Assembled Den Meeting Plan – TIGER (1st Grade)

This ***Assembled* Den Meeting Plan** combines ideas from Tiger Adventures Den Meeting Resources found at Scouting.Org or from the requirements themselves, into the parts of a quality Den Meeting, which are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, followed by a series of activities, ideally alternating quiet and energetic fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) …

Tiger – 1st Grade

Team Tiger

A "Citizenship" Adventure

REQUIRED (An Adventure "Required" to earn the Rank of Tiger)

Snapshot of Adventure. Citizenship is one of the four aims of the Cub Scout program (along with Character, Personal Fitness, and Leadership). For Tigers, citizenship begins at home and their den. They will explore how they can contribute to their home and community.

The QR Code above takes you to scouting.org/cub-scout-adventures/team-tiger/ ↑

This Den Meeting Plan adapts Activity content from that Scouting.org link with other fun, simple, easy ideas. For more, see the Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

Requirements from the Tiger Handbook

1. **Play a game with your den, or family members, that has a set of rules. Discuss why rules are important to the game you are playing.**
2. **With your Adult Partner, choose a job that will help your team. Follow through by doing that job at least once.**
3. **Play a game that requires at least 2 teams with your den, or two other family members. Afterwards discuss what it means to be part of a team and what makes a good team member.**
4. **Participate in a service project.**

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders!

- If the Scouts have fun in the games for Activities 1 + 3 (Requirements 1 + 3) you could fill up a meeting … a Service Project may deserve a special day (perhaps it could be a Pack Service Project day).
- But you could do both in the same meeting, depending on the games and Service Project you pick.

PREPARATION (and materials needed): Read the Team Tiger adventure in the Tiger Handbook.

- Determine your games for Activities 1 + 3 (Requirements 1 + 3)
  - Could be a board game (checkers, uno, Yahtzee) or card game (like Crazy 8s or Go Fish) or other (see the Games box at https://www.scoutingatl.org/FunActivities for many ideas)
  - Could be sports, like soccer, Kickball, basketball, Volleyball, Wiffle Ball, croquet.
  - Could be something else, like Freeze Tag or "Simon Says" or Charades … or maybe Cornhole.
  - Be sure to bring the gear you need for the games you choose and print out simple rules to review.
    - You might bring multiple games and let the Scouts decide which ones to play.
- Determine your Service Project for Activity 4 (Requirement 4) Your den families, Chartered Organization, and local schools and places of worship may have great options. This page has many Service Project ideas: scoutingatl.org/serviceprojects.

A Tip About Den Meetings (especially dens of younger Scouts):



- Which is better? Classroom or Playground? ***Yes, Playground!***
  - Better for the Scouts – they'll know what to do at a Playground.
  - Better for the Parents – while the Scouts play you can finalize your plans for the next part of your Cub Scout Adventure content today.
- If Scouting is "*A Game with a Purpose*", maybe Tiger Dens are "*A Play Date with a Purpose*" – combining fun with meaning + values is Cub Scouting!
  - Maybe visit multiple playgrounds during your Tiger Year – adult partners can share hosting.

GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources*.

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says, "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

ACTIVITIES (See also other Activities linked at Adventure Resources – use those if you like them):

Activity Intro: (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

Activity 1: Game and Rules (Requirement 1: "*Play a game with your den, or family members, that has a set of rules. Discuss why rules are important to the game you are playing.***")** (Parent leader: _____)

- What you play will be up to what your Scouts like to do. Explain the rules, play, and discuss at the end.

Activity 2: Team Player (Requirement 2: "*With your Tiger Adult Partner, choose a job that will help your team. Follow through by doing that job at least once.***")** (Parent leader: _____)

- Which Job? Start with "Which Team?" You could focus on jobs in **the family team** or on **the Den team**.
- Common **Family Team Jobs** are shown in the Tiger Handbook, including:
  - Taking out the Trash / Feeding a Pet / Sweeping up / Loading the Dishwasher / Raking Leaves / Setting the Table (Parents and Scouts may have selected jobs already to be done at home)
  - Each adult partner will have more ideas about how Scouts can help!
- Den Team Jobs could include:
  - Helping to Set up the Space for the meeting / Cleaning up after the Meeting / Leading the Pledge of Allegiance, the Scout Oath, or the Scout Law.
  - Other Jobs could be Line Leader and Line Caboose (if you travel during your Meeting, like to a park or playground), maybe Joke Teller, Game Leader, Den Photographer, Song Leader, Silly Song Leader … you can make up more.



- If not done at (or by) the meeting, remind Scouts and adult partners to complete by the next event.

Activity 3: Team Games (Requirement 3: "*Play a game that requires at least 2 teams with your den, or two other family members. Afterwards discuss what it means to be part of a team and what makes a good team member.***")** (Parent leader: _____)

- What you play will be up to what your Scouts like to do.
- Play, and then discuss what makes a good team member in the game that you played.

◆Activity 4: Service Project (Requirement 4: "*Participate in a service project.*") (Parent leader: _____)

- Pick a service project that will be helpful in your Community and meaningful to your Scouts.
  - Three options – for Scouting for Food, a Sock Drive, and a Board Game Collection- are linked in the Activities linked at Adventure Resources – use one of those if you like.
  - This page has many Service Project ideas: scoutingatl.org/serviceprojects





- Participate in your service project. Be sure all families know when and where to meet, what to bring, and what you'll do. Check to be sure you have all the materials needed, which will depend on your project.
- Take pictures and videos of your Scouts and families serving, and share with your Chartered Organization, Schools, places of worship, and elsewhere in your community.

CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a "Living Circle".

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Tigers will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and "Activity Card" options for this Adventure are found at https://www.scouting.org/cub-scout-adventures/team-tiger/. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

1. **Play a game with your den, or family members, that has a set of rules. Discuss why rules are important to the game you are playing.**
   - Card Game – Go Fish (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
   - Tigers Play Cornhole (Outdoor; **3** of 5 Energy; **5** of 5 Supplies; **2** of 5 Prep Time)
   - Tigers Play Kickball (Outdoor; **5** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
2. **With your Tiger Adult Partner, choose a job that will help your team. Follow through by doing that job at least once.**
   - Tiger Flag Ceremony (Travel; **3** of 5 Energy; **3** of 5 Supplies; **5** of 5 Prep Time)
   - Tiger Greeter (Indoor; **2** of 5 Energy; **1** of 5 Supplies; **4** of 5 Prep Time)
   - Tigers Help Clean Up (Indoor; **3** of 5 Energy; **1** of 5 Supplies; **1** of 5 Prep Time)
3. **Play a game that requires at least 2 teams with your den, or two other family members. Afterwards discuss what it means to be part of a team and what makes a good team member.**
   - Tiger Charades (Indoor; **3** of 5 Energy; **2** of 5 Supplies; **1** of 5 Prep Time)
   - Tiger Volleyball (Outdoor; **5** of 5 Energy; **4** of 5 Supplies; **2** of 5 Prep Time)
   - Tiger Wiffle Ball (Outdoor; **4** of 5 Energy; **3** of 5 Supplies; **2** of 5 Prep Time)
4. **Participate in a service project.**
   - 10,000 for the Troops - Tiger (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
   - Board Game Collection (Indoor; **3** of 5 Energy; **2** of 5 Supplies; **4** of 5 Prep Time)
   - Sock Drive (Indoor; **3** of 5 Energy; **2** of 5 Supplies; **4** of 5 Prep Time)
   - Tiger Scouting for Food (Travel; **3** of 5 Energy; **1** of 5 Supplies; **2** of 5 Prep Time)