




# TIGER CIRCLES: DUTY TO GOD



## RATIONALE FOR ADVENTURE

This adventure will help Tigers understand what duty to God means in Scouting, and also what it means for them and their families.

## TAKEAWAYS FOR CUB SCOUTS

- With their adult partner, discovering their family's faith
- Beginning to strengthen their faith together with other family members
- Observing different ways a person can be reverent
- A Scout is reverent. 

*Tiger Handbook, page 82*

## ADVENTURE REQUIREMENTS

Complete requirement 1 plus at least two others.

1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.
2. With a family member, attend a religious service or other activity that shows how your family expresses reverence for God.
3. Earn the religious emblem of your faith that is appropriate for your age or grade.
4. Help with a local service project and talk with your den or family about how helping others is part of our duty to God.
5. With the approval of your parent, guardian, den leader, or other caring adult, think of and then carry out an act of kindness or respect that you think shows duty to God.

### NOTES TO DEN LEADER

This adventure is primarily a family-based adventure. If you would like to hold a portion of it during a den meeting, the following den meeting plan is a service project if the den chooses to do one together for requirement 4. If the service project for requirement 4 of the Tiger Circles: Duty to God adventure is done as a den, it may also be used to complete requirement 4 of the Team Tiger adventure.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

## MEETING **1** PLAN

### PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Materials for service project
- Two sheets of colored paper—one red, one green—for the “Silent Red Light/Green Light Game” (Gathering)
- Read the Tiger Circles: Duty to God adventure in the *Tiger Handbook*.

## GATHERING

### Silent Red Light/Green Light Game

**Materials:** Two sheets of colored paper—one red, one green

The entire game should be played in silence with Scouts tiptoeing quietly as they move. Select a leader from among the Scouts, or a den chief or adult partner. This person holds two sheets of paper—one red and one green—but stands with their back to the Scouts, who stand side by side at a starting line. The leader then raises one of the sheets over their head, and the members of the den silently do whatever the color indicates: “go” at green and “stop” at red. Each time the game leader switches to the other sheet, players must switch to that action. The players must all move at the same pace, and when one of them reaches the leader, that Scout becomes the leader for the next round. Remind everyone that “a Scout is trustworthy,” so a Scout must return to the starting line if they go or stop at the wrong time.

## OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law. If desired, include a prayer or moment of reflection.

## TALK TIME

- Carry out business items for the den.
- Remind Tigers and adult partners that requirement 1 and one other will be completed by each Tiger at home.
- Review the service project with everyone. This can be a project that is organized by another community organization or one that the den or pack has organized.

## ACTIVITIES

### ◆ Activity 1: Service Project (Requirement 4)

Conduct the service project in accordance with the *Guide to Safe Scouting*. Remember to make the project simple and not overwhelming for the Cub Scouts. The service project may last a little longer than a regular den meeting. It is also OK to participate in a community-organized service project.

## CLOSING

- Lead the Tigers and adult partners in the Scout Oath:

**On my honor I will do my best**

**To do my duty to God ...**

(Pause here. Beginning with yourself, go around the circle and ask each Tiger and adult partner to show or tell an example of what duty to God means to them. Then complete the Oath.)

**... and my country and to obey the Scout Law;**

**To help other people at all times;**

**To keep myself physically strong, mentally awake, and morally straight.**

## AFTER THE MEETING

- Serve refreshments, if desired.

Upon completion of the Tiger Circles: Duty to God adventure, your Tigers will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.

