



# EARNING YOUR STRIPES



## RATIONALE FOR ADVENTURE

In this adventure, Tigers will learn about what it means to wear Tiger orange. The color orange represents warmth, cheer, enthusiasm, creativity, and energy. Tigers are proud to wear the color orange; they like to show their enthusiasm by helping others and by using their energy to complete tasks. Helping others provides the opportunity to build self-esteem, give goodwill, and create a cheerful attitude. The warmth in the color orange is shared by using proper manners when speaking to others.

## TAKEAWAYS FOR CUB SCOUTS

- Learning what it means to be helpful and courteous
- Providing service to others
- Assuming responsibility
- Cooperating with others
- Developing a positive attitude toward people in need of help
- Increasing self-esteem
- Practicing good manners
- A Scout is loyal 

*Tiger Handbook, page 124*

## ADVENTURE REQUIREMENTS

1. Bring in and share with your den five items that are the color orange.
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.
3. With your adult partner, decide on one new task you can do to help your family, and do it.
4. Talk with your den and adult partner about polite language. Learn how to shake hands properly and introduce yourself.
5. Play a game with your den. Then discuss how your den played politely.
6. With your adult partner and den, work on a service project for your pack's meeting place or chartered organization.

### NOTES TO DEN LEADER

Tigers will need to collect five orange items at home to share during Meeting 2. During Meeting 1, Tigers will choose a service project for their pack's meeting place or chartered organization.

Meeting 3 will be a den outing to perform the service project. In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring. Make sure a tour and activity plan has been submitted, if required, and activity consent forms are distributed, signed, and collected.

See the Appendix for optional den meeting activities, including openings, gatherings, and closings.

# MEETING 1 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Gallon milk jugs cut in the shape of scoops for the toss game
- Game pieces for activity game
- Paper plates and plastic tableware for mock party
- Blindfolds
- Read the Earning Your Stripes adventure in the *Tiger Handbook*.

## GATHERING

Have the Tigers play Milk Jug Toss with their adult partners. To increase the degree of difficulty, widen the distance between the catcher and thrower or switch to tossing a different item (e.g., bean bag, Wiffle ball, pingpong ball, rolled-up sock). To prepare the milk jugs for the game, cut the bottom half off, leaving the handle in place to form a scoop.



## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law.
- Have all Tigers form a circle around the U.S. flag, and recite the Pledge of Allegiance. Ask the boys why we say this pledge; in their answers, look for the idea of loyalty to our country. Challenge each Tiger to do his best in the following week to show loyalty at school or in his community. Ask all of them to report back at the next meeting (requirement 2).

## TALK TIME (REQUIREMENT 4)

- Carry out business items for the den.
- Introduce the topic of manners and polite language for the adventure. Being friendly, courteous, and kind involves using polite language. Examples of using polite language include saying “please,” “thank you,” “you’re welcome,” “excuse me,” and using titles of “sir” and “ma’am” when addressing adults. To illustrate polite language, tell Tigers to guess the right response in the following situations. Create enough scenarios so that each boy has a chance to participate.
  - Someone buys an ice cream bar for you.
  - You need help completing your homework.
  - A new boy is now in your class at school.
  - An adult gives you a task to complete.
- Introduce the concept of service projects and why we do them. Have the Scouts brainstorm some ideas for a service project for this month’s adventure as preparation for requirement 6. If possible, choose a project that promotes the adventure topic—being helpful and using good manners and polite language. Some examples for projects include:
  - Bake and decorate cookies, and deliver them to the local police or fire station as thanks for serving your community.
  - Bring toys, books, or coats from home to donate to a children’s hospital or child care center.
  - Conduct a cleanup in your meeting place area.
  - Weed or plant flowers in a flower bed at your chartered organization’s facility.

## ACTIVITIES

### ◆ Activity 1: Game Playing (Requirement 5)

- Play a game such as tic-tac-toe or checkers.
- Practice congratulating your opponent whether you win or lose.
- Discuss how your den played politely.

### ◆ Activity 2: Manners Role-Play

- Set up a mock party, and role-play situations for Tigers to practice manners.
- Make a set of instruction cards. (See Meeting 1 Resources for sample cards.)
- Play some fun music, and have Tigers and adult partners mill about the “party.” After a brief time, the leader stops the music. Have each boy, in turn, draw a card and respond or act out their card appropriately for the scenario.

## CLOSING

From the Scout Law, identify which points relate to the topic of being helpful and using good manners and polite language.



### **Do-at-Home Project Reminder:**

Each Tiger should go on a scavenger hunt at home and choose five orange items to bring to the next meeting and share with the den. Tigers should also work to show loyalty at school or in their community during the next week.

## AFTER THE MEETING

- Make sure everything is cleaned up.
- Serve refreshments, if desired.
- Record completion of requirements 4 and 5.

# MEETING 1 RESOURCES

## Manners Role-Play Cards

You would like to talk with an adult who is speaking with another adult.	Someone thanks you for holding the door open.
You meet a friend of your parent or guardian for the first time.	An adult (who is a woman) asks if you are having a nice time.
Someone gives you a nice compliment.	You accidentally bump into someone as you cross the room.
An adult (who is a man) asks if you have a pet fish.	You would like to take a snack from a table of food, but two people are standing in your way.

# MEETING 2 PLAN

## PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- *Tiger Handbook*
- Prepare materials for the obstacle course in Activity 3.

## GATHERING

Have Tigers display their orange items in the meeting space. Ask them to walk around to see other Tigers' items and think of one friendly question they would like to ask about something they see.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law.

## TALK TIME

- Carry out business items for the den.
- Have Tigers share what they did during the last week to show loyalty at school or in the community. Encourage them to make connections to the Scout Law and tell how it felt to support the people and groups that are important to them (requirement 2).

## ACTIVITIES

### ◆ Activity 1: Orange Scavenger Hunt Sharing (Requirement 1)

- Have Scouts take turns sharing the orange items they brought from home.
- As the items are shared, give Tigers the opportunity to ask a friendly question to a fellow Tiger about an item he brought.

### ◆ Activity 2: A New Way to Help (Requirement 3)

- Have each Tiger and his adult partner decide upon a new task that each Tiger can do.
- Have each Tiger decide when to do it with his family and ask them to share this at the next den meeting.

### ◆ Activity 3: Earning Your Stripes Obstacle Course Game

1. Set up an obstacle course as appropriate for your meeting space. Include stages such as crawling through a box, running through tires, spinning a hula hoop, or jumping rope. Have fun creating obstacles using simple items from home.
2. Congratulate each Tiger as he completes the course. If appropriate, invite siblings to also participate.
3. Encourage Tigers to be helpful to others as they play the game. Tell everyone to use polite language!
4. If possible, allow each Tiger, or other family members, to improve their time by completing the obstacle course more than once.
5. Another option is to find another game to play together with family members.

## CLOSING

- Review details for the Meeting 3 den outing and service project. Make sure all Tigers and their families know the plans.

## AFTER THE MEETING

- Record completion of requirements 1 and 2.
- Work together to clean up the meeting place.
- Serve refreshments, if desired.
- Prepare thank-you notes for the Tigers to sign at the next meeting.

# MEETING 3 PLAN (Den Outing)

## PREPARATION AND MATERIALS NEEDED

- Materials will vary, depending on the service project chosen.
- Unit den leader should have in possession (if required by local council practices) the tour and activity plan, signed activity consent forms, and a copy of the *Guide to Safe Scouting*.

## GATHERING

Review the manners expected while on the outing.

## OPENING

- Say the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law. If the den does not have a United States flag on the outing, ask one Scout to display the flag on his uniform for the group.
- Recite the Scout Law. Ask boys to explain how they will be helpful while working on the service project.

## TALK TIME

- Carry out business items for the den.
- Have Tigers share the tasks they completed to help their families.
  - What did you enjoy the most about doing the new task with your family?
  - If you do it again, will you do it the same way or do something different?
  - What did you learn about being helpful as you did the new task with your family?
  - Why do you think it is important to remember to be polite with your family members?
- Remind Scouts that they will be showing loyalty to their community through their service project. Discuss ways that their work will benefit the community.

## ACTIVITIES

### ◆ Activity 1: Service Project (Requirement 6)

1. Carry out the service project as planned.
2. Involve all Tigers and their partners during the project.

### ◆ Activity 2: Den Yell (Requirement 2)

1. If there is an appropriate moment during the project, have Tigers come together to share additional ways they were loyal during the past week. Tigers who did not get to share during the previous meeting can share at this time.
2. Have the den create a den yell to show team spirit and loyalty to their den.

### Sample Den Yells

**Den One, Den One,  
We're good Scouts,  
We're having fun.**

**I don't know but I've been told,  
Tiger Scouts wear blue and gold.  
Listen up, hear what we say,  
Tiger Scouts will lead the way.**

## CLOSING

Form a circle. Teach and recite with Tigers the closing prayer, “May the Great Master of all Scouts be with us until we meet again, and may we follow the path that leads to him.”

## AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 2, 3, and 6.
- Make sure all supplies have been cleaned up from the work site.
- Prepare thank-you notes for those who helped with the project.

Upon completion of the Earning Your Stripes adventure, your Tigers will have earned the adventure loop shown here. 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.

