



# Den Leader Materials

*Building Better Resources...*



# Den Leader Guide Information

## 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.

### RANK 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. Find out how being active is part of being healthy. Ask someone who plays a sport 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:** Den meeting 3 for this adventure is an outing to a sporting event. You will need to identify a sports event in your community that the Tigers and their adult partners can visit together. 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.

Contact your pack's Cubmaster or the Council office regarding the need for a tour and activity plan. Determine if the tour and activity plan form will need to be filled out and filed at the Council office to attend the sporting event for this adventure.

There is a home assignment to be completed by the Tiger between den meeting 1 and den meeting 2.

Rationale for Adventure

Takeaways For Cub Scouts

Requirement Listing

Planning and Implementation notes to Den Leaders

# Den Leader Guide Information

## MEETING 1 PLAN

### PREPARATION AND MATERIALS NEEDED

- Materials for games (See Meeting 1 Resources.)
- United States flag and den flag
- Copies of the at-home assignment

### 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 arrive. (See Appendix for other Gathering Ideas.)

### OPENING

Recite the Pledge of Allegiance.

### TALK TIME

- Carry out business items for the den:
  - Dues
  - Record advancement (a second adult)
  - Notification/reminder for upcoming trips or tours
  - Notification/filler for upcoming events
  - Meeting Information: Tell Cub Scouts what to expect at this meeting.
  - Groundwork for future advancement
  - Notes for upcoming pack meeting
- 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 prior experiences with this den—make these comments before the game: *Remind the Scouts and their partners that "a Scout is courteous" and knows how to be a good sport (which means being a good winner and loser). Explain to the Scouts that they might feel happy or disappointed when they win or lose, 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 to not "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 different 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"?

## Clear and Complete Meeting Plan

- Gathering
- Opening
- Talk Time
- Activities
  - Explanation
  - Step-by-step instructions
- Closing
- After the Meeting



# Den Leader Guide Information

## MEETING 1 RESOURCES

### INITIATIVE GAMES

#### Ballooney

**Materials needed:** 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 needed:** 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 needed:** Bandanas 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, weight, etc. If two people share the same number, they should stand side by side.

#### All Aboard!

**Materials needed:** 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 needed:** Bandanas 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.

All meeting resources  
follow the meeting plan

Everything in one book!

# Den Leader Guide Information

## GAMES TIGERS PLAY—HOME ASSIGNMENT



### 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 Tiger 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!** At the next den meeting Tiger, work with your adult partner to bring in a nutritious snack to share with the other members of your den. Be ready to share why you chose your healthy snack!

Sample “paperwork” – can be copied or paraphrased as needed