



# TIGER-IFFIC!



## RATIONALE FOR ADVENTURE

This adventure will help Tigers learn about different types of games, whether individual games, team games, or initiative games. As an elective, it provides them with the chance to explore games that are new to them and to use their imaginations. It also encourages their willingness and ability to work and talk in the group.

## TAKEAWAYS FOR CUB SCOUTS

- Trying individual versus team games
- Experiencing winning and losing
- Developing sportsmanship
- Team building
- Using imagination and creating games
- A Scout is kind. 

## ADVENTURE REQUIREMENTS

*Tiger Handbook, page 226*

Complete requirements 1–3 plus at least one other.

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.
3. Play a problem-solving game with your den.
4. With your parent's or guardian's permission, do the following:
  - A. Play a video game with family members or den members in a tournament.
  - B. List at least three tips that would help someone who was learning how to play your favorite video game.
  - C. Play an appropriate video game with a friend for 30 minutes.
5. With other members of your den, invent a game, OR change the rules of a game you know, and play the game.
6. Play a team game with your den.

## NOTES TO DEN LEADER

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

If Tigers choose the option of requirement 4, they should complete that requirement between Meeting 1 and Meeting 2. Adult partners should help Tigers choose an appropriate video game and confirm that the Tiger's friend has permission to play.

This adventure does not include plans for a den outing. If a den outing is desired, the leader may plan to hold one of the meetings at a location suitable for playing games. All event coordination would need to be in place in advance, depending on the location selected.

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
- Writing materials for Gathering
- Various games that are suitable for play by individuals are needed. For example, puzzles, connect-the-dots, and ball-in-cup are all simple, one-person games. Video games may be suitable, although Tigers may need to bring their own portable game devices. Otherwise, a single game console could distract everyone's attention.
- Board games for two or more persons playing as individuals, such as checkers
- For the opening: Poster boards with letters spelling AMERICA on front and the corresponding line on back in large print, so it can be easily read
- Materials needed for T-shirt relay: 1 extra-large T-shirt for each team. You will also need a judge for each team.
- Read the Tiger-iffic! adventure in the *Tiger Handbook*.

## GATHERING

Have each Tiger and adult partner prepare a list of their favorite and least favorite games. Include those they like to watch and those they like to play. Or have each member of the den (with their partner's help) write down as many sports or teams as they can, or match the names of various teams with the mascot or the sport played. (Don't forget teams in the local community.)

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Optional Opening: "**America**"

**Equipment:** Poster board, flag, and flag stand. Print letters spelling AMERICA on the front of the poster boards and the lines to be read on the back in LARGE print.

Each Tiger displays and shouts out their letter. The Tiger or partner can recite the line:

**A** is for **ATHLETES** who do their best.

**M** is for **MUSCLE** building, putting us to the test.

**E** is for **EXERCISE**, building strength and brawn.

**R** is for **RUNNING**—just look, then we're gone.

**I** is for **INDIVIDUALS** who always try to achieve.

**C** is for **COURAGE** to do and believe.

**A** is for **ACTIVE**, and active we'll be.

**ALL:** Proud to live in America, the home of the free.

Then recite the Pledge of Allegiance and the Scout Law.



## TALK TIME

- Carry out business items for the den.
- Introduce the Tiger-iffic! adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Introduce the games to be played during the meeting.

## ACTIVITIES

### ◆ Activity 1: Individual Games (Requirement 1)

Have the Tigers play individual games for a short time, and then lead a discussion of what they liked about those games or why they chose the games they did. Each Tiger should play at least two individual games.

**Skunk Sniff:** Skunk Sniff is a game where Tigers try to guess and match the smells inside paper or plastic bags. It requires some setup. Prepare several small bags, each marked on the outside with a number. Place in each bag a little piece of sponge that holds the scent of an item or place the actual item wrapped up in a paper towel so the distinctive odor of each can be detected. (Paper bags work better if the substance can be readily seen through plastic.) Put each substance in two different bags; then Tigers try to find the bags that match. Items like lemon juice, soap, perfume, vinegar, spices, bananas, or burnt toast work well. Be sure to avoid potentially dangerous items such as most cleaning supplies.

**Memory:** Memory games are readily available for purchase or can be created using any ordinary deck of cards or combination of decks. Depending on the type of cards used, players can either match identical cards or, perhaps, find two black (or red) cards of the same value.

**Musical Chairs:** This is another fun individual game the Tigers will enjoy. You can use recorded music or you can simply hum a tune and clap. Put out enough chairs back to back so every Scout has a seat. Start the music. While the music is playing, Tigers should walk around the chairs, in the same direction. While they are walking and the music is playing, take one chair away. Once the music stops, Tigers must find a chair to sit in. Whoever is left standing is out of the game. The winner is the Tiger sitting in the last chair.

### ◆ Activity 2: Team Game (Requirement 6)

#### T-Shirt Relay Game

**Materials:** 1 extra-large T-shirt for each team; 1 judge for each team

**Notes:** This game emphasizes teamwork, and everyone is involved the whole time. Tigers who wear eyeglasses should remove them before playing this game.

The judge should make sure the shirt is pulled all the way down on each Tiger and no shortcuts are taken in the heat of competition.

#### Instructions:

1. Divide into two teams. If teams do not have the same number of players, someone will need to wear the shirt twice.
2. Have teams line up single file.
3. Give the shirt to the first Tiger in each line.
4. On the "Go" signal, the first Tiger puts the shirt on and then holds hands with the next Tiger in line, facing them.
5. All the others on the team then pull the shirt off the first Tiger and put it on the second Tiger. Then Tiger 2 turns, holds hands with Tiger 3, and so on.

## CLOSING

- Have everyone share some thoughts about the games they played. Then let them decide what games they will play at the next meeting. Invite them to bring their favorite board games.



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

Tigers can bring their favorite board games to the next meeting to share with the den. Also, if Tigers are choosing the option of requirement 4, they should make plans with their families to complete it at home.

## **AFTER THE MEETING**

- Record completion of requirements 1 and 6.
- Work together to clean up the meeting place.

# **MEETING 2 PLAN**

## **PREPARATION AND MATERIALS NEEDED**

- U.S. and den flags
- For Gathering: assorted game equipment such as balls or flying discs; if indoors, sponge balls or bean bags
- Board games (Encourage Scouts ahead of time to bring their favorite board game to the meeting. You may wish to bring games as well to ensure that there are enough for all to play.)
- Materials for any other games that will be played during the meeting, including the problem-solving game (See the options under Activities below to determine materials needed. Prepare questions to lead discussion/reflection after the game.)

## **GATHERING**

- Have some game equipment available that will make Tigers want to play together. Balls or flying discs, for example, are good choices.
- The den leader might suggest a simple outdoor game such as kickball or an indoor game such as bowling. However, find a way to change the game; perhaps use something else as the ball and throw instead of kick, or have something else to knock down instead of 10 pins (requirement 5).
- Ideally, the same equipment might transfer to the problem-solving game to be played later in the meeting. If the games are not decided beforehand, share some game ideas as the Tigers arrive, and have them talk with their adult partners to decide then so the start of the meeting won't be delayed.

## **OPENING**

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

## **TALK TIME**

- Carry out business items for the den.
- Find out what activities were completed at home from requirement 4. Give each Tiger time to share about this with the den.
- Talk with the Tigers about how good sportsmanship relates to the Scout Law. A Scout is courteous and kind and should always remember that being a good sport, win or lose, allows them to live by the Scout Law. Keep the conversation lively and appropriate to a Tiger age level, focusing on the most important points.



## ACTIVITIES

### ◆ Activity 1: Problem-Solving Game (Requirement 3)

Play a short team-based game appropriate for the meeting setting and the range of skills in the den. Then play a problem-solving game that is also suitable AND for which you are comfortable leading a discussion/reflection. If possible, let the den choose the games that will be played at this meeting. Develop questions that will help them understand:

- The feelings that come with winning and losing
- The choice of playing by oneself as opposed to playing with others
- The value of courtesy and sportsmanship

#### NOTE TO DEN LEADER

Problem-solving games in Scouting are also referred to as team-building games and initiative games. Remember that the den will include children of different skill levels and with different interests. Some Tigers may even need extra help (from their partners) or extra time.

**Team-Building or Problem-Solving Game:** The players—all Tigers or all partners—are covered with a large blanket. The object is to move as a unit and follow directions (turn right, back up, etc.) so they can maneuver around or over a variety of obstacles.

**Magnetic Hike:** Divide the Tigers into relay teams and then pair off the players in each team. The pairs line up, one player facing the other with the toes of their shoes touching and arms at their sides. On “Go,” the first pair in line moves toward a marker trying to keep their toes touching at all times. They walk around the marker and back to their team so the next pair can go. The first team to complete the course wins.

**Crabwalk Soccer:** Crabwalk soccer can be played indoors, if the space is large enough, or outdoors. Everyone must move in a crab position (on all fours, stomach up) and kick the ball while staying in that position.

**Balloon Toss:** Balloon toss is a simple game in which players sit in two lines facing each other with their feet touching. The leader drops a balloon, and the entire group must keep it from touching the ground without separating their feet. If you have enough players, see which of two teams can keep the balloon off the ground the longest. (Use latex-free balloons if someone in the den has a latex allergy.)

### ◆ Activity 2: Board Games (Requirement 2)

Play the board games the Tigers brought, dividing everyone into teams with one adult partner and at least two Tigers. After they play the game once, have them change the rules and play again; this gives them a way to complete requirement 5 if they weren’t able to create their own rules for a game during the Gathering.

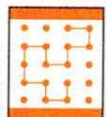
## CLOSING

- Recite the Scout Law.
- Remind Tigers of ways their attitudes reflected the Scout Law when they played the board games and the problem-solving game.

## AFTER THE MEETING

- Record completion of requirements 2, 3, 4, and 5.
- Work together to clean up the meeting place.

Upon completion of the Tiger-iffic! 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.



# NOTES