeting:

1. Identify a game that will be on TV.
2. Become familiar with the rules of the game and the current record of the home team and where the visiting team is from.
3. Inform Cub Scouts, parents, legal guardians, and adult partners of the date, time, and location of when the den will watch the game together.
4. The day before the event remind Cub Scouts, parents, legal guardians, and adult partners of the date, time, and location of the activity.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with the den what you learned about the teams.
2. Tell Cub Scouts to look for players displaying good sportsmanship and when they do to share that with their adult partner.
3. Enjoy the game.
4. After the game, gather the den and have Cub Scouts share one or two times when they witnessed good sportsmanship.

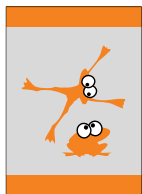
[Back to Tiger Tag Requirements](#)

Tiger – 1st Grade

Tiger Tag

Elective

Requirement 4



Tiger Friday Night Lights

Snapshot of Activity

Attend a high school football game.



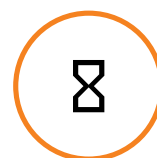
Travel



1



1



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies required

Directions

Before the meeting:

1. Identify a high school football game in your local community.
2. Become familiar with the rules of football and the current record of the home team and where the visiting team is from.
3. Coordinate getting tickets, if needed.
4. Inform Cub Scouts, parents, legal guardians, and adult partners of the date, time, and location of the high school football game. Share where the den will meet up at the event.
5. The day before the event remind Cub Scouts, parents, legal guardians, and adult partners of the date, time, and location of the high school football game.

During the meeting:

1. Gather the Cub Scouts and adult partners, distribute tickets if needed, and share with the den what you learned about the teams.
2. Tell Cub Scouts to look for players displaying good sportsmanship and when they do to share that with their adult partner.
3. Enjoy the game.
4. After the game, gather the den and have Cub Scouts share one or two times when they witnessed good sportsmanship.

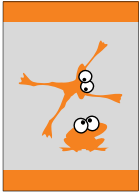
[Back to Tiger Tag Requirements](#)

Tiger – 1st Grade

Tiger Tag

Elective

Requirement 4



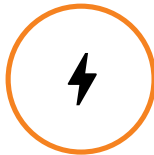
Tiger Let's Play Ball

Snapshot of Activity

Attend a professional baseball game.



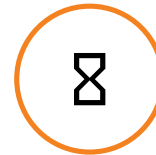
Travel



1



1



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies required

Directions

Before the meeting:

1. Identify a professional baseball game in your area, minor or major league. Contact your local council office to see if there are any special events or activities or discounts they may have planned with the local team.
2. Become familiar with the rules of baseball and the current record of the home team and where the visiting team is from.
3. Coordinate getting tickets.
4. Inform Cub Scouts, parents, legal guardians, and adult partners of the date, time, and location of the game. Share where the den will meet up at the event.
5. The day before the event remind Cub Scouts, parents, legal guardians, and adult partners of the date, time, and location of the game.

During the meeting:

1. Gather the Cub Scouts and adult partners, distribute tickets if needed, and share with the den what you learned about the teams.
2. Tell Cub Scouts to look for players displaying good sportsmanship and when they do to share that with their adult partner.
3. Enjoy the game.
4. After the game, gather the den and have Cub Scouts share one or two times when they witnessed good sportsmanship.

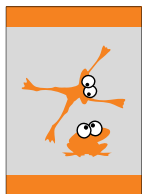
[Back to Tiger Tag Requirements](#)

Tiger – 1st Grade

Tiger Tag

Elective

Requirement 4



Tiger Youth Sporting Event

Snapshot of Activity

Attend a youth sporting event.



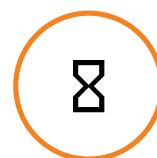
Travel



2



1



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies required

Directions

Before the meeting:

1. Identify a youth sports game in your local community. If a Cub Scout in the den is on a team, co-ordinate when their next game is and have the den plan to attend that game to cheer on their fellow Cub Scout.
2. Become familiar with the sport that is being played.
3. Coordinate getting tickets, if needed.
4. Inform Cub Scouts, parents, legal guardians, and adult partners of the date, time, and location of the youth sporting event. Share where the den will meet up at the event.
5. The day before the event remind Cub Scouts, parents, legal guardians, and adult partners of the date, time, and location of the youth sporting event.

During the meeting:

1. Gather the Cub Scouts and adult partners, distribute tickets if needed, and share with the den what you learned about the sport that is being played.
2. Tell Cub Scouts to look for players displaying good sportsmanship and when they do to share that with their adult partner.
3. Enjoy the game.
4. After the game, gather the den and have Cub Scouts share one or two times when they witnessed good sportsmanship.

[Back to Tiger Tag Requirements](#)

Tiger – 1st Grade

Tigers In the Water

ELECTIVE



Snapshot of Adventure

Afloat rules, Tigers will learn how to stay safe in the water and get comfortable with being in the water. Tigers can earn this Adventure by completing the requirements **OR** by taking swim lessons.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. All swimming activity must be supervised by a mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the well-being and safety of those in their care, and who is trained in and committed to compliance with the eight points of Scouting America Safe Swim Defense.

Before starting this Adventure complete the following:

- Complete the Scouting America Safe Swim Defense training (26 minutes) on [my.scouting](#).
- Confirm enough adults who will serve as rescuers during the activity to maintain a ratio of one rescuer to every 10 Cub Scouts.
- Have buddy tags for everyone who will be in the water, youth, and adults.

During the Adventure:

- Give overview and instruction on the points of the Save Swim Defense prior to the activity.
- Provide continuous, qualified adult supervision and discipline during the activity.
- When swimming outdoors, ask that all the Cub Scouts apply sunscreen.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Tigers in the Water.

Requirement 1

Learn about the swimming safety rules that you need to follow.

- Cub Scouts will [identify the Safe Swim Defense](#).

Requirement 2

Demonstrate how to enter the swimming area properly.

- Before going swimming Cub Scouts learn [how to properly enter the swimming area](#).

Requirement 3

With your Tiger adult partner as your buddy, be active in water depths matching your ability for 20 minutes.

- [Take your den and go swimming](#).

Requirement 4

Place your face in the water and blow bubbles.

- While in the pool Cub Scouts will [blow bubbles in the water](#).

Requirement 5

Demonstrate a flutter kick.

- Demonstrate the [flutter kick using the side of the pool for assistance](#).

Requirement 6

Demonstrate how to exit the swimming area properly.

- Demonstrate the [importance of exiting the pool safely and removing buddy tag from the buddy board](#).

[Back to Elective Adventures](#)

Tiger – 1st Grade

Tigers in the Water

Elective

Requirement 1



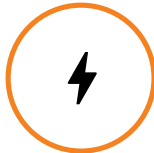
Tiger Safe Swim Defense

Snapshot of Activity

Cub Scouts will identify the Safe Swim Defense.



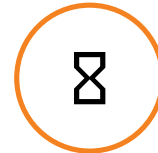
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Cub Scouts will need their Tiger handbook, page 63
- Crayons, enough to share

Directions

Before the meeting:

1. Become familiar with the [Safe Swim Defense](#) that is used for swimming activities in the Scouting America.

During the meeting:

1. Gather Cub Scouts and adult partners and share with them that before Cub Scouts go swimming there are eight important rules that we must follow that are called the Safe Swim Defense. Have Cub Scouts open their Tiger handbook to page 63. As you describe each one of the points of the Safe Swim Defense have Cub Scouts color the section of the picture that represents that safety point.
2. Review the eight points of the Safe Swim Defense with everyone.
 - “The first rule is to make sure there is an adult who is properly trained oversee the swimming activity, this is called **Qualified Supervision**. All swimming activity must be supervised by a mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the well-being and safety of those in their care, and who is trained in and committed to compliance with the eight points of Scouting America Safe Swim Defense.”
 - “The second rule is to make sure that everyone who is going to swim is healthy. You should never go swimming if you feel sick. Everyone who is swimming is to have a **Personal Health Review**. A complete health history is required of all participants as evidence of fitness for swimming activities. The [Scouting America Annual Health and Medical Record](#) can be used for this.”
 - “The third rule is to make sure where we are swimming is safe. A **Safe Area** means that all swimming areas must be carefully inspected and prepared for safety prior to each activity. Water depth, quality, temperature, movement, and clarity are important considerations. Hazards must be eliminated or

isolated by conspicuous markings and discussed with participants. Controlled Access: There must be safe areas for all participating ability groups to enter and leave the water. Swimming areas of appropriate depth must be defined for each ability group. The entire area must be within easy reach of designated rescue personnel. The area must be clear of boat traffic, surfing, or other nonswimming activities.”

- “The fourth rule is to have **Response Personnel or Lifeguards**. Every swimming activity must be closely and continuously monitored by a trained rescue team on the alert for and ready to respond during emergencies.”
- “The fifth rule is to have a **Lookout**. The lookout continuously monitors the conduct of the swim, identifies any departures from Safe Swim Defense guidelines, alerts rescue personnel as needed, and monitors the weather and environment.”
- “The sixth rule is for everyone to be placed into an **Ability Groups**. All youth and adult participants are designated as swimmers, beginners, or nonswimmers based on swimming ability confirmed by standardized Scouting America Swim classification tests. The swimming area will be marked by ability groups and you can not go beyond your ability groups swimming area. Nonswimmers must stay in the nonswimmer area, beginners can go in the nonswimmer and beginner area, and swimmers can swim in any of the three areas.”
- “The seventh rule is the **Buddy System**. Every participant is paired with another. Buddies stay together, monitor each other, and alert the safety team if either needs assistance or is missing. During our swimming time when a lifeguard or adult calls for a buddy check you must exit the water with your buddy and hold your buddy’s hand up. A count will be done to make sure everyone is safe before anyone gets back into the water.”
- “The last rule is extremely important and that is **Discipline**. Rules are effective only when followed. All participants should know, understand, and respect the rules and procedures for safe swimming provided by Safe Swim Defense guidelines.”

[Back to Tigers in the Water Requirements](#)

Tiger – 1st Grade

Tigers in the Water

Elective

Requirement 2



Swim Area Safety

Snapshot of Activity

Before going swimming Cub Scouts learn how to properly enter the swimming area.



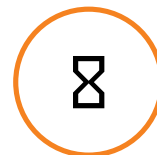
Travel



2



2



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Swimming area
- Qualified Adult Supervision
- [Activity Consent Form](#)
- [Scouting America Health and Medical Form](#)
- Buddy tags
- Buddy board found in Additional Resources

Directions

This activity is designed to be done before requirement 3 as part of a swimming activity.

Before the meeting:

1. Locate a swimming area.
2. Review Scouting America Health and Medical Form for each Cub Scout.
3. Review the Safe Swim Defense and secure the proper Qualified Adult Supervision for the activity.
All swimming activity must be supervised by a mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the well-being and safety of those in their care, and who is trained in and committed to compliance with the eight points of [Scouting America Safe Swim Defense](#).
4. A week before the activity remind parents, Cub Scouts, parents, and adult partners of the time, date, and location.
5. Be aware that unless the Scouting America Swim Test was conducted, everyone in this activity, including adult partners will be considered non-swimmers and restricted to the non-swimmer area.

During the meeting:

1. Before entering the swimming area gather Cub Scouts and adult partners. Have the adult serving as the qualified supervision introduce themselves and show the den where the buddy board is. Pass out buddy tags to each Cub Scout and adult partner.
2. Have Cub Scouts and adult partners buddy up and place their buddy tags on the buddy board. Have the adult serving as the qualified supervision explain how the buddy board works and how to properly enter the swimming area.
3. Once everyone has entered the swimming area safely.
4. Demonstrate how to enter the pool. Walk up to the edge of the pool, sit down on the edge, place your feet into the pool, and lower yourself down into the pool.
5. Go buddy group by buddy group, and have Cub Scouts repeat the entry method demonstrated to them.

Additional Resources

Information about buddy boards can be found in the Scouting America Aquatics Staff Guide found on the [Aquatics Resources](#) webpage

[Back to Tigers in the Water Requirements](#)

Tiger – 1st Grade

Tigers in the Water

Elective

Requirement 3



Go Swimming

Snapshot of Activity

Take your den and go swimming.



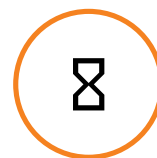
Travel



5



5



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Swimming area: pool or other safe swimming area
- Qualified adult supervision-all swimming activity must be supervised by a mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the well-being and safety of those in their care, and who is trained in and committed to compliance with the eight points of [Scouting America Safe Swim Defense](#)
- [Activity Consent Form](#)
- [Scouting America Health and Medical Form](#)
- Whistles for lifeguards and look-outs
- Buddy tags
- Buddy board found in Additional Resources

Directions

Before the meeting:

1. Locate a swimming area.
2. Review Scouting America Health and Medical Form for each Cub Scout.

During the meeting:

1. Identify swim ability group for each Cub Scout.
2. Cub Scout's buddy with their Tiger Adult Partner.
3. Complete requirements 4, 5, and 6.

Additional Resources

Information about buddy boards can be found in the Scouting America Aquatics Staff Guide found on the [Aquatics Resources](#) webpage. Swim ability groups

[Back to Tigers in the Water Requirements](#)

Tiger – 1st Grade

Tigers in the Water

Elective

Requirement 4



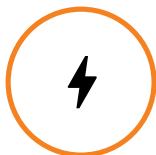
Bubbles in the Water

Snapshot of Activity

While in the pool Cub Scouts will blow bubbles in the water.



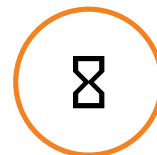
Travel



3



2



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Swimming area
- Qualified Adult Supervision
- [Activity Consent Form](#)
- [Scouting America Health and Medical Form](#)
- Buddy tags
- Buddy board found in Additional Resources

Directions

This activity is designed to be done before requirement 3 as part of a swimming activity.

Before the meeting:

1. Locate a swimming area.
2. Review Scouting America Health and Medical Form for each Cub Scout.
3. Review the Safe Swim Defense and secure the proper Qualified Adult Supervision for the activity.
All swimming activity must be supervised by a mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the well-being and safety of those in their care, and who is trained in and committed to compliance with the eight points of [Scouting America Safe Swim Defense](#).
4. A week before the activity remind parents, Cub Scouts, parents, and adult partners of the time, date, and location.
5. Be aware that unless the Scouting America Swim Test was conducted, everyone in this activity, including adult partners will be considered non-swimmers and restricted to the non-swimmer area.

During the meeting:

1. Once everyone has entered the swimming area safely
2. Have Cub Scouts and adult partners together in the non-swimmer area where everyone can stand. Have adult partners work with their Cub Scouts to hold their breath, place their face into the water and blow bubbles, then lift their head when they are done. Let adult partners know that this is to get their Cub Scout comfortable with their head in the water.
3. Remember that the Cub Scout motto is “Do Your Best” once a Cub Scout has demonstrated their best, they have completed the requirement.

Additional Resources

Information about buddy boards can be found in the Scouting America Aquatics Staff Guide found on the [Aquatics Resources](#) webpage.

[Back to Tigers in the Water Requirements](#)

Tiger – 1st Grade

Tigers in the Water

Elective

Requirement 5



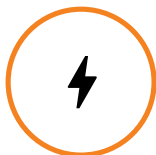
Flutter Kicking

Snapshot of Activity

Demonstrate the flutter kick using the side of the pool for assistance.



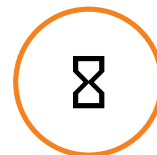
Travel



5



3



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Swimming area
- Qualified Adult Supervision
- [Activity Consent Form](#)
- [Scouting America Health and Medical Form](#)
- Buddy tags
- Buddy board found in Additional Resources

Directions

This activity is designed to be done with requirement 3 as part of a swimming activity.

Before the meeting:

1. Locate a swimming area.
2. Review Scouting America Health and Medical Form for each Cub Scout.
3. Review the Safe Swim Defense and secure the proper Qualified Adult Supervision for the activity.
All swimming activity must be supervised by a mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the well-being and safety of those in their care, and who is trained in and committed to compliance with the eight points of [Scouting America Safe Swim Defense](#).
4. A week before the activity remind parents, Cub Scouts, parents, and adult partners of the time, date, and location.
5. Be aware that unless the Scouting America Swim Test is conducted, everyone in this activity, including adult partners will be considered non-swimmers and restricted to the non-swimmer area.

During the meeting:

1. Once everyone has entered the swimming area safely.
2. Have Cub Scouts and adult partners together in the non-swimmer area and have Cub Scouts face the side of the pool and place both hands on the coping of the pool. Have adult partners work with their Cub Scouts to kick their legs while holding onto the coping. Have adult partners encourage Cub Scouts to continue kicking until their body becomes horizontal.
3. Remember that the Cub Scout motto is “Do Your Best” once a Cub Scout has demonstrated their best, they have completed the requirement.

Additional Resources

Information about buddy boards can be found in the Scouting America Aquatics Staff Guide found on the [Aquatics Resources](#) webpage.

[Back to Tigers in the Water Requirements](#)

Tiger – 1st Grade

Tigers in the Water

Elective

Requirement 6



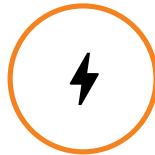
Swim Time Is Over

Snapshot of Activity

Demonstrate the importance of exiting the pool safely and removing buddy tag from the buddy board.



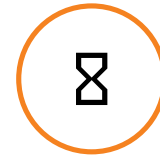
Outdoor



5



5



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Swimming area
- Qualified Adult Supervision
- [Activity Consent Form](#)
- [Scouting America Health and Medical Form](#)
- Buddy tags
- Buddy board found in Additional Resources

Directions

This activity is designed to be done before requirement 3 as part of a swimming activity.

Before the meeting:

1. Locate a swimming area.
2. Review Scouting America Health and Medical Form for each Cub Scout.
3. Review the Safe Swim Defense and secure the proper Qualified Adult Supervision for the activity.
All swimming activity must be supervised by a mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the well-being and safety of those in their care, and who is trained in and committed to compliance with the eight points of [Scouting America Safe Swim Defense](#).
4. A week before the activity remind parents, Cub Scouts, parents, and adult partners of the time, date, and location.
5. Be aware that unless the Scouting America Swim Test is conducted, everyone in this activity, including adult partners will be considered non-swimmers and restricted to the non-swimmer area.

During the meeting:

1. Before exiting the swimming area gather Cub Scouts and adult partners. Have the adult serving as the qualified supervision meet the den at the buddy board. Have the adult serving as the qualified supervision explain that picking up your buddy tag when you exit the swimming area allows everyone to know that their no longer people in the pool. Have Cub Scouts pick up their buddy tags from the buddy board.
2. Once everyone has exited the swimming area safely as Cub Scouts and adult partners what they liked best about the swim. Ask them if they can remember any part of the safe swim defense, the rules to follow when swimming.

Additional Resources

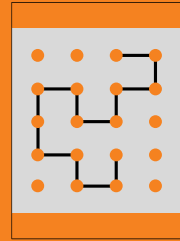
Information about buddy boards can be found in the Scouting America Aquatics Staff Guide found on the [Aquatics Resources](#) webpage.

[Back to Tigers in the Water Requirements](#)

Tiger – 1st Grade

Tiger-iffic!

ELECTIVE



Snapshot of Adventure

Taking turns and following the rules of the game is the lesson behind this fun Adventure as Tigers play by the rules.

Safety Moment

Prior to any activity, use the [Scouting America SAFE Checklist](#) to ensure the safety of all those involved. All participants in official Scouting America activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede Scouting America practices, policies, and guidelines. Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#). In this Adventure there are a lot of games that are played. Look for ways to incorporate the values of the Scout Law into good sportsmanship before, during, and after playing.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Tiger-iffic!

Requirement 1

Play at least two different games by yourself; one may be a video game.

- [Set up a golf course to play disc and soccer golf.](#)
- Cub Scouts [play a video game on the Scout Life Magazine website](#) and complete a crossword puzzle.
- Two fun games that only take one player, [indoor bowling and seven up.](#)

Requirement 2

Play a board game or another inside game with one or more members of your den or family.

- Conduct a [Pokémon tournament.](#)
- Conduct a [Checkers tournament.](#)
- Members of the den bring their [favorite board or card game](#) to play.

Requirement 3

With other members of your den or family, invent a game, or change the rules of a game you know, and play the game.

- [Change the rules to checkers](#) by allowing another turn if you take another player's checker.
- [Make a board game](#) based on Cub Scouting.

Requirement 4

Play a team game with your den or family.

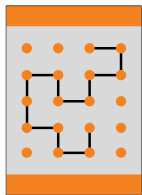
- [Take the den bowling.](#)
- Play a game of [balloon volleyball.](#)
- Play a game of [kickball.](#)

[Back to Elective Adventures](#)

Tiger – 1st Grade

Elective

Requirement 1



Disc Golf and Soccer Golf

Snapshot of Activity

Set up a golf course to play disc and soccer golf.



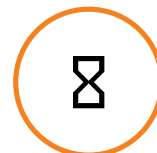
Outdoor



3



2



3

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 9 hula hoops, ideal size is 90 cm / 36"
- 18 sports cones
- Soccer balls, one for each Cub Scout and adult partner
- Frisbees, one for each Cub Scout and adult partner

Directions

If you have a large den, consider creating two courses to allow rotation.

Before the meeting:

1. Identify a large outdoor space to set up a "golf" course using the hula hoops as the holes.
2. Use two sports cones to identify where the "tee box" is where players must throw or kick behind the line.
3. An average "hole" should be 15 to 20 yards, consider that you want Cub Scouts to be able to throw two times to get close to the hole. Make one hole 30 yards and one hole only 10.
4. When placing the holes consider where the frisbee or soccer ball will land if someone overthrows or kicks too hard to avoid the frisbee or ball going into an unsafe area.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with them that it is fun to play games with others but there are times when we play games on our own. During this meeting they will play two types of golf, disc golf and soccer golf.
2. Ask Cub Scouts and adult partners what points of the Scout Law should we keep in mind when we are playing a game.
3. Explain that the idea of golf is to get the lowest score.
4. Each Cub Scout and adult partner will play together but keep their own score.
5. For disc golf a frisbee is thrown from the tee box that is marked by the sports cones and where it lands is where it is picked up and thrown again. The object is to throw the frisbee into the hula hoop.

6. For soccer golf you will use a soccer ball and kick it from the tee box that is marked by the sports cones and where the ball stops rolling is where you kick it again. The object is to kick the ball into the hula hoop, the ball must stay in the hula hoop to count, it cannot roll out.
7. The first round of nine holes is played with the frisbee, the second time around it is with the soccer ball.
8. Have the first Cub Scout and adult partner start on the first hole, when they are done the next Cub Scout and Adult partner go. (Larger dens may consider a shotgun start where after you explain the rules each Cub Scout and Adult partner group starts on a separate hole.)
9. At the end have Cub Scouts and adult partners report their score.

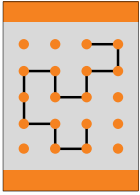
[Back to Tiger-ific Requirements](#)

Tiger – 1st Grade

Tiger-iffic!

Elective

Requirement 1



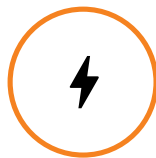
Scout Life Games and Puzzles

Snapshot of Activity

Cub Scouts play a video game on the Scout Life Magazine website and complete a crossword puzzle.



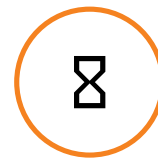
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Each Cub Scout will need their Tiger Handbook, page 62
- Pencils, one for each Cub Scout
- Smart device with an internet connection

Directions

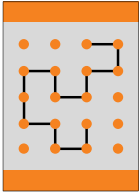
Before the meeting:

1. Instruct Cub Scouts, parents, and legal guardians to bring a smart device that can connect to the internet and that has a web browser.
2. Check that the meeting location has an internet connection and that you have permission to use it.

During the meeting:

1. Gather the Cub Scouts and adult partners and share with them that it is fun to play games with others but there are times when we play games on our own. During this meeting they will play a video game and complete a crossword puzzle.
2. Begin with having the adult partners connecting the device their Cub Scout will use to the internet. Open the web browser and go to [Scout Life Games](https://scoutlife.org/games/) (https://scoutlife.org/games/.)
3. Have Cub Scouts with their adult partner scroll through the games and pick a game to play.
4. Allow them to play for at least 10 minutes.
5. Next gather the Cub Scouts and adult partners and complete the crossword puzzle in the Tiger Handbook on page 62.

[Back to Tiger-iffic Requirements](#)



Seven Up and Indoor Bowling

Snapshot of Activity

Two fun games that only take one player, indoor bowling and seven up.



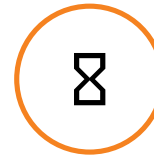
Outdoor



3



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

If you have a large den, consider more supplies to set up more indoor bowling lanes.

- Six empty plastic water bottles, 17 oz each
- Water or play sand
- Blue painter's tape
- 6" rubber ball
- Tennis balls, one for each Cub Scout

Directions

If you have a large den, consider setting up stations to allow Cub Scouts and adult partners to rotate between the two games.

Before the meeting:

1. Identify a location clear of obstacles to set up the indoor bowling lane.
2. Use the blue painter's tape to mark off the indoor bowling lane, the lane should be 20 ft long and 5 ft wide. Place a piece of tape to identify where the plastic water bottles (bowling pins) should be. It should form a triangle with 1 bottle in front, 2 in the next row, and 3 in the last row.
3. Fill water bottles 1/10 of the way full of either water or play sand to help keep the bottles stable, if using water make sure the lids are tight.
4. Identify a location clear of obstacles where Cub Scouts can play seven up, which requires bouncing a tennis ball against a wall and at times the ball bouncing on the floor.

During the meeting:

1. Gather Cub Scouts and adult partners and explain the rules of indoor bowling and seven up. After you explain the rules allow Cub Scouts and adult partners to play each game.
2. Indoor Bowling
 - Line up six plastic water bottles at the end of the bowling lane. The bottles are placed on markers.
 - Each bowler gets 5 rolls to see how many bottles they can knock down; the maximum points is 30.
 - The ball must be rolled and is not to bounce or be thrown, if there are any bottles knocked over do not count.
 - All six bottles must be knocked down before you can set any bottles back up. When all six bottles have been knocked down all six are set back up.
 - adult partners stand at the end near the water bottles to help return the ball and to help keep score.
 - Have adult partners and Cub Scout switch places as the adult partner takes their turn.
3. Seven Up
 - The goal is to bounce the tennis ball against the wall in different ways. Each type of bounce is done to a set number of times.
 - Sevensies – Throw the ball against the wall seven times and catch it each time before it hits the ground.
 - Sixies – Throw the ball against the wall. Let it bounce once on the ground. Then catch it.
 - Fivesies – Bounce the ball on the ground five times and catch it.
 - Foursies – Throw the ball against the wall. Clap your hands twice. Then catch the ball. Do this four times.
 - Threesies – Throw the ball against the wall. Then use your palm to hit the ball against the wall. Let it bounce once, then hit it again. Do this three times.
 - Twosies – Throw the ball under your leg and bounce it off the wall. Catch it. Do this twice.
 - Onseies – Toss the ball against the wall. Spin in a circle and catch the ball before it touches the ground.

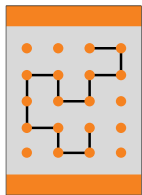
[Back to Tiger-iffic Requirements](#)

Tiger – 1st Grade

Tiger-iffic!

Elective

Requirement 2



Catch Them All!

Snapshot of Activity

Conduct a Pokémon tournament.



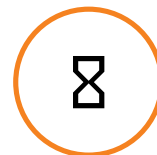
Indoor



2



3



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 6 ft or 8 ft folding tables, number of tables depends on size of den
- Chairs, one for each Cub Scout and adult partner
- Tournament bracket on poster board, 18" x 24"
- Starter pack of Pokémon cards, a set for each Cub Scout and adult partner that does not already have a deck
- 1st place trophy for Cub Scout winner
- 1st place trophy for adult partner winner
- 2nd place trophy for Cub Scout winner
- 2nd place trophy for adult partner winner
- 3rd place trophy for Cub Scout winner
- 3rd place trophy for adult partner winner

Directions

Before the meeting:

1. Review or become familiar with the rules of playing [Pokémon](#).
2. Contact adult partners and identify which Cub Scouts already have a deck and who may have extra they could loan to those who do not have a deck.
3. Decide how you will run your tournament based on the size of your den and the length of your meeting. You may want to set up brackets for new players and experienced players.
4. Secure the trophies for the winners of the tournament.
5. Set up the room to allow for multiple games to be played at once.

During the meeting:

1. Gather Cub Scouts and adult partners. Review the rules of the tournament and how your tournament will be played.
2. Assign player groups. Do not pair Cub Scouts vs adult. Have Cub Scouts play Cub Scouts and adult partners play adult partners.
3. Begin the tournament.
4. After the tournament recognize the winner of the Cub Scout division and the winner of the adult partner division.

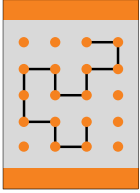
[Back to Tiger-iffic Requirements](#)

Tiger – 1st Grade

Tiger-iffic!

Elective

Requirement 2



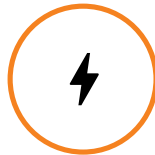
Checkers Tournament

Snapshot of Activity

Conduct a Checkers tournament.



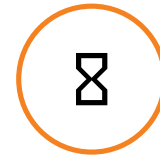
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Checkerboard and pieces, one for every two Cub Scouts and adult partners in the den
- 6 ft or 8 ft folding tables, number of tables depends on size of den
- Chairs, one for each Cub Scout and adult partner

Directions

Before the Meeting

1. Review or become familiar with the [rules of checkers](#).
2. Contact each adult partner and identify who already has a checkerboard and pieces that can be used.
3. Decide how you will run your tournament based on the size of your den and the length of your meeting. You may want to set up brackets for new players and experienced players.
4. Set up the room to allow for multiple games to be played at once.

During the meeting:

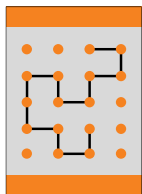
1. Gather Cub Scouts and adult partners. Review the rules of the tournament and how your tournament will be played.
2. Assign player groups. Do not pair Cub Scouts vs adult. Have Cub Scouts play Cub Scouts and adult partners play adult partners.
3. Begin the tournament.
4. After the tournament recognize the winner of the Cub Scout division and the winner of the adult partner division.

[Back to Tiger-iffic Requirements](#)

Tiger – 1st Grade

Tiger-iffic!

Elective



Requirement 2

Den Game Time

Snapshot of Activity

Members of the den bring their favorite board or card game to play.



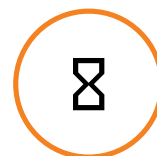
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Two board games, in case extra are needed
- Two card games, in case extra are needed

Directions

Before the meeting:

1. The day before the meeting remind Cub Scouts, parents, and legal guardians that Cub Scouts will need to bring their favorite board or card game to the meeting.
2. Set up the meeting space to allow for tables and chairs set up for board games.

During the meeting:

1. Gather the Cub Scouts and adult partners and identify the games that are available. Allow Cub Scouts and adult partners to identify what game they want to play and have them set up at a table.
2. Have Cub Scouts and adult partners play games.

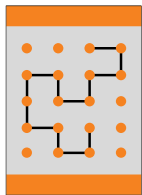
[Back to Tiger-iffic Requirements](#)

Tiger – 1st Grade

Tiger-iffic!

Elective

Requirement 3



Checkers with a Twist

Snapshot of Activity

Change the rules to checkers by allowing another turn if you take another players checker.



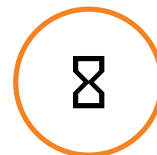
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Checkerboards and checkers, one set for every two Cub Scouts and adult partners
- 6 ft or 8 ft folding tables, number of tables depends on size of den
- Chairs, one for each Cub Scout and adult partner

Directions

Before the meeting:

1. Review or become familiar with the [rules of checkers](#).
2. Contact each parent and identify who already has a checkerboard and pieces that can be used.
3. Set up the room to allow for multiple games to be played at once.

During the meeting:

1. Gather the Cub Scouts and adult partners and explain the rules of checkers.
2. Pair up Cub Scouts with other Cub Scouts and adult partners with other adult partners.
3. Have everyone play a regular game of checkers.
4. When everyone has played one game have them stop.
5. Next, they will play again but this time if you take someone's piece you get another turn to move.
6. Have everyone play checkers with this twist in the rules.
7. When everyone has played one game with the new rules ask the members of the den which rules, they liked better and why.

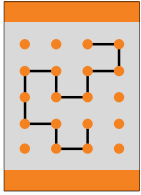
[Back to Tiger-iffic Requirements](#)

Tiger – 1st Grade

Tiger-iffic!

Elective

Requirement 3



My Cub Scout Game

Snapshot of Activity

Make a board game based on Cub Scouting.



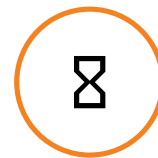
Indoor



2



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 2' x 2' cardboard
- Construction paper, several sheets of various colors
- Tape
- Glue
- Youth safety scissors, enough to share
- Scissors for adult partners, enough to share
- Crayons, enough to share
- A set of six-sided dice
- 50 – 2" x 5" index cards
- Small game piece or token, one for each Cub Scout
- Adventure Images found in Additional Resources
- Badge of Rank Images found in Additional Resources
- Printer

Directions

Before the meeting:

1. Become familiar with the steps to building a Cub Scout board game.
 - The goal of this game is to reach the Arrow of Light by going all the way through the Cub Scout program from Lion to Arrow of Light.
 - The game board will have 55 spaces – A start space, 6 spaces for the 6 required Lion Adventures and 2 spaces for 2 elective Lion Adventures, a space for the Lion badge of rank, 6 spaces for the 6 required Tiger Adventures and 2 spaces for 2 elective Tiger Adventures, a space for the Tiger badge of rank, 6 spaces for the 6 required Wolf Adventures and 2 spaces for 2 elective Wolf Adventures, a space for the Wolf badge of rank, 6 spaces for the 6 required Bear Adventures and 2 spaces for 2 elective Bear Adventures, a space for the Bear badge of rank, 6 spaces for the 6 required Webelos Adventures and 2 spaces for 2 elective Webelos Adventures, a space for the Webelos badge of rank, 6 spaces for the 6 required Arrow of Light required Adventures and 2 spaces for 2 elective Arrow of Light Adventures, and a space for Arrow of light.
 - The Cub Scouts will determine what is placed on the index cards. On one side they can choose to name a spot on the board, if you pick that card you move to that space. They can put a number (Plus or Minus) and if you pick that card you move those number of spaces. They can put a badge or rank (except for Arrow of Light) and if you pick that card you move to that rank.
 - Players will roll both dice and move the number of spaces on the board.
 - The Cub Scouts will determine when you pick a card, give them these options so they can choose more than one.
 - At the beginning of your turn, you can choose to pick a card or roll the dice
 - If you roll doubles pick a card
 - If you land on a badge of rank pick a card
 - The winner is the first to reach the Arrow of Light badge of rank space.
2. Set up the meeting space for coloring and cutting and a space for everyone to play the game when it is completed.

During the meeting:

1. Gather the Cub Scouts and adult partners and explain the Cub Scout board game. Have some Cub Scouts and their adult partners work on making the board and have some Cub Scouts and adult partners work on making the cards.
2. When everything is made, discuss with the Cub Scouts on when someone should have to pick a card, once there is an agreement then review the rules and have everyone play.
3. After there is a winner ask the member of the den what rules would they change to make the game more fun?

Additional Resources

[My Cub Scout Game Badge of Rank Images](#)

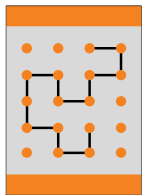
[My Cub Scout Game Adventure Images](#)

[Back to Tiger-iffic Requirements](#)

Tiger – 1st Grade

Tiger-iffic!

Elective



Requirement 4

Let's Bowl!

Snapshot of Activity

Take the den bowling.



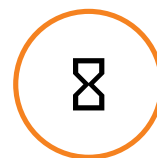
Travel



3



1



5

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- No supplies needed

Directions

Before the meeting:

1. Contact a local bowling alley and inform them that you would like to arrange a bowling party for your Cub Scout Den. Most bowling allies will have special rates for parties or youth groups. Identify the best package for your den. Make sure to inform the bowling alley that the Cub Scouts are in 1st grade to make sure that there are appropriate shoes and balls. Discuss about having rails set up on the lane for the Cub Scouts.
2. Ask the bowling alley if they can have someone talk to the Cub Scouts about bowling and the rules of the game.
3. The day before the meeting remind Cub Scouts, parents, and legal guardians the date, time, location, and any other special instructions such as money for rentals or food and snacks.

During the meeting:

1. Arrive 20 minutes early at the bowling alley to make sure everything is set up and so you can greet early arrivals.
2. Gather the Cub Scouts and Adult partners and explain the process of getting shoes and picking a bowling ball and what lanes you will be in.
3. Have the contact at the bowling alley talk to the Cub Scouts and adult partners about the rules to the game and any other special instructions.
4. Put Cub Scouts on one lane and their adult partners in the lane next to them.
5. When everyone has bowled their game recognize the top scores and make sure everyone cleans up their places and returns any rented gear.
6. Thank the contact at the bowling alley.

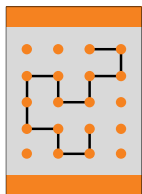
[Back to Tiger-iffic Requirements](#)

Tiger – 1st Grade

Tiger-iffic!

Elective

Requirement 4



Tiger Balloon Volleyball

Snapshot of Activity

Play a game of balloon volleyball.



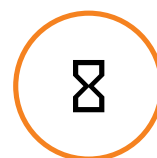
Outdoor



4



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- Small volleyball net, recommended height is 4 feet tall
- 3 – 12" inflatable balloons (be aware of any latex allergies)

Directions

Before the meeting:

1. Become familiar with the rules of balloon volleyball.
 - The object is for one team to get 10 points.
 - A team is chosen to start. They hit the balloon over the net.
 - The team on the other side of the net has three hits to get the balloon back over the net. If the balloon hits the ground the other team gets a point or if the team hits the balloon more than three times to get over the net the other team gets a point.
 - Players may not hit the net, if they do the other team scores a point.
 - Balloon volleyball usually does not need an out of bounds.
2. Find a location that is flat and free of hazards to set up the volleyball net.
3. Blow up three balloons, two of the balloons are backups in case one pops.

During the meeting:

1. Gather the Cub Scouts and adult partners and explain the rules for balloon volleyball.
2. Divide the den in half keeping Cub Scouts with their adult partners.
3. Play the game of balloon volleyball.

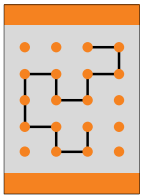
[Back to Tiger-iffic Requirements](#)

Tiger – 1st Grade

Tiger-iffic!

Elective

Requirement 4



Tiger Den Kickball

Snapshot of Activity

Play a game of kickball



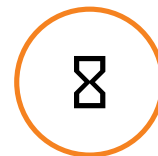
Outdoor



4



2



2

If you want to know more about The Adventure Activity Key, [click here](#).

Supply List

- 10-inch rubber kickball
- 4 baseball bases

Directions

Before the meeting:

1. Become familiar with the rules of playing kickball from the [World Kickball Association](#).
2. Keep the rules simple and adjust the distance of the kickball field so Cub Scouts can compete.
3. Identify a space clear of obstacles and hazards to lay out the kickball field.
4. Layout the kickball field using baseball bases.
5. If the kickball field you are using is not at your regular meeting location, send a reminder to all parents, legal guardians, and adult partners in the den about the date, time, and location of the den meeting.

During the meeting:

1. Gather Cub Scouts and adult partners and divide them into two teams, keeping adult partners together with their Cub Scouts.
2. Ask Cub Scouts why following rules in a game is important. Ask Cub Scouts which points of the Scout Law they should follow when they are playing a game and why.
3. Review the rules to kickball and how to score, rules are similar to baseball.
4. To begin, one team will be in the outfield and the other will be the kicking team.
5. A member of the outfield team is the pitcher and begins the game by rolling the ball to the first kicker on the kicking team.
6. Once the kicker kicks the ball, they run around the bases in order.
7. If the ball lands in the foul zone, the kicker must try again, and the foul will count as a strike.
8. If the ball is caught without touching the ground the kicker is out.
9. When running bases, a kicker can be out if they are touched with the ball while it is in the hands of an opposing team member when they are off of a base.
10. You may not throw the kickball at someone to get them out.
11. A team gets three outs before the team switches to the outfield.
12. The team with the most points wins.

[Back to Tiger-ific Requirements](#)