

# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Tiger Adventures Den Meeting Resources](#) found at [Scouting.Org](#) and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



**Assemble** (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

**Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?**

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

## Tiger – 1st Grade

# Bobcat Tiger

A “Character & Leadership” Adventure

**REQUIRED** (An Adventure “Required” to earn the Rank of Tiger)



## Snapshot of Adventure

Designed to be the first required Adventure on the trail to earn the Tiger badge of rank, Bobcat focuses on Character & Leadership, and introduces the values of Scouting to the Den. The “Den” is a key method of Cub Scouts – ideally, a group of 6 to 8 Scouts in the same grade who do things together, including fun and important Handbook Adventures.

A positive and forward first Den meeting sets the stage for a year of Cub Scouting fun.



The QR Code above takes you to [scouting.org/cub-scout-adventures/bobcat-tiger/](https://scouting.org/cub-scout-adventures/bobcat-tiger/) ↑

See [Adventure Resources](#) at the end of this Plan for a list of the suggested Activities at that link.

This Adventure has four key elements: (1) getting to know the Scouts, (2) bonding as a Den, (3) completing most of the Bobcat Adventure, and (4) fun. This Den Meeting Plan adapts Activity content from that [Scouting.org](#) link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

1. **Get to know members of your den.**
2. **Recite the Scout Oath with your den, including your Tiger adult partner.**
3. **Have your Tiger adult partner or den leader read the Scout Law to you. Demonstrate your understanding of being trustworthy, helpful, or friendly.**
4. **Demonstrate the Cub Scout sign, Cub Scout salute and Cub Scout handshake. Show how each are used.**
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.”**

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.”**

## Meeting Plan

**Does this take one or more Meetings?** It’s up to the Parents / Leaders! As written, you can do this in a single 60 minute session, but doing a plan, design and creation of a Den Flag or Doodle would be a good second meeting activity to build more identity of “Belonging to *this* Den” and getting to know each other!

**PREPARATION (and materials needed):** Read the Bobcat Tiger adventure in the Tiger Handbook.

- Copies of this Meeting Plan for Parents
- Your Pack’s schedule of upcoming Fun Activities
- U.S. flag (or picture of a flag) if you want to do a flag ceremony.
- Paper or poster to write the Den’s “Code of Conduct” (using a classroom whiteboard works fine too)
- If you have one, wear your adult uniform or Pack T Shirt (if you have one) to all meetings, consistent with Pack practice
- Also bring these materials if you do ...
  - *the Balloon Stomp Battle Royale game (below):* balloons, string
  - *the Den History Book (below):* sheets of paper, pencils, crayons, and/or markers.
  - *a different activity from [scouting.org/programs/cub-scouts/adventures/](https://scouting.org/programs/cub-scouts/adventures/):* the materials called out in the Activity Card in the Bobcat Adventure for the Rank found through that link.

**More Tips in  
this Bobcat  
Resource Page**



### **A Tip About Den Meetings (especially dens of younger Scouts):**

- Which is better? Classroom or Playground? **Yes, Playground!**
  - Better for the Scouts – they’ll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is “A Game with a Purpose”, maybe Tiger Dens are “A Play Date with a Purpose” – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can share hosting.



**GATHERING:** A “gathering” activity is to keep Scouts occupied as members of the den arrives. *What you do will depend on your location and leadership resources.*

- If you’re at a playground, field or gym, gathering activity will be easy. If not, maybe puzzles or coloring.
  - If the den desires, serve a healthy snack during this time.
  - If you do serve a snack, offer fruits or vegetables to set an example of healthy eating.
  - Be aware of any food allergies in the den and communicate these to assisting adult partners.
- Welcome parents too. Encourage them to stay and participate ... it will mean a lot to their Scouts.
  - Hand out this meeting plan to each and assign each parent to a meeting role.
  - Point out to the parents the Family Talent Survey at the end of this plan, asking them to complete it and return it to you today. Feel free to chat with parents about interests, abilities, hobbies, jobs.
  - Explain to parents that a den meeting is a series of short activities – we can each take on a part.

**OPENING: (Requirement 2: “Recite the Scout Oath with your den, including your Tiger adult partner.” and part of #3 “Have your Tiger adult partner or den leader read the Scout Law to you. ...”) (Den Leader Tip:** Recruit different Parents to lead parts of this) An Opening ceremony says “we’ve begun” and helps set the tone.

- Display a U.S. flag and recite the **Pledge of Allegiance**. (Parent leader: \_\_\_\_\_)
- Recite the **Scout Oath**. (Parent leader: \_\_\_\_\_)

For a Den with new Scouts, the Parent Leader can say “we’re going to repeat the Scout Oath, and since this is our first meeting, let’s do this as a ‘repeat after me’ – I’ll say a phrase, and you guys repeat it back.”

**(Leader goes first)**

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.

**(Scouts and Parents respond)**

(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)

- Recite the **Scout Law**. (Parent leader: \_\_\_\_\_)

The Scout Law is “A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.” Let’s also do this as a “repeat after me”: I’ll say a word or phrase, and you guys repeat it back:

**(Leader goes first)**

A Scout is  
Trustworthy  
Loyal  
Helpful  
Friendly  
Courteous  
Kind  
Obedient  
Cheerful  
Thrifty  
Brave  
Clean  
and Reverent

**(Scouts and Parents respond)**

(... A Scout is)  
(... Trustworthy)  
(... Loyal)  
(... Helpful)  
(... Friendly)  
(... Courteous)  
(... Kind)  
(... Obedient)  
(... Cheerful)  
(... Thrifty)  
(... Brave)  
(... Clean)  
(... and Reverent)

**ACTIVITIES** (See also other Activities linked at [Adventure Resources](#) – use those if you like them):

◆ **Activity 1: Pleased to Meet You (Requirement 1: “Get to know the members of your den.”)**

- Have each Scout (and attending parent) introduce themselves and tell something about themselves.
- Discuss what a den is and how it fits in with a pack.
- Discuss a den name: “we may have a Den Number, but ... is that enough for our Den?” Let the Cubs pick a (not offensive) name they all agree on, by their rules, with your oversight. [You might finish next time.]
  - Wild Wolves? Weird? Wandering? Welcoming? Whistling? Wise? Witty? Wonderful? Worldly?
  - Trustworthy Tigers? Sabretooth? Terrific? Talented? Talkative? Tough? Tremendous? Tiger Sharks?

◆ **Activity 2: Fun Things We’ll Do (and Code of Conduct)** (**Den Leader Tip:** Recruit a Parent to jump in and lead the “Code of Conduct” chat once kids start talking over each other ... it will happen! Use the attached Code of Conduct as a reference) (*Not a Requirement for Tiger, but a useful activity to work with the Den!*)




- Talk about upcoming fun Pack activities scheduled, or that might be scheduled if we get parents to help out, events like camping, hiking, biking, swimming (use events you know you plan to do), with highlights on ones that could come soon.
  - Ask the Scouts what they would like about these. Like campfires, or cooking marshmallows over a fire.

- The Scouts will start “talking over each other” which will be ... chaos.
  - Let it happen for a bit ... but then ...
- ... (Parent Code of Conduct leader: \_\_\_\_\_) interrupt and say “wait a second ... if we’re going to be a Den together ... **don’t we need to have some rules about how we act when we’re together?**”
  - Some Scouts will probably have immediate suggestions ... like “one person talks at a time”.
  - List your rules on a poster or paper or classroom chalkboard/whiteboard. [Parent/Leaders: use the attached Code of Conduct for ideas, and to ask questions to lead them to other points.]
- Then, after the Code of Conduct is done ... Den Leader or another parent can step back in:
  - Congratulations on an impressive set of Rules ... You guys did a great job!

◆ **Activity 3: Scout Law (Rest of Requirement 3: “... Demonstrate your understanding of being trustworthy, helpful, or friendly.”)** (Parent leader: \_\_\_\_\_)

- We just said the Scout Law in our Opening Ceremony (A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent).
- Let’s share with each other about what trustworthy, helpful, and friendly mean. Who is trustworthy, helpful and friendly to you? How are you trustworthy, helpful and friendly to others?

◆ **Activity 4: Cub Scout Sign + Shake + Salute (Requirement 4: “Demonstrate the Cub Scout sign, Cub Scout salute and Cub Scout handshake. Show how each are used.”)** (Den Leader Tip: Recruit Parents to Lead – maybe set up “stations” for Scouts to rotate to for each element)

<b>Demonstrate the Cub Scout sign. Show how it is used.</b> (Parent leader: _____)	Make the sign with your right hand – two fingers in a “V”.  Hold your arm straight up.  The sign means it is time to be quiet and listen. <i>The fingers look like the sharp ears of the wolf ready to listen!</i>	
<b>Demonstrate the Cub Scout handshake. Show how it is used.</b> (Parent leader: _____)	When you shake hands with another Cub Scout, do this: Hold out your right hand just as you always do to shake hands.  But then put your first two fingers along the inside of the other scout’s wrist.	
<b>Demonstrate the Cub Scout salute. Show how it is used.</b> (Parent leader: _____)	Salute with your right hand.  Hold your first two fingers close together.  Touch your fingertips to your cap.  If you aren’t wearing a cap, touch your right eyebrow.	

◆ **Activity 5: Cub Scout Motto: “Do Your Best!” (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.’”)** (Parent leader: \_\_\_\_\_)

- Gather the Den and any parents in a circle to discuss the Cub Scout motto: “Do Your Best.”
- Review: a motto is a guiding principle and a rule for living. Do Your Best means trying your hardest, not just a little bit. Do your best all the time... in school and at home... when you play a game and help your team. Do your best as you work on your adventures!
- Sharing: Let each Scout share a time when they did their best. Parents can participate too.
  - Feel free to let the adult partners pair off with their Scouts.



◆ **Activity 6: [OPTION: Den History Book]** [This is just a “getting to know you” optional activity that you might do *if you like it.* ] (Parent leader: \_\_\_\_\_): Since we’re going to be together as a Den in Cub Scouts, let’s be sure to keep track of our History – let’s keep a Den History Book!

- To start the Den History Book, let’s start with who is in our Den ... each Scout gets to create their own “history page” to tell us who they are so we can get to know everyone.
- Distribute sheets of paper for the scrapbook pages, plus pencils, crayons and/or markers
  - Encourage Scouts to complete a History page with names of Family Members, Pets, Favorite Places, Things to Eat, maybe have the Scouts draw pictures of some or all of these.
  - Encourage drawing pictures too. This helps you get to know the Scouts and their families.
- Collect all and return to this if you go forward with a Den History.

◆ **Activity 7: [OPTION: Balloon Stomp Battle Royale!!]** [This is just for fun – because Cub Scouts should be fun!]

(Parent leader: \_\_\_\_\_): Let’s play “Balloon Stomp Battle Royale”. Here’s how we’ll play this:

Materials Needed: balloons, string cut into @18-24 inch lengths.

Help Scouts blow up their balloons, tie the end of the balloon off, and then tie one end of their string to the balloon and the other to their ankle.

In a defined space (the “Balloon Stomp Arena”), arrange Scouts in a circle with their balloons tied to their ankles.

- On a signal, players try to stop and break the other balloons.
- When a balloon is broken, that player leaves the game.
- The game continues until just one player is left.

For maximum fun, **repeat in a game with just the parents/adults! Scouts will find it hilarious!**



**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- Remind all that to complete the Bobcat Adventure they need to do the 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.’”** Confirm that when this is complete, Tigers will receive their Bobcat Adventure Loop.
- **[OPTIONAL (if it’s your plan):** Maybe highlight that in a future gathering we can also make a den flag or “den doodle” to reflect who we are as a Den and to carry with us as we do our Cub Scout activities.]
- Maybe end with a **“Living Circle”** ceremony and recital of the Scout Oath, Law or Cub Scout Motto.

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that’s what you like. and:

- Thank the Parents again, one on one. Meet Parents who are picking up their Scouts.
- Follow up with parents/guardians by email/text that they need to do that final Requirement at home, and how to report completion of that Requirement. For your email or text to parents, remind that a copy of the Parent’s Guide can also be found at [https://filestore.scouting.org/filestore/pdf/100-014\\_WEB.pdf](https://filestore.scouting.org/filestore/pdf/100-014_WEB.pdf)
- Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack’s tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

## Code of Conduct Discussion Tips.

A code of conduct is a list of behavioral expectations and consequences if the code is broken.

Scouts, with the den leader's guidance, usually create it themselves.

- Three or four points will be sufficient, and they should be positive; the words no or don't have no place in a code of conduct. Include a final rule such as "Have fun!"
- Also consider including the 3 R's: Respect for others, Responsibility for yourself and your things, and Reasonable behavior.
- You might have Scouts sign the code of conduct and it should be displayed at every den meeting.
- Using the 12 points of the Scout Law can serve as a strong foundation for a code of conduct, and also reinforce the values of Scouting.

### IDEAS you might use for a Den "Code of Conduct" (How we'll treat each other in our Den)

*Don't hand these Ideas out or tell them "this is our Code" – but **use them as a discussion guide** to help the scouts come up with their rules. Rules work better if the **Scouts** agree and believe **they** had the idea!*

Respect others in the Den – fellow Scouts, Leaders, Parents and Guests.

- Help others, be helpful, friendly, courteous and kind!

Stay in Control of Yourself:

- Use good, appropriate, and positive manners.
- Listen when someone else is speaking. Do not interrupt.
- Raise your hand when you want to say something. Wait to be recognized before you speak.
- Respect the space of others. That includes no touching or bothering!

The Cub Scout sign means: *Everyone be quiet now.*

- When you see the sign go up, just be quiet and put the Cub Scout sign up.

Stay in the meeting space unless you have permission from the Den leader to go elsewhere.

- Walk –don't run – in the building (unless we are doing an activity letting you run).

Keep the Meeting Space Clean!

- Keep the room clean during the meeting and after the meeting.
- Everyone helps leave the meeting room better than we found it.

Let's all follow the 12 points of the Scout Law!

Everyone Has Fun! Parents and Family Too!

*The Code of Conduct may be written on a poster to display where you meet.*

*But: **do not post your consequences**, because posting the penalties puts a focus on unruly behavior*

*(you might **announce** consequences as First Time: Verbal Warning; Second Time: 5 Minutes "Time Out" from Meeting Activity; Third Time: Parents Notified and may need to leave the meeting too).*

**ADVENTURE RESOURCES:** Den Meeting Resources and "Activity Card" options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/bobcat-tiger/>. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

**1. Get to know members of your den.**

- [A Time to Talk – A Time to Listen](#) (Indoor; 2 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)
- [Den Doodle Tiger](#) (Indoor; 3 of 5 Energy; 4 of 5 Supplies; 4 of 5 Prep Time)
- [Den Flag Tiger](#) (Indoor; 2 of 5 Energy; 4 of 5 Supplies; 4 of 5 Prep Time)
- [Me Too Name Game](#) (Indoor; 3 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

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

- [Tiger Chatterbox](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Tiger Oath and Law Puzzle](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**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](#) (Indoor; 3 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)
- [Tiger Maze](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Tiger Scout Law Bingo](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

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

- [If You Are Happy Show the Cub Scout Sign](#) (Indoor; 3 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)
- [Sign, Salute, and Handshake Relay](#) (Indoor; 5 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)
- [Tiger Simon Says](#) (Indoor; 4 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

**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](#) (Indoor; 1 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)
- [Do Your Best Handbook Sharing](#) (Indoor; 1 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

**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.](#)"**

- [Child Abuse Protection Review Tiger](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)



# Cub Scout Pack Skill Survey

*"What Can **You** Share?"*

In our Pack, **"Every Parent Helps!"**



**Welcome to our Cub Scout Pack!** Cub Scouting is all about "Fun, Family + Friends" – that means for adult family members as well as youth. Every Adult can help their Den (a small group in a single grade level, ideally 6 to 8 Scouts) and Pack (all of the Scouts in all of the Dens from K through 5<sup>th</sup> Grade) – everyone has a skill or interest or Super Power to share!

Please share your talents and interests so that we can work together to provide the strongest program for our children. **Your child and their friends will appreciate whatever you can do!**

1. A topic I would help lead or teach youth is (*check all that apply* – and we can share plans + ideas):

- |   |   |  |   |
|---|---|--|---|
| <input type="checkbox"/> Outdoors / Walks     | <input type="checkbox"/> Cycling            | <input type="checkbox"/> Arts + Crafts     | <input type="checkbox"/> Archery              |
| <input type="checkbox"/> Personal Fitness     | <input type="checkbox"/> Fishing            | <input type="checkbox"/> Math              | <input type="checkbox"/> Slingshots           |
| <input type="checkbox"/> Citizenship          | <input type="checkbox"/> Swimming / Boating | <input type="checkbox"/> Music / Theatre   | <input type="checkbox"/> BB Guns              |
| <input type="checkbox"/> Character/Leadership | <input type="checkbox"/> Camping            | <input type="checkbox"/> Maps and Compass  | <input type="checkbox"/> Knife Safety and Use |
| <input type="checkbox"/> Personal Safety      | <input type="checkbox"/> Conservation       | <input type="checkbox"/> Nature            | <input type="checkbox"/> Carpentry            |
| <input type="checkbox"/> Family/Reverence     | <input type="checkbox"/> Pinewood Derby     | <input type="checkbox"/> Gardening         | <input type="checkbox"/> Yoyos                |
| <input type="checkbox"/> First Aid            | <input type="checkbox"/> Science            | <input type="checkbox"/> Cooking/Nutrition | <input type="checkbox"/> Video Games          |
| <input type="checkbox"/> Games                | <input type="checkbox"/> Tech / Computers   | <input type="checkbox"/> Flying Things     | <input type="checkbox"/> Geocaching           |
| <input type="checkbox"/> Sports: _____        | <input type="checkbox"/> Engineering        | <input type="checkbox"/> Marbles Games     | <input type="checkbox"/> Skateboards/Scooters |
| <input type="checkbox"/> Service Projects     | <input type="checkbox"/> Math               | <input type="checkbox"/> Pets              | <input type="checkbox"/> Summer Fun           |
| <input type="checkbox"/> Disability Awareness | <input type="checkbox"/> Movie Making       | <input type="checkbox"/> Magic             | <input type="checkbox"/> Field Trips: _____   |

2. My job, business, or profession might be of interest to Cub Scouts: \_\_\_\_\_

3. I am willing to help my child and their Den and Pack in these ways (*check all that apply*):

- |   |   |  |  |
|---|---|--|--|
| <input type="checkbox"/> Helping to Welcome<br>Other Families | <input type="checkbox"/> Den Leader or Co-<br>Leader or Assistant | <input type="checkbox"/> Assistant Cubmaster             | <input type="checkbox"/> Assistant Treasurer           |
| <input type="checkbox"/> Pack + Den<br>Communications         | <input type="checkbox"/> Planning Activities                      | <input type="checkbox"/> Campout Planning and<br>Cooking | <input type="checkbox"/> Blue + Gold Awards<br>Banquet |
| <input type="checkbox"/> Pack Social Media                    | <input type="checkbox"/> Pinewood Derby                           | <input type="checkbox"/> Planning Activities             | <input type="checkbox"/> Party Planning                |
|   | <input type="checkbox"/> Field Trip Leader                        | <input type="checkbox"/> School Relations                | <input type="checkbox"/> Award Presentations           |

4. My Scouting experience (note: experience is not necessary to help on the leader team):

- |                                     |                                    |                                    |                                       |
|-------------------------------------|------------------------------------|------------------------------------|---------------------------------------|
| <input type="checkbox"/> Girl Scout | <input type="checkbox"/> Cub Scout | <input type="checkbox"/> Boy Scout | <input type="checkbox"/> Adult Leader |
| Highest Rank: _____                 | Highest Rank: _____                | Highest Rank: _____                | Role(s): _____                        |

5. Three Places we'd like to go: \_\_\_\_\_

Adult Name: \_\_\_\_\_ Youth Name : \_\_\_\_\_

E-Mail Address: \_\_\_\_\_@\_\_\_\_\_ Best Phone No.: \_\_\_\_\_



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This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Tiger Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



**Assemble** (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

**Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?**

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

## Tiger – 1st Grade

# Tigers in the Wild

An “Outdoors” Adventure

**REQUIRED (An Adventure “Required” to earn the Rank of Tiger)**



## 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, how to walk or hike in the outdoors safely, and begin to learn about outdoor ethics through the Outdoor Code of Scouting America.



The QR Code above takes you to [scouting.org/cub-scout-adventures/tigers-in-the-wild/](https://scouting.org/cub-scout-adventures/tigers-in-the-wild/) ↑

See [Adventure Resources](#) at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

1. **Identify the Cub Scout Six Essentials. Show what you do with each item.**
2. **With your den leader or Tiger adult partner, learn about the Outdoor Code.**
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.**

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

## Meeting Plan

**Does this take one Meeting to complete?** This is “Done in One” ... but if want to explore more, go for it! If you do the “[Tiger Tree Planting](#)” Activity, you might have this be a separate Den (or Pack) event.

**PREPARATION (and materials needed):** Read the Tigers In The Wild adventure in the Tiger Handbook.

- Determine where the outdoor walk will take place. This can be in an urban, suburban, or rural setting. This can be where your den typically meets.
  - Share plans for the walk with families — location, gear list, food arrangements, etc. Maybe a Map!
  - A location with opportunities to see animals (including domestic animals – dog park anyone?) is a plus. As is a location with interesting trees.
  - It’s a good idea to solicit helpers for parts of the adventure – let other parents lead topics as you walk.
- Cub Scout Six Essentials (first-aid kit, filled water bottle, flashlight, trail food, sun protection, and whistle)
  - Suggest that Scouts and families may be able to minimize cost by gathering items from home rather than purchasing everything new.
- Suggest that families bring their own trail food items: could include raisins, chocolate-coated candies, nuts (check for allergies among Scouts), dried fruit, marshmallows, etc.
  - You might bring plastic sandwich bags to let the Scouts make their own trail mix.
- Bring paper and pencils, crayons and/or markers to draw animals. Or chalk to draw on a sidewalk.

### A Tip About Den Meetings (especially dens of younger Scouts):

- Which is better? Classroom or Playground? **Yes, Playground!**
  - Better for the Scouts – they’ll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is “A Game with a Purpose”, maybe Tiger Dens are “A Play Date with a Purpose” – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can share hosting.



**GATHERING:** A “gathering” activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and “share the leader load”: everyone can help with something! A good approach is for different parents (or teams) to share the “lead” of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says “we’ve begun” and helps set the tone.

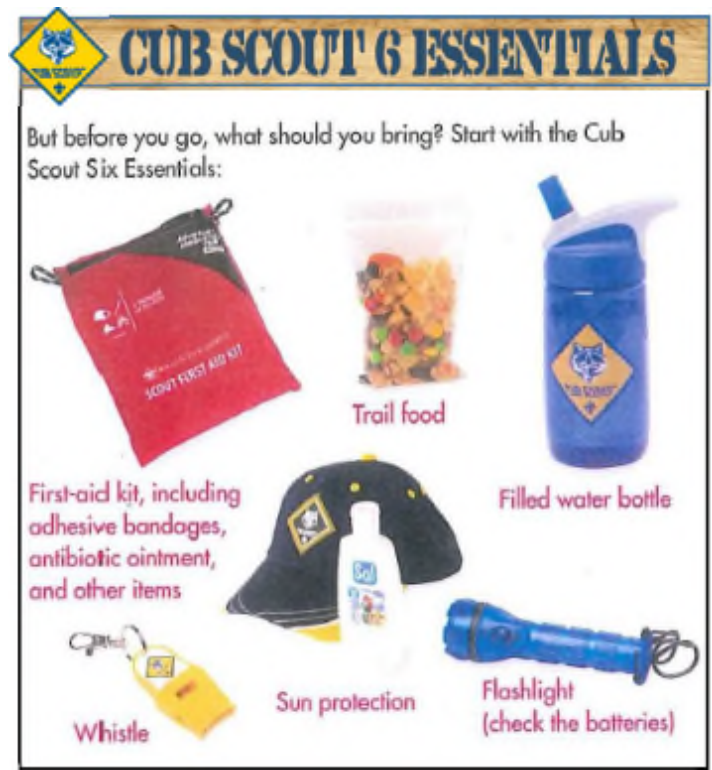
- Maybe have the Scouts recite the Outdoor Code:  
*“As an American, I will do my best to: / Be clean in my outdoor manners, / Be careful with fire,  
 / Be considerate in the outdoors, / Be conservation minded.”*

**ACTIVITIES** (See also other Activities linked at [Adventure Resources](#) – use those if you like them):

◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some “talk time” where you (1) discuss today’s Adventure activities (what you’ll do, how you’ll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share “what’s new” with them and get to know each other better.

◆ **Activity 1: Cub Scout Six Essentials (Requirement 1:** *"Identify the Cub Scout Six Essentials. Show what you do with each item."*) (Parent leader: \_\_\_\_\_)

- Show and Tell (about the) Cub Scout Six Essentials (for more, see: <https://vimeo.com/498051015>):
  - **First-aid kit:** adhesive bandages, moleskin, gauze, antibiotic ointment, etc.
  - **Water bottle:** filled and large enough to last until it can be filled again.
  - **Trail food:** can be made as a den activity prior to hike or campout.
  - **Sun protection:** sunscreen of SPF 30 or greater and a hat
  - **Flashlight:** small, for emergency use only
  - **Whistle:** also for emergency use only
- Emphasize the importance of bringing water with them for the following reasons:
  - Water will keep you happy, healthy, and comfortable.
  - Water is cool, refreshing, and necessary to power you on your walk!
- If they have not assembled the Cub Scout Six Essentials, introduce the idea by asking them what sorts of items they should take on EVERY walk or hike.
  - Help them focus on the six items we want them to have.
  - Suggest the idea that each Scout should have a personal set of essentials in a small pack or backpack that is easy to carry. Remind them that they should bring these essentials each time they walk or hike.
- **OPTION:** if you like this, you can play [Grab the Six Essentials](#) or [Is It a Cub Scout Essential?](#) or another from the [Adventure Resources](#) at the end of this Plan.



◆ **Activity 2: Outdoor Code (Requirement 2:** *"With your den leader or Tiger adult partner, learn about the Outdoor Code."*) (Parent leader: \_\_\_\_\_)

Discuss the Outdoor Code:

- Maybe note **the underlined C's** in that image.
  - Maybe have your Scouts say those four words as a group several times.
  - Clean. Careful. Considerate. Conservation.
  - Note that the fifth point of the Scout law is "courteous," and if you think about it, "considerate" is its synonym.
- Want more hands on activity?
  - Maybe the ["Outdoor Code Puzzle"](#) from the [Adventure Resources](#) at the end of this Plan.

**The Outdoor Code**  
 As an American, I will do my best to  
 Be Clean in my outdoor manners,  
 Be Careful with fire,  
 Be Considerate in the outdoors, and  
 Be Conservation-minded.



◆ **Activity 3: Walk On! (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."*) (Parent leader: \_\_\_\_\_)

- A walk is fun. But challenge the Scouts to be observant: have them call out what natural things they see on the walk and what manmade things they see on the walk.



- For more fun, do the **"I Spy Natural or Manmade"** activity from the [Adventure Resources](#) at the end of this Plan. The basics of this activity are:
  - 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.

◆ **Activity 4: Tigers ... and Other Animals (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."*) (Parent leader: \_\_\_\_\_)

- Ideally while on your walk, have the Scouts call out what animals they see on the walk.
  - Birds, squirrels, fish and more ... and insects and spiders and worms and the like are types of animal.
  - Dogs and Cats? You bet.
  - Don't see any? Have your Scouts share what kinds of wild and domestic animals they've seen.
- For *"Draw a picture of your favorite animal"*, you don't need to do it on paper. Even a simple chalk drawing of a dragon would be cool!



◆ **Activity 5: Trees Alive (Requirement 5:** *"Look for a tree where you live. Describe how this tree is helpful."*) (Parent leader: \_\_\_\_\_)

- Pretty simple ... point out trees on your walk. And let the Scouts identify why trees are helpful.
  - Examples might be: provides shade and cooling, holds soil together, birds/squirrels live there, some trees have nuts and fruit, all trees make oxygen, trees are peaceful, trees provide building materials.
  - The **Leaf and Bark Rubbing** activity is fun – describing how leaves and bark are different is good too.

**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a “Living Circle”.

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that’s what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack’s tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/tigers-in-the-wild/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

Those “Activity Card” pages are linked below – along with the “Key” scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How “Supply Intensive”; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being “most”. Note that while that website page says “Choose one of the following” before the “Activity Cards”, what that means is “Choose one of the following – *or do some other activity that will meet the Requirement*”, because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what’s below or other ways to complete the requirement in easier ways.

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

- [Grab the Six Essentials](#) (Indoor; 5 of 5 Energy; 5 of 5 Supplies; 3 of 5 Prep Time)
- [Is It a Cub Scout Essential?](#) (Indoor; 2 of 5 Energy; 5 of 5 Supplies; 3 of 5 Prep Time)
- [Outdoor Code in a Flash](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

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

- [Outdoor Code Puzzle](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)
- [The Four C’s of the Outdoor Code](#) (Indoor; 1 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

**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.**

- [5 Step Seek](#) (Outdoor; 4 of 5 Energy; 3 of 5 Supplies; 3 of 5 Prep Time)
- [I Spy Natural or Manmade](#) (Outdoor; 4 of 5 Energy; 3 of 5 Supplies; 3 of 5 Prep Time)
- [Natural or Manmade by the Numbers](#) (Outdoor; 4 of 5 Energy; 3 of 5 Supplies; 3 of 5 Prep Time)

**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.**

- [My Favorite Animals](#) (Indoor; 2 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)
- [Stuffed Animal Relay Race](#) (Indoor; 4 of 5 Energy; 3 of 5 Supplies; 3 of 5 Prep Time)

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

- [Leaf and Bark Rubbing](#) (Outdoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Pinecone Bird Feeder](#) (Outdoor; 3 of 5 Energy; 4 of 5 Supplies; 2 of 5 Prep Time)
- [Tiger Tree Planting](#) (Outdoor; 4 of 5 Energy; 4 of 5 Supplies; 5 of 5 Prep Time)



# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Tiger Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



**Assemble** (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

**Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?**

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

## Tiger – 1st Grade

# Tiger Bites

A “Personal Fitness” Adventure

**REQUIRED** (An Adventure “Required” to earn the Rank of Tiger)



## Snapshot of Adventure

In this Adventure, Tigers will

- explore the different food groups,
- practice clean hands (hand washing),
- have fun being active, and
- learn about the importance of rest.



The QR Code above takes you to [scouting.org/cub-scout-adventures/tiger-bites/](https://scouting.org/cub-scout-adventures/tiger-bites/) ↑

See [Adventure Resources](#) at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

1. Identify the 5 different food groups.
2. Practice hand washing. Point out when you should wash your hands.
3. Be active for 30 minutes.
4. Practice methods that help you sleep.

# Meeting Plan

**Does this take one Meeting to complete?** Easy to do as “One and Done”. But more games is fun!

**PREPARATION (and materials needed):** Read the Tiger Bites adventure in the Tiger Handbook.

- Key Advance Decisions are: how to do the food part and what kinds of group activities.
  - For Activity 1 (Requirement 1, or “*Identify the five different food groups*”), you could talk or show pictures (like what we have below), or you might bring, share and eat some of each.
    - Don’t forget plates, napkins and serving tools (toothpicks work), and a knife for you to slice foods.
  - For Activity 3 (Requirement 3, or “*Be active for 20 minutes*”), pick what activity you’ll do. Could be dance, hula hoop, soccer, kickball, catch, jump rope, disc ... or what you like.
    - And if the activity needs gear ... bring it.

## A Tip About Den Meetings (especially dens of younger Scouts):

- Which is better? Classroom or Playground? **Yes, Playground!**
  - Better for the Scouts – they’ll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is “*A Game with a Purpose*”, maybe Tiger Dens are “*A Play Date with a Purpose*” – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – share hosting.



**GATHERING:** A “gathering” activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and “share the leader load”: everyone can help with something! A good approach is for different parents (or teams) to share the “lead” of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says “we’ve begun” and helps set the tone.

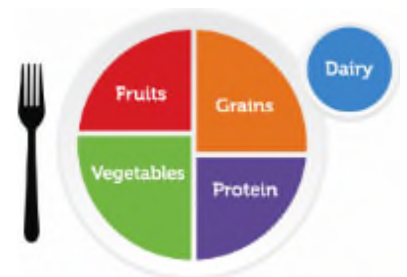
- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

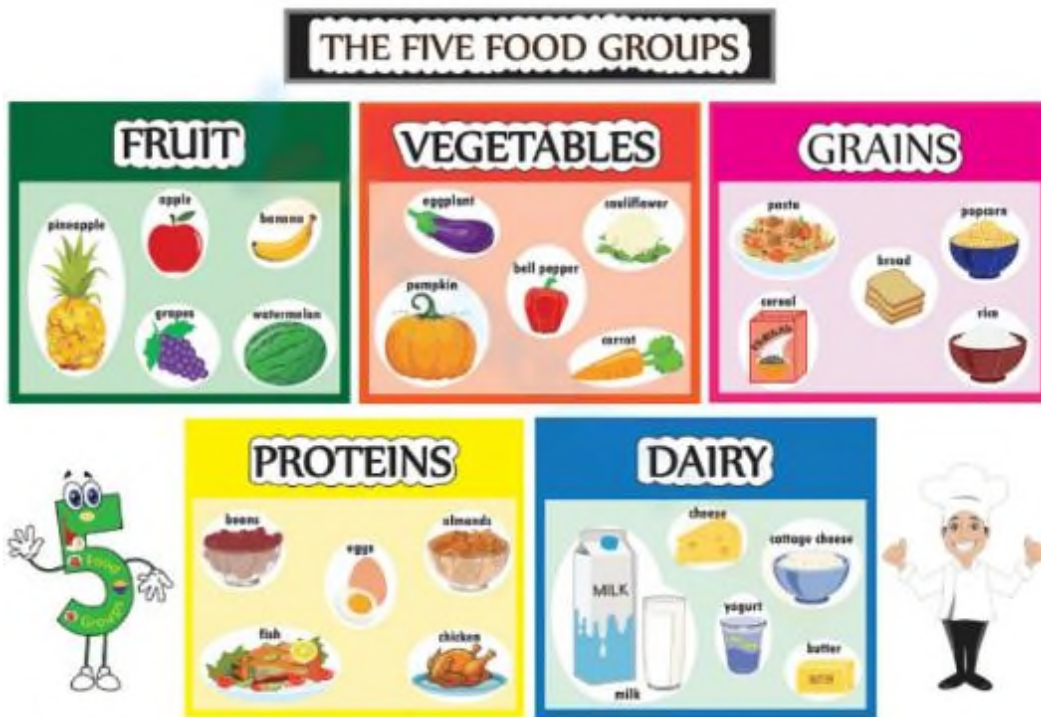
**ACTIVITIES** (See also other Activities linked at [Adventure Resources](#) – use those if you like them):

◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some “talk time” where you (1) discuss today’s Adventure activities (what you’ll do, how you’ll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share “what’s new” with them and get to know each other better.

◆ **Activity 1: Five Food Groups (Requirement 1: “*Identify the five different food groups.*”)** (Parent leader: \_\_\_\_\_)

- Good: quality discussion about Fruits, Vegetables, Grains, Protein, Dairy.
  - Parents: You’ve Had The Talk Already!
- Better: discussion plus bring pictures of items from each food group.
- Best: bring actual examples of Fruits, Vegetables, Grains, Protein, Dairy.
- Even Better: **share Fruits, Vegetables, Grains, Protein, Dairy to eat!**





◆ **Activity 2: Wash Your Hands! (Requirement 2: "Practice hand washing. Point out when you should wash your hands.")** (Parent leader: \_\_\_\_\_)

Notes about when you should wash your hands:

- Before and after preparing food or eating.
- After using the toilet / going to the bathroom.
- After sneezing, coughing or using a tissue.
- After touching an animal or animal waste.
- After handling shared objects, including plates, utensils, or cups.
- Before and after treating a cut or wound.
- After touching garbage.
- When your hands have dirt on them!
- Before and after caring for someone at home who is sick with vomiting or diarrhea
- When your hands have been touching a lot of things that others have touched



◆ **Activity 3: Get Active! (Requirement 3: "Be active for 20 minutes.")** (Parent leader: \_\_\_\_\_)

- As noted above, your activity could be from the [Adventure Resources](#) which has tips for [Soccer](#), [Red Light](#), [Green Light](#), and [Obstacle Course](#), but the den might want to do something different, like kickball, soccer, frisbee, basketball, baseball, jump rope, obstacle course, badminton, pickleball, or others.



- Whatever you do, be sure you have the gear to do it plus necessary safety gear (biking? Helmets!) and if your Scouts need instruction, be ready to provide!

◆ **Activity 4: Sleep (Requirement 4: “Practice methods that help you sleep.”)** (Parent leader: \_\_\_\_\_)

- Ask Cub Scouts and adult partners why do they think getting enough sleep is important. Answers include:
  - Stay Healthy / Be Ready for the Next Day / Reduce Stress / Recharge “body batteries.”
- 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. You can review the items on page 20 of the Tiger Handbook.
  - Maybe a warm bath, pajamas or sleep clothes, brush teeth, go to the bathroom, read quietly, lights out.

**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a “Living Circle”.

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that’s what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack’s tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/tiger-bites/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

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**1. Identify the 5 different food groups.**

- [Food Group Tiger Relay](#) (Indoor; 4 of 5 Energy; 4 of 5 Supplies; 2 of 5 Prep Time)
- [My Favorite Foods](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [My Favorite Snack](#) (Indoor; 2 of 5 Energy; 4 of 5 Supplies; 3 of 5 Prep Time)

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

- [Scout Oath and Law Hand Washing](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)

**3. Be active for 30 minutes.**

- [Tiger Obstacle Course](#) (Indoor; 5 of 5 Energy; 5 of 5 Supplies; 4 of 5 Prep Time)
- [Tiger Red Light Green Light](#) (Indoor; 5 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)
- [Tiger Soccer](#) (Indoor; 5 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**4. Practice methods that help you sleep.**

- [Tiger Get Ready for Bed](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Tiger Time to Sleep](#) (Indoor; 1 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)



# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

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2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

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- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

## Tiger – 1st Grade

# Team Tiger

A "Citizenship" Adventure

**REQUIRED (An Adventure "Required" to earn the Rank of Tiger)**



## Snapshot of Adventure

Citizenship is one of the four aims of the Cub Scout program (along with Character, Personal Fitness, and Leadership). For Tigers, citizenship begins at home and their den.

They will explore how they can contribute to their home (by helping as part of the home team) and community (in the den community by playing a game and following the rules – and in the wider community through a service project).



The QR Code above takes you to [scouting.org/cub-scout-adventures/team-tiger/](https://scouting.org/cub-scout-adventures/team-tiger/) ↑

See [Adventure Resources](#) at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

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



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.
4. Participate in a service project.

## Meeting Plan

**Does this take one Meeting to complete – or more?** It's up to the Parents / Leaders!

- If the Scouts have fun in the games for Activities 1 + 3 (Requirements 1 + 3) you could fill up a meeting ... a Service Project may deserve a special day (perhaps it could be a Pack Service Project day).
- But you could do both in the same meeting, depending on the games and Service Project you pick.

**PREPARATION (and materials needed):** Read the Team Tiger adventure in the Tiger Handbook.

- Determine your games for Activities 1 + 3 (Requirements 1 + 3)
  - Could be a board game (checkers, uno, Yahtzee) or card game (like Crazy 8s or [Go Fish](https://www.southfultonscouting.com/node/4724#Games)) or other (see <https://www.southfultonscouting.com/node/4724#Games> for many ideas)
  - Could be sports, like soccer, [Kickball](#), basketball, [Volleyball](#), [Wiffle Ball](#), croquet.
  - Could be something else, like Freeze Tag or "Simon Says" or [Charades](#) ... or maybe [Cornhole](#).
  - Be sure to bring the gear you need for the games you choose, and print out simple rules to review.
    - You might bring multiple games and let the Scouts decide which ones to play.
- Determine your Service Project for Activity 4 (Requirement 4)
  - Your den families, Chartered Organization, and local schools and places of worship may have great options. This District page has many Service Project ideas: [southfultonscouting.com/node/4509](https://www.southfultonscouting.com/node/4509)

### A Tip About Den Meetings (especially dens of younger Scouts):

- Which is better? Classroom or Playground? **Yes, Playground!**
  - Better for the Scouts – they'll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is "A Game with a Purpose", maybe Tiger Dens are "A Play Date with a Purpose" – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can share hosting.



**GATHERING:** A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

**ACTIVITIES** (See also other Activities linked at [Adventure Resources](#) – use those if you like them):

- ◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Game and Rules (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.”*) (Parent leader: \_\_\_\_\_)

- What you play will be up to what your Scouts like to do. Explain the rules, play, and discuss at the end.

◆ **Activity 2: Team Player (Requirement 2:** *“With your Tiger Adult Partner, choose a job that will help your team. Follow through by doing that job at least once.”*) (Parent leader: \_\_\_\_\_)

- Which Job? Start with “Which Team?” You could focus on jobs in **the family team** or on **the Den team**.

- Common **Family Team Jobs** are shown in the Tiger Handbook, including:

- Taking out the Trash / Feeding a Pet / Sweeping up / Loading the Dishwasher / Raking Leaves / Setting the Table (Parents and Scouts may have selected jobs already to be done at home)

- Each adult partner will have more ideas about how Scouts can help!

- Den Team Jobs could include:

- Helping to Set up the Space for the meeting / Cleaning up after the Meeting / Leading the Pledge of Allegiance, the Scout Oath, or the Scout Law.

- Other Jobs could be Line Leader and Line Caboose (if you travel during your Meeting, like to a park or playground), maybe Joke Teller, Game Leader, Den Photographer, Song Leader, Silly Song Leader ... you can make up more.

- If not done at (or by) the meeting, remind Scouts and adult partners to complete by the next event.



◆ **Activity 3: Team Games (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.”*) (Parent leader: \_\_\_\_\_)

- What you play will be up to what your Scouts like to do.
- Play, and then discuss what makes a good team member in the game that you played.

◆ **Activity 4: Service Project (Requirement 4:** *“Participate in a service project.”*) (Parent leader: \_\_\_\_\_)

- Pick a service project that will be helpful in your Community and meaningful to your Scouts.
  - Three options – for [Scouting for Food](#), a [Sock Drive](#), and a [Board Game Collection](#)- are linked in the Activities linked at [Adventure Resources](#) – use those if you like them



- Participate in your service project. Be sure all families know when and where to meet, what to bring, and what you'll do. Check to be sure you have all needed materials, which will depend on your project.
- Take pictures and video of your Scouts and families serving, and share with your Chartered Organization, Schools, places of worship, and elsewhere in your community.

**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a [“Living Circle”](#).

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack's tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and "Activity Card" options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/team-tiger/>. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

**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 – Go Fish](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Tigers Play Cornhole](#) (Outdoor; 3 of 5 Energy; 5 of 5 Supplies; 2 of 5 Prep Time)
- [Tigers Play Kickball](#) (Outdoor; 5 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

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

- [Tiger Flag Ceremony](#) (Travel; 3 of 5 Energy; 3 of 5 Supplies; 5 of 5 Prep Time)
- [Tiger Greeter](#) (Indoor; 2 of 5 Energy; 1 of 5 Supplies; 4 of 5 Prep Time)
- [Tigers Help Clean Up](#) (Indoor; 3 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

**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.**

- [Tiger Charades](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)
- [Tiger Volleyball](#) (Outdoor; 5 of 5 Energy; 4 of 5 Supplies; 2 of 5 Prep Time)
- [Tiger Wiffle Ball](#) (Outdoor; 4 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

**4. Participate in a service project.**

- [Board Game Collection](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 4 of 5 Prep Time)
- [Sock Drive](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 4 of 5 Prep Time)
- [Tiger Scouting for Food](#) (Travel; 3 of 5 Energy; 1 of 5 Supplies; 2 of 5 Prep Time)

# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Tiger Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



**Assemble** (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

**Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?**

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

## Tiger – 1st Grade

# Tiger's Roar

A "Personal Safety" Adventure

**REQUIRED** (An Adventure "Required" to earn the Rank of Tiger)



## 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.

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 [this Parent Notification form](#) for a way to notify parents.



The QR Code above takes you to [scouting.org/cub-scout-adventures/tigers-roar/](https://scouting.org/cub-scout-adventures/tigers-roar/) ↑

See [Adventure Resources](#) at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

1. With permission from your parent or legal guardian watch the Protect Yourself Rules video for the Tiger rank.
2. With your Tiger adult partner, demonstrate Shout, Run, Tell as explained in the Protect Yourself Rules video.
3. With your Tiger adult partner, demonstrate how to access emergency services.
4. With your Tiger adult partner, demonstrate that you know what to do if you get lost or separated.



# Meeting Plan

**Does this take one Meeting to complete?** This is easily done in a single 60 minute session.

**PREPARATION (and materials needed):** Read the Tiger's Roar adventure in the Tiger Handbook.

- Determine how you will do the Video parts (Requirements 1 + 2), either at home or at the Den Meeting.
  - Either way, be sure to let the parents know whether you're watching this at a Den Meeting (some may want to opt out and do it at home) or telling the parents they need to watch this at home.
- If you need help with a form of message to the parents, see this from the [Adventure Resources](#).

## A Tip About Den Meetings (especially dens of younger Scouts):

- Which is better? Classroom or Playground? **Yes, Playground!**
  - Better for the Scouts – they'll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is "A Game with a Purpose", maybe Tiger Dens are "A Play Date with a Purpose" – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can host. share hosting at new playgrounds.



**GATHERING:** A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says "we've begun" and helps set the tone.

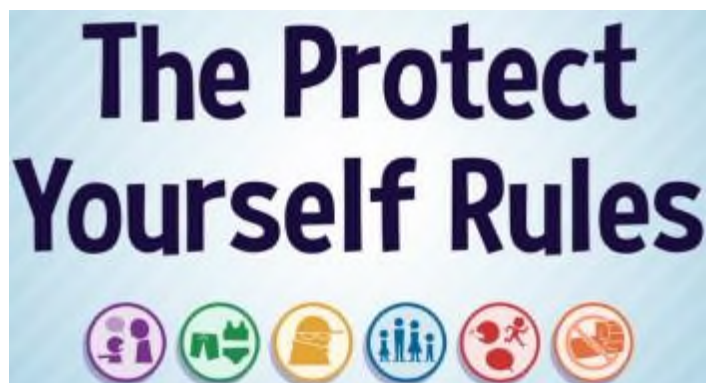
- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

**ACTIVITIES** (See also other Activities linked at [Adventure Resources](#) – use those if you like them):

◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Protect Yourself! (Requirement 1:** "With permission from your parent or legal guardian watch the Protect Yourself Rules video for the Tiger rank.") (Parent leader: \_\_\_\_\_)

- The video is found at <https://vimeo.com/325064660>





◆ **Activity 2: Shout, Run, and Tell (Requirement 2:** *“With your Tiger adult partner, demonstrate Shout, Run, Tell as explained in the Protect Yourself Rules video.”*) (Parent leader: \_\_\_\_\_)

- You can do this as discussion in reaction to the video.
  - Maybe say the following: “In the video we just watched, we learned about what parts our bodies are considered private parts. A private part is one that is covered by a bathing suit.”
- If anyone tries to touch your private body parts or wants you to touch their private body parts:
  - **Shout** at them to “Stop!”. Don’t be afraid to get as loud as you can.
  - **Run** Away, and
  - **Tell** an Adult you trust. You can tell your parents, a teacher or another grown up what happened. A trusted adult is someone that both you and your parents know, and a trusted adult would never ask you to keep secrets from your parents.
- From the **Shout, Run, Tell Relay**, here’s a way for Scouts to demonstrate **Shout, Run, and Tell**.
  - During this activity, allow each Scout to come up with what they want to shout – something like “Help!” or “Don’t Touch Me!” or “Help! I don’t know this person!” or “I don’t want to be touched!”
  - Have the Scouts line up single file with each Scout about 10 yards away from an adult partner.
  - When the den leader signals “Go,” the first Scout in line will yell their “Help!” yell.
  - The first Scout will then run to their adult partner. When this is done, the next Scout gets a turn.
  - Repeat until all the Scouts have had a chance to practice how they would shout, run, and tell.
- If Scouts raise questions or concerns that you can or want to answer or comment on, do so.
  - If Scouts raise concerns that you cannot or do not want to comment on, take down and thank them for their comment, and – if appropriate – tell them you’ll follow up with their parent or guardian.
  - In some cases (here, or in other settings during your time as a leader), you may need to counsel the Scout personally but with another leader present for Youth Protection Rules, and follow Youth Protection protocols. See <https://www.scouting.org/training/youth-protection/>.



◆ **Activity 3: Get Emergency Help (Requirement 3:** *“With your Tiger adult partner, demonstrate how to access emergency services.”*) (Parent leader: \_\_\_\_\_)

- Have the Scouts make a list of emergency numbers. There is a page in the Tiger Handbook for this.
- Have the Scouts show that they know how to call for help in an emergency. (No actual 911 calls!)
  - Have the Scouts identify people who could help if a parent is not available.
- If you do need to call 911: Always know where you are. Don’t hang up! Answer the dispatcher’s questions. Never be afraid to call if you have a real emergency. They can help you at any time of the day or night.

◆ **Activity 4: S.A.W.: Stay Answer Whistle (Requirement 4:** *“With your Tiger adult partner, demonstrate that you know what to do if you get lost or separated.”*) (Parent leader: \_\_\_\_\_)

- Help Scouts learn “S.A.W.” and have them practice so they commit it to memory.

**S** = STAY put! If you move around, you make it harder for people to find you.

**A** = If you hear your name being called, ANSWER!

**W** = Blow your WHISTLE. If you try to use your voice to call for help, you will become hoarse and no one will be able to hear you. But they can hear your whistle. Blow every so often.



- In the event a Scout is separated from the group during an outing, the Scout needs to know how to stay safe. Once you have explained SAW (Stay Answer Whistle), demonstrate the three SAW principles.
  - Then have all of the Scouts practice SAW.

◆ **Activity 5: [OPTION: Fun Game We Like (Parent leader: \_\_\_\_\_):**

If this meeting is too dry or the games in the Activity Cards in [Adventure Resources](#) don't resonate with you as something your Scouts will like, you can turn up the "Fun Meter" and play a game or some other Fun Activity you like. Some [Ideas Here](#).



**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a ["Living Circle"](#).

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack's tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and "Activity Card" options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/tigers-roar/>. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

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

- [Protect Yourself Rules Video Tiger](#) (Indoor; 1 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

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

- [Shout, Run, Tell Relay](#) (Indoor; 5 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

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

- [Emergency Services 911 Relay Race](#) (Indoor; 4 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Smart Phone Emergency Services](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Voice Activated Devices Emergency Services](#) (Indoor; 2 of 5 Energy; 5 of 5 Supplies; 2 of 5 Prep Time)

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

- [Emergency Whistle Testing](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 1 of 5 Prep Time)
- [Hide and Seek](#) (Indoor; 4 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Pinewood Derby Driver's License](#) (Indoor; 3 of 5 Energy; 5 of 5 Supplies; 3 of 5 Prep Time)

# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Tiger Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



**Assemble** (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

**Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?**

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

## Tiger – 1st Grade

# Tiger Circles

A “Family & Reverence” Adventure

**REQUIRED** (An Adventure “Required” to earn the Rank of Tiger)



## Snapshot of Adventure

In this Adventure, the Tigers learn about their family by exploring the faith traditions and celebrations that make being part of their family special. It is important to know that Scouting America has a religious element as a part of the program as stated in the Scout Oath and Scout Law. However, Scouting America is absolutely nonsectarian in its attitude toward a member’s religion or faith. The policy is that the home and organization or group with which the member is connected (if any) shall give definite attention to religious life.



The QR Code above takes you to [scouting.org/cub-scout-adventures/tiger-circles/](https://scouting.org/cub-scout-adventures/tiger-circles/) ↑

See [Adventure Resources](#) at the end of this Plan for a list of the suggested Activities at that link.

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

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

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

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.
2. With your family, attend a religious service OR other gathering that shows how your family expresses Family & Reverence.
3. Carry out an act of kindness.

## Meeting Plan

**Does this take one Meeting to complete – or more?** If you do this as a Den Meeting, it's up to the Parents and Leaders! Combining the service or gathering with the drawing might work or might be split – and it all might be better done from home on a family schedule. Or part at home and part with the Den.

**PREPARATION (and materials needed):** Read the Tiger Circles adventure in the Tiger Handbook.

- Communicate how you will do this Adventure – (a) everyone doing it all at home, or (b) some parts from home and some at a Den Meeting, or (c) planning a Den Meeting option for all of the Requirements.
- If you do the [Tiger Holiday Drawing](#) activity for Activity 1 (Requirement 1), you'll need:
  - Materials: Crayons and paper for any Scout without their Tiger Handbook
- If you do a Den Trip for "With your family, attend a religious service ..." for Activity 2 (Requirement 2), determine where and when you will go, and share information with your Den families.

### A Tip About Den Meetings (especially dens of younger Scouts):

- Which is better? Classroom or Playground? **Yes, Playground!**
  - Better for the Scouts – they'll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is "A Game with a Purpose", maybe Tiger Dens are "A Play Date with a Purpose" – combining fun with meaning + values is Cub Scouting!
  - And **many places of worship welcome children with playgrounds!**
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can share hosting.



**GATHERING:** A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

**ACTIVITIES** (See also other Activities linked at [Adventure Resources](#) – use those if you like them):

◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Family Holidays (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.") (Parent leader: \_\_\_\_\_)

- [Reminder to Leaders and Adult Partners: "your family's faith traditions" are based on what the family believes – as defined by the family. Belonging to an organization, though encouraged, is not required.



- A “family’s faith tradition holiday or celebration” often includes religious holidays/celebrations, but family faith may also revere and celebrate at times like Thanksgiving, Veteran’s Day, or Earth Day.]
- Share that a Scout is reverent and that means that they are faithful to *their* family faith traditions and beliefs and that they respect the faith traditions and beliefs of others even if those are different.
- Share that religious holidays or celebrations are times for families and communities to come together. There are often family traditions that are connected to these events.
  - This may include cooking a type of food, playing a special game, or singing certain songs.
  - Some family traditions are things your family may do together during these times that are not directly connected to any family religious beliefs.
- Ask the Cub Scouts to think about their family’s faith traditions and holidays or celebrations that reflect the family’s beliefs, and draw a picture of it.
  - After everyone has completed their drawing, allow time for sharing.

◆ **Activity 2: Gathering (Requirement 2: “With your family, attend a religious service OR other gathering that shows how your family expresses Family & Reverence.”)** (Parent leader: \_\_\_\_\_)

- Note (just to be sure): Attending a religious service is excellent and common, but not required – a different “gathering that shows how **your family** expresses reverence” (emphasis added) satisfies the requirement.
  - The first two definitions of [Reverence in Merriam-Webster](#) are “1. honor or respect felt or shown: DEFERENCE (especially: profound adoring awed respect). 2. a gesture of respect (such as a bow).”
  - The full expression of the 12<sup>th</sup> point of the Scout Law is: “A Scout is Reverent. Be reverent toward God. Be faithful in your religious duties. Respect the beliefs of others.” The BSA respects your beliefs.
- Some Dens do more than one visit in order to share more than one tradition. But you don’t have to.

◆ **Activity 3: Be Kind (Requirement 3: “Carry out an act of kindness.”)** (Parent leader: \_\_\_\_\_)

- Kindness ideas include:
  - Give someone a card that tells them how special they are to you.
  - Write a poem for a parent or sibling.
  - Playing a board game with a sibling.
  - Give a hug to a friend.
  - Give a compliment.
  - Help clear the dinner table.
  - Do a chore without being asked.
- More ideas in the Tiger Handbook and [at this District page](#) with many small ways to help and be kind.
  - Service Projects don’t need to be large – they are always kind.

**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a [“Living Circle”](#).

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that’s what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack’s tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/tiger-circles/>. Those resources include the Snapshot of



Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

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**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.**

- [Tiger Holiday Drawing](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)

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

- [Tiger Religious Celebration](#) (Travel; 2 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)
- [Tiger Religious Service](#) (Travel; 2 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)
- [Tiger Veterans Day](#) (Travel; 3 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)

**3. Carry out an act of kindness.**

- [Tiger A Note of Kindness](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Tiger Be Kind at Home](#) (Indoor; 2 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)
- [Tiger Be Kind at School](#) (Indoor; 2 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

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- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

## Tiger – 1st Grade

# Fish On

A “Fishing” Adventure

**ELECTIVE** (2 “electives” are needed to earn the Rank of Tiger)



## Snapshot of Adventure

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

Fishing can be a lifetime activity – and a cross generational lifetime activity with family and friends. It combines love of nature with sport and skills and relaxing and reducing stress and connecting with others in the outdoors.



The QR Code above takes you to [scouting.org/cub-scout-adventures/fish-on/](https://scouting.org/cub-scout-adventures/fish-on/) ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

1. With your den or Tiger adult partner, identify the body of water where you will go fishing.
2. With your Tiger adult partner, learn the rules of fishing safely.
3. Draw a picture of the type of fish you think lives in the water where you are going fishing.
4. Go fishing with your Tiger adult partner.

# Meeting Plan

**Does this take one Meeting to complete – or more?** It's up to the Parents / Leaders! As written, you can do this in a single fishing trip, but maybe you do the planning, drawing and learning rules at one session (maybe with just plain fun games) and do the fishing at a separate session. Or go fishing twice. Or more!

**PREPARATION (and materials needed):** Read the Fish On adventure in the Tiger Handbook.

- Key is to decide where to go fishing ... and be sure that when you do you're in compliance with fishing rules. If needed, get permission to fish where you plan to fish.
  - Communicate with the families about when and where you will go, and what they need to bring.
  - Obtain and bring any required fishing licenses. Youth may not need a fishing license but adults who are fishing are likely to need one.
  - Note that all six ranks/grades of Cub Scouting have fishing Adventures, so you might collaborate with other Dens or maybe make it an outing for the entire Pack.
- Key materials:
  - Crayons and/or pencils for drawing a picture of a fish, and paper for those who don't have their Tiger Handbook with them.
  - Fishing poles/tackle for all (ideally, each family provides, but bring extra for those with no fishing gear).
  - Bait or lures for the type of fish you're trying to catch.
  - Every Scout and Adult Partner should have the Cub Scout Six Essentials (first-aid kit, filled water bottle, flashlight, trail food, sun protection, and whistle)
  - One or more "tackle boxes" with fishing gear, including fishing line, barbless hooks, bobbers, sinkers, swivels, artificial bait, needle nose pliers, scissors and de-hooker.
  - First aid kit. You know: fishhooks!

**GATHERING:** A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Outdoor Code.  
*"As an American, I will do my best to: / Be clean in my outdoor manners, / Be careful with fire,  
/ Be considerate in the outdoors, / Be conservation minded."*

**ACTIVITIES** (See also other Activities linked at Adventure Resources – use those if you like them):

◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Find a Fishing Hole (Requirement 1:** *"With your den or Tiger adult partner, identify the body of water where you will go fishing."*) (Parent leader: \_\_\_\_\_)

- While you can (and should) solicit ideas from the Scouts, adults will ultimately decide where to go fishing.
  - This can be done in a "first fishing meeting" without water or fishing, or at some other earlier meeting.
- But you can also *"identify the body of water"* at the fishing trip with discussion of types of water bodies with fish and how different types of water bodies have different types of fish. And what type *this* water body is.
  - You can share that we all know that fish live in water, but 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. Have the Scouts identify what kind of water you are fishing today.
- In the Tiger handbook, you see three different types of fish who each live in three different types of water. Tuna are found in the ocean; Trout are found in rivers and streams; Bass are found in lakes.
- Tuna and trout are fish that are often a source of food. Bass is known as a sport fish, which isn't caught for food, but is very fun to catch and release.
- Describe the different types of fish that are in the body of water where you will be fishing.

◆ **Activity 2: Follow the Fishing Rules (Requirement 2:** *"With your Tiger adult partner, learn the rules of fishing safely."*) (Parent leader: \_\_\_\_\_)

- Discuss rules to follow when fishing. These can include state and local laws (like license requirements and rules about how to fish) and local property owner requirements (about how to fish in their water).
  - Explain that these rules (which are sometimes called regulations) are important because they help protect the fish and also protect the environment in which the fish live.
  - And that it is important that we learn these rules, understand what they mean, and promise to obey them. After all, a Scout is obedient!
- Common Regulations include the following – discuss with your Scouts and have your Scouts list at least three and why we have them:
  - Rules about where and when you can fish.
    - So that areas that should not be over-fished are protected.
    - And fish are not disturbed at critical times when they need protection.
    - And be safe for people too, like do not fish in or near a swimming area, because people might step on lost hooks.
  - Requirements for licenses.
    - To limit the number of fishers so that the number of fish taken won't be too great.
    - And to help ensure fisher people know the rules!
  - How many fish you are allowed to catch and keep.
    - These help keep fish populations strong enough to survive.
    - And also allow fishers to catch that kind of fish in the future.
  - How big a fish must be to keep.
    - So that immature fish can grow up and make more fish!
  - In some places you must put the fish you catch back in the water. This is called "catch and release".
    - It is a good way to make sure fish can continue to live in the place you are fishing.
    - And: A Scout is Kind! (That means also being Kind to fish.)
  - Always ask permission before fishing on another person's property.
    - A Scout is courteous.
  - Do not intrude on a spot where others are already fishing.
    - That can scare away fish! (A Scout is friendly.)
- 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.
    - (Tiger Adult Partners are all supervisors today.)
  - 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.
    - (Scouts and Tiger Adult Partners need to watch the weather during the fishing event too.)



- 4) Use the buddy system. You must be able to see them.
  - (Tiger Adult Partners are your buddies today.)
- 5) Give plenty of room to others who are fishing nearby.
- 6) Never fish where people are swimming.
  - (You don't want to hook any people or lose hooks in a swim area.)

◆ **Activity 3: Fish Portrait (Requirement 3: "Draw a picture of the type of fish you think lives in the water where you are going fishing.")** (Parent leader: \_\_\_\_\_)

- Let imagination flow! The requirement is to draw the type of fish the Scout "thinks" lives in the water! (This can be a good activity for when Scouts get tired of fishing or frustrated if they haven't caught any.)



◆ **Activity 4: Go Fishing (Requirement 4: "Go fishing with your Tiger adult partner.")** (Parent leader: \_\_\_\_\_)



- Discuss what type of fish you will be fishing for and what type of bait or lure to use.
- Have adults help Cub Scouts with attaching bait or lures.
- If a fish is caught practice catch and release by assisting the Cub Scouts.

Don't have a fancy fishing pole? You can make one that will work in many places, like ponds and docks with the right kind of fish.

- To make a fishing pole, you will need:
  - Sturdy sticks, 4 to 5 feet long (bamboo is a good choice, as is a hiking staff).
  - Fishing line or thin string.
  - Scissors
  - Fish hooks
- The best type of stick for a fishing rod is strong, yet slightly flexible.
- Bamboo—about 1/2-inch thick— would be a good choice, but if bamboo isn't available Scouts can bring something similar from home like a hiking staff.



**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a [“Living Circle”](#).

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that’s what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack’s tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/fish-on/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

Those “Activity Card” pages are linked below – along with the “Key” scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How “Supply Intensive”; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being “most”. Note that while that website page says “Choose one of the following” before the “Activity Cards”, what that means is “Choose one of the following – *or do some other activity that will meet the Requirement*”, because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what’s below or other ways to complete the requirement in easier ways.

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

- [Flashy Fish Homes](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [Our Fishing Spot](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

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

- [Dry Run Fishing](#) (Outdoor; 3 of 5 Energy; 4 of 5 Supplies; 2 of 5 Prep Time)
- [Fishing Safety Match](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)

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

- [Scales and Sketches](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**4. Go fishing with your Tiger adult partner.**

- [Fish On!](#) (Outdoor; 4 of 5 Energy; 4 of 5 Supplies; 5 of 5 Prep Time)

# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Tiger Adventures Den Meeting Resources](#) found at [Scouting.Org](#) and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)

**Assemble** (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*



The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

**Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?**

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

## Tiger – 1st Grade

# Rolling Tigers

A “Cycling” Adventure

**ELECTIVE** (2 “electives” are needed to earn the Rank of Tiger)



## Snapshot of Adventure

In this Adventure, Scouts will learn about their bicycles, safety gear, and how to keep safe and have fun while riding.

With their family or den, will go on a bike ride.

Bikes, training wheels, tricycles, and other bikes of all forms are welcome.



The QR Code above takes you to [scouting.org/cub-scout-adventures/rolling-tigers/](https://scouting.org/cub-scout-adventures/rolling-tigers/) ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

1. Learn the ABC's of bike gear (air, brakes, chain.)
2. With your den or Tiger adult partner, learn about the safety gear you should use while riding a bicycle.
3. With your den or Tiger adult partner, learn the safety rules to follow when riding a bicycle.
4. With your den or Tiger adult partner, demonstrate proper hand signals.
5. With your Tiger adult partner or family, ride a bike or begin learning how to ride a bike.

# Meeting Plan

**Does this take one Meeting to complete – or more?** It's up to the Parents / Leaders! As written, you can do this in a single 60 minute session, but you might have more than one bike ride.

**PREPARATION (and materials needed):** Read the Rolling Tigers adventure in the Tiger Handbook.

- Determine when and where you will do this Adventure, and share information with your Den families.
  - Determine if you want to have a bike expert come to you to help instruct (share this plan with them). A bike expert could be someone at a cycling shop, a cycling club, or a parent who is into cycling.
  - If a bike shop employee, you might visit the shop for all or part of this meeting, or see if the bike shop employee can ride over to your meeting and bike ride location.
  - Pick a place to ride bikes that will be free of automobile traffic. Many parks and playgrounds work. A school or church parking lot on a day when the school or church is not active might work.
- Share what families should bring: bike, bike helmet, any other desired bike safety gear.
  - If some families don't have bikes, ask others if they can share their bikes and let Scouts take turns.
  - At a bike shop, you might be able to use some "loaner" bikes. Or take a bike on a "test ride"!
- Other equipment needed includes: bicycle air pump, tire pressure gauge, bike chain lubrication, flathead and Philips head screwdrivers, variety of Allen wrenches.

**GATHERING:** A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

**ACTIVITIES** (See also other Activities linked at Adventure Resources – use those if you like them):

◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: ABCs of Bike Gear (Air, Brakes, Chain) (Requirement 1: "Learn the ABC's of bike gear (air, brakes, chain.)")** (Parent leader: \_\_\_\_\_)

This is adapted from the ABC Quick Check handout [found here](#) from the League of American Bicyclists.

Demonstrate the **A B C Quick Check**

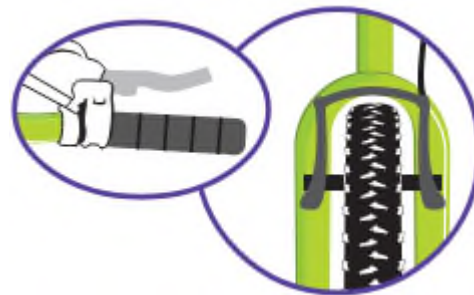
- **A** is for **Air**:
  - Check the air pressure.
  - Point out there is a number on bike tires next to the letters PSI.
  - The PSI tells you how much air should be in your tires.
  - Point out the PSI on the bike tires (note that sometimes the front tire and rear tire have different recommended PSI).
  - 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.
  - Spin the wheels and make sure the tires are not worn out.





- **B** is for **B**reaks:

- 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.
  - 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.



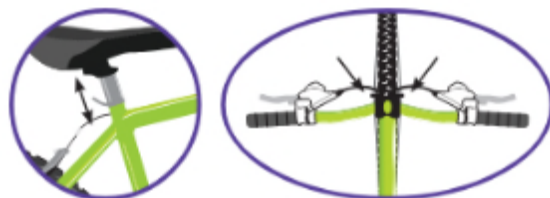
- **C** is for **C**rank, **C**hain, and **C**ogs:

- Check the crankarm and try to wiggle it side to side – 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. Spin the pedals and cranks to see if the chain drives the rear wheel.
- If the bike has gears check to make sure the gear levers and derailleurs (gear-changing mechanism) work to shift the chain between gears – make sure the chain easily moves from cog to cog.
- All moving parts should be properly lubricated with bike chain lubrication. Demonstrate how to add bike lubrication by following the directions on the container of bike lubrication.



- **Quick** Refers to the **Quick** Release:

- Some bikes have quick releases on the wheels or the seat post.
- Check to make sure they are tight and closed properly so that they don't release suddenly.



- Also: Adjust your bicycle to fit you! Make sure you can stand over the top tube of your bicycle.

◆ **Activity 2: Safety Gear (Requirement 2: "With your den or Tiger adult partner, learn about the safety gear you should use while riding a bicycle.")** (Parent leader: \_\_\_\_\_)

- Before any bike ride, you want to be sure you have the safety gear you need.
- Discuss the importance of using safety gear.
  - Gather the 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 hard-shell 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.
  - Always wear a hard-shell helmet with a chin strap when you go biking!

- Just like any safety gear, in order for it to work properly you have to wear it properly.
  - Make sure it fits so it can help protect your head if you fall off your bike.
  - In most states, wearing a helmet is required.
- Review the proper steps for putting on a helmet.
  - Have your Scouts try on their helmets and check the fit – adjust as needed.
- If your helmet slips and slides, then take it off and adjust the fit.
  - Help your Scouts learn how to adjust the helmet so it fits correctly.
  - Learn how to fasten and unfasten your chin strap by yourself.
  - Make sure it is always fastened before you ride!
- When you ride, wear bright (light colored) clothing so that others can see you.
  - Maybe reflective tape if you'll be riding in dim light.
  - Your bike should have reflectors on the back of the saddle and/or the hub, and in the wheel spokes.
- If you have other safety gear, like gloves, knee pads and/or elbow pads, show how they are worn.
  - Ask your Scouts why you'd use those items to stay safe.
  - Have your Scouts try any of those items on – be sure all items are on correctly.
  - If anyone is going to borrow a helmet, disinfect the helmet with an over-the-counter disinfectant spray.

It should sit snugly on your head, but not so tightly that it is uncomfortable. ►



◀ The front of the helmet should sit only one or two fingers above your eyebrows. If the helmet is tipped back, it will not protect your forehead.



The side straps should make a "Y" around your ears. ►



◀ Use the "two-finger rule" to fit your chin strap. The buckle should be centered under your chin. Tighten it so you can only fit a finger or two between it and your chin.



◆ **Activity 3: Safety Rules (Requirement 3:** *"With your den or Tiger adult partner, learn the safety rules to follow when riding a bicycle."*) (Parent leader: \_\_\_\_\_)

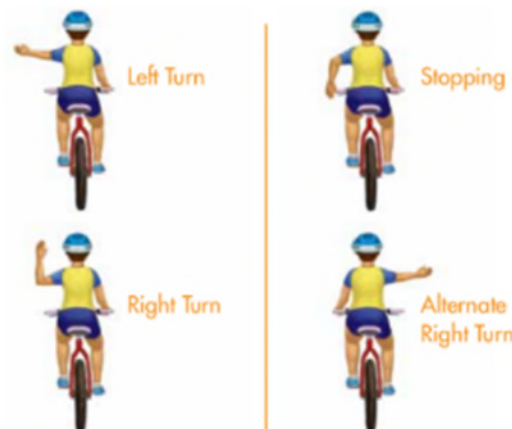
Follow these basic safety tips when you ride.

- **Wear a properly fitted helmet.**
  - Protect your brain; save your life! Bicycle helmets can reduce head injuries by 85 percent, according to the National Highway Traffic Safety Administration (NHTSA).
- **Adjust your bicycle to fit.**
  - Make sure you can stand over the top tube of your bicycle.
- **Assure bicycle readiness.**
  - Make sure all parts are secure and working well. Assure that tires are fully inflated and brakes are working properly.
- **See and be seen.**
  - Wear clothing that makes you more visible, such as bright neon or fluorescent colors. Wear reflective clothing or tape. Avoid riding at night.

- If people are walking in front of you on a sidewalk, let them know you are going to pass them. Call out "Passing on your left," or use a bell or horn.
- **Watch for and avoid road hazards.**
  - Stay alert at all times. Be on the lookout for hazards, such as potholes, broken glass, gravel, puddles, leaves, animals, or anything that could cause you to crash.
  - If you are riding with friends and you are in the lead, call out and point to the hazard to alert the riders behind you.
  - Stop at crosswalks and corners to look for cars.
  - Also watch for cars in driveways. Make sure drivers see you before crossing.
- **Follow the rules of the road.**
  - Check and obey all local traffic laws. Always ride single file on the right side of the road in the same direction as other vehicles. Go with the flow—not against it! Yield to traffic and watch for parked cars.
  - A bicycle is a vehicle just like a car!

◆ **Activity 4: Hand Signals (Requirement 4: "With your den or Tiger adult partner, demonstrate proper hand signals.")** (Parent leader: \_\_\_\_\_)

- Demonstrate the arm signals that your Scouts and you should use when out on the road.
  - Have them look at the examples in their handbooks to reinforce each.
  - Have your Scouts demonstrate those signals – maybe play "follow the leader" while walking at home (before you get on bikes).
    - Use the signals to show which way you're going.
    - Switch off the "leader" role, and let your Scouts lead you.
  - Make sure you signal in plenty of time so that those behind you know what you're going to do.



◆ **Activity 5: Ride On! (Requirement 5: "With your Tiger adult partner or family, ride a bike or begin learning how to ride a bike.")** (Parent leader: \_\_\_\_\_)

- The bike ride needs to be safe and fun – there is no minimum distance, and no required skill level.
  - "or begin learning how to ride a bike" is a way to complete the requirement.
  - The Cub Scout Motto is "Do Your Best!", so you and your Scouts should do your best – and hopefully learn to love riding bikes for a lifetime.
- All bike rides are local, so determine how and where you will ride. Explain the bike route and make sure everyone stays together.

**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a "Living Circle".

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack's tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/rolling-tigers/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

Those “Activity Card” pages are linked below – along with the “Key” scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How “Supply Intensive”; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being “most”. Note that while that website page says “Choose one of the following” before the “Activity Cards”, what that means is “Choose one of the following – *or do some other activity that will meet the Requirement*”, because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what’s below or other ways to complete the requirement in easier ways.

**1. Learn the ABC’s of bike gear (air, brakes, chain.)**

- [Talk With A Pro](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 5 of 5 Prep Time)
- [The ABC’s of Bike Gear](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [The ABC’s of My Bike](#) (Outdoor; 3 of 5 Energy; 4 of 5 Supplies; 2 of 5 Prep Time)

**2. With your den or Tiger adult partner, learn about the safety gear you should use while riding a bicycle.**

- [Ask the Pro](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 5 of 5 Prep Time)
- [Check My Bike Gear](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 3 of 5 Prep Time)

**3. With your den or Tiger adult partner, learn the safety rules to follow when riding a bicycle.**

- [Chalk It Up Bike Rodeo](#) (Outdoor; 4 of 5 Energy; 3 of 5 Supplies; 4 of 5 Prep Time)
- [When to Walk and When to Ride](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**4. With your den or Tiger adult partner, demonstrate proper hand signals.**

- [Simon Says – Turn Left, Turn Right](#) (Indoor; 3 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

**5. With your Tiger adult partner or family, ride a bike or begin learning how to ride a bike.**

- [I Want To Ride My Bicycle!](#) (Indoor; 4 of 5 Energy; 3 of 5 Supplies; 5 of 5 Prep Time)



# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Tiger Adventures Den Meeting Resources](#) found at [Scouting.Org](#) and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



**Assemble** (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

**Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?**

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

## Tiger – 1st Grade

# Tigers in the Water

A Swimming Adventure

**ELECTIVE** (2 “electives” are needed to earn the Rank of Tiger)



## Snapshot of Adventure

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 below OR by taking swim lessons. Adults are encouraged to take the Scouting America Safe Swim Defense training (26 minutes) at [my.scouting](#).



The QR Code above takes you to [scouting.org/cub-scout-adventures/tigers-in-the-water/](#) ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

1. Learn about the swimming safety rules that you need to follow.
2. Demonstrate how to enter the swimming area properly.
3. With your Tiger adult partner as your buddy, be active in water depths matching your ability for 20 minutes.
4. Place your face in the water and blow bubbles.
5. Demonstrate a flutter kick.
6. Demonstrate how to exit the swimming area properly.

# Meeting Plan

**Does this take one Meeting to complete – or more?** It's up to the Parents / Leaders! As written, you can do this in a single 60 minute session, but you can go to the pool more than once, right?

**PREPARATION (and materials needed):** Read the Tigers in the Water adventure in the Tiger Handbook.

- Determine when and where you will do this Adventure, and share information with your Den families.
  - Ideally at a lifeguarded swimming pool. If not, you need supervision by one or more adults who have completed the BSA Safe Swim Defense training (26 minutes) at [my.scouting](https://my.scouting.org).
  - Determine if you want to have a lifeguard or swimming instructor or swim team coach help instruct (share this plan with them).
- Other items you will need:
  - Whistles for lifeguards and lookouts
  - Buddy tags and a buddy board system (ideas below in Activity 2)

**GATHERING:** A “gathering” activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and “share the leader load”: everyone can help with something! A good approach is for different parents (or teams) to share the “lead” of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says “we’ve begun” and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

**ACTIVITIES** (See also other Activities linked at Adventure Resources – use those if you like them):

◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some “talk time” where you (1) discuss today’s Adventure activities (what you’ll do, how you’ll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share “what’s new” with them and get to know each other better.

◆ **Activity 1: Swimming Safety Rules (Requirement 1:** “Learn about the swimming safety rules that you need to follow.”) (Parent leader: \_\_\_\_\_)

From [Tiger Safe Swim Defense](#), review the eight points of the Safe Swim Defense with everyone – Scouts and adult partners.

- 1) “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 aged 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 BSA Safe Swim Defense.”
- 2) “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.”



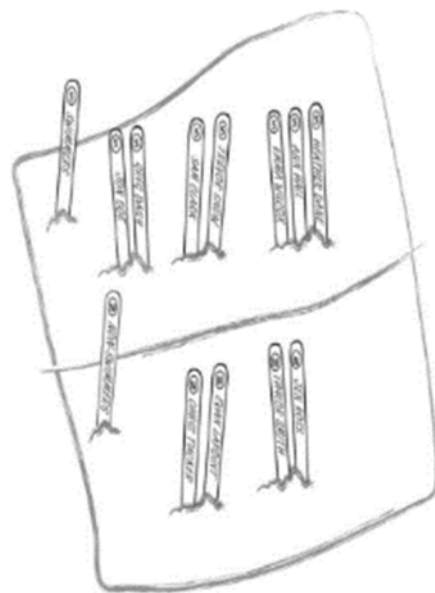
- 3) "The third rule is to make sure where we are swimming is safe. A **Safe Area** means that all swimming areas must be carefully inspected and prepared for safety prior to each activity. Water depth, quality, temperature, movement, and clarity are important considerations. Hazards must be eliminated or isolated by conspicuous markings and discussed with participants. Another Safe Area issue is 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 non-swimming activities."
- 4) "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."
- 5) "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."
- 6) "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 BSA swim classification tests. The swimming area will be marked by ability groups and you cannot 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."
- 7) "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."
- 8) "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."



◆ **Activity 2: Safely Into The Swimming Area (Requirement 2:** *"Demonstrate how to enter the swimming area properly."*) (Parent leader: \_\_\_\_\_)

- 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.

- 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.
- Buddy tags and portable or homemade “buddy boards”.
  - At a pool or a state park lake while you’ll be sure to have Qualified Supervision and the other elements, you may not have a big wooden buddy board or “buddy tags”.
- But you have alternatives:
  - A simple list of names on a piece of paper is adequate for tracking those in the water and their ability classification. Have nonswimmer, beginner and swimmer sections of the sheet, write the names of buddies as they enter in their ability area, and scratch them off when they leave.
  - Other options include tongue depressors stuck in the sand, or wooden clothespins strung on a line. Use waterproof markers are used to print names and color the ends by ability groups.
- Here’s a tongue depressor system description:
  - Prior to the trip, each camper’s full name and assessed swimming ability is written (with permanent marker) on a tongue depressor to be used in a similar way as a buddy tag.
  - At the site, an area on the ground near the beach is selected to serve as the “buddy board” and nonswimmer, beginner and swimmer areas are scratched or scraped into the soil or outlined with sticks on the ground.
  - Each camper’s tongue depressor is stuck into the ground next to his/her buddy’s and in the assigned swimming area.
  - When buddy pairs change swimming areas or exit the water, their tongue depressors are relocated to the new area or removed from the ground.
- Once everyone has entered the swimming area safely, 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.
  - Go buddy group by buddy group, and have Scouts repeat the entry method demonstrated to them.



◆ **Activity 3: In The Water With Your Buddy (Requirement 3:** *“With your Tiger adult partner as your buddy, be active in water depths matching your ability for 20 minutes.”*) (Parent leader: \_\_\_\_\_)

- Cub Scouts buddy with their Adult Partner when they get into the water.
- Identify swim ability group for each Scout and Adult Partner. Scouting designates swimmers, beginners or nonswimmers based on swimming ability confirmed by standardized swim classification tests.
  - Each group is assigned a specific swimming area with depths consistent with those abilities.
  - The classification tests should be renewed annually, preferably at the beginning of the season.
  - You have to assume that all are “nonswimmers” unless the Scouting swim test is conducted (scroll down to the bottom of Adventure Resources for the tests to be deemed a “beginner” or a “swimmer”).
- From Scouter Mom’s [page on this Adventure](#), here are fun group activities which are even appropriate in the shallow section, suitable for Tigers and their adult partners:
  - **Treasure Hunt:** Scatter some waterproof toys or items on the bottom of the shallow end. Have the Tigers and their partners search for these items together.
  - **Pass the Ball:** Use a beach ball or a soft water ball to play a game of pass or keep-away. This helps build water comfort and teamwork skills.



- **Duck, Duck, Splash:** A watery version of “Duck, Duck, Goose”. Instead of running, the Tiger taps heads and says “duck” until they choose someone and say “splash”, then gently splash water towards them before that Scout chases them around a circle formed by other players.
- **Simon Says:** Play “Simon Says” with simple water-based actions like “splash water”, “float on your back”, or “kick your legs”.
- **Follow the Leader:** Have an adult lead a line of Tigers around the shallow end, doing different simple water movements like arm circles, leg kicks, or walking through the water.

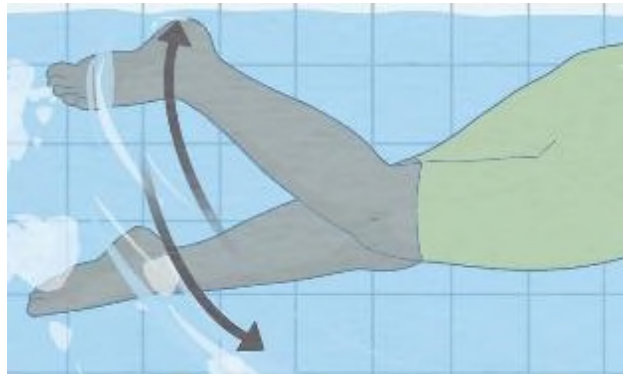
◆ **Activity 4: Forever Blowing Bubbles (Requirement 4: “Place your face in the water and blow bubbles.”)** (Parent leader: \_\_\_\_\_)

- Blowing bubbles is an exercise to help Scouts get comfortable in the water.
- Scouts who have not learned to hold their breath in the water may be afraid of being unable to breathe.
- Have Scouts and adult partners together in the nonswimmer area where everyone can stand.
  - Have adult partners work with their 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 Scout comfortable with their head in the water.
  - Remember that the Cub Scout motto is “Do Your Best” once a Cub Scout has demonstrated their best, they have completed the requirement.
- From Scouter Mom’s [page on this Adventure](#), to make this fun and less intimidating for Tigers who might be hesitant, here are some suggestions:
  - **Bubble Contest:** Turn it into a game by seeing who can make the most bubbles or the biggest bubble. This adds a playful challenge.
  - **Imaginary Play:** Encourage them to pretend they are fish or sea creatures blowing bubbles underwater. This can spark their imagination and make the activity more engaging.
  - **Practice Outside the Pool:** Start practicing blowing bubbles in a bowl of water at home to build confidence before trying in the pool.
- P.S.: once Scouts are comfortable in the water, and going underwater, do not encourage blowing out bubbles – that makes them less buoyant, and swimmers need air and buoyancy to float!



◆ **Activity 5: Flutter Kick (Requirement 5: “Demonstrate a flutter kick.”)** (Parent leader: \_\_\_\_\_)

- Have Cub Scouts and adult partners together in the nonswimmer area and have Cub Scouts face the side of the pool and place both hands on the edge of the pool.
  - Have adult partners work with their Cub Scouts to kick their legs while holding onto the edge.
  - Have adult partners encourage Cub Scouts to continue kicking until their body becomes horizontal.
- Remember that the Cub Scout motto is “Do Your Best” once a Cub Scout has demonstrated their best, they have completed the requirement.



◆ **Activity 6: Out Of The Water, Safely (Requirement 6: “Demonstrate how to exit the swimming area properly.”)** (Parent leader: \_\_\_\_\_)

- In a pool or dock in a lake, if you’re not using a ladder to get out, follow these steps:
  - In the pool, grab onto the wall with two hands [please emphasize BOTH hands!]
  - Put one elbow on top of the edge of the pool or dock.
  - Bring their other elbow up on the edge.
  - Pull their body up so that their tummy is laying on the edge of the pool.
  - Have them put their knee on the ledge and push up to a safe exit of the pool.
- 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 checking out at the buddy board (picking up your buddy tag) when you exit the swimming area allows everyone to know that there no longer people in the pool.
  - Have Cub Scouts pick up their buddy tags from the buddy board or otherwise follow your checkout protocol if you’re using a list or other system.
- Once everyone has exited the swimming area safely ask 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.

**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a “Living Circle”.

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that’s what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack’s tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/tigers-in-the-water/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

Those “Activity Card” pages are linked below – along with the “Key” scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How “Supply Intensive”; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being “most”. Note that while that website page says “Choose one of the following” before the “Activity Cards”, what that means is “Choose one of the following – *or do some other activity that will meet the Requirement*”, because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what’s below or other ways to complete the requirement in easier ways.

**1. Learn about the swimming safety rules that you need to follow.**

- [Tiger Safe Swim Defense](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**2. Demonstrate how to enter the swimming area properly.**

- [Swim Area Safety](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**3. With your Tiger adult partner as your buddy, be active in water depths matching your ability for 20 minutes.**

- [Go Swimming](#) (Travel; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**4. Place your face in the water and blow bubbles.**

- [Bubbles in the Water](#) (Travel; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**5. Demonstrate a flutter kick.**

- [Flutter Kicking](#) (Outdoor/Travel; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**6. Demonstrate how to exit the swimming area properly.**

- [Swim Time Is Over](#) (Outdoor/Travel; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**Scouting America Swimming Tests:**

- “Swimmers” pass this test:
  - Jump feet first into water over the head in depth.
  - Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke.
  - The 100 yards must be completed in one swim without stops and must include at least one sharp turn.
  - After completing the swim, rest by floating.
- “Beginners” pass this test:
  - Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface.
  - Stop, turn sharply, resume swimming and return to the starting place.
- Anyone who has not completed either the beginner or swimmer tests is classified as a nonswimmer.

# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Tiger Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



**Assemble** (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

**Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?**

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

## Tiger – 1st Grade

# Let's Camp Tiger

A "Camping" Adventure

**ELECTIVE** (2 "electives" are needed to earn the Rank of Tiger)



## Snapshot of Adventure

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

Along the way, they'll learn about the buddy system when in the outdoors, what to wear for the weather, the Cub Scout Six Essentials, and at least one camping skill – "*knowing how to use a flashlight is a fine skill*", says anyone who got a bright beam of light in the eyes!



The QR Code above takes you to [scouting.org/cub-scout-adventures/lets-camp-tiger/](https://scouting.org/cub-scout-adventures/lets-camp-tiger/) ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

1. Learn about the buddy system and how it works in the outdoors.
2. Before going on the overnight campout, discuss what type of weather is expected and what type of clothes you should wear.
3. Pack up your Cub Scout Six Essentials for the campout.
4. Learn a camping skill.
5. Attend a council or district Cub Scout overnight camp or attend a campout with your pack.



# Meeting Plan

**Does this take one Meeting to complete – or more?** It's up to the Parents / Leaders! As written, you can do this in a single session at a campout (or break it up during the campout – you'll be there for a while). You might also split into two sessions and do the first four requirements in advance of the campout.

**PREPARATION (and materials needed):** Read the Let's Camp Tiger adventure in the Tiger Handbook.

- Key is to decide where to go on your campout ... and to be sure your Pack has planned for a fun and safe campout. This plan is not a full campout plan ... just the Adventure plan. Also: an overnight campout is not a "single den" activity – it needs to be a Pack activity, but all dens can do their own "Let's Camp" Adventure.
  - Communicate with the families about when and where you will go, and what they need to bring.
  - [This checklist](#) might help families know what to bring, but you may see other items need in your locale.
  - For this Adventure, at home work before the campout will include Requirements 2 ("*discuss what type of weather is expected and what type of clothes you should wear*") so that they can pack properly and Requirement 3 ("*Pack up your Cub Scout Six Essentials for the campout*").
  - The Six Essential are: first-aid kit, filled water bottle, flashlight, trail food, sun protection, and whistle.
- To develop a full fun and safe campout plan ... attend Basic Adult Leader Outdoor Orientation (BALOO).
  - This one-and-a-half day course is an introduction to the Cub Scout outdoor program for leaders interested in adding a camping component to their Pack activities.
  - [BALOO training](#) consists of an online pre-requisite component (found in [my.scouting.org](#)) in addition to an overnight hands on practical experience with other Cub Scout Leaders.
  - Completion of this course is mandatory for a minimum of one adult on a Pack overnighter.
- Other items you should bring for this Adventure:
  - Smart device with internet access and a weather app.

**GATHERING:** A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe have the Scouts recite the Outdoor Code:  
*"As an American, I will do my best to: / Be clean in my outdoor manners, / Be careful with fire,  
/ Be considerate in the outdoors, / Be conservation minded."*

**ACTIVITIES** (See also other Activities linked at Adventure Resources – use those if you like them):

◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Campout Buddy System (Requirement 1: "Learn about the buddy system and how it works in the outdoors.")** (Parent leader: \_\_\_\_\_)

- Learn about the buddy system and how it works on your campout.
  - The buddy system is when two Cub Scouts work together, share, and keep each other safe.
    - The den leader decides how buddies are paired.
    - You cannot change buddies unless the den leader approves and everyone knows their new buddy.

- Having a buddy is very important when you are doing an activity outdoors.
  - When you have a buddy, you are not to let your buddy out of your sight.
- Each Scout picks a “buddy” for the duration of the event. (If you have an uneven number of Scouts, put three together in one group.)
- 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.



◆ **Activity 2: Campout Weather + Clothes (Requirement 2: “Before going on the overnight campout, discuss what type of weather is expected and what type of clothes you should wear.”)** (Parent leader: \_\_\_\_\_)

While this needs to be done at home in advance to pack properly, an on-site review is worthwhile.

- To do this, use a smart device with internet access and a weather app.
- Discuss with the Scouts that we’re going look at what the weather will be like for the rest of the campout.
- Pull up the weather app and set the location for where the campout will be held. Look for the forecast.
  - When doing this before the campout, discuss what everyone will they need to bring on the campout based on the forecast.
  - When doing this at the campout, discuss whether there are changes they need to make (gear to pull out) based on the more current forecast.

◆ **Activity 3: Pack Your Six Essentials (Requirement 3: “Pack up your Cub Scout Six Essentials for the campout.”)** (Parent leader: \_\_\_\_\_)

- Here’s the Cub Scout Six Essentials (for more, see: <https://vimeo.com/498051015>):
  - **First-aid kit:** adhesive bandages, moleskin, gauze, antibiotic ointment, etc.
  - **Water bottle:** filled and large enough to last until it can be filled again.
  - **Trail food:** can be made as a den activity prior to hike or campout.
  - **Sun protection:** sunscreen of SPF 30 or greater and a hat
  - **Flashlight:** small, for emergency use only
  - **Whistle:** also for emergency use only



- **OPTION:** if you like this, you can play [Six Essentials Scavenger Hunt](#) or [Six Essentials Shopping Spree](#) from the Adventure Resources at the end of this Plan.

◆ **Activity 4: Learn Camping Skills (Requirement 4: “Learn a camping skill.”)** (Parent leader: \_\_\_\_\_)

- A “camping skill” need not be building some pioneering tower ... Scouts will need to use (maybe *finally* use) one of the Six Essentials – a flashlight. See the Adventure Resources at the end of this Plan for more.

Review flashlight etiquette:

- 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.
- Hide the light source (bulb or filament) from view to reduce the harshness and impact on night vision.
- To see better and not have harsh light in your eyes, you could bounce the light off the ceiling of your tent, pop-up or pavilion.



◆ **Activity 5: Attend a Campout (Requirement 5: “Attend a council or district Cub Scout overnight camp or attend a campout with your pack.”)** (Parent leader: \_\_\_\_\_)

- Simple: attend your campout, follow the instructions of your campout leader, and have fun.
- The Requirement says “attend” but does not specify that you must camp overnight. We want you to, but if that’s beyond what the family is ready to do, the requirement is satisfied if you attend. “Do Your Best!”

**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a [“Living Circle”](#).

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that’s what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack’s tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

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

- [Back to Back Buddies](#) (Indoor; 3 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)
- [Who is Being A Buddy?](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

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

- [What is the Weather Like There?](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [What to Wear? What to Wear? When Camping](#) (Indoor; 5 of 5 Energy; 4 of 5 Supplies; 2 of 5 Prep Time)

**3. Pack up your Cub Scout Six Essentials for the campout.**

- [Six Essentials Scavenger Hunt](#) (Indoor; 4 of 5 Energy; 4 of 5 Supplies; 2 of 5 Prep Time)
- [Six Essentials Shopping Spree](#) (Indoor; 3 of 5 Energy; 4 of 5 Supplies; 2 of 5 Prep Time)

**4. Learn a camping skill.**

- [Flashlight Tiger Hunt](#) (Outdoor; 3 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [My First Knot](#) (Indoor; 3 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [Tent Time!](#) (Indoor; 4 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

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

- [Council Camping Tiger](#) (Outdoor/Travel; 5 of 5 Energy; 5 of 5 Supplies; 5 of 5 Prep Time)
- [Pack Camping Tiger](#) (Outdoor/Travel; 5 of 5 Energy; 5 of 5 Supplies; 5 of 5 Prep Time)

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## Tiger – 1st Grade

# Champions For Nature Tiger

A “Recycling and Conservation” Adventure

**ELECTIVE (2 “electives” are needed to earn the Rank of Tiger)**



## 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



The QR Code above takes you to [scouting.org/cub-scout-adventures/champions-for-nature-tiger/](https://scouting.org/cub-scout-adventures/champions-for-nature-tiger/) ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

1. Discover the difference between renewable natural resources and non-renewable natural resources.
2. Learn about the 3 R's: Reduce, Reuse, Recycle.
3. Discover what happens to the garbage in your community
4. Participate in a conservation project.



# Meeting Plan

**Does this take one Meeting to complete – or more?** It's up to the Parents / Leaders! You might squeeze this into a single session but to really engage in the recycling investigations, many might do the instruction part in one meetings (add some fun games), or two if you do a site visit, and the conservation project separately (perhaps with the entire Pack – every rank has a "Champions For Nature" Adventure with a service project).

**PREPARATION (and materials needed):** Read the Champions For Nature Tiger adventure in the Handbook.

- Determine and share your Service Project for Activity 4 (Requirement 4).
  - Your den families, Chartered Organization, and local schools and places of worship may have great options – other ideas in the Adventure Resources.
  - This District page has many Service Project ideas: [southfultonscouting.com/node/4509](http://southfultonscouting.com/node/4509)
- Determine and share your plan for the other recycling and trash collection Requirements.
  - A trip to a garbage facility with an arranged tour or Q + A session would be terrific, but needs planning.

## A Tip About Den Meetings (especially dens of younger Scouts):

- Which is better? Classroom or Playground? **Yes, Playground!**
  - Better for the Scouts – they'll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is "A Game with a Purpose", maybe Tiger Dens are "A Play Date with a Purpose" – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can share hosting at new playgrounds.



**GATHERING:** A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

**ACTIVITIES** (See also other Activities linked at Adventure Resources – use those if you like them):

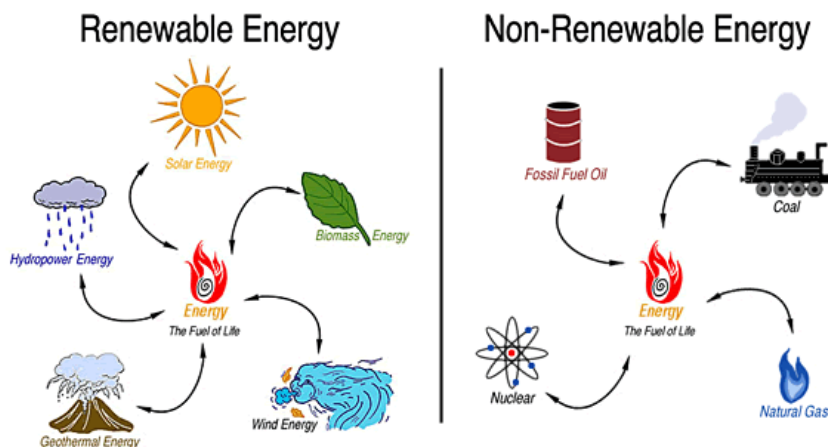
◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Renewable and Non-Renewable Resources (Requirement 1: "Discover the difference between renewable natural resources and non-renewable natural resources.")** (Parent leader: \_\_\_\_\_)

Gather Scouts and discuss what makes a natural resource renewable.

- Items made from wood are renewable natural resources, like pencils, chopsticks, paper, cardboard boxes, books, and toothpicks.
  - Also items made from cotton or wool – those are renewable natural resources, like socks, t-shirts, towels, sweaters, canvas bags, sheets and pillowcase.
- Items made from glass or aluminum are non-renewable natural resources, like soda cans, glass jars, aluminum foil, cans, aluminum roasting pan, glass bottles.

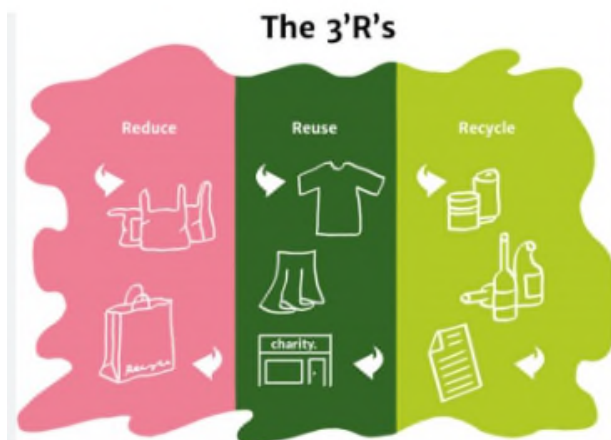
- Also items made from stone – those are non-renewable natural resources, like bricks, ceramic coffee mugs, floor tiles, costume jewelry, ceramic bowls, and marble.
- A renewable natural resource is something that can be used over and over again and cannot be used up or it can be renewed in the same time frame or shorter than it is used.
- For example, wind and solar power can be used repeatedly.
  - Coal, gasoline and fuel oil, and natural gas cannot be reused.
- Things like cotton or bamboo are things that can regrow at a faster rate than we use it.



◆ **Activity 2: The 3 R's: Reduce, Reuse, Recycle (Requirement 2: "Learn about the 3 R's: Reduce, Reuse, Recycle.")** (Parent leader: \_\_\_\_\_)

The Adventure Resources have [Reduce, Reuse, or Recycle?](#) game, [Solar Powered S'more Oven](#) (which would be excellent) plus a [The 3 R's of Our Den Meeting Space](#). You might like one, maybe none, but either way you'll probably review this information, starting with sharing with the Scouts that a Scout is Thrifty.

- Ask them what being thrifty means to them and allow them to use their handbooks for a definition.
  - A Scout is THRIFTY. Work to pay your own way. Don't be wasteful. Use time, property, and natural resources wisely. Inform the Scouts that since we want to be thrifty and not waste, one way we can reduce or eliminate waste is by the 3 R's of recycling – reduce, reuse, recycle.
  - Inform the Scouts that we can reduce the amount of something we use.
  - We can reuse things a second time either for the same purpose they were designed for or to use them in a different way.
  - We can recycle things by breaking them down into their raw materials and making something new from them.
- Discuss how Scouts can reduce the amount of things they use.
  - Food – only make or order what you will eat, save leftovers, and eat them.
  - Water – turn the water off when brushing your teeth or when washing your hands.
  - Electricity – turn lights and other electronic devices off when not using them.



◆ **Activity 3: Where Does It Go? (Requirement 3: "Discover what happens to the garbage in your community.")** (Parent leader: \_\_\_\_\_)

The Adventure Resources have two different activities on a trip to a garbage or recycling facility. Both would be excellent and interesting.

- What if you don't have an option to do either?
- Perhaps find a family in your Den that is really into recycling and what the garbage process is – a recycling family has probably done their homework.
- 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 – if the facility has a separate process for those items.
- Some may be used for waste-to-energy facilities.
- Some will be sent to landfills.



◆ **Activity 4: Conservation Service Project (Requirement 4: “Participate in a conservation project.”)** (Parent leader: \_\_\_\_\_)

- Pick a service project that will be helpful in your Community and meaningful to your Scouts.
  - Two options are linked in the Activities linked at Adventure Resources – use those if you like them.
  - This District page has many Service Project ideas: [southfultonscouting.com/node/4509](https://southfultonscouting.com/node/4509)



- Participate in your service project. Be sure all families know when and where to meet, what to bring, and what you’ll do. Check to be sure you have all needed materials, which will depend on your project.
- Take pictures and video of your Scouts and families serving, and share with your Chartered Organization, Schools, places of worship, and elsewhere in your community.

◆ **Activity 5: [OPTION: Fun Game We Like** (Parent leader: \_\_\_\_\_):

If this meeting is too dry or the games in the Activity Cards in Adventure Resources don’t resonate with you as something your Scouts will like, you can turn up the “Fun Meter” and play a game or some other Fun Activity you like. Some [Ideas Here](#).



**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a [“Living Circle”](#).

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that’s what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack’s tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/champions-for-nature-tiger/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

Those “Activity Card” pages are linked below – along with the “Key” scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How “Supply Intensive”; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being “most”. Note that while that website page says “Choose one of the following” before the “Activity Cards”, what that means is “Choose one of the following – *or do some other activity that will meet the Requirement*”, because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what’s below or other ways to complete the requirement in easier ways.

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

- [Identify Renewable and Non-renewable](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Renewable Resource Walk](#) (Outdoor; 4 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Renewable Show and Tell](#) (Indoor; 2 of 5 Energy; 4 of 5 Supplies; 3 of 5 Prep Time)

**2. Learn about the 3 R’s: Reduce, Reuse, Recycle.**

- [Reduce, Reuse, or Recycle?](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Solar Powered S’more Oven](#) (Outdoor; 3 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [The 3 R’s of Our Den Meeting Space](#) (Indoor; 3 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

**3. Discover what happens to the garbage in your community**

- [Den Outing to Waste Management](#) (Travel; 2 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)
- [The Journey of a Piece of Garbage](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**4. Participate in a conservation project.**

- [Clothing Drive – Reuse](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 4 of 5 Prep Time)
- [Plant It and the Butterflies will Come](#) (Outdoor; 4 of 5 Energy; 4 of 5 Supplies; 5 of 5 Prep Time)
- [Plastic Bottle Planter – Reuse](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)



# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Tiger Adventures Den Meeting Resources](#) found at [Scouting.Org](#) and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



**Assemble** (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

**Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?**

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

## Tiger – 1st Grade

# Sky Is The Limit

A “Science” Adventure

**ELECTIVE** (2 “electives” are needed to earn the Rank of Tiger)



## Snapshot of Adventure

Astronomy is the focus of this Adventure as Tigers explore the night sky and discover constellations.



The QR Code above takes you to [scouting.org/cub-scout-adventures/sky-is-the-limit/](https://scouting.org/cub-scout-adventures/sky-is-the-limit/) ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

1. **Observe the night sky with your den or Tiger adult partner. Talk about the items you see or might see there.**
2. **Look at distant objects through a telescope, binoculars, or camera. Show how to focus the device you choose.**
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.**
4. **Create a homemade model of a constellation.**

# Meeting Plan

**Does this take one Meeting to complete – or more?** It's up to the Parents / Leaders! As written, you can do this in a single session, but some may want to do this in more than one session, maybe splitting the "observe/look" in 1 + 2 from the "creating" in 3 + 4 and adding fun games as needed.

**PREPARATION (and materials needed):** Read the Sky Is The Limit adventure in the Tiger Handbook.

- Determine where and how the "observe/look" in 1 + 2 will take place.
  - A visit to a planetarium, observatory, science museum, astronomy club, or college or high school astronomy teacher would be terrific, but you can observe the night sky on your own from a clear area with little "light pollution".
  - Maybe a local astronomy club would help you: <https://nightsky.jpl.nasa.gov/club-map.cfm>
  - Share plans with families – location, requested equipment to share (like a telescope or binoculars).
  - Check the forecast for an evening that is projected to have clear skies and adjust as needed.
- If you're leading this are not an astronomy buff, please become familiar with identifying items in the night sky like stars, planets, and satellites.
- Part of the preparation is to determine what viewing equipment you'll use – a telescope or binoculars or a camera. Determine how to use the equipment and how to explain the use to Scouts.
  - You may have multiple viewing devices ... ideally arrange for multiple parents to work with Scouts.
- You'll need supplies like paper, crayons and maybe more for the "creating" in Activities 3 + 4.

## A Tip About Den Meetings (especially dens of younger Scouts):

- Which is better? Classroom or Playground? **Yes, Playground!**
  - Better for the Scouts – they'll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is "A Game with a Purpose", maybe Tiger Dens are "A Play Date with a Purpose" – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can share hosting at new playgrounds.



**GATHERING:** A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

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- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

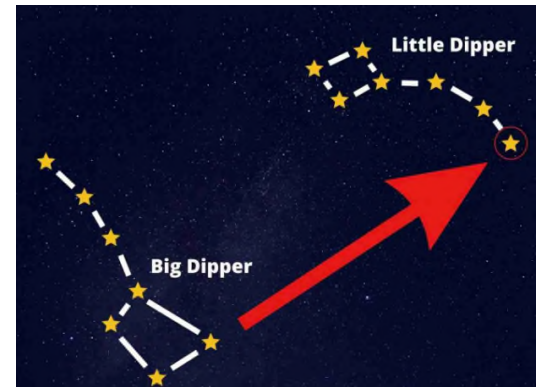
**ACTIVITIES** (See also other Activities linked at Adventure Resources – use those if you like them):

◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

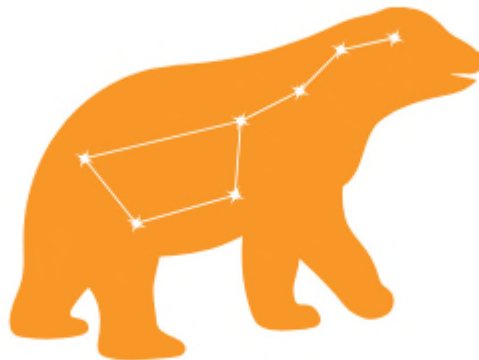
◆ **Activity 1: Look! Up in the Night Sky! (Requirement 1: "Observe the night sky with your den or Tiger adult partner. Talk about the items you see or might see there.")** (Parent leader: \_\_\_\_\_)

Gather Scouts and adult partners and share with them how to identify stars, planets and satellites in the night sky, ideally with telescope, binoculars or a camera.

- **Stars** 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 thousands of years to find their way on land and at sea.
- One of these stars is called the North Star. It is not very bright. But it is an important star to be able to pick out.
  - It is located almost directly above the North Pole.
  - People could figure out which direction was north from this one star!
- To find the North Star, first look for the group of stars (a “constellation”) 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.
- Many can find the Little Dipper by first locating the brighter “Big Dipper”.
  - The far side of the dipper (or bowl) part of the “Big Dipper” is pointing at the North Star.
  - If you run an imaginary line between those two stars, upwards out of the dipper (or bowl) for approximately 5 times the distance between the two stars, you’ll find the North Star.
- **Constellations** go by many names ... we used “Big Dipper” and “Little Dipper”, but some call them “Great Bear” (*Ursa Major*) and “Little Bear” (*Ursa Minor*) because that’s what they looked like to many viewers!
  - Another bright constellation is “Orion”, named after the hunter in Greek mythology. It is most visible from November to February in North America (but somewhat visible from August through April).



Orion



Ursa Major  
(Big Dipper)  
(Great Bear)



Ursa Minor  
(Little Dipper)  
(Little Bear)

- Two of the ten brightest stars in the sky are located in Orion — Rigel (Beta Orionis), located at the left knee, and Betelgeuse (Alpha Orionis), located at the right shoulder.
- **Planets** can often be seen in the night sky without a telescope.
  - Mercury, Venus, Mars, Jupiter and Saturn are the most common planets visible 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 “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’ll see that they change position in the sky a little bit every day.
- **Satellites** can be spotted by their speed across the night sky.
  - 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.
- **Our Moon** is the most obvious and visible object in the night sky. Ask what shape is the moon in?
  - Share with the Scouts that the Moon looks different at different times because at times the Moon is between the Earth and the Sun.
  - When 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.

Can you find the moon? What shape is it right now?



- Share with the 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 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.



◆ **Activity 2: A Closer View (Requirement 2:** *“Look at distant objects through a telescope, binoculars, or camera. Show how to focus the device you choose.”*) (Parent leader: \_\_\_\_\_)

The Adventure Resources has a viewing activity with a telescope – but you can do this with binoculars or a camera if you can’t get access to a telescope.

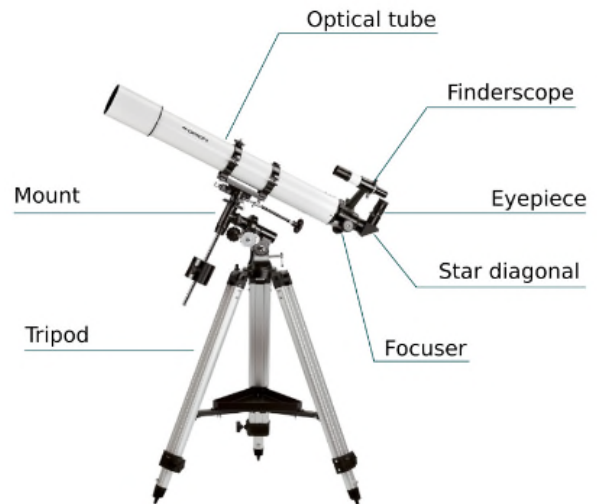
- Become familiar with the parts of the equipment you will be using and share that information with the Scouts and any other attendees.

#### Binoculars Parts



Anatomy of a Binocular (Pic courtesy: Olympus Asia)

#### Telescope Parts



- Become familiar with the use of the equipment by following the owner’s manual and share that information with Scouts and attendees.
  - Proper setup.
  - How to aim the telescope at an object to view.
  - How to focus.
  - How to change the magnification.
- One at a time (for each device, if you have more than one), allow each Scout and adult partner to look through the telescope and look at the moon and/or other items and have them demonstrate how to focus.

◆ **Activity 3: Constellation Identifications (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.”*) (Parent leader: \_\_\_\_\_)

The Adventure Resources has an activity with a book of constellations made from the Tiger Handbook, which may be fun – but you can do the “create a picture” with one drawing (and no need for a book).

- Note that if it’s cloudy or otherwise you don’t need to see the stars in the sky ... though that is better.
  - Whether going outside or looking in books or online, be able to assist Scouts and adult partners in identifying constellations.
- A constellation is a group of stars that makes an imaginary shape in the night sky. But who named them? Who saw a group of stars and also saw the story behind them?
  - People like Scouts and their adult partners – except they did this thousands of years ago.
  - Constellations were named after characters in Greek myths (stories), people, animals, and objects.
  - They connected the dots of stars to see the animal or image in the group of stars that gives the constellation its name.
- Gather the Scouts and inform them that they will be identifying constellations and drawing at least one.

- Have them work with their adult partner to identify and create a picture of one or more constellations.
- Have Scouts share what they have learned about the constellations.
- Have Scouts and adult partners draw a picture of one of the constellations.
- *Optional:* If you want to let the Scouts get creative, ask them: can you look at the stars and see your own story in the sky? Can you make up your own constellation? And give it a name?  
     *Why not? You've got plenty of imagination.*
  - Look in night sky. Do any of the stars look like something? One of your toys, or a pet? A car? A boat?
  - Give your constellation a name and a story. Draw a picture of **your** constellation.
  - Create a story about how your constellation got its name.
  - Share your picture and story with your den.
  - This is exactly how ancient people made up constellations – the night sky was their Television!

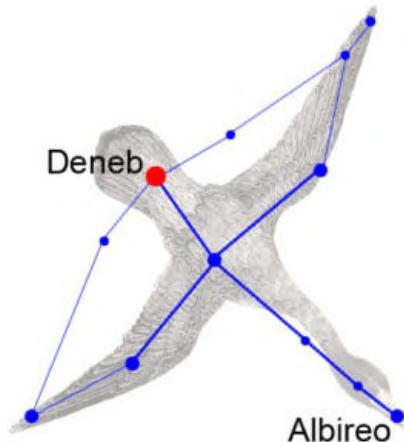
◆ **Activity 4: Constellation Creations (Requirement 4: "Create a homemade model of a constellation.")**

(Parent leader: \_\_\_\_\_)

The Adventure Resources offers [Can-stellation](#) (metal can constellation) and [Glowing Constellation](#) (glow in the dark paint), each of which may be lots of fun – you could use more craft ideas like chalk and star stickers or Tinkertoy – but we'll go with [Edible Constellation](#) (marshmallows + pretzel sticks) because: *yum!*

- If you want a healthier constellation snack, the Activity Card suggests grapes with toothpicks.
- That Activity Card calls for everyone to do Orion (classic), but you could do any constellation.

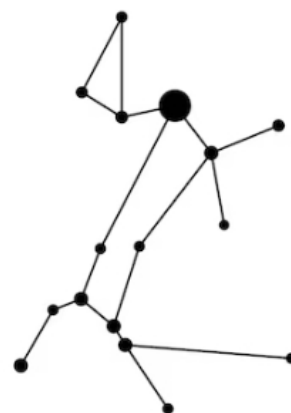
**Cygnus (the Swan)**



**Cassiopeia (a queen)**



**Canus Major (big dog)**



- Make a model of a constellation by using marshmallows as the stars and pretzel sticks to connect them.
  - Use a full pretzel stick for long sections, and cut pretzel sticks to size for small sections.
  - Connect each section with a marshmallow to represent a star in the constellation.
- After showing the constellation, feel free to have it as a snack!

◆ **Activity 5: [OPTION: Fun Game We Like (Parent leader: \_\_\_\_\_):**

If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the "Fun Meter" and play a game or some other Fun Activity you like. Some [Ideas Here](#).



**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a ["Living Circle"](#).

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Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack's tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and "Activity Card" options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/sky-is-the-limit/>. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

- 1. Observe the night sky with your den or Tiger adult partner. Talk about the items you see or might see there.**
  - [Night Sky Scavenger Hunt](#) (Outdoor; 2 of 5 Energy; 4 of 5 Supplies; 5 of 5 Prep Time)
- 2. Look at distant objects through a telescope, binoculars, or camera. Show how to focus the device you choose.**
  - [I Can See the Stars](#) (Outdoor; 2 of 5 Energy; 4 of 5 Supplies; 5 of 5 Prep Time)
- 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.**
  - [Pictures in the Sky](#) (Outdoor; 2 of 5 Energy; 2 of 5 Supplies; 5 of 5 Prep Time)
- 4. Create a homemade model of a constellation.**
  - [Can-stellation](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 3 of 5 Prep Time)
  - [Edible Constellation](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
  - [Glowing Constellation](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 3 of 5 Prep Time)

# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Tiger Adventures Den Meeting Resources](#) found at [Scouting.Org](#) and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



**Assemble** (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

**Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?**

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

**Tiger – 1st Grade**

## Tech All Around

A "Technology" Adventure

**ELECTIVE** (2 "electives" are needed to earn the Rank of Tiger)



### 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.



The QR Code above takes you to [scouting.org/cub-scout-adventures/tech-all-around/](https://scouting.org/cub-scout-adventures/tech-all-around/) ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to a District page with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

1. **Discover technology around your home, meeting place, or neighborhood.**
2. **Discover ways that digital technology can make life easier.**
3. **Identify an item of digital technology you use at home. Demonstrate to your adult partner how you use it safely.**
4. **With your parent or legal guardian, set up a policy for digital devices.**



# Meeting Plan

**Does this take one Meeting to complete – or more?** It's up to the Parents / Leaders! As written, you can do this in a single 60 minute session, but since it's dry stuff, you might layer in games and fun.

**PREPARATION (and materials needed):** Read the Tech All Around adventure in the Tiger Handbook.

- For the Requirements, decide how you'll do these and make it interesting ... specifically:
  - For Requirement 1, if you'll do [Tigers Hunt for Technology](#), do a test walk to identify what technology you see, especially outside your meeting place.
  - For Requirement 2, do you want to try charades or just talk. Or have an older adult talk.

## A Tip About Den Meetings (especially dens of younger Scouts):

- Which is better? Classroom or Playground? **Yes, Playground!**
  - Better for the Scouts – they'll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is "A Game with a Purpose", maybe Tiger Dens are "A Play Date with a Purpose" – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can share hosting at new playgrounds.



**GATHERING:** A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

**ACTIVITIES** (See also other Activities linked at Adventure Resources – use those if you like them):

◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Technology Around Us (Requirement 1:** "Discover technology around your home, meeting place, or neighborhood.") (Parent leader: \_\_\_\_\_)

The Adventure Resources offers [Technology at Home](#), which is a Tiger Handbook coloring exercise, and [Tigers Hunt for Technology](#), which at least gets Scouts scouting out their space and neighborhood. Let's walk.

- Gather the 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.
- Take a walk around your meeting location (inside and outside, maybe a brief walk around the neighborhood) and identify what type of technology is around.
  - Have Scouts work with their adult partners to complete the scavenger hunt activity –
  - You can use (or recreate) the scavenger hunt sheet found in [Tigers Hunt for Technology](#) that shows items like
    - ◆ Surveillance Camera ◆ Street Light ◆ Doorbell Camera ◆
    - Garbage Truck ◆ Crosswalk Sign ◆ Electronic Signboard ◆
    - Traffic Signal ◆ Self-Checkout ◆ Garage Door Opener ...



- Or skip the worksheet and just let Scouts find and share technology items and describe what it does.

◆ **Activity 2: Making Technology Work For Us (Requirement 2: “Discover ways that digital technology can make life easier.”)** (Parent leader: \_\_\_\_\_)

The Adventure Resources offers [Technology Charades](#) (a game), and [The Way It Was](#) (a chat) – either works. Or a hybrid, taking the content from each, like:

**How We Used To Do Things**

Washing dishes by hand  
Washing clothes by hand  
Hanging out clothes to dry  
Writing a letter by hand  
Playing a game of cards  
Riding a horse  
Keeping warm by a fire  
Keeping cool with a hand fan  
Candles for light  
Sawing something by hand  
Cooking over a fire

**How We Can Do Things Now**

Dishwasher  
Washing machine  
Dryer  
Sending a text  
Video game  
Driving a Car  
Heater  
Air conditioning  
Electric Lights, Flashlights  
Table saw or electric saw  
Stovetops / Oven / Microwave



Or gather the Scouts and adult partners and have 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. Maybe some of the examples above, and maybe questions like these:

- How did your parents talk to a friend after school? How do you talk to your friends now?
- What things in the kitchen would your parents use for meals? What things do you use to make meals?
- How did your parents keep track of birthdays, holidays, and other events? How do you keep track?
- How did your parents learn about a topic in school? How did you learn? How do students learn today?
- What is one of your favorite pieces of technology that makes your life easier?

◆ **Activity 3: Digital Technology Safety (Requirement 3: “Identify an item of digital technology you use at home. Demonstrate to your adult partner how you use it safely.”)** (Parent leader: \_\_\_\_\_)

The Adventure Resources offers [Be Safe with Technology Tiger](#), a Tiger Handbook exercise about technology safety at home, digital and otherwise.

- Or you can lead a discussion about how to use technology safely, and let the Scouts comment. After all, every parent has had to consider how to “child proof” their home for safety ... now a time to update that!
- For each example you share, have Scouts describe why a technology use was done safely or if it was unsafe, how it should be done, or why it was dangerous.

◆ **Activity 4: New Rules: Family Technology Safety Policy (Requirement 4: “With your parent or legal guardian, set up a policy for digital devices.”)** (Parent leader: \_\_\_\_\_)

- Gather the 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 our rules are about digital devices.
- Ask adult partners who are willing to share what their family rules are about technology with the group. After each adult partner has shared have each Scout discuss their family rules about digital devices.
- To help guide the conversations consider questions like “Where digital devices are allowed?” and:
  - What time during the day 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 that the family is safe from strangers?
- 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 defined consequences for breaking the rules?

◆ **Activity 5:** [OPTION: Fun Game We Like (Parent leader: \_\_\_\_\_)]:

If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the "Fun Meter" and play a game or some other Fun Activity you like. Some [Ideas Here](#).



**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a ["Living Circle"](#).

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack's tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and "Activity Card" options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/tech-all-around/>. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

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**1. Discover technology around your home, meeting place, or neighborhood.**

- [Technology at Home](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)
- [Tigers Hunt for Technology](#) (Outdoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**2. Discover ways that digital technology can make life easier.**

- [Technology Charades](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [The Way It Was](#) (Indoor; 1 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

**3. Identify an item of digital technology you use at home. Demonstrate to your adult partner how you use it safely.**

- [Be Safe with Technology Tiger](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**4. With your parent or legal guardian, set up a policy for digital devices.**

- [Smart and Safe with Technology](#) (Indoor; 1 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

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2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

**Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?**

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
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- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

**Tiger – 1st Grade**

## Designed By Tiger

An “Engineering” Adventure

**ELECTIVE** (2 “electives” are needed to earn the Rank of Tiger)



### Snapshot of Adventure

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



The QR Code above takes you to [scouting.org/cub-scout-adventures/designed-by-tiger/](https://scouting.org/cub-scout-adventures/designed-by-tiger/) ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

1. **Think about something that you would like to build. Draw a picture of what the final project should look like.**
2. **Using your drawing as a guide, build the project.**
3. **When completed, discuss with your Tiger adult partner what could be done to improve your project.**
4. **Make the improvement to your project.**
5. **Make a drawing of your final project.**



# Meeting Plan

**Does this take one Meeting to complete – or more?** It's up to the Parents / Leaders! As written, you can do this in a single session if the "project" being built is not complicated and the planning and building is done efficiently, but this might stretch out over a couple meetings. Meetings where you add fun. This needs games!

**PREPARATION (and materials needed):** See the Designed By Tiger page in the Tiger Handbook, FWIW.

- In advance, you should think of some things that your Scouts might build with the equipment you can provide. The Adventure Resources Activity Card suggests building "*something that will help the den cross a river*" or "*an amusement park ride*". Those are two options, but you (and your Scouts) can find better.
  - There's lots of drawing here, so paper and pencils (or crayons) are a "must have".
- Whether building a bridge or a boat or a catapult or a roller coaster or bungee jump, you'll need materials.
  - The Activity Card suggests construction paper, glue, tape, string, scissors, cardboard, crayons, toothpicks, craft sticks (popsicle sticks), rubber bands, paper clips, stapler with staples. Cool.
  - Those cards add "you may substitute for other craft items or building toys", so maybe also provide Legos, Tinker toys, Lincoln Logs, balloons, cardboard boxes, paper towel (or toilet paper) rolls, egg cartons, straws, paper cups, and other random stuff. Let the kids get creative!

## A Tip About Den Meetings (especially dens of younger Scouts):

- Which is better? Classroom or Playground? **Yes, Playground!**
  - Better for the Scouts – they'll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is "*A Game with a Purpose*", maybe Tiger Dens are "*A Play Date with a Purpose*" – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can share hosting at new playgrounds.



**GATHERING:** A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

**ACTIVITIES** (See also other Activities linked at Adventure Resources – use those if you like them):

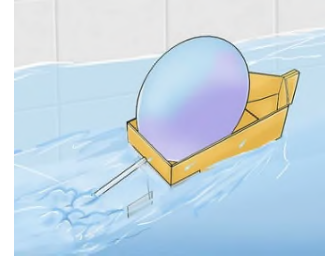
◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Dream On. Plan On! Draw On! (Requirement 1: "Think about something that you would like to build. Draw a picture of what the final project should look like.")** (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Card for this Requirement starts "Determine which activity you will do to complete Requirement 2, *Crossing the River* or *Cub Scout Land*", which are described as:

- **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.

- Cub Scout Land – Imagine that Scouts are building their own amusement park. You have been asked to design a ride for the amusement park.
- Those are two options that are fine, but you (and your Scouts) can imagine more and better ones, and you should feel free to allow Scouts to determine “*something that you would like to build*” even if it is not the “Crossing the River” or “Cub Scout Land” idea. (Not that there’s anything wrong with that.)



Have the Scouts draw a picture of their design for “*something that you would like to build*”.

◆ **Activity 2: Build Your Project! (Requirement 2: “Using your drawing as a guide, build the project.”)** (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Card for this Requirement has two “Activity Cards” – *Crossing the River* or *Cub Scout Land* – and those are which are exactly the same other than the first says the project is “something that will help the den cross a river” and the second says “amusement park ride.”

- As noted above, Scouts might decide to design something else that they would like to build. Whatever they would like to build, show Scouts the craft supplies and materials you’ve provided.
- Lay the supplies and materials out so they can easily be shared among the Scouts.
- Have Scouts make a model of their project, with help from adult partners.
- Remind Scouts that a model does not have to work.
  - It can just be an imaginary model.
  - Let Scouts know that they can use their imagination to make something up to explain how their project would work if it were real.
- When everyone is finished, have each Scout share their model and explain how it works.

◆ **Activity 3: Ch-ch-ch-changes? (Requirement 3: “When completed, discuss with your Tiger adult partner what could be done to improve your project.”)** (Parent leader: \_\_\_\_\_)

Pretty Simple Here:

- Tell Scouts that when engineers design things they always have other people look at their design to get feedback – explain that “feedback” means ideas that could make the project better.
  - This allows for the project to be as good as possible.
  - Sometimes others can see things that we cannot see.
- Have the Scout and adult partner discuss “*what could be done to improve [the] project.*”

If you have the den give ideas on how the model could be improved, remind Scouts that when we give suggestions to keep the point of the Scout Law to be “kind” in mind.

- This is not the TV Show “*Shark Tank*”.

◆ **Activity 4: Improve (Requirement 4: “Make the improvement to your project.”)** (Parent leader: \_\_\_\_\_)

Pretty Simple Here Again:

- Based on the discussion from Activity/Requirement 3 have each Scout identify one thing that they could do to improve their model, and give time for Scouts to make one improvement to their model.

◆ **Activity 5: Draw the Final Project – Compare “Before” and “After” (Requirement 5: “Make a drawing of your final project.”)** (Parent leader: \_\_\_\_\_)

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

◆ **Activity 6: [OPTION: Fun Game We Like** (Parent leader: \_\_\_\_\_):

If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the “Fun Meter” and play a game or some other Fun Activity you like. Some [Ideas Here](#).



**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a [“Living Circle”](#).

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack's tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/designed-by-tiger/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

Those “Activity Card” pages are linked below – along with the “Key” scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How “Supply Intensive”; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being “most”. Note that while that website page says “Choose one of the following” before the “Activity Cards”, what that means is “Choose one of the following – *or do some other activity that will meet the Requirement*”, because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

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

- [My Project Plan Drawing](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**2. Using your drawing as a guide, build the project.**

- [Crossing the River](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [Cub Scout Land](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

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

- [Room For Improvement](#) (Indoor; 1 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

**4. Make the improvement to your project.**

- [Making it Better](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)

**5. Make a drawing of your final project.**

- [Comparing Start to Finish](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

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**Assemble** (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

**Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?**

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

## Tiger – 1st Grade

# Stories In Shapes

A “Math” Adventure, says Scouting, but really an “Art” Adventure

**ELECTIVE** (2 “electives” are needed to earn the Rank of Tiger)



## Snapshot of Adventure

Tigers will explore math through the discovery of art and how shapes and symbols can tell a story.



The QR Code above takes you to [scouting.org/cub-scout-adventures/stories-in-shapes/](https://scouting.org/cub-scout-adventures/stories-in-shapes/) ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

1. Explore art in your community.
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.
3. Create a piece of art using shapes.
4. Learn how to spell your name in Braille and sign language.



# Meeting Plan

**Does this take one Meeting to complete – or more?** It's up to the Parents / Leaders! As written, you can do this in a single session, but you'd likely be blowing through this when you might prefer to lay back and enjoy. A better way might be a museum or sculpture or architecture viewing (all are "art") for activity one and maybe when you're exploring art you can do the sharing/creation of your own art – or make that a separate session. You might do the Braille/sign language as a separate session because it's different + important. Add games!

**PREPARATION (and materials needed):** Read the Stories In Shapes adventure in the Tiger Handbook.

- As noted above, the key decision is how to do these activities, and in how many sessions.
  - For Requirement 1 ("*Explore art in your community*"), options include visiting an art museum (in person or virtually), or an art fair or other public displays of art outside such as murals, statues, and sculptures.
  - Don't forget schools (art classrooms and displays) and government and commercial spaces often have art installations. Art *is* all around us!
  - Also: support (and recruit) your local art teacher! They love art and would love to share.
  - Wherever you go, be sure to make advance arrangements if you want a local docent/guide to help you, and make sure your families know when and where to meet if you'll be offsite.
- Another key decision is how to complete Requirement 3 ("*Create a piece of art using shapes*"), because you'll need to bring the materials and supplies to allow Scouts to create. You might have more than one option for Scouts to choose from – or just use the Handbook Shapes.
  - Likely supplies will include paper, maybe colored paper, maybe colored paper cut in advance into tangram shapes. Probably crayons, pencils and/or markers. And scissors.
  - You might want to print the supplemental instructions from [Folding Art](#) and/or [Tangram Animals](#).
  - For [Spiral Art](#), you'll need spiral stencil sets such as Spirograph™
- For Requirement 4 about Braille and sign language, having someone skilled in those would be great.

## **A Tip About Den Meetings (especially dens of younger Scouts):**

- Which is better? Classroom or Playground? **Yes, Playground!**
  - Better for the Scouts – they'll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is "*A Game with a Purpose*", maybe Tiger Dens are "*A Play Date with a Purpose*" – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can share hosting at new playgrounds.



**GATHERING:** A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

**ACTIVITIES** (See also other Activities linked at Adventure Resources – use those if you like them):

- ◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Art All Around Us (Requirement 1: “Explore art in your community.”)** (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement are [Art on Display](#) (museum tour), [Art Trail](#) (walk a local neighborhood), and [Virtual Tour of Art](#) (view online – that links to Van Gogh Museum).

There are many more online options – see lists at <https://southfultonscouting.com/node/5232>.

- What you do when you explore art will depend on where you go and what arrangements you’ve made in advance.
- You explore art more than once and explore in more than one location.



◆ **Activity 2: Look Closely – What Do You Like? (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.”)** (Parent leader: \_\_\_\_\_)

Explain that different people will see different meanings in art.

- Have the Scouts look closely at art.

Ask (and have adult partners ask) questions like:

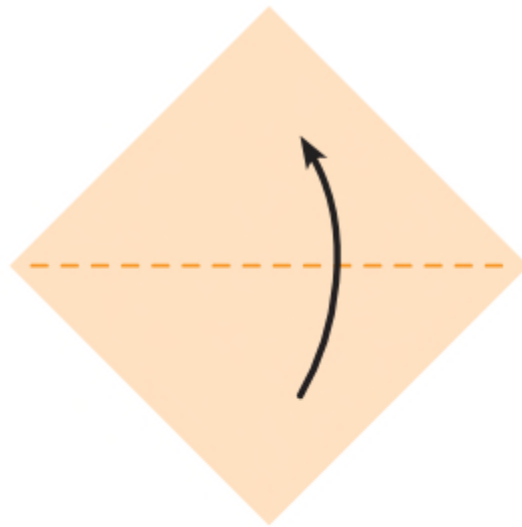
- What stories do you imagine in the art?
- What mood or feelings does it create?
- What shapes can you identify?
- Is there a color that is used more often than others?
- Does it look like real life?
- If not, is it abstract?
- What is “abstract art”?
  - Basically, abstract art does not look like real life.
  - 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.
  - How does the art make them feel and think?
- When you look at someone else’s art, what do you see first?
  - Is it the colors, the shapes, the size, or the materials the artist used?
  - Allow your Scouts to express themselves freely.
  - Help them learn to see colors and shapes in everyday objects, in nature, and in the artwork of others.
  - Encourage them to see things in their own way!
  - Do they want to create similar art or different art.



◆ **Activity 3: DIY Art! (Requirement 3: “Create a piece of art using shapes.”)** (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement are [Folding Art](#) (origami cat!), [My Art From Shapes](#) (basic shapes from the Handbook – maybe too basic), [Spiral Art](#) (stencil art – circles and ovals – trippy!), and [Tangram Animals](#) (much better use of shapes).

Here's the Origami Cat:



1. Arrange as diamond.  
Fold up.



2. Fold and unfold  
(Crease midline).



3. Fold up triangles from  
center for "ears."



4. Fold down top corner.



5. Flip over.



6. Draw a cat face.



7. All done!



**Shape Art?** How about other shapes? There may be infinite ways to do this.

- One way is to discuss with your Scouts the sorts of simple geometric shapes they can put onto paper.
  - You might make them out of different colors of construction paper.
  - Or color in some shapes and cut them out yourself.
  - Or use the ones in the Tiger Handbook.
  - Let the Scouts use the shapes to make a simple picture, using multiples of the same shape or similar shapes in various sizes.
  - You can make your own abstract art with shapes.
  - Works of art often use the same shape over and over again.
  - Your Scouts can try that, using the same shape in different sizes / colors.



**Tangrams?** The tangram is an ancient Chinese puzzle.

- A tangram always has a total of seven shapes:
  - two large triangles
  - one medium triangle
  - two small triangles
  - one parallelogram
  - and one square.
- Allow your Scouts to use their imagination to create forms with the tangram pieces.
- The shapes found in a tangram can be used to make pictures of animals, people, and other things. You can also put the shapes together to make a completely abstract design!

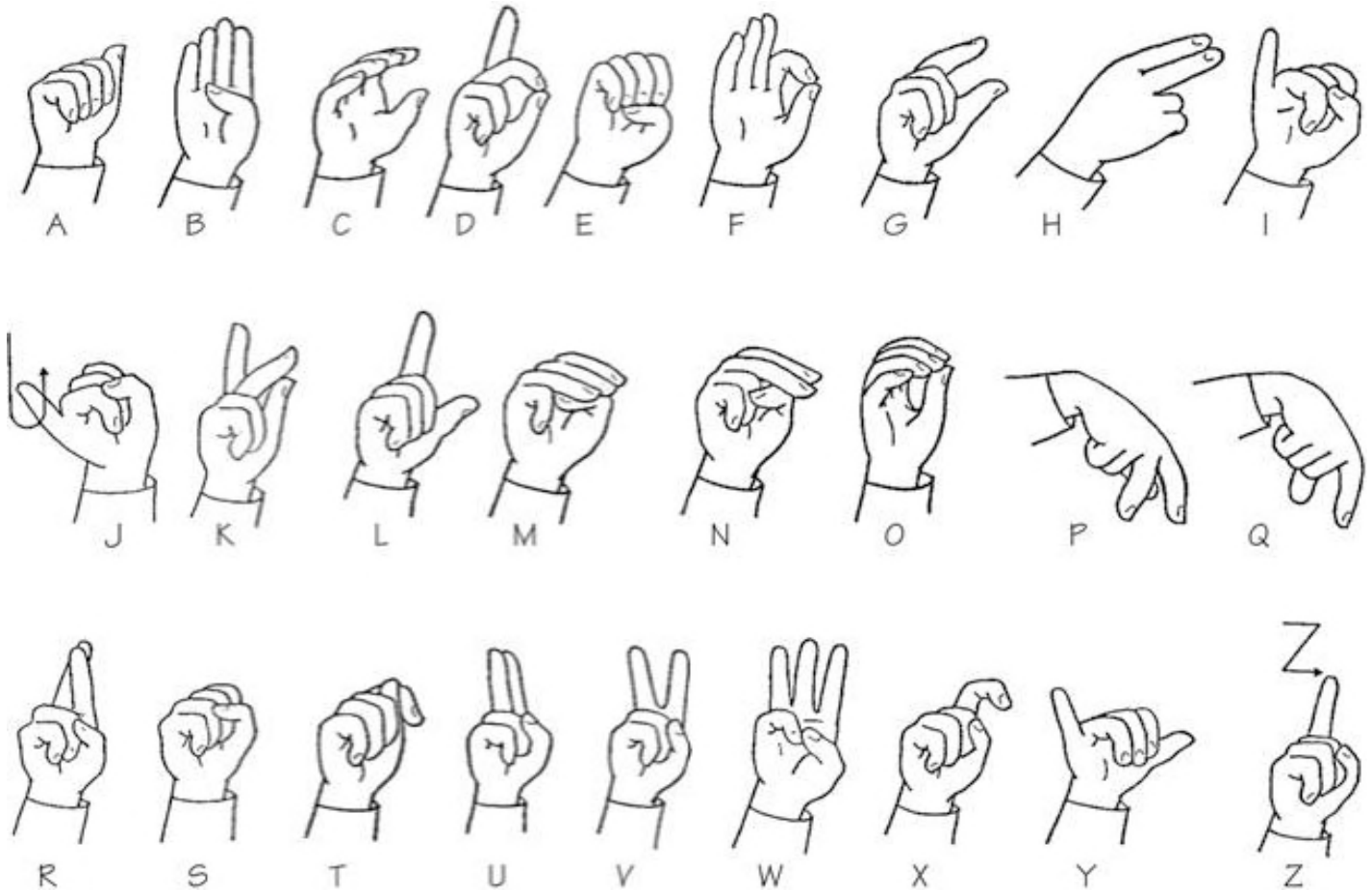




◆ **Activity 4: Braille and Sign Language (Requirement 4: "Learn how to spell your name in Braille and sign language.")** (Parent leader: \_\_\_\_\_)

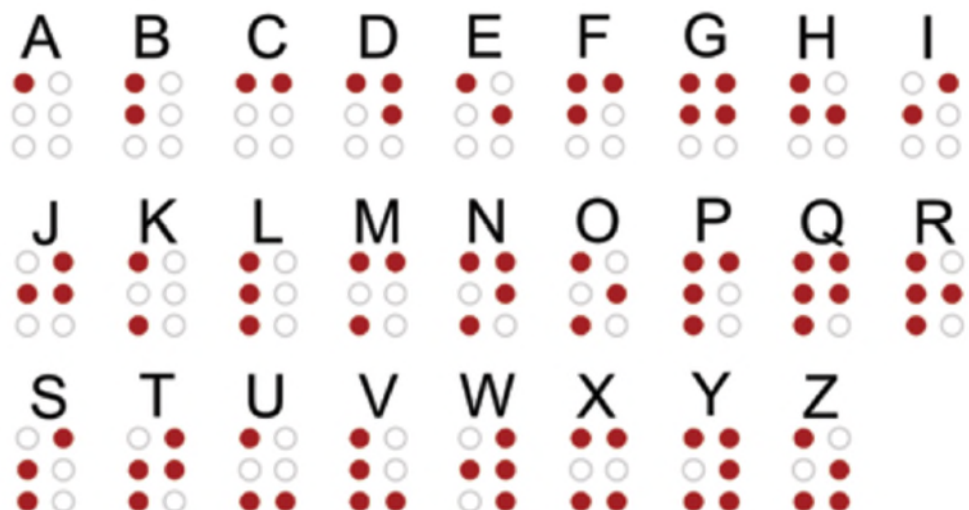
The Adventure Resources Activity Cards for this Requirement include both [The Art of Sign Language](#) (sign language) and [Reading with Your Hands](#) (Braille), both of which need to be covered to "spell your name".

- **American Sign Language** is a communications code that uses your hands to "talk."
  - Some people who cannot hear use sign language to communicate.



- **Braille.** People who cannot see may use Braille to read.
  - Braille code looks like raised dots on paper.
  - People read Braille by touching the raised dots to "feel" the letters.
- You can spell your name in Braille by gluing dried split peas or buttons to paper.
- Pencil the letters of your name in dots on a piece of paper before gluing on the peas or buttons.

**Braille Alphabet:**



### ◆ Activity 5: [OPTION: Fun Game We Like (Parent leader: \_\_\_\_\_)]:

If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the "Fun Meter" and play a game or some other Fun Activity you like. Some [Ideas Here](#).



**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a "Living Circle".

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack's tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and "Activity Card" options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/stories-in-shapes/>. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

#### 1. Explore art in your community.

- [Art on Display](#) (Travel; 3 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)
- [Art Trail](#) (Travel; 4 of 5 Energy; 2 of 5 Supplies; 5 of 5 Prep Time)
- [Virtual Tour of Art](#) (Indoor; 1 of 5 Energy; 3 of 5 Supplies; 5 of 5 Prep Time)

#### 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.

- [Art on Display part 2](#) (Travel; 1 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)
- [Art Trail part 2](#) (Travel; 1 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)
- [Virtual Tour of Art 2](#) (Indoor; 1 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)

#### 3. Create a piece of art using shapes.

- [Folding Art](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [My Art From Shapes](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Spiral Art](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [Tangram Animals](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

#### 4. Learn how to spell your name in Braille and sign language.

- [Get To Know Me and Sign Language](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 5 of 5 Prep Time)
- [Reading with Your Hands](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [The Art of Sign Language](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)

# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Tiger Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



**Assemble** (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

**Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?**

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

## Tiger – 1st Grade

# Curiosity, Intrigue, and Magical Mysteries

A “Magic and Codes” Adventure

**ELECTIVE (2 “electives” are needed to earn the Rank of Tiger)**



## 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 <https://www.scoutshop.org/>



The QR Code above takes you to [scouting.org/cub-scout-adventures/curiosity-intrigue-and-magical-mysteries/](https://scouting.org/cub-scout-adventures/curiosity-intrigue-and-magical-mysteries/) ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

1. **Learn a magic trick. Practice the trick. Share the trick with you den or family members.**
2. **Demonstrate how a magic trick works to your den, family or Tiger adult partner.**
3. **Write your name in secret code.**
4. **Write a message with the code. Challenge your den, family or Tiger adult partner to read your coded message.**

# Meeting Plan

**Does this take one Meeting to complete – or more?** It's up to the Parents / Leaders! As written, you can do this in a single session, but if your Scouts really get into either part of this (magic and/or codes), you might split into more than one session.

**PREPARATION (and materials needed):** Read the Curiosity, Intrigue, and Magical Mysteries adventure in the Tiger Handbook.

- As noted above, determine how you would like to do this Adventure, perhaps all in one session, maybe split between a magic session and a codes section (add games for fun).
  - Maybe you'll want to add something very special like a visit to or from a magician (an internet search of *magic clubs near me* or *magicians near me* might produce good results) – this could be a Pack activity.
  - A visit to a local museum that might have magic or codes as part of their displays would be great too.
  - However you do it, be sure to inform families, especially if you'll be going on a field trip.
- If you are leading this and are not a magician or code talker, spend some time checking out the resources linked at <https://southfultonscouting.com/node/5233> and beyond to gain some skills.
- Materials you'll need to bring will be based on what tricks you want to suggest for your Scouts:
  - Common items would be rope/paracord, coins, neckerchief or handkerchief, playing cards, paper.

## A Tip About Den Meetings (especially dens of younger Scouts):

- Which is better? Classroom or Playground? **Yes, Playground!**
  - Better for the Scouts – they'll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is "A Game with a Purpose", maybe Tiger Dens are "A Play Date with a Purpose" – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can share hosting at new playgrounds.



**GATHERING:** A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

**ACTIVITIES** (See also other Activities linked at Adventure Resources – use those if you like them):

◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Learn and Perform Magic (Requirement 1:** "Learn a magic trick. Practice the trick. Share the trick with you den or family members." **and Requirement 2:** "Demonstrate how a magic trick works to your den, family or Tiger adult partner.") (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement include both [Coin Through a Neckerchief](#) (click link for instructions) and [The Disappearing Knot](#) (found in the Tiger Handbook, and below), plus [Cub Scout Magic Book](#) (find a trick your Scouts can learn and do). This activity combines Requirements 1 and 2 because they are really the same – but you can expand to a full on magic show if you like.



### The Disappearing Knot:

- Prepare paracord by cutting into 3-foot-long pieces. Show Scouts how to make the disappearing knot – pictures are in the Tiger Handbook.
  - 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.
- Hand out the paracord to each Scout and one to each Tiger adult partner and demonstrate step by step how to tie the disappearing knot.
  - Have Scouts practice with their Tiger adult partner and then perform the trick.

Here's another – the **Freezing Water Trick**.

- In this trick, a Scout will pour water into a mug, and when the mug is turned upside down, the water will have magically turned into an ice cube.
- Prepare for the trick by doing the following:
  - 1) Gather several mugs, sponges, ice cubes, scissors, and water.
  - 2) Cut the sponges to snugly fill the bottoms of the mugs.
  - 3) Place an ice cube in each mug.
- Then, when the audience is watching, the Scout announces that they will magically freeze water.
- Your Scouts pours a small amount of water into the mug and covers it with a cloth.
- After saying magic words (like "hocus pocus," "abracadabra," "shazam," or "presto"), they carefully turn over the mug without showing the inside to the audience – the ice cube will fall out on the table.
- Props such as a magic wand or top hat can also encourage showmanship.
- Encourage your Scouts to add fun and excitement to their presentation.
- Practice the trick in advance to discover the amount of water the sponge will absorb.



### ◆ Activity 2: Code Names (Requirement 3: "Write your name in secret code.") (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement include [Computer Name](#) (using binary code – OK, but what about symbols or fonts like Wingdings?) and [Pig Pen Code](#) (found in the Tiger Handbook), plus [My Secret Code Part 1](#) (find a trick your Scouts can learn and do). This activity combines Requirements 1 and 2 because they are really the same – but you can expand to a full on magic show if you like.

- Gather Scouts and inform them that they are going to create their own secret code.
  - To make a secret code they must first create a key. Explain that a key tells you how to break the code.
  - Some Code Key worksheets are in the Adventure Resources ... another is at the end of this Plan.
- Distribute the Secret Code worksheet to each Scout and adult partner. Instruct them to create a symbol below each letter to create their own secret code. No two symbols should be the same.

- Have Cub Scouts write their name using their code.

Here's some examples of codes:

- This Code uses the standard alphabet but makes letter substitutions.
- Using this code, can you decipher what this means?

Z RBNTS HR SQTRSVNQSGX

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

- This Code was created using a set of simple word processing symbols to represent letters.
- Using this code, can you decipher what this means?



- How about this?



A	B	C	D	E	F
□	☒	⌘	◆	●	★
G	H	I	J	K	L
✍	✂	✋	😊	😐	😞
M	N	O	P	Q	R
🕶	🔔	📁	📖	✈	⚙
S	T	U	V	W	X
💧	❄	🧴	☎	✉	⌚
Y	Z				
💻	⚡				

◆ **Activity 3: Code Messages (Requirement 4:** "Write a message with the code. Challenge your den, family or Tiger adult partner to read your coded message.") (Parent leader: \_\_\_\_\_)

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

◆ **Activity 4: [OPTION: Fun Game We Like** (Parent leader: \_\_\_\_\_):

If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the "Fun Meter" and play a game or some other Fun Activity you like. Some [Ideas Here](#).



**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a "Living Circle".

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack's tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/curiosity-intrigue-and-magical-mysteries/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

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

- [Coin Through a Neckerchief](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Cub Scout Magic Book](#) (Indoor; 2 of 5 Energy; 4 of 5 Supplies; 2 of 5 Prep Time)
- [The Disappearing Knot](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

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

- [Magic Show](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)

**3. Write your name in secret code.**

- [Computer Name](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 2 of 5 Prep Time)
- [My Secret Code Part 1](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Pig Pen Code](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)

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

- [My Secret Code Part 2](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

An example of a code key:

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

# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

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**Assemble** (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
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The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

**Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?**

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

## Tiger – 1st Grade

# Floats And Boats

A “Toy Boats” Adventure

**ELECTIVE** (2 “electives” are needed to earn the Rank of Tiger)



## Snapshot of Adventure

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



The QR Code above takes you to [scouting.org/cub-scout-adventures/floats-and-boats/](https://scouting.org/cub-scout-adventures/floats-and-boats/) ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to a District page with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →

## Requirements from the Tiger Handbook

1. Identify five different types of boats.
2. Identify five things that float and five things that do not float.
3. Build or create a model boat and float it on the water. This can be made from recycled materials or other items.

The Scouting America Website linked above adds a Requirement 4 of “Show that you can put on and fasten a life jacket correctly and learn when it is safe to enter a boat”, but that is not in the Handbook so it is not included here. It is important, and if you are actually going on a boat for this Adventure, please be sure you teach that – some resources are found here: <https://southfultonscouting.com/node/5215>.



# Meeting Plan

**Does this take one Meeting to complete – or more?** It's up to the Parents / Leaders! As written, you can do this in a single 60 minute session, but if you add fun like a visit to a marina or other place with boats or a ferry ride or deep sea fishing outing or – what a crazy thought – an actual adult/Scout boating outing, this will take more time and deliver more fun.

**PREPARATION (and materials needed):** Read the Floats And Boats adventure in the Tiger Handbook.

- As noted above, determine how you would like to do this Adventure, perhaps all in one session, maybe split between a session to knock out the requirements plus a boat trip.
  - If you want to do an actual adult/Scout boating outing, information about safety and other boating tips are found at our links at <https://southfultonscouting.com/node/5234>. Cub Scouts may boat, *safely*.
  - However you do it, be sure to inform families, especially if you'll be going on a field trip.
- You'll need to determine how to do the "float or sink" Activity 2/Requirement 2, because it is more fun with water – you don't want to pollute lakes or streams by dumping in them (unless you can retrieve the item).
  - Yes, when you look at the [Floating or Sinking?](#) Activity Card, you may think "where do I find a 17-gallon tub", so just to be clear, you don't need that. A sink or tub inside could work. A pool. A stream or lake if you can retrieve the items – you can tie them to the end of a fishing line for easy retrieval.
- Materials you'll need to bring will be based on how you want your Scouts to build boats – it will depend on whether you do [Crafty Boat](#) (craft and recycled supplies), [Paper Boat](#) (folding paper), or [Raingutter Regatta Floating Boat](#) (build from a Scout Shop or other kit):
  - Common items for [Crafty Boat](#) would be empty plastic water bottles, wooden popsicle sticks, rubber bands, index cards or cardboard, playdough, crayons, duct tape, scissors.
  - Also consider recycled items, like those described in Activity 3 below.

## A Tip About Den Meetings (especially dens of younger Scouts):

- Which is better? Classroom or Playground? **Yes, Playground!**
  - Better for the Scouts – they'll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is "A Game with a Purpose", maybe Tiger Dens are "A Play Date with a Purpose" – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can share hosting at new playgrounds.



**GATHERING:** A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

**ACTIVITIES** (See also other Activities linked at Adventure Resources – use those if you like them):

◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Thar She Boats! What Kind of Boat is That? (Requirement 1: "Identify five different types of boats.")** (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement offer [Color the Boats](#) (easy ... a Handbook page + coloring), [Model Boats](#) (more fun if you have them), plus [Visit a Marina](#) (most fun). If you do [Model Boats](#) or [Visit a Marina](#), how you deliver this will follow your resources. For any, the Activity will include:

- Share with the 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.
- Have the Scouts look at different boats. Maybe ask them:
  - "Is it powered by humans?"
  - "Is it powered by the wind?"
  - "Is it powered by a motor?"
- See or show pictures of different types of boats:
  - 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.

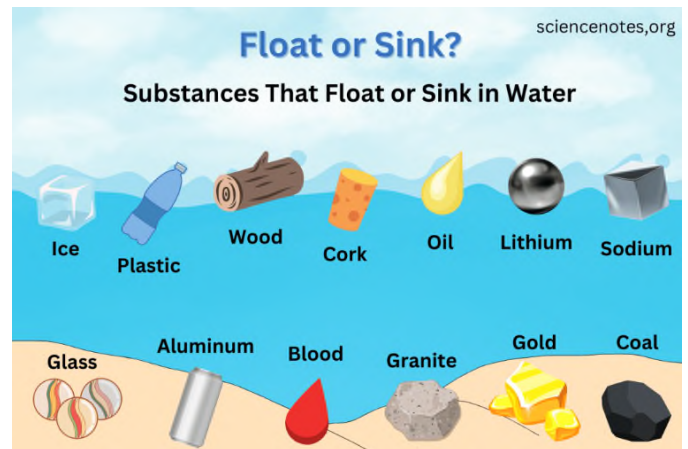


- Feel free to ask about other types of boats Scouts have seen or been on, like ferries, cruise ships, fishing boats, aircraft carriers, battleships, catamaran, pontoon boat, dinghy, outrigger canoe, tall sailing ships (schooners, sloops ... pirate ships!), and more ...

◆ **Activity 2: Floaters and Sinkers (Requirement 2: "Identify five things that float and five things that do not float.")** (Parent leader: \_\_\_\_\_)

The Adventure Resources [Floating or Sinking?](#) Activity Card lists "a 17-gallon tub" in your supply list, but you don't need that. Any sink or tub inside could work or a pool, stream or lake if you can retrieve the items – you can tie them to the end of a fishing line for easy retrieval. Technically, you don't need water, you just "identify". But seeing if items float or not is more fun with water.

- The Activity Card suggests:
  - These five things that float: *Rubber duck, Toy boat, Balloon, A cork from a bottle, Dry sponge.*
  - And these five things that do not float: *Quarter, Small rock, Metal spoon, Metal key, Metal screwdriver.*
  - You are not limited to those items. Be creative. Except don't try it on witches – we know they float.
- Explain to 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 battleship is made out of metal but because of the way a boat is designed it stays afloat.
- Show the Scouts the 5 things that float and the 5 things that do not.
  - Take each object and ask the Scouts if they think it will float or sink?
  - Once they respond place the item in the water to see what happens.



◆ **Activity 3: Build-A-Boat Workshop (Requirement 3: "Build or create a model boat and float it on the water. This can be made from recycled materials or other items.")** (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement offer [Crafty Boat](#) (build from craft and recycled supplies), [Paper Boat](#) (folding paper following instructions in the card and the Tiger Handbook), plus [Raingutter Regatta Floating Boat](#) (build from a Scout Shop or other kit).

- How you do this Activity will depend on which route you take, and for [Crafty Boat](#), which materials you have that can be used for building boats.
- Recycled materials that can be used for making boats include milk cartons, egg cartons, plastic bottles, aluminum cans, straws, juice boxes, Styrofoam, corks, cans, plastic containers, chenille stems, tissue paper, cardboard, craft sticks, and tape or glue.
- Let your Scouts decide what kind of boat to build – whether raft or canoe or yacht or rowboat or paddleboat or sailboat or pontoon boat or balloon powered boat or anything!





◆ **Activity 4:** [OPTION: Fun Game We Like (Parent leader: \_\_\_\_\_)]:

If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the "Fun Meter" and play a game or some other Fun Activity you like. Some [Ideas Here](#).



**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a "Living Circle".

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack's tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and "Activity Card" options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/floats-and-boats/>. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

**1. Identify five different types of boats.**

- [Color the Boats](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Model Boats](#) (Indoor; 2 of 5 Energy; 5 of 5 Supplies; 2 of 5 Prep Time)
- [Visit a Marina](#) (Travel; 3 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)

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

- [Floating or Sinking?](#) (Outdoor; 3 of 5 Energy; 4 of 5 Supplies; 3 of 5 Prep Time)

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

- [Crafty Boat](#) (Outdoor; 3 of 5 Energy; 4 of 5 Supplies; 3 of 5 Prep Time)
- [Paper Boat](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Raingutter Regatta Floating Boat](#) (Indoor; 3 of 5 Energy; 5 of 5 Supplies; 2 of 5 Prep Time)



# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Tiger Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



**Assemble** (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

**Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?**

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

**Tiger – 1st Grade**

## Good Knights

A "Courtesy" Adventure

**ELECTIVE** (2 "electives" are needed to earn the Rank of Tiger)



### Snapshot of Adventure

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



The QR Code above takes you to [scouting.org/cub-scout-adventures/good-knights/](https://scouting.org/cub-scout-adventures/good-knights/) ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

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.
2. Create a shield that can be for your den or a personal shield.
3. Using recycled and other materials, design and build a small castle in your den or at home.
4. Do a Good Turn.

# Meeting Plan

**Does this take one Meeting to complete – or more?** It's up to the Parents / Leaders! As written, you can do this in a single session, but if your Scouts are really into the creation of shields and castles, this could be split into two sessions with any kind of fun games and play added.

**PREPARATION (and materials needed):** Read the Good Knights adventure in the Tiger Handbook.

- As noted above, determine how you would like to do this Adventure, perhaps all in one session, maybe split between two.
- Requirement 1/Activity 1 has an option for [Modern Knights](#), which as written is a guest speaker from the armed services, active or retired.
  - That would be great, but you might also consider other honorable roles like teachers, law enforcement, community organizers and advocates, and other roles.
- Requirement 2/Activity 2 has three options for how to build a shield – if you pick one of those, you'll need to sort out what materials and supplies you'll need to allow the Scouts to create their shields.
  - [Personal Shield](#) (cardboard plus paint or crayons, why not markers too) may be the simplest.
  - [Personal Little Shield](#) ("craft shields" from a craft store plus paint) and [Den Shield](#) (plywood and power saw and paint) involve more, but will be more substantial as a keepsake.
- Requirement 3/Activity 3 has three options for building a castle ... materials you need will depend on how you decide to deliver that Activity. In the Activity below we suggest using recycled materials.

## **A Tip About Den Meetings (especially dens of younger Scouts):**

- Which is better? Classroom or Playground? **Yes, Playground!**
  - Better for the Scouts – they'll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is "A Game with a Purpose", maybe Tiger Dens are "A Play Date with a Purpose" – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can share hosting at new playgrounds.



**GATHERING:** A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

**ACTIVITIES** (See also other Activities linked at Adventure Resources – use those if you like them):

◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Knights Life (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.") (Parent leader: \_\_\_\_\_)

The Adventure Resources for this Requirement offer [Courteous Knights](#) (a general discussion plus charades) plus [Modern Knights](#) (a guest speaker). Here's the discussion highlights for [Courteous Knights](#):

- Gather the Scouts and share 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.
- 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.
- Being a good Scout is like being a modern-day knight.
  - Our code is living and acting by the Scout Oath and Law.
- Inform 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.
- Have Scouts work with their Adult Partner to come up with a way to act out the Scout demonstrating being courteous. When Scouts and adult partners are ready have each pair act out their scene.
- In America we have many modern day knights – men and women who live by a set of values, who may have a motto, and take an oath to serve others.
  - Examples are members of the armed forces, teachers, doctors and nurses, law enforcement, community organizers and advocates, and other roles.



◆ **Activity 2: Look at My Shield (Requirement 2: “Create a shield that can be for your den or a personal shield.”)** (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement offer [Den Shield](#) (plywood and power saw and paint), [Personal Little Shield](#) (“craft shields” plus paint), plus [Personal Shield](#) (cardboard plus paint or crayons).

- Gather the Scouts and adult partners and share with them that for this activity they will design and make their own shield, using poster board or cardboard or project board, plus paint, crayons and/or markers.
  - 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.
  - Shields can be many different shapes.
- Have the 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.
  - A Scout’s shield might represent him, his family, his favorite sports team, or a point of the Scout Law.
  - Feel free to put pictures on the shield to make it personal to your Scouts or the den.
- Once everyone has completed their design Scouts work with their adult partners to cut out their shield from the cardboard or project board and then apply their design onto their shield.
- When everyone has made their shield have each Scout describe their shield to the den.



◆ **Activity 3: Castle Creation (Requirement 3: "Using recycled and other materials, design and build a small castle in your den or at home.")** (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement offer [Building Sandcastles](#) (sandbox or beach trip!), [Castle Made of Building Blocks](#) (Legos or other building blocks), plus [Yesterday's Trash is Today's Castle](#) (castle made from recycled materials!). Each is fun ... this adapts [Yesterday's Trash is Today's Castle](#):

- Tell the Scouts 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. Those on the inside were usually those 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.
- Gather the Scouts and adult partners to inform them that in this activity you will work together to design and build a castle.
  - Share what materials they can use – maybe cardboard boxes, tissue boxes, clean used aluminum cans, clean used water bottles, clean used milk jugs, balloons (why not), toothpicks, craft sticks, string, toy model people, minions.
  - To put it together and decorate, maybe also scissors, glue, clear tape and duct tape, wrapping paper and crayons.
- Have Scouts with their adult partners make a castle together.
- When everyone has made a castle have them share their model with the den.
- If after sharing the castles the Scouts are willing – voluntarily – to allow attempted destruction of their castles by marauding forces, well, what goes up must come down. We don't judge, but be courteous!



◆ **Activity 4: Do a "Good Turn" (Requirement 4: "Do a Good Turn.")** (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement offers [Knights Do a Good Turn Like Scouts Do](#), with the lovely story of an early Scout in England helping some cross the street.

- Gather 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 doesn't need to be a big project with lots of work.
  - It can be as simple as doing something to help your teacher, a friend, or a family member.
- Ask Scouts to share what are some things that they could do as a good turn to help someone else?
- Tell the Scouts "a good turn doesn't have to be a big thing. 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. Just to help."
  - Have Scouts think of ways to 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. At the next den meeting ask each Scout what they did as their good turn.





### ◆ Activity 5: [OPTION: Fun Game We Like (Parent leader: \_\_\_\_\_)]:

If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the "Fun Meter" and play a game or some other Fun Activity you like. Some [Ideas Here](#).



**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a "Living Circle".

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack's tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and "Activity Card" options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/good-knights/>. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

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**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.**

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- [Modern Knights](#) (Indoor; 1 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)

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

- [Den Shield](#) (Indoor; 2 of 5 Energy; 4 of 5 Supplies; 4 of 5 Prep Time)
- [Personal Little Shield](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 4 of 5 Prep Time)
- [Personal Shield](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 3 of 5 Prep Time)

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

- [Building Sandcastles](#) (Travel; 3 of 5 Energy; 3 of 5 Supplies; 3 of 5 Prep Time)
- [Castle Made of Building Blocks](#) (Indoor; 2 of 5 Energy; 4 of 5 Supplies; 2 of 5 Prep Time)
- [Yesterday's Trash is Today's Castle](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 3 of 5 Prep Time)

**4. Do a Good Turn.**

- [Knights Do a Good Turn Like Scouts Do](#) (Indoor; 1 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

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## Tiger – 1st Grade

# Safe and Smart

An “Emergency Preparedness” Adventure

**ELECTIVE** (2 “electives” are needed to earn the Rank of Tiger)



## Snapshot of Adventure

Tigers will learn about fire safety and other ways to prepare and respond to emergencies.



The QR Code above takes you to [scouting.org/cub-scout-adventures/safe-and-smart/](https://scouting.org/cub-scout-adventures/safe-and-smart/) ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

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## Requirements from the Tiger Handbook

1. Memorize your address. Recite it to your Tiger adult partner or den leader.
2. Memorize an emergency contact’s phone number. Recite it to your Tiger adult partner or den leader.
3. Show you can Stop, Drop and Roll.
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.
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.
6. With your Tiger adult partner or den leader, learn why matches and lighters are only for adults.
7. Visit an emergency responder station or have an emergency responder visit your den.

# Meeting Plan

**Does this take one Meeting to complete – or more?** It's up to the Parents / Leaders! As written, you can do this in a session, but the visit with an emergency responder may be worth a full session, and you can cover the remaining elements in a second session with added fun games of any type.

**PREPARATION (and materials needed):** Read the Safe and Smart adventure in the Tiger Handbook.

- The key planning item here is how to accomplish the visit with an emergency responder.
  - One way is to visit a local fire station, police station, sheriff's office, EMT, emergency room ...
  - ... **or** have an emergency responder visit you.
  - Note: does your school have a security guard? Guess what: **they** are emergency responders. Frankly, so are those who work the front desk at your school – because they train for emergency situations.
- You will want to notify parents in advance to work with their Scouts about safety at home.

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- Which is better? Classroom or Playground? **Yes, Playground!**
  - Better for the Scouts – they'll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is "A Game with a Purpose", maybe Tiger Dens are "A Play Date with a Purpose" – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can share hosting at new playgrounds.



**GATHERING:** A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

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- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

**ACTIVITIES** (See also other Activities linked at Adventure Resources – use those if you like them):

◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Know Your Address (Requirement 1:** "Memorize your address. Recite it to your Tiger adult partner or den leader.") (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement offer **BINGO! That is Where I Live** ("and bingo was his name-o". OK.) and **In Case of an Emergency** (Handbook writing/memorizing).

- Explain to the Scouts the importance of knowing their address.
  - If you get separated from your parents or guardians knowing where you live is very helpful to the police, firefighters, or ambulance drivers to help you get back to them. It is how they can find your home.
  - If you are lost and can tell a police officer your address, the officer can help you get home.
  - When they or someone they know is in danger they are to call "911".



- When they call 911 the responder will need to know some very important information:
  - Where you are at? (What is the address where you are?)
  - What phone number to call you back at if you get disconnected.
  - The type of emergency.
- Have your Scouts practice saying the address.

◆ **Activity 2: Know Your Emergency Contact's Phone Number (Requirement 2: "Memorize an emergency contact's phone number. Recite it to your Tiger adult partner or den leader.")** (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement offer [Cheerio My Number](#) (yes, a Cheerios game) and [Sing a Phone Song](#) (so if you and the Den like singing, you might like this – others? Maybe not).

- Explain to your Scouts the importance of knowing the phone numbers of an emergency contact.
  - An emergency contact is the person you want to call if you are hurt or lost.
  - This could be a parent, grandparent, brother, sister, or any other adult in or near your home.
- Have your Scouts practice saying the number.



◆ **Activity 3: Stop, Drop and Roll (Requirement 3: "Show you can Stop, Drop and Roll.")** (Parent leader: \_\_\_\_\_)

- Inform Scouts 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.

**STOP**



STOP moving. Moving will make the fire grow.

**DROP**



DROP to the floor.

**ROLL**



ROLL on the ground. Rolling will put out the fire.



- Have your Scouts practice "Stop, Drop, and Roll" – you can practice too!
- If you like this, inform the Scouts and adult partners that they will practice by playing a game.
  - Line Scouts up in a single file line. Approximately 15 feet away from them, line up adult partners in a single file line facing the Scouts.



- On your signal the first adult partner will stop, drop, and then roll to the Scout line.
- When they reach the Scouts the first Scout will stop, drop, and roll until they reach the adult partner line.
- Continue until everyone has demonstrated stop, drop, and roll.

◆ **Activity 4: Fire Escape Plan (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.”*) (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement offer activities for fire escape plans from your home and your den meeting place – this adapts both, since it is good to cover both.

- **Meeting Place Plan.** Before the meeting, become familiar with where smoke detectors and exits are located in your meeting location – and exit signs. Become familiar with any fire exit plans in each room.
    - Identify a meet-up location away from the meeting location.
  - Gather the Scouts and adult partners.
  - Share that when there is a fire where they live or meet or go to school, it is best to have a plan on what to do before the emergency.
    - Have everyone identify the places that you could exit the building such as doors and windows in your meeting location.
    - Walk around your meeting location room by room and identify the closest exit from the building for each room you have access to. Point out any fire exit plans in the room.
- The diagram is titled "EVACUATION MAP" and shows a simplified floor plan of a building. It includes several rooms and corridors. Key features labeled include:
 
  - EXIT** signs in green boxes at three locations: top left, top right, and bottom left.
  - Fire Extinguisher** icons (red T-shaped symbols) in three locations.
  - First Aid** icon (blue cross) in the bottom left room.
  - You Are Here** marked with a red dot in the central hallway.
  - A **Marshal Area** indicated by a red circle and an arrow pointing to the right, outside the building.
  - A north arrow pointing upwards in the top right corner.

  - Inform 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 harm's way looking for them. Walk everyone to the meet-up location.
  - Gather the 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 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. If time permits do this one more time.
  - **Home Fire Evacuation Plan.** You might discuss with your Scouts that they can work with their families on a home fire evacuation plan – that's both safe and smart.
  - Work with your Scouts on a fire escape plan.
    - While walking through your home or den meeting space, look at the available exits.
    - Have your Scouts decide where a safe meeting place will be in the event of a fire – exactly where you will go when you do exit the house or meeting place.
    - Draw a map and practice the drill with your family.
    - Practice crawling (because of the smoke) and touching door handles.
    - Be sure to have at least two exits you can use.

The diagram shows a floor plan of a house with various rooms including a kitchen, living area, and bedrooms. Red arrows indicate primary and alternative exit routes from each room. A legend titled "KEY" defines the symbols:
 
  - Smoke alarm**: represented by a yellow circle.
  - Primary exit**: represented by a solid red arrow.
  - Alternative exit**: represented by a dashed red arrow.
  - Meeting place**: represented by a green 'X'.
 Two green 'X' marks are placed outside the house to indicate potential meeting locations.
- 4 -
- Safe and Smart Assembled Adventure Plan
- Tiger Rank (1st Grade)

◆ **Activity 5: Smoke Detectors (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."*) (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Card for this Requirement offers [Where There Is Smoke](#), which calls for Scouts and parents to do most of this at home – that is optimal, but you can also locate at your den meeting place (feel free to ask any building maintenance staff to assist in locating these).

- 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 Scouts and adults 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.
- Smoke detectors should be found high up on or near the ceiling:
  - on every level of your home, including the basement;
  - outside of every room where someone sleeps;
  - inside every bedroom.
- Ask that they walk through their homes together and identify where the smoke detectors are and check the batteries and change them if necessary.

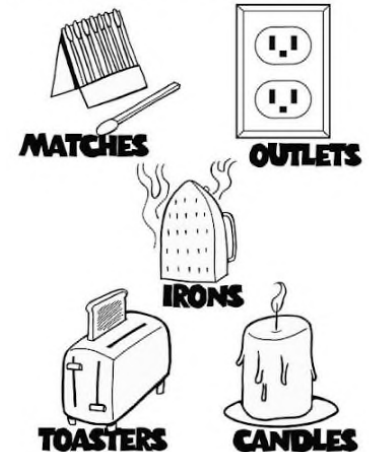


◆ **Activity 6: Fire Bad! (Requirement 6:** *"With your Tiger adult partner or den leader, learn why matches and lighters are only for adults."*) (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Card for this Requirement offers [Spread Like Wildfire](#), which is a game like exercise – but you can deliver *"why matches and lighters are only for adults"* in other ways.

- Fire can be fun – but only if we are safe.
  - We like candles on birthday cakes ... but adults light them and you blow them out quickly.
  - We like campfires and fireplace fires ... but only safe campfire rings and safe fireplaces with chimneys that are clean and can't catch fire.
  - We never light campfires if we are in a "fire ban" zone.
- Share with Scouts and adult partners that fire can be very harmful and an accident with matches or a lighter can get out of control very quickly.
  - That is why Scouts should only have an adult use matches or lighters or start fires.
- 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.

**NEVER PLAY WITH...**



◆ **Activity 7: Emergency Responders (Requirement 7:** *"Visit an emergency responder station or have an emergency responder visit your den."*) (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Card for this Requirement is called [Meet Emergency Responders](#) – a visit to a fire station – excellent, but there are other emergency responders you might visit with.

- They can come to your location too.
- If your emergency responder is not a firefighter, ask how they cover fire emergencies (since that's our main focus here).
- Don't forget a big "thank you". A card is courteous!



## ◆ Activity 8: [OPTION: Fun Game We Like (Parent leader: \_\_\_\_\_)]:

If this meeting is too dry or the games in the Activity Cards in Adventure Resources don't resonate with you as something your Scouts will like, you can turn up the "Fun Meter" and play a game or some other Fun Activity you like. Some [Ideas Here](#).



**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a ["Living Circle"](#).

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack's tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and "Activity Card" options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/safe-and-smart/>. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

### 1. Memorize your address. Recite it to your Tiger adult partner or den leader.

- [BINGO! That is Where I Live](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)
- [In Case of an Emergency](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)

### 2. Memorize an emergency contact's phone number. Recite it to your Tiger adult partner or den leader.

- [Cheerio My Number](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)
- [Sing a Phone Song](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)

### 3. Show you can Stop, Drop and Roll.

- [Stop Drop and Roll Relay](#) (Indoor; 5 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

### 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.

- [Den Meeting Exit Plan](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [It's Time to Get Out!](#) (Indoor; 4 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

### 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.

- [Where There Is Smoke](#) (Indoor; 1 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

### 6. With your Tiger adult partner or den leader, learn why matches and lighters are only for adults.

- [Spread Like Wildfire](#) (Outdoor; 4 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

### 7. Visit an emergency responder station or have an emergency responder visit your den.

- [Meet Emergency Responders](#) (Travel; 3 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)

# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Tiger Adventures Den Meeting Resources](#) found at [Scouting.Org](#) and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



**Assemble** (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

**Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?**

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

## Tiger – 1st Grade

# Tiger Tag

A "Games" Adventure

**ELECTIVE** (2 "electives" are needed to earn the Rank of Tiger)



## Snapshot of Adventure

Learning teamwork, good sportsmanship, and having fun with their family or den by playing outdoor games or sports is packed into this Adventure including attending a sporting event.



The QR Code above takes you to [scouting.org/cub-scout-adventures/tiger-tag/](https://scouting.org/cub-scout-adventures/tiger-tag/) ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to a [District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

1. Play an active game with your den. Share with your Tiger adult partner or your den why you like this game.
2. Play a relay game with your den. Share with your Tiger adult partner or your den why you like this game.
3. Discuss what it means to be a good sport in a game with your Tiger adult partner or other Tigers.
4. Attend a sporting event.

## Meeting Plan

**Does this take one Meeting to complete – or more?** It's up to the Parents / Leaders! While you could do this in a single session with games alongside or before/after you "attend a sporting event", you might want to break this up between a den game session and "attend a sporting event", where you might find "good sport" examples (both good *and* bad) to make the "*what it means to be a good sport*" chat more meaningful.



**PREPARATION (and materials needed):** Read the Tiger Tag adventure in the Tiger Handbook.

- Determine where the “attend a sporting event” will take place. The Adventure Resources Activity Cards offer High School Football, Pro Baseball, any youth sporting event (yea!) and Catch the Game On TV (boo! boring!) – even watching impromptu pickup games, pickleball, tennis, etc. will work!
  - Share plans for the event with families – where to meet, what to bring, tickets if needed.
- Determine what your active and relay games will be. The Activity Cards for this Requirement offer options – but you can do anything. You might take Scout suggestions – factors in what you might pick:
  - Can you play it where you’re meeting?
  - Be sure to plan ahead for necessary equipment. You might bring different equipment for different games and let the den decide.
  - Game choices might be kickball, soccer, flag football, ultimate, Calvinball (a game made up by the Scouts). Maybe red-light, green-light? Maybe more relay racing? Or – what the Scouts want.
  - See Activity 2 for several relay choices.

**A Tip About Den Meetings (especially dens of younger Scouts):**

- Which is better? Classroom or Playground? **Yes, Playground!**
  - Better for the Scouts – they’ll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is “A Game with a Purpose”, maybe Tiger Dens are “A Play Date with a Purpose” – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can share hosting at new playgrounds.



**GATHERING:** A “gathering” activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and “share the leader load”: everyone can help with something! A good approach is for different parents (or teams) to share the “lead” of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says “we’ve begun” and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

**ACTIVITIES** (See also other Activities linked at Adventure Resources – use those if you like them):

◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some “talk time” where you (1) discuss today’s Adventure activities (what you’ll do, how you’ll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share “what’s new” with them and get to know each other better.

◆ **Activity 1: Active Game Play (Requirement 1:** “Play an active game with your den. Share with your Tiger adult partner or your den why you like this game.”) (Parent leader: \_\_\_\_\_)

The Activity Cards for this Requirement offer [Blob Tag](#), [Duck Duck Goose](#), and [Hide and Seek](#) (is that active?).

- But you can do any game, like kickball, soccer, flag football, ultimate, Calvinball (a game made up by the Scouts) or anything else active. You can play more than one game if you like!
- Once the game is selected, be sure everyone knows the rules for the game selected by the den.
  - Make any necessary adaptations for your numbers and space.
  - Set up the playing space, and check that all equipment is in place.
  - Divide Scouts into teams as needed if it is a team game, and start to play!

- Review with the Scouts why they like the game.

◆ **Activity 2: Relay Game (Requirement 2:** *“Play a relay game with your den. Share with your Tiger adult partner or your den why you like this game.”*) (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement offer [Dress Up Relay](#) (hmmm), [Passing the Ball Relay](#) (OK), and [Ping-pong Relay](#) (similar to the egg relay below).

In a relay, each person playing the game will take a turn and do something – then it is the next person’s turn. The first team to finish wins. Here’s some examples – these work for group activities:

**Egg Relay:** Materials Needed: at least four spoons, and several eggs (savvy dens may want to use hard boiled eggs to make less mess and also have a snack ready after the game is done).

- Unless you use plastic eggs, you’ll want to play this outside!
- Teams line up, the first player in line holds an egg on a spoon and the second player in line holds an empty spoon.
- On the signal “Go!”, each first player walks as fast as they can to a point across a field or playground and then back to the next person on your team.
- The first player then puts the egg on the teammate’s spoon without dropping it and without touching the egg – so a “spoon to spoon” transfer.
- Then the second player walks with the egg on the spoon to the same point, turns around, and walks back to the next person on the team, and so on.
- After the game, be sure to throw out broken eggshells and clean away any broken eggs.



**Crab Walk Relay:** Materials Needed: Kids.

- First, teach kids how to do the crab crawl:
  - Sit on the ground and have them put their hands behind them, palms down, with fingers facing their feet, and bring their knees about hip-length apart. Their feet should be planted on the ground.
  - Next, lift their bottoms from the hips and push up so their body weight is evenly distributed between their hands and feet. It helps if they can tighten their tummies.
  - From there, they can “scuttle” along, starting by moving one hand and one foot forward, then the other, trying to keep their bottom off the ground as they do.
- Once the players are divided into teams and have mastered the crab walk, set the start and finish lines and have the kids race.



**Lost Shoe Relay:** Materials Needed: each player’s shoes.

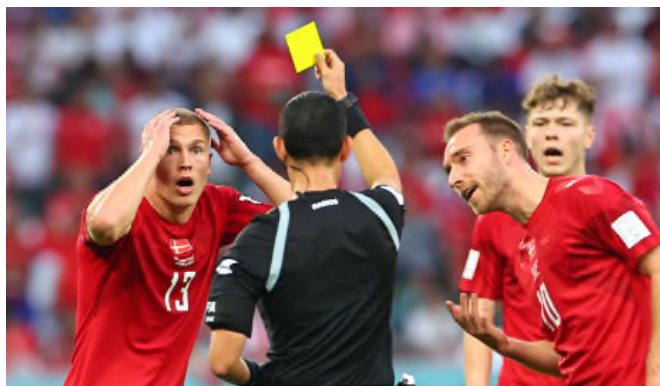
- Have everyone remove their shoes and put them into a pile at the far end of the room.
  - Mix the pile well.
- At the signal, the first player on each team runs to the pile, finds their shoes, puts them on, and runs back to the team. The first team with everyone in their shoes wins.
- **Sack Race Relay:** Materials Needed: Burlap or cloth sacks.
  - In this game teams line up, the first player in line steps into a sack.

- On the signal “Go!”, each first player hops as fast as they can to a point and then back to the next person on your team.
- The first player then gets out of the sack, and the teammate climbs in and hops to the same point, turns around, and back to the next person on the team, and so on.
- **Mix It Up Relay:** Materials Needed: Kids.
  - Like the relays above, except each leg of the relay uses a different method of movement.
  - Maybe (1) run, (2) hop, (3) skip, (4) sideways shuffle, (5) crab walk, (6) walk backwards.
- **For extra fun, play any of these relays as Scouts versus Adult Partners!**

◆ **Activity 3: Be A Good Sport (Requirement 3:** *“Discuss what it means to be a good sport in a game with your Tiger adult partner or other Tigers.”*) (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement offer [Referee Visit](#) (guest speaker) and [Who is Being a Good Sport](#) (discussion and Handbook worksheet exercise) – either would be great, and you can also handle this by discussion with the Scouts without a referee or worksheet.

- Ask Scouts: when they play a game how do they expect everyone to act or behave.
- Have a discussion with your Scouts and the den about what it means to be a good sport.
  - Being a good sport means having respect for your teammates and the team you are playing against.
  - It means playing fair and following the rules.
  - Being a good sport also means that you are polite and courteous, win or lose.
- You might focus on some points of the Scout Law:
  - Trustworthy (for playing fairly)
  - Helpful (for helping with the setup and game play)
  - Courteous (for good sportsmanship and listening to instructions)
  - Obedient (for following the rules)
  - Cheerful (for having fun)
- 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.



◆ **Activity 4: Watch Sports (Requirement 4:** *“Attend a sporting event.”*) (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement offer [Friday Night Lights](#) (High School Football), [Let's Play Ball](#) (watch Pro Baseball), [Youth Sporting Event](#) (any youth sporting event – yea! So many options!) – also [Catch the Game On TV](#) (boo! boring!).

- Any sport will do!
  - Even pickup games in the Park.
- Make it fun, make it meaningful (have more “*what it means to be a good sport*” chat).



**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

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- [Hide and Seek](#) (Outdoor; 4 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

**2. Play a relay game with your den. Share with your adult partner or your den why you like this game.**

- [Dress Up Relay](#) (Indoor; 4 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Passing the Ball Relay](#) (Indoor; 4 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Ping-pong Relay](#) (Indoor; 1 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)

**3. Discuss what it means to be a good sport in a game with your adult partner or other Tigers.**

- [Referee Visit](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Who is Being a Good Sport](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 1 of 5 Prep Time)

**4. Attend a sporting event.**

- [Catch the Game On TV](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 5 of 5 Prep Time)
- [Friday Night Lights](#) (Outdoor; 1 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)
- [Let's Play Ball](#) (Outdoor; 1 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)
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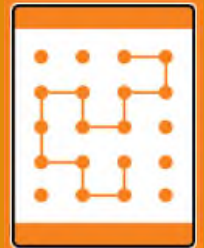
- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

**Tiger – 1st Grade**

## Tiger-Iffic!

A "Games" Adventure

**ELECTIVE** (2 "electives" are needed to earn the Rank of Tiger)



### 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.



The QR Code above takes you to [scouting.org/cub-scout-adventures/tiger-iffic/](https://scouting.org/cub-scout-adventures/tiger-iffic/) ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to a District page with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

1. Play at least two different games by yourself; one may be a video game.
2. Play a board game or another inside game with one or more members of your den or family.
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.
4. Play a team game with your den or family.

# Meeting Plan

**Does this take one Meeting to complete – or more?** It's up to the Parents / Leaders! As written, you can do this in a single session, but do you want to rush? You can have multiple sessions and let the Scouts play the games they like longer!

**PREPARATION (and materials needed):** Read the Tiger-Iffic! adventure in the Tiger Handbook.

- Determine what your games will be. The Activity Cards for the Requirements offer options – but you can do anything in line with the requirements. Materials for the games you'll play, whether balls or cards or puzzles or paper or video game consoles or whatever your game involves – see the Activities below.
  - Be sure you can play it where you're meeting!
  - Be sure to plan ahead for necessary equipment. You might bring different equipment for different games and let the den decide.
- For "invent a game" in Activity/Requirement 3, maybe bring a variety of balls (tennis, soccer and odd balls) and sporting equipment (rackets, discs, gloves, jump ropes, croquet and more) and other odd items (boxes and hula hoops and toys and such) and challenge the Scouts to invent a game using some of those items.
- For indoor and board games, you've got some at home – bring the ones your Scouts like.
- For video games, you'll obviously need the right sort of gaming device – ask your Scouts!

## **A Tip About Den Meetings (especially dens of younger Scouts):**

- Which is better? Classroom or Playground? **Yes, Playground!**
  - Better for the Scouts – they'll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is "A Game with a Purpose", maybe Tiger Dens are "A Play Date with a Purpose" – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can share hosting at new playgrounds.



**GATHERING:** A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

**ACTIVITIES** (See also other Activities linked at Adventure Resources – use those if you like them):

◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

◆ **Activity 1: Play Two Games! (Requirement 1: "Play at least two different games by yourself; one may be a video game.")** (Parent leader: \_\_\_\_\_)

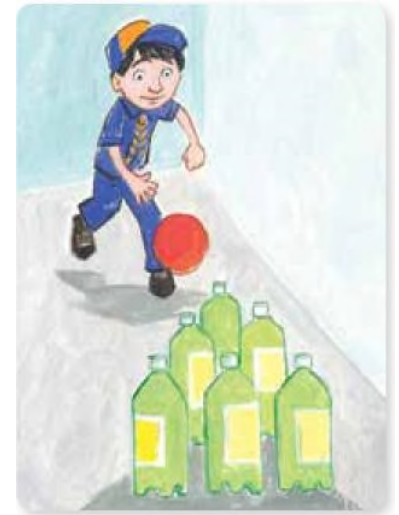
The Adventure Resources Activity Cards for this Requirement offer [Disc Golf and Soccer Golf](#) (Love It!), [Scout Life Games and Puzzles](#) (if your Scouts dig it), and [Seven Up and Indoor Bowling](#) (what? See below).

- You could do any two of those, or any other games, like kickball, soccer, flag football, ultimate, table tennis, tennis, pickleball, basketball, croquet, jump rope, cornhole.
- You could do board games, but you'll have a chance in Activity 2.

To give a picture of [Seven Up and Indoor Bowling](#), see below.

### Indoor Bowling.

- Materials: six (or ten) empty plastic water bottles, masking or painters tape and an indoor ball.
- Line up six (or ten) plastic bottles at the end of your bowling lane.
- Put one bottle in front, two in the next row, and three in the third row (four in the fourth row).
- You can weigh the bottles down by putting a little water or sand in the bottom of each bottle (+/- 10%). Make sure the lids are screwed on tight.
- Place a piece of masking or painters tape near the other end of the bowling lane as a starting line.
- Grab a medium-sized indoor ball, and start bowling!
- Remember to stay behind the starting line when you throw.



**“Seven Up” (a bouncing ball game).** If you have a safe, flat space outdoors and a smooth wall with no windows, you can try a set of bounce and catch games called “Seven Up”.

- The goal is to bounce a tennis ball or small rubber ball against the wall in different ways.
- Each type of bounce is done 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. Then catch it. Do this twice.
  - Onesies: Toss the ball against the wall. Spin in a circle, and catch the ball before it touches the ground.



◆ **Activity 2: Play a Board Game or Inside Game (Requirement 2: “Play a board game or another inside game with one or more members of your den or family.”)** (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement offer [Catch Them All!](#) (Pokémon), [Checkers Tournament](#) (classic – but ya can just play), but we like [Den Game Time](#) the most, because Scouts bring their favorite board games (which could be Checkers or Pokémon – we don’t judge!).

- Pretty simple ... bring the game, play the game. Repeat when necessary.

◆ **Activity 3: Invent a Game! (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."*) (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement offer [Checkers with a Twist](#) (uh, OK, but *do we adults want to tell them what the rules change is, or do we want Scouts to show initiative?*) and [My Cub Scout Game](#) (uh, OK, but *this may be a bit too much force-feeding Scouting*).

- You might look at those two options and think *"this is perfect, this will be awesome, my Scouts will love these!"* But maybe not. All Scouting is local, and every Den is different.
- That's why we suggest in "Preparation" above that you might bring a variety of balls and sporting equipment and other odd items and challenge the Scouts to invent a game using some of those items.

If you are not familiar with "Calvinball", take a minute to do an internet search.



- You don't have to let your Scouts totally make up a game on their own, and maybe they'll need a bit more structure and you'll just let them tweak a game a little bit.
  - But you may be surprised by what they can come up with!

◆ **Activity 4: Play a Team Game (Requirement 4:** *"Play a team game with your den or family."*) (Parent leader: \_\_\_\_\_)

The Adventure Resources Activity Cards for this Requirement offer [Let's Bowl!](#) (excellent), [Balloon Volleyball](#) (fun), and [Kickball](#) (more fun!). You could do any of those, or any other games, like soccer, flag football, ultimate, pickleball, basketball, croquet, team cornhole.



- Pick your game, and play away!

**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a ["Living Circle"](#).

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as



possible according to your pack's tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and "Activity Card" options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/tiger-iffic/>. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

**1. Play at least two different games by yourself; one may be a video game.**

- [Disc Golf and Soccer Golf](#) (Outdoor; 3 of 5 Energy; 2 of 5 Supplies; 3 of 5 Prep Time)
- [Scout Life Games and Puzzles](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Seven Up and Indoor Bowling](#) (Outdoor; 3 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**2. Play a board game or another inside game with one or more members of your den or family.**

- [Catch Them All!](#) (Indoor; 2 of 5 Energy; 3 of 5 Supplies; 5 of 5 Prep Time)
- [Checkers Tournament](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Den Game Time](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**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.**

- [Checkers with a Twist](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [My Cub Scout Game](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**4. Play a team game with your den or family.**

- [Let's Bowl!](#) (Travel; 3 of 5 Energy; 1 of 5 Supplies; 5 of 5 Prep Time)
- [Balloon Volleyball](#) (Outdoor; 4 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)
- [Kickball](#) (Outdoor; 4 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

# Assembled Den Meeting Plan – TIGER (1<sup>st</sup> Grade)

This is an **Assembled Den Meeting Plan** created by combining (1) activities from [Tiger Adventures Den Meeting Resources](#) found at Scouting.Org and/or ideas from the requirements themselves into (2) the [parts of a quality Den Meeting](#)



**Assemble** (past tense/past participle: Assembled)

1. gather together in one place for a common purpose. *Synonyms: unite, convene.*
2. fit together the separate component parts of. *Synonyms: combine, bring together.*

The **Parts of a Den Meeting** are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, then alternate energetic and learning activities + add fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) ...

**Why assemble Den Meeting Resources into the parts of a Den Meeting to create a Den Meeting Plan?**

- 1) **To save you the trouble!** This gives context to a leader or a parent about how to do a great den meeting.
- 2) To keep it **fun\*simple\*easy**: while we flag all activity options, we focus on **fun\*simple\*easy** delivery.
- 3) To **increase parent involvement** – this plan has prompts to assign parts of the Plan to attending parents.

## Tiger – 1st Grade

# Race Time Tiger

A “Racing” Adventure (Pinewood Derby or Raingutter Regatta)

**ELECTIVE** (2 “electives” are needed to earn the Rank of Tiger)



## 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.



The QR Code above takes you to [scouting.org/cub-scout-adventures/race-time-tiger/](https://scouting.org/cub-scout-adventures/race-time-tiger/) ↑

See Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas.

The QR Code to the right takes you to [a District page](#) with other ideas and links that may be helpful in leading a Den Meeting and this Adventure. →



## Requirements from the Tiger Handbook

1. With your Tiger adult partner, assemble and decorate either a Pinewood Derby® car or a Raingutter Regatta™ boat.
2. Learn the rules of the race for the vehicle chosen in requirement 1.
3. Before the race, discuss with your Tiger adult partner how you will demonstrate good sportsmanship during the race.
4. With your Tiger adult partner, participate in a Pinewood Derby or a Raingutter Regatta.

# Meeting Plan

**Does this take one Meeting to complete – or more?** For 99.9% of Scouts, this involves an “assemble and decorate” session followed by a separate Pinewood Derby or Raingutter Regatta.

**PREPARATION (and materials needed):** Read the Race Time Tiger adventure in the Tiger Handbook.

- Key decision – Pinewood Derby or Raingutter Regatta.
  - And when and where it will be held. That’s usually a Pack event.
  - But if you have a track and want to have multiple Pack derbies, or Den and Pack derbies, or races like Adult Derby, Family and Friends Derby, “Outlaw” Derby (e.g., heavier cars), Fun Racing as a Recruiting activity at schools, go for it!
- Follow up decisions – where to conduct the “assemble and decorate” sessions.
  - Recruit adult helpers with some skills and tools, like power tools, sanders, paint, brushes, weights.
  - Note: your Cubmaster and Den Leader may not be the most skilled Derby Car or Regatta Boat builder. Many Packs recruit the parents of high performers to help “next year” in Derby Car builds.

**GATHERING:** A “gathering” activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources.*

- Use gathering time to connect with adults and “share the leader load”: everyone can help with something! A good approach is for different parents (or teams) to share the “lead” of parts of the Adventure below.

**OPENING:** (Parent leader: \_\_\_\_\_) An Opening ceremony says “we’ve begun” and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

**ACTIVITIES** (See also other Activities linked at Adventure Resources – use those if you like them):

◆ **Activity Intro:** (Parent leader: \_\_\_\_\_) As you move into Activities, have some “talk time” where you (1) discuss today’s Adventure activities (what you’ll do, how you’ll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share “what’s new” with them and get to know each other better.

◆ **Activity 1: Build It! (Requirement 1:** “With your Tiger adult partner, assemble and decorate either a Pinewood Derby® car or a Raingutter Regatta™ boat.”) (Parent leader: \_\_\_\_\_)

**Pinewood Derby** Assembly and Decoration ideas (see [Pinewood Derby Car Build Day](#) for supplies and materials and other ideas about how to do Pinewood Derby Car assembly):

- **Draw a design for your car.** You can use the Tiger Handbook for a template for the design of your car. (Tip: *you will find many design ideas out there on the internet*).
- **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. (Tip: *go with the adults on the power saw*.)
- **Sand the car.** Sanding removes any sharp corners and allows paint and other decorations stick better.
- **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, you can use sandpaper to lightly sand it.
  - Clean off any dust from sanding and paint it again.
  - This can be repeated until the desired look is achieved.



- **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.
- **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: *while you are not allowed to be over-weight, you do **not** want to be under-weight. Weight=speed.*)

**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.

**Raingutter Regatta Assembly and Decoration** (see [Raingutter Regatta Boat Build Day](#) for supplies and materials and other ideas about how to do Pinewood Derby Car assembly):

- **Sand the wooden hulls.** It is easier to sand the wooden hulls before the boat is assembled.
- **Attach the plastic cabin** to the two wooden hulls using the screws provided.
- **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.
- **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.

**Idea For A Different Way to Race:** Maybe do a “recycled” Raingutter Regatta with boats made from recycled materials.

- See <https://scoutingmagazine.org/2017/04/make-your-raingutter-regatta-a-recycle-regatta/>.

◆ **Activity 2: Know The Rules! (Requirement 2: “Learn the rules of the race for the vehicle chosen in requirement 1.”)** (Parent leader: \_\_\_\_\_)

You can play the [Race Memory Tiger](#) game found in the Adventure resources, or just review the rules.

- Most of the rules below relate to how the car is put together.
- That means that Scouts and adult partners will be talking about these as they work together to make the car.
  - Right? Scout and adult. Not “only adult”.
- If a parent is “taking over” and not doing the car build together with their Scout ... *you are doing Cub Scouting wrong!*
- So please share the rules with your Scouts, and discuss what you’re doing to follow the rules.



**Common Pinewood Derby Rules** from <https://scoutlife.org/hobbies-projects/pinewood-derby/157283/official-rules/> (read all the way through for some *optional* rules and examples from local Packs, Districts and Councils) – but note that **your local Derby rules may be different.**

- **CAR SPECIFICATIONS:**
  - 1) Width – shall not exceed 2-3/4 inches.
  - 2) Length – shall not exceed 7 inches.
  - 3) Weight – shall not exceed 5 ounces.
  - 4) Width between wheels – 1 3/4"
  - 5) Bottom clearance between car and track – 3/8"



- OTHER RULES:

- 1) Wheel bearings, washers and bushings are prohibited.
- 2) The car shall not ride on springs.
- 3) Only official Cub Scout Grand Prix Pinewood Derby wheels and axles are permitted.
- 4) Only dry lubricant is permitted.
- 5) Details, such as steering wheel and driver are permissible as long as these details do not exceed the maximum length, width and weight specifications.
- 6) The car must be freewheeling, with no starting devices.
- 7) Each car must pass inspection, the owner will be informed of the reason for failure, and will be given time within the official weigh-in time period to make adjustment.
- 8) After final approval, cars will not be reinspected unless the car is damaged in handling or in a race.

**Common Raingutter Regatta Rules** from <https://www.scoutshop.org/blog/5-simple-tips-to-help-cub-scouts-get-ready-for-the-raingutter-regatta-.html> – but note that ***your local Regatta rules may be different.***

- 1) You must use all the pieces in the Trimaran Boat Kit.
- 2) You cannot add weights to your sailboat.
- 3) No sails may be used other than the one supplied in the official kit.
- 4) The sail must be mounted on the mast using holes provided in the sail. The sail may be glued to the mast at the two points of contact with holes in the sail.
- 5) You cannot glue your sail to any other point of the hull.
- 6) The maximum length is 6 3/4" long, and the minimum length should be no less than the length of the hull provided in the kit.
- 7) The mast may not be shortened.

◆ **Activity 3: Be A Good Sport! (Requirement 3:** *"Before the race, discuss with your Tiger adult partner how you will demonstrate good sportsmanship during the race."*) (Parent leader: \_\_\_\_\_)

You can play the **Act Like a Good Sport** charade-like game found in the Adventure resources, or *just discuss*.

- Gather Scouts and Adult Partners and explain that during the race we want to show good sportsmanship.
  - Ask Scouts what do they think good sportsmanship means?
- Ask Scouts what parts of the Scout Law should we follow to demonstrate good sportsmanship? Maybe:
  - Trustworthy (we follow the rules of fair play, and don't try to get an unfair advantage)
  - Loyal (we're always supporting our fellow Scouts, even if they come in first and we don't)
  - Helpful (by helping with the setup and game play)
  - Friendly (we'll all friends as fellow Scouts, even in a race competition)
  - Courteous (for good sportsmanship and listening to instructions)
  - Kind (be caring and supportive of our fellow Scout racers)
  - Obedient (we follow the rules and instructions)
  - Cheerful (we're having fun even if we don't come in first)



◆ **Activity 4: Race On! (Requirement 4:** *"With your Tiger adult partner, participate in a Pinewood Derby or a Raingutter Regatta."*) (Parent leader: \_\_\_\_\_)

Pretty simple – if you've got your car or boat, enter your Derby or Regatta and have fun!

### ◆ Activity 5: [OPTION: Fun Games We Like (Parent leader: \_\_\_\_\_)]:

If the assemble sessions find your Scouts disinterested or they get bored when racing is under delay (as it often is while tracks and timing are tweaked), you can turn up the “Fun Meter” and play a game or some other Fun Activity you like. Some [Ideas Here](#).



**CLOSING:** A Closing ceremony ends the meeting and highlights the achievements – for a Derby or Regatta you may have a big ceremony with various trophies, ribbons or other awards. Den and/or Pack leaders can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements.

**AFTER THE MEETING:** Clean up as needed. Share refreshments if that’s what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. Make sure they are recognized for their completion by presenting the Adventure Loops, to be worn on their belts, as soon as possible according to your pack’s tradition. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

**ADVENTURE RESOURCES:** Den Meeting Resources and “Activity Card” options for this Adventure are found at <https://www.scouting.org/cub-scout-adventures/race-time-tiger/>. Those resources include the Snapshot of Adventure (included above), a “Safety Moment” of tips and links about doing this safely, and, for each Requirement, one or more “Activity Cards” you can click on for an activity to complete the Requirement.

Those “Activity Card” pages are linked below – along with the “Key” scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How “Supply Intensive”; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being “most”. Note that while that website page says “Choose one of the following” before the “Activity Cards”, what that means is “Choose one of the following – *or do some other activity that will meet the Requirement*”, because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what’s below or other ways to complete the requirement in easier ways.

**1. With your Tiger adult partner, assemble and decorate either a Pinewood Derby® car or a Raingutter Regatta™ boat.**

- [Pinewood Derby Car Build Day Tiger](#) (Indoor; 3 of 5 Energy; 5 of 5 Supplies; 4 of 5 Prep Time)
- [Raingutter Regatta Boat Build Day Tiger](#) (Indoor; 3 of 5 Energy; 2 of 5 Supplies; 4 of 5 Prep Time)

**2. Learn the rules of the race for the vehicle chosen in requirement 1.**

- [Race Memory Tiger](#) (Indoor; 2 of 5 Energy; 2 of 5 Supplies; 2 of 5 Prep Time)

**3. Before the race, discuss with your Tiger adult partner how you will demonstrate good sportsmanship during the race.**

- [Act Like a Good Sport Tiger](#) (Indoor; 2 of 5 Energy; 1 of 5 Supplies; 1 of 5 Prep Time)

**4. With your Tiger adult partner, participate in a Pinewood Derby or a Raingutter Regatta.**

- [Pinewood Derby Race Tiger](#) (Indoor; 5 of 5 Energy; 5 of 5 Supplies; 5 of 5 Prep Time)
- [Raingutter Regatta Tiger](#) (Outdoor; 5 of 5 Energy; 5 of 5 Supplies; 5 of 5 Prep Time)

