

Cub Scout Connections: Finding Common Themes in the New Cub Scout Adventure Program



A Resource for Program Planning

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Cub Scout Connections:

Finding Common Themes in the New Cub Scout Adventure Program

Purpose

Change isn't easy. Since the 1930s, the Cub Scout Program has undergone several transformations to ensure that the program remains relevant to today's boys. The New Cub Scout Adventure Program realigns the program to the mission and vision of the Boys Scouts of America while maintaining a fun, exciting family- and faith-oriented outdoor program to instill leadership and core values in our boys.

The new Adventures integrate rank advancement and electives with portions of the current Academics & Sports Program and with entirely new programming. Unlike current offerings, the new Adventures are entirely rank-specific; veteran leaders may be concerned about how to continue pack level and multi-age programming that allows boys of all ages to interact and learn together.

The purpose of this guide is to show the connections and common themes among Adventures across ranks to encourage the continuation of pack-level and multi-age programming as well as assist in the planning of events such as camping/outdoor programs and belt loop events.

The adventures themselves are meant to be inter-disciplinary, touching upon a variety of themes and experiences within a single adventure.

Please be aware that this is not an official BSA publication. The categories of adventures are not ones developed by the BSA. Some adventures appear in more than one category.




























































The BSA has organized the new program around 5 principles. In this guide, each Adventure has been associated with at least one organizing principle according to the definitions below. (These associations are also not "official," so feel free to disagree!)

Character Development	<ul style="list-style-type: none">• Scout Law and Oath• Duty To God
Participatory Citizenship	<ul style="list-style-type: none">• Civic Awareness and Patriotism• Service• Stewardship
Personal Fitness	<ul style="list-style-type: none">• Physical Fitness• Healthy Eating• Wellness & Healthy Habits
Outdoor Skills & Awareness	<ul style="list-style-type: none">• Comfort, Safety, and Adventure in the Outdoors• Nature & Outdoor Ethics• Emergency Skills
Leadership	<ul style="list-style-type: none">• Supporting Leaders• Leadership Thinking• Leading Others

Cub Scout Adventure Loops
































All of the new adventures are rank-specific. The adventure loops are color coded for your convenience as follows:

Rank	Color/Shape	Multi-Color (Required)		Monochrome (Elective)*			
 Tiger	Orange	  	  	   	  	  	  
 Wolf	Red	  	  	   	  	 	  
 Bear	Blue	  	  	   	  	  	  




Webelos and AOL Adventure Loops/Pins



.Rank	Color/Shape	Multi-Color (Required)	Webelos/AOL Monochrome (Elective)*
 Webelos	Green Diamond	    	         
 Webelos	Brown Arrow	   	       

*Electives are shared for the Webelos/AOL ranks and are oval pins

Aquatics

Adventure/Organizing Principles	Requirements
<p style="text-align: center;">Floats & Boats</p> <div style="text-align: center;">  </div> <p style="text-align: center;"> Character Development Leadership Outdoor Skills & Awareness Participatory Citizenship </p>	<p><i>Tiger Elective Adventure: Floats and Boats</i></p> <p>Complete requirements 1–4 plus at least one other.</p> <ol style="list-style-type: none"> 1. With your den, say the SCOUT water safety chant. 2. With your den, talk about why it's important to have a buddy and then play the buddy game. 3. Show how to safely help someone who needs assistance in the water, without having to enter the water yourself. 4. Show how to enter the water safely, blow your breath out under the water, and do a prone glide. 5. Identify five different types of boats. 6. Build a boat from recycled materials, and float it on the water. 7. Show that you can put on and fasten a life jacket correctly.
<p style="text-align: center;">Spirit of the Water</p> <div style="text-align: center;">  </div> <p style="text-align: center;"> Character Development Leadership Outdoor Skills & Awareness Participatory Citizenship Personal Fitness </p>	<p><i>Wolf Elective Adventure: Spirit of the Water</i></p> <ol style="list-style-type: none"> 1. Spirit of the Water Complete the following requirements. Requirement 1. Discuss how the water in your community can become polluted. 2. Explain one way that you can help conserve water in your home. 3. Explain to your den leader why swimming is good exercise. 4. Explain the safety rules that you need to follow before participating in swimming or boating. 5. Visit a local pool or public swimming area with your family or den. With qualified supervision, jump into water that is at least chest-high, and swim 25 feet or more.
<p style="text-align: center;">Salmon Run</p> <div style="text-align: center;">  </div> <p style="text-align: center;"> Character Development Leadership Outdoor Skills & Awareness Participatory Citizenship Personal Fitness </p>	<p><i>Bear Elective Adventure: Salmon Run</i></p> <p>Complete requirements 1–4 plus two others.</p> <ol style="list-style-type: none"> 1. Explain the importance of response personnel or lifeguards in a swimming area. Tell how the buddy system works and why it is important. 2. Visit a local pool or swimming area with your den or family. Go swimming or take a swimming lesson. 3. Explain the safety rules that you need to follow before participating in boating. 4. Identify the safety equipment needed when going boating. 5. Demonstrate correct rowing or paddling form. Explain how rowing and canoeing are good exercise. 6. Show how to do both a reach rescue and a throw rescue. 7. Demonstrate the front crawl swim stroke to your den or family. 8. Name the three swimming ability groups for the Boy Scouts of America. 9. Earn the BSA beginner swim classification.

Aquanaut





Character Development
Leadership
Outdoor Skills & Awareness
Participatory Citizenship
Personal Fitness

Webelos/AOL Elective Adventure: Aquanaut

Complete requirements 1–4 and at least two others.

1. State the safety precautions you need to make before doing any water activity.
2. Discuss the importance of learning the skills you need to know before going boating.
3. Explain the meaning of “order of rescue” and demonstrate the reach and throw rescue techniques from land.
4. Attempt the BSA swimmer test.
5. Demonstrate the precautions you must take before attempting to dive headfirst into the water, and attempt a front surface dive.
6. Learn and demonstrate two of the following strokes: crawl, sidestroke, breaststroke, or elementary backstroke.
7. Invite a current or former lifeguard, or member of a rescue squad, the U.S. Coast Guard, U.S. Navy, or other armed forces branch who has had swimming and rescue training to your den meeting. Find out what training and other experiences this person has had.
8. Demonstrate how to correctly fasten a life jacket that is the right size for you. Jump into water over your head. Swim 25 feet wearing the life jacket. Get out of the water, remove the life jacket, and hang it where it will dry.
9. If you are a qualified swimmer, select a paddle of the proper size, and paddle a canoe with an adult’s supervision.

Camping

Adventure/Organizing Principles	Requirements
<p>Call of the Wild</p>  <p>Character Development Leadership Outdoor Skills & Awareness Participatory Citizenship</p>	<p><i>Wolf Required Adventure: Call of the Wild</i></p> <p>Complete requirements 1–4 plus at least one other.</p> <ol style="list-style-type: none"> 1. Attend one of the following: <ol style="list-style-type: none"> A. A pack or family campout B. An outdoor activity with your den or pack C. Day camp D. Resident camp 2. With your family or den, make a list of possible weather changes that could happen during your outing according to the time of year you are outside. Tell how you will be prepared for each one. 3. Do the following: <ol style="list-style-type: none"> A. Recite the Outdoor Code with your leader. B. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code. C. After your outdoor activity or campout, list the ways you demonstrated being careful with fire or other dangers. 4. Show or demonstrate what to do: <ol style="list-style-type: none"> A. In case of a natural disaster such as an earthquake or flood. B. To keep from spreading your germs. 5. Show how to tie an overhand knot and a square knot. 6. While on a den or family outing, identify four different types of animals you see or explain evidence of their presence. Tell how you identified them.
<p>Bear Necessities</p>  <p>Character Development Leadership Outdoor Skills & Awareness Personal Fitness</p>	<p><i>Bear Required Adventure: Bear Necessities</i></p> <p>Complete requirements 1–4. Requirements 5 and 6 are optional.</p> <ol style="list-style-type: none"> 1. While working on your Bear badge, attend one of the following: <ol style="list-style-type: none"> A. A daytime or overnight campout with your pack or family B. An outdoor activity with your den or pack C. Day camp D. Resident camp 2. Make a list of items you should take along on the activity selected in requirement 1. 3. Make a list of equipment that the group should bring along in addition to each Scout's personal gear for the activity selected in requirement 1. 4. Help set up a tent. Determine a good spot for the tent, and explain to your den leader why you picked it. 5. Demonstrate how to tie two half hitches and explain what the hitch is used for. 6. Learn how to read a thermometer and a barometer. Keep track of the temperature and barometric pressure readings and the actual weather at the same time every day for seven days.

Outdoorsman



Character Development
Leadership
Outdoor Skills & Awareness
Participatory Citizenship
Personal Fitness

AOL Required Adventure: Outdoorsman (Camper in handbook)

Complete Option A or Option B. Requirement



Option A:



1. With the help of your den leader or family, plan and participate in a campout.
2. On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.
3. Once your tents are set up, discuss with your den or family what actions you should take in the case of the following extreme weather events which could require you to evacuate:
 - A. Severe rainstorm causing flooding
 - B. Severe thunderstorm with lightning or tornadoes
 - C. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
4. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
5. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.



Option B:

1. With the help of your den leader or family, plan and participate in an outdoor activity.
2. Discuss with your den or family what actions you should take in the case of the following extreme weather events:
 - A. Severe rainstorm causing flooding
 - B. Severe thunderstorm with lightning or tornadoes
 - C. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
3. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
4. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

Character/Citizenship

Adventure/Organizing Principles	Requirements
<p>Earning Your Stripes</p>  <p>Character Development Participatory Citizenship</p>	<p><i>Tiger Elective Adventure: Earning Your Stripes</i></p> <p>Complete the following requirements.</p> <ol style="list-style-type: none"> 1. Show your loyalty to Tiger orange by bringing in and sharing with your den five items that are the color orange. 2. Demonstrate loyalty over the next week at school or in your community. Share at your next den meeting how you were loyal to others. 3. With your parent, guardian, or other caring adult, decide on one new task you can do to help your family, and do it. 4. Talk with your parent, guardian, or other caring adult, or with your den about polite language. Learn how to shake hands and introduce yourself. 5. Play a game with your den. Then discuss how your den played politely. 6. With your den and parent, guardian, or other caring adult, work on a service project for your pack's meeting place or chartered organization.
<p>Good Knights</p>  <p>Character Development Participatory Citizenship Personal Fitness</p>	<p><i>Tiger Elective Adventure: Good Knights</i></p> <p>Complete requirements 1 and 2 plus at least two others.</p> <ol style="list-style-type: none"> 1. With your den or with your parent, guardian, or other caring adult, say the Scout Law. Explain to your den one of the 12 points of the Law and why you think a knight would have the same behavior. 2. If you have not already done so, make a code of conduct with your den that will describe how each person should act when you are all together. If your den has a code of conduct, discuss with your den the updates it might need. Vote on which actions should go in your den code of conduct. 3. Create a den shield and a personal shield. 4. Using recycled materials, design and build a small castle to display at the pack meeting. 5. Think of one physical challenge that could be part of an obstacle course. Then help your den design a Tiger knight obstacle course. Participate in the course. 6. Show your understanding of knights' service to others by participating in a service project in your community.

<p style="text-align: center;">Council Fire</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development Leadership Outdoor Skills & Awareness Participatory Citizenship</p>	<p><i>Wolf Required Adventure: Council Fire (Duty to Country)</i></p> <p>Complete requirements 1 and 2 plus at least one other.</p> <ol style="list-style-type: none"> 1. With your den or pack, participate in a flag ceremony, and learn how to properly care for and fold the flag. 2. Participate in a community service project with your pack, den, or family. 3. With your parent or guardian's permission, talk to a military veteran, law enforcement officer, member of the fire department, or someone else approved by your den leader. Talk about his or her service to the community or country. After you have visited with the individual, write a short thank-you note. 4. Learn about the changes in your community, and create a project to show your den how the community has changed. 5. Select one issue in your community, and present to your den your ideas for a solution to the problem. 6. Work with your den to develop a den duty chart, and perform these tasks for one month. 7. Participate in an event such as a parade or assembly celebrating military veterans.
<p style="text-align: center;">Cubs Who Care</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development</p>	<p><i>Wolf Elective Adventure: Cubs Who Care</i></p> <p>Complete at least four of the following requirements.</p> <ol style="list-style-type: none"> 1. With other members of your den, try using a wheelchair or crutches, and reflect on the process. 2. Learn about a sport that has been adapted so that people in wheelchairs or with some other physical disability can play, and tell your den about it. 3. Learn about "invisible" disabilities. Take part in an activity that develops an understanding of invisible disabilities. 4. With your den, try doing three of the following things while wearing gloves or mittens: <ol style="list-style-type: none"> A. Tying your shoes B. Using a fork to pick up food C. Playing a card game D. Playing a video game E. Playing checkers or another board game F. Blowing bubbles 5. Paint a picture two different ways: Paint it once the way you usually would paint it and then again by using a blindfold. Discuss with your den the ways the process was different. 6. Use American Sign Language to communicate either a simple sentence or at least four points of the Scout Law. 7. Learn about someone famous who has or had a disability, and share that person's story with your den or family. 8. Attend an event where people with disabilities are participants or where accommodations for people with disabilities are made a part of the event.

<p style="text-align: center;">Hometown Heroes</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development Leadership</p>	<p><i>Wolf Elective Adventure: Hometown Heroes</i></p> <p>Complete the following requirements.</p> <ol style="list-style-type: none"> 1. Talk with your family or den about what it means to you to be a hero. Share the name of someone you believe is a hero. Explain what it is that makes that person a hero. 2. Visit a community agency where you will find many heroes. While there, find out what they do. Share what you learned with your den. 3. With the help of a family member, interview one of your heroes, and share what you learn with your den. Tell why you think this person is a hero. 4. Complete one of the following: <ol style="list-style-type: none"> A. As a den or family, honor a serviceman or servicewoman by sending a care package along with a note thanking them for their service. B. With your family or den, find out about animals that are trained to help others in your community. C. Participate in or create an event that celebrates your hometown hero(es).
<p style="text-align: center;">Paws for Action</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development Participatory Citizenship</p>	<p><i>Bear Required Adventure: Paws for Action (Duty to Country)</i></p> <p>Complete requirement 1 plus two others from requirements 2–4.</p> <ol style="list-style-type: none"> 1. Learn about our nation’s flag. Display it at home for one month. Say the Pledge of Allegiance, and learn its meaning. 2. Do at least one of the following. <ol style="list-style-type: none"> A. Find out about two famous Americans. Share what you learned. B. Find out where places of historical interest are located in or near your community, town, or city. Go and visit one of them with your family or den. 3. Do at least two of the following: <ol style="list-style-type: none"> A. With your school or den, visit a local sheriff’s office, police station, or fire department OR, talk with a fire safety officer or law enforcement officer visiting your school or den. Find out what skills the officers use to do their jobs. Ask questions that will help you learn how to stay safe. B. Make a list of emergency numbers and discuss with your family where the list should be kept. Show your family that you know how to call for help in an emergency. Talk with your family about people who could help you if a parent is not available. C. With your family, develop a plan to follow in case of an emergency, and practice the plan at least three times. Your family can determine the emergency, or you can develop several plans. 4. Do at least one of the following: <ol style="list-style-type: none"> A. Do a cleanup project that benefits your community. B. Participate in a patriotic community parade or other civic event that honors our country.

Building a Better World



Character Development
Leadership
Participatory Citizenship

AOL Required Adventure: Building a Better World

Complete the following requirements.

1. Explain the history of the United States flag. Show how to properly display the flag in public, and help lead a flag ceremony.
2. Learn about and describe your rights and duties as a citizen, and explain what it means to be loyal to your country.
3. Discuss in your Webelos den the term “rule of law,” and talk about how it applies to you in your everyday life.
4. Meet with a government or community leader, and learn about his or her role in your community. Discuss with the leader an important issue facing your community.
5. Show that you are an active leader by planning an activity for your den without your den leader’s help. Ask your den leader for approval first.
6. Do at least one of these:
 - A. Learn about Scouting in another part of the world. With the help of your parent, guardian, or den leader, pick one country where Scouting exists, and research its Scouting program.
 - B. Set up an exhibit at a pack meeting to share information about the World Friendship Fund.
 - C. Under the supervision of your parent, guardian, or den leader, connect with a Scout in another country during an event such as Jamboree-on-the-Air or Jamboree-on-the-Internet or by other means
 - D. Learn about energy use in your community and in other parts of the world.
 - E. Identify one energy problem in your community, and find out what has caused it.

Aware and Care






Character Development
Leadership
Participatory Citizenship

Webelos/AOL Elective Adventure: Aware and Care

Complete the following requirements.

1. Develop an awareness of the challenges of the blind or visually impaired through participation in an activity that simulates blindness or visual impairment. Alternatively, participate in an activity that simulates the challenges of being deaf or hard of hearing.
2. Engage in an activity that simulates mobility impairment. Alternatively, take part in an activity that simulates dexterity impairment.
3. With your den, participate in an activity that focuses on the acceptance of differences in general.
4. Do two of the following:
 - A. Do a Good Turn for residents at a skilled nursing facility or retirement community.
 - B. Invite an individual with a disability to visit your den, and discuss what activities he or she currently finds challenging or found challenging in the past.
 - C. Attend a disabilities event such as a Special Olympics competition, an adaptive sports event, a performance with sign language interpretation, or an activity with service dogs. Tell your den what you thought about the experience.
 - D. Talk to someone who works with people who have disabilities. Ask what that person does and how he or she helps people with disabilities.

	<p>E. Using American Sign Language, sign the Scout Oath.</p> <p>F. With the help of an adult, contact a service dog organization, and learn the entire process from pup training to assignment to a client.</p> <p>G. Participate in a service project that focuses on a specific disability.</p> <p>H. Participate in an activity with an organization whose members are disabled.</p>
<p>Build My Own Hero</p>  <p>Character Development Participatory Citizenship</p>	<p><i>Webelos/AOL Elective Adventure: Build My Own Hero</i></p> <p>Complete requirements 1–3 plus at least one other.</p> <ol style="list-style-type: none"> 1. Discover what it means to be a hero. Invite a local hero to meet with your den. 2. Describe how citizens can be heroes in their communities. 3. Recognize a hero in your community by presenting him or her with a “My Hero Award.” 4. Learn about a real-life hero from another part of the world who has helped make the world a better place. 5. Learn about a Scout hero. 6. Create your own superhero.

Cooking & Nutrition	
Adventure/Organizing Principles	Requirements
<p>Tiger Bites</p>  <p>Character Development Personal Fitness</p>	<p><i>Tiger Required Adventure: Tiger Bites</i></p> <p>Complete requirements 1 and 2 plus at least two others.</p> <ol style="list-style-type: none"> 1. With your parent, guardian, or other caring adult, or with your den, find out about good food choices and not-so-good choices. Identify three foods that you think would be good choices and three foods that would not be good choices. 2. Explain the importance of hand washing before a meal and cleanup after a meal. Then show how you would do each. 3. Show that you know the difference between a fruit and a vegetable. Eat one of each. 4. With your parent, guardian, or other caring adult, pick a job to help your family at mealtime. Do it for at least four meals. 5. Talk with your parent, guardian, or other caring adult about what foods you can eat with your fingers. Practice your manners when eating them. 6. With your parent, guardian, or other caring adult, plan and make a good snack choice or other nutritious food to share with your den.
<p>Bear Picnic Basket</p>  <p>Character Development Outdoor Skills & Awareness Personal Fitness</p>	<p><i>Bear Elective Adventure: Bear Picnic Basket</i></p> <p>Complete at least three of the following:</p> <ol style="list-style-type: none"> 1. Create your own Bear cookbook using at least five recipes you might cook or prepare either on your own or with some adult help. Include at least one recipe each for breakfast, lunch, dinner, and a nutritious snack. 2. With a family member or den leader, prepare for cooking by explaining the importance of planning, tool selection, sanitation, and cooking safety. 3. Select and prepare two nutritious snacks for yourself, your family, or your den. 4. With the help of an adult, select a recipe to prepare in a kitchen for your den or your family. Help to select the needed ingredients, perhaps from a garden, grocery store, or farmers' market. Cook and serve your planned meal. Clean up after the preparation and cooking. 5. With the help of an adult, select a recipe to prepare in the outdoors for your family or den. Help to select the needed ingredients, perhaps from a garden, grocery store, or farmers' market. Cook and serve your planned meal. Clean up after the preparation and cooking.

Cast Iron Chef







Character Development
Outdoor Skills & Awareness
Personal Fitness

Webelos Required Adventure: Cast Iron Chef

Complete requirements 1 and 2 below. Requirement 3 is optional.

1. Plan a menu for a balanced meal for your den or family. Determine the budget for the meal. If possible, shop for the items on your menu. Stay within your budget.
2. Prepare a balanced meal for your den or family. If possible, use one of these methods for preparation of part of the meal: camp stove, Dutch oven, box oven, solar oven, open campfire, or charcoal grill. Demonstrate an understanding of food safety practices while preparing the meal.
3. Use tinder, kindling, and fuel wood to demonstrate how to build a fire in an appropriate outdoor location. If circumstances permit and there is no local restriction on fires, show how to safely light the fire, under the supervision of an adult. After allowing the fire to burn safely, safely extinguish the flames with minimal impact to the fire site.

Faith	
Adventure/Organizing Principles	Requirements
<p style="text-align: center;">My Family's Duty to God</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development</p>	<p><i>Tiger Required Adventure: My Family's Duty to God</i></p> <p>Complete requirement 1 plus at least two others.</p> <ol style="list-style-type: none"> 1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life. 2. With a family member, attend a religious service or other activity that shows how your family expresses reverence for God. 3. Earn the religious emblem of your faith that is appropriate for your age or grade. 4. Help with a local service project and talk with your den or family about how helping others is part of our duty to God. 5. With the approval of your parent, guardian, den leader, or other caring adult, think of and then carry out an act of kindness or respect that you think shows duty to God.
<p style="text-align: center;">Duty to God Footsteps</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development</p>	<p><i>Wolf Required Adventure: Duty to God Footsteps</i></p> <p>Complete requirement 1 or 2 plus at least two others.</p> <ol style="list-style-type: none"> 1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life. 2. Earn the religious emblem of your faith that is appropriate for your age, if you have not already done so. 3. Offer a prayer, meditation, or reflection with your family, den, or pack. 4. Read a story about people or groups of people who came to America to enjoy religious freedom. 5. Learn and sing a song that could be sung in reverence before or after meals or one that gives encouragement, reminds you how to show reverence, or demonstrates your duty to God. 6. Visit a religious monument or site where people might show reverence. Create a visual display of your visit with your den or your family, and show how it made you feel reverent or helped you better understand your duty to God.

<p>Fellowship and Duty to God</p>  <p>Character Development</p>	<p><i>Bear Required Adventure: Fellowship and Duty to God (Duty to Country)</i></p> <p>Complete requirement 1 plus two others from requirements 2–4. R</p> <ol style="list-style-type: none"> 1. Learn about our nation’s flag. Display it at home for one month. Say the Pledge of Allegiance, and learn its meaning. 2. Do at least one of the following. <ol style="list-style-type: none"> A. Find out about two famous Americans. Share what you learned. B. Find out where places of historical interest are located in or near your community, town, or city. Go and visit one of them with your family or den. 3. Do at least two of the following: <ol style="list-style-type: none"> A. With your school or den, visit a local sheriff’s office, police station, or fire department OR talk with a fire safety officer or law enforcement officer visiting your school or den. Find out what skills the officers use to do their jobs. Ask questions that will help you learn how to stay safe. B. Make a list of emergency numbers and discuss with your family where the list should be kept. Show your family that you know how to call for help in an emergency. Talk with your family about people who could help you if a parent is not available. C. With your family, develop a plan to follow in case of an emergency, and practice the plan at least three times. Your family can determine the emergency, or you can develop several plans. 4. Do at least one of the following: <ol style="list-style-type: none"> A. Do a cleanup project that benefits your community. B. Participate in a patriotic community parade or other civic event that honors our country.
<p>Duty to God and You</p>  <p>Character Development</p>	<p><i>Webeles Required Adventure: My Family’s Duty to God</i></p> <p>Complete requirement 1 and at least two others.</p> <ol style="list-style-type: none"> 1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life. 2. Earn the religious emblem of your faith that is appropriate for your age, if you have not done so already. 3. Discuss with your family, family’s faith leader, or other trusted adult how planning and participating in a service of worship or reflection helps you live your duty to God. 4. List one thing that will bring you closer to doing your duty to God, and practice it for one month. Write down what you will do each day to remind you.

Duty to God in Action







Character Development
Participatory Citizenship



AOL Required Adventure: Duty to God in Action

Complete requirements 1 and 2 and at least two others.

1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.
2. Under the direction of your parent, guardian, or religious or spiritual leader, do an act of service for someone in your family, neighborhood, or community. Talk about your service with your family. Tell your family how it related to doing your duty to God.
3. Earn the religious emblem of your faith that is appropriate for your age, if you have not done so already.
4. With your parent, guardian, or religious or spiritual leader, discuss and make a plan to do two things you think will help you better do your duty to God. Do these things for a month.
5. Discuss with your family how the Scout Oath and Scout Law relate to your beliefs about duty to God.
6. For at least a month, pray or reverently meditate each day as taught by your family or faith community.

Games	
Adventure/Organizing Principles	Requirements
<p style="text-align: center;">Games Tigers Play</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development Personal Fitness</p>	<p><i>Tiger Required Adventure: Games Tigers Play</i></p> <p>Complete requirements 1 and 2 plus at least two others.</p> <ol style="list-style-type: none"> 1. Do the following: <ol style="list-style-type: none"> A. Play two initiative or team-building games with the members of your den. B. Listen carefully to your leader while the rules are being explained, and follow directions when playing. C. At the end of the game, talk with the leader about what you learned when you played the game. Tell how you helped the den by playing your part. 2. Talk with your den or family about why good nutrition helps you to be strong and active. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice. 3. Make up a game with the members of your den, and play it with den members. After playing the game, talk with your den about the experience. 4. Make up a new game, and play it with your family or members of your den or pack. Then talk with the group about the experience. 5. Do the following: <ol style="list-style-type: none"> A. Attend a sporting event with your den or family. B. Before or after the event, talk with a coach or athlete about what it is like to participate in the sport. OR, find out more about the sport and share what you have learned with your den or family members before or after the event.
<p style="text-align: center;">Tiger-iffic!</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development</p>	<p><i>Tiger Elective Adventure: Tiger-iffic!</i></p> <p>Complete requirements 1–3 plus at least one other.</p> <ol style="list-style-type: none"> 1. Play at least two different games by yourself; one may be a video game. 2. Play a board game or another inside game with one or more members of your den. 3. Play a problem-solving game with your den. 4. With your parent’s or guardian’s permission, do the following: <ol style="list-style-type: none"> A. Play a video game with family members or den members in a tournament. B. List at least three tips that would help someone who was learning how to play your favorite video game. C. Play an appropriate video game with a friend for 30 minutes. 5. With other members of your den, invent a game, OR change the rules of a game you know, and play the game. 6. Play a team game with your den.

<p style="text-align: center;">Tiger Tag</p>  <p style="text-align: center;">Character Development</p>	<p><i>Tiger Elective Adventures: Tiger Tag</i></p> <p>Complete requirements 1 and 2 plus at least one other.</p> <ol style="list-style-type: none"> 1. Choose one active game you like, and tell your den about how to play and why you like this game. 2. Play two team or relay games with your den. Tell your parent, guardian, or other caring adult or the other Tigers what you liked best about each game. 3. Have your den choose a team or relay game that everyone can play, and play it at least twice. 4. With your parent, guardian, or other caring adult, select an active outside game that you could play with the members of your den. Talk with den members about the games suggested by all Tigers. With your den, decide on a game to play and play the game that your den has chosen. After the game, discuss with your den the meaning of being a good sport.
<p style="text-align: center;">Code of the Wolf</p>  <p style="text-align: center;">Character Development</p>	<p><i>Wolf Elective Adventure: Code of the Wolf</i></p> <p>Complete the following requirements.</p> <ol style="list-style-type: none"> 1. Complete two of the following: <ol style="list-style-type: none"> A. With the members of your den or family, make a game with simple materials that requires math to keep score. B. Play a game of "Go Fish for 10s." C. Do five activities at home, at school, or in your den that use mathematics, and then explain to your den how you used everyday math. D. Make a rekenrek with two rows, and show your den leader or other adult how you would represent the numbers 4, 6, 9, and 14. E. Make a rain gauge or some other measuring device, and use it. 2. Complete one of the following: <ol style="list-style-type: none"> A. With other members of your den or family, identify three different types of shapes that you see in nature. B. With other members of your den or family, identify two shapes you can see in the construction of bridges. C. Select a single shape or figure. Observe the world around you for at least a week, and write down where you see this shape or figure and how it is used. 3. Complete one of the following: <ol style="list-style-type: none"> A. With your den, find something that comes with many small, colored items in one package. Count the number of items of each color in your package. Keep track of each color. Then: <ol style="list-style-type: none"> I. Draw a graph showing the number of items of each color. II. Determine what the most common color is. III. Compare your results to those of the other Scouts. IV. Predict how many items of each color you will find in one more package. V. Decide if your prediction was close. B. With your den or family, measure the height of everyone in the group and see who takes more steps to walk 100 feet. C. Have each member of your den shoot a basketball. Count the number of shots it takes for each Scout to sink five baskets. Make a graph that shows how successful your den was. Your graph should show each group that needed 5, 6–10, 11–15, 16–20, and more than 20 tries to sink their shots.

	<p>4. Complete one of the following:</p> <ul style="list-style-type: none"> A. Use a secret code using numbers to send a message to one of your den members or your den leader. Have that person send a message back to you. Be sure you both use the same code. B. Send a message to another member of your den or your den leader using the pig pen code or another code that changes letters into special shapes. C. Practice using a code stick to create and decode a message.
<p>Grin and Bear It</p>  <p>Character Development Leadership</p>	<p><i>Bear Required Adventure: Grin and Bear It</i></p> <p>Complete at least four of the following:</p> <ul style="list-style-type: none"> 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. With your den, develop a thank-you cheer to recognize those who helped organize the Cub Scout carnival.
<p>Marble Madness</p>  <p>Character Development</p>	<p><i>Bear Elective Adventure: Marble Madness</i></p> <p>Complete requirements 1–4. Requirement 5 is optional.</p> <ul style="list-style-type: none"> 1. Discuss with your family or den the history of marbles, such as where and when the game began. Talk about the different sizes of marbles and what they are made of and used for. 2. Learn about three different marble games, and learn to play one of them. Learn how to keep score. Learn and follow the rules of the game. Play the game with your family, friends, or your den. 3. Learn four or five words that are used when talking about marbles. Tell what each of the words means and how it relates to playing marbles. Share this information with your den. 4. Complete one of the following: <ul style="list-style-type: none"> A. With your den or family, make a marble obstacle course or marble golf course. Share what you create. Invite everyone to go through your course. B. Create your own game using marbles, and design rules for playing the game. Share the game you created with your den, family, or friends. Explain the rules and how to play the game. C. With your den or family, create a marble race track. Have at least two lanes so you can race your favorite marbles against each other. D. Make a marble maze. 5. With the help of an adult, make a marble bag to hold marbles

Game Design





Character Development
Leadership

Webelos/AOL Elective Adventure: Game Design

Complete the following requirements.

1. Decide on the elements for a game.
2. List at least five of the online safety rules that you put into practice while using the internet on your computer or smartphone. Skip this if your Cyber Chip is current.
3. Create your game.
4. Teach an adult or another Scout how to play your game

Health, Safety, & First Aid

Adventure/Organizing Principles	Requirements
<p>Safe and Smart</p>  <p>Character Development Outdoor Skills & Awareness Participatory Citizenship</p>	<p><i>Tiger Elective Adventure: Safe and Smart</i></p> <p>Complete requirements 1–8. Requirement 9 is optional.</p> <ol style="list-style-type: none"> 1. Memorize your address, and say it to your den leader or your parent, guardian, or other caring adult. 2. Memorize an emergency contact’s phone number, and say it to your parent, guardian, or den leader. 3. Take the 911 safety quiz. 4. Show you can “Stop, Drop, and Roll.” 5. Show you know how to safely roll someone else in a blanket to put out a fire. 6. With your parent, guardian, or other caring adult, make a fire escape map of your home and explain it to family members and your den. 7. With your parent, guardian, or other caring adult, try a practice fire drill at home. 8. Find the smoke detectors in your home. With the help of your parent, guardian, or other caring adult, check the batteries. 9. Visit an emergency responder station, or have an emergency responder visit you
<p>Germs Alive!</p>  <p>Character Development</p>	<p><i>Wolf Elective Adventure: Germs Alive!</i></p> <p>Complete at least five of the following requirements.</p> <ol style="list-style-type: none"> 1. Wash your hands while singing the “germ song.” 2. Play Germ Magnet with your den or your family. Wash your hands afterward. 3. Conduct the sneeze demonstration. 4. Conduct the mucus demonstration with your den or family. 5. Grow a mold culture. At a den or pack meeting, show what formed. 6. Make a clean room chart, and do your chores for at least one week.

First Responder





Character Development
Leadership
Outdoor Skills & Awareness
Participatory Citizenship



Webelos Adventure: First Responder



Complete requirement 1 and at least five others.




1. Explain what first aid is. Tell what you should do after an accident.
2. Show what to do for hurry cases of first aid: serious bleeding, heart attack or sudden cardiac arrest, stopped breathing, stroke, poisoning.
3. Show how to help a choking victim.
4. Show how to treat for shock.
5. Demonstrate how to treat at least five of the following:
 - Cuts and scratches
 - Burns and scalds
 - Sunburn 4
 - Blisters on the hand or foot

 - Tick bites
 - Bites and stings of other insects
 - Venomous snakebites
 - Nosebleed
 - Frostbite
6. Put together a simple home first-aid kit. Explain what you included and how to use each item correctly.
7. Create and practice an emergency readiness plan for your home or den meeting place.
8. Visit with a first responder or health-care professional.

Hiking	
Adventure/Organizing Principles	Requirements
<p style="text-align: center;">Tigers in the Wild</p> <div style="text-align: center;">  </div> <p style="text-align: center;"> Character Development Outdoor Skills & Awareness Participatory Citizenship Personal Fitness </p>	<p><i>Tiger Required Adventure: Tigers in the Wild</i></p> <p>Complete requirements 1–3 plus at least one other.</p> <ol style="list-style-type: none"> 1. With your parent, guardian, or other caring adult, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list to prepare for rain. 2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike. 3. Do the following: <ol style="list-style-type: none"> A. Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners. B. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should “Trash Your Trash.” C. Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed. 4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your Tiger Handbook. 5. Participate in an outdoor pack meeting or pack campfire. Sing a song or act out a skit with your Tiger den as part of the program. 6. Find two different trees and two different types of plants that grow in your area. Write their names in your Tiger Handbook. 7. Visit a nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your Tiger Handbook.
<p style="text-align: center;">Paws on the Path</p> <div style="text-align: center;">  </div> <p style="text-align: center;"> Character Development Outdoor Skills & Awareness Participatory Citizenship Personal Fitness </p>	<p><i>Wolf Required Adventure: Paws on the Path</i></p> <p>Complete requirements 1–5. Requirements 6 and 7 are optional.</p> <ol style="list-style-type: none"> 1. Show you are prepared to hike safely in any outdoor setting by putting together the Cub Scout Six Essentials to take along on your hike. 2. Tell what the buddy system is and why we always use it in Cub Scouting. Describe what you should do if you get separated from your group while hiking. 3. Choose the appropriate clothing to wear on your hike based on the expected weather. 4. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. (This may be combined with requirement 3 of the Call of the Wild adventure.) After hiking, discuss how you showed respect for wildlife. 5. Go on a 1-mile hike with your den or family. Find two interesting things that you’ve never seen before and discuss with your den or family. 6. Name two birds, two insects, and/or two other animals that live in your area. Explain how you identified them. 7. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.

<p>Fur, Feathers, and Ferns</p>  <p>Character Development Outdoor Skills & Awareness Participatory Citizenship Personal Fitness</p>	<p><i>Bear Required Adventure: Fur, Feathers, and Ferns</i></p> <p>Complete requirement 1 plus three others.</p> <ol style="list-style-type: none"> 1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk. 2. Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit. 3. Name one animal that has become extinct in the last 100 years and one animal that is currently endangered. Explain what caused their declines. 4. Observe wildlife from a distance. Describe what you saw. 5. Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it. 6. Learn about composting and how vegetable waste can be turned into fertilizer for plants. 7. Plant a vegetable or herb garden.
<p>Webelos Walkabout</p>  <p>Character Development Leadership Outdoor Skills & Awareness Participatory Citizenship Personal Fitness</p>	<p><i>Webelos Required Adventure: Webelos Walkabout</i></p> <p>Complete requirements 1–4 and at least one other</p> <ol style="list-style-type: none"> 1. Plan a hike or outdoor activity. 2. Assemble a first-aid kit suitable for your hike or activity. 3. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures. 4. With your Webelos den or with a family member, hike 3 miles. Before your hike, plan and prepare a nutritious lunch or snack. Enjoy it on your hike, and clean up afterward. 5. Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike or activity. 6. Perform one of the following leadership roles during your hike: trail leader, first-aid leader, or lunch or snack leader.

Home & Family	
Adventure/Organizing Principles	Requirements
<p style="text-align: center;">Team Tiger</p> <div style="text-align: center;">  </div> <p style="text-align: center;"> Character Development Leadership Participatory Citizenship </p>	<p><i>Tiger Required Adventure: Team Tiger</i></p> <p>Complete requirements 1 and 2 plus at least two others.</p> <ol style="list-style-type: none"> 1. With your parent, guardian, or other caring adult, or with your den, talk about what it means to be part of a team. List some of the teams you are on (den, pack, family, class, etc.), and explain how you can help each one. 2. With your den, talk about your Tiger team. Then make a chart showing all the different ways team members can help the den. Volunteer to take your turn doing at least two different jobs, one of which is leading the Pledge of Allegiance. 3. With your family, talk about how family members each have a role in the family team. Then pick a job that you will do to help the team. Follow through by doing that job at least three times during the next three weeks. 4. With your den or family, participate as a team in a service project that helps our country or your community. 5. With your den, make a chart or picture showing how you and your teammates make a better team because you are alike in some ways but different in others.
<p style="text-align: center;">Family Stories</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development</p>	<p><i>Tiger Elective Adventure: Family Stories</i></p> <p>Complete requirement 1 plus at least three others. Note that any requirement may be completed based on your family of origin OR the family with whom you live.</p> <ol style="list-style-type: none"> 1. Discuss with your parent, guardian, a family member, or other caring adult where some of your family members originated. Discuss family history, traditions, and culture—your family heritage. Share a story or bring something to share with your den about yourself and your family. 2. Make a family crest. 3. Visit your public library to find out information about the heritage of some of your family members. 4. Interview one of your grandparents or another family elder, and share with your den what you learned. 5. Make a family tree designed for your particular family. 6. Share with your den how you got your name or what your name means. 7. Share with your den your favorite snack or dessert that reflects the cultural heritage of one or more of your family members. 8. Learn where some members of your family came from, and locate the place(s) on a map. Share this information with your den. With the help

<p style="text-align: center;">Baloo the Builder</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development</p>	<p><i>Bear Elective Adventure: Baloo the Builder</i></p> <p>Complete all of the following requirements.</p> <ol style="list-style-type: none"> 1. Discover which hand tools are the best ones to have in your toolbox. Learn the rules for using these tools safely. Practice with at least four of these tools before beginning a project. 2. Select, plan, and define the materials for the project you will complete in requirement 3. 3. Assemble your materials, and build one useful project and one fun project using wood. 4. Apply a finish to one of your projects
<p style="text-align: center;">Critter Care</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development</p>	<p><i>Bear Elective Adventure: Critter Care</i></p> <p>Complete all of the following:</p> <ol style="list-style-type: none"> 1. Do one of the following: <ol style="list-style-type: none"> A. If you have a pet, make a list of tasks that you did to take care of the pet for two weeks. B. If you do not have a pet, research one that you would like to have and prepare a report about the care it needs. 2. Complete one of the following: <ol style="list-style-type: none"> A. Make a poster or a PowerPoint presentation about your pet or a pet that you would like to own. Share the poster or presentation with your den, pack, or family. B. Make a poster or PowerPoint presentation explaining three ways that animals can help people. Share the poster or presentation with your den, pack, or family. 3. Complete at least one of the following and share with your den, pack, or family: <ol style="list-style-type: none"> A. Visit with a local veterinarian or an animal shelter caretaker. Find out what types of animals he or she might see on a regular basis and the types of care he or she gives to them. B. Learn about careers that involve the care of animals. What education, training, and experience are required?
<p style="text-align: center;">Build It</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development</p>	<p><i>Webelos/AOL Elective Adventure: Build It</i></p> <p>Complete the following requirements.</p> <ol style="list-style-type: none"> 1. Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools. 2. With the guidance of your Webelos den leader, parent, or guardian, select a carpentry project and build it. 3. List the tools that you use safely as you build your project; create a list of materials needed to build your project. Put a checkmark next to the tools on your list that you used for the first time. 4. Learn about a construction career. With your Webelos den leader, parent, or guardian, visit a construction site, and interview someone working in a construction career.

Fix It



Character Development

Webelos/AOL Elective Adventure: Fix It

Complete the following requirements.

1. Put a Fix It Toolbox together. Describe what each item in your toolbox can be used for. Show how to use three of the tools safely.
2. Be Ready. With the help of an adult in your family, do the following:
 - A. Locate the electrical panel in your home. Determine if the electrical panel has fuses or breakers.
 - B. Determine what heat source is used to heat your home.
 - C. Learn what you would do to shut off the water for a sink, a toilet, a washing machine, or a water heater. If there is a main shut-off valve for your home, show where it is located.
3. Describe to your Webelos den leader how to fix or make safe the following circumstances with help from an adult:
 - A. A toilet is overflowing.
 - B. The kitchen sink is clogged.
 - C. A circuit breaker tripped, causing some of the lights to go out.
4. Let's Fix It. Select and do eight of the following. You will need an adult's supervision for each of these Fix It projects:
 - A. Show how to change a light bulb in a lamp or fixture. Determine the type of light bulb and how to properly dispose of it.
 - B. Fix a squeaky door or cabinet hinge.
 - C. Tighten a loose handle or knob on a cabinet or a piece of furniture.
 - D. Demonstrate how to stop a toilet from running.
 - E. Replace a furnace filter.
 - F. Wash a car.
 - G. Check the oil level and tire pressure in a car.
 - H. Show how to replace a bulb in a taillight, turn signal, or parking light, or replace a headlight in a car.
 - I. Help an adult change a tire on a car.
 - J. Make a repair to a bicycle, such as adjusting or lubricating the chain, inflating the tires, fixing a flat, or adjusting the seat or handlebars.
 - K. Replace the wheels on a skateboard, a scooter, or a pair of inline skates.
 - L. Help an adult prepare and paint a room.
 - M. Help an adult replace or repair a wall or floor tile.
 - N. Help an adult install or repair a window or door lock.
 - O. Help an adult fix a slow or clogged sink drain.
 - P. Help an adult install or repair a mailbox.
 - Q. Change the battery in a smoke detector or a carbon monoxide detector, and test its operation.
 - R. Help an adult fix a leaky faucet.
 - S. Find wall studs, and help an adult hang a curtain rod or a picture.
 - T. Take an old item, such as a small piece of furniture, a broken toy, or a picture frame, and rebuild and/or refinish it. Show your work to your Webelos leader or another adult.
 - U. Do a Fix It project agreed upon with your parent or guardian.

Project Family








Character Development
Leadership
Participatory Citizenship

Webelos/AOL Elective Adventure: Project Family

Complete the following requirements

1. Interview a grandparent, another family elder, or a family friend about what life was like when he or she was growing up.
2. With members of your family or a family friend, discuss some of your family names, history, traditions, and culture. Do one of the following:
 - A. Create a family tree of three generations.
 - B. Make a poster or web page that shows the places that some of your family members came from.
 - C. Choose a special celebration or holiday that some of your family members participate in, and create either a poster, picture, or photo slideshow of it.
3. Show your understanding of your duty to family by creating a chart listing the jobs that you and other family members have at home. Choose three of the jobs you are responsible for, and chart them for two weeks.
4. Select a job that belongs to another family member, and help that person complete it. Some examples would be to create a grocery shopping list for the week, to take out trash for a week, to do the laundry for your family one time, to prepare meals for your family for one day, or to complete some yard work.
5. With the help of an adult, inspect your home and its surroundings. Make a list of hazards or security problems you find. Correct one problem you found, and tell what you did.
6. Complete one of the following:
 - A. Hold a family meeting to plan an exciting family activity. The activity could include:
 - A family reunion
 - A family night
 - A family outing
 - B. Create a list of community service or conservation projects that you and your family can do together, and present it to your family. Select one project, plan it, and complete it with members of your family.

Plants & Wildlife	
Adventure/Organizing Principles	Requirements
<p style="text-align: center;">Backyard Jungle</p> <div style="text-align: center;">  </div> <p style="text-align: center;"> Character Development Outdoor Skills & Awareness Participatory Citizenship </p>	<p><i>Tiger Required Adventure: Backyard Jungle</i></p> <p>Complete requirement 1 plus at least two others.</p> <ol style="list-style-type: none"> 1. With your parent, guardian, or other caring adult (referred to in the handbook as “your adult partner”), go for a walk outside and pick out two or more sights or sounds of “nature” around you. Discuss with your partner or den. 2. Take a 1-foot hike. Make a list of the living things you find on your 1-foot hike. Discuss these plants or animals with your parent, guardian, or other caring adult, or with your den. 3. Point out two different kinds of birds that live in your area. With your parent, guardian, or other caring adult, or with your den, find out more about one of these birds. 4. Be helpful to nature by planting a plant, shrub, or tree. Learn more about the needs and growth of the item you have planted. 5. Build and hang a birdhouse.
<p style="text-align: center;">Tigers in the Wild</p> <div style="text-align: center;">  </div> <p style="text-align: center;"> Character Development Outdoor Skills & Awareness Participatory Citizenship Personal Fitness </p>	<p><i>Tiger Required Adventure: Tigers in the Wild</i></p> <p>Complete requirements 1–3 plus at least one other.</p> <ol style="list-style-type: none"> 1. With your parent, guardian, or other caring adult, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list to prepare for rain. 2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike. 3. Do the following: <ol style="list-style-type: none"> A. Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners. B. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should “Trash Your Trash.” C. Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed. 4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your Tiger Handbook. 5. Participate in an outdoor pack meeting or pack campfire. Sing a song or act out a skit with your Tiger den as part of the program. 6. Find two different trees and two different types of plants that grow in your area. Write their names in your Tiger Handbook. 7. Visit a nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your Tiger Handbook.

<p style="text-align: center;">Grow Something</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development Outdoor Skills & Awareness</p>	<p>Wolf Elective Adventure: Grow Something</p> <p>Complete the following requirements.</p> <ol style="list-style-type: none"> 1. Select a seed, and plant it in a small container. Care for it for 30 days. Take a picture or make a drawing of your plant once each week to share with your den or family. 2. Find out the growing zone for your area, and share the types of plants that will grow best in your zone. 3. Visit or research a botanical or community garden in your area, and learn about two of the plants that grow there. Share what you have learned with your den or family. 4. Complete one of the following: <ol style="list-style-type: none"> A. Make a terrarium. B. Using a seed tray, grow a garden inside your home. Keep a journal of its progress for 30 days. Share the results with your den or family. C. Grow a sweet potato plant in water. Keep a journal of its growth for two weeks. Share the information with your den or family.
<p style="text-align: center;">Fur, Feathers, and Ferns</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development Outdoor Skills & Awareness Participatory Citizenship Personal Fitness</p>	<p>Bear Required Adventure: Fur, Feathers, and Ferns</p> <p>Complete requirement 1 plus three others.</p> <ol style="list-style-type: none"> 1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk. 2. Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit. 3. Name one animal that has become extinct in the last 100 years and one animal that is currently endangered. Explain what caused their declines. 4. Observe wildlife from a distance. Describe what you saw. 5. Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it. 6. Learn about composting and how vegetable waste can be turned into fertilizer for plants. 7. Plant a vegetable or herb garden.
<p style="text-align: center;">A Bear Goes Fishing</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development Outdoor Skills & Awareness Participatory Citizenship</p>	<p>Bear Elective Adventure: A Bear Goes Fishing</p> <p>Complete at least three of the following:</p> <ol style="list-style-type: none"> 1. Discover and learn about three types of fish in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each one likes. 2. Learn about your local fishing regulations with your den leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists. 3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target. 4. Go on a fishing adventure, and spend a minimum of one hour trying to catch a fish. Put into practice the things you have learned about fish and fishing equipment.

Into the Wild



Character Development
Outdoor Skills & Awareness
Participatory Citizenship

Webelos/AOL Elective Adventure: Into the Wild

Complete at least six of the following requirements.

1. Collect and care for an “insect, amphibian, or reptile zoo.” You might have crickets, ants, grasshoppers, a lizard, or a toad (but be careful not to collect or move endangered species protected by federal or state law). Study them for a while and then let them go. Share your experience with your Webelos den.
2. Set up an aquarium or terrarium. Keep it for at least a month. Share your experience with your Webelos den by showing them photos or drawings of your project or by having them visit to see your project.
3. Watch for birds in your yard, neighborhood, or area for one week. Identify the birds you see, and write down where and when you saw them.
4. Learn about the bird flyways closest to your home. Find out which birds use these flyways.
5. Watch at least four wild creatures (reptiles, amphibians, arachnids, fish, insects, or mammals) in the wild. Describe the kind of place (forest, field, marsh, yard, or park) where you saw them. Tell what they were doing.
6. Identify an insect, reptile, bird, or other wild animal that is found only in your area of the country. Tell why it survives in your area.
7. Give examples of at least two of the following:
 - A. A producer, a consumer, and a decomposer in the food chain of an ecosystem
 - B. One way humans have changed the balance of nature
 - C. How you can help protect the balance of nature
8. Learn about aquatic ecosystems and wetlands in your area. Talk with your Webelos den leader or family about the important role aquatic ecosystems and wetlands play in supporting life cycles of wildlife and humans, and list three ways you can help.
9. Do one of the following:
 - A. Visit a museum of natural history, a nature center, or a zoo with your family, Webelos den, or pack. Tell what you saw.
 - B. Create a video of a wild creature doing something interesting, and share it with your family and den.

Into the Woods





Character Development
Outdoor Skills & Awareness
Participatory Citizenship

Webelos/AOL Elective Adventure: Into the Woods

Complete requirements 1–4 and one other.

1. Identify two different groups of trees and the parts of a tree.
2. Identify four trees common to the area where you live. Tell whether they are native to your area. Tell how both wildlife and humans use them.
3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose.
4. Develop a plan to care for and then plant at least one plant or tree, either indoors in a pot or outdoors. Tell how this plant or tree helps the environment in which it is planted and what the plant or tree will be used for.
5. Make a list of items in your home that are made from wood and share it with your den. Or with your den, take a walk and identify useful things made from wood.
6. Explain how the growth rings of a tree trunk tell its life story. Describe different types of tree bark and explain what the bark does for the tree.
7. Visit a nature center, nursery, tree farm, or park, and speak with someone knowledgeable about trees and plants that are native to your area. Explain how plants and trees are important to our ecosystem and how they improve our environment.

Scouting Skills

Adventure/Organizing Principles	Requirements
<p>Finding Your Way</p>  <p>Character Development Outdoor Skills & Awareness Personal Fitness</p>	<p><i>Wolf Elective Adventure: Finding Your Way</i></p> <p>Complete the following requirements.</p> <ol style="list-style-type: none"> 1. Do the following: <ol style="list-style-type: none"> A. Using a map of your city or town, locate where you live. B. Draw a map for a friend so he or she can locate your home, a park, a school, or other locations in your neighborhood. Use symbols to show parks, buildings, trees, and water. You can invent your own symbols. Be sure to include a key so your symbols can be identified. 2. Do the following: <ol style="list-style-type: none"> A. Identify what a compass rose is and where it is on the map. B. Use a compass to identify which direction is north. Show how to determine which way is south, east, and west. 3. Go on a scavenger hunt using a compass, and locate an object with a compass. 4. Using a map and compass, go on a hike or walk with your den or family.
<p>Bear Claws</p>  <p>Character Development Outdoor Skills & Awareness</p>	<p><i>Bear Required Adventure: Bear Claws</i></p> <p>Complete the following requirements.</p> <ol style="list-style-type: none"> 1. Learn about three common designs of pocketknives. 2. Learn knife safety and earn your Whittling Chip. * 3. Do one of the following: <ol style="list-style-type: none"> A. Using a pocketknife, carve two items. B. With a pocketknife, safely perform each of these tasks: <ol style="list-style-type: none"> (1) Demonstrate how to cut a piece of rope, twine, or fishing line. (2) Open a sealed box without damaging the contents. (3) Open a can with the can opener tool on a pocketknife. (4) Remove and replace the screws on an object with the screwdriver tool on a pocketknife. (5) Open a letter. <p style="color: red; font-size: small;">*One of the items carved for Bear Claws requirement 3A may be used to fulfill Whittling Chip requirement 3.</p>

Scouting Adventure



Character Development
Leadership
Outdoor Skills & Awareness
Participatory Citizenship
Personal Fitness

Arrow of Light Required Adventure: Scouting Adventure

1. Complete the following requirements. Prepare yourself to become a Boy Scout by completing at least A–C below:
 - A. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meanings to your den leader, parent, or guardian.
 - B. Explain what Scout spirit is. Describe for your den leader, parent, or guardian some ways you have shown Scout spirit by conducting yourself according to the Scout Oath, Scout Law, Scout motto, and Scout slogan.
 - C. Give the Boy Scout sign, salute, and handshake. Explain when to use each.
 - D. Describe the First-Class Scout badge, and tell what each part stands for. Explain the significance of the First-Class Scout badge.
 - E. Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning.
2. Visit a Boy Scout troop meeting with your parent or guardian and, if possible, with your den members and leaders. After the meeting, do the following:
 - A. Describe how the Scouts in the troop provide its leadership.
 - B. Describe the four steps of Boy Scout advancement.
 - C. Describe ranks in Boy Scouting and how they are earned.
 - D. Describe what merit badges are and how they are earned.
3. Practice the patrol method in your den for one month by doing the following:
 - A. Explain the patrol method. Describe the types of patrols that might be part of a Boy Scout troop.
 - B. Hold an election to choose the patrol leader.
 - C. Develop a patrol name and emblem (if your den does not already have one), as well as a patrol flag and yell. Explain how a patrol name, emblem, flag, and yell create patrol spirit.
 - D. As a patrol, make plans to participate in a Boy Scout troop's campout or other outdoor activity.
4. With your Webelos den leader, parent, or guardian, participate in a Boy Scout troop's campout or other outdoor activity. Use the patrol method while on the outing.
5. Do the following:
 - A. Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.
 - B. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.
6. Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. If you have not already done so, earn your Whittling Chip card.

Castaway





Character Development
Leadership
Outdoor Skills & Awareness
Participatory Citizenship
Personal Fitness




Webelos/AOL Elective Adventure: Castaway

Complete the following requirements.



1. Complete A and your choice of B or C.
 - A. On a campout or outdoor activity with your den or family, cook two different recipes that do not require pots and pans.
 - B. With the help of an adult, demonstrate one way to light a fire without using matches.
 - C. Using tree limbs or branches that have already fallen or been cut, build a shelter that will protect you overnight.
2. Do all of the following.
 - A. Learn what items should be in an outdoor survival kit that you can carry in a small bag or box in a day pack. Assemble your own small survival kit, and explain to your den leader why the items you chose are important for survival.
 - B. With your den, demonstrate two ways to treat drinking water to remove impurities.
 - C. Discuss what to do if you become lost in the woods. Tell what the letters "S-T-O-P" stand for. Tell what the universal emergency signal is. Describe three ways to signal for help. Demonstrate one of them. Describe what you can do to help rescuers find you.
 - D. Make a list of four qualities you think a leader should have in an emergency and why they are important to have. Pick two of them, and act them out for your den. Describe how each relates to a point of the Scout Law. Describe how working on this adventure gave you a better understanding of the Boy Scout motto.




Sports & Physical Fitness





Adventure/Organizing Principles	Requirements
<p>Rolling Tigers</p>  <p>Character Development Outdoor Skills & Awareness Personal Fitness</p>	<p><i>Tiger Elective Adventure: Rolling Tigers</i></p> <p>Complete requirements 1–3 plus at least two others.</p> <ol style="list-style-type: none"> 1. With your den or with your parent, guardian, or other caring adult, try on safety gear you should use while riding a bike. Show how to wear a bicycle helmet properly. 2. With your den or with your parent, guardian, or other caring adult, learn and demonstrate safety tips to follow when riding a bicycle. 3. Learn and demonstrate proper hand signals. 4. With your den or with your parent, guardian, or other caring adult, do a safety check on a bicycle. 5. With your den or family, go on a bicycle hike wearing your safety equipment. Follow the bicycling safety and traffic laws. 6. With your den or with your parent, guardian, or other caring adult, discuss two different types of bicycles and their uses. 7. Learn about a famous bicycle race or famous cyclist. Share what you learn with your den. 8. Visit your local or state police department to learn about bicycle riding laws. 9. Identify two jobs that use bicycles and discuss how they are used.
<p>Running with the Pack</p>  <p>Character Development Personal Fitness</p>	<p><i>Wolf Required Adventure: Running with the Pack</i></p> <p>Complete the following requirements.</p> <ol style="list-style-type: none"> 1. Play catch with someone in your den or family who is standing 5 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back and see if you can improve your throwing and catching skills. 2. Practice balancing as you walk forward, backward, and sideways. 3. Practice flexibility and balance by doing a front roll, a back roll, and a frog stand. 4. Play a sport or game with your den or family, and show good sportsmanship. 5. Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk. 6. Demonstrate what it means to eat a balanced diet by helping to plan a healthy menu for a meal for your den or family. Make a shopping list of the food used to prepare the meal.

<p style="text-align: center;">Paws of Skill</p>  <p style="text-align: center;">Character Development Outdoor Skills & Awareness Personal Fitness</p>	<p>Wolf Elective Adventure: Paws of Skill</p> <p>Complete at least requirements 1–4. Requirements 5–7 are optional.</p> <ol style="list-style-type: none"> 1. Talk with your family or den about what it means to be physically fit. Share ideas of what you can do to stay in shape. 2. With your family or den, talk about why it is important to stretch before and after exercising. Demonstrate proper warm-up movements and stretches before and after each activity you do that involves action. 3. Select at least two physical fitness skills and practice them daily for two weeks. See if you can improve during that time. 4. With your family or your den, talk about what it means to be a member of a team. Working together, make a list of team sports, and talk about how the team works together to be successful. Choose one and play for 30 minutes. 5. With your den, develop an obstacle course that involves five different movements. Run the course two times and see if your time improves. 6. With your den, talk about sportsmanship and what it means to be a good sport while playing a game or a sport. Share with your den how you were a good sport or demonstrated good sportsmanship in requirement 4. 7. Visit a sporting event with your family or your den. Look for ways the team works together. Share your visit with your den.
<p style="text-align: center;">Stronger, Faster, Higher</p>  <p style="text-align: center;">Character Development Leadership Outdoor Skills & Awareness Personal Fitness</p>	<p>Webelos Required Adventure: Stronger, Faster, Higher</p> <p>Complete requirements 1–3 and at least one other.</p> <ol style="list-style-type: none"> 1. Understand and explain why you should warm up before exercising and cool down afterward. Demonstrate the proper way to warm up and cool down. 2. Do these activities and record your results: 20-yard dash, vertical jump, lifting a 5-pound weight, push-ups, curls, jumping rope. 3. Make an exercise plan that includes at least three physical activities. Carry out your plan for 30 days, and write down your progress each week. 4. Try a new sport that you have never tried before. 5. With your den, prepare a fitness course or series of games that includes jumping, avoiding obstacles, weight lifting, and running. Time yourself going through the course, and try to improve your time over a two-week period. 6. With adult guidance, help younger Scouts by leading them in a fitness game or games.
<p style="text-align: center;">Sportsman</p>  <p style="text-align: center;">Character Development Personal Fitness</p>	<p>Webelos/AOL Elective Adventure: Sportsman</p> <p>Complete the following requirements.</p> <ol style="list-style-type: none"> 1. Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey. 2. Participate in two sports, either as an individual or as part of a team. 3. Complete the following requirements: <ol style="list-style-type: none"> A. Explain what good sportsmanship means. B. Role-play a situation that demonstrates good sportsmanship. C. Give an example of a time when you experienced or saw someone showing good sportsmanship.


STEM - Science, Technology, Engineering, and Mathematics

Adventure/Organizing Principles	Requirements
<p data-bbox="240 331 477 365">Sky is the Limit</p>  <p data-bbox="144 604 573 674">Character Development Outdoor Skills and Awareness</p>	<p data-bbox="613 331 1146 361"><i>Tiger Elective Adventures: Sky Is the Limit</i></p> <p data-bbox="613 373 1206 403">Complete requirements 1–3 plus at least one other.</p> <ol data-bbox="662 422 1484 1056" style="list-style-type: none">1. With your den or with your parent, guardian, or other caring adult, go outside to observe the night sky. Talk about objects you see or might see.2. Look at a distant object through a telescope or binoculars. Show how to focus the device you chose.3. Find out about two astronauts who were Scouts when they were younger. Share what you learned with your den.4. Observe in the sky or select from a book, chart, computer, or electronic device [on] two constellations that are easy to see in the night sky. With your parent, guardian, or other caring adult, find out the names of the stars that make up the constellation and how the constellation got its name. Share what you found with your den.5. Draw and name your own constellation. Share your constellation with your den.6. Create a homemade model of a constellation.7. Find out about two different jobs related to astronomy. Share this information with your den.8. With your den or family, visit a planetarium, observatory, science museum, astronomy club, or college or high school astronomy teacher. Before you go, write down questions you might want to ask. Share what you learned.
<p data-bbox="250 1106 467 1140">Air of the Wolf</p>  <p data-bbox="190 1402 529 1436">Character Development</p>	<p data-bbox="613 1106 1049 1136"><i>Wolf Elective Adventure: Air of the Wolf</i></p> <p data-bbox="613 1148 1040 1178">Complete the following requirements.</p> <ol data-bbox="662 1188 1490 1852" style="list-style-type: none">1. Conduct two of the following investigations to see how air affects different objects:<ol data-bbox="711 1251 1490 1608" style="list-style-type: none">A. Make a paper airplane and fly it five times. Try to make it fly farther by altering its shape. Fly it at least five more times to see if your changes were effective.B. Make a balloon-powered sled or a balloon-powered boat. Test your sled or boat with larger and smaller balloons.C. Bounce a basketball that doesn't have enough air in it. Then bounce it when it has the right amount of air in it. Do each one 10 times. Describe how the ball bounces differently when the amount of air changes.D. Roll a tire or ball that doesn't have enough air in it, and then roll it again with the right amount of air. Describe differences in how they move.2. Complete two of the following:<ol data-bbox="711 1650 1490 1852" style="list-style-type: none">A. With other members of your den, go outside and record the sounds you hear. Identify which of these sounds is the result of moving air.B. Create a musical wind instrument, and play it as part of a den band.C. With an adult, conduct an investigation on how speed can affect sound.

	<p>D. Make a kite using household materials. With your den or family, explain the rules for safely flying kites. Fly your kite.</p> <p>E. With your family, den, or pack, participate in a kite derby, space derby, or rain gutter regatta. Explain how air helps the vehicle move.</p>
<p>Digging in the Past</p>  <p>Character Development</p>	<p>Wolf Elective Adventure: Digging in the Past</p> <p>Digging in the Past Complete the following requirements.</p> <ol style="list-style-type: none"> 1. Play a game that demonstrates your knowledge of dinosaurs, such as a dinosaur match game. 2. Create an imaginary dinosaur. Share with your den its name, what it eats, and where it lives. 3. Complete one of the following: <ol style="list-style-type: none"> A. Make a fossil cast. B. Make a dinosaur dig. Be a paleontologist, and dig through a dinosaur dig made by another member of your den. Show and explain the ways a paleontologist works carefully during a dig. 4. Make edible fossil layers. Explain how this snack is a good model for the formation of fossils.
<p>Motor Away</p>  <p>Character Development</p>	<p>Wolf Elective Adventures: Motor Away</p> <p>Complete the following requirements.</p> <ol style="list-style-type: none"> 1. Do each of the following: <ol style="list-style-type: none"> A. Create and fly three different types of paper airplanes. Before launching them, record which one you believe will travel the farthest and what property of the plane leads you to make that prediction. B. Make a paper airplane catapult. Before launching a plane, record how far you believe it will travel and explain what information you used to make this prediction. After you make your prediction, launch the plane and measure how far it flies. 2. Make two different model boats and sail them. Choose different shapes for your boats. 3. Create a model car that moves under its own power
<p>Forensics</p>  <p>Character Development Participatory Citizenship</p>	<p>Bear Elective Adventure: Forensics</p> <p>Complete all of the following:</p> <ol style="list-style-type: none"> 1. Talk with your family or den about forensics and how it is used to help solve crimes. 2. Take your fingerprints and learn how to analyze them. 3. Complete one of the following: <ol style="list-style-type: none"> A. Learn about chromatography and how it is used in solving crimes. Do an investigation using different types of black, felt-tip markers. Share your results with your den. B. Do an analysis of four different substances: salt, sugar, baking soda, and cornstarch. 4. Complete one of the following: <ol style="list-style-type: none"> A. Visit the sheriff's office or police station in your town. Find out how officers collect evidence. * B. Learn about the different jobs available in forensic science. Choose two, and find out what is required to work in those jobs. Share what you learn with your den. C. Learn how animals are used to gather important evidence. Talk about your findings with your den. <p>* Note that this may be done during the same visit as "Paws for Action" requirement 3A.</p>

<p>Make it Move</p>  <p>Character Development</p>	<p><i>Bear Elective Adventure: Make It Move</i></p> <p>Complete all of the following:</p> <ol style="list-style-type: none"> 1. Create an “exploding” craft stick reaction. 2. Make two simple pulleys, and use them to move objects. 3. Make a lever by creating a seesaw using a spool and a wooden paint stirrer. Explore the way it balances by placing different objects on each end. 4. Complete one of the following: <ol style="list-style-type: none"> A. Draw a Rube Goldberg–type machine. Include at least six steps to complete your action. B. Construct a real Rube Goldberg–type machine to complete a task assigned by your den leader. Use at least two simple machines and include at least four steps.
<p>Robotics</p>  <p>Character Development</p>	<p><i>Bear Elective Adventures: Robotics</i></p> <p>Complete at least four of the following:</p> <ol style="list-style-type: none"> 1. Identify six tasks performed by robots. 2. Learn about some instances where a robot could be used in place of a human for work. Research one robot that does this type of work, and present what you learn to your den. 3. Build a robot hand. Show how it works like a human hand and how it is different from a human hand. 4. Build your own robot. 5. Visit a place that uses robots
<p>Super Science</p>  <p>Character Development</p>	<p><i>Bear Elective Adventures: Super Science</i></p> <p>Complete at least four of the following:</p> <ol style="list-style-type: none"> 1. Make static electricity by rubbing a balloon or a plastic or rubber comb against another material, such as a fleece blanket or wool sweater. Explain what you learned. 2. Conduct one other static electricity investigation. Explain what you learned. 3. Do a sink-or-float investigation. Explain what you learned. 4. Do a color-morphing investigation. Explain what you learned. 5. Do a color-layering investigation. Explain what you learned.
<p>Adventures in Science</p>  <p>Character Development</p>	<p><i>Webelos/AOL Elective Adventure: Adventures in Science</i></p> <p>Complete the following requirements.</p> <ol style="list-style-type: none"> 1. An experiment is a “fair test” to compare possible explanations. Draw a picture of a fair test that shows what you need to do to test a fertilizer’s effects on plant growth. 2. Visit a museum, a college, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists. Prepare three questions ahead of time, and talk to a scientist about his or her work. 3. Complete any four of the following: <ol style="list-style-type: none"> A. Carry out the experiment you designed for requirement 1. B. If you completed 3A, carry out the experiment again, but change the independent variable. Report what you learned about how changing the variable affected plant growth. C. Build a model solar system. Chart the distances between the planets so that the model is to scale. Use what you learned from this requirement to explain the value of making a model in science.

	<p>D. With adult supervision, build and launch a model rocket. Use the rocket to design a fair test to answer a question about force or motion.</p> <p>E. Create two circuits of three light bulbs and a battery. Construct one as a series circuit and the other as a parallel circuit.</p> <p>F. Study the night sky. Sketch the appearance of the North Star (Polaris) and the Big Dipper (part of the Ursa Major constellation) over at least six hours (which may be spread over several nights). Describe what you observed, and explain the meaning of your observations.</p> <p>G. With adult assistance, explore safe chemical reactions with household materials. Using two substances, observe what happens when the amounts of the reactants are increased.</p> <p>H. Explore properties of motion on a playground. How does the weight of a person affect how fast they slide down a slide or how fast a swing moves? Design a fair test to answer one of those questions. I. Read a biography of a scientist. Tell your den leader or the other members of your den what the scientist is famous for and why his or her work is important.</p>
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<p style="text-align: center;">Earth Rocks!</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development Outdoor Skills & Awareness</p>	<p style="text-align: center;"><i>Webelos/AOL Elective Adventure: Earth Rocks!</i></p> <p>Complete the following requirements</p> <ol style="list-style-type: none"> 1. Do the following: <ol style="list-style-type: none"> A. Explain the meaning of the word “geology.” B. Explain why this kind of science is an important part of your world. 2. Look for different kinds of rocks or minerals while on a rock hunt with your family or your den 3. Do the following: <ol style="list-style-type: none"> A. Identify the rocks you see on your rock hunt. Use the information in your handbook to determine which types of rocks you have collected. B. With a magnifying glass, take a closer look at your collection. Determine any differences between your specimens. C. Share what you see with your family or den. 4. Do the following: <ol style="list-style-type: none"> A. With your family or den, make a mineral test kit, and test minerals according to the Mohs scale of mineral hardness. B. Record the results in your handbook. 5. Identify on a map of your state some geological features in your area. 6. Do the following: <ol style="list-style-type: none"> A. Identify some of the geological building materials used in building your home. B. Identify some of the geological materials used around your community.
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Engineer







Character Development





Webelos/AOL Elective Adventure: Engineer


Complete requirements 1 and 2. Requirements 3 and 4 are optional.

1. Pick one type of engineer. With the help of the internet, your local library, or an engineer, discover three things that describe what that engineer does. (To use the internet, be sure that you have a current Cyber Chip or that you have permission from your Webelos den leader, parent, or guardian.) Share your findings with your Webelos den.
2. Learn to follow engineering design principles by doing the following:
 - A. Examine a set of blueprints or specifications. Using these as a model, prepare your own set of blueprints or specifications to design a project.
 - B. Using the blueprints or specifications from your own design, complete your project. Your project may be something useful or something fun.
 - C. Share your project with others at a den or pack meeting.
3. Explore other fields of engineering and how they have helped form our past, present, and future.
4. Pick and do two projects using the engineering skills you have learned. Share your projects with your den, and also exhibit them at a pack meeting.

Visual & Performing Arts

Adventure/Organizing Principles	Requirements
<p>Stories in Shapes</p>  <p>Character Development</p>	<p><i>Tiger Elective Adventures: Stories in Shapes</i> Complete at least four of the following requirements.</p> <ol style="list-style-type: none"> 1. Visit an art gallery or a museum, explore an art website, or visit your library. 2. Look closely at pictures of some art with your den or a family member. Decide what you like about the art, and share your ideas with the other Tigers. 3. Create a piece of art on paper, poster board, or canvas. 4. Draw or create an art piece using shapes. 5. Use tangrams to create shapes.
<p>Tiger Tales</p>  <p>Character Development</p>	<p><i>Tiger Elective Adventures: Tiger Tales</i> Complete at least four of the following requirements</p> <ol style="list-style-type: none"> 1. Create a tall tale with your den. 2. Create your own tall tale. Share your tale with your den. 3. Read a tall tale with your parent, guardian, or other caring adult. 4. Create a piece of art from a scene in the tall tale you have read, using your choice of materials. Share it with your den. 5. Play a game from the past. 6. Sing two folk songs. 7. Visit a historical museum or landmark with your parent, guardian, or other caring adult.
<p>Tiger Theater</p>  <p>Character Development</p>	<p><i>Tiger Elective Adventures: Tiger Theater</i> Complete at least four of the following requirements.</p> <ol style="list-style-type: none"> 1. With your den, discuss the following types of theater: puppet shows, reader's theater, and pantomime. 2. As a den, play a game of one-word charades. 3. Make a puppet to show your den or to display at a pack meeting. 4. Perform a simple reader's theater. Make a mask afterward to show what your character looks like. 5. Watch a play or attend a story time at a library
<p>Howling at the Moon</p>  <p>Character Development Outdoor Skills & Awareness</p>	<p><i>Wolf Required Adventure: Howling at the Moon</i> Complete the following requirements.</p> <ol style="list-style-type: none"> 1. Show you can communicate in at least two different ways. 2. Work with your den or family to create an original skit. 3. Work together with your den or family to plan, prepare, and rehearse a campfire program to present at a den meeting or pack program. 4. Perform your role for a den meeting or pack program.

<p style="text-align: center;">Beat of the Drum</p>  <p style="text-align: center;">Character Development</p>	<p><i>Bear Elective Adventure: Beat of the Drum</i></p> <p>Complete requirement 1 plus two others from requirements 2–4.</p> <ol style="list-style-type: none"> 1. Learn about the history and culture of American Indians or other indigenous people who lived in your area long ago. 2. Create a legend by building a diorama, writing a story, or presenting a skit. 3. Complete one of the following: <ol style="list-style-type: none"> A. Make a dream catcher. B. Make a craft similar to one made by American Indians or indigenous people. C. Make a drum. Once your drum is complete, create a ceremonial song. 4. Complete one of the following: <ol style="list-style-type: none"> A. Visit an Order of the Arrow dance ceremony. B. Visit an American Indian event or an event presented by other indigenous people. C. Learn and demonstrate ceremonial dance steps. D. Create a ceremonial dance.
<p style="text-align: center;">Roaring Laughter</p>  <p style="text-align: center;">Character Development Outdoor Skills & Awareness</p>	<p><i>Bear Elective Adventure: Roaring Laughter</i></p> <p>Complete at least four of the following:</p> <ol style="list-style-type: none"> 1. Think about what makes you laugh. Write down three things that make you laugh. 2. Practice reading tongue twisters. 3. Create your own short story. Remove some nouns, verbs, adjectives, and adverbs from the story, leaving blanks. Without telling the story, have a friend insert his or her own nouns, verbs, adjectives, and adverbs in the story you created. 4. With a partner, play a game that makes you laugh. 5. Share at least two jokes with members of your den to make them laugh. 6. Practice at least two run-ons with your den, and perform them at a pack meeting or campfire program.
<p style="text-align: center;">A World of Sound</p>  <p style="text-align: center;">Character Development</p>	<p><i>Bear Elective Adventure: A World of Sound</i></p> <p>Complete all of the following:</p> <ol style="list-style-type: none"> 1. Make an mbira. 2. Make a sistrum. 3. Make a rain stick
<p style="text-align: center;">Art Explosion</p>  <p style="text-align: center;">Character Development</p>	<p><i>Webelos/AOL Elective Adventure: Art Explosion</i></p> <p>Complete requirements 1–3. Requirement 4 is optional.</p> <ol style="list-style-type: none"> 1. Visit an art museum, gallery, or exhibit. Discuss with an adult the art you saw. What did you like? 2. Create two self-portraits using two different techniques, such as drawing, painting, printmaking, sculpture, and computer illustration. 3. Do two of the following: <ol style="list-style-type: none"> A. Draw or paint an original picture outdoors, using the art materials of your choice.

	<ul style="list-style-type: none"> B. Use clay to sculpt a simple form. C. Create an object using clay that can be fired, baked in the oven, or air-dried. D. Create a freestanding sculpture or mobile using wood, metal, papier-mâché, or found or recycled objects. E. F. Make a display of origami or kirigami projects. G. Use a computer illustration or painting program to create a work of art. H. Create an original logo or design. Transfer the design onto a T-shirt, hat, or other object. I. Using a camera or other electronic device, take at least 10 photos of your family, a pet, or scenery. Use photo-editing software to crop, lighten or darken, and change some of the photos. J. Create a comic strip with original characters. Include at least four panels to tell a story centered on one of the points of the Scout Law. Characters can be handdrawn or computer-generated. <p>4. Choose one of the following methods to show your artwork:</p> <ul style="list-style-type: none"> A. Create a hard-copy or digital portfolio of your projects. Share it with your family or members of your den or pack. B. Display your artwork in a pack, school, or community art show.
<p style="text-align: center;">Maestro!</p>  <p style="text-align: center;">Character Development</p>	<p><i>Webelos/AOL Elective Adventure: Maestro!</i></p> <p>Complete the following requirements.</p> <ol style="list-style-type: none"> 1. Do A or B: <ul style="list-style-type: none"> A. Attend a live musical performance. B. Visit a facility that uses a sound mixer, and learn how it is used. 2. Do two of the following: <ul style="list-style-type: none"> A. Make a musical instrument. Play it for your family, den, or pack. B. Form a "band" with your den. Each member creates his own homemade musical instrument. Perform for your pack at a pack meeting. C. Play two tunes on any band or orchestra instrument. D. Teach your den the words and melody of a song. Perform the song with your den at your den or pack meeting. E. Create original words for a song. Perform it at your den or pack meeting. F. Collaborate with your den to compose a den theme song. Perform it at your pack meeting. G. Write a song with words and music that expresses your feelings about an issue, a person, something you are learning, a point of the Scout Law, etc. Perform it at your den or pack meeting, alone or with a group. H. Perform a musical number by yourself or with your Webelos den in front of an audience.

Moviemaking





Character Development

Webelos/AOL Elective Adventure: Moviemaking

Complete the following requirements.

1. Write a story outline describing a real or imaginary Scouting adventure. Create a pictured storyboard that shows your story.
2. Create either an animated or live action movie about yourself. Your movie should depict how you live by the Scout Oath and Scout Law.
3. Share your movie with your family, den, or pack.

Miscellaneous Fun!	
Adventure/Organizing Principles	Requirements
<p>Curiosity, Intrigue, and Magical Mysteries</p>  <p>Character Development</p>	<p><i>Tiger Elective Adventure: Curiosity, Intrigue, and Magical Mysteries</i></p> <p>Complete requirements 1 and 2 plus at least one other.</p> <ol style="list-style-type: none"> 1. Do the following: <ol style="list-style-type: none"> A. Learn a magic trick. Practice your magic trick so you can perform it in front of an audience. B. Create an invitation to a magic show. C. With your den or with your family, put on a magic show for an audience. 2. Spell your name using sign language, and spell your name in Braille. 3. Create a secret code. Share it with your family or den. 4. With the other Scouts in your den or with your family, crack a code that you did not create. 5. With the help of your parent, guardian, or other caring adult, conduct a science demonstration that shows how magic works. Share what you learned from your science demonstration.
<p>Adventures in Coins</p>  <p>Character Development</p>	<p><i>Wolf Elective Adventure: Adventures in Coins</i></p> <p>Complete requirements 1–4. Requirements 5–7 are optional.</p> <ol style="list-style-type: none"> 1. Identify different parts of a coin. 2. Find the mint mark on a coin. Identify the mint where the coin was made and the year it was made. 3. Choose a coin that interests you, and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made. 4. Play a game or create a game board with your den or family where you can practice adding and subtracting coins. 5. Play a coin game. 6. Create a balance scale. 7. Do a coin-weight investigation.

Collections and Hobbies



Character Development

Wolf Elective Adventure: Collections and Hobbies

Complete the following requirements.

1. Begin a collection of 10 items that all have something in common. Label the items and title your collection.
2. Share your collection at a den meeting.
3. Complete one of the following and tell your den what you learned:
 - A. Visit a show or museum that displays different collections or models.
 - B. Watch a webcast or other media presentation about collecting or model building.
4. Complete one of the following:
 - A. Create an autograph book, and get 10 autographs. Start with members of your den.
With your parent's or guardian's permission, pick a famous living person, and write him or her a letter. In your letter, ask the person to send you an autographed photo.

Looking Back, Looking Forward



Character Development
















Webelos/AOL Elective Adventure: Looking Back, Looking Forward

















Complete the following requirements.














1. Create a record of the history of Scouting and your place in that history.
2. With the help of your den leader, parent, or guardian and with your choice of media, go on a virtual journey to the past and create a timeline.
3. Create your own time capsule.



Associated Cub Scout Awards

These are a few of the awards that can be earned by Cub Scouts along with the information

Awards	Requirements	
Whittling Chip 		Scouting Skills – Bear Claws- Requirement 2 https://www.scouting.org/filestore/cubscouts/pdf/512-028_WB.pdf
		Scouting Skills – AOL – Requirement 6 https://www.scouting.org/filestore/cubscouts/pdf/512-028_WB.pdf
Cub Scout Outdoor Activity Award   Given when the award is earned 2 or more times, pinned <i>onto</i> to the patch. https://www.scouting.org/filestore/cubscouts/pdf/512-013_wb.pdf		Complete Backyard Jungle adventure from the <i>Tiger Handbook</i> , and complete four outdoor activities
		Complete Paws on the Path adventure from the <i>Wolf Handbook</i> , and complete five outdoor activities
		Complete Bear Necessities adventure and complete six outdoor activities
		Complete Webelos Walkabout adventure, and complete seven outdoor activities
		Cub Scouting conservation projects should involve the entire Cub Scout pack, each den, adult leaders, and family members. Hands-on projects help Cub Scouts and Webelos Scouts realize that everyone can do things to care for the environment. Cub Scouts and Webelos Scouts participating in the Conservation Good Turn can also meet some advancement requirements. https://www.scouting.org/scoutsources/boyscouts/youth/conservationgoodturn.aspx
Conservation Good Turn 		Application https://www.scouting.org/filestore/pdf/GTFAapplication.pdf
		
		
		

<p>Cub Scout World Conservation Award</p>  <p>https://www.scouting.org/filestore/cubscouts/pdf/512-036_WB.pdf</p>		<p>Tigers cannot earn the Cub Scout World Conservation Award</p>
		<p>Wolf Scout Requirements</p> <p>You may earn the World Conservation Award by doing the following:</p> <ol style="list-style-type: none"> 1. Earn the Paws on the Path adventure. 2. Earn the Grow Something adventure. 3. Complete requirements 1 and 2 from the Spirit of the Water adventure. 4. Participate in a den or pack conservation project in addition to the above.
		
		
		<p>Bear Scout Requirements:</p> <p>You may earn the World Conservation Award by doing the following:</p> <ol style="list-style-type: none"> 1. Earn the Fur, Feathers, and Ferns adventure. 2. Earn either the A Bear Goes Fishing or Critter Care adventure. 3. Complete requirement 3 from the Baloo the Builder adventure by constructing a bird feeder or a bird house as one of the options. 4. Participate in a den or pack conservation project in addition to the above.
		
		
		
		<p>Webelos Scout Requirements (including boys earning the Arrow of Light rank)</p> <p>You may earn the World Conservation Award by doing the following:</p> <ol style="list-style-type: none"> 1. Earn the Building a Better World adventure. 2. Earn the Into the Wild adventure. 3. Earn the Into the Woods adventure. 4. Earn the Earth Rocks adventure. 5. Complete requirements 1, 3a, and 3b from the Adventures in Science adventure. 6. Participate in a den or pack conservation project in addition to the above.
		
		
		
		
<p>Recruiter Strip</p> 		<p>Recruiter Strip</p> <p>Cloth strip presented to boys for recruiting another boy into the program. Worn by Cub Scouts and Webelos Scouts</p> <p>https://www.scouting.org/Home/Awards_Central/RecruiterStrip.aspx</p>

<p style="text-align: center;">National Den Award</p>  <p>Tiger Cub Scout Neckerchief No. 80871 Slide No. 80870 Pin No. 14332</p> <p>Wolf Cub Scout Neckerchief No. 00802 Slide No. 80900 Pin No. 14333</p> <p>Bear Cub Scout Neckerchief No. 00801 Slide No. 80901 Pin No. 14334</p> <p>Webelos Scout Neckerchief No. 00809 Slide No. 00891 Pin No. 14335</p>	   	<p>The National Den Award Recognizes dens and Scouts that conduct a quality, year-round program. Service projects, field trips, character development, and Cub Scout camping are areas that are emphasized. Dens earn the award as a team, not as individual den members. The recognition is a ribbon for the den flag or den doodle.</p> <p>https://www.scouting.org/home/awards_central/nationaldenaward.aspx</p>
<p style="text-align: center;">JTE Unit Award</p> 		<p>Scouting's Journey to Excellence "Scouting's Journey to Excellence" is the BSA's new council performance recognition program designed to encourage and reward success and measure the performance of our units, districts, and councils.</p>
<p style="text-align: center;">NOVA AWARD</p> 		<p>BSA's NOVA Awards program incorporates learning with cool activities and exposure to STEM (science, technology, engineering, and mathematics). The hope is that the requirements and activities for earning these awards stimulates interest in STEM-related fields and shows Scouts how STEM principles apply to everyday living and the world around them. Counselors and mentors help bring this engaging, contemporary, and fun program to life for youth members.</p> <p>https://www.scouting.org/stem/awards.aspx</p>
<p style="text-align: center;">Emergency Preparedness Award</p>  <p>https://www.scouting.org/Home/Awards_Central/EmergencyPreparedness.aspx</p>		<p>Tiger Requirements</p> <ol style="list-style-type: none"> 1. Cover a family fire plan and drill, and what to do if separated from the family. 2. Discuss a family emergency plan with the family. 3. Create, plan, and practice summoning help during an emergency. 4. Take a nationally recognized first-aid course geared toward children such as American Red Cross <i>First Aid for Children Today</i> (FACT). 5. Join a safe kids program such as McGruff Child Identification, Internet Safety, or Safety at Home. 6. Show and tell your family household what you have learned about preparing for emergencies.
 <p>No. 620353 No. 620354 No. 620355</p>		<p>Wolf Requirements</p> <ol style="list-style-type: none"> 1. Create a checklist to keep your home safe. 2. Discuss a family emergency plan with the family. 3. Create, plan, and practice summoning help during an emergency. 4. Learn emergency skills and care for choking, wounds, nosebleeds, falls, and animal bites. The emergency skills should include responses for fire safety, poisoning, water accidents, substance abuse, and more.




	<ol style="list-style-type: none"> 5. Join a safe kids program such as the McGruff Child Identification program. Put on a training program for your family or den on stranger awareness, Internet safety, or safety at home. 6. Make a presentation to your family on what you have learned about preparing for emergencies.
	<p>Bear Requirements</p> <ol style="list-style-type: none"> 1. Create, plan, and practice summoning help during an emergency. 2. Learn how to shut off utilities to your home in an emergency. 3. Learn simple rescue techniques. 4. Learn emergency skills and care for choking, wounds, nosebleeds, falls, and animal bites. The emergency skills should include responses for fire safety, poisoning, water accidents, substance abuse, and more. 5. Put together a family emergency kit for use in the home. 6. Organize a safe kids program such as the McGruff Child Identification program. Put on a training program for your family or den on stranger awareness, Internet safety, or safety at home. 7. Make a small display or give a presentation for your family or den on what you have learned about preparing for emergencies.
	<p>Webelos Scout Requirements</p> <ol style="list-style-type: none"> 1. Learn rescue techniques. 2. Build a family emergency kit, with an adult family member participating in the project. 3. Take a first-aid course. 4. Learn to survive extreme weather situations. 5. Learn about stranger awareness, Internet safety, or safety at home. 6. Give a presentation to your den on preparing for emergencies.




EXAMPLES



Here are two examples of how this guide might be used. Although the level of expectation for Tigers and Webelos scouts are different, you could develop one station that allowed both sets of boys to work towards their respective adventures.



Additionally, this same process can be used to develop a “common” lesson session for small units grouping different ranks together for a den activity.

- 1) Let’s say that you are planning a belt loop event and would like to have a station for art. The following adventures have common art themes:



Visual & Performing Arts	
Adventure/Organizing Principles	Requirements
<p style="text-align: center;">Stories in Shapes</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development</p>	<p><i>Tiger Elective Adventures: Stories in Shapes</i> Complete at least four of the following requirements.</p> <ol style="list-style-type: none"> 1. Visit an art gallery or a museum, explore an art website, or visit your library. 2. Look closely at pictures of some art with your den or a family member. Decide what you like about the art, and share your ideas with the other Tigers. 3. Create a piece of art on paper, poster board, or canvas. 4. Draw or create an art piece using shapes. 5. Use tangrams to create shapes.
<p style="text-align: center;">Tiger Tales</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development</p>	<p><i>Tiger Elective Adventures: Tiger Tales</i> Complete at least four of the following requirements</p> <ol style="list-style-type: none"> 1. Create a tall tale with your den. 2. Create your own tall tale. Share your tale with your den. 3. Read a tall tale with your parent, guardian, or other caring adult. 4. Create a piece of art from a scene in the tall tale you have read, using your choice of materials. Share it with your den. 5. Play a game from the past. 6. Sing two folk songs. 7. Visit a historical museum or landmark with your parent, guardian, or other caring adult.
<p style="text-align: center;">Tiger Theater</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development</p>	<p><i>Tiger Elective Adventures: Tiger Theater</i> Complete at least four of the following requirements.</p> <ol style="list-style-type: none"> 1. With your den, discuss the following types of theater: puppet shows, reader’s theater, and pantomime. 2. As a den, play a game of one-word charades. 3. Make a puppet to show your den or to display at a pack meeting. 4. Perform a simple reader’s theater. Make a mask afterward to show what your character looks like. 5. Watch a play or attend a story time at a library

<p style="text-align: center;">Howling at the Moon</p>  <p style="text-align: center;">Character Development Outdoor Skills & Awareness</p>	<p>Wolf Required Adventure: Howling at the Moon</p> <p>Complete the following requirements.</p> <ol style="list-style-type: none"> 1. Show you can communicate in at least two different ways. 2. Work with your den or family to create an original skit. 3. Work together with your den or family to plan, prepare, and rehearse a campfire program to present at a den meeting or pack program. 4. Perform your role for a den meeting or pack program.
<p style="text-align: center;">Beat of the Drum</p>  <p style="text-align: center;">Character Development</p>	<p>Bear Elective Adventure: Beat of the Drum</p> <p>Complete requirement 1 plus two others from requirements 2–4.</p> <ol style="list-style-type: none"> 1. Learn about the history and culture of American Indians or other indigenous people who lived in your area long ago. 2. Create a legend by building a diorama, writing a story, or presenting a skit. 3. Complete one of the following: <ol style="list-style-type: none"> A. Make a dream catcher. B. Make a craft similar to one made by American Indians or indigenous people. C. Make a drum. Once your drum is complete, create a ceremonial song. 4. Complete one of the following: <ol style="list-style-type: none"> A. Visit an Order of the Arrow dance ceremony. B. Visit an American Indian event or an event presented by other indigenous people. C. Learn and demonstrate ceremonial dance steps. D. Create a ceremonial dance.
<p style="text-align: center;">Roaring Laughter</p>  <p style="text-align: center;">Character Development Outdoor Skills & Awareness</p>	<p>Bear Elective Adventure: Roaring Laughter</p> <p>Complete at least four of the following:</p> <ol style="list-style-type: none"> 1. Think about what makes you laugh. Write down three things that make you laugh. 2. Practice reading tongue twisters. 3. Create your own short story. Remove some nouns, verbs, adjectives, and adverbs from the story, leaving blanks. Without telling the story, have a friend insert his or her own nouns, verbs, adjectives, and adverbs in the story you created. 4. With a partner, play a game that makes you laugh. 5. Share at least two jokes with members of your den to make them laugh. 6. Practice at least two run-ons with your den, and perform them at a pack meeting or campfire program.

<p style="text-align: center;">A World of Sound</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development</p>	<p><i>Bear Elective Adventure: A World of Sound</i></p> <p>Complete all of the following:</p> <ol style="list-style-type: none"> 1. Make an mbira. 2. Make a sistrum. 3. Make a rain stick
<p style="text-align: center;">Art Explosion</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development</p>	<p><i>Webelos/AOL Elective Adventure: Art Explosion</i></p> <p>Complete requirements 1–3. Requirement 4 is optional.</p> <ol style="list-style-type: none"> 1. Visit an art museum, gallery, or exhibit. Discuss with an adult the art you saw. What did you like? 2. Create two self-portraits using two different techniques, such as drawing, painting, printmaking, sculpture, and computer illustration. 3. Do two of the following: <ol style="list-style-type: none"> A. Draw or paint an original picture outdoors, using the art materials of your choice. B. Use clay to sculpt a simple form. C. Create an object using clay that can be fired, baked in the oven, or air-dried. D. Create a freestanding sculpture or mobile using wood, metal, papier-mâché, or found or recycled objects. E. Make a display of origami or kirigami projects. F. Use a computer illustration or painting program to create a work of art. G. Create an original logo or design. Transfer the design onto a T[ee]-shirt, hat, or other object. H. Using a camera or other electronic device, take at least 10 photos of your family, a pet, or scenery. Use photo-editing software to crop, lighten or darken, and change some of the photos. I. Create a comic strip with original characters. Include at least four panels to tell a story centered on one of the points of the Scout Law. Characters can be hand drawn or computer-generated. 4. Choose one of the following methods to show your artwork: <ol style="list-style-type: none"> C. Create a hard-copy or digital portfolio of your projects. Share it with your family or members of your den or pack. D. Display your artwork in a pack, school, or community art show.

<p style="text-align: center;">Maestro!</p>  <p style="text-align: center;">Character Development</p>	<p>Webelos/AOL Elective Adventure: Maestro!</p> <p>Complete the following requirements.</p> <ol style="list-style-type: none"> 1. Do A or B: <ol style="list-style-type: none"> A. Attend a live musical performance. B. Visit a facility that uses a sound mixer, and learn how it is used. 2. Do two of the following: <ol style="list-style-type: none"> A. Make a musical instrument. Play it for your family, den, or pack. B. Form a “band” with your den. Each member creates his own homemade musical instrument. Perform for your pack at a pack meeting. C. Play two tunes on any band or orchestra instrument. D. Teach your den the words and melody of a song. Perform the song with your den at your den or pack meeting. E. Create original words for a song. Perform it at your den or pack meeting. F. Collaborate with your den to compose a den theme song. Perform it at your pack meeting. G. Write a song with words and music that expresses your feelings about an issue, a person, something you are learning, a point of the Scout Law, etc. Perform it at your den or pack meeting, alone or with a group. H. Perform a musical number by yourself or with your Webelos den in front of an audience.
<p style="text-align: center;">Moviemaking</p>  <p style="text-align: center;">Character Development</p>	<p>Webelos/AOL Elective Adventure: Moviemaking</p> <p>Complete the following requirements.</p> <ol style="list-style-type: none"> 1. Write a story outline describing a real or imaginary Scouting adventure. Create a pictured storyboard that shows your story. 2. Create either an animated or live action movie about yourself. Your movie should depict how you live by the Scout Oath and Scout Law. 3. Share your movie with your family, den, or pack.

2) Let's say that you are planning for summer camp activities. The following adventures have similar requirements for camping, knots, and for outdoor performance:

Camping	
Adventure/Organizing Principles	Requirements
<p style="text-align: center;">Call of the Wild</p> <div style="text-align: center;">  </div> <p style="text-align: center;"> Character Development Leadership Outdoor Skills & Awareness Participatory Citizenship </p>	<p><i>Wolf Required Adventure: Call of the Wild</i></p> <p>Complete requirements 1–4 plus at least one other.</p> <ol style="list-style-type: none"> 1. Attend one of the following: <ol style="list-style-type: none"> A. A pack or family campout B. An outdoor activity with your den or pack C. Day camp D. Resident camp 2. With your family or den, make a list of possible weather changes that could happen during your outing according to the time of year you are outside. Tell how you will be prepared for each one. 3. Do the following: <ol style="list-style-type: none"> A. Recite the Outdoor Code with your leader. B. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code. C. After your outdoor activity or campout, list the ways you demonstrated being careful with fire or other dangers. 4. Show or demonstrate what to do: <ol style="list-style-type: none"> A. In case of a natural disaster such as an earthquake or flood. B. To keep from spreading your germs. 5. Show how to tie an overhand knot and a square knot. 6. While on a den or family outing, identify four different types of animals you see or explain evidence of their presence. Tell how you identified them.
<p style="text-align: center;">Bear Necessities</p> <div style="text-align: center;">  </div> <p style="text-align: center;"> Character Development Leadership Outdoor Skills & Awareness Personal Fitness </p>	<p><i>Bear Required Adventure: Bear Necessities</i></p> <p>Complete requirements 1–4. Requirements 5 and 6 are optional.</p> <ol style="list-style-type: none"> 1. While working on your Bear badge, attend one of the following: <ol style="list-style-type: none"> A. A daytime or overnight campout with your pack or family B. An outdoor activity with your den or pack C. Day camp D. Resident camp 2. Make a list of items you should take along on the activity selected in requirement 1. 3. Make a list of equipment that the group should bring along in addition to each Scout's personal gear for the activity selected in requirement 1. 4. Help set up a tent. Determine a good spot for the tent, and explain to your den leader why you picked it. 5. Demonstrate how to tie two half hitches and explain what the hitch is used for. 6. Learn how to read a thermometer and a barometer. Keep track of the temperature and barometric pressure readings and the actual weather at the same time every day for seven days.

Outdoorsman



Character Development
Leadership
Outdoor Skills & Awareness
Participatory Citizenship
Personal Fitness

AOL Required Adventure: Outdoorsman (Camper in handbook)

Complete Option A or Option B.

Option A:

1. With the help of your den leader or family, plan and participate in a campout.
2. On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.
3. Once your tents are set up, discuss with your den or family what actions you should take in the case of the following extreme weather events which could require you to evacuate:
 - A. Severe rainstorm causing flooding
 - B. Severe thunderstorm with lightning or tornadoes
 - C. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
4. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
5. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

Option B:

1. With the help of your den leader or family, plan and participate in an outdoor activity.
2. Discuss with your den or family what actions you should take in the case of the following extreme weather events:
 - A. Severe rainstorm causing flooding
 - B. Severe thunderstorm with lightning or tornadoes
 - C. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
3. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
4. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

