



Designed by Tiger

Cub Scouts · Elective · Tiger rank

Name

Started

Completed

Designed by Tiger lets you think like an engineer. You'll draw an idea, build it, find a way to make it better, and then show off the finished project. Engineers improve things one step at a time, just like you will.

Requirements

Every official requirement, in plain language. Check the official wording when you sign off (scouting.org/cub-scout-adventures/designed-by-tiger/). Tips and examples are ideas, not extra requirements.

- ☐ 1 Think of something you'd like to build and draw how the finished project should look

Tip: Draw something you'd love to build, like a birdhouse, robot, or race car.

Example: Draw a cardboard robot: a box body, tube arms, bottle-cap eyes, and a paper-cup hat. Label each part so you know what materials to find.

- ☐ 2 Build the project, following your drawing

Tip: Use blocks, boxes, or craft supplies and follow your drawing as you build.

Example: Build the robot by following your drawing. Tape the tubes to the box, glue the bottle caps on with your adult, and set it on the table to see if it stands.

- ☐ 3 When it's done, talk with your adult partner about how the project could be better

Tip: Talk with your adult about what works and what could be better.

Example: Talk with your adult: "The arms keep falling off. What if we push them through holes instead of taping them?" Pick the best idea.

☐ **4** Make that improvement to your project

Tip: Pick one improvement and try it. It's fine if it takes a few tries.

Example: Cut holes for the arms with your adult's help and slide the tubes in. Now they stay on and even swing. Test it again.



☐ **5** Draw your finished project

Tip: Draw your finished project and compare it with your first drawing.

Example: Draw your finished robot next to your first drawing. Circle the parts that changed and tell your den why you changed them.

