

GAMES TIGERS PLAY



RATIONALE FOR ADVENTURE

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

TAKEAWAYS FOR CUB SCOUTS

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

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ADVENTURE REQUIREMENTS

1. Do the following:
   a. Play two initiative or team-building games with the members of your den.
   b. Listen carefully to your leader while the rules are being explained, and follow directions when playing.
   c. At the end of the game, talk with the leader about what you learned when you played the game. Tell how you helped the den by playing your part.
2. Make up a game with the members of your den.
3. Make up a new game, and play it with your family or members of your den or pack.
4. While at a sporting event, ask a player or coach why he or she thinks it is important to be active.
5. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.

NOTES TO DEN LEADER

Meeting 3 for this adventure is an outing to a sporting event. You will need to identify a sporting event in your community that the Tigers and their adult partners can visit together. The event can range from a middle or high school game to a professional game. Contact the team at least a month ahead to arrange the visit. In addition, arrange to have one of the team's players, someone from the facility, or an expert on the sport meet with the den before the event starts. Provide that person with requirement 4 information for this adventure.

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.

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

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

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

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

GATHERING

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

OPENING

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

TALK TIME

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

ACTIVITIES (REQUIREMENTS 1 AND 2)

◇ Initiative Game 1 (See Meeting 1 Resources.)

- Choose one of the games listed in the Meeting 1 Resources, and encourage the boys to play that game with their adult partner and the members of the den.
- Introduce the activity as a special kind of game called an "initiative game." There are no winners or losers in these kinds of games, which help us learn how to work together.
  - — If you believe conflict might arise over winning or losing—based on previous experiences with this den—make these comments before the game: Remind the Scouts and their partners that "a Scout is friendly" and knows how to be a good sport. There are no winners or losers in initiative games, but Scouts should still try to stay positive no matter the outcome. Explain to the Scouts that they might feel happy or disappointed, but they can express those feelings appropriately. Tell them it's OK to be sad or upset because those are feelings we all have, but it's important not to "act out" just because you are feeling this way.
- After the game, lead a reflection time. (See Appendix for more information about leading a reflection.) Ask the boys:
  - — What were their roles in the game, and what were their partners' roles?
  - — Could they have done something differently to change the outcome of the game?
  - — How did they feel about the team's success? Were they able to feel happy or sad and still be a "good sport"?

◇ Initiative Game 2 (See Meeting 1 Resources.)

- Invite the Tigers to select and play one of the games listed in the Meeting 1 Resources.
- Encourage them to vote on which game they'll play.
- Have the den members play the game with each other and their adult partner.
- Lead a reflection time after the game. (See Appendix for guidelines.)

◇ "Tigers on the Prowl" Game

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

CLOSING

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



Do-at-Home Project Reminder:

Hand out the home project that needs to be completed before the next den meeting. (See Meeting 1 Resources.)

- Remind each family that their Tiger will need to create a game of his own and play it with his family before the next meeting (requirement 3). He will then play the game with his den at the next meeting.
- Also remind families that each Tiger will need to bring a nutritious snack (requirement 5) to the next den meeting. They will need to share why they chose that snack. Be sure families know of any allergies and foods that should be avoided.

AFTER THE MEETING

- Confirm the date, location, and transportation plans for the upcoming sporting event.
- Enjoy a healthy snack.
- Work together to clean and tidy up the meeting place.
- Record completion of Tiger requirements 1a, 1b, 1c, and 2.

MEETING 1 RESOURCES

INITIATIVE GAMES

Ballooney

Materials: Balloons

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

Synapse

Materials: Timer or stopwatch

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

Blob

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

Lineup

Materials: Bandannas to serve as blindfolds

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

All Aboard!

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

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

Monster

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

Hog Calling

Materials: Bandannas to serve as blindfolds

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

DO-AT-HOME PROJECT

GAMES TIGERS PLAY—FAMILY GAME

Get ready to play, Tiger!

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

GAMES ARE FUN!

NOTE TO ADULT PARTNER

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

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

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

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

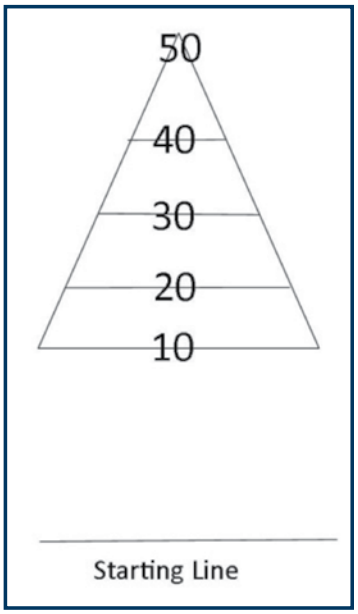
- Remind Tigers and their adult partners to bring the games they created in the Do-at-Home Project to this den meeting to share with the other den members.
- Remind Tigers they are to bring a nutritious snack and share why they chose it with the other members of their den.
- U.S. and den flags

GATHERING

Tiger Shuffle

Materials:

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



Instructions:

1. Use the tape to create a triangle on a table or the floor, and label point levels.
2. Use another piece of tape to mark off at the opposite end of the triangle the starting point to shuffle the cap.
3. As Scouts arrive, let them decorate their caps.
4. Taking turns, each Tiger slides his cap from the starting point toward the triangle and tries to score points while his adult partner cheers for him. Make sure each boy has a chance to play, and let the boys try to better their scores as well.

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.
- Allow time for sharing among Cub Scouts.

ACTIVITIES

◇ Activity 1: Games Created at Home (Requirement 3)

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

◇ Activity 2: Snack Share (Requirement 5)

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

CLOSING

Here are some simple questions that can help the boys reflect and grow from this activity.

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

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

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

AFTER THE MEETING

- Ensure cleanup takes place.
- Record completion of Tiger requirements 3 and 5.