

TIGER PROGRAM

ADD to Tiger:

Tiger Elective Adventures: Tiger Tag

1. Choose one active game you like, and tell your den about it. (How about a jungle game and teach them one of the games Baden Powell used, Ask a scoutmaster for a fun game that his scouts do.)
2. Do the following:
 - a. Play two relay games with your den and your adult partner.
 - b. Tell your adult partner or the other Tigers what you liked best about each game.
 - c. Have your den choose a relay game that everyone would like to play, and play it several times.
3. With your adult partner, select an active outside game that you could play with the members of your den. Talk about your game at the den meeting. With your den, decide on a game to play.

Suggestions: This is an active game which is a combination of tag and keep away. In it, a players work together to keep their friends from being tagged. “Flip the Bird” is the traditional name for this game, but if you think it will cause too much of a stir, you can just call it “Bird Tag”.

Flip the Bird Tag

Materials

You need something to be the “bird”. This can be a rubber chicken, a towel with a knot tied in the middle, a ball, etc. Use your imagination.

Instructions

1. Choose somebody to be “It”.
2. Define the boundaries of the play area.
3. Give the “bird” to somebody who is not it.
4. “It” tries to tag the other players. “It” can tag anyone except the person currently in possession of the “bird”.
5. The players work together, throwing the “bird” to the person being chased to prevent “it” from tagging them.
6. When somebody is tagged, they must sit on the side of the play area.
7. Last person not to be tagged wins. Hr or she gets to be “It” for the next round

Notes

This game is meant to teach teamwork. However with younger children, some might not want to throw the bird. If this is the case, make the rule that nobody can keep the bird for more than the count of three.

Another option is to have multiple birds and only the people with the birds can be tagged. Know your group and adjust the rules as necessary.

When working with Cub Scouts, remember KISMIF - Keep It Simple. Make It Fun. Sometimes we come up with elaborate or complicated plans when our young Scouts would really be just as happy with something simple.

Red Light Green Light is a great example of this. It is simple and requires no preparation or materials. My Cub Scouts always enjoy these “classic” playground games. And surprisingly, you might find one or two in your den who have never played it.

This would go well with any “travel” themed meeting. Most of you will know how to play this game, but here are the instructions just in case.

Red Light Green Light

Materials:

- None!

Preparation

- None!

Instructions

1. Choose somebody to be “It”. The person who is It is the Traffic Light.
2. Everyone else should start in a line about 20 feet away from the Traffic Light.
3. The Traffic Light should face with his back to the group and shout “Green Light”. Everyone can start running toward the Traffic Light.
4. The Traffic Light shouts “Red Light” and faces the group. Anyone the Traffic Light catches still running is out.
5. The Traffic Light continues to alternate turning away from the group and shouting “Green Light” and turning toward the group and shouting “Red Light”, with anyone getting caught running on a red light being out.
6. The first person to tag the Traffic Light wins and gets to be Traffic Light for the next round.

Notes

- There are many local variations of this game. Make sure everyone agrees on the rules before you start.
 - Don’t run too fast or you won’t be able to stop when the Traffic Light says “Red Light”.
 - The Traffic Light must completely say “Red Light” before turning around. This gives everyone a second to stop.
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In this relay, the Scouts are “doing the laundry”. They hang out towels on a clothesline and then bring them back in.

This game lends itself to a summer camp setting since you are probably setting up a clothesline or two at camp. And hopefully each Scout will bring a towel to dry off after their showers. Just don't forget the clothespins.

Clothesline Relay

This game is appropriate for any age group. I

Materials:

- Clothesline (or just string a rope between two trees)
- clothespins
- towels (one per scout)

Preparation

Set up the clothesline if necessary

Instructions

1. Divide the Scouts into two teams.
 2. The first boy on each team runs to the clothesline and pins up his towel with a clothespin
 3. He comes back and tags the next teammate, who runs and hangs up his towel.
 4. Continue in this manner until all of the towels have been hung.
 5. Then the team members must continue the relay, removing one towel at a time.
 6. The first team to finish "doing the laundry" wins.
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This game doesn't take much space, so it can be played indoors. If you think ahead and take the materials to camp with you, you can even play it under a fly on a rainy day.

The game involves keeping score, so if your Cub Scouts aren't mature enough to handle individual competition, you might want to adjust the game. For example, if you have two sets of equipment, you could turn this into a relay.

You can use this for Bear Achievement 15: *Games, Games, Games*.

Hail Storm Game

Materials:

- Bucket
- 5 Ping pong balls
- paper and pencil to keep score

Preparation

none

Instructions

1. Place the bucket about five feet away from the place where your Scouts will stand.
2. Give the first Scout the five balls and have him try to throw them in the bucket.
3. Record how many he got in. If they bounced out they don't count.
4. Let each Scout have a turn. The Scout with the highest score wins.
5. Have a tiebreaker round if necessary.

Tiger Elective Adventures: Tiger Tales

1. Create a tall tale with your den. (About the Jungle)
2. Create your own tall tale. Share your tall tale with your den.
3. Read a tall tale with your adult partner. (Short Story Book about the Jungle)
4. Create a piece of art from a scene in the tall tale you have read, using your choice of materials. Share it with your den. (Jungle scene)

Add: Tiger Elective Adventures: Tiger Tag

Add: Tiger Elective Adventures: Tiger Tales

Understand we have 2 new items. This does not mean that you what do all items it means you now have more to select between to meet you camp's needs. This could also help the longer camp to have more program to use to fill the day.

WOLF PROGRAM

ADD to Wolf:

Wolf Elective Adventure: Collections and Hobbies

1. Begin a collection of at least 10 items that all have something in common. Label the items and title your collection. (How about patch collections get left over patched from your DE from other events. Have someone who is really into patch collections bring a sample and get them excited about starting one. We could have then make a box and decorate it. If you want to Wolf's to be able to build something how about a collections box if you are making wood kits for your camp)
2. Share your collection at a den meeting. (Camp Den Meeting)
3. Watch a show about model building. (You could make a video on how to build a box for your collection before you build it.)
4. Create an autograph book, and get at least 10 autographs. Start with members of your den.

Wolf Elective Adventures: Motor Away

REQUIREMENT 1. Do each of the following.

1A. Create and fly three different types of paper airplanes. Before launching them, record which one you believe will travel the farthest and what property of the plane leads you to make that prediction?

1B. Make a paper airplane catapult. Before launching a plane, record how far you believe it will travel and explain what information you used to make this prediction. After you make your prediction, launch the plane and measure how far it flies.

REQUIREMENT 2. Make two different model boats and sail them. Choose different shapes for your boats.

REQUIREMENT 3. Create a model car that moves under its own power

Wolf Elective Adventure: Germs Alive

Complete at least five of the following Requirements (Do the ones in red)

REQUIREMENT 1. Wash your hands while singing the "germ song."

REQUIREMENT 2. Play Germ Magnet with your den or your family. Wash your hands afterward.

REQUIREMENT 3. Conduct the sneeze demonstration.

REQUIREMENT 4. Conduct the mucus demonstration with your den or family.

REQUIREMENT 5. Grow a mold culture. At a den or pack meeting, show what formed.

REQUIREMENT 6. Make a clean room chart, and do your chores for at least one week

Add Motors Away (1)

Add Germs Alive (2)

Add Collections and Hobbies (3)

The New requirement for Air of the WOLF are: *(We could drop the ones in red)*

REQUIREMENT 1. *Conduct two of the following investigations to see how air affects different objects:*

1A. Make a paper airplane and fly it five times. Try to make it fly farther by altering its shape. Fly it at least five more times to see if your changes were effective.

1B. Make a balloon-powered sled or a balloon powered boat. Test your sled or boat with larger and smaller balloons.

1C. Bounce a basketball that doesn't have enough air in it. Then bounce it when it has the right amount of air in it. Do each one 10 times. Describe how the ball bounces differently when the amount of air changes.

1D. Roll a tire or ball that doesn't have enough air in it, and then roll it again with the right amount of air. Describe differences in how they move.

EQUIREMENT 2. *Complete two of the following:*

2A. With other members of your den, go outside and record the sounds you hear. Identify which of these sounds is the result of moving air.

2B. Create a musical wind instrument, and play it as part of a den band.

2C. With an adult, conduct an investigation on how speed can affect sound.

2D. Make a kite using household materials. With your den or family, explain the rules for safely flying kites. Fly your kite.

2E. With your family, den, or pack, participate in a kite derby, space derby, or rain gutter regatta. Explain how air helps the vehicle move

Understand we have 3 new items. This does not mean that you what do all items it means you now have more to select between to meet you camp's needs. This could also help the longer camp to have more program to use to fill the day.

BEAR PROGRAM

ADD to Bear:

Bear Elective Adventures: Robotics

1. Identify six tasks performed by robots.
2. Learn about some instances where a robot could be used in place of a human for work. Research one robot that does this type of work, and present what you learn to your den.
3. Build a robot hand. Show how it works like a human hand and how it is different from a human hand.
4. Build your own robot.

IDEAS:

How to Make a "Robotic Hand"



This is a very simple project to do on a boring day. And it's fun to make !!
I hope it brightens your day!

Ingredients

- Kite string
- Cardboard
- Straw
- Tape

This could be done for a low price if we decide to do this elective. It also is part of the NOVA award.

Bear Elective: Beat of the Drum

Complete requirement 1 and two others from requirements 2-4.

REQUIREMENT 1. Learn about the history and culture of American Indians or other indigenous people who lived in your area long ago. (Indigenous people in the Jungle)

REQUIREMENT 3. Complete one of the following:

3B. Make a craft similar to one made by American Indians or indigenous people.

REQUIREMENT 4. Complete one of the following:

4A. Visit an Order of the Arrow dance ceremony. (Invite your OA group to dance and have the cubs join in)

Bear Elective Adventure: A World of Sound

Complete all of the following

REQUIREMENT 1. Make an mbira.

REQUIREMENT 2. Make a sistrum.

REQUIREMENT 3. Make a rain stick.

Add Beat of the Drum

Add World of Sound

Add Robotics

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WEBELOS/AOL PROGRAM

ADD to WEBELOS/AOL:

NEW Webelos/AOL Elective Adventure: Sportsman

Do all of these:

1. Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey.
2. While you are a Webelos Scout, participate in two individual sports.
3. While you are a Webelos Scout, play two team sports.
4. Complete the following requirements:
 - a. Explain what good sportsmanship means.
 - b. Role-play a situation that demonstrates good sportsmanship.
 - c. Give an example of a time when you experienced or saw someone showing good sportsmanship.

Note: we have a lot of sports equipment in our division Quartermaster Storage (No Cost). Having kids exercise is great for them and teaching good sportsmanship can last a lifetime. You could use your junior staff to do this one with one adult there to make sure everything goes appropriately.

NEW Adventures in Science

Complete 1-3

1. An experiment is a “Fair Test” to compare possible explanations. Draw a picture of a fair test that shows what you need to do to test a fertilizer’s effect on plant growth.
2. Visit a museum, a college, a laboratory, or observatory, a zoo, an aquarium, or other facility that employs scientists. Prepare three questions ahead of time, and talk to a scientist about his or her work.
3. Complete any four of the following: (It was suggested to do the ones in blue)
 - a) Carry out the experiment you designed for Requirement 1.
 - b) If you completed 3a, carry out the experiment again but change the independent variable. Report what you learned about how changing the variable affected plant growth.
 - c) Build a model solar system. Chart the distances between the planets so that the model is to scale. Use what you learned from this requirement to explain the value of making a model in science.
 - d) With adult supervision, build and launch a model rocket. Use the rocket to design a fair test to answer a question about force or motion.
 - e) Create two circuits of three light bulbs and a battery. Construct one as a series circuit and the other as a parallel circuit.
 - f) Study the night sky. Sketch the appearance of the North Star (Polaris) and the Big Dipper (part of the Ursa Major constellation) over at least six hours (which may be spread over several nights). Describe what you observed, and explain the meaning of your observations.

- g) With adult assistance, explore safe chemical reactions with household materials. Using two substances, observe what happens when the amounts of the reactants are increased.
- h) Explore properties of motion on a playground. How does the weight of a person affect how fast they slide down a slide or how fast a swing moves? Design a fair test to answer one of those questions.
- i) **Read a biography of a scientist. Tell your den leader or the other members of your den what the scientist is famous for and why his or her work is important.**

NEW Webelos /AOL Elective Adventure: Moviemaking
Complete all Requirements.

1. Write a story outline describing a real or imaginary Scouting adventure. Create a pictured storyboard that shows your story.
2. Create either an animated or live action movie about yourself. Your movie should depict how you live by the Scout Oath and Scout Law.
3. Share your movie with your family, den, or pack.

Add Scientist
Add Movie Making
Add Sportsman

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We also added this wording:

Please divide the WEBELOS into two sections, one for first year and one for second year if you have a large camp. If you have a small camp and do not have enough for two programs, alternate programs between two years. Each District Camp can divide the WEBELOS program that works best for their district. We do ask that you use the program provided by the Council Day Camp committees for all programs.