

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](#)

From:

<https://wiki.osg-us.org/> - **OSG Resource Library**

Permanent link:

<https://wiki.osg-us.org/sections/timberwolves/meetings/introduction?rev=1759948678>

Last update: **2025/10/08 12:37**

