Welcome to Scouting

If you have a new group of Otters or you scout on a yearly schedule as opposed to a year-round/ongoing schedule, this is a great way to kick off the scouting year!

- Opening Ceremony
- Name Game & Welcome New Scouts
- Sing Otters on a Cedar Log
- Demonstrate the Otter salute and sign
- Talk about what scouting is and where it comes from
    - Who was Robert Baden-Powell?
- Read a Book About Otters
    - Talk about the difference between sea otters and river otters.
- Steam Off Game
    - Raft game: the leader calls out “Rafts of [number]” and the otters have to clump together in groups of that number. Any who aren't in a group are out that round.
- Build a Holt
    - Have the kids collect sticks and build a holt
- Friends of the Forest and Snack Time
    - Use Friends of the Forest to introduce the Otter Motto, Law, and Promise
    - Ask the kids whether the otters in the story are sea otters or river otters. How do they know?
- Steam Off Game
    - Red Light/Green Light where when they get caught they are frozen until they say the motto/law/promise.
- Closing Ceremony

Items Needed:

- Extra Games

Badge Requirements Covered:

Investiture Badge

- Learn a little about otters
- Know a little about the Jones family from Friends of the Forest
- Learn a little about the history of scouting
- Say the Otter Law
- Show the Otter Salute and Sign
- Say the Otter Promise
- Participate in an opening and closing ceremony

Blue Activity Paw

- Learn the names of every otter in your den

timberwolf, investiture requirements

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