

Cub Scout Adventures In a Box



September Adventure

Pick My Path



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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 Adventures 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

A lion cub begins its life in a pride with other lions. The pride is its family, whether or not they are related. They all work together and help each other for the greater good of the pride. The decisions the lion cub makes while growing up in the pride will be important in its life as an adult lion. Likewise, the Lion Scout will be growing and making decisions that will affect relationships with family and friends. Helping the Lion Scout understand about making good choices is a big job for all adults, but the end result--a happy, healthy Lion Scout--is worth it!

Takeaways

- Learning how to be a friend
- Making choices and understanding how the outcomes affect us
- Learning acceptable responses to emotions
- Learning leadership by teaching a game to someone

And remember, Scouting is Fun! So, go at your own pace. Pick an evening or time of the day each week to work on one of the requirements or tackle as many as you can at once. However, you want to do it is fine, just make it fun and Do Your Best.

ADVENTURE REQUIREMENTS

1. Explain that choices have consequences
2. Perform a Good Turn for another person
3. Teach a game to another person



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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.*

- Choices & Consequences Game
- Everyday Heroes Cards
- Scout Law Vanishing Card Game
- Scissors*
- Crayons/markers*
- Pen/pencil*
- Adventure Belt Loop

ACTIVITIES

1. Explain that choices have consequences.
 - a. Talk to your Scout(s) about different choices and how some can have a positive consequence (reward) and how some can have a negative consequence (punishment).
 - b. Use included game for Scout(s) to understand if something has a positive consequence or a negative consequence.
 - i. The game is included and printed on card stock/heavy paper. You just need to cut the cards out.
 - ii. Show the Lion Cub each card, read it to them and ask if this choice would have a positive or a negative consequence.
 - iii. Take a few moments to explain why each choice has either a positive or a negative choice and what the Scout could have done differently to change the consequence.
2. Perform a Good Turn for another person.
 - a. If you are working on this adventure as a Den, you can assign this task as something to do prior to your meeting.
 - b. If you are working on this adventure as an individual family, you can give your Scout a few days to complete this task.
 - c. See included printed document and allow your Scout(s) to choose one card to make for an everyday hero (police, fire, grocery store employees, mail carriers, etc.)



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- d. Allow your Scout(s) time to color, decorate and write a message (with help if needed) to their chosen everyday hero. If comfortable, take your Scout(s) to deliver their card or you can mail it.
3. Teach a game to another person. This requirement may be accomplished at home or as a Den.
 - a. Use the Scout Law Vanishing Card game to teach to your Scout(s) and then allow them to teach it to someone else.
 - b. After they have taught the game to someone else, discuss how it went.
 - c. How to play:
 - i. Write the 12 points of the Scout Law on the 12 index cards provided (1 per card)
 1. Trustworthy, Kind, Courteous, Friendly, Clean, Reverent, Helpful, Loyal, Thrifty, Cheerful Obedient, Brave
 - ii. Go over each word with your Lion Cub(s) (since they likely do not know how to read yet, you need to review the words first).
 - iii. Lay the cards out, face up with the points of the Scout Law showing. Be sure to mix them up so they are not in order!
 - iv. Give the Scout(s) a few seconds to look at all of the cards, then have them close their eyes.
 - v. Remove one card.
 - vi. Have the Scout(s) open their eyes and try to figure out which card was removed.
 - vii. This can be done over and over again. To make it a little more difficult, you can move the cards around while the Scout(s) have their eyes closed.

Extension Game:

1. Play Emotion Charades:
 - i. Lion adult partners/Den Leader will demonstrate an emotion through nonverbal cues. The Lions are to choose the emotion they think they are seeing.
 - ii. Begin by explaining to the Lions that sometimes we know how someone is feeling without them saying a word. We can look at what their body is doing and figure it out.
 - iii. Ideas:



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- Unhappy--frown, long sigh, hunched shoulders, hands in pockets
 - Angry--clenched fists, stomping, flailing arms
 - Happy--big smile, skipping, waving
 - Scared--looking over shoulder, walking fast, breathing rapidly
 - Sad--hands wiping eyes, sniffing, holding hands over face
 - Embarrassed--ducking head, avoiding eye contact with others, hiding behind something, scuffing toe while standing still
 - Surprise--open mouth and eyes, maybe with hands placed on cheeks
 - Impatient--tapping a foot, looking at watch, pacing
- iv. At the end of the game, do a quick debrief by asking questions such as: Have you ever felt any of these emotions? Did your body tell the story to someone? How long did you feel that way--1 minute? 5 minutes? Longer?
- v. Make a point to tell Lions that our emotions are like flying animals--they fly to us, stay for just a short time, then fly away. The most important thing to remember is that feelings are always OK, but we must be aware of how we react. Some reactions are not OK (if we are angry, we must not hit anyone, etc.). Only we can choose how to respond to our feelings. It is our path to pick.

AFTER YOU HAVE COMPLETED YOUR ADVENTURE

Once you have completed your adventure present your Lion 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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