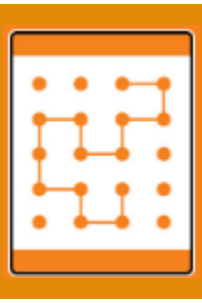
Assembled Den Meeting Plan – TIGER (1st Grade)

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

Tiger-Iffic!



A "Games" Adventure

ELECTIVE (2 "electives" are needed to earn the Rank of Tiger)

Snapshot of Adventure. Taking turns and following the rules of the game is the lesson behind this fun Adventure as Tigers play by the rules.

This QR Code takes you to scouting.org/cub-scout-adventures/tiger-iffic/ ➔

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 the suggested Activities at that link.

Requirements from the Tiger Handbook

1. **Play at least two different games by yourself; one may be a video game.**
2. **Play a board game or another inside game with one or more members of your den or family.**
3. **With other members of your den or family, invent a game, or change the rules of a game you know, and play the game.**
4. **Play a team game with your den or family.**

Meeting Plan

Does this take one Meeting to complete – or more? It's up to the Parents / Leaders! As written, you can do this in a single session, but do you want to rush? You can have multiple sessions and let the Scouts play the games they like longer!

PREPARATION (and materials needed): Read the Tiger-Iffic! adventure in the Tiger Handbook.

- Determine what your games will be. The Activity Cards for the Requirements offer options – but you can do anything in line with the requirements. Materials for the games you'll play, whether balls or cards or puzzles or paper or video game consoles or whatever your game involves – see the Activities below.
  - Be sure you can play it where you're meeting!
  - Bring necessary equipment. Maybe different equipment for different games and let the den decide.
- For "invent a game" in Activity/Requirement 3, maybe bring a variety of balls (tennis, soccer and odd balls) and sporting equipment (rackets, discs, gloves, jump ropes, croquet and more) and other odd items (boxes and hula hoops and toys and such) and challenge the Scouts to invent a game using some of those items.
- For indoor and board games, you've got some at home – bring the ones your Scouts like.
- For video games, you'll obviously need the right sort of gaming device – ask your Scouts!

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 at new playgrounds.

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: Play Two Games! (Requirement 1: "***Play at least two different games by yourself; one may be a video game.***")** (Parent leader: _____)

The Adventure Resources Activity Cards for this Requirement offer Disc Golf and Soccer Golf (Love It!), Scout Life Games and Puzzles (if your Scouts dig it), and Seven Up and Indoor Bowling (what? See below).

- You could do any two of those, or any other games, like kickball, soccer, flag football, ultimate, table tennis, tennis, pickleball, basketball, croquet, jump rope, cornhole.
- You could do board games, but you'll have a chance in Activity 2.

To give a picture of Seven Up and Indoor Bowling, see below.

Indoor Bowling.



- Materials: six (or ten) empty plastic water bottles, masking or painters tape and an indoor ball.
- Line up six (or ten) plastic bottles at the end of your bowling lane.
- Put one bottle in front, two in the next row, and three in the third row (four in the fourth row).
- You can weigh the bottles down by putting a little water or sand in the bottom of each bottle (+/- 10%). Make sure the lids are screwed on tight.
- Place a piece of masking or painters' tape near the other end of the bowling lane as a starting line.
- Grab a medium-sized indoor ball, and start bowling!
- Remember to stay behind the starting line when you throw.

"Seven Up" (a bouncing ball game). If you have a safe, flat space outdoors and a smooth wall with no windows, you can try a set of bounce and catch games called "Seven Up".



- The goal is to bounce a tennis ball or small rubber ball against the wall in different ways.
- Each type of bounce is done a set number of times.
  - Sevensies: Throw the ball against the wall seven times and catch it each time before it hits the ground.
  - Sixies: Throw the ball against the wall. Let it bounce once on the ground. Then catch it.
  - Fivesies: Bounce the ball on the ground five times and catch it.
  - Foursies: Throw the ball against the wall. Clap your hands twice. Then catch the ball. Do this four times.
  - Threesies: Throw the ball against the wall. Then use your palm to hit the ball against the wall. Let it bounce once, then hit it again. Do this three times.
  - Twosies: Throw the ball under your leg and bounce it off the wall. Then catch it. Do this twice.
  - Onesies: Toss the ball against the wall. Spin in a circle, and catch the ball before it touches the ground.



◆Activity 2: Play a Board Game or Inside Game (Requirement 2: "*Play a board game or another inside game with one or more members of your den or family.*") (Parent leader: _____)

The Adventure Resources Activity Cards for this Requirement offer Catch Them All! (Pokémon), Checkers Tournament (classic – but ya can just play), but we like Den Game Time the most, because Scouts bring their favorite board games (which could be Checkers or Pokémon – we don't judge!).

- Pretty simple … bring the game, play the game. Repeat when necessary.

◆Activity 3: Invent a Game! (Requirement 3: "*With other members of your den or family, invent a game, or change the rules of a game you know, and play the game.*") (Parent leader: _____)

The Adventure Resources Activity Cards for this Requirement offer Checkers with a Twist (uh, OK, but *do we adults want to tell them what the rules change is, or do we want Scouts to show initiative?*) and My Cub Scout Game (uh, OK, but *this may be a bit too much force-feeding Scouting*). And Game Remix.

- You might look at those two options and think "*this is perfect, this will be awesome, my Scouts will love these!*" But maybe not. All Scouting is local, and every Den is different.
- That's why we suggest in "Preparation" above that you might bring a variety of balls and sporting equipment and other odd items and challenge the Scouts to invent a game using some of those items.

If you are not familiar with "Calvinball", take a minute to do an internet search.





- You don't have to let your Scouts totally make up a game on their own, and maybe they'll need a bit more structure and you'll just let them tweak a game a little bit.
    - But you may be surprised by what they can come up with!

🔶Activity 4: Play a Team Game (Requirement 4: *"Play a team game with your den or family."*) (Parent leader: _____)

The Adventure Resources Activity Cards for this Requirement offer Let's Bowl! (excellent), Balloon Volleyball (fun), and Kickball (more fun!). You could do any of those, or any other games, like soccer, flag football, ultimate, pickleball, basketball, croquet, team cornhole.





- Pick your game, and play away!

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/tiger-iffic/. 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 at least two different games by yourself; one may be a video game.**
   - Disc Golf and Soccer Golf (Outdoor; **3** of 5 Energy; **2** of 5 Supplies; **3** of 5 Prep Time)
   - Scout Life Games and Puzzles (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
   - Seven Up and Indoor Bowling (Outdoor; **3** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
2. **Play a board game or another inside game with one or more members of your den or family.**
   - Catch Them All! (Indoor; **2** of 5 Energy; **3** of 5 Supplies; **5** of 5 Prep Time)
   - Checkers Tournament (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
   - Den Game Time (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
3. **With other members of your den or family, invent a game, or change the rules of a game you know, and play the game.**
   - Checkers with a Twist (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
   - Game Remix (Indoor; **5** of 5 Energy; **1** of 5 Supplies; **1** of 5 Prep Time)
   - My Cub Scout Game (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
4. **Play a team game with your den or family.**
   - Let's Bowl! (Travel; **3** of 5 Energy; **1** of 5 Supplies; **5** of 5 Prep Time)
   - Balloon Volleyball (Outdoor; **4** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
   - Kickball (Outdoor; **4** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)