

**TASK FORCE NOTES ON CUB SCOUT ADVANCEMENT MODIFICATIONS****Purpose**

With one year of experience, feedback suggests that the new design of the Cub Scout program did successfully address many original concerns, but also indicates an opportunity for further modifications. Cub advancement was down after the first year of implementation and we know that correlates to lower member satisfaction and subsequently, lower retention. Some Den Leaders are having difficulty fitting all the Adventures required for advancement into their program year given their number of Den meetings and weather/daylight issues for outdoor activities. Overnight camping is a significant hurdle for some. Duty to God requirements connote organized religion to some and are not seen as embracing a belief in God and spirituality outside of specific faiths.

A task force was formed to draft modifications to the Cub Scout Program that would address this feedback. These modifications are designed to ensure that Adventure requirements are achievable by today's Cub Scout dens within a program year and achievable by Cub Scouts from a wide range of backgrounds and socio-cultural experiences.

**Approach**

In order to maintain the integrity of the engaging, mission-driven, and user-friendly new Cub Scouting program, every effort was made to change as little as possible. All adjustments are intended to strengthen and support the new program as well as to assist the youth, families, and volunteers engaged in Cub Scouting.

Flexibility is key. Most modifications involve the number of requirements to be completed, reducing the mandate to a number achievable within the limited time available to many dens, while retaining rich program options that allow leaders to build strong programs adapted to local needs and situations. Some rewording fosters participation by boys who could not otherwise complete an Adventure.

**Resources and Contributors**

Guidance and input was from a wide variety of stakeholder groups and individuals. Contributors and reviewers included representatives from faith-based organizations and cultural groups as well as BSA volunteers with specific program expertise, recent grassroots experience, and current engagement in regional and national BSA leadership. We greatly appreciate the thoughtful suggestions, support, and engagement of all those consulted.

**Suggested Rollout**

Modifications should be implemented quickly to prevent another year of advancement challenges. Prompt electronic publishing (foregoing professional copyediting in an effort to get the material into leaders hands as quickly as possible) of all 2016-2017 requirements was determined as the best path forward, resulting in little disruption to the program. The transition will be seamless, with leaders choosing to use revised requirements as the den begins any new Adventure. The modified requirements can be used with the current handbooks, with relevant changes to handbook content taking place in a subsequent editions. The entire listing of all modifications for each rank can also be found at [www.scouting.org/programupdates](http://www.scouting.org/programupdates).

# Tiger



## No Change to the General Requirements for Cub Scout Rank Advancement (words in blue represent minor edits)

Rank advancement is awarded when boys have completed the following:

1. Complete each of the **six** required Adventures with your den or family.
2. Complete **at least one** elective Adventure of your den or family's choosing.
3. With **your parent, guardian, or other caring adult**, complete the exercises in the pamphlet *How to Protect Your Children from Child Abuse: A Parent's Guide*, and earn the Cyber Chip award for your age. \*

\* If your family does not have Internet access at home AND you do not have ready Internet access at school or another public place or via a mobile device, the Cyber Chip portion of this requirement may be waived by your parent or guardian

## Modifications in Specific Adventures

To shorten the time required to complete requirements (and thus advance), most of the recommended changes involve the number of requirements to be completed.

The presence of a ★ indicates that some modification of content has been provided for an Adventure. The modifications range from a change of only one word to general re-wording or re-organizing.

## Tiger Required Adventures

Current vs. Modified Adventure Requirements

### Tiger Required Adventure

#### Backyard Jungle (p. 30+)

- REQUIREMENT 1. Take a 1-foot hike. Make a list of the living things you find on your 1-foot hike.
- REQUIREMENT 2. Point out two different kinds of birds that live in your area.
- REQUIREMENT 3. Be helpful to plants and animals by planting a tree or other plant in your neighborhood.
- REQUIREMENT 4. Build and hang a birdhouse.
- REQUIREMENT 5. With your adult partner, go for a walk, and pick out two sounds you hear in your "jungle."

### ★ Tiger Required Adventure: My Tiger Jungle

Complete Requirement 1 plus at least two others.

- REQUIREMENT 1. With your parent/guardian or other caring adult (referred to in the handbook as "your adult partner"), go for a walk outside, and pick out two or more sights or sounds of "nature" around you. Discuss with your partner or den.
- REQUIREMENT 2. Take a 1-foot hike. Make a list of the living things you find on your 1-foot hike. Discuss these plants or animals with your parent/guardian, other caring adult, or your den.
- REQUIREMENT 3. Point out two different kinds of birds that live in your area. With your parent/guardian, other caring adult, or den, find out more about one of these birds.
- REQUIREMENT 4. Be helpful to nature by planting a plant, shrub, or tree. Learn more about the needs and growth of the item you've planted.
- REQUIREMENT 5. Build and hang a birdhouse.

**Current vs. Modified Adventure Requirements**

**Tiger Required Adventure**

**Games Tigers Play** (p. 42+)

**REQUIREMENT 1A.** Play two initiative or team-building games with the members of your den.

**1B.** Listen carefully to your leader while the rules are being explained, and follow directions when playing.

**1C.** 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.

**REQUIREMENT 2.** Make up a game with the members of your den.

**REQUIREMENT 3.** Make up a new game, and play it with your family or members of your den or pack.

**REQUIREMENT 4.** While at a sporting event, ask a player or coach why he or she thinks it is important to be active.

**REQUIREMENT 5.** Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.

vs.

**Tiger Required Adventure:**

**Games Tigers Play.** Complete Requirements 1 and 2 plus at least two others.

**REQUIREMENT 1A.** Play two initiative or team-building games with the members of your den.

**1B.** Listen carefully to your leader while the rules are being explained, and follow directions when playing.

**1C.** 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.

**REQUIREMENT 2.** Talk with your den or family about why good nutrition helps you to be strong and active. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.

**REQUIREMENT 3.** Make up a game with the members of your den, and play it with den members. After playing the game, talk with your den about the experience.

**REQUIREMENT 4.** Make up a new game, and play it with your family or members of your den or pack. Then talk with the group about the experience.

**REQUIREMENT 5A.** Attend a sporting event with your den or family.

**5B.** Before or after the event, talk with a coach or athlete about what it is like to participate in the sport. **OR** Find out more about the sport and share what you've learned with your den or family members before or after the event.

**Tiger Required Adventure**

**My Family's Duty to God** (p. 56+)

**Complete Requirement 1 and at least two from requirements 2-4.**

**REQUIREMENT 1.** With your adult partner, find out what duty to God means to your family.

**REQUIREMENT 2.** Find out what makes each member of your family special.

**REQUIREMENT 3.** With your family, make a project that shows your family's beliefs about God.

**REQUIREMENT 4.** Participate in a worship experience or activity with your family.



**Tiger Required Adventure**

**Tiger Circles: Duty to God.** Complete Requirement 1 plus at least two others.

**REQUIREMENT 1.** Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.

**REQUIREMENT 2.** With a family member, attend a religious service or other activity that shows how your family expresses reverence for God.

**REQUIREMENT 3.** Earn the religious emblem of your faith that is appropriate for your age or grade.

**REQUIREMENT 4.** Help with a local service project and talk with your den or family about how helping others is part of our duty to God.

**REQUIREMENT 5.** With the approval of your parent/guardian, den leader, or other caring adult, think of and then carry out an act of kindness or respect that you think shows duty to God.

## Current vs. Modified Adventure Requirements

### Tiger Required Adventure

#### Team Tiger (p. 66+)

**REQUIREMENT 1.** List the different teams of which you are a part.

**REQUIREMENT 2.** With your den, make a den job chart that shows everyone doing something to help. As one of the den jobs, lead the Pledge of Allegiance at a meeting.

**REQUIREMENT 3.** Pick two chores you will do at home once a week for a month.

**REQUIREMENT 4.** Make a chart to show three ways that members of your Tiger team are different from each other.

### Tiger Required Adventure

#### Tiger Bites (p. 78+)

**REQUIREMENT 1.** Identify three good food choices and three foods would not be good choices.

**REQUIREMENT 2.** Show that you know the difference between a fruit and a vegetable. Eat one of each.

**REQUIREMENT 3.** With your adult partner, pick a job to help your family at mealtime. Do it every day for one week.

**REQUIREMENT 4.** Show how you can keep yourself and your personal area clean.

**REQUIREMENT 5.** Talk with your adult partner about what foods you can eat with your fingers. Practice your manners when eating them.

**REQUIREMENT 6.** With your adult partner, plan and make a good snack choice or other nutritious food to share with your den.

### ★ Tiger Required Adventure

#### Team Tiger. Complete Requirements 1 and 2 plus at least two others.

**REQUIREMENT 1.** With your parent, guardian, other caring adult, or den, talk about what it means to be part of a team. List some of the teams you are on (den, pack, family, class, etc.) and explain how you can help each one.

**REQUIREMENT 2.** With your den, talk about your Tiger team. Then make a chart showing all the different ways team members can help the den. Volunteer to take your turn doing at least two different jobs, one of which is leading the Pledge of Allegiance.

**REQUIREMENT 3.** With your family, talk about how family members each have a role in the family team. Then pick a job that you will do to help the team. Follow through by doing that job at least three times during the next three weeks.

**REQUIREMENT 4.** With your den or family, participate as a team in a service project that helps our country or your community.

**REQUIREMENT 5.** With your den, make a chart or picture showing how you and your teammates make a better team because you are alike in some ways but different in others.

### ★ Tiger Required Adventure

#### Tiger Bites. Complete Requirements 1 and 2 plus at least two others.

**REQUIREMENT 1.** With your parent, guardian, other caring adult, or den, find out about good food choices and not-so-good choices. Identify three foods that you think would be good choices and three foods that would not be good choices.

**REQUIREMENT 2.** Explain the importance of hand washing before a meal and clean-up after a meal. Then show how you would do each.

**REQUIREMENT 3.** Show that you know the difference between a fruit and a vegetable. Eat one of each.

**REQUIREMENT 4.** With your parent, guardian, or other caring adult, pick a job to help your family at mealtime. Do it for at least four meals.

**REQUIREMENT 5.** Talk with your parent, guardian, or other caring adult about what foods you can eat with your fingers. Practice your manners when eating them.

**REQUIREMENT 6.** With your parent, guardian, or other caring adult, plan and make a good snack choice or other nutritious food to share with your den.

**Current vs. Modified Adventure Requirements**

**Tiger Required Adventure**

**Tigers in the Wild** (p. 92+)

**REQUIREMENT 1.** With your adult partner, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list if it rains.

**REQUIREMENT 2.** Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.

**REQUIREMENT 3A.** Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.

**3B.** Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should “Trash Your Trash.”

**3C.** Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.

**REQUIREMENT 4.** While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your *Tiger Handbook*.

**REQUIREMENT 5.** Participate in an outdoor pack meeting or pack campout campfire. Sing a song and act out a skit with your Tiger den as part of the program.

**REQUIREMENT 6.** Find two different trees and two different types of plants that grow in your area. Write their names in your *Tiger Handbook*.

**REQUIREMENT 7.** Visit a nearby nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your *Tiger Handbook*.

**Tiger Required Adventure**

**Tigers in the Wild.** Complete Requirements 1-3 plus at least one other.

**REQUIREMENT 1.** With your parent, guardian, or other caring adult, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list to prepare for rain.

**REQUIREMENT 2.** Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.

**REQUIREMENT 3A.** Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.

**3B.** Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should “Trash Your Trash.”

**3C.** Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.

**REQUIREMENT 4.** While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your *Tiger Handbook*.

**REQUIREMENT 5.** Participate in an outdoor pack meeting or pack campfire. Sing a song or act out a skit with your Tiger den as part of the program.

**REQUIREMENT 6.** Find two different trees and two different types of plants that grow in your area. Write their names in your *Tiger Handbook*.

**REQUIREMENT 7.** Visit a nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your *Tiger Handbook*.

## Tiger Elective Adventures

### Current

### vs. Modified Adventure Requirements

#### Tiger Elective Adventure:

#### ★ Tiger Elective Adventure: Curiosity, Intrigue, & Magical Mysteries

##### Curiosity, Intrigue, and Magical Mysteries (p. 108+)

Complete Requirements 1 and 2 plus at least one other.

REQUIREMENT 1. Learn a magic trick. Practice your magic trick so you can perform it in front of an audience.

REQUIREMENT 1A. Learn a magic trick. Practice your magic trick so you can perform it in front of an audience.

REQUIREMENT 2. Create an invitation to a magic show.

1B. Create an invitation to a magic show.

REQUIREMENT 3. With your den or with your family, put on a magic show for an audience.

1C. With your den or with your family, put on a magic show for an audience.

REQUIREMENT 4. Create a secret code.

REQUIREMENT 2. Spell your name using sign language, and spell your name in Braille.

REQUIREMENT 5. With the other Scouts in your den or with your family, crack a code that you did not create.

REQUIREMENT 3. Create a secret code. Share it with your family or den.

REQUIREMENT 6. Spell your name using sign language, and spell your name in Braille.

REQUIREMENT 4. With the other Scouts in your den or with your family, crack a code that you did not create.

REQUIREMENT 7. With the help of your adult partner, conduct a science demonstration that shows how magic works.

REQUIREMENT 5. With the help of your parent, guardian, or other caring adult, conduct a science demonstration that shows how magic works and share what you learned from your science demonstration.

REQUIREMENT 8. Share what you learned from your science demonstration.

#### Tiger Elective Adventure: Earning Your Stripes (p. 124+)

#### ★ Tiger Elective Adventure: Earning Your Stripes

REQUIREMENT 1. Bring in and share with your den five items that are the color orange.

Complete the following requirements.

REQUIREMENT 2. Demonstrate loyalty over the next week at school or in your community. Share at your next den meeting how you were loyal to others.

REQUIREMENT 1. Show your loyalty to Tiger orange by bringing in and sharing with your den five items that are the color orange.

REQUIREMENT 3. With your adult partner, decide on one new task you can do to help your family, and do it.

REQUIREMENT 2. Demonstrate loyalty over the next week at school or in your community. Share at your next den meeting how you were loyal to others.

REQUIREMENT 4. Talk with your den and adult partner about polite language. Learn how to shake hands properly and introduce yourself.

REQUIREMENT 3. With your parent, guardian, or other caring adult, decide on one new task you can do to help your family, and do it.

REQUIREMENT 5. Play a game with your den. Then discuss how your den played politely.

REQUIREMENT 4. Talk with your parent, guardian, other caring adult, or den about polite language. Learn how to shake hands and introduce yourself.

REQUIREMENT 6. With your adult partner and den, work on a service project for your pack's meeting place or chartered organization.

REQUIREMENT 5. Play a game with your den. Then discuss how your den played politely.

REQUIREMENT 6. With your parent, guardian, or other caring adult and den, work on a service project for your pack's meeting place or chartered organization.

**Current****vs. Modified Adventure Requirements****Tiger Elective Adventure: Family Stories (p. 134+)**

**REQUIREMENT 1.** Discuss with your adult partner and/or family where your family originated. Discuss their history, traditions, and culture—your family heritage. Share a story or bring something to share with your den about yourself and your family.

**REQUIREMENT 2.** Make a family crest.

**REQUIREMENT 3.** Visit your public library to find out information about your heritage.

**REQUIREMENT 4.** Interview one of your grandparents or another family elder, and share with your den what you found.

**REQUIREMENT 5.** Make a family tree.

**REQUIREMENT 6.** Share with your den how you got your name or what your name means.

**REQUIREMENT 7.** Share with your den your favorite snack or dessert that reflects your cultural heritage.

**REQUIREMENT 8.** Learn where your family came from, and locate it on a map. Share this information with your den. With the help of your adult partner, locate and write to a pen pal from that location.

**★ Tiger Elective Adventure: Family Stories**

Complete Requirement 1 and at least three others. Note that any requirement may be completed based on family of origin or family with whom you live.

**REQUIREMENT 1.** Discuss with your parent/guardian, a family member, or other caring adult where some of your family members originated. Discuss family history, traditions, and culture—your family heritage. Share a story or bring something to share with your den about yourself and your family.

**REQUIREMENT 2.** Make a family crest.

**REQUIREMENT 3.** Visit your public library to find out information about the heritage of some of your family members.

**REQUIREMENT 4.** Interview one of your grandparents or another family elder, and share with your den what you learned.

**REQUIREMENT 5.** Make a family tree designed for your particular family.

**REQUIREMENT 6.** Share with your den how you got your name or what your name means.

**REQUIREMENT 7.** Share with your den your favorite snack or dessert that reflects the cultural heritage of one of more of your family members.

**REQUIREMENT 8.** Learn where some members of your family came from, and locate the place(s) on a map. Share this information with your den. With the help of your parent/guardian/other caring adult, locate and write to a pen pal there.

**Tiger Elective Adventure: Floats and Boats (p. 148+)**

**REQUIREMENT 1.** Identify five different types of boats.

**REQUIREMENT 2.** Build a boat from recycled materials, and float it on the water.

**REQUIREMENT 3.** With your den, say the SCOUT water safety chant.

**REQUIREMENT 4.** Play the buddy game with your den.

**REQUIREMENT 5.** Show that you can put on and fasten a life jacket the correct way.

**REQUIREMENT 6.** Show how to safely help someone who needs assistance in the water, without having to enter the water yourself.

**REQUIREMENT 7.** Show how to enter the water safely, blow your breath out under the water, and do a prone glide.

**★ Tiger Elective Adventure: Floats and Boats**

Complete Requirements 1-4 plus at least one other.

**REQUIREMENT 1.** With your den, say the SCOUT water safety chant.

**REQUIREMENT 2.** With your den, talk about why it's important to have a buddy and then play the buddy game.

**REQUIREMENT 3.** Show how to safely help someone who needs assistance in the water, without having to enter the water yourself.

**REQUIREMENT 4.** Show how to enter the water safely, blow your breath out under the water, and do a prone glide.

**REQUIREMENT 5.** Identify five different types of boats.

**REQUIREMENT 6.** Build a boat from recycled materials, and float it on the water.

**REQUIREMENT 7.** Show that you can put on and fasten a life jacket correctly.

## Current vs. Modified Adventure Requirements

### Tiger Elective Adventure: Good Knights (p. 162+)

**REQUIREMENT 1A.** With your den or adult partner, say the Scout Law. Explain to your den one of the 12 points of the Law and why you think a knight would have the same behavior.

**REQUIREMENT 1B.** If you have not already done so, make a code of conduct with your den that will describe how each person should act when you are all together. If your den has a code of conduct, discuss with your den the updates it might need. Vote on which actions should go in your den code of conduct.

**REQUIREMENT 2.** Create a den shield and a personal shield.

**REQUIREMENT 3.** Using recycled materials, design and build a small castle with your adult partner to display at the pack meeting.

**REQUIREMENT 4.** Think of one physical challenge that could be part of an obstacle course. Then help your den design a Tiger knight obstacle course. With your adult partner, participate in the course.

**REQUIREMENT 5.** Participate in a service project.

### ★ Tiger Elective Adventure: Good Knights

Complete Requirements 1 and 2 plus at least two others.

**REQUIREMENT 1.** With your den, parent/guardian, or other caring adult, say the Scout Law. Explain to your den one of the 12 points of the Law and why you think a knight would have the same behavior.

**REQUIREMENT 2.** If you have not already done so, make a code of conduct with your den that will describe how each person should act when you are all together. If your den has a code of conduct, discuss with your den the updates it might need. Vote on which actions should go in your den code of conduct.

**REQUIREMENT 3.** Create a den shield and a personal shield.

**REQUIREMENT 4.** Using recycled materials, design and build a small castle to display at the pack meeting.

**REQUIREMENT 5.** Think of one physical challenge that could be part of an obstacle course. Then help your den design a Tiger knight obstacle course. Participate in the course.

**REQUIREMENT 6.** Show your understanding of knights' service to others by participating in a service project in your community.

### Tiger Elective Adventure: Rolling Tigers (p. 174+)

**REQUIREMENT 1.** With your den or adult partner, discuss two different types of bicycles and their uses.

**REQUIREMENT 2.** With your den or adult partner, try on safety gear you should use while riding your bike. Show how to wear a bicycle helmet properly.

**REQUIREMENT 3.** With your den or adult partner, learn and demonstrate safety tips to follow when riding your bicycle.

**REQUIREMENT 4.** Learn and demonstrate proper hand signals.

**REQUIREMENT 5.** With your den or adult partner, do a safety check on your bicycle.

**REQUIREMENT 6.** With your den or family, go on a bicycle hike wearing your safety equipment. Follow the bicycling safety and traffic laws.

**REQUIREMENT 7.** Learn about a famous bicycle race or famous cyclist. Share what you learn with your den.

**REQUIREMENT 8.** Visit your local or state police department to learn about bicycle-riding laws.

**REQUIREMENT 9.** Identify two jobs that use bicycles.

### ★ Tiger Elective Adventure: Rolling Tigers

Complete Requirements 1 – 3 plus at least two others.

**REQUIREMENT 1.** With your den or parent/guardian or other caring adult, try on safety gear you should use while riding a bike. Show how to wear a bicycle helmet properly.

**REQUIREMENT 2.** With your den or parent/guardian/other caring adult, learn and demonstrate safety tips to follow when riding a bicycle.

**REQUIREMENT 3.** Learn and demonstrate proper hand signals.

**REQUIREMENT 4.** With your den or parent/guardian or other caring adult, do a safety check on a bicycle.

**REQUIREMENT 5.** With your den or family, go on a bicycle hike wearing your safety equipment. Follow the bicycling safety and traffic laws.

**REQUIREMENT 6.** With your den or parent/guardian/other caring adult, discuss two different types of bicycles and their uses.

**REQUIREMENT 7.** Learn about a famous bicycle race or famous cyclist. Share what you learn with your den.

**REQUIREMENT 8.** Visit your local or state police department to learn about bicycle-riding laws.

**REQUIREMENT 9.** Identify two jobs that use bicycles and discuss how they are used.

## Current vs. Modified Adventure Requirements

### Tiger Elective Adventures: Sky Is the Limit (p. 188+)

**REQUIREMENT 1.** With your den or adult partner, go outside to observe the night sky. Talk about objects you see or might see.

**REQUIREMENT 2.** Look at a distant object through a telescope or binoculars. Show how to focus the device you chose.

**REQUIREMENT 3.** Observe in the sky or select from a book or chart two constellations that are easy to see in the night sky. With your adult partner, find out the names of stars that make up the constellation and how the constellation got its name. Share what you found with your den.

**REQUIREMENT 4.** Create and name your own constellation. Share your constellation with your den.

**REQUIREMENT 5.** Create a homemade constellation.

**REQUIREMENT 6.** Find out about two different jobs related to astronomy. Share this information with your den.

**REQUIREMENT 7.** Find out about two astronauts who were Scouts when they were younger. Share what you learned with your den.

**REQUIREMENT 8.** With your den or family, visit a planetarium, observatory, science museum, astronomy club, or college or high school astronomy teacher. Before you go, write down questions you might want to ask. Share what you learned.

### Tiger Elective Adventures: Sky Is the Limit

Complete Requirements 1 -3 plus at least one other.

**REQUIREMENT 1.** With your den or parent/guardian/other caring adult, go outside to observe the night sky. Talk about objects you see or might see.

**REQUIREMENT 2.** Look at a distant object through a telescope or binoculars. Show how to focus the device you chose.

**REQUIREMENT 3.** Find out about two astronauts who were Scouts when they were younger. Share what you learned with your den.

**REQUIREMENT 4.** Observe in the sky or select from a book, chart, computer, or electronic device two constellations that are easy to see in the night sky. With your parent/guardian or other caring adult, find out the names of the stars that make up the constellation and how the constellation got its name. Share what you found with your den.

**REQUIREMENT 5.** Draw and name your own constellation. Share your constellation with your den.

**REQUIREMENT 6.** Create a homemade model of a constellation.

**REQUIREMENT 7.** Find out about two different jobs related to astronomy. Share this information with your den.

**REQUIREMENT 8.** With your den or family, visit a planetarium, observatory, science museum, astronomy club, or college or high school astronomy teacher. Before you go, write down questions you might want to ask. Share what you learned.

### Tiger Elective Adventures: Stories in Shapes (p. 204+)

**REQUIREMENT 1.** Visit an art gallery or a museum, explore an art website, or visit your library. Do each of the following:

**REQUIREMENT 1A.** Look at pictures of some abstract art with your den or family. Decide what you like about the art, and share your ideas with the other Tigers.

**REQUIREMENT 1B.** Create an art piece.

**REQUIREMENT 2A.** Draw or create an art piece using shapes.

**REQUIREMENT 2B.** Use tangrams to create shapes.

### Tiger Elective Adventures: Stories in Shapes

Complete at least four of the following requirements.

**REQUIREMENT 1.** Visit an art gallery or a museum, explore an art website, or visit your library.

**REQUIREMENT 2.** Look closely at pictures of some art with your den or a family member. Decide what you like about the art, and share your ideas with the other Tigers.

**REQUIREMENT 3.** Create a piece of art on paper, poster board, or canvas.

**REQUIREMENT 4.** Draw or create an art piece using shapes.

**REQUIREMENT 5.** Use tangrams to create shapes.

**Current****vs. Modified Adventure Requirements****Tiger Elective Adventure: Tiger-iffic! (p. 212+)**

Complete 1–3 and one from 4–6.

**REQUIREMENT 1.** Play at least two different games by yourself; one may be a video game.

**REQUIREMENT 2.** Play a board game or another inside game with one or more members of your den.

**REQUIREMENT 3.** Play a problem-solving game with your den.

**REQUIREMENT 4.** With your parent's or guardian's permission:

- a. Play a video game with family members in a family tournament.
- b. List at least three tips that would help someone who was learning how to play your favorite video game.
- c. Play an appropriate video game with a friend for 30 minutes.

**REQUIREMENT 5.** With other members of your den, invent a game, OR change the rules of a game you know, and play the game.

**REQUIREMENT 6.** Play a team game with your den.

**Tiger Elective Adventure: Tiger-iffic!**

Complete 1–3 and one from 4–6.

**REQUIREMENT 1.** Play at least two different games by yourself; one may be a video game.

**REQUIREMENT 2.** Play a board game or another inside game with one or more members of your den.

**REQUIREMENT 3.** Play a problem-solving game with your den.

**REQUIREMENT 4.** With your parent's or guardian's permission:

**4A.** Play a video game with family members or den members in a tournament.

**4B.** List at least three tips that would help someone who was learning how to play your favorite video game.

**4C.** Play an appropriate video game with a friend for 30 minutes.

**REQUIREMENT 5.** With other members of your den, invent a game, OR change the rules of a game you know, and play the game.

**REQUIREMENT 6.** Play a team game with your den

**Tiger Elective Adventure: Tiger: Safe and Smart (p. 226+)**

**REQUIREMENT 1A.** Memorize your address, and say it to your den leader or adult partner.

**REQUIREMENT 1B.** Memorize an emergency contact's phone number, and say it to your den leader or adult partner.

**REQUIREMENT 1C.** Take the 911 safety quiz.

**REQUIREMENT 2A.** Show you can "Stop, Drop, and Roll."

**REQUIREMENT 2B.** Show you know how to safely roll someone else in a blanket to put out a fire.

**REQUIREMENT 3.** Make a fire escape map with your adult partner.

**REQUIREMENT 4.** Explain your fire escape map, and try a practice fire drill at home.

**REQUIREMENT 5.** Find the smoke detectors in your home. With the help of your adult partner, check the batteries.

**REQUIREMENT 6.** Visit an emergency responder station, or have an emergency responder visit you.

**Tiger Elective Adventure: Tiger: Safe and Smart**

Complete 1–8. Requirement 9 is optional.

**REQUIREMENT 1.** Memorize your address, and say it to your den leader or parent/guardian/other caring adult.

**REQUIREMENT 2.** Memorize an emergency contact's phone number, and say it to your parent, guardian, or den leader.

**REQUIREMENT 3.** Take the 911 safety quiz.

**REQUIREMENT 4.** Show you can "Stop, Drop, and Roll."

**REQUIREMENT 5.** Show you know how to safely roll someone else in a blanket to put out a fire.

**REQUIREMENT 6.** With your parent/guardian or other caring adult, make a fire escape map of your home and explain it to family members and your den.

**REQUIREMENT 7.** With your parent/guardian or other caring adult, try a practice fire drill at home.

**REQUIREMENT 8.** Find the smoke detectors in your home. With the help of your parent/guardian or other caring adult, check the batteries.

**REQUIREMENT 9.** Visit an emergency responder station, or have an emergency responder visit you.

## Current vs. Modified Adventure Requirements

### Tiger Elective Adventures: Tiger Tag (p. 240+)

- REQUIREMENT 1. Choose one active game you like, and tell your den about it.
- REQUIREMENT 2A. Play two relay games with your den and your adult partner.
- REQUIREMENT 2B. Tell your adult partner or the other Tigers what you liked best about each game.
- REQUIREMENT 2C. Have your den choose a relay game that everyone would like to play, and play it several times.
- REQUIREMENT 3. With your adult partner, select an active outside game that you could play with the members of your den. Talk about your game at the den meeting. With your den, decide on a game to play.
- REQUIREMENT 4. Play the game that your den has chosen. After the game, discuss with your den leader the meaning of being a good sport.

### Tiger Elective Adventures: Tiger Tales (p. 250)

- REQUIREMENT 1. Create a tall tale with your den.
- REQUIREMENT 2. Create your own tall tale. Share your tall tale with your den.
- REQUIREMENT 3. Read a tall tale with your adult partner.
- REQUIREMENT 4. Create a piece of art from a scene in the tall tale you have read, using your choice of materials. Share it with your den.
- REQUIREMENT 5. Play a game from the past.
- REQUIREMENT 6. Sing two folk songs.
- REQUIREMENT 7. Visit a historical museum or landmark with your adult partner.



### Tiger Elective Adventures: Tiger Tag (p. 240+)

Complete requirements 1 and 2 plus at least one other.

- REQUIREMENT 1. Choose one active game you like, and tell your den about how to play and why you like this game.
- REQUIREMENT 2. Play two team or relay games with your den. Tell your parent/guardian or other caring adult or the other Tigers what you liked best about each game.
- REQUIREMENT 3. Have your den choose a team or relay game that everyone can play, and play it at least twice.
- REQUIREMENT 4. With your parent/guardian or other caring adult, select an active outside game that you could play with the members of your den. Talk with den members about the games suggested by all Tigers. With your den, decide on a game to play and play the game that your den has chosen. After the game, discuss with your den the meaning of being a good sport.

### Tiger Elective Adventures: Tiger Tales (p. 250)

Complete at least four of the following requirements.

- REQUIREMENT 1. Create a tall tale with your den.
- REQUIREMENT 2. Create your own tall tale. Share your tale with your den.
- REQUIREMENT 3. Read a tall tale with your parent/guardian or other caring adult.
- REQUIREMENT 4. Create a piece of art from a scene in the tall tale you have read, using your choice of materials. Share it with your den.
- REQUIREMENT 5. Play a game from the past.
- REQUIREMENT 6. Sing two folk songs.
- REQUIREMENT 7. Visit a historical museum or landmark with your parent/guardian or other caring adult.

**Current vs. Modified Adventure Requirements**

**Tiger Elective Adventures: Tiger Theater (p. 264+)**

**REQUIREMENT 1.** With your den, discuss the following types of theater: puppet shows, reader's theater, and pantomime.

**REQUIREMENT 2.** As a den, play a game of one-word charades with your adult partners.

**REQUIREMENT 3.** Make a puppet to show your den or display at a pack meeting.

**REQUIREMENT 4.** Perform a simple reader's theater. Make a mask afterward to show what your character looks like.

**REQUIREMENT 5.** Watch a play or attend a story time at a library.

**Tiger Elective Adventures: Tiger Theater (p. 264+)**

Complete at least four of the following requirements.

**REQUIREMENT 1.** With your den, discuss the following types of theater: puppet shows, reader's theater, and pantomime.

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