



# TIGERS IN THE WILD



## RATIONALE FOR ADVENTURE

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

## TAKEAWAYS FOR CUB SCOUTS

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



*Tiger Handbook, page 92*

## ADVENTURE REQUIREMENTS

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

### NOTES TO DEN LEADER

Meeting 3 will be a den outing for a hike and visit to a nature center, zoo, or other outdoor place. In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring. Make sure a tour and activity plan has been submitted, if required, and activity consent forms are distributed, signed, and collected.

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

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

# MEETING 1 PLAN

## PREPARATION AND MATERIALS NEEDED

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

## GATHERING

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

### NOTE TO DEN LEADER

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

## OPENING

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

## TALK TIME

- Introduce the Tigers in the Wild adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Carry out business items for the den.
- Distribute information on the location for your hike for Den Meeting 3. Have everyone plan to meet at the location, or arrange for carpooling as needed.
- Briefly discuss Outdoor Ethics as a refresher before getting started. Remember that wilderness conservation depends on understanding and respecting “the wild.” The Boy Scouts of America has long had a commitment to outdoor ethics and conservation practices.

## ACTIVITIES

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

### NOTE TO DEN LEADER

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

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

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

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

### “Emergency Alert System” Skit

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

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

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

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

### Sitting on a Bench Skit

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

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

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

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

**Tiger #1:** Sure!

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

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

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

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

(All the “sitting” Tigers fall down.)

### ◆ Activity 3: Balloon Volleyball Game

Play balloon volleyball or balloon soccer. Set a specific goal, and divide the Tigers into two teams that will bat the balloon back and forth with either their hands (volleyball) or feet (soccer).

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

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

## CLOSING

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



### Do-at-Home Project Reminder:

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

## AFTER THE MEETING

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

# MEETING 2 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Materials for plant and animal identification.
  - Research plants and animals in your local area, or find someone who can assist with identification. Local nature centers or federal agencies (Bureau of Land Management, National Forest or Grassland offices, etc.) should have information. There are numerous books on the subject as well; books in color and with detailed photos or illustrations will work best.
- Several different types of leaves for the leaf-rubbing activity (with photos for identifying them), crayons, paper, etc.
- Material to make marble bags—denim, leather, canvas, or any thick fabric that can be laced into a bag or pouch and hold the weight of marbles.
- Animal print samples from household pets or common local animals for the “Name This Animal” activity

## GATHERING

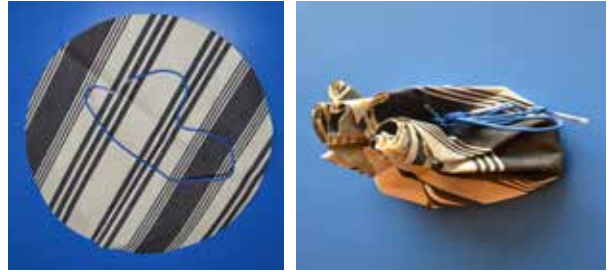
Have Tigers make a simple marble bag. If time permits, the Tigers can draw animal prints using as a guide the resources you collected. (See Meeting 2 Resources.)

### NOTE TO DEN LEADER

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

**Materials (for each Tiger):**

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

**Instructions:**

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

**OPENING**

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

**TALK TIME**

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

**ACTIVITIES****◆ Activity 1: Leaf Rubbings (Requirement 6)**

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

To make a leaf rubbing:

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

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

## ◆ Activity 2: Animal Prints

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

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

### Simple Rules for Playing Marbles

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

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

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

### Basic Terms for Marbles

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



## CLOSING

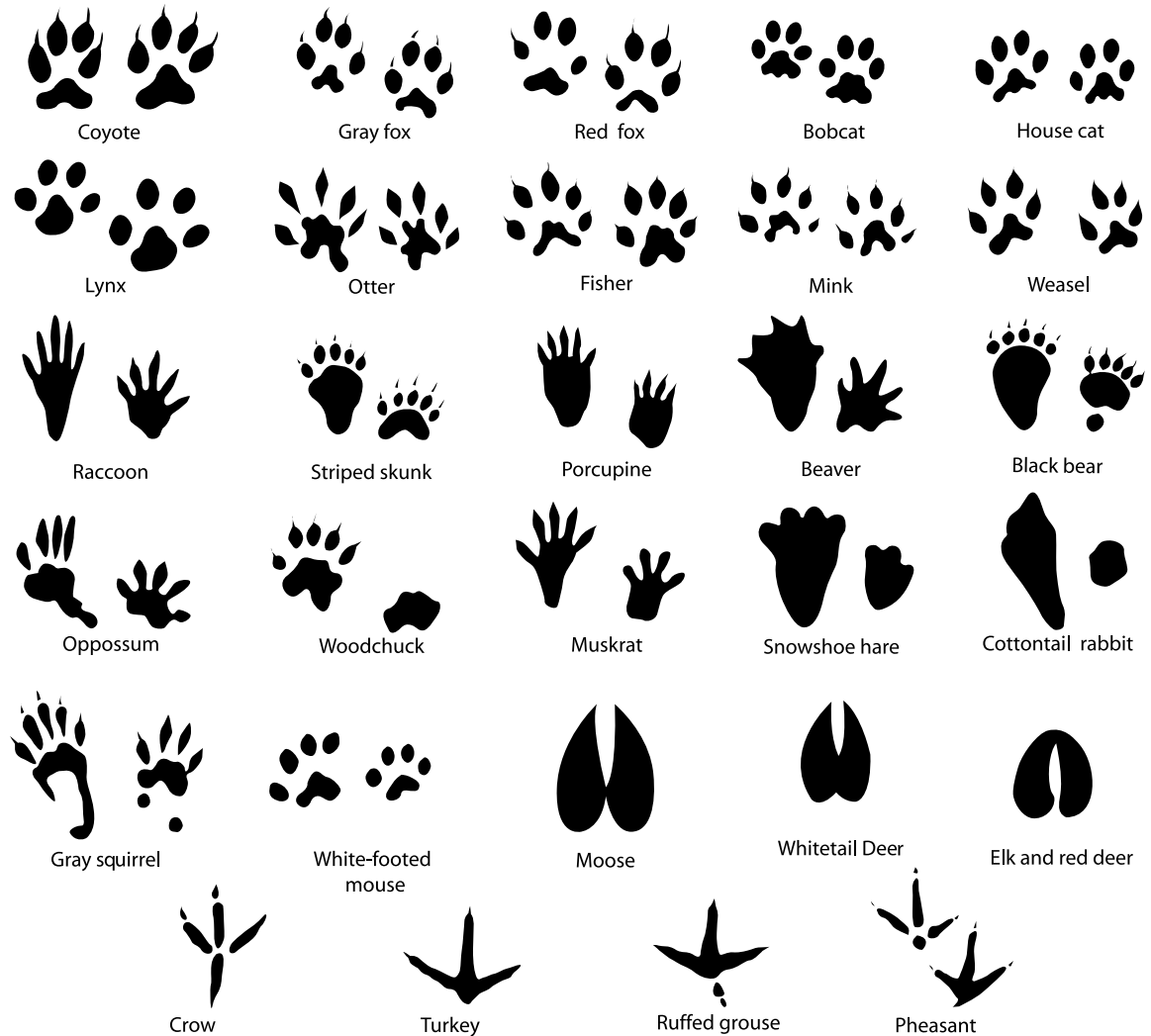
- Remind Tigers that at the beginning of the meeting, they all said the Scout Oath. Ask them how the phrase “do my duty to God and my country” relates to today’s activities. (You can continue this through several meetings as a way to help them learn and understand what the Scout Oath is all about.)
-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

## AFTER THE MEETING

- For refreshments, serve the trail food from earlier in the meeting.
- Clean up as needed.
- Record completion of requirements 3a, 3b, and 6.

## MEETING 2 RESOURCES

### ANIMAL PRINTS





# MEETING 3 PLAN (Den Outing)

## NOTES TO DEN LEADER

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

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

## PREPARATION AND MATERIALS NEEDED

- Prepare index cards for opening
- Paint chip cards—natural colors (greens, browns, tans, blues, whites, according to location), available from paint/hardware stores
- Coin for each Tiger
- Reference material for plant and animal identification from Meeting 2
- Cub Scout Six Essentials for each Tiger
- A trash bag and a box of nonlatex disposable gloves, in case the den comes across trash that can be picked up
- Unit den leader should have in possession (if required by local council practices) the tour and activity plan, signed activity consent forms, and a copy of the *Guide to Safe Scouting*.

## GATHERING

Depending on the tour plan, gather at a central location and carpool, or have the Tigers and partners meet at the location.

## OPENING

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

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

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

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

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

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

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

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

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

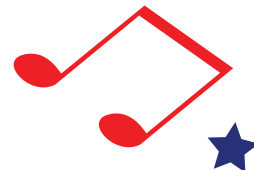




*O beautiful for spacious skies,  
For amber waves of grain,  
For purple mountain majesties  
Above the fruited plain!  
America! America!*



*God shed his grace on thee  
And crown thy good with brotherhood  
From sea to shining sea!*



credit: Katherine Lee Bates, 1904

## TALK TIME

- Carry out business items for the den.

## ACTIVITIES

### ◆ Activity 1: Hike (Requirements 2, 3c, 4, and 7)

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

### ◆ Activity 2: Color Hunt

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

### ◆ Activity 3: Coin Activity

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

## ◆ Activity 4: Outdoor Code and Leave No Trace

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

## CLOSING

- After the hike, remind the Scouts how nice the trail was (if it was), and tell them that's because many people before them took time and energy to save this trail for them! They can do their part to continue the practice by leaving what they found where it was, picking up anything that doesn't belong there, and leaving the area better than it was when they arrived!
- Ask Tigers to report on what plants or animals they observed during the hike that they had predicted they might see at the previous den meeting. Were they surprised by what they saw—or what they did not see? (requirement 7)

## AFTER THE MEETING

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

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



# MEETING 3 RESOURCES

## TIPS FOR A GREAT HIKE

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