

Tigers in the Wild

Required adventure • Outdoors

If you read nothing else

Two meetings, 50–60 minutes each, with adult partners alongside throughout. Meeting 1 is indoors: the Six Essentials, the Outdoor Code, and animals. Meeting 2 is the 20-minute outdoor walk plus the tree.

If the walk happens anywhere other than your normal meeting place, you need an Annual Health and Medical Record parts A and B for every participant, youth and adult, and you need to have read them for restrictions before you go. Collect them at meeting 1.

The walk does not need a trail. A neighborhood block, a churchyard, a school field, a city park — all of it counts. Urban, suburban, or rural, the requirement is 20 minutes outside with the Six Essentials.

Scout the route yourself first and know where the hazards are. For Tigers that means the road crossings, the pond, and the parking lot, in that order.

The requirements

Official requirement text. Tick each one off as your Scouts complete it — the meeting plans below cover all of them.

- ☐ 1. Identify the Cub Scout Six Essentials. Show what you do with each item.
- ☐ 2. With your den leader or Tiger adult partner, learn about the Outdoor Code.
- ☐ 3. With your den, pack, or family, take a walk outside spending at least 20 minutes exploring the outdoors with your Cub Scout Six Essentials. While outside, identify things that you see that are natural and things that are manmade.
- ☐ 4. Identify common animals that are found where you live. Learn which of those animals is domesticated and which animal is wild. Draw a picture of your favorite animal.
- ☐ 5. Look for a tree where you live. Describe how this tree is helpful.

Meeting 1: The Six Essentials, the Outdoor Code, and the animals around us

Goal: Every Tiger can name the Six Essentials and say what each is for, knows the four C's of the Outdoor Code, and can tell a wild animal from a domesticated one.

Covers requirements 1, 2 and 4

Before the meeting

- Watch the four-minute Cub Scout Six Essentials video at vimeo.com/498051015 and take notes, so you can explain each item rather than read a list.

- Assemble one complete set of Six Essentials in youth sizes: filled water bottle, small first aid kit, whistle, flashlight, sun protection, trail mix. Youth-sized matters — a Tiger needs to believe the kit is theirs.
- Gather four obvious non-essentials to mix in. Umbrella, book, hammer, phone. Make them obviously not essentials; the sorting should be winnable.
- Lay all ten items on a bath towel before anyone arrives.
- Print or gather photos of wild and domesticated animals common where you actually live. Skip the lions and the pandas.
- Send the Annual Health and Medical Record home this week, parts A and B, for every Scout and every adult who will come on the walk.

Supplies

- Cub Scout Six Essentials, youth-sized: filled water bottle, small first aid kit, whistle, flashlight, sun protection, trail mix
- Four non-essential items: umbrella, book, hammer, phone
- A bath towel to lay them out on
- Tiger handbooks — page 13 for the Outdoor Code, page 15 for the Essentials
- Crayons, enough to share
- Blank drawing paper, two sheets per Scout
- Pencils, enough to share
- Photos of local wild and domesticated animals
- Blank Annual Health and Medical Record forms for anyone who has not returned one

Run of show

Time	What happens
5 min	Gathering: The Four C's of the Outdoor Code
5 min	Opening: Pledge of Allegiance, Scout Oath, Scout Law
5 min	Welcome, roll call, walk logistics for next meeting
15 min	Activity 1: Is It a Cub Scout Essential
10 min	Activity 2: the four C's, worked through
15 min	Activity 3: My Favorite Animals
5 min	Closing

Gathering — The Four C's of the Outdoor Code (5 min)

The Four C's of the Outdoor Code — scouting.org/cub-scout-activities/the-four-cs-of-the-outdoor-code/

As families arrive, Scouts open the Tiger handbook to page 13 and, with their adult partner, circle every letter C in the Outdoor Code. Not the C in the title — that is the trick in it.

There are four. That is the whole gathering activity, and it means the den arrives already looking at the thing you are about to teach.

Activity 1 — Is It a Cub Scout Essential (15 min)

Is It a Cub Scout Essential — scouting.org/cub-scout-activities/is-it-a-cub-scout-essential/

The towel is out with all ten items on it. Ask the Scouts and the adult partners which of these they think you should have with you every single time you go outside. Let them argue for the umbrella. Let everyone have a turn.

Then pick up each of the Six Essentials one at a time, say what it is for, and move it to its own pile. Show what you do with it, because the requirement says show:

- Filled water bottle — drink before you are thirsty. Have a Scout take a drink.
- Small first aid kit — open it and show what is inside. A bandage for a scrape.
- Whistle — three short blasts means I need help. Have every Scout blow three blasts, once, and then put the whistles away before you lose the room.
- Flashlight — turn it on. Show how you point it at the ground on a path, not in someone's eyes.
- Sun protection — hat and sunscreen. Have someone put a hat on.
- Trail mix — food you can carry that will not squash. Do not hand it out at this meeting; see the allergy note.

Clear the four non-essentials off the towel so the six are left together. That picture is what they should remember.

Finish with the activity on page 15 of the handbook, Scouts working with their adult partner. Tell every family plainly: bring your Six Essentials to the next meeting, because we are walking.

Alternatives: Grab the Six Essentials — scouting.org/cub-scout-activities/grab-the-six-essentials/ · Outdoor Code in a Flash — scouting.org/cub-scout-activities/outdoor-code-in-a-flash/

Activity 2 — The four C's, worked through (10 min)

Go back to page 13 and take the four C's one at a time. Ask the Scouts and adult partners first, then fill in what they miss. Asking first is what makes this requirement 2 rather than a reading:

- Clean — be clean in my outdoor manners. Treat the outdoors as a heritage, take care of it for yourself and for others, and keep trash and garbage out of lakes, streams, fields, woods, and roadways.
- Careful — be careful with fire. Prevent wildfires. Build fires only when and where they are permitted and appropriate. When you are finished, make sure it is cold out. Leave a clean fire ring or remove all evidence of your fire.
- Considerate — be considerate in the outdoors. Treat the land and other land users with respect, and follow the principles of outdoor ethics in everything you do outside.
- Conservation — be conservation-minded. Learn about and practice good conservation of soil, waters, forests, minerals, grasslands, wildlife and energy, and urge others to do the same.

Keep the Tiger-level translation attached to each one: pick up your trash, never touch a fire without a grown-up, share the trail, take care of the place. They will not remember the wording. They will remember the four words.

Alternatives: Outdoor Code Puzzle — scouting.org/cub-scout-activities/outdoor-code-puzzle/ · Sing the Outdoor Code — scouting.org/cub-scout-activities/sing-the-outdoor-code/

Activity 3 — My Favorite Animals (15 min)

My Favorite Animals — scouting.org/cub-scout-activities/my-favorite-animals/

Ask the den what makes an animal wild, and ask for examples. Then ask what makes an animal domesticated, and ask for examples. Let the adult partners answer too — plenty of adults have not thought about it either.

Then give them the definitions in plain words:

- Wild animals live outdoors and do not rely on people. Most of them avoid us, and they usually see, hear, and smell better than we do, which is why you often do not spot them. Watch wild animals; never approach them.
- Domesticated animals live with people and rely on us for food and shelter. Some were domesticated for food, some to help with work, and some are pets. Domesticated does not mean safe.

Say this part directly, because it is the safety lesson hiding inside a drawing activity: you cannot tell whether an animal is domesticated or wild just by looking at it. Most dogs you see are somebody's dog, but some are not, and a dog you do not know is not a dog you approach.

Then two sheets of paper each: favorite wild animal on one, favorite domesticated animal on the other. Adult partners can label the drawings for Scouts who cannot write yet.

Alternatives: Animals I Know — scouting.org/cub-scout-activities/animals-i-know/ · Stuffed Animal Relay Race — scouting.org/cub-scout-activities/stuffed-animal-relay-race/ · Wild or Domestic Sorting Game — scouting.org/cub-scout-activities/wild-or-domestic-sorting-game/

Closing (5 min)

Give the walk details out loud and in writing: address, parking, start time, and the fact that everyone brings their Six Essentials and wears closed shoes they can walk in.

Collect any outstanding health forms at the door. Chase the rest this week — a Scout without one does not come on an off-site walk.

Send home with families

Put together your Scout's Six Essentials and bring them to the next meeting. Youth-sized, in a small pack the Scout can carry themselves.

Return the Annual Health and Medical Record parts A and B for both the Scout and the adult partner if you have not already.

Look for a tree near your home this week and notice what lives in it, eats from it, or sits under it.

Meeting 2: The walk, and the tree

Goal: The den spends at least 20 minutes outside with their Six Essentials, sorting what they see into natural and manmade, and finds a tree and says how it helps.

Covers requirements 3 and 5

Before the meeting

- Walk the route yourself in the last week. Identify the hazards you will name out loud: road crossings, water, parking lots, poison ivy, uneven ground.
- If the walk is away from your normal meeting place, send the address and directions to every family, and bring copies of the Annual Health and Medical Record for every participant, youth and adult. Review them beforehand for anything that affects participation.
- Find a tree on or near the route. If there is genuinely no tree, gather leaves and pieces of bark ahead of time and bring them.
- Learn what the tree is. The Arbor Day Foundation's What Tree Is That? at arborday.org/trees/whattree/ takes about two minutes and lets you tell the den something true.
- Cut a pencil and a sheet of paper for each adult partner — they are the scribes on the walk.

Supplies

- Everyone's Cub Scout Six Essentials
- Pencil and a blank sheet of paper per adult partner
- Tiger handbooks — page 17 for the natural and manmade drawings, page 18 for the tree
- Blank drawing paper, two sheets per Scout and two per adult partner
- Crayons, one per person, peeled for rubbing
- Leaves and bark, if there is no tree at your site
- Den first aid kit, roster with emergency contacts, charged phone
- Copies of the health forms if you are off-site

Run of show

Time	What happens
10 min	Gathering: Six Essentials check and buddy pairs
5 min	Opening: Pledge of Allegiance and the Outdoor Code
5 min	Route briefing and hazards
25 min	Activity 1: the walk — natural or manmade
10 min	Activity 2: the tree, leaf and bark rubbings
5 min	Closing

Gathering — Six Essentials check (10 min)

Every Scout opens their pack and shows all six items to you or to another family. Fill the empty water bottles now. Hand out spare sunscreen. Note who is missing what and quietly fix it — a Tiger who gets told off for a missing whistle in front of the den is a Tiger whose adult partner does not come back.

Pair each family with another family. Nobody walks alone and nobody walks at the front except with an adult.

This is requirement 1 verified rather than assumed, and it is the last chance before you are outside.

Route briefing (5 min)

Tell everyone the route out loud, including where you turn around. Name every hazard specifically: this road, that pond, the driveway by the corner.

Give the two rules: stay between the leader at the front and the adult at the back, and if you get separated, stay put and blow three blasts on your whistle. That last one is worth saying at every outdoor activity you ever run.

Activity 1 — The walk: natural or manmade (25 min)

Natural or Manmade by the Numbers — scouting.org/cub-scout-activities/natural-or-manmade-by-the-numbers/

Twenty minutes outside is the requirement. Budget twenty-five, because Tigers stop for everything.

Give each adult partner the pencil and paper. As you walk, the Scout names everything they see out loud to their adult partner, and the adult writes it down with an N for natural or an M for manmade next to it. The Scout decides which letter; the adult writes.

Do not correct the hard ones too quickly. A mown lawn, a planted tree, a wooden fence, a bird's nest in a gutter — the arguments are where the learning is. "Both" is a real answer and worth saying so.

Keep it moving. Slow, stop, look, name, walk on. Somewhere in the middle, stop the whole den and have everyone be silent for thirty seconds and just listen. Then ask what they heard and whether it was natural or manmade. That thirty seconds is usually the part they tell their other parent about.

When the walk is over, Scouts draw one natural thing and one manmade thing they saw on page 17 of the handbook.

Alternatives: 5 Step Seek — scouting.org/cub-scout-activities/5-step-seek/ · I Spy Natural or Manmade — scouting.org/cub-scout-activities/i-spy-natural-or-manmade/

Activity 2 — The tree, leaf and bark rubbings (10 min)

Leaf and Bark Rubbing — scouting.org/cub-scout-activities/leaf-and-bark-rubbing/

Stand at the tree. Open the handbook to page 18 and ask a Scout to find one picture that shows how a tree helps. Work through all four:

- The bird nest — trees give shelter to birds, squirrels, and other animals.
- The Tiger breathing — trees help clean the air.
- The apple — some trees grow fruit that we and animals can eat.
- Sitting in the shade — trees give shade and keep us cool on a sunny day.

As each one is named, the Scout draws the line from the box to the tree and colors it. Then ask the question the requirement is really after: how is this tree, the one we are standing under, helpful? Let them look up before they answer.

Give every Scout and every adult partner a peeled crayon and paper. Leaf rubbing first, then bark rubbing against the trunk. Tell them what kind of tree it is — the name is worth something to a six-year-old.

If your site has no tree, use the leaves and bark you brought and have families look for a tree at home this week instead. The requirement says a tree where you live.

Alternatives: Pinecone Bird Feeder — scouting.org/cub-scout-activities/pinecone-bird-feeder/ · Tiger Tree Planting — scouting.org/cub-scout-activities/tiger-tree-planting/

Closing (5 min)

Circle up outside if the weather allows. Read this to them:

Say something like

Today you explored the outdoors like true Tigers — curious, prepared, and ready for anything. You learned how to tell what's natural and what's made by people, and how to notice the animals and trees that share your world. Every step you took showed that adventure isn't just somewhere far away... it's right outside your door. Keep looking, keep wondering, and keep caring for the outdoors. The more you explore, the more you'll discover just how wild and wonderful your Tiger journey can be.

Then check that every Scout leaves with the adult they arrived with, and that you leave the site cleaner than you found it. The Outdoor Code was fifty minutes ago; make it visible.

Send home with families

Take the same walk again as a family and see what you notice the second time.

Find the tree nearest your front door and learn its name together.

Keep the Six Essentials packed. They come to every outdoor Scouting activity from now on, and the whistle comes back in Tiger's Roar.

Leader notes

- Twenty minutes is the requirement. Do not turn this into a two-mile hike to make it feel real — you will lose the families who are not outdoor people yet, and this adventure exists partly to bring them in.
- The adult partner is the scribe on the walk. That is not a workaround for first graders who cannot spell; it is what keeps the pair talking to each other for twenty minutes, which is the actual requirement.
- Wild versus domesticated is a safety lesson wearing a drawing activity. Say the part about not approaching an animal you do not know, and say it plainly.
- Weather is a reason to reschedule, not to cancel. A cold, wet first outdoor experience costs you Tigers. A sunny one recruits them.
- If your site has no tree, the tree requirement goes home. Do not fake it with a picture.

Safety

Before this adventure

Two registered adults with current Safeguarding Youth Training on every den activity, indoors and out.

Annual Health and Medical Record parts A and B for every participant, youth and adult, whenever the activity is away from your normal meeting location — and read for restrictions before you go, not after.

Check your council for any local tour or activity notification requirement before an off-site den activity.

Walk the route in advance. Name the road crossings, water, and parking lots out loud to the whole den before you start, and put an adult at the front and an adult at the back.

Ask about food allergies before any trail mix is opened. Show the trail mix as an item and hand out nothing at the meeting.

Sun, water, and shade on a warm day; layers and a short route on a cold one. First graders get cold and overheated faster than the adults walking with them.

Tracking

Write each Scout in and tick the requirement number as it is completed. Report to your advancement chair once the row is full.

Scout	1	2	3	4	5