

Tiger Adventure: Backyard Jungle

1. Take a 1-foot hike. Make a list of the living things you find on your 1-foot hike.
2. Point out two different kinds of birds that live in your area.
3. Be helpful to plants and animals by planting a tree or other plant in your neighborhood.
4. Build and hang a birdhouse.
5. With your adult partner, go on a walk, and pick out two sounds you hear in your “jungle.”

Tiger Adventure: Games Tigers Play

1. Do the following:
 - 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. Make up a game with the members of your den.
3. Make up a new game, and play it with your family or members of your den or pack.
4. While at a sporting event, ask a player or coach why he or she thinks it is important to be active.
5. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.

Tiger Adventure: Tigers in the Wild

1. With your adult partner, 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 if it rains.
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:
 - 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 campout campfire. Sing a song and 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 nearby 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*. Nature Center visited camp – Ask your Cub about the animals that came to camp

Tiger Elective Adventure: Tiger: Safe and Smart

1. Do the following:
 - a. Memorize your address, and say it to your den leader or adult partner.
 - b. Memorize an emergency contact’s phone number, and say it to your den leader or adult partner.
 - c. Take the 911 safety quiz.
2. Do the following:
 - a. Show you can “Stop, Drop, and Roll.”
 - b. Show you know how to safely roll someone else in a blanket to put out a fire.

5. Find the smoke detectors in your home. With the help of your adult partner, check the batteries.
5. Visit an emergency responder station, or have an emergency responder visit you.

Wolf Adventure: Call of the Wild

1. While a Wolf Scout, attend a pack or family campout. If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or a daylong outdoor activity with your den or pack.
2. Show how to tie an overhand knot and a square knot.
3. While on a den or family outing, identify four different types of animals. Explain how you identified them.
4. With your family or den, make a list of possible weather changes that might happen on your campout according to the time of year you are camping. Tell how you will be prepared for each one.
5. Show or demonstrate what to do:
 - a. When a stranger approaches you, your family, or your belongings.
 - b. In case of a natural disaster such as an earthquake or flood.
 - c. To keep from spreading your germs.
5. On the campout, participate with your family or den in a campfire show. Prepare a skit or song, and then present it at the campfire for everyone else.
7. Do the following:
 - 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 campout, list the ways you demonstrated being careful with fire

Wolf Adventure: Council Fire

1. Participate in a flag ceremony, and learn how to properly care for and fold the flag.
2. Work with your den to develop a den duty chart, and perform these tasks for one month.
3. Do the following:
 - a. Learn about the changes in your community, and create a project to show your den how the community has changed.
 - b. Select one issue in your community, and present to your den your ideas for a solution to the problem.
4. Do the following:
 - a. Attend the pack committee leaders' meeting. Present ideas to the pack committee regarding your service project.
 - b. Work together on a community service project.
5. Talk to a military veteran, law enforcement officer, member of the fire department, or someone else who works for the community. Talk about his or her service to the community. After you have visited with the individual, write a short thank-you note.
5. Do the following:
 - a. Learn about the three R's of recycling: reduce, reuse, and recycle. Discover a way to do each of these at home, at school, or in your community.
 - b. Make your own recycling center, or contribute to an existing one.
 - c. Create a den project from recyclables for a pack meeting.

Wolf Adventure: Paws on the Path

1. Show you are prepared to hike safely 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 Scouts.
3. Describe what you should do if you get separated from your group while hiking.
4. Choose the appropriate clothing to wear on your hike based on the expected weather.
5. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. After hiking, discuss how you showed respect for wildlife.

3. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.

Wolf Adventure: Running With the Pack

1. Play catch with someone in your den or family who is standing 10 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 ability.
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.
5. Demonstrate what it means to eat a balanced diet by helping to plan a healthy menu for a meal for your family. Make a shopping list of the food used to prepare the meal.

Wolf Elective Adventure: Air of the Wolf

1. Do the following investigations:
 - a. Conduct an investigation about the weight of air.
 - b. Conduct an investigation about air temperature.
 - c. Conduct at least one of the following investigations to see how air affects different objects:
 - i. Make a paper airplane and fly it five times. Make a change to its shape to help it fly farther. Try it at least five times.
 - ii. Make a balloon-powered sled or a balloon-powered boat. Test your sled or boat with larger and smaller balloons.
 - iii. 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.
 - iv. 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. Do the following:
 - 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.
3. Do the following:
 - a. Explain the rules for safely flying kites.
 - b. Make a kite using household materials.
4. With your family, den, or pack, participate in a kite derby, space derby, or raingutter regatta. Explain how air helps the vehicle move.

Wolf Elective Adventure: Finding Your Way

1. Do the following:
 - 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. Pick a nutritious snack, and find where it came from. Locate that area on a map.
3. Do the following:
 - 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.
4. Go on a scavenger hunt using a compass, and locate an object with a compass.
5. Using a map and compass, go on a hike with your den or family.

Wolf Elective Adventure: Grow Something

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.
4. Make a terrarium.
5. Do one of the following:
 - a. 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.
 - b. Grow a sweet potato plant in water. Keep a journal of its growth for two weeks. Share it

Wolf Elective Adventures: Motor Away

1. Do the following:
 - 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 boats and sail them. Choose different shapes for your boats.
3. Create a car that moves under its own power.

Wolf Elective Adventures: Paws of Skill

1. Talk with your family and den about what it means to be physically fit. Share ideas of what you can do to stay in shape.
2. **With your 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. See if you can improve over a two-week period.
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, 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.**
5. Visit a sporting event with your family or your den. Look for ways the team works together. Share your visit with your den.
7. With your den, develop an obstacle course that involves five different movements. Run the course two times and see if your time improves.

Bear Adventure: Bear Necessities

1. While working on your Bear badge, camp overnight with your pack. If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or a daylong outdoor activity with your den or pack.
2. Attend a campfire show, and participate by performing a song or skit with your den.
3. Make a list of items you should take along on your campout.
4. Make a list of equipment that the group should bring along in addition to each Scout's personal gear.
5. With your den, plan a cooked lunch or dinner that is nutritious and balanced. Make a shopping list, and help shop for the food. On a campout or at another outdoor event, help cook the meal, and help clean up afterward.
5. Help your leader or another adult cook a different meal from the one you helped prepare for requirement 5. Cook this meal outdoors.
7. **Help set up a tent. Pick a good spot for the tent, and explain to your den leader why you picked it.**
8. Demonstrate how to tie two half hitches. Explain what they are used for.
9. 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.

Bear Adventure: Fur, Feathers, and Ferns

2. Name one animal that has become extinct in the last 100 years and one animal that is currently endangered. Explain what caused their declines.
3. 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.
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.

Bear Elective Adventure: A Bear Goes Fishing

1. Discover and learn about three types of fishes in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each likes.
2. Learn about your local fishing regulations with your 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.

Webelos Adventure: First Responder

Do all of these:

1. Explain what first aid is. Tell what you should do after an accident.
2. Show what to do for the hurry cases of first aid: a. Serious bleeding
b. Heart attack or sudden cardiac arrest
c. Stopped breathing
d. Stroke
e. Poisoning
3. Show how to help a choking victim.
4. Show how to treat for shock.
5. Demonstrate that you know how to treat the following: a. Cuts and scratches
b. Burns and scalds
c. Sunburn
d. Blisters on the hand and foot
e. Tick bites
f. Bites and stings of other insects
g. Venomous snakebite
h. nosebleed
i. 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.

Webelos Adventure: Stronger, Faster, Higher

Do all of these:

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:

- b. Vertical jump
- c. Lifting a 5-pound weight
- d. Push-ups
- e. Curls
- f. 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. 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 improve your time over a two-week period.
5. With adult guidance, lead younger Scouts in a fitness game or games as a gathering activity for a pack or den meeting.
6. Try a new sport you have never tried before.

Webelos Adventure: Webelos Walkabout

Do all of these:

1. Create a hike plan.
2. Assemble a hiking first-aid kit.
3. Describe and identify from photos any poisonous plants and dangerous animals you might encounter on your hike.
4. Before your hike, plan and prepare a nutritious lunch. Enjoy it on your hike, and clean up afterward.
5. 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.
5. With your Webelos den or with a family member, hike 3 miles (in the country, if possible).
7. Complete a service project on or near the hike location.
8. Perform one of the following leadership roles during your hike: trail leader, first-aid leader, lunch leader, or service project leader.

Arrow of Light Adventure: Camper

Do all of these:

1. With the help of your den leader or family, plan and conduct a campout. If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or a daylong outdoor activity with your den or pack.
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 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. On a pack campout, work with your den leader or another adult to plan a campfire program with the other dens. Your campfire program should include an impressive opening, songs, skits, a Cubmaster's minute, and an inspirational closing ceremony.
5. 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. Go on a geocaching adventure with your den or family. Show how you used a GPS unit or a smartphone with a GPS application to locate a geocache.
7. 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.

Arrow of Light Adventure: Scouting Adventure

Do all of these:

1. Prepare yourself to become a Boy Scout by completing all of the items below: a. Repeat from memory the Scout Oath,

- b. Explain what Scout spirit is. Describe for your den leader, parent, or guardian some ways you have shown Scout spirit by practicing the Scout Oath, Scout Law, Scout motto, and Scout slogan.
 - c. Give the Boy Scout sign, salute, and handshake. Explain when they should be used.
 - 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 Outdoor Code. **In your own words, explain what the Outdoor Code means to you.**
2. Visit a Boy Scout troop meeting with your den members, leaders, and parent or guardian. 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.**
 5. Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. If you have not already done so, earn your Whittling Chip card.

Webelos/AOL Elective Adventure: Into the Wild

Do six from requirements 1 through 9.

1. **Collect and care for an "insect, amphibian, or reptile zoo."** You might have crickets, ants, grasshoppers, a lizard, or a toad. 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 town 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.
5. 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.

Webelos/AOL Elective Adventure: Into the Woods

Do all of these:

1. Identify two different groups of trees and the parts of a tree.
2. Identify six 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 six plants common to the area where you live. Tell which animals use them and for what purpose.
4. 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.
5. 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.
7. 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.

Webelos/AOL Elective Adventure: Sportsman

Do all of these:

1. Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey.
2. While you are a Webelos Scout, participate in two individual sports.
3. While you are a Webelos Scout, play two team sports.
4. Complete the following requirements:
 - 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.