

Team Tiger

Required adventure • Citizenship

If you read nothing else

Two den meetings plus a job done at a pack meeting and a service project. Meeting 1 is the two games; meeting 2 is the service project.

Requirement 2 asks the Scout to choose a job and actually do it. The cleanest version is the den greeting families at a pack meeting — talk to your Cubmaster now, because it needs a date on the pack calendar.

The service project is requirement 4 and it counts toward the pack's service total for the year. Log the hours in Scoutbook the same week.

If you use the 10,000 for the Troops holiday card project, cards must reach the Scouting America National Service Center by early November — check the current year's deadline before you schedule the meeting.

The requirements

Official requirement text. Tick each one off as your Scouts complete it — the meeting plans below cover all of them.

- ☐ 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 Tiger 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.

Requirement 2 usually happens outside a den meeting — at a pack meeting, at home, or wherever the job is. Assign it at meeting 1 and confirm it is done at meeting 2.

Meeting 1: Rules, and playing on a team

Goal: Tigers play a game with rules and can say why the rules matter, play a game with two teams and can say what makes a good teammate, and leave with a job to do.

Covers requirements 1 and 3, and assigns 2

Before the meeting

- Learn Go Fish properly before you teach it — bicyclecards.com/how-to-play/go-fish. Someone will ask a rules question and the answer needs to come from you.
- Set out tables and chairs for groups of four, with a deck of cards at each. One deck per four people, counting adult partners.
- Write the charades cards ahead of time on index cards: a Lion, a Tiger, a Wolf, a Bear, a Scout, going on a camping trip, going on a hike, starting a fire, being friendly, being brave, being clean. Mix them and put them in a basket.
- Call your Cubmaster and get a pack meeting date where the den can arrive early and greet everybody. Get it in writing on the pack calendar.
- Have the service project decided and cleared with your committee so you can announce a date tonight.

Supplies

- One deck of standard playing cards per four people, adult partners included
- Tables and chairs
- Index cards, 3x5, with the charades prompts written on them
- A large basket
- A timer
- Handout with the pack meeting date and the service project date

Run of show

Time	What happens
10 min	Gathering: Go Fish
5 min	Opening: Pledge of Allegiance, Scout Oath, Scout Law
5 min	Welcome, roll call, announcements
15 min	Activity 1: Go Fish and why rules matter
15 min	Activity 2: Tiger charades
5 min	Activity 3: choose your job
5 min	Closing

Activity 1 — Go Fish and why rules matter (15 min)

Play a game of Go Fish — scouting.org/cub-scout-activities/card-game-go-fish/

Groups of four, keeping each Scout with their own adult partner. Groups of two or three are fine if the numbers do not work out.

Before you deal, ask the den two questions and take real answers: why does it matter that everybody follows the rules in a game, and which points of the Scout Law should you be following while you play. They will get to trustworthy, friendly, and kind on their own, and the connection between the Law and how you behave in a card game is worth more than the card game.

Review the rules of Go Fish out loud so everyone starts from the same place, then play at least one full round.

While they play, watch for the moment somebody bends a rule — it will happen. Stop, do not scold, and ask the table what should happen now. That is requirement 1 doing its work: rules matter because without them the game stops being fun for everybody who is not winning.

Alternatives: Tigers Play Cornhole — scouting.org/cub-scout-activities/tigers-play-cornhole/ · Tigers Play Kickball — scouting.org/cub-scout-activities/tigers-play-kickball/

Activity 2 — Tiger charades (15 min)

Play a game of charades with your den — scouting.org/cub-scout-activities/tiger-charades/

Divide the den into two teams with the adult partners split between them. Keep the rules as simple as you can get away with: pick a card, act it out, no talking, no sounds.

A Scout draws a card and looks at it without showing anyone. Set the timer for two minutes. They act it out; their team guesses. Right answer in time, one point. No answer, the card goes back in the basket. Then the other team goes. Keep alternating until the cards run out.

A first grader who freezes gets their adult partner up there with them. That is not a workaround, it is the design of the rank.

Then sit down and have the discussion, because the discussion is the requirement, not the game:

- What does it mean to be part of a team?
- What makes somebody a good team member?

Push past “winning.” The answers you want are the ones they have just seen: cheering for your teammate, guessing out loud instead of sitting quiet, taking a turn even when you do not want to, not laughing at somebody who got stuck. Point at things that actually happened during the game — a Tiger will believe you about a thing they just did far more than a thing you tell them.

Alternatives: Tiger Volleyball — scouting.org/cub-scout-activities/tiger-volleyball/ · Tiger Wiffle Ball — scouting.org/cub-scout-activities/tiger-wiffle-ball/

Activity 3 — Choose your job (5 min)

Tiger Greeter — scouting.org/cub-scout-activities/tiger-greeter/

Requirement 2 is a job that helps the team, chosen with the adult partner and actually done at least once. Announce the pack meeting date and tell them the whole den is the greeting crew: arrive thirty minutes early, practice ways to welcome people, take a spot at a door, and greet everyone who comes in. Everyone in place ten minutes before the meeting starts.

Have each Scout and adult partner say out loud what job they are taking, right now, in front of the den. Saying it out loud is most of the follow-through.

If a family cannot make the pack meeting, the job can be anything real that helps the den, the pack, or the family: setting up chairs, leading the flag ceremony, cleaning up after the meeting, feeding the dog every day for a week. It has to be chosen, it has to help someone besides themselves, and it has to actually get done.

Alternatives: Tiger Flag Ceremony — scouting.org/cub-scout-activities/tiger-flag-ceremony/ · Tigers Help Clean Up — scouting.org/cub-scout-activities/tigers-help-clean-up/

Send home with families

Do the job you chose, at the pack meeting or at home, and be ready to tell the den about it next time. That is requirement 2.

Play a game with rules as a family this week and let your Scout be the one who explains the rules.

Service project date and location are on the handout. Come.

Meeting 2: The service project

Goal: Every Tiger takes part in a real service project and can say who it helped.

Covers requirement 4, and collects 2

Before the meeting

- Read how to write and send the cards at militaryholidaycardchallenge.com/how-to-send/ and make one sample card yourself, so the den has something to look at.
- Check this year's deadline for cards reaching the Scouting America National Service Center — it has run in early November. Work backward from it when you pick the meeting date.
- Cut paper and set out supplies on the tables before anyone arrives. Six-year-olds and a supply table at the front of the room is twenty minutes you will not get back.
- Have a camera or phone for photos, and check your pack's photo permissions before you take any.
- Ask each family at the door whether their Scout did their job, and tick it off the roster.

Supplies

- Construction paper, 8.5 x 11, various colors
- White copy paper
- Crayons and markers, enough to share
- Scissors, enough to share
- Decorative stickers
- A sample card you made
- A large envelope or box for mailing everything together
- Camera or phone for photos

Run of show

Time	What happens
10 min	Gathering: decorate an envelope, and job check-in
5 min	Opening: Pledge of Allegiance, Scout Oath, Scout Law
5 min	Welcome, roll call, announcements

Time	What happens
10 min	Activity 1: report on the job you did
25 min	Activity 2: the service project
5 min	Closing

Activity 1 — Report on the job you did (10 min)

Round the circle. Each Scout says what job they chose, when they did it, and who it helped. Their adult partner confirms.

That is requirement 2 signed off. Keep it short and take it seriously — a Tiger who greeted forty people at the door of a pack meeting has done something genuinely hard, and thirty seconds of the den listening to them is the reward.

Any Scout who has not done their job yet picks a date with their adult partner before they leave tonight.

Activity 2 — The service project (25 min)

10,000 for the Troops — scouting.org/cub-scout-activities/10000-for-the-troops-tiger/

Tell them what they are doing and why, in plain words: some people in the military cannot come home for the holidays, and these cards tell them somebody was thinking about them.

Show your sample card and walk the rules, because this project has real rules and the cards get thrown out if they are broken:

- Address it to “Dear Warrior.”
- Write a holiday or gratitude greeting. Keep in mind that the people receiving them have many different holidays and beliefs.
- Write a personal note — how does your family celebrate, what do you remember about the holidays. The people receiving the cards say this is their favorite part.
- Sign your first name only, plus your town, your state, and your pack number. No last names, no addresses.
- Nothing bigger than an 8 x 11 sheet folded in half. No glitter, no envelopes.

Adult partners write for Scouts who cannot yet; the Scout dictates and signs their own first name. Let them make as many as the time allows.

Gather every card into one package and send it yourself. Do not send families home to mail their own — half of them will not, and the Scouts will never know whether their card arrived.

If the timing does not work for holiday cards, any of these are real service and just as good: Board Game Collection — scouting.org/cub-scout-activities/board-game-collection/ · Sock Drive — scouting.org/cub-scout-activities/sock-drive/ · Scouting for Food — scouting.org/cub-scout-activities/tiger-scouting-for-food/

Log the hours in Scoutbook this week. It is two minutes and it counts on the pack’s service record, which packs lose simply by not recording it.

Closing (5 min)

Ask one question before you close: who did we help tonight, and how will they feel when they open it? Let a couple of them answer.

Then read this:

Say something like

Today you showed what it means to be part of a team — playing games with fairness, helping with real jobs, and giving back through service. Each of you proved that Tigers make their den stronger by pitching in, following rules, and supporting one another. Keep that teamwork going wherever you are, because when Tigers work together, they can accomplish amazing things.

Send home with families

Ask your Scout who the cards were for and what they wrote. If they can tell you, it landed. Look for one more job at home this month and let your Scout choose it themselves.

Leader notes

- Requirement 2 is the one that gets forgotten, because it happens outside the den meeting. Assign it out loud at meeting 1, put the date on a handout, and check it off by name at meeting 2.
- The service project has to be participation, not attendance. A Tiger who watched adults sort cans has not done it.
- Keep charades teams mixed and keep the score quiet. The requirement is about being a good team member, and a den that is arguing about the score is not learning it.
- The cards go out as one package from you. Individual families mailing their own is how a service project quietly stops existing.
- Log the service hours in Scoutbook. It counts toward the pack's service total for the year.

Safety

Before this adventure

Two registered adults with current Safeguarding Youth Training at every den meeting and at the pack meeting greeting. If your den includes girls, one of those adults must be a registered female 21 or over.

Scissors are adult-supervised and the blunt kind. Adult partners do the cutting for anything tougher than construction paper.

First names, town, state, and pack number only on the cards. No last names, no addresses, no school names, no photos of Scouts inside a card.

Get photo permission before posting any pictures from the service project, and check your pack's permission list rather than assuming.

If your service project is off-site, follow the SAFE Checklist for the site: gloves, closed shoes, no sharps, no roadside work.

Tracking

Write each Scout in and tick the requirement number as it is completed. Report to your advancement chair once the row is full.

Scout	1	2	3	4