

## TIGER CUBS

Tiger Cubbing is the first step on the trail to Boy Scouting. This program is for 6 year old boys or rising first grade boys and an adult partner. By building a closer relationship between a boy and his adult partner, the opportunity arises to:

- \*Share ideals, values, and dreams
- \*Build self-esteem and self-confidence
- \*Have fun

When planning your Tiger Cub monthly programs take into consideration these ideas:

- \*Keep It Simple, Make It Fun - KISMIF!
- \*Keep each portion of your program brief and keep the program moving - boys this age have limited attention spans.
- \*Keep the crafts planned within the skill levels of the boys in your group.
- \*Alternate periods of activity with periods of quiet.
- \*Encourage active participation of the boys as well as the adult partners in planning - remember you are developing a partnership.
- \*Foster interest in continuing on in Cub and Boy Scouting.

The following program suggestions are intended to provide ideas in helping you develop your monthly programs. More than one big idea may be presented for each month along with multiple suggestions for activities. Pick and choose that which interests you and appeals to your boys.

## OPTIONAL TIGER CUB AWARDS/ACHIEVEMENT PROGRAM

If the Ringmaster wishes to include an awards program as part of the year's program the following may be used:

- (a) Obviously the shirt with the Tiger patch serves as an award to most little boys. Encourage its wearing at each monthly meeting.
- (b) As one of your first two meetings you can have each boy make a thong with leather disk with his name on it. Wear to each monthly meeting.
- (c) Over the course of the year, permit each boy to earn four orange beads which are attached to the bottom of the disk.

### EXAMPLE SCHEDULE OF BEADS:

October: Each boy makes his name on disk.

November: Each boy may earn bead for "Duty to Nation"

- (1) Learn pledge of allegiance
- (2) Learn national anthem
- (3) Be able to describe the nation's flag

January: Each boy may earn bead for "Duty of God"

- (1) Attend church two times with partner
- (2) Be able to describe parts of the worship service
- (3) Be able to sing one verse of religious song
- (4) Offer four table graces

March: Each boy may earn bead for "Our Family"

- (1) With your partner discuss the pictures of the family which you have
- (2) Talk to your partner about the ethnic, religious, social, and economic background of the family
- (3) Learn four interesting, funny, and/or sad stories about your family and/or ancestors

May: Each boy may earn bead for "Our Pack"

- (1) Attend two pack functions
- (2) Stand for the pledge ceremonies as they occur
- (3) Lead one pledge ceremony in your Tiger den
- (4) Learn the Cub Scout salute

These beads, worn on the disk while a Tiger Cub, may be attached to the "Progress Through Ranks" when in Cub Scouting.

- (d) Through your church a boy may earn religious awards. He can receive the "MY GOD" pin for beginning his work on the "GOD AND ME" (or equivalent award). For more detail call Joe Kerr (988-0045) if your pastor is not familiar with the religious awards program.
- (e) A boy may be awarded the "Perfect Attendance" award, available through the Scout Office by your Cubmaster.
- (f) The boy may receive the "Honor Unit" or "Quality Unit" patch for the year if earned by the Pack. The boy will wear it later on his uniform.

PROPOSED BIG IDEAS FOR TIGER CUB GROUPS

OCTOBER

- # 1 GETTING TO KNOW YOU
- # 5 KNOW YOUR FAMILY

NOVEMBER

- # 3 DISCOVER NATURE AND ENERGY
- # 7 HELPING OTHERS

DECEMBER

- # 2 FAMILY ENTERTAINMENT
- # 11 MAKING YOUR FAMILY SPECIAL

JANUARY

- # 4 PREPARE FOR EMERGENCIES
- # 9 GETTING THERE

FEBRUARY

- # 12 MAKE YOUR OWN
- # 14 FAMILY GAMES, TRICKS, PUZZLES

MARCH

- # 15 FITNESS & SPORTS
- # 16 TELL IT LIKE IT IS

APRIL

- # 6 KNOW YOUR COMMUNITY
- # 8 GO SEE IT

MAY

- # 17 CUB SCOUTING HERE WE COME
- # 13 CARING FOR YOUR HOME AND HOUSEHOLD

## OUTLINE FOR A TIGER CUB MEETING

October

PRE-OPENING - Play some time of game. Example: Hand slap--two boys stand facing each other, each standing heel to toe. The objective is to slap hands to see who can hold his balance the longest.

OPENING: (5 min)

Have group stand in a circle, give the Cub Scout sign and lead them in the pledge to the flag.

ACTIVITY: (30-35 min)

Make rounders for boys.

Place boys names on rounders.

Have boys and parents make Tiger Tales Scrapbooks--using materials furnished.

Get with other adults and plan calendar for the remainder of the year. Each family picks a month and a theme.

Have group decide on what they want to do about shirts. Order or buy from B.S.A. or have your own made using transfers.

Make sure everyone in the group has a list of names and telephone numbers of everyone in group.

Go over Pack and District dates with group.

REFRESHMENTS: (10 min)

This is optional--if you have something keep it simple such as cookies and kool aid.

ANNOUNCEMENTS: (5 min)

Announce next meeting date, place, who has program. Also announce any special meetings.

CLOSING: Living Circle (5 min)

Have the group form a circle, make a half turn to the right. Stick left hand into circle, and take the thumb of the person behind you. Then, lead the group in the Tiger Cub promise and motto.

THAT'S ALL FOLKS

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KNOW YOUR NEIGHBOR

Read the directions carefully. Do what each direction tells you to do. DON'T SKIP AROUND.... take each item in order. Play fast and fair.

1. Get signatures of two people you have never seen before.

\_\_\_\_\_

2. Signatures of two people who have seen "Return to the Future"..

\_\_\_\_\_

3. Signature of someone who was a Cub Scout, Boy Scout, Brownie, or Girl Scout as a youth. \_\_\_\_\_

4. Autographs of three people born out of state and where they were born.

Name

Location

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

5. Meet the closest person to you, NOW: \_\_\_\_\_  
signature

6. Find someone wearing the same color shoes as yours.

\_\_\_\_\_

7. Get the names of two people who have birthdays the same month as yours.

\_\_\_\_\_

\_\_\_\_\_

## ROUNDERS

Leather discs 4" TO 5" in diameter - 1 for each boy  
Leather punch or awl  
40" leather thongs - 1 for each boy  
Alphabet from a leather working kit or large nails with the  
point ground down to form a 1/8" diameter circle.  
Hammers or mallets

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Have boys print their names on the leather discs either using the alphabet set or by forming the lines of the letters with 1/8" diameter circle marks from the ground down nails.

Have the adult punch a hole in the center of the top of the disc. Thread the 40" thong through the hole and tie the ends to form a loop to hang around the boy's neck.

If using the optional Achievement Program you will need:  
8" leather thongs - 1 for each boy  
4 orange plastic or wooden beads for each boy.

Have the adult partner punch a hole in the center of the bottom of the disc.

When the boy completes the requirements for a bead, thread the 8" thong through the bottom hole. Knot one end, add the bead on the thong, and knot the other end so that the thong dangles from the leather disc. Award each additional bead as the boy earns it.

The leather products and beads have been available in the past at Tandy Leather Co., 9784 Parkway E., Birmingham. Their phone number is 854-7560. The discs and thongs can also be cut from leather by an adult.

## OUTLINE FOR A TIGER CUB MEETING

November

PRE-OPENING - Play some time of game. Example: BAT THE BALLOON  
Divide group into two teams. Teams sit on the floor facing each other with soles of shoes touching. All players place left hand behind their back. Leader tosses balloon into center and players try to bat it behind their opponents so it can't be returned. Score one point against a team which lets ballon touch the floor. Team with 10 points first wins. If you have room you can all play at the same time or divide group in to 4 or 6 or 8 person teams and have a playoff. For other game ideas see Tiger Cub Group Activity Book.

OPENING: (5 min)

Have group stand in a circle, give the Cub Scout sign and lead them in the pledge to the flag.

ACTIVITY: (30-35 min)

Make a bird feeder.

Have a scavenger hunt outside.

Leaf printing

Cover "Duty to Nation" requirements for orange beads

1. Learn pledge of allegience
2. Learn the national anthem
3. Be able to describe the nations flag

REFRESHMENTS: (10 min)

This is optional--if you have something keep it simple such as cookies and kool aid.

ANNOUNCEMENTS: (5 min)

Announce next meeting date, place, who has program. Also announce any special meetings.

CLOSING: Living Circle (5 min)

Have the group form a circle, make a half turn to the right. Stick left hand into circle, and take the thumb of the person behind you. Then lead the group in the Tiger Cub promise or have them sing "Good Night Tigers" See Tiger Cub Group Activity Book.

THAT'S ALL FOLKS

## TIGER CUB SCAVENGER HUNT

Divide group up into pair (Tiger Cub & adult) give each the following list of things a paper bag to keep things in. They are to go outside and find as many things as possible. Limit them to 15-20 minutes and the group with the most things wins. In case of a tie award group who collected their items the fastest.

A BIRD FEATHER

THREE DIFFERENT KINDS OF LEAVES

A FLOWER

A ROCK

A WEED OF SOME KIND

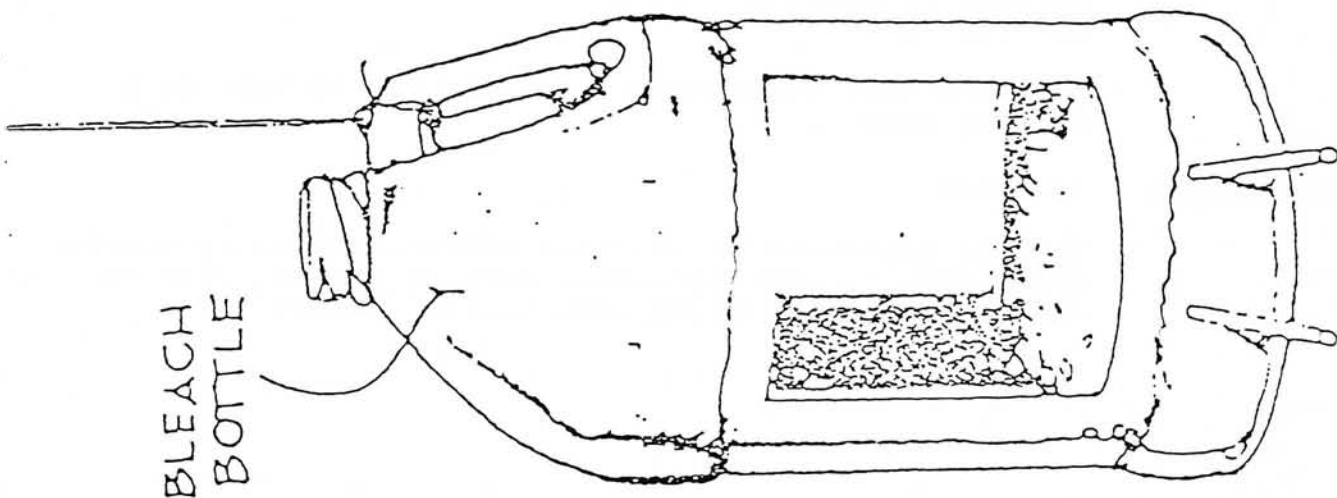
A BIRD NEST

AN INSECT OR BUG OF SOME KIND

A TWIG

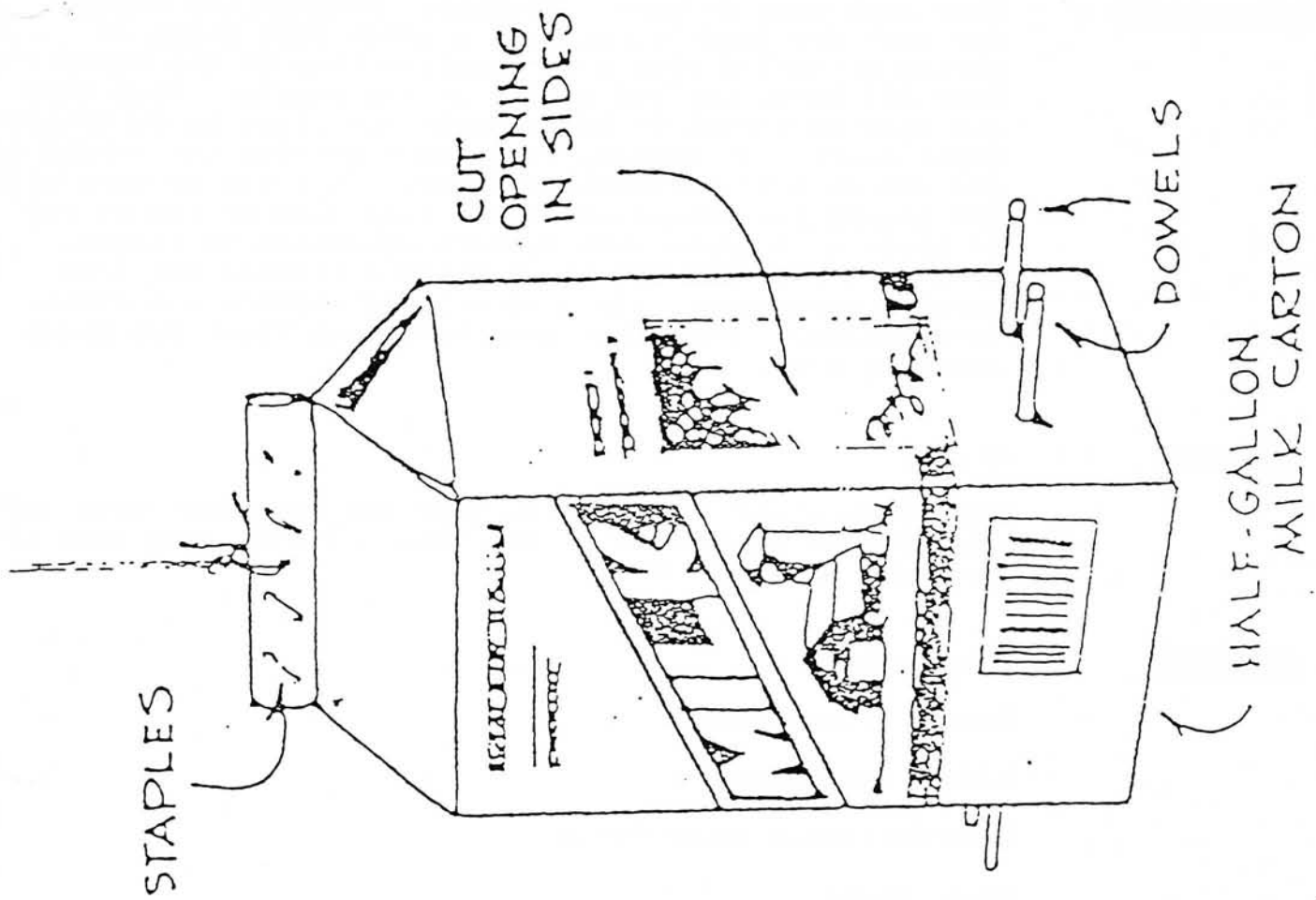
SOME TYPE OF GRASS





BLEACH BOTTLE

CUT HOLES IN SIDES...  
COVER BOTTOM WITH A  
LAYER OF BIRDSEED.  
DOWELS FOR PERCHES.



STAPLES

CUT  
OPENING  
IN SIDES

DOWELS

HALF-GALLON  
MILK CARTON

# BIRD FEEDERS

## OUTLINE FOR A TIGER CUB MEETING

December

PRE-OPENING - Play some type of game. Example: MARSHMALLOW RACE--  
For each two Tiger cubs, have a three foot piece of string or thread with a marshmallow tied in the center. Pair off boys, boy and adult, or two adults. Have them put ends of thread in their mouth and place hands behind their backs. On signal, they begin chewing the thread to see who gets to marshmallow first. This can be done with all groups participating at the same time or can be run in heats of 4 teams with winners advancing to finals. Give 1st, 2nd, and 3rd place winners ribbons cut from construction paper. (blue first, red second, and white third place). For other game ideas see Tiger Cub Group Activity Book.

OPENING: (5 min)

Have group stand in a circle, give the Cub Scout sign and lead them in the pledge to the flag and then lead them in the Tiger Cub Promise.

ACTIVITY: (30-35 min)

Make a jigsaw puzzle

Have a sing-along

Make Christmas decorations

Play Twister

Go caroling

collect necessities for Christmas baskets and take to a nursing home

have the boys and parents make cookies to take to a nursing home.

REFRESHMENTS: (10 min)

This is optional--if you have something keep it simple. Since this is your Christmas meeting you may wish to have some parents bring some special treats.

ANNOUNCEMENTS: (5 min)

Announce next meeting date, place, who has program. Also announce any special meetings. If your pack is to meet with your Cub Scout pack this month make sure you get the date, time, etc and announce it to everyone. If someone is missing make sure they are notified of these dates.

CLOSING:

Living Circle (5 min)

Have the group form a circle, make a half turn to the right. Stick left hand into circle, and take the thumb of the person behind you. Then lead the group in the Tiger Cub motto and then lead them in the Scout benediction by repeat-after-me method.

AND NOW,  
MAY THE GREAT MASTER  
OF ALL SCOUTS  
BE WITH US  
UNTIL WE MEET AGAIN.

THAT'S ALL FOLKS

## PUZZLE MAKING

You can have boys choose a picture from a magazine

Color a picture from a coloring book

Or use some other picture

Glue picture to card board

Cut through picture and card board with razor knife (recommended that an adult cut out the puzzles.

You can have a contest during the meeting to see who can put their puzzle together the fastest.

### MATERIALS NEEDED

COLORING BOOKS & CRAYONS

MAGAZINES

CARDBOARD

GLUE

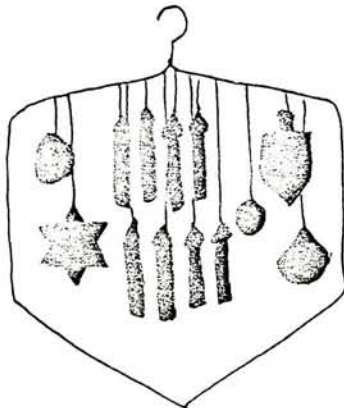
RAZOR KNIFE

PIECE OF WOOD OR CUTTING BOARD TO PROTECT TABLE WHILE CUTTING PUZZLES

### HANUKKAH MOBILES

Equipment: 1 coat hanger per boy  
Colored paper  
Thread  
Scotch tape or Elmer's glue

Bend the hanger in the shape of a dreidel. From colored paper cut a variety of Hanukkah symbols: Star of David, candles, dreidels, menorrahs. Hang them from the hanger using pieces of threads glued to the backs and tied to the hanger. Have the threads cut at varying lengths.



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## Santa & Rudy

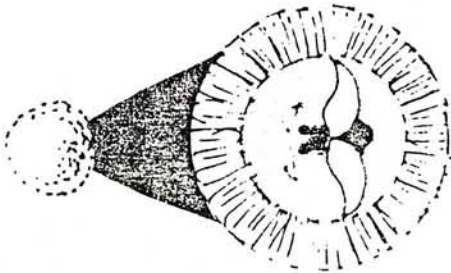
### Curtain Ring Santa Corsage

Barbara Brown  
Raymond, ME

You'll need white yarn, a 1" cafe curtain ring, pink and red paper, safety pin, scissors and glue.

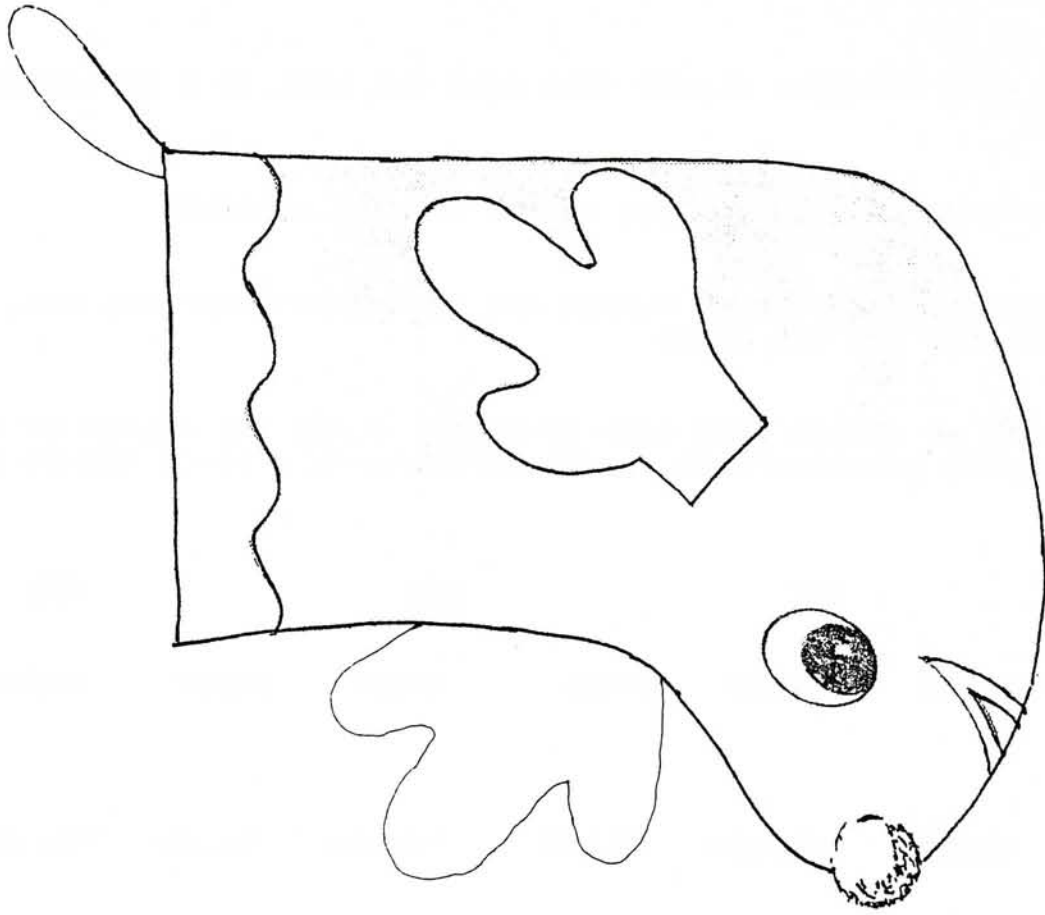
Trace around the curtain ring on pink paper. Cut out paper circle. Set aside.

Wind white yarn around ring to cover it completely. Glue the paper circle under the ring. Draw on a face. Cut a small hat from paper; glue to back of ring. Glue a white pom-pom to top of hat. Attach a safety pin to the back of ring.



### Mini Rudolph Stocking

Trace and cut two stockings from tan felt. Glue side and bottom edges together, leaving top open. Cut antlers and cuff of stocking from white felt; glue to stocking. Glue on a pom-pom nose and felt features. Attach a loop of yarn to top of stocking for hanging.



ACTUAL  
SIZE  
PATTERN

Our special thanks to Edna Wolff,  
Central Point, OR, for designing  
the Giant Box Santa, Rudolph  
Goodie Holder, Mini Rudolph Stock-  
ing and Dog Biscuit Rudolph.

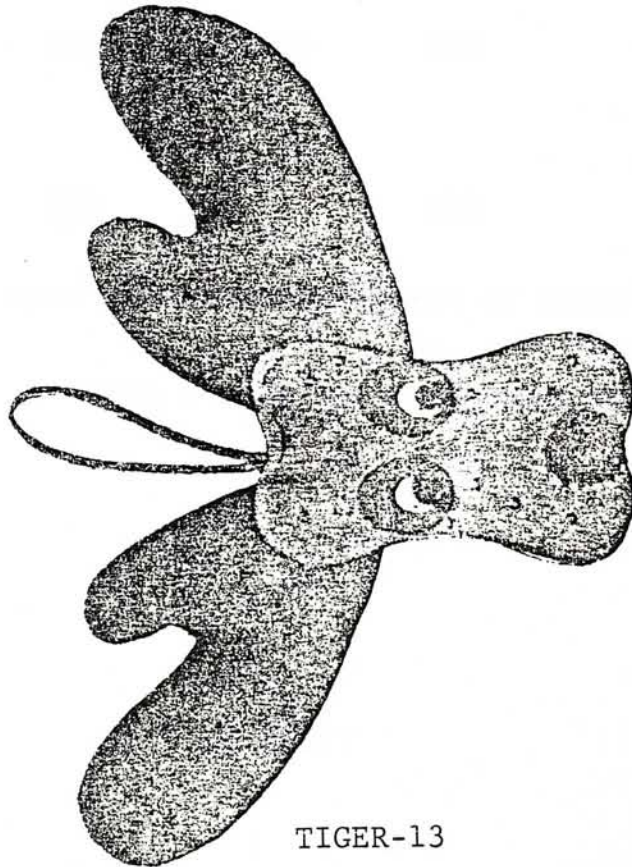
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### Dog Biscuit Rudolph

You'll need one dog biscuit, clear nail polish, brown paper, red pom-pom, wiggly eyes, red yarn, aluminum foil, scissors and glue.

Place biscuit on foil to prevent sticking. Paint several coats of clear nail polish on both sides of the biscuit. Let dry between coats.

Cut antlers from brown paper; glue to back of biscuit head. Glue wiggly eyes to brown felt circles; glue to face. Glue on pom-pom nose. Make a loop of yarn, and glue to back of head for a hanger.



# TWISTER

MOST OF YOU HAVE PROBABLY PLAYED THIS GAME BUT HERE IS A VARIATION TO USE WITH A GROUP

FIRST MAKE A SPINNER LIKE YOU SEE IN THE DRAWING ATTACHED

NEXT GIVE EACH BOY FOUR PAPER PLATES AND HAVE THEM COLOR ONE RED, ONE BLUE, ONE YELLOW, AND ONE GREEN

HAVE BOYS LINE UP ACROSS FROM EACH OTHER AND PLACE THE PLATES ON THE FLOOR IN THE FOLLOWING MANNER--PLACE PLATES APPROXIMATELY 10-12 INCHES APART

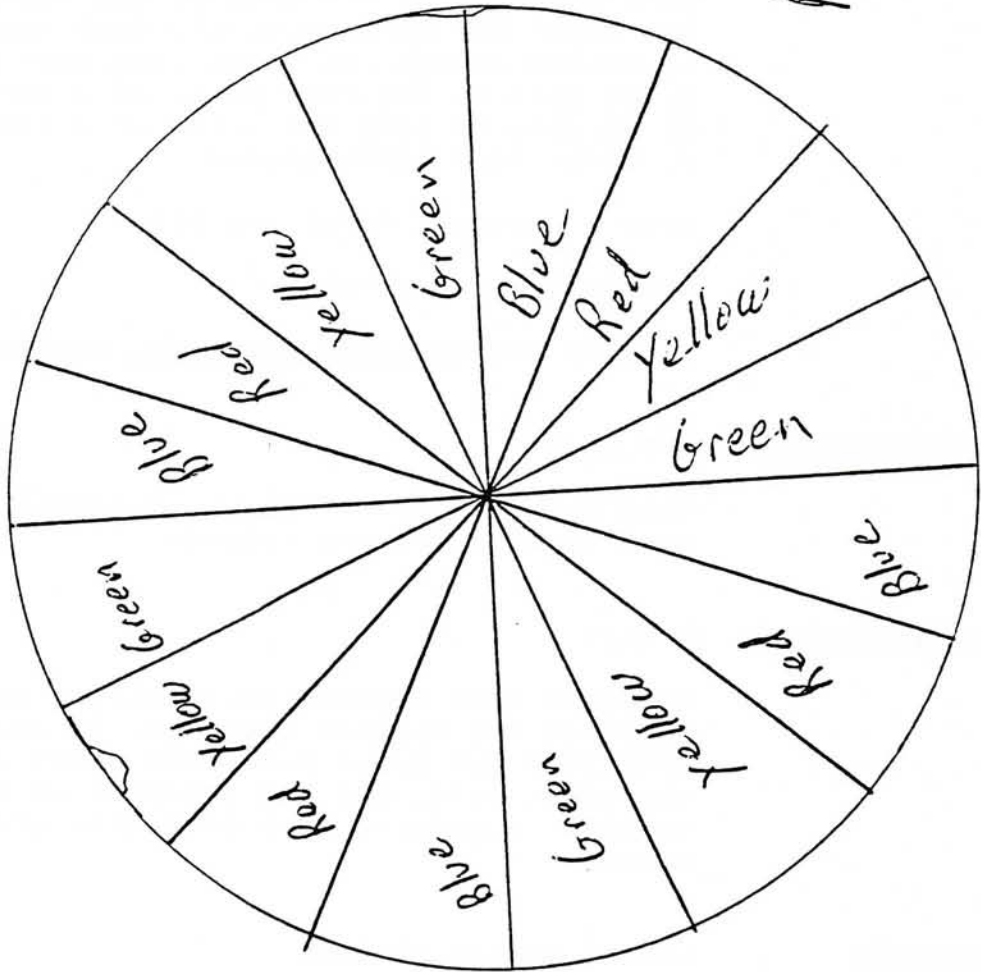
<u>BOY</u>		<u>BOY</u>		<u>BOY</u>		<u>BOY</u>	
GREEN	GREEN	GREEN	GREEN	GREEN	GREEN	GREEN	GREEN
YELLOW	YELLOW	YELLOW	YELLOW	YELLOW	YELLOW	YELLOW	YELLOW
BLUE	BLUE	BLUE	BLUE	BLUE	BLUE	BLUE	BLUE
RED	RED	RED	RED	RED	RED	RED	RED
<u>BOY</u>		<u>BOY</u>		<u>BOY</u>		<u>BOY</u>	

BEGIN USING SPINNER TO DETERMINE WHERE THE BOYS SHOULD PLACE THEIR HANDS AND FEET

ONCE A BOY FALLS DOWN HE IS OUT OF THE GAME

Right  
Foot

Right  
Hand



Left  
Foot

Left  
Hand

# OUTLINE FOR A TIGER CUB MEETING

January

PRE-OPENING - Play some type of game. Example: BEAR HUNT (see attached directions)

OPENING: (5 min)

Have group stand in a circle, give the Cub Scout sign and lead them in the pledge to the flag.

ACTIVITY: (30-35 min)

Work on/or cover the Duty of God requirements covered in the Tiger Cub Group Activity Book (page 6)

1. Attend church two times with your partner
2. Be able to describe parts of a worship service
3. Be able to sing one verse of a religious song
4. Offer four table graces

make a personal first aid kit

make a Tiger Cub Helper

work on the Prepared for Today booklet

REFRESHMENTS: (10 min)

This is optional--if you have something keep it simple such as kool aid and cookies.

ANNOUNCEMENTS: (5 min)

Announce next meeting date, place, who has program. Also announce any special meetings. If your pack is to meet with your Cub Scout pack this month make sure you get the date, time, etc and announce it to everyone. If someone is missing make sure they are notified of these dates.

CLOSING: Living Circle (5 min)

Have the group form a circle, make a half turn to the right. Stick left hand into circle, and take the thumb of the person behind you. Then lead the group in the Tiger Cub motto and Tiger Cub Promise.

THAT'S ALL FOLKS



## TIGER CUB HELPER

Would you believe that all the items listed below will fit in a 35mm film can or a medicine bottle. You can either save or collect these containers or you can normally either get a drug store to either give you the medicine bottles or buy them at little cost. This is easy to carry and will contain those often forgotten items which you may need.

### INSIDE ITEMS:

1 - piece of chalk  
4 - paper clips  
1 - stub pencil  
2 - dimes  
1 - quarter  
4 - aspirins  
2 - antacid tablets  
2 - 22 cent stamps  
6 - straight pins  
2 - safety pins  
2 - thumb tacks  
1 - a crayon  
2 - kitchen matches  
1 - bandaids  
1 - handiwipe

### OUTSIDE ITEMS:

2 - rubber bands  
1 - piece of masking tape  
1 - piece of sandpaper on bottom  
(for striking matches)  
1 - piece of string

### THERE WILL STILL BE ROOM FOR

1 gallon of Good Humor  
2 pounds of Laughter  
1 yard of Twinkle  
1 barrel of Fun

## PERSONAL FIRST AID KIT

### MATERIALS NEEDED

SMALL ZIP LOCK BAG  
3 X 3 PIECE OF WHITE PAPER  
RED CRAYONS  
BANDAIDS—DIFFERENT SIZES  
GAUZE PADS  
HANDIWIPES  
ASPIRINS  
ANTACIDS  
OINTMENT  
SARAN WRAP  
1-QUARTER  
SAFETY PINS

### DIRECTIONS

HAVE BOYS TAKE 3 X 3 PAPER AND RED CRAYONS AND DRAW A RED CROSS ON ONE SIDE OF THE PAPER---ON THE OTHER SIDE HAVE THEM LIST EMERGENCY NUMBERS--PARENTS NAME--ADDRESS--TELEPHONE NUMBER

GIVE EACH BOY 2-4 ASPIRINS AND HAVE THEM WRAP THEM UP IN SARAN WRAP

DO THE SAME THING FOR THE ANTACIDS

THEM GIVE EACH BOY ATLEAST OF OF EVERYTHING ELSE ON THE LIST AND HAVE THEM PUT ALL OF THE ITEMS IN THE ZIP LOCK BAG. (PLACE THE PAPER WITH THE RED CROSS ON THE OUTSIDE.

BEAR HUNT

Have the children sit facing you with their legs crossed. They repeat all of your words and actions throughout the game.

Begin by slapping your thighs alternately in a steady rhythm to simulate walking. Everything that is said, is said in this rhythm. Since the children repeat all of your words and actions, only your lines are given.

(Start walking rhythm) Want to go on a bear hunt? O.K. / Let's go/ Oh! Look/  
I see a wheat field/ STRETCH NECK TO LOOK OVER WHEAT FIELD Can't get over it/  
LOWER HEAD TO LOOK UNDER Can't get under it/ SWING BODY AND HEAD TO LOOK AROUND  
Can't get around it/ Let's go through it/ O.K. / Let's go/ RUB HANDS TOGETHER  
TO MAKE SWISHING SOUND OF WALKING THROUGH WHEAT

RESUME WALKING RHYTHM Oh! Look!/ I see a river/ Can't get over it/ Can't get  
under it/ Can't get around it/ Let's swim it/ O.K. Let's go/ MAKE SWIMMING  
MOTION WITH ARMS

RESUME WALKING RHYTHM Oh! Look/ I see a bridge/ Can't get over it/ Can't get  
under it/ Can't get around it/ Let's cross it/ O.K. Let's go BEAT FISTS OR  
HEELS ON FLOORS

RESUME WALKING RHYTHM Oh! Look/ I see a tree/ Can't get over it/ Can't get under  
it/ Can't get around it/ Let's climb it/ O.K. Let's go/ PUT HAND OVER HAND AND  
RISE UNTIL ALL COME TO A FULL STAND/ JUMP! (JUMP AND THEN ALL SIT)

RESUME WALKING RHYTHM Oh! Look/ STOP RHYTHM POINT, LOWER VOICE I see a cave  
(suspenseful whisper/ Can't get over it/ Can't get under it/ BUILD EXCITEMENT  
Can't get around it/ Let's crawl through it/ O.K. Let's go/ TIP-TOE WITH  
FINGERS ON KNEES /Tip-Toe, Tip-Toe, tip-toe (close eyes) It's dark in here/ (MAKE  
A SCARY VOICE) Whoo-o-o-o-o/ Oh-h-h-h!/ I feel something soft. STROKE KNEE WITH  
FINGERTIPS AND warm/ And furry/ It's a bear!!!/ RUNNING RHYTHM, JUMP UP, CLIMB  
DOWN TREE, JUMP DOWN, RUN, CROSS BRIDGE, RUN, SWIM, RUN, GO THROUGH WHEAT FIELD,  
RUN - HOME.

## OUTLINE FOR A TIGER CUB MEETING

February

- PRE-OPENING** - Play some type of game. Example: MUSICAL CHAIRS  
Place several chairs in a line or a circle (you may use pieces of paper if you do not have chairs) one less than the number of people playing the game. Start a record and have players march around the chairs. Suddenly stop the music, whereupon the boys try to get a chair. The one who fails to get a chair drops out. Remove one chair and the game continues until one player is left.  
VARIATION: Instead of having a player drop out when they fail to get a chair, score one point against him. At the end of a specified time, the player with the fewest points wins.
- OPENING:** (5 min)  
Have group stand in a circle, give the Cub Scout sign and lead them in the pledge to the flag.
- ACTIVITY:** (30-35 min)  
The themes this month are Make Your Own (#12) and Family Games, Tricks, Puzzles (#14). Some ideas that go with these themes are:  
Make puppets  
Make musical instruments  
make snowman
- REFRESHMENTS:** (10 min)  
This is optional--if you have something keep it simple such as kool aid and cookies.
- ANNOUNCEMENTS:** (5 min)  
Announce next meeting date, place, who has program. Also announce any special meetings. Most Tiger Cub groups are invited to their Cub Scout Blue & Gold Banquet during the month of February. Check with your Pack and see when the banquet is and what your members will be expected to bring. Then announce it at this meeting.

CLOSING:

Friendship Circle (5 min)

Give each member a three foot of yarn or string which he ties to his neighbors so that a circle is made. Members pull back on the line with their left hand and make the Cub Scout sign with their right hand. Leader says, "This circle shows the bond of friendship we have in Tiger Cubs. Now Please join me in the Tiger Cub Promise"

THAT'S ALL FOLKS

## PUPPETS

### MATERIAL NEEDED:

lunch sacks  
yarn  
snowman pattern  
crayons  
scissors  
glue

Directions: Have boys cut out snowman and glue to puppets--they may color the snowman if they wish.

You may also try variations of other puppets that you will see directions for in the enclosed material.

You may wish to let the boys make any kind of puppet they choose and they use one of the enclosed puppet plays and have a play or simply let the boys use their puppets to sing along.

## MUSICAL INSTRUMENTS

### MATERIAL NEEDED:

paper plates  
pop corn or dried beans  
yarn  
scissors  
hole punch  
crayons

directions: have boys color plates in any way they wish  
Then punch holes in paper plates about 1/2 inch in from the edge and approx. 1 inch apart  
Place corn or beans on one plate. Turn other plate over and lace up with yarn.

You can then lead boys in some songs. Some song and their words are enclosed.

## SNOWMAN

### MATERIALS NEEDED:

marshmallows  
rasins  
tooth picks

DIRECTIONS: use tooth picks to hold three marshmallows together.  
use rasins for eyes and mouth

## EAT AS REFRESHMENTS

# OUTLINE FOR A TIGER CUB MEETING

March

PRE-OPENING - Play some type of game. Example: LOST SHOE RELAY-- Heave everybody's shoes into one pile and as the recipe book says, stir thoroughly. Line up each group in single file as for relay races and turn 'em loose. The idea is to find your shoes, put them on, and run back to touch off the next person.

OPENING: (5 min)

Have group stand in a circle, give the Cub Scout sign and lead them in the pledge to the flag.

ACTIVITY: (30-35 min)

This months themes are #15 Fitness & Sports and #16 Tell It Like It Is.

Bead program suggestions: March--Our Family

1. With your partner discuss the pictures of the family you have.
2. Talk to your partner about the ethnic, religious, social, and economic background of your family.
3. Learn four interesting, funny, and/or sad stories about your family and/or ancestors.

## PROGRAM IDEAS

1. Sports tournament
  - a. paper football
  - b. spoon & ping pong ball relay
2. Take the President's Physical Fitness Test
3. Play a game of Charades

REFRESHMENTS: (10 min)

This is optional--if you have something keep it simple such as kool aid and cookies.

ANNOUNCEMENTS: (5 min)

Announce next meeting date, place, who has program. Also announce any special meetings. Remind everyone of the

CLOSING: Living Circle (5 min)

Have the group form a circle, make a half turn to the right. Stick your left hand into the circle, and take the thumb of the person behind you. Then lead the group in the Tiger Cub Promise & motto.

THAT'S ALL FOLKS

## OUTLINE FOR A TIGER CUB MEETING

APRIL

**PRE-OPENING:** Have the various parts of the Elephant game ready to be colored and put together. Let the boys color the elephants and assemble the games with the help of their adult partner.

**OPENING:** (5 min.)  
Have group stand in a circle, give the Cub Scout sign and then lead them in the pledge to the flag.

**ACTIVITY:** (30 - 35 min.)

This month's themes are #6 Know Your Community or #8 Go See It.

Plan a trip to a local attraction such as the zoo. A list of Cub Scout Tours is available at the Scout Center. Take the trip at a later date.

Practice the Elephant game and then see how many times the each boy can catch the cup on the elephant's trunk in 5 minutes. Award the winner a peanut.

Take a trip to a local attraction, such as the zoo, that has been planned by the partners in charge of this meeting if you have enough time or if you wish to plan a longer than usual meeting.

Talk about various ways to travel in addition to a car. Have the partners share unusual experiences they have had while traveling.

**REFRESHMENTS:** (10 min)

This is optional - if you have something keep it simple such as Kool-Aid and cookies.

**ANNOUNCEMENTS:** (5 min.)

Announce the next meeting date, place, who has program. Also announce any special meetings such as the Birmingham Area Scout Expo.

**CLOSING:** (5 min.)

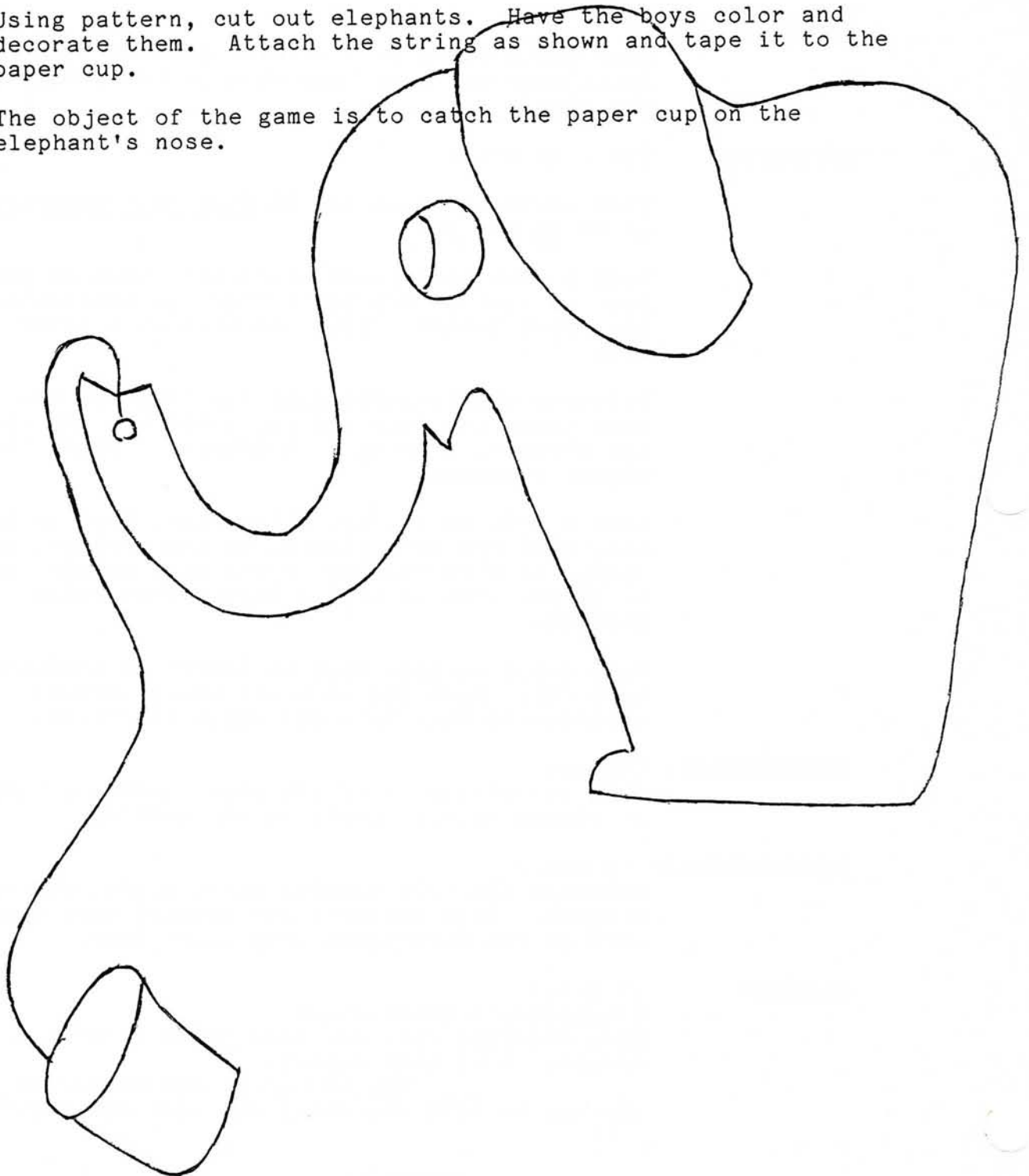
Ringmaster's Benediction  
Have everyone rise and hold hands forming a circle. Have them repeat:  
"May the great Ringmaster in the sky be with you until our next meeting."

## ELEPHANT GAME

Materials: Elephant cut from heavy cardboard for each boy  
Small paper cup for each boy  
Pieces of string 12 - 15" long  
Scotch tape  
Crayons

Using pattern, cut out elephants. Have the boys color and decorate them. Attach the string as shown and tape it to the paper cup.

The object of the game is to catch the paper cup on the elephant's nose.





## OUTLINE FOR A TIGER CUB MEETING

May

PRE-OPENING - Play some time of game. Example: Crossing the Quick Sand--Place small pieces of masking tape on the floor to form a twisty line of stepping stones, some close together, others far apart. Each Tiger Cub in turn tries the course, while balancing a tennis ball on a flat board.

OPENING: (5 min)

Have group stand in a circle, give the Cub Scout sign and lead them in the pledge to the flag.

ACTIVITY: (30-35 min)

the theme this month is Big Idea # 17 Cub Scouting Here We Come

Have your Cubmaster or someone from the Pack your boys will be going to, come and explain how graduation will go, when, etc. Also have them go over such items as signing up rules, summertime program, uniform requirements, etc.

Work on the Cub Scout Bobcat requirements so that your Tiger Cubs may graduate and also become Bobcats at their first meeting--SEE attached sheets for requirements

Explain Tiger Cub graduation ceremony

Explain Cub Scout Day Camp and pass out flyers for signing up.

Have parents fill out Cub Scout registration forms and Parent Talent Surveys

REFRESHMENTS: (10 min)

This is optional--Since this will be your last meeting you may wish to do something special.

ANNOUNCEMENTS: (5 min)

Announce meeting date, place, and time of the next pack meeting when your Tiger Cubs will become Cub Scouts

CLOSING: Living Circle (5 min)

Have the group form a circle, make a half turn to the right. Stick left hand into circle, and take the thumb of the person behind you. Then lead the group in the Cub Scout promise.

THAT'S ALL FOLKS

TIGER-25

MATERIALS NEEDED

MASKING TAPE  
FLAT BOARD  
TENNIS BALL

CUB SCOUT OUTDOOR PROGRAMS '87 SHEETS

PARENT TALENT SURVEY SHEETS

CUB SCOUT REGISTRATION FORMS

BOBCAT REQUIREMENT SHEETS

4 CANDLES

MATCHES

TIGER CUB GRADUATION CEREMONY SHEET

## TIGER CUB CANDLELIGHT INDUCTION CEREMONY

Personnel: Cubmaster, Committee Chairman, Den Chief, Tiger Cubs

Procedure: Tiger Cubs wait outside room with Den Chief. Table is placed at front of room holding large Cub emblem and three candles. The room is in darkness. When all is ready, the Den Chief knocks on the door from the outside. CM and CC stand behind the table.

CM: Who wishes to enter this meeting room?

DC: Den Chief \_\_\_\_\_ (name) \_\_\_\_\_ with Tiger Cubs to join this pack.

CM: What are the names of the Tiger Cubs?

DC: (names the Tiger Cubs)

CM: Bring the Tiger Cubs inside.

(DC brings Tiger Cubs into room and leads them to front of table. He then takes his seat in the audience.)

CM: (To Tiger Cubs) You have entered from the darkness of the outer world to the light symbolizing Scouting. This candle (he lights one) stands for the Spirit of Scouting. There are many benefits to be gained from belonging to Cub Scouting. You will learn a great deal, you will have a chance to help others, you will be rewarded for your efforts, and you will have a lot of fun. The Cub Scout Promise is the basic principle of Cub Scouting. Will you repeat it with me please. (Light candle representing Promise.)

(CM gives Cub sign and begins Promise. Tiger Cubs join in with him.)

CC: Just as the Cub Scout Promise is the basic principle of Cub Scouting, the Law of the Pack is the fundamental rule governing Cub Scouting. Please give the Cub Scout sign and repeat the Law of the Pack with me.

(CC gives sign and leads boys in repeating Law of the Pack.)

(Light candle representing Law of the Pack.)

CM: Remember well the Promise and the Law of the Pack and use them as your guide for personal conduct in the years to come.

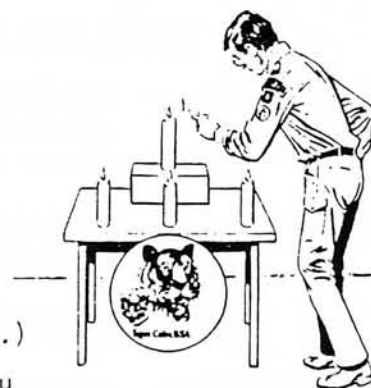
CM: And now we ask that the parents of these Tiger Cubs come forward to receive the patches and certificates for their sons.

(Parents come forward and stand behind their son.)

(CM presents the Tiger Cub patches and certificates to parents, who in turn present them to their sons.)

Parents play an important role in Cub Scouting. You will work with your sons on their achievements and electives. You will find that you will learn as well as your sons. and in having fun with him will become a closer family.

(To boys.) Congratulations! And good Cub Scouting to you all. (Salutes)



TIGER CUB GRADUATION CEREMONY



"TIGER PAWS" INTO CUB SCOUTS

Organizer brings first Tiger Cub and Partner to just in front of first paw print (diagram on following page.)

ORGANIZER -- This past year you have spent in Tiger Cubs with your adult partner learning about yourself, your partner and the world around you. Now you are ready to enlarge that world even more by joining the Cub Scout Pack.

TIGER CUB AND PARTNER MOVE TO FIRST PAW PRINT...

ORGANIZER -- First you and your partner learned to search together, to find new adventures and have fun together.

TIGER CUB AND PARTNER PROCEED TO SECOND PAW PRINT...

ORGANIZER -- Second, together, you have discovered the new things you learned helped you to a better understanding of your partner, your family, your school, your community and the country in which you live.

TIGER CUB PARTNER MOVE ON TO THIRD PAW PRINT...

ORGANIZER -- Thirdly, the sharing. Along with your partner, you shared all your new experiences with your family and other members of your Tiger Group.

Tonight, it is time for you to take the next big step into the World of Scouting.

TIGER CUB AND PARTNER NOW STEP ON CUB SCOUT EMBLEM...

ORGANIZER-- As you take this next giant step, the support from your partner and family will become as important in Cub Scouts and throughout all of Scouting as it was when you became a Tiger Cub. Families are an important part of the whole Scouting program.

# AWARD



PRESENTED TO \_\_\_\_\_  
THIS DAY OF \_\_\_\_\_ 19\_\_\_\_  
FOR \_\_\_\_\_

CUB SCOUT PACK

Group organizer  
TIGER CUBS

\_\_\_\_\_  
(cubmaster)

\_\_\_\_\_  
(committee chairman)

