



TIGER TALES



RATIONALE FOR ADVENTURE

Our past is exciting and important for Scouts to understand. Tiger Tales offers a glimpse of songs, stories, and customs that have been passed down through families and groups of people about the history of America. Some stories are about real people such as Davy Crockett or Daniel Boone. Their stories tend to be exaggerated to make them seem bigger than life. Other times, stories are about fictional characters capable of amazing things that seem impossible. Either way, tall tales and folk songs offer the spirit of American life from our ancestors telling us about their happiness, fears, dreams, and the hopes they shared.

TAKEAWAYS FOR CUB SCOUTS

- Developing loyalty to our country
- Developing appreciation for their nation's culture and heritage
- Showing respect for what our ancestors have provided for us

ADVENTURE REQUIREMENTS

Tiger Handbook, page 250

1. Create a tall tale with your den.
2. Create your own tall tale. Share your tall tale with your den.
3. Read a tall tale with your adult partner.
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.
5. Play a game from the past.
6. Sing two folk songs.
7. Visit a historical museum or landmark with your adult partner.

NOTES TO DEN LEADER

Tigers will have a Do-at-Home Project after the first den meeting to complete requirements 2 and 3.

Meeting 3 is a den outing to a historical museum or landmark. The goal is to help Tigers witness some of America's past and to bring context to the stories, songs, and games they experience during this adventure. 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.

In some areas, local museums may focus on a particular subject or time period. If the place you want to go is not open during den meeting times, consider inviting a museum docent to bring some items to the meeting and speak to the Tigers.

For further reference, the Library of Congress has information on folk tales on its website: www.loc.gov/folklife.

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
- Materials for games from the past—such as marbles, checkers, chalk (or tape if indoors) for hopscotch
- Tunes and lyrics to several folk songs (e.g., “Old MacDonald Had a Farm,” “I’ve Been Working on the Railroad,” or “Oh My Darling, Clementine”)
- Read the Tiger Tales adventure in the *Tiger Handbook*.

GATHERING (REQUIREMENT 6)

- Sing “Old MacDonald Had a Farm” or other folk songs, getting the Tigers to add an animal for a verse as they arrive.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and, as appropriate, the Scout Oath and Scout Law.
- Sing a patriotic song such as “God Bless America” or “America the Beautiful.”

TALK TIME

- Carry out business items for the den.
- Talk Time is a great opportunity for Tigers to describe what they think a tall tale is. Ask if they can think of any tall tales they may have read before or heard from someone in their family.
- Provide background information on tall tales:

Stories handed down from families or groups of people about the American past are called tall tales. Many times, the stories give us a picture of what life was like a long time ago. They can be told as songs or spoken in ways that make the tale more entertaining. Some tall tales are stories about real people while others are about fictional characters capable of doing things a real person would not be able to do. Whether or not the stories are true, tall tales offer exciting adventures with wonderful characters and tell us about the spirit of our ancestors.

ACTIVITIES

◆ Activity 1: Group Tall Tale (Requirement 1)

In this activity, Tigers will create a tall tale as a group. Sitting in a circle makes this much more interesting and organized. Start a story with one or two sentences. Then have the person sitting next to you add one or two sentences. Continue around until everyone has had an opportunity to add to the tale. How exaggerated did the tall tale become?

◆ Activity 2: Games From the Past (Requirement 5)

Have the den play a game from the past. Simple games children played in earlier generations (and sometimes still do!) include hopscotch, checkers, tag, SPUD, jump rope, jacks, marbles, hide-and-peek, or Mother, May I? Consider setting up more than one game so Tigers can rotate through several to experience different kinds of games. (See Meeting 1 Resources for some game directions.)

CLOSING

- Gather Tigers and adult partners in a circle. Ask the Tigers to close their eyes and then have the adult partners step into the center of the circle. Ask each partner to tap one of the Tigers on the shoulder and say:

I enjoyed singing a folk song with _____.

I enjoyed playing with _____.

_____ was a really good storyteller.

_____ did a good job playing the games.

Partners can also add positive comments of their own. This activity gives all Tigers a pat on the back for doing a good job. It also sets a quiet tone for the closing time of the meeting. When all the boys have been recognized in this way, tell them to open their eyes and give their den yell/cheer or a loud Tiger growl!



Do-at-Home Project Reminder:

This week, Tigers will complete requirements 2 and 3 at home. Each Tiger should choose a tall tale to read at home. You can find tall tales at a local bookstore, or school or public library. Tigers can read with their adult partners. Talk about what makes a tall tale, and discuss the following questions:

- Is this a tale that you would like to hear again?
- Is this a tale that you would like your friends to hear?
- What part did you like best and why?

Then, before the next den meeting, help your Tiger create a new tall tale of his own. Think about how to make the story an exciting tall tale that will be fun to share with the den. The tale can be written down, drawn cartoon-style, or recorded. Let your imaginations run wild, Tigers!

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 1, 5, and 6.
- Work together to clean up the meeting place.
- Prepare thank-you notes for the Scouts to sign at the next meeting.

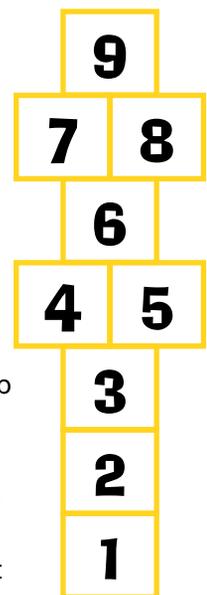
MEETING 1 RESOURCES

GAMES FROM THE PAST

Hopscotch

Materials needed: chalk (if outdoors) or tape (if indoors), small rocks or other items for tossing onto the squares

1. Draw a number grid using chalk outside on a sidewalk, or use tape on the floor if indoors. Make squares large enough for boys to land both feet in them.
2. Have each player select a little rock, bean bag, or other small item that is good for tossing.
3. The first Tiger begins by tossing a rock onto the square marked "1." He must then hop over the rock and the number 1 square, and land in the number 2 square on one foot.
4. Then he hops to the end of the grid on the same foot, turns, and hops back to the number 2 square. While balancing on one foot in square 2, the Tiger must lean over, pick up the rock from square 1, and hop off the hopscotch board.
5. The same boy then continues the pattern, tossing the rock into square 2, and so on. If at any time he throws the rock outside a square, he loses his turn and the next Tiger goes.
6. The game continues until a player wins by successfully completing all numbers from 1 through 9.



Button, Button, Who's Got the Button?

Materials needed: a button or other small object

Have the Tigers sit in a circle. One Tiger will be “it.” Ask him to leave the room or to stand up and close his eyes. Then tell all the others to put their hands behind their backs and give one of them a button or other small object to begin passing around the circle. At your signal, the Tiger who has the button will keep holding it, and the Tiger who is “it” will return to the room or open his eyes. “It” gets three guesses to figure out which Tiger has the button. If he guesses correctly, he sits down and the Tiger with the button becomes “it.”

SPUD

Materials needed: any ball that is soft and won't hurt when it hits someone, or a rolled-up pair of socks

1. Every Scout is assigned a number from 1 to the number of players.
2. Players form a close circle with one Scout in the center who has the ball.
3. The Scout throws the ball straight up as high as he can and yells out one of the numbers.
4. Everyone scatters except the Scout whose number was called. He catches or picks up the ball. As soon as he has the ball, he yells “SPUD,” and everyone must freeze.
5. The Scout with the ball can then take up to three giant steps toward any Scout he wants. He throws the ball at the Scout, who can move all parts of his body to dodge the throw—except his feet.
6. If the Scout is hit, he gets S. If he isn't hit, the thrower gets S.
7. Everyone gets back into a circle, and the Scout who received the letter throws the ball up for the next round.
8. When a Scout has acquired the letters S, P, U, and D, he is out of the game. Or, after a set period of time, the player with the fewest letters is the winner.

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Paper for nametags or copies of the “Hello, my name is ...” template to be used in the Gathering activity.
- Provide assorted art materials for the tall tale art project in Activity 1. Include a variety of papers, markers, crayons, yarn, buttons, recycled materials, tape, and other materials to give boys choices.
- Optional: During Activity 2, Tigers will share the tall tales they created. As an option, you might choose to set the scene for the way tall tales were often shared in the past by providing a special storyteller hat or stool or even a mock campfire.
- Thank-you notes for Scouts to sign before the upcoming den outing

GATHERING

As Tigers arrive, have them create personalized nametags for the tall tale characters they read about at home. Have each boy include his character's name and add other appropriate decoration.

OPENING

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

TALK TIME

- Carry out business items for the den.
- Have Tigers put on the tall tale character nametags they created during the Gathering. Then each boy “introduces” himself as the character and shares a little with the group. Another option is to pair up Tigers and give them a brief time to share with each other about their characters. Then the group gets back together and each Tiger can introduce his buddy as a character he just “met.” For example, a Tiger might start by gesturing to his partner and saying, “This is Paul Bunyan. He once did the most amazing thing ...” (requirement 3).

ACTIVITIES

◆ Activity 1: Folk Tale Art Project (Requirement 4)

- Tell Tigers they will be creating an art project to show a favorite scene from the tall tale that they read.
- Provide a variety of art materials for the Tigers so they can choose how they would like to create the scene.
- Encourage Tigers to be creative and add details to tell about the story through their art.

◆ Activity 2: Sharing Tigers’ Tall Tales (Requirement 2)

Now have Tigers share the tall tales they created at home. Gather the group in a circle, and have them imagine a campfire scene long ago—exactly the kind of setting where tall tales might have been shared over and over again. Give each Tiger the opportunity to read or present the tall tale he created. Encourage the Tigers to remember the Scout Law and be friendly listeners as they hear the other Tigers’ stories.

CLOSING

- If time permits, ask questions such as the following:
 - What makes these stories “tall tales”?
 - Why did you choose to write your tall tale about ...?
 - What part of your tale do you think is the best part? The funniest part? The most exciting part? ... Why?
 - What did you enjoy most: writing the tall tale, reading it, or creating the art? Why?
- A final thought for Tigers: The past is exciting and important. It tells stories of how others lived before us and the hopes and dreams they had for America. We can learn to be loyal to our country and respectful of the things we have today because of our ancestors.
- Review details for the Den Meeting 3 outing. Make sure all Tigers and their families know the plans.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 2, 3, and 4.
- Work together to clean up the meeting place.
- Have Tigers sign thank-you notes for the upcoming den outing.

MEETING 3 PLAN (Den Outing)

PREPARATION AND MATERIALS NEEDED

- 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*.
- Work with the historical location you have selected to coordinate a tour guide, if possible, or make plans for the den's visit.

GATHERING

- Designate a meeting place for the end of the tour, and be sure everyone is aware of its location.
- Next, if the location is outdoors, perhaps engage the boys in one of the games that they played during the first meeting. If inside, you can play a guessing game such as Button, Button (see Meeting 1 Resources).

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.

TALK TIME

- Carry out business items for the den.
- Remind Scouts of the expected behavior for the outing. Be aware of any special restrictions or guidelines for your particular location.

ACTIVITIES

◆ Activity 1: Museum or Historical Site Visit (Requirement 7)

Have everyone pay close attention to the tour guide (if available) and the displays. Remind Tigers to be respectful of others. Ask the boys to identify differences between what they see in the exhibits and the world today. Examples might include changes in clothing styles, tools, and buildings. Are there things from the past that they might have liked more, compared to today?

CLOSING

- If your group had a guide for the visit, be sure to express your appreciation. Give thank-you notes signed by the Tigers at the previous meeting.
- Ask what the Tigers liked most about the den outing. Did they learn something about their past? What was it?

AFTER THE MEETING

- Record completion of requirement 7.

Upon completion of the Tiger Tales 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.

