



Tiger Adventure: Games Tigers Play



Purpose for Adventure:

This adventure will help Scouts develop appropriate emotional responses and engage in shared decision making in group settings and will 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.

Adventure Requirements: (Tiger Handbook, page 28)

Complete requirements 1 and 2 plus at least two others.

1. Do the following:
 - A. Play two initiative or team-building games with the members of your den or family.
 - B. Listen carefully to your leader and/or parent while the rules are being explained and follow directions when playing.
 - C. At the end of the game, talk with the leader or parent about what you learned when you played the game. Tell how you helped the den by playing your part.
2. Talk with your den or family about why good nutrition helps you to be strong and active. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.
3. Make up a game with the members of your den and play it with den members. After playing the game, talk with your den about the experience.

4. Make up a new game and play it with your family or members of your den or pack. Then talk with the group about the experience.
5. Do the following:
 - A. Attend a sporting event with your den or family.
 - B. Before or after the event, talk with a coach or athlete about what it is like to participate in the sport. OR find out more about the sport and share what you have learned with your den or family members before or after the event.

Suggested Teaching Approaches (notes for den leaders, parents, or other helpful adults)

Requirement 1 A:

Game 1: If the Shoe Fits...

Materials needed: one shoe of the pair you are wearing.

1. Each Tiger in your den takes off one shoe and tosses it in a pile in the middle of the room.
2. On the count of three, each person grabs a shoe from the pile and then finds the person wearing the matching shoe on the other foot.
3. Learn the shoe owner's first and last name. Then ask the shoe owner to tell you three things about himself or herself that you didn't know.
4. Listen closely to what the shoe owner tells you, then introduce him or her to the rest of the den. Share shoe owner's name and the three facts you learned.

Game #2 – Moving the World

Materials needed:

- One large beach ball
 - 3 hoops placed several feet apart in a straight line
- The team must move the ball from hoop to hoop without using their hand or feet to hold the ball. All team members must always be touching the ball on its way from one hoop to the other. The ball must be placed on the ground inside each hoop and then moved to the next hoop. Remember, you cannot touch the ball with your hands and feet!

Requirement 2:

Here are some creative homemade snacks:

- Peeled tangerine slices or sliced apples with a yogurt dip.
- Banana ghosts with chocolate chips for eyes and mouths.
- Fruit kabobs

Requirements 3 & 4:

Note to Parents and other Caring Adults: As you help your Scout invent the game, practice together to make sure that the rules are fair and clear to everyone. Remind your Scout to think about what it means to be polite when playing or leading a game.

Congratulations! By completing these four requirements you have completed your *Games Tigers Play* Badge. Please make sure to mark down your completed requirements in your Handbook or in Scoutbook and let your Den Leader know you have finished the badge.

Additional Resources:

Zoom games: <https://docs.google.com/presentation/d/1zCZ0D-Ur15oQiCbtgFWo9Lxb4V5SrstHB6mvdd6TyqA/edit#slide=id.p6>

Workbook: <http://usscouts.org/advance/cubscout/workbooks/Tiger/Games-Tigers-Play.pdf>