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TIGER CUBS

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CARING FOR YOUR HOME & HOUSEHOLD - BIG IDEA #13

An important part of this Big Idea is to help the Tigers realize that, if everyone does his part to keep the home clean, neat, and fixed up, it will be a happier place to live.

ACTIVITIES

MY CHORES

Helping with chores in your home can be fun. You may not be old enough to do all of the things you would like to do, but every little bit helps to make your home a happier and healthier place to live. Whether your home is in a house or an apartment, there are many things that you can do to help. Remember that you should never use things like tools, equipment, kitchen appliances, or plug in cords without the permission of your parents or an adult. Here are some hints that make it easier for everyone in your home to keep up with their chores:

- ◆ One way to avoid having to straighten up so often is to do your part to keep it neat in the first place.
- ◆ Do things in an orderly manner. Don't start at the bottom – start at the top and work down. Clean off the top shelves before you do the lower shelves. Clean table tops before you sweep the floor.
- ◆ Ask your parents to help you make a list of your chores. Keep it in a handy place to help you remember your chores.
- ◆ Putting your things where they belong. This is a great help to keep your home looking nice and you will know where to find your things the next time you want to find them.

MY CHORES	
WHAT TO DO	WHEN OR HOW OFTEN



TIGER CUBS



CARING FOR YOUR HOME & HOUSEHOLD - BIG IDEA #13

SPECIAL HELP PROJECT IDEAS

Help your grandparents or an elderly family rake leaves.

This activity could be done for a special gift. Have Tigers make a coupon book redeemable for activities such as taking out the trash, going through the toy box to throw away broken toys, vacuuming carpets for a day, setting the table, cleaning the cat box, etc.

Have Tigers collect recyclable aluminum cans from their household. Bring to a den meeting that will be a field trip to the nearest recycling center to see what happens to the cans.

Make a card or a picture to tell your family “Thank You” for all that they do for you at home. This will brighten their day and they will know that you appreciate what they do.

Make a healthy snack for your family.

ANTS ON A LOG

What you need:

- celery sticks*
- peanut butter*
- raisins*
- table knife*
- paper towel*



First, rinse the celery sticks in clean water. Dry them with a paper towel or napkin. Use a table knife to spread the peanut butter into the groove of each celery stick. Next, put raisin “ants” in a line on top of your celery log. Place your logs on a plate and them to your family.





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ENERGY CONSERVATION IDEAS

- Turn off the lights when you are the last person to leave a room.
- Walk or ride a bicycle to school instead of being driven in a car. If you cannot walk or ride a bicycle to school, join a carpool or take a bus.
- Use a manual pencil sharpener instead of an electric one.
- Use a manual can opener instead of an electric one.
- I can practice conservation by:

Water _____

Electricity _____

Gas _____

MY CONSERVATION GOOD TURN

I, _____, promise to do my best to help conserve energy for a period of two weeks by:

1. _____

2. _____

3. _____

4. _____

Tiger Cub Signature _____

Partner Signature _____

Date _____



FAMILY GAMES, TRICKS & PUZZLES - BIG IDEA #14

An important part of this Big Idea is to have Tiger Cubs learn to be both good winners and gracious losers. In addition, this Big Idea will teach them how to play by the rules and follow instructions.

ACTIVITIES

1. Play marbles or Chinese checkers.
2. Learn to do some simple origami (books are available in the children's section of your local library) and have a den contest with a plane, boat, etc. that they built.
3. Play a game that was a favorite of the Tiger Cubs partners when they were young.
4. Have a paper airplane contest at the meeting.
5. Do a jigsaw puzzle with large pieces and have puzzle races.
6. Host a Family Feud using the following ideas: favorite activities, favorite foods, etc.

TALL TRAIL HIKE

Materials needed (for each pair of stilts):

hammer

1 nail

Phillips screwdriver

several feet of 3/8" cotton rope

2 large matching tin cans (open at one end only; coffee can work well)

With the hammer, flatten any jagged edges along the inner rim of the cans. Next, make a mark 1" from either end on one side of the can and then do the opposite side. Do the same with the other can. Use the hammer and nail to punch holes through the cans where marked. With the screwdriver, widen the holes to about 1/2". Again, use the hammer to tap down any sharp edges. Cut two pieces of rope that measure three times the length from the boy's knee to the floor. Attach a rope to each can by threading the ends through the holes from the outside. Tie overhand knots in the rope ends. Pull the rope taut so the knots rest against the sides of the cans. After allowing the boys to practice their "new height", run relay races.

FAMILY GAMES

PIGGYBACK PARENT

In this race, a parent must carry all of his/her offspring at once without letting them touch the ground. For small families this is easy but, for those large families, this can become a challenge. Start the race. A parent can only move toward the finish line if all of his/her offspring are off the ground. First one across the finish line is the winner.





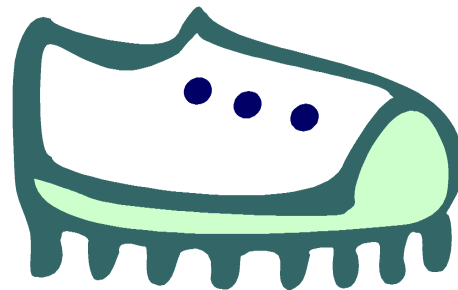
TIGER CUBS



FAMILY GAMES, TRICKS & PUZZLES - BIG IDEA #14

SHOE PIE SCRAMBLE

In this game, children have to find their own shoes and put them on. Doesn't sound so hard, does it? Have the boys remove their shoes. Pile them together and then scramble them. Children line up side by side at the starting line. When the whistle blows, the kids race to put on their shoes and fasten them. First family across the finish line with their shoes on and tied wins.



FAMILY GAME DAY

Along with the games mentioned above, you could also play family versus family tug of war. At the end of your game day, hold a quick ceremony to hand out ribbons and the grand champion ribbon to the family that wins the most events. Make sure that you have beverages to drink. You could also have each family bring a cake for dessert.

GAME WORD SEARCH

The words from the word list are hidden in the puzzle below. The words can go across, up, down or diagonally. They can be forward or backward. As you find each word, circle it in the puzzle and cross it off the word list.

B	H	O	P	S	C	O	T	C	H
A	S	C	R	A	B	B	L	E	O
T	P	I	N	G	P	O	N	G	R
T	E	C	D	I	F	I	S	H	S
L	C	H	E	C	K	E	R	S	E
E	A	E	C	W	E	R	F	G	S
S	R	S	B	C	A	R	D	S	H
H	O	S	A	J	K	H	K	M	O
I	M	O	N	O	P	O	L	Y	E
P	S	D	O	M	I	N	O	E	S

WORD LIST:

CHESS
FISH
HORSESHOES

CARDS
SCRABBLE
HOPSCOTCH

CAROMS
CHECKERS
MONOPOLY



FAMILY GAMES, TRICKS & PUZZLES - BIG IDEA #14

TRICKS AND PUZZLES

STICK-PUZZLE PAL

Materials needed:

jumbo craft sticks or tongue depressors

tape

crayons or markers

Place craft sticks side by side so they touch. You can use as many as you like. Line the sticks up evenly and put a piece of tape across them. Turn the sticks over and use crayons or markers to draw a picture. When you're finished with the picture, turn over sticks and take off the tape. Now, mix up the sticks and put the puzzle back together again.

PEANUT TRICK

Tell the audience you are going to show them something they have never seen before and will never see again. Take a peanut out of your pocket, crack the shell, show them the peanut and then eat it.

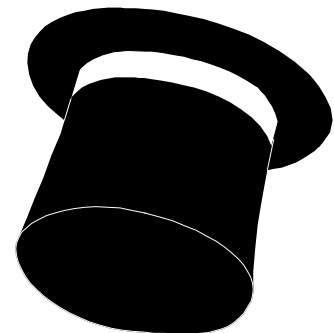
RIPPED PUZZLES

1. Give each player a piece of paper and crayons.
2. Each person must make a drawing, keeping it hidden from the other players. Make pictures as complicated as possible, with lots of details covering the entire surface.
3. When all are finished drawing, have them tear their pictures into an agreed number of pieces. The number depends on the size of paper, but don't make the pieces unreasonably small.
4. Everyone passes his puzzle to another player, who then tries to reassemble it.

MAGIC HAT

Put three small pieces of candy on a table and cover each with a hat. Lift the first, second and the third hat in turn, eat the candy and replace the hats. Now say, "You have seen me eat the candy under all three hats, but I can use magic so that the candy is under one of the hats. Which hat do you choose?"

The trick – have someone select a hat. Pick it up and put it on your head. Announce, "You are right! The candy is under the hat, isn't it?"





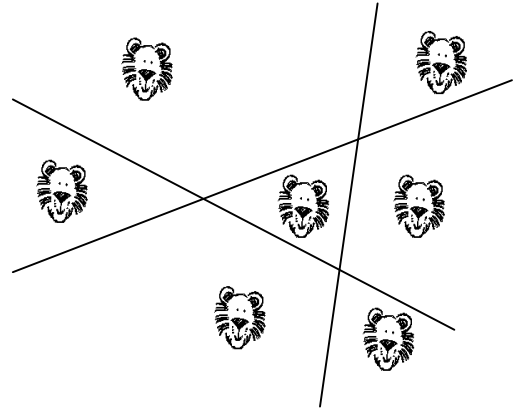
TIGER CUBS



FAMILY GAMES, TRICKS & PUZZLES - BIG IDEA #14

MAGIC PEN

Tell the Tigers you have a magic pen and show them the pen. Tell them it will write any color. When you are asked to prove it, write the word for the color they ask you to write.



TIGER PUZZLE

Divide these 7 Tigers with 3 straight lines so each Tiger will have his own area.

RIDDLES

1. What occurs once in every minute, twice in every moment but never in a thousand years?
(THE LETTER M)
2. I am something that has teeth, but can't eat. What am I?
(A COMB)
3. What ear can't hear?
(AN EAR OF CORN)
4. What can you hold without touching it?
(CONVERSATION)
5. What did one salad say to the other salad?
(I'M ALL MIXED UP)
6. What can a person wear that is never out of style?
(A SMILE)
7. When life gets tough, what is something you can always count on?
(YOUR FINGERS)
8. What keeps the moon in place?
(ITS BEAMS)



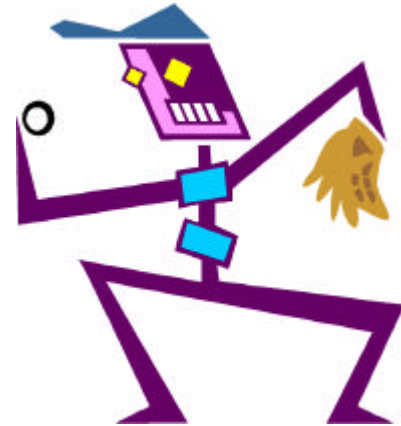


FITNESS & SPORTS - BIG IDEA #15

CRAFTS AND ACTIVITIES

BASEBALL OVERTAKE

Divide boys into two teams of four or five players each. Lay out bases for softball. One team takes the field with players in the following positions: pitcher, catcher, first base, second base, and third base. A runner from the other team stands on home plate and, on signal, he runs to first. The pitcher throws the softball to the catcher, who tries to relay it to first base in time to beat the runner. The runner receives 1 point for each base he reaches ahead of the ball. After all have run, the teams change sides.



SIT STAND

All Tigers sit on the floor. On a given signal, they see who can stand up the quickest without using their hands to touch or push up off the floor. Now let's see which partner is the quickest!

ANKLE GRABBERS

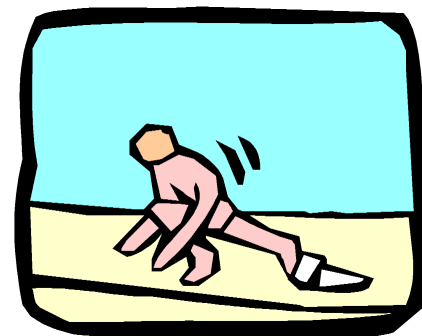
Every time you play this game, you get better at it. You and your opponent must kneel and face each other and try to grab one other's ankles. You are not allowed to get off your knees, but you can lie down if you wish. Whatever you do, your knees must remain on the ground. When either of you grasps the other's ankles firmly (as opposed to merely touching them) you are the winner.

MARATHON YELL

Two Tiger Cubs face each other. At a signal, they start to yell in a loud voice. The Tiger who yells the longest without taking a breath wins.

ONE HUNDRED YARD DASH

A peanut is needed for every boy. The boys line up in a single row. At a signal, all the boys push their peanuts across the room with their noses.



HEEL SPRING

The boys place their heels against a line drawn on the floor or ground, then bend down and grasp their toes with the fingers of both hands. After they lean forward to get started, they jump backward across the line.

FITNESS & SPORTS - BIG IDEA #15

BROAD JUMP

Divide the Tigers and their partners into teams. The first member of the team jumps as far as he can from the starting line. Put a ruler in front of his toes. The next player of the team stands behind the ruler and jumps as far as he can. The jump continues until each team member has had a turn. The team whose total broad jump is the greatest wins.

HIGH HURDLES

In a single row, stand five books upright (hurdles) about 1¼" apart. On "Go", each Tiger jumps over the books in his track with his feet together. Subtract 2 points for each book knocked down. Each book successfully hurdled is worth 4 points.

CRAB RACE

Materials needed:

1 Hula Hoop for each four boy team

Place a team of four boys back to back inside Hula Hoop so everyone is facing out. Race to a finish line. Boys must keep their hands outside of the hoop and must work together to win.

SPIN INTO SHAPE

Materials needed:

cardboard wheel with exercises as shown (or make up your own)

Make a wheel as large as desired from cardboard and write in the exercises. Add some silly things to do just for fun. Make a cardboard arrow and attach it to the center of the circle with a brad. Move it around until it will move freely. To play, each boy gets a turn to spin and, for 30 seconds to a minute, everyone will do the activity indicated by the arrow.

