



RUMBLE IN THE JUNGLE

RATIONALE FOR ADVENTURE

Young lions must practice being a lion before they can become the king of the jungle. The lion must practice his roar until it is loud enough to be heard by all of the animals in the jungle; he must also practice being silent when necessary. He becomes stronger, faster, and smarter by playing games with his fellow lions. The most important thing for a Lion Scout is to use those skills to become a good leader, knowing the difference between right and wrong and treating others fairly.



TAKEAWAYS

- Physical activity helps you stay healthy and develop physical skills.
- Games have rules, and fairness requires all to follow the rules.
- There are times when being loud is appropriate; there are also times when being quiet or silent is appropriate as well.
- Effort and good sportsmanship can be more important than the score.
- A leader sets the example.

CONNECTIONS WITH DESIRED OUTCOMES

- Character development
- Personal fitness

REQUIREMENTS

1. Play a game with rules; indicate an understanding of the rules and why it is important to follow the rules while playing the game.
2. Choose a jungle animal that you would like to be; describe the animal and why you chose it. Participate in a parade with the other animals in your den. Communicate with other animals using your animal's sounds, both as loudly as you can and as softly as you can.

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- Comments to support preparation
- Equipment, if needed, for the selected game
- Animal masks (or materials to make them) or face paint
 - If the den chooses, Scouts can select their animals during Talk Time at the previous meeting and bring their masks or materials to this meeting. Scouts might be encouraged to select animals with distinctive sounds to make the Animal Noises activity fun for all.
 - If you choose to make the masks during this meeting, it might be best to make the masks first to allow time for any glue to dry.
- Music for the parade



Comments to support preparation

Game. The primary purposes of the game are to illustrate the need to follow established rules, encourage teamwork, and, as appropriate, serve as a leader (captain of the team). The specific game is not as important as finding one that is age-appropriate, can be played and completed in a relatively short period of time, and has a few very specific rules. A discussion of the game's rules before playing will confirm the Lions' understanding of the rules as well as the initial concept of sportsmanship. If there is sufficient time to play the game multiple times and if the game involves teams, a different captain should be chosen for each game so as to begin the development of leadership.

Sounds of the Jungle. This is an opportunity for the Lions to use their imaginations as well as become comfortable performing in front of others. Each Lion should select a favorite animal. The den might choose to do face painting, make animal masks, or create other simple costume parts representing the animals. The Scouts will communicate with each other using their animal's sounds and then participate in an animal parade.

GATHERING

- Red Light, Green Light game (Define the rules for the den.)

OPENING

- Select a Lion to light the Good Conduct Candle.
- Conduct a simple flag ceremony, including reciting together the Pledge of Allegiance and the Scout Oath.

TALK TIME

- Carry out business items for the den:
 - Dues
 - Notification/reminder for the upcoming outing
 - Meeting information: Orient Scouts as to what to expect at this meeting.
- Lead a short discussion about the importance of rules in sports and how they carry over into life (our families and society require certain rules of behavior). Extend the discussion to include sportsmanship and the need to lead by example (everyone looks to the Lion as a leader). Possible questions: How do games help us work together? What happens when people don't follow the rules in a game?
- Remind Lions about the importance of being physically active; a fun way to do that is to play games!
- Have Lions think of an animal they would like to be in the parade later in the meeting. Ask the Lions to think about the sounds that animal makes. Do different animals make different sounds? Do you think they understand each other? What if we all spoke different languages, like these animals? Being able to communicate with each other (whether through words or actions) and be understood is important.



ACTIVITIES

Activity 1: Individual or Team Game

Decide in advance what game(s) will be played. Gather the equipment necessary for the game and be prepared to explain the rules. The game should require physical activity, be age-appropriate, and be able to be played quickly and more than once. It would be best if the game can be played outdoors. The importance of rules should be discussed, but it should not be the entire focus of the game.

Suggested games include:

- Kickball
- Foursquare
- Sock baseball (Use rolled-up socks as the ball; each boy uses his arm as a bat.)
- Soccer obstacle course (Dribble around cones and kick the ball into a container or through a hula hoop hanging from a tree.)
- Ring toss with hula hoops

Activity 2: Animal Noises and Animal Parade

It would be best if the Lions could choose their animal in advance (discussed during the “business items for the den” portion of Talk Time during the previous meeting) and possibly prepare their mask or collect materials.

Lions will act out their chosen animal with movement and sound and will participate in an animal parade with their fellow Scouts.

Masks can be made out of paper bags, paper plates, or cardboard and fastened to a paint stirrer or a tongue depressor. The masks can be decorated by the Lion before the meeting or made during the meeting. Face painting is another option.

Begin the music for the parade. Have the Lions march around as their animal.

Be sure to take group pictures of the Lions and their animal masks.

At the conclusion of the parade, have the audience try to determine which animals have been represented. This might be presented as a game of charades.

Activity Wrap-Up

- Have Lions complete the task on the Rumble in the Jungle page of the *Lion Adventure Book*.
- Remind Lions and parents of next meeting time and location.
- Confirm plans for the next meeting with the host family and provide support as needed.

CLOSING

- Close with the song “Elephants Have Wrinkles” by April Kassirer.
- Have Lions stand in a circle with adult partners standing behind them in a larger circle. Tell Lions to turn to the left and place their left hands on the shoulder of the person in front of them. Adult partners should do the same. As a group, recite the Scout Law. Emphasize “kind” and “courteous” and how those may relate to the activities of the adventure.



AFTER THE MEETING

- Ensure cleanup takes place.
- Serve refreshments, if desired.

MEETING 2 PLAN (DEN OUTING)

PREPARATION AND MATERIALS NEEDED

- Determine a facility or event to visit. Options include: zoo, animal/nature preserve, natural history museum, or other location where animals can be seen and observed.
- Determine costs and any other admission requirements for the activity.
- If possible, ask if the facility has a guide who can lead the group and assist with the tour.

TRANSPORTATION TO OUTING

- Submit a tour and activity plan if required by the local council.
- Establish details for travel to destination. Provide instructions for all drivers as to the time and location of the activity.

ACTIVITIES

Activity 1: Animal Facility Visit

Visit a zoo, animal/nature preserve, or other location where animals can be seen and observed. A museum of natural history is a fallback location (since the animals are in mounted displays and are no longer alive).

If at the zoo, take a picture of each Lion Scout with his selected animal visible or with the Lion standing with a sign identifying the animal (if the animal is present at the zoo).

After the visit, reflect on the outing and the animals the Scouts observed. Have each boy identify his favorite animal and the reason he likes it.

AFTER THE OUTING

- Present thank you notes to those who helped with the outing.
- Serve refreshments, if desired.
- Present Lions with a sticker to designate the completion of the Rumble in the Jungle adventure. Have Lions put the sticker in their adventure book.
- Remind Lions and parents of next meeting time and location.
- Confirm plans for the next meeting with the host family and provide support as needed.

TRANSPORTATION HOME

- Follow details established during planning phase.