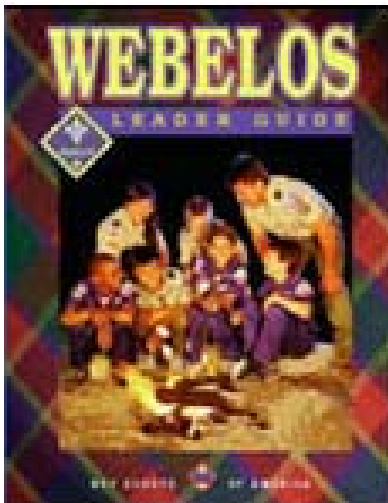


Webelos Activity Badge

Traveler



Prepared By:

Rich Smith

Cubmaster Pack 133

December, 2006

The information in this Activity Badge Outline has come from many sources, including the Internet, BALOO'S BUGLE, the Pow Wow books listed on MacScouter, and some items created especially for this activity by me, often following the requirements of the Webelos Scout book.

Where possible, I have tried to give credit to the source of the material. However, often the same material appears on numerous sites or in numerous sources. My name only appears on worksheets or activities that I developed. If no reference or credit appears on an item, it simply means that it is available from multiple sources or that the source is unknown. I am in no way attempting to take credit for the fine work performed by other Scouters. I have only tried to assemble the available information that I have collected over the years, and supplement it with my own work when the Webelos requirements changed or when a specific need was not met by the available resources. Other Scouters have gone before me in this endeavor, such as Barb Stephens and R. Gary Hendra, and to them I offer my thanks.

Please use this information in the spirit that it was intended – to make the job of the Webelos Leader easier by providing a format to follow with the necessary resources to fulfill the requirements of the Activity Badge, while providing the Scouts with fun and interesting activities!

Rich Smith
Cubmaster
Pack 133
Coatesville, PA

Traveler

Do **Five** of These:

1. Get a map or timetable from a railroad, bus line, airline, subway, or light rail. The line should serve the place where you live or near where you live. Look up some places it goes.
2. Use a timetable to plan a trip from your home to a city in another state by railroad, bus, airline, or ferry.
3. With the help of your parent, guardian, teacher, or librarian, use a map site on the Internet to plan a trip from your home to a nearby place of interest. Download and/or print the directions and street map showing how to go from your home to the place you chose.
4. With your parent or guardian, take a trip to a place that interests you. Go by car, bus, boat, train, or plane.
5. Figure out what it costs per mile for the trip you took or planned to fulfill requirement 2, 4, 6, or 7. (Don't forget to include getting back to your starting point.)
6. Decide on four nearby trips you would like to take with your parents or guardian. Draw the route of each trip on a highway map. Using the map, act as navigator on one of these trips. It should start at your home, be at least 25 miles long, and have six or more turns.
7. Decide on a trip you would like to take that lasts at least two days. Pack everything you would need for that trip.
8. Check the first aid kit in the family car to see if it contains what is needed. Explain what you found.
9. Look at a map legend on a road map of your area. Learn what the symbols mean. Show your Den members what you have learned.
10. On a road map of your area, find a place of interest, and draw two different routes between it and your home. Use the map legend to determine which route is shorter in miles.
11. Make a list of safety precautions you, as a traveler, should take for travel by each of the following; car, bus, plane, boat, train.
12. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for **Geography**.
13. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for **Map and Compass**.



Traveler Signoff

Requirement							
Do five of these requirements:							
1. Look at a timetable from a railroad, bus line, airline, subway, or light rail.							
2. Use a timetable to plan a trip							
3. Use a map site on the Internet to plan a trip from your home to a nearby place of interest.							
4. Take a trip to a place that interests you.							
5. Figure out what it costs per mile for the trip you took.							
6. Draw the route on a highway map of four nearby trips.							
7. Pack everything you would need for a two days trip.							
8. Check the first aid kit in the family car.							
9. Learn what the symbols mean on a road map legend.							
10. Draw two different routes on a road map and determine the shorter route.							
11. Make a list of safety precautions for travel by car, bus, plane, boat, and train.							
12. Earn the Cub Scout Academics belt loop for Geography .							
13. Earn the Academics belt loop for Map and Compass .							

Traveler Activity Badge

1. Premeeting Activities
 - a. Traveler Word Search *(Handout)*
 - b. Crossing the States Crossword *(Handout)*
 - c. What's In A Wheel Crossword *(Handout)*
 - d. Do You Know Your Cars? *(Handout)*
 - e. Transportation Game *(Handout)*
 - f. Signs Around Town *(Handout)*
2. Introduction
 - a. Background Information
 - b. Ideals for Den Activities
3. Get a timetable from a railroad p 464 *(Requirement 1)*
 - a. Discuss and answer questions *(Handout)*
4. Plan a trip to a city in another state p 465 *(Requirement 2)*
 - a. Use the railroad timetable to plan *(Handout)*
5. How much does it cost? p 467 *(Requirement 5)*
 - a. Discuss and do example *(Handout)*
6. Packing for a trip p 467 *(Requirement 7)*
 - a. List and discuss *(Handout)*
 - b. Play the Suitcase Race game
7. Car First Aid Kit p 472 *(Requirement 8)*
 - a. List and discuss *(Handout)*
8. Use a map legend p 468 *(Requirement 9)*
 - a. Discuss and do activity *(Handout)*
9. Different routes on a map legend p 468 *(Requirement 10)*
 - a. Discuss and do activity *(Handout)*
 - b. Play the Map Study game
10. Earn the Geography Belt Loop p 473 *(Requirement 12)*
11. Earn the Map and Compass Belt Loop p 473 *(Requirement 13)*

Rich Smith
12/31/2006

How To Use These Resources

1. Review the requirements of the Traveler Activity Badge and become familiar with the requirements. They are relatively simple and straightforward.
2. Decide how to breakup the requirements into Den Meetings. It is very difficult, if not impossible, to successfully complete any of the Activity Badges in a single Den Meeting. Generally it takes at least three sessions to fulfill the requirements.
3. Map out a plan, using the information on the preceding page to fill out each meeting with fun filled activities that will keep your Webelos engaged. Many of the Activity Badges require the Scouts to learn – but do not fall into the trap of making learning *boring* or “*just like school.*” Not that there is anything wrong with school – my wife is an elementary teacher – but every Den Meeting should leave the boys wanting to come back for more.
4. Start each Den Meeting with a Gathering Activity from the resource list. It will keep the boys occupied and lead into the Traveler activities.
5. Introduce the Activity Badge using the information from the Introduction to the Traveler Activity Badge resource, combine with your personal experience.
6. Break up the Den Meeting with a game from the Traveler Games resources or with another of the Gathering Activities. This will keep the boys on task.
7. Make the sessions as interesting as you can. The handouts that require answers (for instance, the Car First Aid Kit) can be used in two ways – *Static and Active mode*. In the Static mode, ask questions, allow the boys a few minutes to write their answers, and then ask them for their answers. Go around the group and allow only one answer per Scout. Some boys will want to dominate the discussion and give all of their answers at once. By only allowing one answer per boy you insure that all boys will participate. The Active mode makes a game out of every activity. Line the boys up shoulder to shoulder. Ask each boy a question, one at a time. If he answers correctly, he advances one step (or one floor tile). The first boy to reach an arbitrary end line or who advances the farthest wins!
8. Dedicate one meeting night to earning the Geography or Map and Compass belt loop.
9. If possible, take a Den trip on a train or bus. Make sure that all of the parents are involved, and *plan ahead* for all possibilities.
10. Finish off the month by learning a song or a skit with a travel theme for the Pack Meeting. Choose from the resources contained at the back of this packet or find one from your other resources that better suits your needs or interests.

Introduction to the Traveler Activity Badge

Traveling has always been one of man's greatest adventures, leading him to explore new lands and new worlds. Early explorers sailed across uncharted oceans, floated down the mightiest of rivers, and journeyed through the wilderness of mountains and valleys.

Today men and women travel through the vastness of space seeking knowledge of the unknown.

Almost everybody loves to travel. Webelos Scouts are no exception. But not everyone has the opportunity for extensive travel. Obviously you can't give your boys that opportunity while working on the Traveler Badge. But you can introduce them to some of the joys of travel and perhaps to a means of travel new to them.

Your Webelos Scouts have more than likely been introduced to traveling. Many boys have already read stories or entire books about explorers, pioneers, and astronauts. Almost everyone has traveled by car for a vacation or on a family trip, or by bus for a school field trip.

Question your Scouts to investigate their own traveling experiences.

The Traveler Activity Badge will help your Webelos discover new things about traveling. Earning this Activity Badge will help boys prepare for traveling experiences and will enable them to get the most out of trips while learning about our country. Working on the achievements for this Badge will help them learn how to read maps and timetables for different transportation methods, compare travel costs, plan trips, and pack suitcases for overnight stays.

The objectives of this activity badge are:

- To introduce your Webelos to the excitement of traveling
- To see new places and meet new people
- To show Scouts some of the practical skills that are needed to get "there" successfully and efficiently so that when "there", they can have a rewarding experience
- To have the Scouts practice planning in a fun way.

Notice that the two trips listed in the requirement are *family trips* and not *Webelos Den* activities. This does not mean that you cannot make it a *Den Family outing* or a *Den trip*, provided that you have sufficient adult supervision. You can help the boys secure some of the travel items they will need for these trips and teach them how to read maps and timetables as they prepare for their family trips. Remember that to earn this Badge, the boys *must be involved* in trip planning.

Some Suggested Den Activities

From Baloos' Bugle May 2006

Great Salt Lake Area Council

- Take a ride on public transportation. Is there a bus line or a light rail system near you that would be good for a Den Trip? How many of your Cubs have ever been on public transportation (other than school buses). Be sure to have enough adults along.
- Visit a train depot, bus terminal or airport, to see inside operations.
- Discuss timetables and how to read them.
- Visit a county, state or national park with your Den families.
- Visit an historic site nearby in your city.
- Visit a travel agency and find out what they do.
- Locate points of interest on city and state highway maps.
- Make a map of your neighborhood area w/ a key and have a den member follow it.
- Calculate cost and speed of a plane trip.
- Prepare a first aid kit for the family car, with each boy furnishing his own supplies
- Have a speed contest of locating specific destination and how to get there, using maps and timetables.
- Teach the proper packing of suitcase, and afterwards, have speed contest, stressing neatness as well as speed.
- Have the boys develop a set of rules for family travel (subject to parents' approval) including such things as using seat belts, behavior, responsibilities, etc.
- Brighten up the den meeting place during this month by hanging wall posters of far away places. Local travel agency or downtown travel bureau setup by state or country might supply posters.
- Have the Scouts bring objects and photos they have collected on a trip with their family, and have them tell the Den about them.
- Put on a skit or sing a song about traveling for the Pack Meeting

Traveler Word Search

By Rich Smith

Directions

Find the words in the puzzle that are listed below.

The words are horizontal, vertical, and diagonal, forwards and backwards.

All of the words are associated with the Traveler Activity Badge!

Put the unused letters in the boxes to find a hidden message!

T R S U B W A Y A E N A L P
V E H N L I N G Y I S Y R B
F U N O C U B R E C V A A U
B U S I M N R B L U S W I S
O J K T L E N M B B U H L L
A T W A F R A C A R I G R I
T R A N S P O R T A T I O N
W A A I R L I N E R C H A E
E V A T P A C K M F A G D B
B E E S T I N G I A S I E A
E L K E J H R V T R E F N D
L E A D V E N T U R E B N G
O R O T A G I V A N P L A N

H I D D E N M E S S A G E

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ !

ADVENTURE

AIRLINE

BOAT

BUS

BUSLINE

CAR

DESTINATION

FERRY

HIGHWAY

HOME

MAP

NAVIGATOR

PLANE

RAILROAD

SUBWAY

SUITCASE

TIMETABLE

TRAIN

TRANSPORTATION

TRAVELER

TRIP

Traveler Word Search

By Rich Smith

Directions

Find the words in the puzzle that are listed below.

The words are horizontal, vertical, and diagonal, forwards and backwards.

All of the words are associated with the Traveler Activity Badge!

Put the unused letters in the boxes to find a hidden message!

T R S U B W A Y A E N A L P
V E H N L I N G Y I S Y R B
F U N O R E A A U
B U S I M R L S W I S
O T E M B U H L L
A T A F A C A R I G R I
T R A N S P O R T A T I O N
A A I R L I N E R C H A E
V T P M A D
E S I I S I
L E R T E N
E A D V E N T U R E
R O T A G I V A N

H I D D E N M E S S A G E

T R A V E L I N G I S F U N !

ADVENTURE

AIRLINE

BOAT

BUS

BUSLINE

CAR

DESTINATION

FERRY

HIGHWAY

HOME

MAP

NAVIGATOR

PLANE

RAILROAD

SUBWAY

SUITCASE

TIMETABLE

TRAIN

TRANSPORTATION

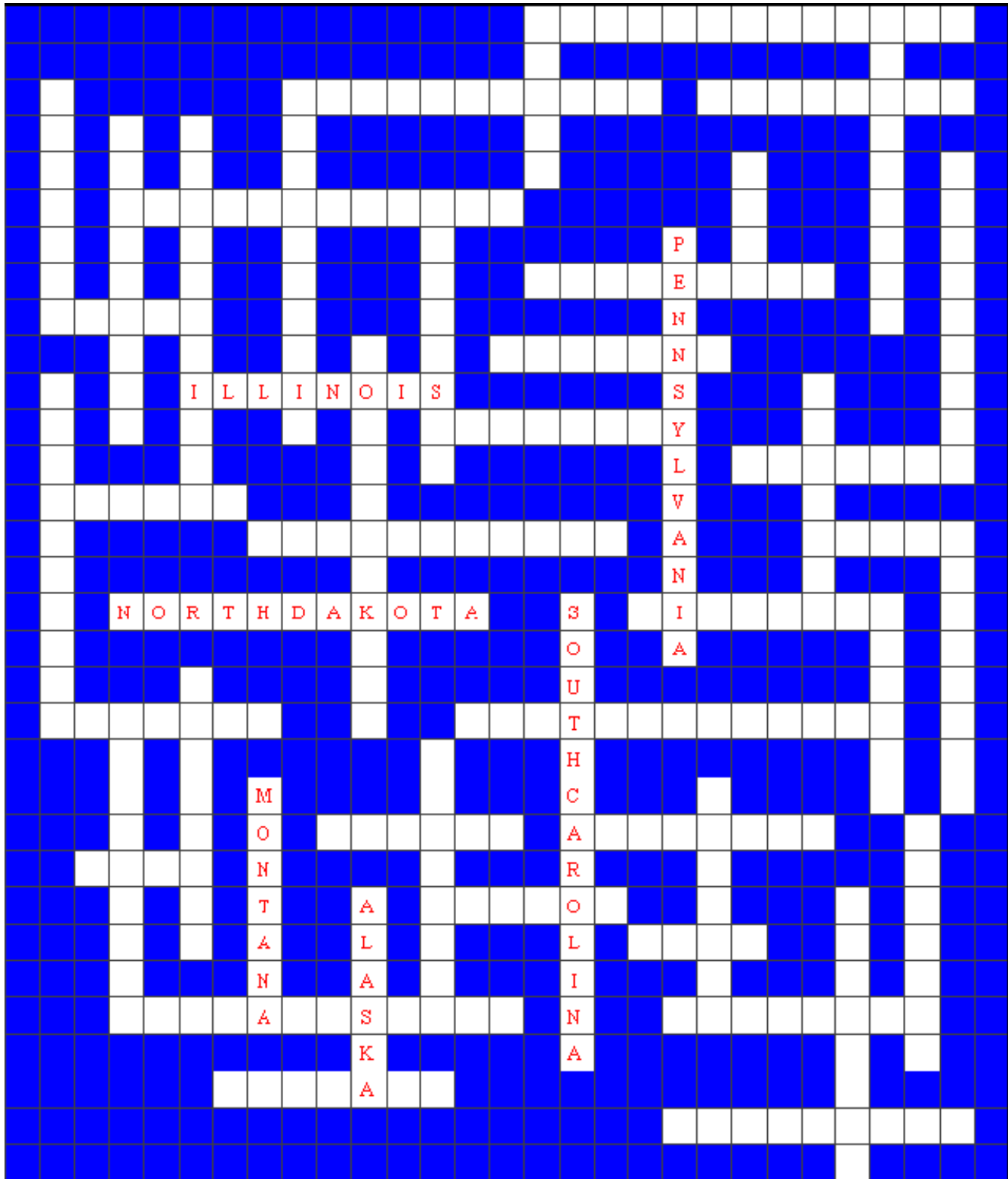
TRAVELER

TRIP

Crossing The States

Santa Clara County Council 1998 Pow Wow

The names of all fifty states fit into the spaces below. Some of the states have been filled in. Can you fill in the rest? You may use a list of states. Disregard a space in a state name: NEW YORK will be written NEWYORK, for example.



The names of the states have been grouped by length. Fit them into the correct spaces above.

4 Letter
States:

IOWA
OHIO
UTAH

5 Letter
States:

IDAHO
MAINE
TEXAS

6 Letter
States:

ALASKA
HAWAII
KANSAS
NEVADA
OREGON

7 Letter States:

ALABAMA
ARIZONA
FLORIDA
GEORGIA
INDIANA
MONTANA
NEW YORK
VERMONT
WYOMING

8 Letter States:

ARKANSAS
COLORADO
DELAWARE
ILLINOIS
KENTUCKY
MARYLAND
MICHIGAN
MISSOURI
NEBRASKA
OKLAHOMA
VIRGINIA

9 Letter States:

LOUISIANA
MINNESOTA
NEW JERSEY
NEW MEXICO
TENNESSEE
WISCONSIN

10 Letter States:

CALIFORNIA
WASHINGTON

11 Letter States:

CONNECTICUT
MISSISSIPPI
NORTH DAKOTA
RHODE ISLAND
SOUTH DAKOTA

12 Letter States:

NEW HAMPSHIRE
PENNSYLVANIA
WEST VERGINIA

13 Letter States:

MASSACHUSETTS
NORTH CAROLINA
SOUTH CAROLINA

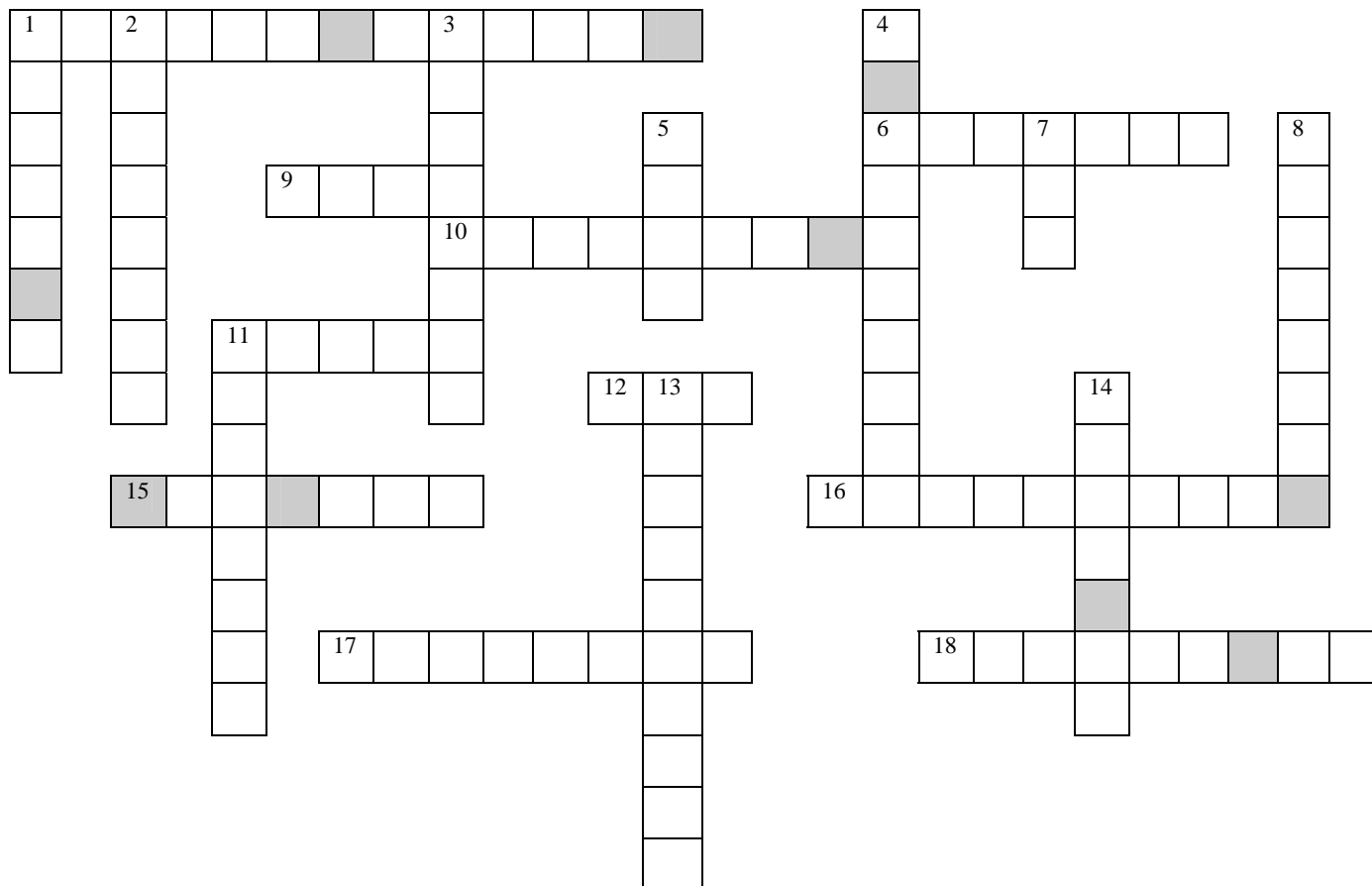


What's In A Wheel

Circle Ten Council 1998 Pow Wow

Fill in the crossword puzzle with the clues given below.

Rearrange the letters in the shaded squares to spell out a Cub Scout phrase.



Across

1. Oregon Trail Vehicles
6. A farm vehicle
9. Army vehicle
10. Cutter for a blade of grass
11. Casey Jones drove this
12. Public transportation
15. It is built for two
16. Vertical, hovering machine
17. One wheeler
18. A beach vehicle

Down

1. A Roman two wheeler
2. Another name for these machines
3. Orville and Wilbur flew one
4. Kick start two wheeler
5. Short name for an 18 wheeler
7. Family sedan
8. Top fuel racer
11. For small tikes
13. Lighter than air vehicle
14. Foot powered two wheeler

D _ _ _ Y _ _ _ _ B _ _ _ _

What's In A Wheel

Circle Ten Council 1998 Pow Wow

Fill in the crossword puzzle with the clues given below.

Rearrange the letters in the shaded squares to spell out a Cub Scout phrase.

C	O	V	E	R	E	D	W	A	G	O	N	S					M														
H		E						I								O															
A		H						R			S				T	R	A	C	T	O	R									D	
R		I			J	E	E	P			E				O			A												R	
I		C						L	A	W	N	M	O	W	E	R		R												A	
O		L						A				I			C															G	
T		E		T	R	A	I	N							Y															S	
		S		R				E			B	U	S		C			S												T	
		I										L			L			C												E	
		B	I	C	Y	C	L	E				T			H	E	L	I	C	O	P	T	E	R							
				Y								R							O												
				C								A							T												
				L					U	N	I	C	Y	C	L	E				D	U	N	E	B	U	G	G	Y			
				E																R											

Across

- Oregon Trail Vehicles
- A farm vehicle
- Army vehicle
- Cutter for a blade of grass
- Casey Jones drove this
- Public transportation
- It is built for two
- Vertical, hovering machine
- One wheeler
- A beach vehicle

Down

- A Roman two wheeler
- Another name for these machines
- Orville and Wilbur flew one
- Kick start two wheeler
- Short name for an 18 wheeler
- Family sedan
- Top fuel racer
- For small tikes
- Lighter than air vehicle
- Foot powered two wheeler

DO YOUR BEST

Do You Know Your Cars?

Santa Clara County Council 2001 Pow Wow

Can you name the car or truck from these hints?

1. Our 16th president _____
2. 1st colony in New England _____
3. Indian Chief _____
4. Theater where Lincoln was shot _____
5. Mountain lion _____
6. Spotted tropical cat _____
7. Bright color _____
8. Not rural _____
9. Wild horse _____
10. Roman mythical god _____
11. Tall building in New York _____
12. Large planet _____
13. Army service vehicle _____
14. Japanese warrior _____
15. Constellation "Bull" _____
16. Lake in the Sierras _____



Do You Know Your Cars?

Santa Clara County Council 2001 Pow Wow

Can you name the car or truck from these hints?

1. Our 16th president _____
2. 1st colony in New England _____
3. Indian Chief _____
4. Theater where Lincoln was shot _____
5. Mountain lion _____
6. Spotted tropical cat _____
7. Bright color _____
8. Not rural _____
9. Wild horse _____
10. Roman mythical god _____
11. Tall building in New York _____
12. Large planet _____
13. Army service vehicle _____
14. Japanese warrior _____
15. Constellation "Bull" _____
16. Lake in the Sierras _____

Answers:

1-Lincoln

2-Plymouth

3-Pontiac

4-Ford

5-Cougar

6-Jaguar

7-Neon

8-Suburban

9-Mustang

10-Mercury

11-Chrysler

12-Saturn

13-Jeep

14-Samurai

15-Taurus

16-Tahoe

Transportation Game

From Balloos' Bugle May 2005

Fill in the blanks to find some things that have wheels, wings and rudders.

HE _ _ _ OPT _ _

A _ T _

Y _ _ H _

T _ _ I

_ EE _

SL _ _

G L _ D _ R

_ U _

_UBMAR _ _ _

TR _ C _

_ O _ K _ T _

_ A _ O _

_ I _ _ C _ _

_ _ A _ N

BA _ T L _ S _ _ P

_ _ GON

Word List (Optional)

Bicycle

Wagon

Jeep

Bus

Submarine

Helicopter

Train

Glider

Canoe

Sled

Yacht

Auto

Taxi

Rocket

Battle Ship

Truck

Transportation Game

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Fill in the blanks to find some things that have wheels, wings and rudders.

HE _ _ _ OPT _ _

A _ T _

Y _ _ H _

T _ _ I

_ EE _

SL _ _

GL _ D _ R

_ U _

_UBMAR _ _ _

TR _ C _

_ O _ K _ T _

_ A _ O _

_ I _ _ C _ _

_ _ A _ N

BA _ T L _ S _ _ P

_ _ GON

Answers

- | | | | |
|---------------|-----------|--------------|-----------------|
| 1. Helicopter | 5. Jeep | 9. Submarine | 13. Bicycle |
| 2. Auto | 6. Sled | 10. Truck | 14. Train |
| 3. Yacht | 7. Glider | 11. Rocket | 15. Battle Ship |
| 4. Taxi | 8. Bus | 12. Canoe | 16. Wagon |

Signs Around Town

Source Unknown – Probably From BALOO's BUGLE

Write the meaning of each sign in the space below it.



Signs Around Town

Source Unknown – Probably From BALOO's BUGLE

Write the meaning of each sign in the space below it.



**Bicycle Paths
(Caution)**



Detour (Alternate Route)



Wait – Do Not Walk



Intersection



Do Not Enter



One Way Street



School Crossing



Stop



Road Work



**Yield to
Oncoming Traffic**

Traveler Activity Badge

Transportation Timetables

Requirement 1

Get a map or timetable from a railroad, bus line, airline, subway, or light rail. The line should serve the place where you live or near where you live. Look up some places it goes.

Where do buses, trains and airplanes go?

by Rich Smith

Find out what types of transportation serves your area. Is there public transportation like buses or subways, or mass transit systems like Amtrak? Is there a major airport nearby?

You can find schedules for many modes of transportation on the internet. For example – southwest.com has flight schedules for the airports they serve and Amtrak.com has train schedules for all parts of the country.

Here's an example:

1. Go to Amtrak.com
2. On the homepage, select “Routes”.
3. In the left margin, under “Browse by Region”, select “Northeast”.
4. A map appears that shows the major routes serving the Northeast. Pick one that is close to your home by the “Route Name” and the “Major Cities Served”. I selected “Keystone” because the Philadelphia to Harrisburg line goes through our hometown.
5. The “Stations Served” list allows you to see how close a station is to your home. Clicking on a station will give you the station’s location (address) and a map (if you need one).
6. From the “Keystone” page, scroll down to “Schedules” and click on the only option. A PDF file will open with a train schedule.
7. The major stations served by this line are listed across the top of the schedule for trains that depart from Harrisburg and end at New York. The second page has the schedules for trains that depart from New York and end at Harrisburg.
8. All of the stations along the route are listed in the far left hand column. The small numbers in the second column show the distance, in miles, between the starting point and each station along the line. For example, it is 91 miles between New York and Philadelphia, and 195 miles between New York and Harrisburg, the two ends of the line.



9. The schedule shows different train numbers across the columns. Not every train stops at every station, and the schedules are different for different days (and holidays). The time that the train arrives at each station that it serves is listed in the column under the train number. For example, on page two, train 607 runs Monday through Friday, except on Christmas Day, New Year's Day, and President's Day (February 19th). It leaves Penn Station in New York City at 5:30 in the morning, and arrives at 30th Street Station in Philadelphia at 6:53 a.m. - an hour and 23 minutes after leaving Penn Station. It only stops at four of the eight stations along the way – it is an “Express” train. It then leaves Philadelphia at 7:25 a.m. and pulls into Harrisburg at 8:55 a.m. – 104 miles later.

Here is a worksheet for this schedule.

1. If I wanted to leave Penn Station in the morning and get to Newark Liberty International Airport, what train do I take? _____
2. What time does it leave Penn Station? _____
3. When does it arrive at the airport? _____
4. How many miles is it between stations? _____
5. If I wanted to leave Coatesville in the morning and get to Harrisburg before 8:00 a.m., what train do I take? _____
6. What time does it leave Coatesville? _____
7. When does it arrive at Harrisburg? _____
8. How many miles is it between stations? _____

Answers:

- | | | |
|--------------|--------------|--------------|
| 1. The 609 | 4. 13 miles | 7. 7:15 a.m. |
| 2. 8:10 a.m. | 5. The 601 | 8. 66 miles |
| 3. 8:32 a.m. | 6. 6:14 a.m. | |

Traveler Activity Badge

Planning a Trip to Another State

Requirement 2

Use a timetable to plan a trip from your home to a city in another state by railroad, bus, airline, or ferry.

Taking a Train

by Rich Smith

Let's take the train from Coatesville to New York City! We can use the timetable we downloaded from Amtrak in Requirement 1 to get all of the information we need.

For this exercise we will use both pages of the timetable – page one for trains that depart from Harrisburg and end at New York first, and then page 2 for the trip home.

Since we do not want to miss school, we will plan our trip for a Saturday. Notice that many of the trains only run on weekdays, and others only run on weekends.

We also want to leave early in the morning and return home on the same day. This limits our choices.

1. How many trains leave Coatesville on Saturday morning and end at Penn Station? _____
2. What train should I take if I want to get there as early as possible? _____
3. What time does it leave Coatesville? _____
4. When does it arrive at Penn Station? _____
5. How many miles is it between stations? _____
6. What train leaves after 4 and will get us home before 8 p.m.? _____
7. What time does it leave Penn Station? _____
8. When does it arrive at Coatesville? _____

Traveler Activity Badge

Planning a Trip to Another State

Requirement 2

Use a timetable to plan a trip from your home to a city in another state by railroad, bus, airline, or ferry.

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We also want to leave early in the morning and return home on the same day. This limits our choices.

1. How many trains leave Coatesville on Saturday morning and end at Penn Station? _____
2. What train should I take if I want to get there as early as possible? _____
3. What time does it leave Coatesville? _____
4. When does it arrive at Penn Station? _____
5. How many miles is it between stations? _____
6. What train leaves after 4 and will get us home before 8 p.m.? _____
7. What time does it leave Penn Station? _____
8. When does it arrive at Coatesville? _____

Answers:

- | | | |
|--------------|---------------|--------------|
| 1. Three | 4. 10:48 a.m. | 7. 5:17 p.m. |
| 2. The 660 | 5. 129 miles | 8. 7:78 p.m. |
| 3. 8:19 a.m. | 6. The 669 | |

Traveler Activity Badge

Calculating the Cost of a Trip

Requirement 5

Figure out what it costs per mile for the trip you took or planned to fulfill requirement 2, 4, 6, or 7. (Don't forget to include getting back to your starting point.)

What is the Cost Per Mile of a Trip?

Example - How Much Per Mile?

From Baloos' Bugle May 2005 (Modified by Rich Smith)

Willie Webelos' Dad has offered to take him to the Nature Center to work on his Naturalist and Forester Activity Badges.

Willie's dad has said that they can go by bus, taxi or by the family car, but Willie must determine what the cost per mile would be for each one, so they can choose the most economical way to travel.

- The bus would cost \$1.50 for each person, each way.
- The taxi cab would cost a total of \$18.00 each way.
- The family car costs \$0.30 per mile to operate *and* the trip requires 1 gallon of gas at a cost of \$3.00 per gallon each way.

The Nature Center is 20 miles from their home.

How much would the trip cost per mile

- By bus?
- By taxi?
- By car?

Mode	Cost (\$)	Miles	Cost/Mile (\$/mile)
Bus			
Taxi			
Car			

Traveler Activity Badge

Calculating the Cost of a Trip

Requirement 5

Figure out what it costs per mile for the trip you took or planned to fulfill requirement 2, 4, 6, or 7. (Don't forget to include getting back to your starting point.)

What is the Cost Per Mile of a Trip?

Example - How Much Per Mile?

From Baloos' Bugle May 2005 (Modified by Rich Smith)

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The Nature Center is 20 miles from their home.

How much would the trip cost per mile

- By bus?
- By taxi?
- By car?

Answer

Mode	Cost (\$)	Miles	Cost/Mile (\$/mile)
Bus	$2 * 1.5 = 3.00$	20	$3.00 / 20 = 0.15$
Taxi	18.00	20	$18.0 / 20 = 0.90$
Car	$.3 * 20 + 1 * 3.00 = 9.00$	20	$9.00 / 20 = 0.45$

The cost is 15 cents per mile for the bus, 90 cents per mile by taxi and 45 cents per mile by car.

Traveler Activity Badge

Packing for A Trip

Requirement 7

Decide on a trip you would like to take that lasts at least two days. Pack everything you would need for that trip. Play the Suitcase Race game for fun!

What should I pack in my suitcase?

By Rich Smith

- | | |
|-----------|-----------|
| 1. _____ | 11. _____ |
| 2. _____ | 12. _____ |
| 3. _____ | 13. _____ |
| 4. _____ | 14. _____ |
| 5. _____ | 15. _____ |
| 6. _____ | 16. _____ |
| 7. _____ | 17. _____ |
| 8. _____ | 18. _____ |
| 9. _____ | 19. _____ |
| 10. _____ | 20. _____ |

From Balloos' Bugle May 2005

Suitcase Race

Make a pile of clothes, shoes, and accessories in the middle of the floor. Have at least two suitcases at one end of the room. Line the boys up on the opposite end. Explain that they are going on a trip and need to pack their suitcase. They will need to decide what to take, fold it properly, and pack it in the suitcase. They can only get one item at a time. The first time, you may want to let them pack what they think they need; then discuss what really needs to be taken. Make a list and have them pack again. Be sure to mix the pile up and include things that really shouldn't be taken on the trip. Maybe leave out some necessary items like a toothbrush to see if anybody notices.

Traveler Activity Badge

Packing for A Trip

Requirement 7

Decide on a trip you would like to take that lasts at least two days. Pack everything you would need for that trip. Play the Suitcase Race game for fun!

What should I pack in my suitcase?

By Rich Smith

- | | |
|---------------------|------------------------------|
| 1. Tooth paste | 11. Clean shirt |
| 2. Tooth brush | 12. Clean pants |
| 3. Soap | 13. Belt |
| 4. Shampoo | 14. Book |
| 5. Towel | 15. Boy's Life |
| 6. Comb or brush | 16. Game |
| 7. Pajamas | 17. (Shaving Cream) |
| 8. Pillow | 18. (Razor) |
| 9. Clean socks | 19. (After shave or cologne) |
| 10. Clean underwear | 20. (Deodorant) |

Traveler Activity Badge

First Aid Kit for Your Car

Requirement 8

Check the first aid kit in the family car to see if it contains what is needed.

What should be in the First Aid Kit?

By Rich Smith

- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

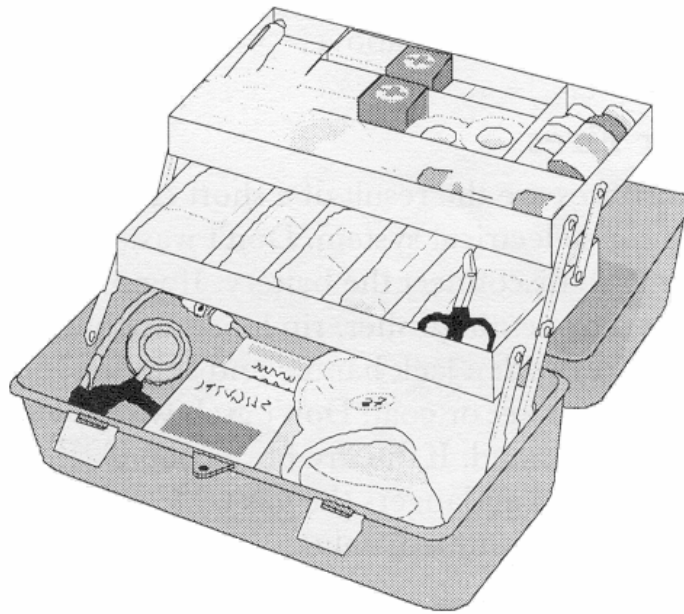
Traveler Activity Badge

First Aid Kit for Your Car

Requirement 8

Modified from BALOO's BUGLE May 2005

Check the first aid kit in the family car to see if it contains what is needed.



Here are some things that should be in the First Aid Kit.

Small plastic, wooden, metal or cardboard box containing:

Roll of 2" gauze bandage

Cravat bandage

Insect repellent

Soap

Tweezers

Jackknife

Sterile gauze dressing

Sunburn ointment

Latex gloves

Baking soda

Small scissors

Additional supplies:

Two 3" x 17" splints (1/4" thick)

Flashlight, flares or red flags

Container of water

Fire extinguisher

Tow chain or rope

Blanket

Supplies for winter:

Small shovel

Sand or cat litter

Chocolate candy bars

Extra pair of gloves

Extra pair of boots

Traveler Activity Badge

Reading a Map

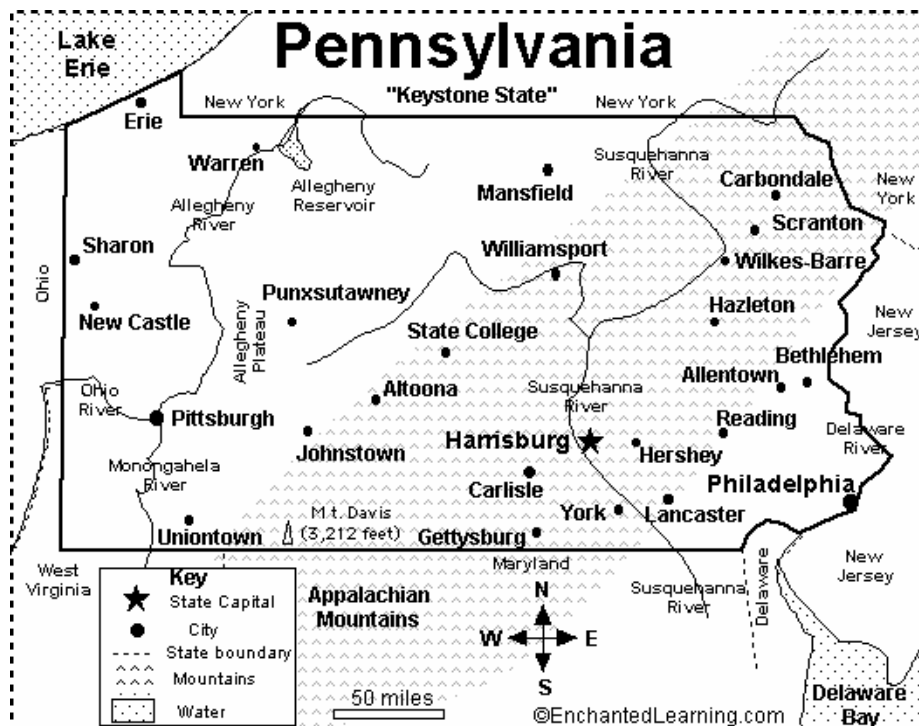
Requirement 9

Look at a map legend on a road map of your area. Learn what the symbols mean. Show your Den members what you have learned.

Pennsylvania Map Quiz

From Enchanted Learning.com

Use the map shown to answer the questions listed below.



1. What is the capital of Pennsylvania? _____
2. Which of the Great Lakes borders Pennsylvania on the northwest? _____
3. What historic river forms the eastern border of Pennsylvania? _____
4. What two states border Pennsylvania on the west? _____ and _____
5. What state has the longest border with Pennsylvania on the south? _____
6. What city is located where the Ohio, Allegheny, and Monongahela Rivers meet? _____
7. In 1776, the Declaration of Independence was signed in this city located on the Delaware River. This city houses the Liberty Bell and was once the capital of the United States. _____
8. What mountain range runs through Pennsylvania? _____

Traveler Activity Badge

Reading a Map

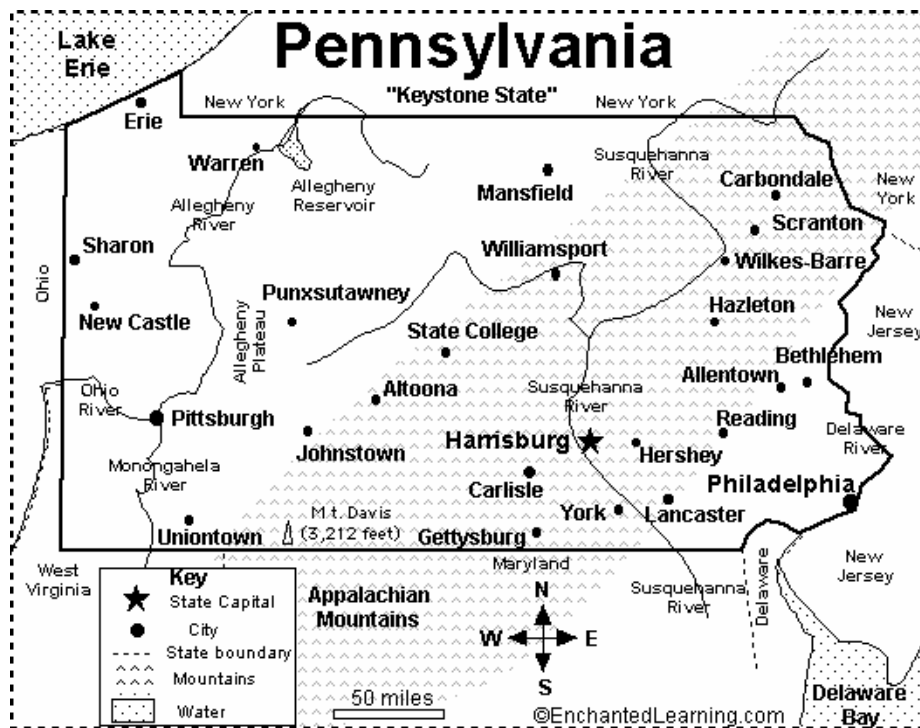
Requirement 9

Look at a map legend on a road map of your area. Learn what the symbols mean. Show your Den members what you have learned.

Pennsylvania Map Quiz

From Enchanted Learning.com

Use the map shown to answer the questions listed below.



1. What is the capital of Pennsylvania? Harrisburg
2. Which of the Great Lakes borders Pennsylvania on the northwest? Lake Erie
3. What historic river forms the eastern border of Pennsylvania? Delaware River
4. What two states border Pennsylvania on the west? Ohio and West Virginia
5. What state has the longest border with Pennsylvania on the south? Maryland
6. What city is located where the Ohio, Allegheny, and Monongahela Rivers meet? Pittsburgh
7. In 1776, the Declaration of Independence was signed in this city located on the Delaware River. This city houses the Liberty Bell and was once the capital of the United States. Philadelphia
8. What mountain range runs through Pennsylvania? Appalachian Mountains

Traveler Activity Badge

Map Study

Requirement 10

On a road map of your area, find a place of interest, and draw two different routes between it and your home. Use the map legend to determine which route is shorter in miles.

Which Route Is Shorter?

By Rich Smith

Let's take a car ride to Harrisburg!

Using the map below, draw two different routes between your home and Harrisburg.

Use the map legend to determine which route is shorter in miles.



Map Study Game

Santa Clara County Council 2000 Pow Wow and Baloos' Bugle June 1998

Divide the Den into small groups. Give each group a different state map. Ask them to complete the following questions in the next 15 minutes.

1. What is the state capital?
2. Name a town with population over 100,000 people.
3. Name a state park.
4. What is the name of the third town beginning with "H"?
5. What states are around the border of your map?
6. What is the mileage scale used on your map?
7. Name two towns, which have detailed city maps shown.
8. Name a town, park, or site of interest in area C-4.
9. Are there any towns that start with the letters "X" or "Z"?
10. List one interesting fact you found on your map.

When time is up, post a United States map on the wall.

Ask the groups to come forward and point to their state. Let them tell the answers to a few of the questions depending how much time you have.

Traveler Games

Santa Clara County Council 1998 Pow Wow

Find The Mystery City

Divide the Den into two teams. Give each team captain a state highway map. Call out the names of various cities in the state and have the teams locate them on the map. The first team to locate the city wins the round (win or lose, make sure that both teams locate the city before moving on to the next). The team that locates the most towns wins.

Map Study

Divide the Den into small groups. Give each group a different state map. Ask them to find: state capital, a state park, two county seats, an airport, three state highways, three towns beginning with H, name of a town, park or site of interest in area C-4, the mileage scale used on their map. Make up your own questions to ask the boys.

Packing A Suitcase

Provide a medium-sized suitcase and plenty of items to pack in it. Included in the items should be the necessities of any trip (extra clothes, toiletries, etc.). Be sure that you deliberately bring too much to fit into the suitcase so the Webelos are forced to select only what they cannot do without for the trip. Have the Webelos select items and practice packing the suitcase.

You're Going To Take A Trip

For this game, you will need two teams of three or more boys. Each boy has a blindfold so that he cannot see, except for the leader. One boy will be the leader of his team and will have to guide his teammates and pick up small flags along the way. (The Webelos Den Leader has put these markers in the backyard ahead of time so that no one will know where they are.) Make two identical trails. The team that comes back with the most markers wins.

Travel Games

- **Spot It:** Decide what you want to spot and give points for each thing. A certain animal could be 5 points; out of state license plates 3 points, green cars 1 point, etc. One rule, you must look out of the window only on your side of the car. You or someone else may keep score. Twenty points wins this game.
- **License Plate Bingo:** You will need paper and pencil for each player. Write the numbers 1 through 9 on a sheet of paper. Boys take turns spotting license plates. They may choose one number per plate to scratch off their list. The first to find all nine wins.

Traveler Games

Santa Clara County Council 2004 Pow Wow

Discovering America

Place the boys in a circle with a leader in the center. He should point to one of the players and ask a question about America - its history or cities or rivers - such as "Who discovered America?" or "What is the Capitol of California?" And he begins counting to ten while looking at the boy to whom he points. But that boy is not the one who should answer. Rather, the third boy to his left should answer the question. If the right boy answers correctly, he takes over as leader. If he doesn't answer in time or if the wrong boy answers, either is out of the game.

What State am I?

Arrange the boys in a circle and have one leave the room while the group decides which state they are. When the boy returns, he asks leading questions. You may want to set a limit for the number of questions. Then choose another boy to go and have the group choose another state for him to guess.

From Scoutxing.com May 2004 Resources

Cross the River:

Line up in teams with their equipment and draw two lines to represent the river. Lay "stepping stones" (pieces of paper) across the river. Cub 1 carries Cub 2 on his back across the river using the stepping-stones. Cub 2 comes back and picks up Cub 3 plus a piece of equipment. Cub 3 comes back and picks up Cub 4 plus a piece of equipment and so on until all the Cubs have crossed the river.

Packed My Suitcase

Memory game where Cubs sit in a circle. The first Cub names an item that he packed in his suitcase. Each Cub adds another item as they go around the circle. The Cubs who remembers all of the previous items wins.

From Baloos' Bugle May 2006

Locate The City

Divide the Den into two teams and give each team a state highway map. Call out the names of various cities and have the teams locate them on the map. The first team to locate a city wins that round. However, do not move on to the next round until the other team has also located the city. The team that locates the most towns wins.

Air Route

Players are seated in a circle. Each one is given the name of some city or airport. One player has no chair. He stands inside the circle and calls "All aboard for the plane from Oklahoma City to Boston". The two players representing the two cities must change seats. The caller tries to get a seat during the scramble. The player left without a seat becomes the caller. This is fun when the caller names a city that has not been assigned to anyone, thus causing confusion and excitement.

Traveler Skits

The Airplane Skit

The MacScouter's Big Book of Skits

Seven Scouts act as the pilot, co-pilot and radioman on an airliner. Four other Scouts are on the wings as the engines are on the wings of the plane.

The pilot announces to co-pilot that engine one has failed.

The Scout playing Engine one (ham this up) sputters, makes noise and dies.

Co-pilot instructs radioman to inform tower and tell them they will be arriving 15 minutes late.

Radioman radios tower and repeats the message.

Soon after, engine two fails, repeat the process again but this time tell the tower they will be 30 minutes late. Then engine three fails. Announce with more panic.

Tell the tower that they will be 1 hour late. Finally, the pilot announces that the fourth and final engine has failed. The radioman then says:

"Boys, I'd better radio the tower, we may be up here all day!"

How Far?

From BALOO's BUGLE May 2005

Piedmont Council

Personnel: Any number of boys

Equipment: Pedometer (can be an oversized prop for effect)

Setting: Boys are heaped in a pile - looking worn out after a long hike.

Cub # 1: Wow! That was a long hike.

Cub # 2: We sure walked a long time!!

Cub # 3: Did you see all those trees?

Cub # 4: The bear sure was neat!!

Continue on until all boys have added an experience until you get to the last boy.

Last Cub: How far did we walk?

Den Chief: (Checks pedometer) It looks like about 2 blocks!

Traveler Skits

The Car Trip

Circle Ten Council 1998 Pow Wow

- Cast:** Driver
As many passengers as desired
- Props:** Chair for each cast member set up as a car or bus
- Set up:** The driver and passengers are seated and each crosses his left leg over the right. All the cast members must cross their legs in the same direction and manner.
The driver pretends to be driving
- Passenger:** Is it time yet?
- Driver:** Looks at his watch, not yet.
Repeat the sequence three times making sure NOT to move the legs.
Finally, the passengers all yell: "**Is it time yet?**"
- Driver:** Looks at watch. "**Yes!**"
All passengers uncross their legs and cross them in the opposite direction.

Traveler Songs

Source Unknown – Probably From BALOO's BUGLE

Traveling Song

Tune: Home on the Range

Oh give me a train, or a boat, or a plane
That will carry us Cubs far away.
To Paris or Rome – Let us wander and roam
And find new things to do every day.

Relax out on the trail – Float over the waves all day.
Or glide through the clouds, far over the crowds
But be home by five everyday.

On a broomstick we'll ride, in a rowboat we'll glide.
A trip to the moon in a rocket
And our trip will be fun – but it soon will be done,
If we happen to hit an air pocket.

Up, up and away, let us orbit the far distant sun
Or deep on the floor of the sear let's explore
For as Cub Scouts we always have fun.

Travel

Tune: Row, Row, Row Your Boat

Ride, Ride, Ride your bike,
Pedal for goodness sake,
Up and down, up and down,
How the legs do ache.

Ride, ride, ride your horse,
Following the trail,
Oh no, you fell off,
I'm glad the horse can't tell.

Ride, ride, ride the bus,
Ride it here and there,
Seeing all the pretty sights
Without a driving care.

Fly, fly, fly a plane,
It's really lots of fun,
Gliding high up in the sky,
Just see that setting sun.

Traveler Songs

Wreck In Rhythm

Circle Ten Council 1998 Pow Wow

Modified by Rich Smith

Tune: She'll Be Coming Round the Mountain

Once there was a family with a new Ford. Who jumped inside and down the highway roared. They listened to the song birds, The mooing cows in big herds. They honked whenever they were very bored.	Heavy rattle and horn Gentle rattle and drum Your own whistle Blow deep tone on bottle Bicycle horn
The clock ticked on and the day began to end. The sun went down and darkness did descend. And as the rain came falling, A whistle started calling. T'was the east bound freight a comin' round the bend.	Rhythm sticks Drum Gentle rattle Blow across bottle top Sand blocks
They heard the ringing of the crossing chime. The whistling train called out a warning rhyme. They felt it coming closer, But did they stop? Why, no sir! They were sure that they could get across in time.	Chimes Bottle whistles Sand blocks Rattle and drum Tambourine and chimes
They climbed the hill and on the track did ride. When suddenly their motor choked and died. They jumped out...it was frightening! And ran off quick as lighting The poor old Ford was scattered far and wide.	Tambourines and chimes Descending whistle Rhythm sticks Rhythm sticks, then pause and loud crash Each instrument rattles
The moral of the story...it is plain. Don't ever try to beat a moving train. "Cause if that speeding choo choo Should get there just when you do	Cymbals Bottle whistle Tambourines, cymbals and chimes All instruments, then pause and loud crash, then speak slowly.
<i>That's not the way you're 'sposed to meet the train!</i>	Horn