### Bear Adventure: Grin and Bear It

### Grin and Bear It Adventure Loop

1. Play a challenge game or initiative game with the members of your den. Take part in a reflection after the game.
2. Working with the members of your den, organize a Cub Scout carnival and lead it at a special event.
3. Help younger Cub Scouts take part in one of the events at the Cub Scout carnival.
4. After the Cub Scout carnival, discuss with the members of your den and your den leader what went well, what could be done better, and how everyone worked together to make the event a success.
5. Make and present an award to one of the adults who helped you organize the activities at the Cub Scout carnival.

**Workbook for use with these requirements:** [**PDF Format**](http://usscouts.org/advance/cubscout/workbooks/Bear/Grin-and-Bear-It.pdf) [**DOCX Format**](http://usscouts.org/advance/cubscout/workbooks/Bear/Grin-and-Bear-It.docx)

# Count to 10 Activity

<http://boyscouttrail.com/content/activity/count_to_10-1466.asp>

**Instructions:**

This may take up to 1 minute for every 3 scouts, so doing it with a group bigger than 15 scouts might get boring.

Everyone gathers in a circle, facing inward.
Leader starts by counting "1" or "1,2".
Next scout counts the next 1 or 2 numbers.
Everyone in sequence must say either 1 or 2 numbers.
Whoever is forced to say "10" is eliminated and the next scout starts counting again at "1".

The last scout is the winner.

# All Aboard Game

<http://boyscouttrail.com/content/game/all_aboard-329.asp>

**Required:**

2x2 plywood for all to stand on, solidly raised off the ground 6 inches.

**Notes:**

An initiative game to have a group cooperate to reach a goal.

**Instructions:**

See how many scouts can stand on the platform with no body parts touching the ground. They must stay on board for 10 seconds.

If an entire patrol can do it, try combining groups to set a record.

# Bizz Buzz Game

<http://boyscouttrail.com/content/game/bizz_buzz-364.asp>

**Notes:**

Improve mental quickness and concentration.
Good for a filler while sitting around.

**Instructions:**

Group sits in circle facing in.
In a clock-wise direction, scouts count up from 1.
Instead of 7 and all multiples of 7, and all numbers that contain 7, say 'Buzz'.

For example, 1, 2, 3, 4, 5, 6, Buzz, 8, 9, 10, 11, 12, 13, Buzz, 15, 16, Buzz, 18, ...

If there is a mistake, start over at 1 with the next scout in line.

Once it is going well and the group has reached 50 or so, stop them and add 'Bizz' to the game. Now, substitute 'Bizz' for 5.

For example, 1, 2, 3, 4, Bizz, 6, Buzz, 8, 9, Bizz, 11, 12, 13, Buzz, Bizz, 16, Buzz, 18, 19, Bizz, Buzz, 22, ...

If the number is a multiple of 5 and 7, or has 5 and 7 in it, like 35 or 57 or 70 or 75, say 'BizzBuzz'!

Try for a group record or reaching 100.

Eliminate scouts that make mistakes until only the champion is left.

# Can Stack Game

<http://boyscouttrail.com/content/game/can_stack-2085.asp>

**Required:**

10 cans per patrol

**Instructions:**

A pile of 10 cans is set at the start line for each patrol. These can be soda cans, soup cans, tuna cans, but all need to be the same size.

On 'GO', the first scout for each patrol takes one can and runs to the end of the play area. He sets the can on end and returns to tag the next scout.
Each scout in turn takes one can and stacks it onto those currently stacked, creating a stack with no more than 4 cans on the bottom layer.

If at any time the stack falls over, the entire patrol can run to it and return all the cans to their original pile - only one can per scout. Then, they start over moving one can at a time.

First patrol to complete their stack and return to the starting line wins.

# Mule Relay Game

<http://boyscouttrail.com/content/game/mule_relay-1088.asp>

This Game is meant for Boy Scouts.

**Required:**

An identical set of items for each patrol.
box or backpack, flashlight, sleeping bag, big rock, hat, whistle, pencil, ... anything at all ranging in different sizes and weights.
Just make sure that a person will be able to carry the entire load.

**Preparation:**

Put all items for each patrol in separate piles on the ground about 40 feet from the start line.

**Notes:**

It may be beneficial to reflect on how choosing items intelligently may reduce the amount of work required and the ease with which items are transported.

**Instructions:**

Patrols line up at start line.
On 'GO' signal, patrol leader runs to pile and chooses one item to bring back. He also must choose the name of one item to pass on to the next scout.
When the patrol leader returns, he hands what he has to the next scout and tells him the name of the item he must pick up.
Each scout runs to the pile, picks up the item they were told and adds it to their load. He then picks the name of another item to tell the next scout to pick up.
This continues until a patrol returns with all their items to the starting line.
If an item is dropped, the scout has to return to retrieve it.
A returning scout should not talk to anyone except the next scout in line.