



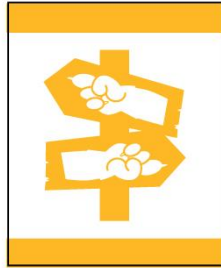
LION CUB SCOUTS

Requirements:

The Lion rank is an introduction to scouting and is not designed to be done on a weekly basis. Lion's may move at a pace of one "adventure" per month, bi-weekly or weekly. There are additional adventures to fit your child's pace and the time available.

The Lion rank is earned by completing the five adventures as described below. There are twelve total adventures but only the five below must be completed in any order. It is recommended that the Lion's Honor adventure be done first.

- Lions Honor
 - Fun on the Run
 - Animal Kingdom
 - Mountain Lion
 - King of the Jungle
1. Each adventure has associated activities to help Lion's relate to the adventure in a fun way. You may complete one or all the activities during the adventure.
 2. With a parent, guardian or caring adult, complete the exercises in the online pamphlet – How to Protect Your Children From Child Abuse: A Parent's Guide (found here <https://filestore.scouting.org/filestore/ypt/pdf/100-014.pdf>).
 3. You may wish to complete the Cyber Chip award. Cyber Chip may be waived by a parent or guardian if internet access is not available (found here for grades 1st – 3rd <https://www.scouting.org/training/youth-protection/cyber-chip/grades-1-3/>).



LIONS PICK YOUR PATH

A lion cub begins its life in a pride with other lions. They are its family, whether or not they are related. They 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 result – a happy, healthy Lion Scout.

LIONS PICK YOUR PATH REQUIREMENTS:

1. Explain that choices have consequences.
2. Perform a Good Turn for another person.
3. Teach a game to another person, this may be done at home or on the outing.

November Week 1

- ◆ Activity: Teach a Game (Requirement 1)
-Teach a game to another person.

- The idea here is for your Scout to teach a game to someone else. It can be a game your Scout regularly plays, or a new game. The key is that your Scout teaches you or someone. Have fun – and to tie this into “choices” and “consequences”, be sure to thank your Scout, show appreciation, and encourage that helpful behavior. • Because we want “consequences” to include “good consequences”, so that when someone makes a good choice and does the right thing, they feel reward and appreciation.

- It is possible to introduce games that are full of “choices” to be part of this Adventure. o Examples include Musical Chairs, Tic Tac Toe, Hide and Seek, Pick Up Sticks - you can do Jenga®, Dominoes, Checkers and more.

- ◆ Activity: Help Somebody – “Good Turn?” What’s that? (Requirement 2)

Yes, that’s an odd and somewhat archaic turn of phrase, but an important one in Scouting. The slogan of Scouts in the older program called “Scouts BSA” is “do a good turn daily”. A “good turn” is “a helpful and friendly act; a good deed; a favor”.

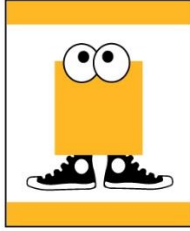
- So, for this part of the Adventure, discuss with your Scout the idea of being helpful, of doing a good deed or good turn, a favor or kind act for someone. o Ask your Scout if they can identify ways they can help others or show kindness to others – and it’s OK and spot-on if they help you or other family members in some way.

- Back to the Pick My Path theme that we want “consequences” to include “good consequences”, when your Scout does the act of kindness or good turn, be sure to show your Scout some love. • And while the Adventure only requires one “good turn”, rinse and repeat: you all should do good turns daily!

- ◆ Activity: Choices / Consequences (Requirement 1)
“Explain that choices have consequences.”

- Discuss “choices” and “consequences”. Both “good choices” and “good consequences” and “bad choices” and “bad consequences”. o You’re surely have day by day examples of where you see both in your Scout. o The video about this Adventure posted at <https://vimeo.com/446874843> has some good content.

- You can reflect on one of these points of the Scout Law: loyal, friendly, courteous, or kind. Ask your Scout to give examples of when someone was friendly, courteous, or kind to them, or they were kind to others.



LIONS GIZMOS & GADGETS

Gadgets are designed to make tasks easier. Think about the difference between a can opener you turn and one that plugs into the wall. Computers are designed to move information around quickly. Some gizmos and gadgets are designed just for fun, like games. Some make life easier, like apps. They all start with moving parts. Can you make a gadget?

Requirements:

1. Explore properties of motion.
2. Explore properties of force.
3. Use household materials to create a useful object.

Nobember Week 2

◆ Activity: Move! (Requirement 1)
“Explore properties of motion.”

- At a playground, ask your Scout how they move? That’s “motion”! Yes, running around, changing directions, playing tag, swinging on a swing, seesaw on a seesaw. All are different types of motion.

- Some videos at <https://www.southfultonscouting.com/node/4339> can help explain playground motion. 2 Gizmos and Gadgets Family-Led Adventure Plan

◆ Activity: Force! (Requirement 2)
“Explore properties of force.”

- At a playground, have your Scout sit on a swing. Ask about how you should help your Scout start to swing. When your Scout answers “push me!”, tell your Scout that push is a “force” that starts the motion. When you swing your legs back and forth to keep going, that’s a force too!

- What stops the swinging? Two other forces: Mostly, it’s the force of gravity. Gravity forces the swing to the bottom. Also, friction with the air slows you down. That’s harder to feel, but it’s real.

- Running and climbing takes force too.

- How many ways do you use force in playing at the playground?

◆ Activity 3: Make It! (Requirement 3)
“Use household materials to create a useful object.”

- There's lots of items your Scout can make – and you'll find links to specific items in the pages and videos linked at <https://www.southfultonscouting.com/node/4339> -- but here's a simple one.
- The Genius Kit! (Assembly required.) The concept is you give your Scout a collection of a group of 10 to 15 or more odds and ends thrown together into a container and given to a Scout to turn into something. What your Scout builds is – up to your Scout's imagination. The object is to let the kids use their imaginations to come up with some of the most unbelievable creations from the junk they have. You can play too if you give yourself a similar genius kit – use identical objects.)
- Materials Needed. A bag or other container with 10 to 15 or so odd items you have just lying around the house, so maybe ice cream sticks, marbles, corks, aluminum foil, paper clips, binder clips, golf tee, wire hanger, nuts and bolts, washers, screws, empty containers/cans, empty plastic bottles, straws, thread or twine, rubber bands, paper plates, plastic bowls. Other stuff you have in your drawers that you don't know why you still have – this is why! Also, include glue and tape for putting things together.
- Have your Scout put together a “gadget” with the items provided in the “genius kit,” encourage your Scout to be creative!