

Cub Scout Adventure In a Box



September Adventures

Tiger Tales



THREE FIRES COUNCIL
BOY SCOUTS OF AMERICA

INTRODUCTION

Dear parents/leaders, be sure to read this section to or with your scouts to introduce this month's adventure and what you will be learning and doing.

Welcome scouts to the September Adventure In a Box! This month the theme we are exploring is CAMPING OUT! Did you and your family do any camping this year? Maybe you participated in the BSA National Camp-In? Or maybe you were able to camp with your family. If so, did you have fun? Where did you go? What did you do? Camping can be an AWESOME adventure whether it is with your family, with your pack, in the woods or in your own backyard!

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.

Takeaways

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

ADVENTURE REQUIREMENTS

Complete at least four of the following requirements:

1. Create a tall tale with your den.
2. Create your own tall tale. Share your tale with your den.
3. Read a tall tale with your parent, guardian, or other caring adult.
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 parent, guardian, or other caring adult.



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MATERIALS LIST

*The following supplies will be needed to complete the activities in this kit. Most of the items will be included in the kit. Any items marked with an * are items that you may find around the house and are not included in the kit.*

- Tall Tale story
- ½ sheet construction paper
- Sidewalk chalk (2pcs)
- Folk songs (2)
- Crayons/markers*
- Miscellaneous art supplies*
- Small rock or other item for tossing into squares

ACTIVITIES

1. Read a tall tale with your parent, guardian, or other caring adult.
 - a. Begin by explaining what a tall tale is (see rationale above).
 - b. Read, Johnny Appleseed included in your Adventure Box (or any other Tall Tale story) together with your Scout(s). You may have to do more of the reading than your Scout(s) because this is a little difficult for a Tiger Cub.
 - c. As you are reading, stop occasionally and ask questions of your Scout(s). Examples (feel free to come up with more):
 - i. Was Johnny Appleseed a real person or a fictional character?
 - ii. What was Johnny Appleseed best known for?
2. 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.
 - a. Using the piece of construction paper included in your kit, and any art supplies you have at home, create a piece of art from a scene in The Legend of John Henry. Be ready to share it with your den!
3. Play a game from the past.
 - a. Hopscotch (can be played with your den or with your family)
*****Parent note:** Be prepared to demonstrate for your Scout(s)!
 - i. Draw a number grid using the chalk included in your kit. Make the squares large enough for players to land with both feet in them.
 - ii. Have each player select a little rock, bean bag, or other small item that is good for tossing.
 - iii. The first player begins by tossing a rock onto the square marked "1." They must then hop over the rock and other number 1 square, and land in the number 2 square on one foot.



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- iv. Then the player hops to the end of the grid on the same foot, using both feet for squares 4 and 5 and for squares 7 and 8 (one in each square), turns and hops back to the number 2 square. While balancing on one foot in square 2, the player must lean over, pick up the rock from square 1, and hop off the hopscotch board.
 - v. The same player then continues the pattern, tossing the rock into square 2, and so on. If at any time they throw the rock outside a square, they lose their turn and the next player goes.
 - vi. The game continues until a player wins by successfully completing all numbers 1 through 9.
4. Sing two folk songs.
- a. As a family or den, practice and sing the 2 simple folk songs included in your kit.
 - b. If you would like to hear the songs, you can find them on YouTube!
 - c. Have fun!!

AFTER YOU HAVE COMPLETED YOUR ADVENTURE

Once you have completed your adventure present your Scout with the Adventure Belt Loop. Also make sure to mark off the requirements in ScoutBook. Once you do this your Den Leader will be notified of your Scouts achievement. Den Leader or Advancements Coordinator know! They will mark the requirements complete and prepare the appropriate recognition device for awarding.



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