



TIGER THEATER



RATIONALE FOR ADVENTURE

Children love to pretend. They start at a young age by imitating what is around them. By the time they reach school age, they are ready for the next step: creating their own adventures to share. Theater provides an avenue to learn about public presentations and builds confidence in public speaking. Encouraging Tigers to perform helps them to become strong speakers and leaders, both in Scouting and in their daily lives.

TAKEAWAYS FOR CUB SCOUTS

- Increased confidence
- Developing imagination
- Critical thinking and problem solving
- Observation skills
- Ability to work with others
- A Scout is brave. 

Tiger Handbook, page 264

ADVENTURE REQUIREMENTS

1. With your den, discuss the following types of theater: puppet shows, reader's theater, and pantomime.
2. As a den, play a game of one-word charades with your adult partners.
3. Make a puppet to show your den or display at a pack meeting.
4. Perform a simple reader's theater. Make a mask afterward to show what your character looks like.
5. Watch a play or attend a story time at a library.

NOTES TO DEN LEADER

Meeting 3 will be a den outing to a play or a library story time. 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
- Box of hats
- Reader's theater materials. See options for Activity 2 below, and prepare copies of a skit or paper slips in advance.
- Balloons (optional) for reader's theater
- Materials needed for a mask—list will vary based on type of mask selected
- Read the Tiger Theater adventure in the *Tiger Handbook*.

GATHERING

Provide a box containing many types of hats, such as a baseball cap, top hat, fishing hat, Halloween mask, football helmet, and cowboy hat. Have each Tiger put on a hat and with his adult partner create a character to go with the hat. After a set number of minutes, have everyone change hats.

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 “You’re a Grand Old Flag” or “This Land Is Your Land.” Have the boys develop hand motions to go along with the songs.

TALK TIME (REQUIREMENT 1)

- Carry out business items for the den.
- Give each Tiger time to share information about his week. You might use a talking stick, talking feather, or other item to help moderate the time and encourage respect for the speaker.
- Introduce the Tiger Theater adventure to the den. Explain that there are many types of theater. The types you will be looking at in this meeting are puppet shows, reader’s theater, and mime. Explain each type, and note the similarities and differences of each one.

ACTIVITIES

◆ Activity 1: Charades (Requirement 2)

Play charades as a group (including adult partners). Keep the game simple for beginners; consider using animals, emotions, or simple actions.

◆ Activity 2: Reader’s Theater (Requirement 4)

- Have everyone participate in a reader’s theater.
- For a traditional reader’s theater activity:
 - Go online or visit a local library to select a brief skit that is appropriate for the Tigers in your den and includes the correct number of parts. There are many free educational or Scouting resources for reader’s theater.
 - Make a copy of the script for each Tiger and distribute the copies.
 - Allow several minutes for Tigers and their adult partners to practice the reader’s theater together. Be aware that many Tigers will need assistance from their adult partners, and allow them to read and perform the part together with their adult partners if they prefer. Another option is to choose a skit in which some parts have several boys speaking together as a group or require only brief, simple lines.
 - After several minutes of practicing their parts with adult partners, gather the group and “perform” the reader’s theater. Ask adult partners to sit next to their Tigers to guide them and help them follow along in the script. Costumes and props are not required, but Tigers should be encouraged to add expression, characterization, and gestures to their parts.
- As an alternative to a traditional reader’s theater, leaders may choose the following activity:
I Remember When.
 - Prepare by cutting apart the following boxes into slips of paper.
 - Then do one of the following:
 - **Option 1:** Put all the slips in a hat and have each player draw one. (Adult partners may choose to participate.) Each player begins by saying, “I remember when,” then reads the sentence, and finishes the statement or adds to the story. Continue around the group until everyone has contributed.
 - **Option 2:** Put all the slips of paper in separate balloons and then inflate them. Place the balloons around the room, and play music. When the music is playing, everyone must be in motion. When the music stops, everyone must find a balloon and sit on it to break it. Then each player reads his slip to the group, in turn, and finishes the statement or adds at least one sentence to the story.

I walked on the moon.

I rode in a rocket to Mars.

I tamed a Tyrannosaurus rex.

**I sailed across the ocean
in a rowboat.**

I drove a race car 200 mph.

I starred in a movie about
_____.

**I was elected president of the United
States.**

I woke up inside a cartoon.

**I rode a bucking bronco
in the rodeo.**

I invented a new
_____.

**I climbed the side of a
100-story building.**

I wrestled an alligator.

◆ Activity 3: Make a Mask (Requirement 4)

Make a mask. Review the different ideas below and choose what would work best for your den. Also feel free to come up with your own ideas, keeping in mind that the mask project should be appropriate for a Tiger.



CLOSING

- Recite the Scout Law.
- Identify which points of the Scout Law relate to being in front of an audience

AFTER THE MEETING

- Make sure that everything is cleaned up.
- Serve refreshments, if desired.
- Record the completion of requirements 1, 2, and 4.

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Items will vary based on the type of puppet selected.
- Cards with animal pictures for Gathering activity
- Coordination with upcoming pack meeting
- Flier for the Den Meeting 3 outing

GATHERING

Participate in “Imaginary Animal Mix-Ups.” Create cards, half of which show an animal’s head and half that show only an animal’s body. Have each Tiger and adult partner draw a card from a hat. Ask them to put their cards together and create a story about their new imaginary animal.

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.
- Allow Tigers and adult partners time to share the stories of their new animals.

ACTIVITIES

◆ Activity 1: Making Puppets (Requirement 3)

Have each Tiger create a puppet. See some of the examples below and in the *Tiger Handbook*. If you have a different idea for a type of puppet, that is fine as long as it will be appropriate for Tiger age level.



◆ Activity 2: Puppet Performance

Have Tigers use their puppets to perform skits for the den. Cut out two-person jokes from the “Grin and Bear It” section of *Boys’ Life* magazine. Each Tiger/adult partner pair should then select a joke and practice standing in front of the group to deliver the joke as a skit.

◆ Activity 3: Mime Game

Play “Mirror, Mirror.” Tigers will pair up with their adult partners and face each other. The narrator calls out different actions, such as “Brush your teeth,” “Brush your hair,” “Bounce a ball,” “Eat an ice cream cone,” “Ride a bike,” or “Decorate a cake.” The pairs must mime each action together as if they are watching themselves in a mirror.

CLOSING

Here are some simple questions for parents that can help boys reflect and grow from this activity:

- Which is more difficult: just doing the actions in “Mirror, Mirror,” or doing them so you and your partner will match? Why?
- How did it feel to perform with your puppet?
- Would you like to use your puppets or masks to perform something during a pack meeting? What would you perform?
- Close the meeting by having each Tiger give himself a pat on the back for “showing his stripes”!
- Review details for the Den Meeting 3 outing. Make sure all Tigers and their families know the plans.

AFTER THE MEETING

- Work together to clean up the meeting place.
- Serve refreshments, if desired.
- Record the completion of requirement 3.

MEETING 3 PLAN (Den Outing)

PREPARATION AND MATERIALS NEEDED

- Confirm outing arrangements.
- 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

- Discuss appropriate behavior with the Tigers prior to attending the story hour or play. Emphasize what it means to be a respectful audience.
- Remind the Tigers to look after each other during the outing, using the buddy system.

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.

ACTIVITIES

◆ Activity 1: Attend a Play or Story Hour (Requirement 5)

Attend story hour at a local library or go to a live play.

CLOSING

- Compliment the Tigers on their behavior during the performance.
- Ask them to share their favorite parts.

AFTER THE MEETING

- Send thank-you notes to everyone who helped with the outing.
- Record completion of requirement 5.

Upon completion of the Tiger Theater 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.

