



FLOATS AND BOATS



RATIONALE FOR ADVENTURE

This adventure will teach Tigers about different types of boats, how to build a boat using recycled materials, and how to stay safe on the water.

TAKEAWAYS FOR CUB SCOUTS

- Safety training
- Building skills
- Teamwork
- Problem solving
- Safety awareness
- Skill development
- A Scout is obedient, thrifty.



Tiger Handbook, page 148

ADVENTURE REQUIREMENTS

1. Identify five different types of boats.
2. Build a boat from recycled materials, and float it on the water.
3. With your den, say the SCOUT water safety chant.
4. Play the buddy game with your den.
5. Show that you can put on and fasten a life jacket the correct way.
6. Show how to safely help someone who needs assistance in the water, without having to enter the water yourself.
7. Show how to enter the water safely, blow your breath out under the water, and do a prone glide.

NOTES TO DEN LEADER

An overview of BSA swimming and water activities is included in the Appendix. In preparation for any in-water activity, you should complete the BSA online training for Safe Swim Defense. This training outlines how to help lead a safe swimming activity with a Cub Scout pack, Boy Scout troop, or Venturing crew. The training is available at www.myscouting.org.

Meeting 3 is an outing to a pool. Review the Meeting 3 Plan to plan ahead for this outing. 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.

Tigers will need to bring recycled materials to Meeting 2 for building boats.

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
- Read the Floats and Boats adventure in the *Tiger Handbook*.
- Review the Water Safety section in the *Cub Scout Leader Book* (No. 33221).
- Review the Safe Swim Defense policy. You can complete Safe Swim Defense training online at www.myscouting.org. Also review the *Guide to Safe Scouting*.
- Identify any parents or other adults in the pack who are, or know, lifeguards or water safety and swimming instructors. They could help with the meetings during this adventure.
- Many councils have aquatics committees that can help provide trained personnel, equipment access, and pool access. Check with your council service center for contact information.
- Items for Sink or Float Activity:
 - 4-by-4-inch pieces of foil (one per boy)
 - Dishpan or bucket
 - Pennies
 - Water for dishpan
- Poster or actual toy models of five different types of boats—or use the pictures in the *Tiger Handbook*
- Poster of the SCOUT water safety chant and each of the letters (S-C-O-U-T) on a separate piece of paper
- Cards with animal names—two cards per animal for the buddy game
- Materials for demonstrating rescue techniques

GATHERING

Sink or Float Activity: Tigers will make a boat using one piece of precut aluminum foil. Encourage them to make several different shapes. Have them test their boats in a dishpan of water to see which one holds the most pennies without sinking.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law.
- Adult partners help Tigers learn the Scout Oath.
- Sing the “Princess Pat” song. This is an echo song that is sung to the tune of “The Other Day I Met a Bear.” One or two people lead and the rest of the group follows, singing the words and imitating the motions of the leaders.

The Princess Pat	Egyptian pose
lived in a tree.	Raise arms in a circle above your head.
She sailed across	Wave motion
the seven seas.	Hold up seven fingers, then form the letter “C” with your hand.
She sailed across	Wave motion
the channel, too.	Draw a box with fingers, and then hold up two fingers.
And she took with her	Hold both hands over shoulder as if holding a bag.

a rig-a-bam-boo!	Shake hands/arms all the way down!
He tried to cross	Wave motion
the channel, too.	Draw a box with fingers, and then hold up two fingers.
His ship did sink	Holding nose with one hand, raise other hand, shimmy, and squat.
and yours will, too.	Point to someone else.
If you don't take	Hold both hands over shoulder as if holding a bag.
a rig-a-bam-boo!	Shake hands/arms all the way down.

TALK TIME

- Carry out business items for the den.
- Make any necessary announcements.
- Ask Tigers to show which boat held the most pennies.
- Ask them to look at the shape of that boat and think about boats that might look like that in real life. Help them make a mental connection between their foil boat and barge boats that carry heavy loads.
- Introduce the Floats and Boats adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned. Ask them to look at the shape of that boat and think about boats that might look like that in real life.

ACTIVITIES

◆ Activity 1: Tall Sea Tale

- Introduce the new adventure to Tigers by creating an origami boat while telling a tall tale. Adult partners will lead the origami activity with their Tigers.
- Give each adult partner a copy of the origami folding instructions from the Meeting 1 Resources.
- Tell the tall tale and have each Tiger take turns saying something to fill in the blanks. This will be a “make your own” tall sea tale!

Tall Sea Tale

A long time ago, in the ancient land of _____, there lived a young sailor named _____. He spent many days out on his boat pretending to _____. One day, a _____ suddenly jumped out of the water. The first thing the sailor said was, “_____.” At first, he was worried that it might _____. But instead, it _____, and the sailor said, “_____.” They both laughed because _____. The sailor said, “Hey, let’s go _____.” But then, out of nowhere came a _____, and they _____.

- After each sentence, have the adult partners help their Tigers to make another fold.
- By the end of the story, each Tiger will have his own sampan origami boat, and the den will have its tall sea tale!
- Explain that a sampan is a flat-bottomed boat used in China. There are many different types of boats that we will look at now.

◆ Activity 2: How Boats Move (Requirement 1)

- Use photos, drawings, or models of five different types of boats: rowboat, canoe, kayak, sailboat, and motorboat. Place each one in a different part of the room with a card that identifies the boat.
- Show Tigers and adult partners where each boat is located in the room. Tell Tigers that you will say a word that describes how each boat moves in the water. When they hear the word, they will go to the boat that moves in the way you described. Note: You can have them jump, hop, skip, or move in a different way each time to make it more fun for them and to avoid everyone running!

Words to Use:

- Oars (rowboat)
- Paddles (canoe)
- Engine (motorboat)
- Wind (sailboat)
- Paddle (kayak)

- As the Tigers move to each boat, explain why the word is related to how the boat moves in the water.
- As a final activity to help the Tigers identify the boats, adult partners will act out motions for piloting each type of boat, and Tigers will guess which one it is.

Boat Motions:

- Motorboat: Pretend you are holding a steering wheel and make an engine sound.
- Kayak: Sit with legs out in front of you and paddle, switching from one side to the other.
- Rowboat: Sit facing away from the boys and pretend to row with both hands.
- Canoe: Kneel on the floor and slowly stroke the air with two hands on one side.
- Sailboat: Pretend to be hoisting a sail.

◆ Activity 3: Water Safety Exercise (Requirement 3)

- Explain to the Tigers that when you ride in a boat or swim, safety is very important. To help them remember what is important, teach them the water safety chant. Refer to the Safety Chant Poster you created. (Note: This chant is done in a round. First, everyone says it together. Then one boy and his partner start with “S,” and when they get to “C” the next pair starts, and so on.)

THE WATER SAFETY CHANT

S is **Someone's** watching.

Never swim alone.

C is **Check** the rules.

Know where you can roam.

O is **Only** buddies
should go from the shore.

U is know what **“U”** can do.

Don't do any more.

T is **Tell** a grown-up
if someone's in need.

SCOUT shows safety.

Now you take the lead.

- Once Tigers have learned the chant, adult partners can help the leader explain the rule that goes with each letter. As you do this, show the letter and repeat the words of the chant.
 - S:** *What do you need to make sure of before you go in the water?* An adult needs to be watching you.
 - C:** *What do you need to know before you swim?* Be sure you know the rules for the place where you will be swimming. *Is running near the pool or water's edge a good idea?* No!
 - O:** *Who should you always have with you when you swim?* You should always have a buddy.
 - U:** *What do you need to know about yourself before you go swimming?* Know where you are allowed to swim, and don't swim beyond that point. And, if you can't swim, don't enter water that is deeper than your chest. *How should you enter the water?* Enter feet first.
 - T:** *Who do you call for help?* Get an adult if someone needs help.

What do these letters spell? Scout spells safety, and YOU take the lead!

◆ Activity 4: Buddy Game (Requirement 4)

Tell the boys that having a buddy is not only important when you are doing an activity, but it can also be fun! Divide the Tigers into buddy pairs. Proceed through the activity with these instructions:

- With your buddy, decide on an animal that your buddy pair is going to be. (Another option is for the leader to assign an animal name to each pair.)
- Next, the entire den gathers into a big circle, and each Tiger stands on the opposite side of the circle from his buddy. When the den leader says, "Go," close your eyes, turn around twice, and locate your buddy by using the noise that your animal makes—while listening for your buddy to do the same.
- When you find your buddy, join hands, raise your joined hands in the air, and stay where you are until all buddy pairs have finished the activity.

CLOSING

- Call for a buddy check with Tigers and adult partners. Have the buddies form a circle. Explain how this buddy system is used for safety when in the water.
- Call for a Tiger salute, and then have each Tiger pretend to leave the circle in a boat of his choosing.



Do-at-Home Project Reminder:

Bring materials for boat building to the next meeting. The boats will be made out of recycled materials. Also ask them to bring their own glue or tape if you will not be providing it.

AFTER THE MEETING

- Make sure everything is cleaned up.
- Serve refreshments, if desired.
- Plan the outing at a local pool or pond.
- Record completion of requirements 1, 3, and 4.

MEETING 1 RESOURCES

ORIGAMI SAMPAN BOAT



1. Place your paper with the white side facing up.



2. Fold the paper in half as shown.



3. Unfold the paper.



4. Fold the top and bottom edges to meet in the center crease.



5. Fold each of the four corners in to meet at the center crease.



6. Again, fold one corner in to meet at the center crease.



7. Do the same for all four corners. The folds will overlap.



8. Fold the two middle points in to the center crease.



9. Open up the boat from the center, and carefully turn it inside out.



10. You're finished!

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Review the Water Safety section in the *Cub Scout Leader Book* (No. 33221) and the *Guide to Safe Scouting*.
- Identify any parents or other adults in the pack who are, or know, lifeguards or water safety and swimming instructors. They could possibly help with the meetings during this adventure.
- Life jackets for Tigers to try on. (If life jackets are not available, you may substitute a discussion on why they should be worn, along with visual aids to help in your discussion.)
- Recycled materials brought by the den members to be used for making boats. These may include milk cartons, egg cartons, plastic bottles, aluminum cans, straws, chenille stems, tissue paper, cardboard, craft sticks, and tape or glue.
- A rain gutter, tub, water table, or sink for floating the boats
- Posters showing various boats
- Tape, pool noodles, flying discs, balls, balloons, cardboard tubes, or whatever is available to use for the opening activity

GATHERING: POOL NOODLE GAMES

- Turn pool noodles into rings to make a target station for flying discs, soccer balls, and more. Use a cardboard tube (like a toilet paper tube) to connect the ends of each pool noodle, wrapping tape around the connections to keep them secure. Use stakes to keep the target station upright.
- Cut several pool noodles in half so you can give one half to each player. Scatter blown-up balloons on the ground around a laundry basket. (Check for latex allergies first.) Players then see who can get the most balloons into the basket using only the noodle half.

OPENING

- Call for a buddy check.
- 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.
- Provide information about the upcoming outing.
- Explain that today's meeting is to continue work on the Floats and Boats adventure by constructing boats from recycled materials.

ACTIVITIES

◆ Activity 1: Life Jacket Relay (Requirement 5)

- Demonstrate what a life jacket looks like when it is adjusted correctly. Life jackets come in adult, youth, child, and infant sizes. Check the life jacket label for the appropriate weight range. A life jacket must be worn with all straps and zippers properly fastened. Pull the adjustable straps until the life jacket fits snugly, but comfortably, over clothing worn for different weather conditions. A properly fitted life jacket will not ride up around the head when lifted by the shoulder straps or when supporting a person in the water; if it does, a smaller size is needed. Simply tightening the straps on an adult life jacket will not make it safe for a child.



- Whenever you do a rowing activity on the open water, you must wear a U.S. Coast Guard–approved life jacket. Here are brief descriptions of the different types:



Offshore Life Jacket: These life jackets are generally used as emergency devices on commercial vessels. They are effective for all waters, especially open, rough, or remote waters where rescue may be delayed. They will turn most unconscious people face-up.

Nearshore Buoyant Vest: These life jackets will turn some unconscious people face-up. They are intended for calm, inland water, or where the chance of quick rescue is good. The familiar horse-collar styles are generally less expensive than any other type.



Flotation Aid: These life jackets are designed to help wearers achieve and maintain a face-up position in the water. They come in a wide variety of comfortable styles that allow a good range of motion.



Special-Use Device: The various special-use life jackets are designed for the specific industrial and recreational situations indicated on their labels.

Throwable Devices: These personal flotation devices may be thrown to boaters in need. They are to be grasped by a swimmer, not worn.



- Line Tigers up at one end of the room with life jackets laid out on the other end.
- Each Tiger will run across, put on a life jacket, and adjust it. His adult partner will check to make sure that it fits.
- Then the Tiger will take off the life jacket and run back to tag the next boy, who will continue the relay with his adult partner.
- Keep going until everyone has had a turn in the relay.

◆ Activity 2: Boat Building (Requirement 2)

- Tell the Tigers to remember the types of boats they learned about during the last meeting. Ask them what makes each boat special. Which one is their favorite?
- Each Tiger, with his adult partner, will then design and build a boat using the recycled materials available. Tell the Tigers that recycled materials are things that can be used again, such as plastic, newspaper, and cardboard. Remember, a Scout is thrifty and can help save money by reusing things he already has instead of buying new things.
- The boat a Tiger builds can be his favorite type or a combination of different types. Ask each boy what his boat will be used as: a cruise ship, sailboat, motorboat, paddleboat, rowboat, canoe, or something else. Make sure that he also gives the boat a name!

◆ Activity 3: Boat Races

- Race the boats in a rain gutter, water table, tub, or sink.
- After the race, start a discussion by asking the Tigers why they think some boats were faster than others (material, movement “mechanics,” size).
- Show them pictures of a variety of actual boats (e.g., canoe, sailboat, motorboat, yacht) and mention that these are all powered by different things (people, wind, engines).

CLOSING

- Have a buddy check with adult partners.
- Announce details for the outing to visit a local pool or pond. Confirm that transportation plans are in place and families are aware of the date, time, and location of the outing.
- Close with the “Skipper Says” game. The den leader is “Skipper” and acts like Simon in the game “Simon Says.” Call out commands such as:
 - Skipper says, “Pilot a rowboat.”
 - Skipper says, “Pilot a paddleboat.”
 - Skipper says, “Put on a life jacket.”
 - Skipper says, “Help pilot a motorboat.”
 - Skipper says, “Say the Cub Scout motto.”
 - Skipper says, “Cub Scout salute!”

AFTER THE MEETING

- Work together to clean up the meeting place.
- Serve refreshments, if desired.
- Record completion of requirements 2 and 5.

MEETING 3 PLAN (Den Outing)

NOTE TO DEN LEADER

Requirements 6 and 7 can be satisfied at day camp or resident camp if the program allows for it, or during one or more meeting/outing sessions.

PREPARATION AND MATERIALS NEEDED

- Make arrangements for the Tigers to swim at a pool. Arrange for adequate adult supervision.
- All trips by units that involve swimming activities require a tour and activity plan. The form is available at www.scouting.org/filestore/pdf/680-014.pdf.
- 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*.
- Have parents and leaders take the Safe Swim Defense online training at www.myscouting.org. Be sure that at least one of the adult leaders supervising these activities has completed the training.
- The *Cub Scout Leader Book* provides information on conducting water activities with your den or pack.
- Only experienced, trained individuals should provide swimming instruction.
- Information on all swimming strokes, the BSA swimmer test, and rescue techniques is available from several sources including *Aquatics Supervision: A Leader's Guide to Youth Swimming and Boating Activities* (No. 34346), the *Swimming* and *Lifesaving* merit badge pamphlets, the *Webelos Handbook*, and online:
 - American Red Cross, www.redcross.org or 800-733-2767
 - USA Swimming, www.usaswimming.org, search for Make a Splash
 - YMCA, www.ymca.net or 800-872-9622, or contact your local YMCA
- Long pool noodles

GATHERING

- Remind the boys of appropriate behavior, including safety considerations, at the site of your visit. A Scout is courteous while visiting other places.
- Before entering the water, leaders need to make sure all Tigers know the basic water safety rules. Most pools should have these rules posted; if so, start the meeting with everyone gathered in front of this sign. Basic rules show how to safely enter and exit the water, forbid running near the pool, and explain what to do in case someone is in trouble.

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.

ACTIVITIES

◆ Activity 1: Helping Safely (Requirement 6)

- The adult leader calls for a buddy check to make sure everyone has a buddy during this meeting.
- Discuss and demonstrate how a Tiger can use the reach rescue techniques to help a swimmer in trouble without placing himself in danger:
 - **REACH with whatever is on hand.**
 - One adult will be in the shallow area of the pool.
 - Line up Tigers on the edge of the pool.
 - An adult in the water demonstrates drowning behaviors, as shown in the online Safe Swim Defense training video.
 - Show each Tiger how to reach for the adult using a pool noodle. Have the Tigers lie flat on their stomachs on the side of the pool and reach for the adult using the noodle.
- Tell Tigers: No Cub Scout should ever put himself in danger or at risk. If reaching doesn't work, get help!

◆ Activity 2: Swimming Fun! (Requirement 7)

- Let Tigers who are comfortable in the water try blowing bubbles—by blowing air out through their mouths. If a boy isn't comfortable doing this, he can try putting a towel over his face, dipping it briefly into the water and blowing bubbles through the towel.
- Have all the boys simulate “flying” (like Superman) when pushing off the wall (this is the prone glide).
- After all Scouts have tried the prone glide (required) and blowing bubbles in the water, allow them to play water games.

CLOSING

- Say the SCOUT safety chant while splashing in the water.

AFTER THE MEETING

- Serve refreshments, if desired.
- Check for any items that may have been left in the pool area or changing rooms. Ensure cleanup takes place.
- Prepare thank-you notes for everyone who helped with this activity—such as lifeguards or other staff.
- Record completion of requirements 6 and 7.

Upon completion of the Floats and Boats 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.

