

Brainstorm!



The Adventure:

In Lairs, share a brainstorming adventure, led by the Howlers. Look together at the Jungle Map. What adventures can you share for each place on the map? The Howlers should share some ideas of what kinds of adventures would fit with each place.

Use a sheet of paper for each place on the map, then draw or write an adventure for that place. For example, you could draw a Cub Scout paddling a canoe for an adventure at the Red Flower Camp (Outdoors). Pass the sheets in a circle writing and drawing ever Cub's ideas. When everyone is done, the Howlers can review the Lair's ideas with the Lair.

Now the Howlers have lots of great ideas for adventures to share at the next Howler Council meeting!

Photo courtesy of Kimberly Burge



Online Resources:

- Paws Out!
- Trail Cards
- The Jungle

Safety Note:

Your Lair will share markers or colouring pencils to draw your pictures. When you need a new colour, ask another Cub to pass it instead of grabbing or running around the group.

Plan:

- When and where will you share this adventure?
- What do you need for this activity?
- Howlers, how will you introduce the Jungle Map to the Runners? What are some great adventures for each place on the map?

Do:

- Look at the Jungle Map and talk about some great adventures for each place on the map.
- Come up with ideas for adventures by drawing pictures or writing down ideas for each place.

Review:

- What do you know now that you did not know before?
- What adventure are you most excited to share with your Lair? Who had the idea?
- Was it hard to come up with ideas for some places on the map? Which ones? Why do you think that was the case?
- Can any of the ideas be combined for one great adventure? Which ideas?
- How would you do this activity differently next time?