



TIGER TAG



RATIONALE FOR ADVENTURE

This adventure will engage the Tigers in some active games with their adult partners and establish an appreciation for activity and its role in maintaining one's health and mental abilities.

TAKEAWAYS FOR CUB SCOUTS

- Practicing skills
- Experiencing winning and losing
- Learning about sportsmanship
- Developing team spirit
- Having fun outdoors
- A Scout is cheerful. 

Tiger Handbook, page 258

ADVENTURE REQUIREMENTS

Complete requirements 1 and 2 plus at least one other.

1. Choose one active game you like, and tell your den about how to play and why you like this game.
2. Play two team or relay games with your den. Tell your parent, guardian, or other caring adult or the other Tigers what you liked best about each game.
3. Have your den choose a team or relay game that everyone can play, and play it at least twice.
4. With your parent, guardian, or other caring adult, select an active outside game that you could play with the members of your den. Talk with den members about the games suggested by all Tigers. With your den, decide on a game to play and play the game that your den has chosen. After the game, discuss with your den the meaning of being a good sport.

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.

Prior to Meeting 1, have Tigers tell their adult partners about an active game they like. For requirement 1, Tigers should come prepared to share the game with their den. The game does not need to be one that the den can play, and Tigers do not need to bring equipment.

For Meeting 2, Tigers should be prepared to tell the den about an active game they would like to play as a den. If equipment is involved, Tigers should bring that equipment to the meeting. The den will choose a game to play.

This adventure does not include plans for a den outing. If an outing is desired, the leader could choose to hold Meeting 2 at a park location where Tigers will have appropriate space for playing games. All outing and transportation information would need to be planned in advance.

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
- Blindfolds for all participants and a balloon for the Gathering
- Read the Tiger Tag adventure in the *Tiger Handbook*.
- Materials for a variety of relay games (see options under Meeting 1 Resources). The games may be played inside or outside, depending on available resources.

GATHERING

One game choice is Balloon Bluff. Place a balloon on the floor where players can see it. Blindfold them, and have them walk to where they think the balloon is and try to stomp on the balloon to pop it. (Use latex-free balloons if someone in the den has a latex allergy.)

OPENING

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

TALK TIME

- Carry out business items for the den.
- Allow Tigers to share the active games they like. Then have Tigers vote on the outdoor game to play during the next den meeting. Take into account any space or equipment limitations, as well as the needs of your specific den when selecting a game to play.
- Introduce the Tiger Tag adventure to the den.
- Describe games as an easy way to both have fun and get exercise.
- Tell Tigers that a relay game is played in teams. Each member of each team must complete some part of the relay, and then another team member completes the next part. The first team to finish is considered the winner.

ACTIVITIES: RELAY RACES

◆ Activity 1: Ready, Set, Relay! (Requirement 2)

1. Select two relay games for the den to play. (See Meeting 1 Resources for game ideas.) Set up materials as needed to play the games.
2. Relay games can be conducted as contests between members of the den or as a group, in which case the group competes against the clock.
3. Relays that might be messy are best played outside, but even then be prepared for cleanup.
4. Have Tigers tell their adult partners or the den about their favorite parts of the games they played.

◆ Activity 2: Den Choice Relay (Requirement 3)

1. Provide a list of additional games for Tigers to select from.
2. Have the den vote on another relay they would like to try. Remind them that once a game is chosen (even if it is not everyone's first choice), all members of the den should demonstrate the Scout Law by participating cheerfully.
3. Play the game several times.

CLOSING

- If Meeting 2 will be held in a park, remind everyone of the points of the Scout Law that are particularly relevant for a den outing. At minimum, note the importance of being trustworthy and obedient. For example, note that when visiting others, it is important to be obedient (e.g., don't touch if it's not allowed) and to be courteous.
- Confirm that transportation plans are in place for the den outing and families are aware of the meeting place and time.



Do-at-Home Project Reminder:

Have Tigers work with their adult partners to select an active outside game that they could play with the members of their den. They should be prepared to talk about the game at the den meeting, and they should bring any necessary equipment to play it. The den will decide as a group on a game to play.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 1, 2, and 3.
- Work together to clean up the meeting place.
- Prepare thank-you notes for the Scouts to sign later if Meeting 2 is at a park and volunteers will be helping.

MEETING 1 RESOURCES

RELAYS (REQUIREMENT 2)

If you need ideas for games, you will find more than you can possibly use in books from the library or on any number of internet sites. Be sure that the games are appropriate for children of Tiger age. To keep in the spirit of Tiger Tag, be prepared to share active games with the den.

Some examples of games follow, and there are several other options in the *Tiger Handbook*.

Lost Shoe Relay

Materials needed: players' 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.

Jump Relay

- This can be played in teams or against the clock.
- Players 1 and 2 hold a rope, string, or belt just above the floor. (It may rest on the floor if players are more comfortable with that for safety reasons.)
- Their teammates jump over it.
- When the last player jumps over the rope, player 1 goes to the end of the line and player 2 takes player 1's place. Player 3 (at the head of the line) takes player 2's place.
- The action is repeated until players 1 and 2 are back in their starting locations.
- Alternatively, players 1 and 2 move the rope down the line while each teammate jumps over it.

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Materials for any games that may be played during the meeting (See Meeting 2 Resources for some ideas.)

GATHERING

Frantic Object

Object

To keep a number of balloons in constant motion for as long as possible

Procedure

Everyone in the group is given a balloon (or tennis ball) or two. Play on a smooth surface that is bounded by walls. On signal, the group attempts to keep every balloon or tennis ball in motion. Adult partners participate by spotting balloons or balls that have stopped moving. (Use latex-free balloons if someone in the den has a latex allergy.)

Variations

- During the activity, additional tennis balls or balloons may be added, increasing the difficulty. Den members can join in at any time.
- The activity may be allowed to continue until the referees have spotted three balls or balloons that have stopped moving.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Optional Opening: Tie the opening to the idea of games to help connect elements of the meeting. For example, to connect with sporting events, a natural opening would include singing the national anthem.

TALK TIME

- Carry out business items for the den.

ACTIVITIES

◆ Activity 1: Game Sharing (Requirement 4)

- Give each Tiger a turn to share the game they enjoy playing, including rules, equipment, and why they like the game.
- Remind Scouts to be courteous listeners to other Tigers.
- After the sharing, have the den vote on which game they would like to try playing. Be sure they choose from options that are appropriate to the meeting location and the group. If any options present safety concerns, adapt the games or let Tigers know that those are not options for the meeting.

◆ Activity 2: Time to Play! (Requirement 4)

Ideally, the games should be conducted outside because the space will allow a broader range of game choices and a higher level of activity. The Tigers can easily be active for 20–30 minutes if they like the game. If the game is particularly active, you may need to arrange a limited role for the adult partners (e.g., judges or timers).

- Carefully explain the rules for the game selected by the den. Make any necessary adaptations.
- Set up the playing space, and check that all equipment is in place.
- Divide Tigers into teams as needed, and start to play!

CLOSING

- After a meeting full of games, several points of the Scout Law will probably tie in to your closing comments:
 - 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)
- Remember the adult partners when talking about the Scout Law.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirement 4.
- Work together to clean up the meeting place.
- If Meeting 2 was held as a den outing, have Tigers sign thank-you notes for anyone who helped.

Upon completion of the Tiger Tag 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 2 RESOURCES

ACTIVE GAMES (REQUIREMENT 4)

Indoor Active Games

Barnyard Bedlam

Gather a bunch of specific small items, such as pompoms, to hide around the room in piles. Divide the den into small groups. Each group will have one farmer (this can be an adult partner), and the other Tigers in each group will be one type of animal.

Have the animals practice their animal sounds, then have everyone leave the room. Hide the items, and call the group back into the room. When the game begins, animals must hunt for the item and signal to the farmer with their animal sound when they find a pile. Farmers must rush to their own animals to collect the items. Another animal can rush to the same pile and use their own animal sound to call their farmer and see if he or she can arrive first. The game should result in a loud collection of barnyard noises and frantic farmers rushing about.

The game could also be played outside, though a biodegradable item, such as peanuts or popcorn, should be used to avoid having lost items become litter. Be sure to locate and clean up all items when finished.

In the Pond

Mark a large circle on the ground, just slightly smaller than the circle formed when players stand an arm's length apart. When the leader calls "In the pond," all players jump forward into the circle, which is the pond. When the leader calls "On the bank," players jump backward. If the leader calls "On the pond" or "In the bank," players should not move, but those who do are out.

Outdoor Active Games

Balloon Balance

Each person has a balloon. Without using their hands, pairs try to hold their balloons between them and move toward a finish line or through an obstacle course. (Use latex-free balloons if someone in the den has a latex allergy.)

Blockade

The group is divided into two teams: Blue and Gold. Each Gold team member has a token, which is to be delivered to the leader in a safety zone—a large, well-marked circle or square. As Gold team members try to get to the safety zone to deliver their tokens (throwing coins is not allowed), the Blue team tries to capture each one, using a two-handed touch. Gold team members lose their tokens if caught, but may return to a starting point for another. After a certain time, players switch sides. At the end, the team with the most tokens is the winner.

Resources for Games

The Boy Scouts of America has published an extensive list of games, available at www.scouting.org/filestore/pdf/games.pdf

It's relatively easy to modify active games to make them suit your space and resources. In a relay, for example, the players might compete against or team up with their adult partners. While the traditional relay is a race in which players face a specific challenge (e.g., carrying water or an egg in a spoon; a three-legged race), the challenge can be altered so that movement is unrestricted but a task is required at the end of the run. Likewise, a game of hide-and-seek can be turned on its head so that "it" hides while the remainder of the group hunts for them, especially if the game is conducted in a large space.