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# TIGER CUBS

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## TELL IT LIKE IT IS - BIG IDEA #16

### SUGGESTED FIELD TRIPS

There are many different types of communication organizations within our area. Some are listed below. If you would like to arrange a visit, please call ahead to make arrangements with each facility.

Dallas Morning News	500 Main Street	214/977-8222
KDFW TV Channel 4	400 N. Griffin Street	214/720-4444
KERA Channel 13	3000 Harry Hines Blvd	214/263-3151
KTVT TV Channel 11	5233 Bridge Street	817/654-1100
KXTX TV Channel 39	3900 Harry Hines	214/521-3900
KRLD News Radio	1000 Ballpark Way	817/543-5400
Blind Council of America	2387 S. Collins St.	214/261-2077
Deaf Incorporated	554 S. Summit Ave	214/336-3323

### CRAFTS AND ACTIVITIES

#### MORSE CODE

Write a message using Morse code. Can you figure out this secret message?

```

-          ••          --•          •          •-•          •••
•-         •-•         •           •           •-•         -
--•        •-•        •           •-         -
  
```

#### MORSE CODE

A •-	G ---•	M --	S •••	Y -•--	5 •••••
B -•••	H ••••	N -•	T -	Z ---••	6 -••••
C -•-•	I ••	O ----	U ••-	1 •-----	7 ---•••
D -••	J •----	P •-••	V •••-	2 ••----	8 ---•••
E •	K -•-	Q -••-	W •-•	3 •••--	9 ----•
F ••-•	L •-••	R •-•	X -••-	4 ••••-	0 -----

Answer: Tigers are great



# TIGER CUBS



## TELL IT LIKE IT IS - BIG IDEA #16

### MAGIC TELEGRAM

Leader begins this game by reading any ten letters of the alphabet to the players, who write down the letters, one under the other. In a set period of time, players must come up with words that begin with each of those letters. First one done is the winner.

### CHAIN WORD

Players sit in a circle with first player holding a beanbag. First player says a word, such as “mouse”, and tosses the beanbag to a player on the other side of the circle. This player must say a word commonly used with the first word, for example “trap”. He then tosses the beanbag to another player who must say a word that goes with “trap”, like “door”, and so on. If a player can’t think of a word, he is out of the game. Last person left in the circle is the winner.



### SPREADING GOSSIP

Players sit in a circle and the leader whispers a message into the ear of the person sitting to his right. The next person passes it on to the player on his right. When it reaches the last player, he stands up and says what he thinks the message is supposed to be. The leader then reads the correct message.

### TALKING FEATHER

*Materials needed:*

*white turkey feather  
beads*

*black dye  
concho*

*yarn or leather  
small fluff feathers*

Mix the dye according to package directions, then dip the top ¼ of the feather into the dye and let dry. Wrap yarn or leather around the quill end of the feather. Glue, leaving a few inches of hanging. Thread on concho, beads, and small feathers as desired.



### LEGEND OF THE TALKING FEATHER

According to legend,  
The bearer of the talking feather  
Was regarded with a special status.  
Holding the feather up toward the sky  
Gave the bearer spiritual guidance when speaking.  
When the bearer spoke, all others were silent  
Because great words of wisdom  
Were to be spoken.



## CUB SCOUTING, HERE WE COME - BIG IDEA #17

### CRAFTS AND ACTIVITIES

#### THE GOLDEN RULE PLAQUE

*Materials needed:*

*scrap wood, 9½" x 12" x 12"*

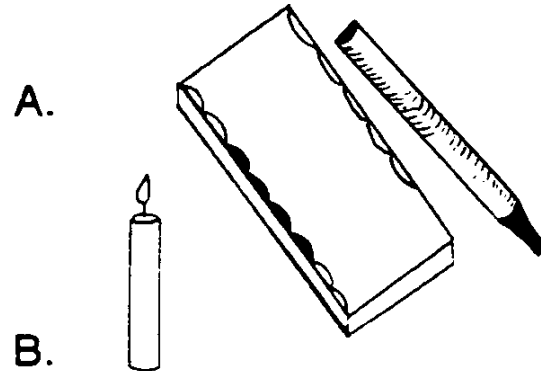
*wood file*

*glue, stain, and varnish*

*candle*

*sandpaper*

*nice paper such as parchment*



File scallops around all four top edges of the piece of wood (see A). Sand smooth. Outdoors, light the candle and hold scalloped edges over the flame until they become darkened (see B). Stain wood if desired. Enlarge one of the items below onto an 8½" x 11" piece of quality paper (parchment works well). Glue the paper to the wood, making sure the paper is as smooth and straight as possible. Let the glue dry completely, then varnish.

B.

#### LAW OF THE PACK

The Cub Scout follows Akela.  
The Cub Scout helps the pack go.  
The pack helps the Cub Scout grow.  
The Cub Scout gives goodwill.

#### CUB SCOUT PROMISE

I promise  
To do my best  
To do my duty  
To God and my country  
To help other people, and  
To obey the law of the Pack.

#### CUB SCOUT UNIFORM GAME

Tell the Tigers that someone will be coming to their den meeting for a Cub Scout uniform inspection. Have this person come with his uniform in disarray, for example: cap on backward, neckerchief twisted in back, belt buckle worn on one side instead of in front, shirt unbuttoned half way, rank emblem on wrong pocket. Ask the Tigers if they can pick out what is wrong with how he is wearing his uniform. Remind the boys that they should always show respect for the uniform by wearing it the correct way. Note: see Cub Scout/Webelos Uniform Inspection Sheet #LP34282A for detailed information on Cub Scout uniform.



# TIGER CUBS



## CUB SCOUTING, HERE WE COME - BIG IDEA #17

### CUB SCOUT JEOPARDY

Create a series of 3"x 5" cards with a simple question on the back and answer on the front of each. If you wish to use the game often, cover the cards with clear contact paper so they can be hung repeatedly with masking tape. To play, hang the cards with the answer side showing and, when the correct question is given for any answer, turn the card over. You can devise any system of teams or turns that are effective with your group. This is a fun way to reinforce any information that you would like the boys to learn. Some suggestions:

#### BOBCAT

*What is the first rank that every Cub Scout must earn?*

#### FEBRUARY

*When is Scout month?*

#### CUBMASTER

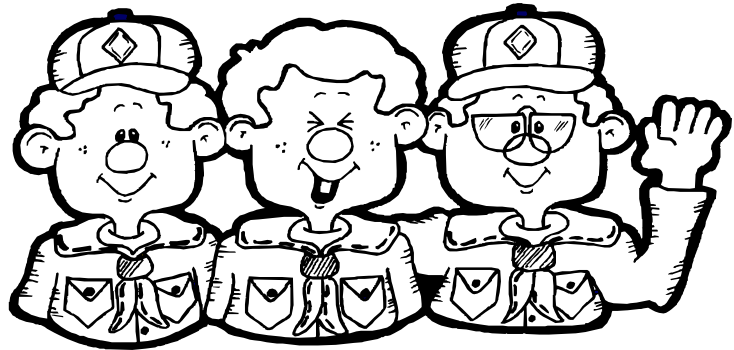
*Who is the leader (Akela) of the pack?*

### SONGS

#### YOU OUGHT TO BE A CUB

*Tune: You Ought to Be a Star*

Would you like to hike in a park?  
Sit at campfires way after dark?  
Name a tree by the feel of its bark?  
Well then you ought to be a Cub.



A Cub is a boy, who wants to learn all he can,  
To learn about himself, about his land.  
He's got curiosity, he likes to have fun,  
He feels good when he gets to help someone.  
He does his best, and he's always climbing up,  
You know you ought to be a Cub.

And do you like to swing through the air?  
On a rope that you tied with great care?  
Be a Wolf and then maybe a Bear?  
Well then you ought to be a Cub.



