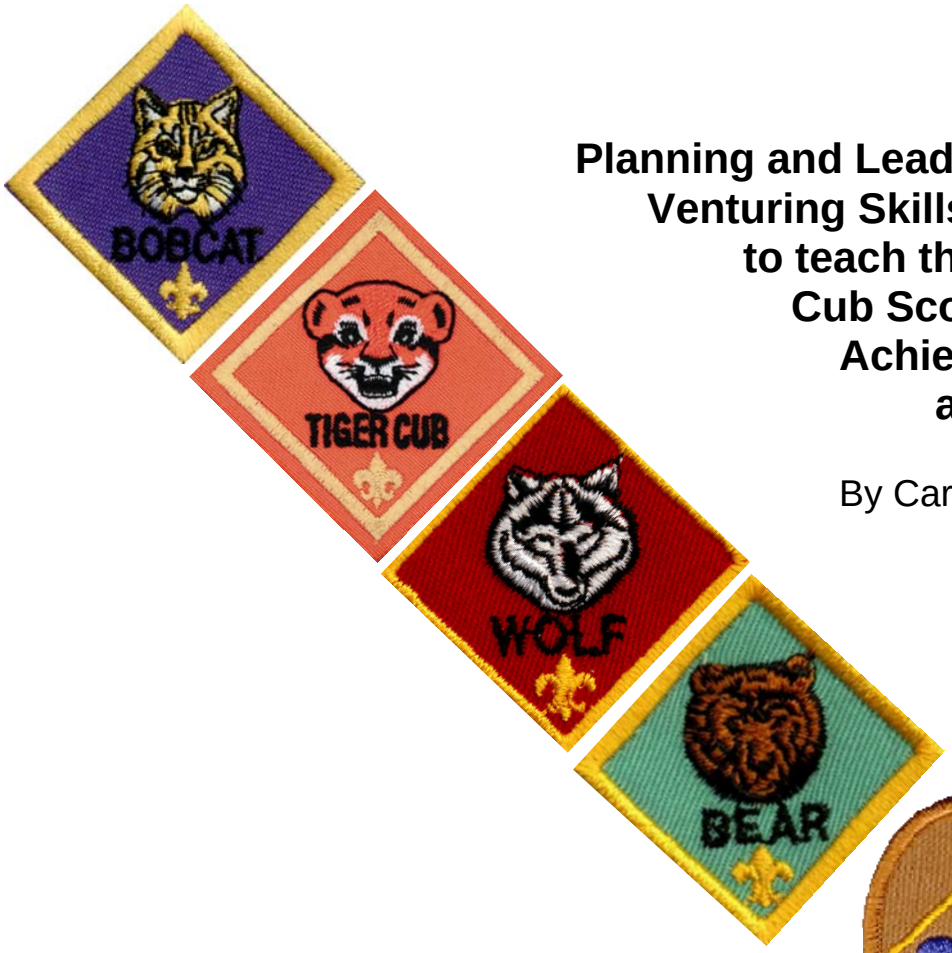


Planning and Leading Venturing Skills to teach the Cub Scouts their Achievements and Electives.

By Carol E. Little

VENTURING® · BSA

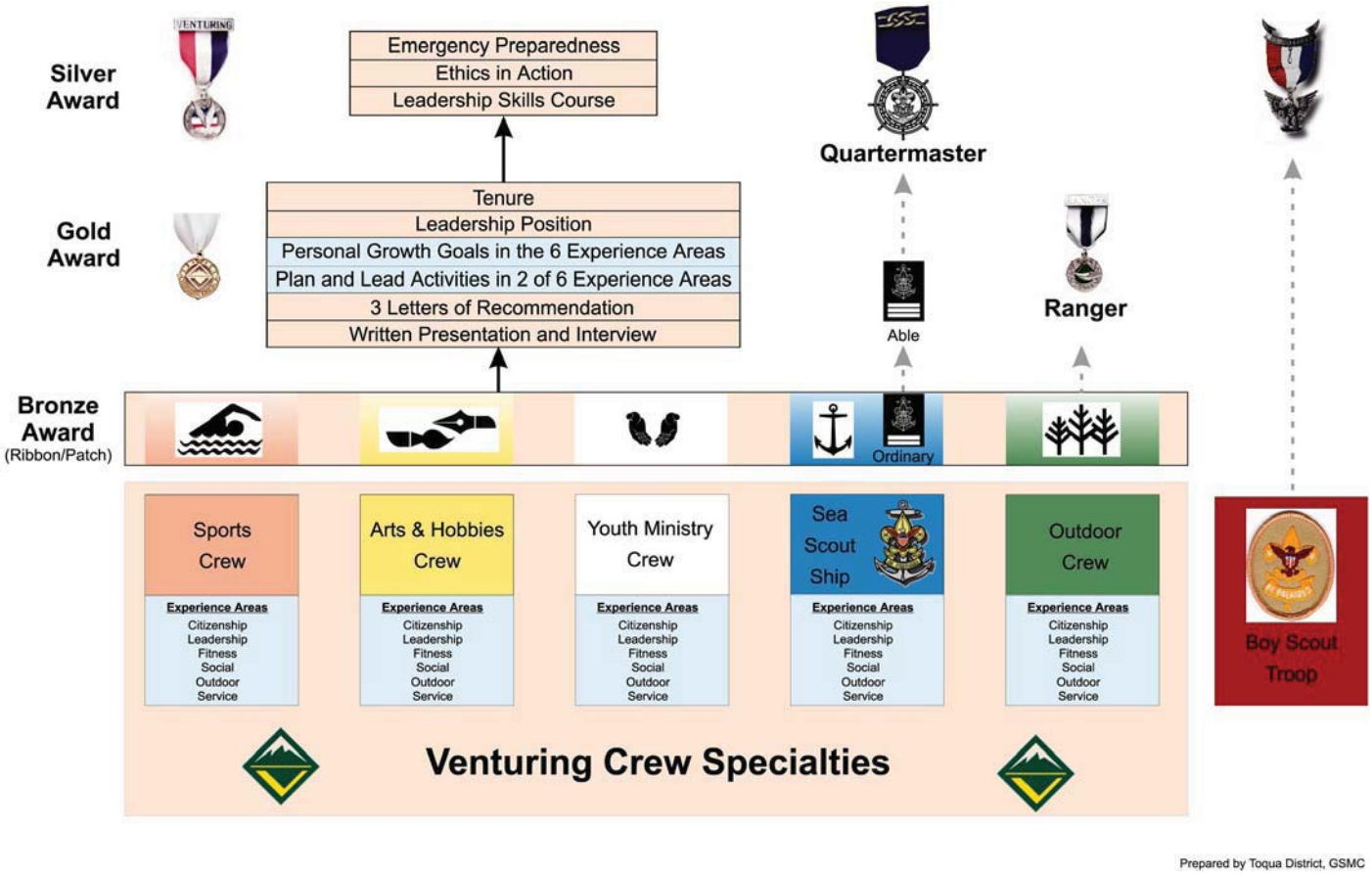
I have tried to overlap the Venturing Skills with the Achievements for the Cub and Webelos Scouts. I have listed the requirements for:
Venturing Bronze Arts/Hobbies
Bronze Sports
Bronze Outdoor
Bronze Religious
Bronze Sea Scout
Gold Award
Silver Award
Quest Award
Ranger Award
Quartermaster Award

At the bottom of each are listed what the Cub Scouts and Webelos could match up with for Achievements and Electives. Since many Venturing crew members may not be familiar with the Cub and Webelos ranks I have included a list of what is needed for each Achievement and Elective.

I hope Venturing crews members will learn about the younger scout's achievements and electives and be able to teach both:
the Cub Scout leader, Webelos Scout leaders and the younger scouts valuable skills they need to learn and master for rank advancement, as well as at the same time allow the Venturing crews new opportunities to teach their mastered skills while earning their advancement in the experience.

Venturing Skills for Cub Scouts

Venturing Award	**Venturing** Specific Skill	**Tiger** 1st grade	**Wolf** 2nd Grade	**Bear** 3rd Grade	**Webelos** 4th-5th Grade
Bronze Arts/Hobbies					
Bronze Sports					
Bronze Outdoors					
Bronze Religious					
Bronze Sea Scout					
Gold Award					
Silver Award					
Quest Award					
Ranger Award					
Quartermaster Award					



Prepared by Toqua District, GSMC

Brnz Arts/Hobbies

1 Visit a drafting company that uses state-of-the-art CAD systems and see how the new technology is used.

2 **Do all 3**

a Choose a product that you are familiar with. Create an advertising plan for this product, then design an advertising plan layout.

B Using your resources, create a clean, attractive tabletop display highlighting your advertising plan for your chosen product.

C Show your display at your crew meeting or other public place.

3 **Do both**

a Learn about backstage support for artistic productions.

B Attend a theater production. Then critique the work of the artist in set design, decoration, and costume design.

4 **Do all 4**

a Choose a new hobby such as CD, sports card, or stamp collecting; in-line skating; or marksmanship.

B Keep a log for at least 90 days of each time you participate in your hobby.

C Take pictures and/or keep other memorabilia related to your hobby.

D After participating in your hobby for at least 90 days, make a presentation or tabletop display on what you have learned for your crew, another crew, a Cub Scout or Boy Scout group, or another youth group.

5 **Do a OR b**

a Tour a golf course. Talk to the golf pro, caddy, groundskeeper, manager, or other golf course employee about what it takes to operate a golf course. Play at least nine holes of golf.

B Tour a golf driving range. Talk to the manager or other driving range employee about what it takes to manage a driving range. Hit a bucket of balls.

6 **Do all 4**

a Develop a plan to assess the physical skill level of each member of a group such as your crew, a Cub Scout or Boy Scout group, a retirement home, or a church group.

B Once you have determined your starting point or base, develop a plan with each member of your group to develop a physical training improvement program.

C Test your group members on a regular basis over a 90-day period to see if there is improvement.

D Share your results with the group and/or your crew.

7 **Do both**

a Lead or participate in a crew discussion on the merits of a young person choosing a sports hobby such as golf, jogging, or cycling for a lifetime. Discuss health benefits, opportunity to associate with friends, costs, etc.

b Ask an adult who is not active in your crew and who has an active sports hobby to join your discussion to get his or her point of view.

8 Visit a hobby store. Talk with the manager about what the most popular hobby is relative to what is purchased and the type and age of people who participate in different hobbies. If they have free literature about beginning hobbies, share it with your crew members.

9 Teach disadvantage or disabled people a sport and organize suitable competitions, or help them develop an appreciation for an art or hobby new to them.

10 Organize a hobby meet (a place where people gather to display and share information about their hobbies) for your crew, a church group, a Cub Scout or Boy Scout group, a retirement home, a group home, or another group.

11 Organize a photography contest in your crew, a church group, a Cub Scout or Boy Scout group, a retirement home, a group home, or another group. Secure prizes and judges. Plan an awards program.

12 Using your artistic ability, volunteer to do the artwork for an activity for your crew, another crew, a Cub Scout or Boy Scout group, a district, or council. Example: do the posters and promotional materials for a district Cub Scout day camp.

Tiger Elective # 20- 21 #36 Tiger #3 Tiger Electives # 2, 3, 4, 5, 15, 16, 17, 18 & 19 Wolf #6 Bears #19 Elective #9, 10-11 & 12 #22 Webelos #14 Engineer Webelos #5 Artist Webelos #7 Showman Webelos #4 Sportsman Webelos #2 Athlete and #3 Fitness Webelos #12 Sportsman

Brnz Sports

1 Demonstrate by means of a presentation at a crew meeting, Cub Scout or Boy Scout meeting, or other group meeting that you know first aid for injuries or illnesses that could occur while playing sports, including hypothermia; heatstroke; heat exhaustion; frostbite; dehydration; sunburn; blisters, hyperventilation; bruises; strains; sprains; muscle cramps; broken, chipped, loosened, or knocked-out teeth; bone fractures; nausea; and suspected injuries to the back, neck, and head.

2 **Do a OR b**

a Write an essay of at least 500 words that explains sportsmanship and tells why it is important. Give several examples of good sportsmanship in sports. Relate at least one of these to everyday leadership off the sports field.

b Make a presentation to your crew or a Cub Scout or Boy Scout group of at least 30 minutes with the same requirements as for the essay.

3 Take part as a member of an organized team (defined in requirements book or any other approved by advisor other than boxing or karate)

4 Organize and manage a sports competition, such as a softball game, between your crew and another crew, between two Cub Scout dens or packs, between two Boy Scout patrols or troops, or between any other youth groups. You must recruit at least two other people to help you manage the competition.

5	Make a set of training rules for a sport you pick. Design an exercise plan including selected exercises for this sport. Determine for this sport the appropriate target heart rates and desired training effects. Follow your training plan for at least 90 days, keeping a record showing your improvement.
6	Make a tabletop display or give a presentation for your crew, another crew, a Cub Scout or Boy Scout group, or another youth group that explains the attributes of a good team leader and a good team player. Select athletes that exemplify these attributes.
7	Make a display or presentation on a selected sport for your crew or another group covering etiquette for your sport, equipment needed, protective equipment needed and why it it needed, history of the sport and the basic rules.
8	Research and then, at a crew meeting or other youth group meeting, manage a discussion on drug problems as they relate to athletes. What drugs banned, what impact of banned drugs on the human body and mind, where drug information can be found, how some sports organizations fight sports drug abuse.
9	Research and then, at a crew meeting or other youth group meeting, manage a discussion on recent training techniques being used by world-class athletes. Compare them to training techniques of 25 and 50 years ago. (This must be different than the discussion in requirement 8).
10	Study ways of testing athletes for body density. Fat content can be measured by skin-fold calipers, body measurements, and hydrostatic weighing. Then recruit a consultant to assist you as you determine the body density and fat content for your fellow crew members at a crew meeting or special activity.
11	Select a favorite Olympic athlete, a highly respected athlete in your city, or a favorite professional athlete and research his or her life. Make an oral presentation or tabletop display for your crew or another group.
12	Explain the importance of proper nutrition as it relates to training for athletes. Explain the common eating disorders anorexia and bulimia and why they are harmful to athletes.

Tiger #36 Wolf #1, 3, 8, 7 Elective #20 Bears #15, 16 & 223 Elective #18, 19, 20
Webelos #3 Fitness Webelos #2 Athlete Webelos #4 Sportsman

Brnz Outdoor

Core	Do at least 4
1	Standard First Aid
2	Wilderness Survival
3	Communications
4	Leave No Trace
5	Cooking
6	Land Navigation
7	Emergency Preparedness

8	Conservation	
Elective	**Do at least 2**	
1	Backpacking	
2	Cave Exploring	
3	Cycling/Mountain Biking	
4	Ecology	
5	Equestrian	
6	First Aid	
7	Fishing	
8	Hunting	
9	Lifesaver	
10	Mountaineering	
11	Outdoor Living History	
12	Physical Fitness	
13	Plants and Wildlife	
14	Project COPE	
15	Scuba Certification	
16	Shooting Sports	**DAY CAMPS ONLY**
17	Watercraft	
18	Winter Sports	

Tiger #5 Elective # 34 & 47 Wolf #7 Electives 15, 18, 19 &23 Bears #2, 5, 6 11, &12 Elective #12 &15 Webelos #1 Aquanaut, Webelos #17 Forester Webelos #18 Geologist #19 Naturalist & #20 Outdoorsman

Brnz Religious

1		Earn your denomination's Venturing-age religious award
2		**Do a, d and b OR c**
	a	Learn about cultural diversity
	b	Make a presentation or tabletop display using the information you learned in (a) above
	c	Invite someone from a different cultural background from yours and the majority of your crew's members to give a presentation on a subject of his or her choosing. Introduce your guest.
	d	Participate in a discussion about cultural diversity with your crew, Sunday school class, or other group
3		Plan and lead a service project such as helping to build a Habitat for Humanity house, participating in a community cleanup project, or taking on a fix-up project for a nursing home or nursery
4		**Do all 3**

a Serve as a volunteer in your church or synagogue or other nonprofit organization for at least three months

b Keep a personal journal of your experiences each time you worked as a volunteer

c After you have served as a volunteer for at least three months, share your experiences and how you feel about your service with others

5 Go on a religious retreat or religious trek lasting at least two days

6 Produce or be a cast member in some type of entertainment production with a religious or ethical theme, such as a play, a puppet show, or concert for a group such as a play, a puppet show, or concert for a group such as a children's group, retirement home, homeless shelter, or Cub Scout or Boy Scout group

7 Serve as president, leader, or officer of your Sunday school class or youth group.

8 Complete a Standard First Aid course or higher course or its equivalent

9 **Do all 3**

a Participate in at least two Ethical Controversies activities as a participant

b Be a facilitator for at least two Ethical Controversies activities for your crew, another crew, your school class, a Boy Scout troop, or another group

c Lead or be a staff member putting on an Ethics Forum for your crew, your church or synagogue, or your school class

10 Serve as a Sunday school teacher or assistant for a children's Sunday school class for at least three months, or as a volunteer for a church/synagogue children's activity such as vacation Bible school (this must be different than req 4 above)

11 Meet with your church or synagogue minister/rabbi/leader to find out what he or she does, what they had to do to become your leader, and what they think is the most important element of their job

Tiger # 8 Wolf #1 Bears #1 &2 Webelos Badge requirement Webelos #7

Brnz Sea Scout

Give explanation

2 History of flag **Webelos #9 Citizen**

3 Seventy-five percent attendance

4 Complete quarterdeck training

5 Recruit new member

6 Boats

7 Marlinspike seamanship

8 Ground tackle

9 Piloting

10 Communications
11 Time
12 Swimming
13 Cruising
14 Safety
15 Galley
16 Sailing
17 Work
18 **Do any 3**

a Drill
b Signaling
c Compass
d Yacht racing
e Sailing
f Ornamental rope work
g Engines

Gold Award

1 Earn at least one Bronze Award

2 The candidate must have at least 12 months tenure as an active, registered Venturer before final qualification.

3 The candidate must have been an active member of the Venturing crew, and served in one or a combination of leadership roles within the past 12 months (roles may be concurrent) as follows: Crew job - crew officer, officers' assoc member or committee member, activities chairman or Outside job - elected youth officer of church or school organization, elected or appointed team leader.

4 The candidate must have participated in a district/Venturing division, council, area, region, or national event.

5 The candidate must, in consultation with the crew Advisor or a member of the crew committee, set one personal growth goal related to each of the following areas: citizenship, leadership, service to others, community/family, outdoor experience, and total fitness.

6	The candidate must plan, prepare for, and lead to completion two or more crew activity projects that relate to at least two of the following areas: citizenship, leadership, service to others, community/family, outdoor experience, and total fitness. Suggested crew activity projects are listed separately below. For crew/ship activities, the action should involve at least five Venturers, and it should require a minimum of four to six months from inception to completion; the project should be approved and the goals of the project set by the crew Advisor and/or member of the crew committee and the Venturer candidate. Both parties should certify the completion of the project(s). Activities should be arranged to fit into normal crew programming.
7	The candidate must be able to recite the Venturing Oath.
8	The candidate must submit three letters of recommendation to the crew Advisor that confirm he or she lives in accordance with the principles of the Venturing Oath. The letters should come from adults outside the crew, such as school or church leaders, employers, or community leaders.
9	After completing all other requirements, the candidate should prepare evidence of completion of the work and submit it to the crew Advisor. The crew president, in conjunction with the crew Advisor, should then appoint a review committee of four to six people including Venturers and adults. The committee should review the candidate's written presentation and interview the candidate to determine whether that person grew as a result of the pursuit of the Gold Award.
10	Finally, the candidate must have qualified for the Gold Award before his or her 21st birthday.

Silver Award	**Need 11 - # remaining**
	Earn at least one Bronze Award
2	Earn the Gold Award
3	Become certified in Standard First Aid or equivalent course
4	Become certified in CPR
5	Complete the BSA Safe Swim Defense training course
6	Either lead or participate in a group swim using BSA Safe Swim Defense
7	Successfully complete the Venturing Leadership Skills Course
8	Successfully serve for at least six months in an elected or appointed crew, district, or council leadership position
9	Participate in at least two Ethical Controversies Activities from chapter 9 of the Venturing Leader Manual
10	Either organize and lead, or help to organize and lead, an Ethics Forum for your crew, another crew, school class, or other youth group

11	After completing all requirements, the candidate should prepare evidence of completion of work. It should be submitted to the crew Advisor along with the completed and personally signed Silver Award Progress Record and Application. The crew president, in conjunction with the crew Advisor, should then appoint a review committee of four to six people including Venturers and adults. The review committee should review the candidate's written documentation and interview the candidate to determine whether the candidate complete all work and grew as a result of the pursuit of the Silver Award. The application is then approved by the crew Advisor and crew committee chairman and submitted to your council service center.

Quest Award

Core	**Do all 5**
1	Earn the Sports Bronze Award **Webelos #4 Sportsman**
2	Complete an American Red Cross Sport Safety Training Course or equivalent
3	Complete the Fitness for Life program
4	Learn and do fitness assessments
5	Sports Disciplines (Choose a sport from a list provide in the Quest Handbook or another sport approved by your advisor
Elective	**Do at least 1**
1	History and Heritage of Sports
2	Sports Nutrition
3	Drug Free Sports
4	Communications
5	History & Heritage of Disabled Sports Movement

Tiger # 3, 27, 28, 29Tiger Elective 47 Wolf Elective #15,18, 19 & 23 Bears #2, 5, 6, 11 & 12 Bear Electives #12, 15 Webelos #4 Sportsman

Ranger Award

Core	**Do all 8**
1	Standard First Aid
2	Wilderness Survival
3	Communications
4	Leave No Trace
5	Cooking
6	Land Navigation
7	Emergency Preparedness
8	Conservation
Elective	**Do at least 4**
1	Backpacking
2	Cave Exploring
3	Cycling/Mountain Biking
4	Ecology
5	Equestrian
6	First Aid
7	Fishing
8	Hunting
9	Lifesaver
10	Mountaineering
11	Outdoor Living History
12	Physical Fitness
13	Plants and Wildlife
14	Project COPE
15	Scuba Certification
16	Shooting Sports **Day Camps ONLY**
17	Watercraft
18	Winter Sports

Webelos #17 Forester, Webelos # 18 Geologist, Webelos # 19 Naturalist and Webelos #20 Outdoorsman **Tiger Elective #34** **Wolf #7**

Qrtmstr Award

1	Ideals. Must lead a discussion on "participating citizenship" and submit a paper on the "World Brotherhood of Scouting." **Webelos #9 Citizen**

2 Membership. Attend at least 75 percent of ship meetings and activities for 18 months. Present a talk on Sea Scouting and complete a service project.

3 **Do all**

- **a** Boats
- **b** Marlinspike Seamanship
- **c** Ground Tackle
- **d** Piloting
- **e** Signaling
- **f** Swimming **Webelos # 1 Aquanaut**
- **g** Cruising
- **h** Safety
- **i** First Aid
- **j** Rules of the Road
- **k** Weather

4 **Do at least 4**

- a Sailing
- b Engine
- c Radio
- d Boat maintenance
- e Electricity
- f Navigation
- g Drill
- h Piloting
- i Rigging
- j Yacht racing crew

Cub Scout Monthly Themes for 2008-2009

SEPTEMBER 2008 - NEW BUDDIES

Wonderful opportunities are waiting! The new school year brings possibilities of new friends. This month a Cub Scout can invite a new buddy to join the fun and adventure of Cub Scouting! This single act can influence the lives of many others. The boys will make new friends while keeping the old by learning to share and treat buddies with kindness. In the den meeting the boys can learn the value of friendship, cooperation, and respect through games and activities. This new team of buddies can develop secret codes and write messages to each other. They will all learn the Cub Scout handshake and motto which will signify belonging to that special group. The boys can practice the buddy system as they go on hikes, work on projects, play games, and participate in sports. This is a great month for boys to earn a Cub Scout Academics or Sports belt loop or pin as they work and play together with an interest they all share.

OCTOBER 2008 - ADVENTURES IN BOOKS

What great adventures come in books? Let's discover some this month. Visit the library and learn to navigate your way through the "card catalog computer," down the aisles of many adventures, and to an adventure of your own choice. Sign up for your library card while on your visit. Create your own outdoor epic adventure on a hike, campout, or maybe at a ball field or park. Make a costume for one of the characters from your favorite story. At the pack meeting the boys can perform some of their favorite stories and share some of their adventures with the pack. Take part in Pedro's "Say Yes to Reading" program in Boy's Life. This might also be a good month to work on the Communication or Computer belt loop and pin. Encourage the boys to have the courage to search for, discover, and share adventure this month.

NOVEMBER 2008 - SEEDS OF KINDNESS

As we approach Thanksgiving, let us spread seeds of kindness in the form of multiple small service projects. Helping others gives the boys the opportunity to see the bounty produced by spreading many small seeds of kindness and encourages compassion. The boys can discover that just as the large strong oak tree came from the small acorn, big things can happen from spreading small seeds of kindness and charity. Conduct a food drive or collect coats and gloves for those in need; report your hours to Good Turn for America. Work on the Citizenship belt loop and pin.

DECEMBER 2008 - HOLIDAY LIGHTS

The Star of Bethlehem, the Miracle of the Lamp, the Morning Star that enlightened Buddha, the bonfires of Yule: many of our holiday traditions this month involve lights. Share your holiday traditions with your pack and den: lights on a Christmas tree, candles on a Menorah for Chanukah, or on a Kinara for Kwanzaa. Boys can be stars this month by brightening someone's holiday season with a gift of compassion. As a pack or den, visit a nursing home, preschool, or children's ward and sing holiday favorites. End your outing by sharing cookies that the boys decorated. Help those less fortunate with a service project or toy drive. How about a holiday campfire at your pack meeting? This is great month to work on the Language and Culture belt loop and pin or the Heritages belt loop and pin.

JANUARY 2009 - "A-MAZE-ing" GAMES

January is a good time for indoor fun. Make and solve puzzles. Stump your friends with riddles. Build a maze, do crossword puzzles, and word searches. Have a pack

games night in which your family joins in for relays, board games, and other cooperative games. Play Cub Scout Jeopardy; how much do you know about Cub Scouting? Rediscover some of the games that your parents and your grandparents could have played and work on the Heritages belt loop and pin. Discuss why playing by the rules is important. The pinewood derby is a good opportunity to learn about rules and good sportsmanship. Why not work on the Chess belt loop and pin.

FEBRUARY 2009 - AMERICAN ABC'S

Take a personalized tour of the USA by the letters: Austin, Baton Rouge and Cambridge to Xenia, York and Zion. Our country contains an endless variety of scenic and historic places. What is special about these places? This month we'll find out by visiting historic places, theme parks, museums, and zoos. Choose a city or an historical site to highlight. Invite a guest speaker who can share something special about the places your Cub Scouts have picked to discover. Use maps or collect tourist brochures to learn more about places to visit. Your local historical society or public library is a great place to get started. Celebrate your blue and gold banquet with local foods from your choices of the ABCs and decorate to highlight your choice. This would be a good month to work on the Citizenship belt loop or pin or the Geography belt loop or pin.

MARCH 2009 - WHEN I GROW UP

Explore career possibilities of the 21st century this month. Host a pack career fair, inviting several adults to share what they do for a living and how these career opportunities might change as you grow up and technology advances. Discover how having a positive attitude is essential in reaching career goals. Den meeting plans could include field trips to learn about different occupations of interest to the boys and playing games centered on different jobs. This would be a good month to work on any of the Cub Scout Academics and Sports belt loops and pins - let the boys vote on the one that fits best with what they want to be when they grow up. For those future astronauts this month is a perfect time for a space derby!

APRIL 2009 - JURASSIC PACK

Explore the land before time! Imagine living in a time when dinosaurs roamed the Earth. What have paleontologists learned about the great beasts that roamed the Earth millions of years ago? Did any dinosaurs live where you do now? Find out what they ate, where they lived, and how they moved. What could we learn of these creatures that lived so long ago? Make a model of a dinosaur or visit a museum where dinosaur fossils can be seen. Make your own "dinosaur footprints" or "fossils" in plaster. Take a "dinosaur" scavenger hike by going on a hike and looking for things that might have been found during the Jurassic era. This would be a great time to work on the Geology belt loop and pin.

MAY 2009 - LEAVE NOTHING BUT FOOTPRINTS

Warm weather is a perfect time for outdoor adventure, complete with den hikes in the neighborhood, park, or on local trails. As we enjoy our outdoor world, we should strive to take nothing but pictures and leave nothing but footprints. Learn about Leave No Trace frontcountry guidelines and ways we can minimize our impact on the environment. Take a backyard hike and practice the Leave No Trace frontcountry guidelines. Have a contest to see who can take the best wildlife photograph. Earn the Cub Scout Leave No Trace Awareness Award. Do your Good Turn and leave these areas cleaner then you found them. Remember to record your service with Good Turn for America. The end of the month has all dens moving up

the Cub Scout trail. You might want to consider working on the Wildlife Conservation belt loop and pin this month.

JUNE 2009 - A CAMPING WE WILL GO

This month Cub Scouts go camping! Have a backyard campout with your family. Pitch a tent or sleep out under the stars! Conduct a pack campout at a nearby Scout camp, state park, or even the local museum. An outdoor pack meeting might include a nature observation hunt, followed by an evening around the "campfire". Attend your council's Cub Scout or Webelos Scout resident camp as a den or pack or the council's family camp with your whole family. Camping doesn't always mean overnight; day camp is always lots of fun. Get those boys outdoors and let them discover the fun of camping while working on their Cub Scout Outdoor Activity Award. Whatever you do, do it outside and find out what the outing in Scouting is all about. While out on the trail, you can work on the Map and Compass belt loop and pin or the Astronomy belt loop and pin.

JULY 2009 - BE A SPORT

Not only is it important to do your best when you try new sports but it is important to understand the rules of being a "good sport" no matter how the game goes. Play ball, soccer, tennis, or any sport! Learn about a sport that you've never played before. Have a sports competition with another Cub Scout pack in your area. Have athletes from a local high school or college speak at your den or pack meeting. Ask them to teach you about their sport. Learn a sport you can play with your family: golf, tennis, bowling, swimming, or skating. Have a pack sports day. Cub Scouts can create an obstacle course for the pack to enjoy while earning the belt loop and pin for Physical Fitness or any of the many Cub Scout Sports subjects.

AUGUST 2009 - FUN IN THE SUN

Let's go outside and have fun in the sun. Plan some outdoor activities this month that will encourage dens to meet and make preparations together for your pack event. It's a great time for a pack picnic, with each den planning a game or activity. Have a Cubanapolis derby with dens preparing their vehicle and practicing maneuvers during den meetings. Stress good sportsmanship and team building during the planning stages, as well as during the actual event. Create kites in your dens and have a kite flying derby or a family picnic to show off your creations! This might be a great month to work on the Cub Scout Outdoor Activity Award or a Cub Scout Sports belt loop or pin.

Cub Scout Monthly Themes for 2009-2010

SEPTEMBER 2009 - CUB SCOUT POCKETS - *Character Connection: Compassion*

What can possibly be in a Cub Scout's pocket? What is in a boy's pocket can tell a lot about who he is and what he likes. The boys can share and show off their collections and maybe even start a new one! Put some marbles in the boy's pockets and teach him how to play the game of marbles. Pick an interest of the boys and go on a field trip to explore and learn about it. Maybe a trip to a rock quarry in search of fossils, or a nature hike around the den meeting site to pick up items. This is also a great month to educate the boys on what can go on their uniform and then make some goals to accomplish their rank advancement, special awards, belt loops and pins, and involvement in camps and council events. This might be a good month to work on the Collecting or Marbles belt loop and pin.

OCTOBER 2009 - JUNGLE SAFARI - *Character Connection: Resourcefulness*

Help boys discover fun and adventure in the wilds of Scouting. Take them on a month-long safari. Learn why Africa is special to our founder Lord Baden-Powell. Find out how the Jungle Book story connects to Scouting. Use it and its characters to highlight den meeting games, crafts, and costumes for the pack meeting. Learn about the things you need if you are going on a safari and how would you survive. What do Scouts in Africa do? What are their uniforms like? Take a den trip to a local zoo, animal rescue facility, or wildlife refuge. Work on the Cub Scout Outdoor Activity Award or the Wildlife Conservation Academic belt loop and pin.

NOVEMBER 2009 - CUB SCOUT SALUTE - *Character Connection: Respect*

This month Cub Scouts salute those heroes who help keep us safe and secure each and every day. Can only adults be heroes? Heroes are often ordinary kids who did something out of the ordinary! A den can decide what makes a hero and who the heroes of tomorrow might be by looking at people they know today. Learn about heroes in your own community, as well as Scouting heroes who have earned BSA heroism awards. Have your Cub Scouts invite their hometown heroes to a den or pack meeting. Perhaps your den can become "silent heroes" by performing service for others without seeking any recognition. Visit a fire station, veteran's hospital (Veterans Day is this month), police station, or teacher's classroom and learn about their heroic deeds and reciprocate with a "Scout salute" for their contributions. You might work on the Citizenship belt loop and pin.

DECEMBER 2009 - WORKS OF ART - *Character Connection: Faith*

December is a time of celebration and giving. This is a perfect month for involving friends in doing good deeds and creating holiday magic through art. Cub Scouts use their artistic abilities to create holiday decorations, gifts, or cards. This artwork might be put on display in nursing homes, in churches, schools, or homes, and at the pack meeting or at a meeting of the chartered organization. Boys can make cards and ornaments and share them with residents of a local nursing or retirement home, children's hospital, or community center and do a "Good Turn for America." Boys can discover different forms of art, write poems, attend a musical or performing art show, or visit a local art museum. Works of art can become gifts for family members. The Academic belt loop or pin in Art or Music could be worked on in conjunction with these projects.

JANUARY 2010 - POWER UP! - *Character Connection: Responsibility*

Boys explore the science of energy through solar, electrical, and wind power and how this energy is used in their everyday lives. They can explore different ways to conserve energy and protect the world we live in. Work on the Science or Weather belt loop and pin. Boys can invite friends to join in the pinewood derby and discover the power behind those little cars. What types of things are powered up by the flip of a switch? A field trip to the local water works or power plant might be part of the den's monthly plan. Finish up the month with a real power-packed pack meeting. The boys can power up by being physically fit and working on the Physical Fitness belt loop and pin.

FEBRUARY 2010 - HAPPY BIRTHDAY, B.S.A. - *Character Connection: Honesty*

It's time to celebrate with a big birthday bash. Boy Scouts of America is 100 years old this year. Learn the history of how Scouting came to the United States. Find out about those who have given us this great Scouting legacy such as Daniel Carter Beard, James E. West, Ernest Thompson Seton, Waite Phillips, and W. D. Boyce.

Let's play birthday games, make party decorations, and have birthday cake for our blue and gold banquet.

MARCH 2010 - TAKE FLIGHT - *Character Connection: Courage*

The Wright brothers had a lot of courage to accomplish their dream to fly. Air has power to push and pull objects so that they can fly. This month learn all about air, what it consists of, and why it is needed to fly. Learn about gravity. Make your own flying machines as you hear about the Wright Brothers and their invention. Explore different types of paper airplanes. Figure out which ones fly farther, higher, faster, longer, and why? Hold a pack-wide paper plane derby fun night! How many things can you name that can fly? Study birds and their flyways. Why do some fly in a V formation? Take flight outdoors with a den or pack kite derby this month and enjoy that air! Take a field trip to the airport, hobby shop, or a science museum. Earn the Science belt loop and pin.

APRIL 2010 - SPRING INTO ACTION - *Character Connection: Positive Attitude*

This month is a good time to spring into action with outdoor activities such as hikes, sports and games, cleaning up litter along ponds, parks or roadsides, or planting some trees for improved habitat. Make plaster casts of the animal tracks you find on your hike. Visit and talk with someone who works with wildlife conservation and visit a fish hatchery, zoo, animal shelter, or wildlife sanctuary. Bring along food and supplies that they might need as part of your "Good Turn for America." Build bird houses, bird baths, feeding stations, or boxes for nesting materials. Do a community service project with your chartered organization to show your positive attitude in doing your best. This would be a good month to work on the Conservation belt loop and pin.

MAY 2010 - IN THE SPOTLIGHT - *Character Connection: Cooperation*

It's time to perform and be in the spotlight! This month spend some time making musical instruments to be used in the pack meeting variety show. The variety show could be skits, songs, puppet shows, magic trick - you name it. Have the boys and their parents and families participate in a variety show and have some adults record the show. Dens can create posters announcing the show and make programs to let everyone know what's coming. Commercials could be videotaped by the den during their den meetings and then be shown between acts. (Get the parents involved) Take a photo for the local newspaper or a video clip for the local TV station for recognition of their achievements and put Cub Scouting in the spotlight. Visit a television, radio, or cable station to see how they prepare and produce their shows. Attend a play or musical production. The Cub Scouts can earn the Music belt loop and pin.

JUNE 2010 - HOOP-DE-DOO! - *Character Connection: Health and Fitness*

This is a good time to learn and play the game of basketball while you learn about sportsmanship. Have a member of the high school basketball team (preferably a Boy Scout) teach the boys the rules of basketball; then play a game in the pack with older boys and younger boys balancing each team. Play other games such as ring toss, hoop games, soap bubble contests, and hoop obstacle course. Start working on the National Summertime Pack Award or Cub Scout Outdoor Activity Award. The boys will be able to earn the Basketball belt loop and pin or another Sports belt loop and pin of their choice, including the Physical Fitness belt loop and pin.

JULY 2010 - CELEBRATE FREEDOM - *Character Connection: Citizenship*

Celebrate America's freedom established on July 4, 1776, with patriotic songs, games, and family fun. Discover what makes America so special to us. Decide on a

birthday present your pack can give to America by doing a service project and a "Good Turn for America." Participate as a den or pack in an Independence Day parade. Enjoy the beauty of our country by participating in outdoor activities. Have a pack barbeque or family gathering and share some family heritage about coming to our great nation. Design and serve a birthday cake and sing to America! Earn the Citizenship and Heritage belt loops and pins.

AUGUST 2010 - WAVES OF FUN - *Character Connection: Perseverance*

Jump in and make a BIG splash with fun activities that explore water and waves. There is an adventure waiting in one of Earth's final frontiers, the depths of the ocean floors. Creatures never imagined before can be found there. What kinds of animals do live there? What does the ocean floor look like? The den could discover what makes a boat float, learn about different sea vessels, and even make their own boats. The pack can celebrate this month with a beach party (no beach required) and family picnic as they enjoy the great outdoors. Top it off with a raingutter regatta. Complete the requirements for earning the National Summertime Pack Award. This is a fun month to bring a friend! This is a wonderful opportunity to teach water safety and practice the buddy system while having fun and earning the Swimming belt loop and pin.

Cub Scout Monthly Themes for 2009-2010

SEPTEMBER 2010 - CUB SCOUT INVESTIGATORS - *Character Connection: Resourcefulness*

What happened to the cookies in the cookie jar? Let's find out. Learn techniques that the police use to solve crimes. Use microscopes, dust for fingerprints, and learn observation techniques. Visit your local police department and find out how to contact them in an emergency. Show your respect for law enforcement by thanking them for what they do. This would also be a great month to use your investigative skills to find friends to join Cub Scouts.

OCTOBER 2010 - UNDER THE BIG TOP - *Character Connection: Cooperation*

"Ladies and Gentlemen," welcome to the Cub Scout Circus. It will be a month of entertainment. Dens will practice stunts, skits, songs, run-ons, and cheers as part of their advancement and just for fun. They can share their talents at the monthly pack meeting, with the Cubmaster serving as ringmaster. The focus will be the magic of the circus with a center ring set up for performances. Be sure to have lots of balloons, peanuts, and popcorn for the audience, as well as spotlights on all dens as they perform.

NOVEMBER 2010 - CUB SCOUTS SPREAD THE NEWS - *Character Connection: Citizenship*

Cub Scouts spread the news about the fun that they are having in Cub Scouts. They learn many different ways to communicate. Plan a field trip to the local radio station, television station or newspaper office. Dens can publish articles and pictures in a den or pack newsletter or make their own commercial about a service project to be shown at the pack meeting, or on a local cable or school access channel. They can email a friend to join Cub Scouts. This would be a good month to work on Good Turn for America as well as the Communication belt loop and pin.

DECEMBER 2010 - WINTER WONDERLAND - *Character Connection: Positive Attitude*

The excitement of the holiday season brings magic to the eyes of Cub Scouts as they prepare decorations, make gifts, and sing songs of the season. Den or pack activities may include a Good Turn field trip to bring some holiday magic to the lives of others. Northern Cub Scouts will enjoy winter games in the snow. Southern Cub Scouts might play games with paper snowballs or take to the beach for a Klondike derby in the sand. This might be a good month to work on the Ice Skating or Snow Ski and Board Sports belt loop and pin.

JANUARY 2011 - ROAD WORK AHEAD - *Character Connection: Perseverance*

What does it take to build our roads and bridges? Who builds our roads and what materials and equipment are used? Find out this month as you put on your construction hats and dig in! Arrange to tour road building equipment. Have a construction company foreman/owner come visit at your pack meeting. What vehicles travel the Cub Scout roads? Why not have a pinewood derby this month and find out?

FEBRUARY 2011 - TURN BACK THE CLOCK - *Character Connection: Honesty*

"Turn Back the Clock" and see what the world was like in the past. Learn about an era of your choice with songs, games, and transportation from the time that you choose. Whether it is the Space Age, the Wild West, rock-n-roll, or the Ice Age, each time period had something special about it. Construct a pack "time machine" to help introduce the den's era skits or demonstrations at the blue and gold banquet. Whatever you choose, find the "best" in your time period and share it with others. The boys can work on the Heritages belt loop and pin this month.

MARCH 2011 - FORCES OF NATURE - *Character Connection: Faith*

Behold the awesome forces of nature. Discover how wind, rain, fires, floods, earthquakes, tornadoes, hurricanes, avalanches, and glaciers can alter and shape the earth. Cub Scouts learn now to prepare themselves and their families to meet the challenges associated with these forces. Each Cub Scout can work on preparing an emergency kit to keep in his home or car. Explore a different force of nature at each den meeting, creating models of these natural powers or their results. This is a good month to work on the Emergency Preparedness BSA Award and the Weather belt loop and pin.

APRIL 2011 - SCOUTING THE LAND DOWN UNDER - *Character Connection: Respect*

Scouting is alive and thriving in Australia. Let's learn about the earth's smallest continent, its animals, and its Scouting program. What kind of games do the boys play? What is a Joey? What kind of outdoor activities do they do in the Australian Scout program? Learn about Australian art work and ancient musical instruments. Come on mate and have a g'day. This would be a great month to work on the Language and Cultures belt loop and pin.

MAY 2011 - ACORNS TO OAKS - *Character Connection: Responsibility*

Nature provides a miraculous wonder in the life cycle. This month the boys can discover how plants grow from seeds. They can build and grow a terrarium or plant a garden. Here is the opportunity to assist nature by building birdhouses, bat nurseries, or squirrel feeders. This theme also can be used to assist the leaders in helping the boys learn about their own growth and health. They can make goals using a food pyramid. This would be a good month to work on the Physical Fitness belt loop and pin. All these things will help them grow strong and healthy much like a sturdy oak tree.

JUNE 2011 - CUBS IN ACTION - *Character Connection: Health & Fitness*

This is a great month for outdoor or indoor activities with focus on ACTION. Hikes, games, or relay races using Scout skills would all be good activities. The boys can learn and grow through sports, practicing good sportsmanship and team building. This might be a good time to work on the Cub Scout Outdoor Activity Award and any of the team Sports belt loops and pins.

JULY 2011 - SPLISH SPLASH - *Character Connection: Courage*

What could be better than a water carnival complete with games, skits, and a fishing derby? Create a water adventure trail with plenty of opportunity for boys to get wet. Stations could include a sponge toss, sprinklers, water slides, and raingutter regatta. Or plan a pack outing to a local swimming pool or beach. Be sure to teach the Cub Scouts the buddy system before you go and use Safe Swim Defense and Safety Afloat. Cub Scouts could work on their Swimming and Fishing belt loops and pins. The pack could also work toward the National Summertime Pack Award.

AUGUST 2011 - ON THE WILD SIDE - *Character Connection: Compassion*

Imagine being shipwrecked on an island of wild adventure! What kinds of wild animals and fauna might they encounter? Go on a hike and learn about the wild side that might be in your own backyard. And if that isn't enough, help the boys release some of their "wild side" fun with exciting games and creative projects. This is one month you'll enjoy the wild side. This will be a great time to invite a friend to come and join in the Scouting adventure!

Achievements and Electives partly from the inside cover of the Program Helps for 2008-2009.

September: New Buddies
Tigers – **Ach at Den Meeting** Bobcat 1, 4, 6, 2D, 4G – **Ach at Home** Bobcat 2, 3, 5, 7, 8 – **Elect.** 6, 9
Wolf - **Ach at Den Meeting** Bobcat 1, 4, 7, 2A, 2C, 4A, 12D – **Ach at Home** Bobcat 2, 3, 5, 6, 8, 2D-G, 4A-F 7E– **Elect.** 1A, 11A, 20A, 23D
Bear – **Ach at Den Meeting**– 3F, 7A, 9E, 11C, 16B, 23B (partial), 23C (partial) 24A
Ach at Home 1 or 2, 9F or 9G, 17A, D, E, F – **Elect.** 9A, 17A, 17E
God (1 or 2) **Country (3, 4, 6)** **Family (8, 9, 10, 11)** **Self (15, 17, 18, 24)**

October: Adventure in Books
Tigers – **Ach at Den Meeting** 1D, 1G – **Ach at Home** 5F – **Elect.** 2, 14, 21
Wolf - **Ach at Den Meeting** 1A, 1B, 2B – **Ach at Home** 7A-F, 8B, 9A-E, 10 – **Elect.** 6C, 10, 11 C (partial)
Bear – **Ach at Den Meeting**– 3A, 4A, 4C, 8A, 8C, 11G – **Ach at Home** 4B, 8B, 8G, 18A, B, F, G, H – **Elect.** 24A

November: Seeds of Kindness
Tigers – **Ach at Den Meeting** 2G, 3F, 5D – **Ach at Home** 3F – **Elect.** 10 or 11, 12, 25, 32
Wolf - **Ach at Den Meeting** 1C, 1D, 1E, 1G, 2A, 3A – **Ach at Home** 3B-C, 6A-C, 12A-K – **Elect.** 11D, 11F, 14A, 22D
Bear – **Ach at Den Meeting**– 3F, 5A, 6B, 6G or 7B, 24F – **Ach at Home** 3A, B, J, 18, 24D, E – **Elect.** 17E

December: Holiday Lights
Tigers – **Ach at Den Meeting** 3D, 5G – **Ach at Home** 1F, 2F – **Elect.** 1, 2, 8, 10 or 12, 11
Wolf - **Ach at Den Meeting** 2A, 8A, 8D, 11B – **Ach at Home** 11A-D, 8 B-E – **Elect.** 9, 13, 17
Bear – **Ach at Den Meeting**– 3F, 9A, 9D, 15B – **Ach at Home** 2, 6E, 9C, 10A – **Elect.** 9A, 11

January: "A-Maze-Ing" Games
Tigers – **Ach at Den Meeting** 3G, 4D – **Ach at Home** 4F – **Elect.** 3, 19, 47
Wolf - **Ach at Den Meeting** 2B, 10B – **Ach at Home** 5A-E, 10A-E, 10G – **Elect.** 1B, 22A
Bear – **Ach at Den Meeting**– 10B, 13F, 15B, 15C – **Ach at Home** 8D, 10B, 11A, B, D, E, 13F, 17B – **Elect.** 0

February: American ABCs
Tigers – **Ach at Den Meeting** – **Ach at Home** –**Elect.** 1, 2, 24, 25, 41, 46
Wolf - **Ach at Den Meeting** 2B, 2D, 2G, 4F – **Ach at Home** 8C – **Elect.** 12E, 12F
Bear – **Ach at Den Meeting**– 3, 3A, 3D, – **Ach at Home** 1 or 2, 9F or 9G, 17A, D, E, F – **Elect.** 2F, 23

March: When I Grow Up
Tigers – **Ach at Den Meeting**– **Ach at Home** – **Elect.** 6, 13, 43 or 46 or49
Wolf - **Ach at Den Meeting** 5, 12 – **Ach at Home** – **Elect.** 1A, 5E, 8A, 11A, 12, 14or 21A, 17F, 21
Bear – **Ach at Den Meeting**– 3J, 6C, 7, 9C, 19, 22 – **Ach at Home**– **Elect.** 17

April: Jurassic Pack

Tigers – **Ach at Den Meeting** – **Ach at Home** – **Elect.** 4, 7, 42 or Go See It
Wolf - **Ach at Den Meeting** 1G, 2B, 6A-C, 7,12 – **Ach at Home** 12 – **Elect.** 18
Bear – **Ach at Den Meeting**–16C, 17D, 21B – **Ach at Home** 1B – **Elect.** 20

May: Leave Nothing But Footprints
Tigers – **Ach at Den Meeting** – **Ach at Home** – **Elect.** 33, 35, 47 or Go See It
Wolf - **Ach at Den Meeting** 5E – **Ach at Home** 7 – **Elect.** 7, 13, 15, 19
Bear – **Ach at Den Meeting**– 7, 9E, 18G,
Ach at Home 10 – **Elect.** 1, 11, 25

June: A-Camping We Will Go
Tigers – **Ach at Den Meeting** Bobcat 4, 6, 7, 5G – **Ach at Home** – **Elect.** 0
Wolf - **Ach at Den Meeting** 2F, 7, 10C– **Ach at Home** 8, 9 – **Elect.** 4F, 11C, 17, 18E, 23
Bear – **Ach at Den Meeting**– 3G **Ach at Home** 9G, 12A – **Elect.** 25

July: Be a Sport
Tigers – **Ach at Den Meeting** Bobcat 1, 3G or Go See It – **Ach at Home** – **Elect.** 16, 35, 40
Wolf - **Ach at Den Meeting** 9E – **Ach at Home** 6, 10C – **Elect.** 5, 17, 20
Bear – **Ach at Den Meeting** 3G, 15, 23 **Ach at Home** – **Elect.** 20D, 20E, 20F

August: Fun in the Sun
Tigers – **Ach at Den Meeting** Bobcat 1, 6, 2D, – **Ach at Home** – **Elect.** 22, 29, 37, 40, 42
Wolf - **Ach at Den Meeting** 2A, 4F, 8E – **Ach at Home** 10– **Elect.** 11, 14, 18
Bear – **Ach at Den Meeting**– 9D, 9E, 12, 14, 15, 16, 18D, 18E, 24 – **Ach at Home** – **Elect.** 6B

Themes by Rank for the year:

Tiger
September: New Buddies
Tigers – **Ach at Den Meeting** Bobcat 1, 4, 6, 2D, 4G – **Ach at Home** Bobcat 2, 3, 5, 7, 8 – **Elect.** 6, 9
October: Adventure in Books
Tigers – **Ach at Den Meeting** 1D, 1G – **Ach at Home** 5F – **Elect.** 2, 14, 21
November: Seeds of Kindness
Tigers – **Ach at Den Meeting** 2G, 3F, 5D – **Ach at Home** 3F – **Elect.** 10 or 11, 12, 25, 32
December: Holiday Lights
Tigers – **Ach at Den Meeting** 3D, 5G – **Ach at Home** 1F, 2F – **Elect.** 1, 2, 8, 10 or 12, 11
January: "A-Maze-Ing" Games
Tigers – **Ach at Den Meeting** 3G, 4D – **Ach at Home** 4F – **Elect.** 3, 19, 47
February: American ABCs
Tigers - **Ach at Den Meeting** – **Ach at Home** –**Elect.** 1, 2, 24, 25, 41, 46
March: When I Grow Up
Tigers - **Ach at Den Meeting**– **Ach at Home** – **Elect.** 6, 13, 43 or 46 or49
April: Jurassic Pack
Tigers – **Ach at Den Meeting** – **Ach at Home** – **Elect.** 4, 7, 42 or Go See It
May: Leave Nothing But Footprints
Tigers- **Ach at Den Meeting** – **Ach at Home** – **Elect.** 33, 35, 47 or Go See It
June: A-Camping We Will Go
Tigers – **Ach at Den Meeting** Bobcat 4, 6, 7, 5G – **Ach at Home** – **Elect.** 0
July: Be a Sport

Tigers- **Ach at Den Meeting** Bobcat 1, 3G or Go See It – **Ach at Home** – **Elect.** 16, 35, 40
August: Fun in the Sun
Tigers – **Ach at Den Meeting** Bobcat 1, 6, 2D, – **Ach at Home** – **Elect.** 22, 29, 37, 40, 42

Wolf
September: New Buddies
Wolf - **Ach at Den Meeting** Bobcat 1, 4, 7, 2A, 2C, 4A, 12D – **Ach at Home** Bobcat 2, 3, 5, 6, 8, 2D-G, 4A-F, 7E **Elect.** 1A, 11A, 20A, 23D
October: Adventure in Books
Wolf – **Ach at Den Meeting** 1A, 1B, 2B – **Ach at Home** 7A-F, 8B, 9A-E, 10 – **Elect.** 6C, 10, 11 C (partial)
November: Seeds of Kindness
Wolf- **Ach at Den Meeting** 1C, 1D, 1E, 1G, 2A, 3A – **Ach at Home** 3B-C, 6A-C, 12A-K – **Elect.** 11D, 11F, 14A, 22D
December: Holiday Lights
Wolf- **Ach at Den Meeting** 2A, 8A, 8D, 11B – **Ach at Home** 11A-D, 8 B-E – **Elect.** 9, 13, 17
January: "A-Maze-Ing" Games
Wolf- **Ach at Den Meeting** 2B, 10B – **Ach at Home** 8D, 10B, 11A, B, D, E, 13F, 17B – **Elect.** 1B, 22A
February: American ABCs
Wolf - **Ach at Den Meeting** 2B, 2D, 2G, 4F – **Ach at Home** 8C – **Elect.** 12E, 12F
March: When I Grow Up
Wolf- **Ach at Den Meeting** 5, 12 – **Ach at Home** – **Elect.** 1A, 5E, 8A, 11A, 12, 14or 21A,17F, 21
April: Jurassic Pack
Wolf – **Ach at Den Meeting** 1G, 2B, 6A-C, 7, 12 – **Ach at Home** 12 – **Elect.** 18
May: Leave Nothing But Footprints
Wolf- **Ach at Den Meeting** 5E – **Ach at Home** 7 – **Elect.** 7, 13, 15, 19
June: A-Camping We Will Go
Wolf- **Ach at Den Meeting** 2F, 7, 10C– **Ach at Home** 8, 9 – **Elect.** 4F, 11C, 17, 18E, 23
July: Be a Sport
Wolf- **Ach at Den Meeting** 9E – **Ach at Home** 6, 10C – **Elect.** 5, 17, 20
August: Fun in the Sun
Wolf- **Ach at Den Meeting** 2A, 4F, 8E – **Ach at Home** 10– **Elect.** 11, 14, 18

Bear **God (1 or 2)** **Country (3, 4, 6)** **Family (8, 9, 10, 11)** **Self (15, 17, 18, 24)**
September: New Buddies
Bear – **Ach at Den Meeting**– 3F, 7A, 9E, 11C, 16B, 23B (partial), 23C (partial) 24A – **Ach at Home** 1 or 2, 9F or 9G, 17A, D, E, F – **Elect.** 9A, 17A, 17E
October: Adventure in Books
Bear – **Ach at Den Meeting**– 3A, 4A, 4C, 8A, 8C, 11G – **Ach at Home** 4B, 8B, 8G, 18A, B, F, G, H – **Elect.** 24A
November: Seeds of Kindness
Bear - **Ach at Den Meeting**– 3F, 5A, 6B, 6G or 7B, 24F – **Ach at Home** 3A, B, J, 18, 24D, E – **Elect.** 17E
December: Holiday Lights
Bear – **Ach at Den Meeting**– 3F, 9A, 9D, 15B – **Ach at Home** 2, 6E, 9C, 10A – **Elect.** 9A, 11
January: "A-Maze-Ing" Games

Bear – **Ach at Den Meeting**– 10B, 13F, 15B, 15C – **Ach at Home** 11A, B, D, E, 13F – **Elect.** 0
February: American ABCs
Bear- **Ach at Den Meeting**– 3, 3A, 3D, – **Ach at Home** 1 or 2, 9F or 9G, 17A, D, E, F – **Elect.** 2F, 23
March: When I Grow Up
Bear – **Ach at Den Meeting**– 3J, 6C, 7, 9C, 19, 22 – **Ach at Home**– **Elect.** 17
April: Jurassic Pack
Bear – **Ach at Den Meeting**–16C, 17D, 21B – **Ach at Home** 1B – **Elect.** 20
May: Leave Nothing But Footprints
Bear – **Ach at Den Meeting**– 7, 9E, 18G – **Ach at Home** 10 – **Elect.** 1, 11, 25
June: A-Camping We Will Go
Bear - **Ach at Den Meeting**– 3G – **Ach at Home** 9G, 12A – **Elect.** 25
July: Be a Sport
Bear – **Ach at Den Meeting** 3G, 15, 23 – **Ach at Home** – **Elect.** 20D, 20E, 20F
August: Fun in the Sun
Bear – **Ach at Den Meeting**– 9D, 9E, 12, 14, 15, 16, 18D, 18E, 24 – **Ach at Home** – **Elect.** 6B

Scouting Resources on the Web Mega-List
Westark District Pow Wow – 2003

Find this document on-line *with links* at www.razorbackscouts.org, Resources page

BSA national: www.scouting.org

The National site offers a VERY detailed, linked SITE MAP which you can find off of the home page which includes the headings listed below. This is the best source for genuine, "official," approved information on Scouting programs and topics. The following list just scratches the surface of the great information on this site.

Activities
Advancement
Annual Reports
Awards and Emblems
Boy Scout Program
Boys' Life magazine
Camping
Careers in Scouting
Commissioners
Community Service
Conservation
Councils
Cub Scout Program
Duty to God
Eagle Scouts
Equipment
Events
Fact Sheets
Finance
History
International Scouting
Jamboree
Joining a Unit
Local Councils
Magazines
Merchandise
National Eagle Scout Association (NESA)
Northern Tier High Adventure Base
Online Games
Order of the Arrow
Philmont Scout Ranch
Press Releases
Programs
Publications
Public Relations
Professions in Scouting
Recruiting
Scholarships
Scouting magazine
Safety
Sea Base
Starting a Unit
Summer Jobs
Supply Division
Support Scouting
Training
Urban Emphasis
Venturing Program
Volunteer Opportunities
Values
Webelos

Council: www.westarkbsa.org *Site Map:*

Council Information; Officers, Calendar

- James E. West
- Friends of Scouting
- News & Events (subscribe to announcement list)
- Forms Index
  - Interactive Forms
  - HTML Formatted Forms
  - Acrobat Reader Forms

Districts

- **Butterfield Trail District**; Officers, Calendar, Meeting Locations Magazine Mountain District; Officers, Calendar, Meeting Loc.
- **Ozark District**; Officers, Calendar, Meeting Locations
- **Razorback District**; Officers, Calendar, Meeting Locations

News & Events

Camps

- Camp Orr
  - Camp Schedule
  - Leader's Manual
  - Gallery
- Rogers Scout Reservation
  - Scout World
  - Reservation Schedule

Company Store

2003 National President's Awards - Best Council Websites (posted on May 15, 2003)

Heart of America Council, Kansas City http://www.hoac-bsa.org
Lincoln Heritage Council, Louisville KY http://www.lhcbsa.org
Otetiana Council,Rochester NY http://www.otetiana.org
Blue Ridge Council, Greenville SC http://www.blueridgecouncil.org
W. D. Boyce Council, Peoria, IL http://www.wdboyce.org
Grand Teton Council, Idaho Falls, http://www.grandtetoncouncil.org
Indianhead Council, St. Paul, MN http://www.indianhead.org
Sequoia Council, Fresno, CA http://www.sequoiacouncilbsa.org
Central Florida Council, Apopka, FL http://www.cfcbsa.org
Westchester-Putnam Council, Hawthorne NY http://www.wpcbsa.org
South Florida Council, Miami Lakes, FL http://www.sfcbsa.org
Southern Sierra Council, Bakersfield, CA http://www.southernsierrabsa.org

District: www.razorbackscout.org

Although this is an "unofficial" district-specific site, there is much useful information posted regarding council events, including PDF registration forms, maps, etc. Scouters from other districts are always invited to attend any posted training events. *Site Includes:* Announcements, Calendar (including many Council events), Contact list, Unit list, Events, Training, Resource Links and the "Squealer" District Newsletter

General Scouting Sites:

MacScouter Scouting Resources Online: www.macscouter.com *Includes the following:*

The BSA Scouting Resources Boy Scouts: Resource links for most aspects of the Boy Scout Program. If you know of any additional resources, or any additional subjects that should be covered, please let me know.
Cub Scouts: The Cub Scout Pow Wow -- a major resource site including on-line Pow-Wow Books

Cub Scout and Boy Scout Ceremonies Lots and lots of new ceremonies have been added to the Ceremonies page.

Scouting on the Internet An overview of what is in Cyberspace to support Scouting around the world, including discussion groups, ftp servers, Internet Relay Chat, and Web pages around the world.

Scouting Clipart and Fonts Where to get 'em, What to do with 'em.

The Great Games Resource Featuring the MacScouter's Big Book of Games, volume 1 for Younger Scouts, and volume 2 for Older Scouts. Also including a very old BSA booklet, "Boy Scout Games".

Stories for Scouts & Scouters Complex extended puns -- that is, Shaggy Dog Stories -- Ghost Stories, Mysteries, Audience Participation Stories, and a growing collection of stories suitable for campfires and other gatherings of kids young and old.

Songs for Scouts Campfire Songs, Gross Songs and links to other songs resources. This area of the MacScouter has been updated with several hundred new songs.

Skits for Scouts Featuring the second edition of the MacScouter's Big Book of Skits

Wood Badge Resources Lots of Wood Badge stuff, including Where to Find Wood Badge Stuff, a new collection of people and companies to contact to get Wood Badge stuff, like T-shirts, mugs, patches, and lots more.

The Scout Law According to Mike Walton These points are extracted from "Patches and Pins..." (c) 1988 Mike Walton.

The Scoutmasters and Committee Members Resources A starting point for resources to support Scoutmasters and Troop Committee Members. This includes *A Guide to Conducting Boards of Review by Ray Klaus*, and *the Scoutmaster's Minutes*. You can now download the whole formatted document containing all 161 Scoutmaster's Minutes.

The Eagle Resources Featuring the new, *Eagle Court of Honor Handbook*, available on the Web and to download. Also, the Eagle Commendation Addresses and the United States Army Youth Certificate of Recognition -- Another great way to recognize your new Eagle Scout.

Campfire Resources -- How to Make a Campfire Planning Book Openings, closings and branches to songs, skits and stories, so you can create your own memorable Campfire program. Build your own Campfire Planning binder.

The Winter Camping, Wilderness Survival & Hypothermia Page Featuring the *Wilderness Preparedness, Communications and Training* by Robert Amick

The Scouts Own Resources Invocations, prayers, songs, readings, messages, benedictions, and some complete Scouts Own services. Resources to help with the spiritual growth in your unit.

Outfitting the Scout -- Outdoors Outfitters & Scout Shops Around the World Where to find information on the Web about camping and hiking equipment. This page is certainly not complete. Please send me information you have.

Abbreviations and Acronyms Used in Scouting Compiled and Edited by Ric Koval

Cooking for Scouts and Scouters A growing resource of recipes and cooking hints, including *The Dutch Oven Cookbook by Mike Audleman and John W. Lyver, IV*, *The Geezer Cookbook* by Dwayne Pritchett and the *Foil Cooking Recipes compilation by Kim J. Kowalewski*. Cooking resources for backpackers.

Patriotic Themes A collection of American Patriotic Themes, suitable for meetings and instruction

Scouting Deep in Our Hearts -- Things Truly Scouting, Tributes, Humor A number of touching and deeply meaningful things for Scouters
Embroidery and Patch Companies Addresses and phone numbers for many companies around the world.

Trail's End Popcorn Web Site: http://www.trails-end.com/

All the forms, information and training you want and need to know and have about popcorn. Ask your Popcorn Kernel or District staff how to use it.

U.S. Scouting Service Project: www.usscouts.org

Start your online Scouting Adventure with the U.S. Scouting Service Project, the Scouting Web Portal! The U. S. Scouting Service Project, Inc. Website ©1997-2003 is the largest collection of Scouting resource materials available online and assembled by volunteer Scouters without pay. The U.S. Scouting Service Project, Inc. is a not-for-profit corporation dedicated to supporting the Scouting Movement. The U.S. Scouting Service Project is not associated with Boy Scouts of America or the World Organization of the Scouting Movement. This is a HUGE portal to the following HUGE sites, which focus on each of the following areas of Scouting:

CLIPART.USSCOUTS.ORG	NETCOMMISH.COM	CUBMASTER.ORG	JAMBO2001.ORG
MACSCOUTER.COM	SCOUTMASTER.ORG	SCOUTCAMP.ORG	WORLDSCOUTING.ORG

Another overachiever website of resources: www.insanescouter.com *Topics include:*

Boy Scout Resources	Advancement	Clip Art	Web Site Services
Webelos Resources	Publications	Forms	Scoutmaster Minutes
Cub Scouts	Outdoors	Ceremonies	Send A Postcards
Online Activities	Bulletin Board	Campfires	Fun activities
Links (add your site)			

Recognized for excellence in resources: www.scoutorama.com *Topics include:*

Activities	Eagle Projects	Pinewood Derby	Scout Songs
Camping Food	Eagle Scouts	Resource Library	Sites
Ceremonies	Minutes	Scout Skits	

SCOUTER NetCompass Portal: http://www.scouter.com/ *Topics Include:*

Advancement Boy Scout Awards, Boy Scout Ranks, BSA Merit Badges, Congressional Award, Cub Awards and Ranks, Eagle Scout

Calendar JLT Courses, Trade-O-Rees, Training Calendars, Wood Badge Courses...

Campfires

Discussion Lists Denominational, Newsgroups, OA Discussion Lists, Sea Scouts Discussion Lists...

Graphics and Clipart Animations & Banners, Artwork & Paintings, Cartoons on Scouting, Fonts, Girl Scout Graphics, OA Graphics...

High Adventure Aquatic, Boundary Waters Canoe Area, BSA, Caving-Spelunking, Cub Scout, Florida Sea Base...

Leaders Resource Amateur Radio & JOTA, Behavior, Chaplain Resources, Chartered Partners, Documents-Forms-Permits, Education...

Medical Issues Library ADHD, Allergies, Asthma, Bedwetting, Depression, Diabetes...

Meeting Activities Ceremonies, Craft Ideas, Games, Pen Pals, Recognition & Encouragement, Skits...

Outdoor Gear

Scout Skills Canoe-Skills, Citizenship, Cooking, CPR, First Aid and Safety, Flag Display...

Scouting History BSA, Events, Girl Scouts of the USA, International, Memorabilia & Collectibles, Museums...

Scouting Organizations American Indian Dance Teams, Associations, Boy Scouts, Boy Scouts of America, Cub Scouts, Exploring...

Service To America Responding to Terrorism, Scouting For Food...

Training Boy Scout Training, Commissioner, Cub Scout Training, Den Chief Training, Environmental Education, Ethics In Action...

Unit Fundraising Commercial Vendors, Girl Scout Cookies, Trails-End Popcorn, Unit Fundraiser Reports...

Where To Go BSA Camps, Canoeing, Girl Scout Camps, Historic Sites, International Scout Camps, Lewis & Clark BiCentennial...

Youth Protection Culture-based Youth Protect, Online-Safety Articles, Online-Safety Sites, Online-Safety Tips, Safe Chat, Safe Search Engines...

Scouting the Net – A Portal for the Scouting Community: http://www.scoutingthenet.com/

Numbers indicate links for each topic. *Topics Include:*

Baden-Powell History Of Scouting (8)
Camping (84)
Cooking (20)
Derbys (22)
Eagle Scout (10)
Events (15)
Flags (7)
Historic Sites (7)
Historic Trails (2)
Knots (16)
Outdoor Adventure (22)
Outdoor Preparedness (12)
Publications (21)
Religion And Scouting (11)
Resources (209)
Clipart, Games, Skits, Songs ( )
.Shooting Sports (24)
Tiger Cub Big Ideas (11)
Training (44)
Pow-Wow, Roundtable, ( )
Uniform (33)
Custom Items, Patch Trading ( )
Units Online (463)
Packs, Troops, Councils ( )
Webelos (233)

Scout Files – Download documents on various topics: www.rogerknapp.com/knap/stfiles.htm

1776 Paid - the price paid by the founders of the Dec. of Independence
Advancement - this is what we read at ceremonies for each rank of advancement
Arrow of Light - meaning of the parts of the arrow of light
Boyscout Song Midi of boyscout song
Cake Bake - rules for Dad and Lad cake bake contest
Camping List - list of supplies to take camping and first aid kit
Catapult Plans - plans on how to build and have contest with catapults
Catapult Plans2 - Large scale catapult plans with large poles.
Ceremonies - Misc cub and boy scout ceremonies
Challenges - outdoor and pioneering challenges that BP put his boys through.
Child Abuse Protection - guidelines for abuse prevention
Cooking - cooking skills and organization, advice and recipes
Court of Honor suggested parts of simple court of honor.
Flag Retirement Ceremony - respectful burning ceremony to dispose of US flag.
Eagle Ceremonies - several eagle ceremonies
Eagle OA Indian Ceremony - copy of a boy's OA eagle ceremony
Eagle Projects list of eagle project suggestions.
Eagle SM Speech - speech made at eagle ceremony
Eagle Poem 1- Copy of Eagle Poem
Eagle Poem 2 - copy of another Eagle poem.
Eagle Poems 3 - collection of several poems
Eagle Challenges - challenges for eagle ceremony
Eagle Steps - List of steps and procedures for each step to obtain badge.
Eagle Tips - poem and tips before eagle ceremony
Eagle Checklist - list of steps to plan eagle ceremony
Eagle Court of Honor Workbook to plan and carry out .
Eagle Workbook. Texas Circle 10 workbook to be filled out when working on Eagle Badge.
Equipment for Summer Camp for Scoutmasters to bring
First Aid - list of supplies for a backpacking first aid kit (i.e. Philmont)
Famous Eagles - list of famous people who were eagles.
Flashlight - light weight small light that lasts long time. Good for Philmont.
Games - games and descriptions scouts can play - boy, cub, and girl scouts
Games2 - more boyscout games outdoor and indoor.
Games of BP - the games that Baden Power had the boys play.
Governor's Trail Meisenbach Camp Texas, GPS waypoints and Map
History - the founding four fathers of scouting
Meaning of Merit Badges - Baden Powell tells his purpose.
Meaning of Boy Scouts from 1916 establishment.
Philmont GPS Coordinates of Philmont campsites. Lat/Long and UTM. Waypoints file.
Philmont Guide Book and Planning Book
Philmont Hints ideas to help you have a better trek.
Philmont Meals meal menus from 2000 treks
Philmont Treks 20001 - description and maps of 2001 treks
Physical Forms - copy of physical forms to print and have filled out.
Pinewood Derby - rules for fair race.
Pipe Chimes - descriptions on making and playing pipes cut into sections + music
Recipes - a bunch of good recipes
Safety Rules of BSA - list of BSA safety rules for most activities
Scoutmaster - description of the best balance in being a scoutmaster
Scout Master Minutes collection of 163 from R. Taylor.
Scoutmaster Poem - great poem that captures the job of SM
Scoutmaster Testimonial - why am I doing this?
Skits - Some skits that you can use
Table Plans to cut from one sheet of plywood. Bench and table pieces fit together.
Troop Manual - Our troop manual is very complete. Use it for ideas to improve yours.
Whistle Plans to make small wooden whistle.
Woodbadge Beads history behind them
Youth Protection Handouts copies of BSA youth protection handouts for leaders.

General Cub Scout Links:

Cub Scout Fun Pages: http://www.creighton.edu/~bsteph/pack114/funpages/

Balloo's Bugle Roundtable with theme ideas: http://usscouts.org/bbugle.asp

The Ultimate Pine Wood Derby Site: http://users.aol.com/randywoo/pine/index.htm

Lots of material to use in pack and den meetings: http://powwow-online.net/

Cub Scout training issues: http://www.cub-roundtable.com/

Bill Smith's unofficial Roundtable of Cub topics: http://www.wtsmith.com/rt.html

Themes - Looking ahead: http://www.lastfrontiercouncil.org/Cub-Webelos-Themes-2004.htm

Virtual Cub Leader's Handbook: www.geocities.com/~pack215 *Includes the following topics:*

Cub Advancement Tracker Tool! NEW Updated with 2003 requirements!
The History of Cub Scouting Seventy years of discovery.
Women in Cub Scouting A historical perspective
BSA Crime Prevention Program Take a Bite Out of Crime!
The World Friendship Fund Patch Help Scouting in disadvantaged countries!
Pack Leadership Roles Job Descriptions for our Leaders
Rechartering Your Unit Your license to run with the Pack!
Wildlife Tracking & Stalking Lord Baden-Powell's pride!
Leader Recognition Plan Award requirements for Cubbers.
Nat'l Pack Summertime Award For a year-round program.
National Scout Resources BSA's Site Map & Fact Sheets
BSA Family Program & Award Strong Families = Strong Scouts
Cubs On Subs An Adventure Overnighter !
The NEW Academics & Sports Program! All requirements, plus
The Birth of "Cubbing" The New Younger Boy Program - 1930!

Our Awesome Clipart! Badge Scans, and Original Artwork
The "NEW" Tiger Cubs Program An introduction to Cub Scouting!
Pinewood Derby Mania An American Cub Scout Phenomenon!
The Virtual Requirements Guide All Cub Scout rank requirements!
The Quality Unit Award For a quality program execution.
Meeting Dazzlers for Leaders! Mega-resources for better meetings!
The Virtual Uniform & Insignia Guide Set the example for your Pack
Conservation Good Turn Program Working to enhance the environment.
Planning Blue & Gold Banquets Happy 89th Birthday, Scouting!
Scouting Netiquette From the JOTI Netiquette Team!
Cub Scout Camping

Topical Links:

CAMPS
Philmont Web Site: http://www.philmont.com/
Detailed, experienced information on Philmont: http://w4.lns.cornell.edu/~seb/philmont.html#1.4
Northern Tier Canoe Base Web Site; http://www.ntier.org/
Sea Base Web Site; http://www.usscouts.org/ha/bsaseabase.html

COOKING
Recipes for camping: www.melborponsti.com/scouts (Jim Speirs)
Patrol Kitchen Box Plans taken from Henning's Scouting Pages: http://home.epix.net/~hawkmtn/jambpb.html
Chuckbox plan: http://www.troop168.net/forms/patrolboxb.htm
Dutch Oven recipes, and tips: http://www.troop168.net/cooking/cooking.htm
Camp Recipes: http://www.troop899.org/899cooking.htm
Dutch Oven cookware and recipes: http://www.dutchovencookware.com

CRAFTS
Activities for Kids: http://www.activitiesforkids.com/kids.htm

FORMS

Planning Forms and Duty Rosters: http://www.troop168.net/forms/formspage.htm
Scout forms: www.westarkbsa.org

GRAPHICS

Cub Scout Graphics: http://www.geocities.com/Yosemite/Trails/1831/Scouts.htm
BSA Backgrounds & Images: http://www.bsatroops.org/bsaimgs.htm
BSA Logos: http://www.tricreekdistrict.org/bsa_logos.htm
Scouting Clip Art Resources: http://www.emf.net/~troop24/icons/clipart.html
Wood Badge Pictures & Graphics: http://www.woodbadge.org/wbpics.htm
Cub Scout Graphics: http://www.geocities.com/Yosemite/Trails/1831/Scouts.htm
Variety: http://www.cnyscouts.org/general/free_graphics/freepics.html

GAMES

Games inside/outside, quiet/team: http://www.scoutbase.org.uk/activity/games/idx/cubgames.htm
Baden-Powell's Scouting Games: http://www.scouts.nzl.org/games/bpgames.htm
BSA History Quizes: http://members.aol.com/randywoo/bsahis/bsaquiz.htm
Games for Boys (Some for Older Boys): http://www.inquiry.net/outdoor/
Online Scouting Skill Games: http://www.scouting.org/nav/enter.jsp?c=xm
Puzzles, Brainteasers: http://www.niehs.nih.gov/kids/braint.htm
Games and Activities: http://www.niehs.nih.gov/kids/games.htm
Online Skill Games from Scouting.org: http://www.scouting.org/nav/enter.jsp?c=xm
Make your own puzzles online: http://www.puzzlemaker.com/
Activities for Kids: http://www.activitiesforkids.com/kids.htm

KNOT TYING

In depth: www.earlham.edu/~peters/knotlink.htm
Knot Links: http://www.scoutingthenet.com/Knots/
What Knot Would You Use Game: http://www.scouting.org/nav/enter.jsp?c=xm
Knot animations: http://www.troop9.org/?s=knots/index
More animations and other cool stuff: http://www.webofroses.com/scouting/knots.html

LEADER SITES

Leader's Corner (LOTS of neat stuff, including a wealth of inspirationals, Scoutmaster minutes, unit links and much more): http://members.aol.com/t915/Leaders_Corner.htm

Online Fast Start Leader Training for those with a high speed Internet connection:
http://www.scouting.org/cubscouts/faststart/
Online Youth Protection (start at the westarkbsa.org site): http://www.westarkbsa.org/b/events/ypt.shtml
Adult Knot Requirements: http://usscouts.org/awards/knots2.html
More on Knot Requirements: http://www.emf.net/~troop24/reqs/knots.html
BSA's Guide to Safe Scouting: http://usscouts.org/safety/g2ss.html
Uniform and Insignia information: http://www.mninter.net/~blkeagle/patchtop.htm
Packmaster and Troopmaster Software Site (look for updates) : http://www.troopmaster.com/

LINKS TO MORE LINKS

Scouting Links: http://www.netwoods.com/scout_links.html
WWW Links on Scouting related topics: http://www.netwoods.com/www_links.html
Scouting Links, ETC: http://www.geocities.com/pack1928/scoutlinks.htm
Leader's Corner – mega links: http://members.aol.com/t915/Leaders_Corner.htm
Henning's Scouting Pages: http://home.earthlink.net/~scouters/bsa.html

MERIT BADGE RESOURCES

Devoted to Scout advancement: www.meritbadge.com
Pointers and background material for merit badges: www.emf.net/~troop24/scouting/mb-pages.html

NECKERCHEIF SLIDES AND OTHER CRAFTS

Slide ideas: http://troop424.freeservers.com/silverheelslides/stories.htm
Slides using various mediums: http://www.e-scoutcraft.com/
More slides – "Woggle World": http://members.tripod.com/~cubclub/

ORDER OF THE ARROW (and American Indian/ Native American Culture):

www.oa-bsa.org
www.indians.org
www.powwows.com
www.cherokee.org (EXCELLENT site)
www.nativeweb.org (resources)
www.wisdomkeepers.org
www.redearth.org
www.indianhouse.com/music
www.ameritech.net/users/macler/nativeamericans.html
www.nativeculture.com/lisamitten/indians.html (lot of links)
www.cudenver.edu/public/library/reference/nam.html (lot of links)
http://www.crazycrow.com (Authentic Craft supplies)
www.nativetech.org (lots of info on native American arts/crafts, games, etc.)
www.nativenations.com

REVERENT

HUGE Scout's Own resource: http://usscouts.org/reverant/BigBookScoutRev.doc
Religious Emblems Site: http://www.praypub.org/ \
Wood Badge supplement of Religious Resources:
http://www.umcscouting.org/download/Wood%20Badge%20Supplement.PDF

SCOUTING HISTORY

BSA History & Quizzes: http://members.aol.com/randywoo/bsahis/index.htm
Baden-Powell literature, history, photos: http://www.pinetreeweb.com
B-P's writing: http://www.pinetreeweb.com/bp-library.htm
Another B-P history: http://members.tripod.com/platinumscout/b-p.html
History of Boy Scouting: http://www.troop923.org/history.html#hundred

SONG COLLECTIONS

Grants Scout Songs: http://members.iinet.net.au/~oneilg/scouts/songs/songbook.html
Old Favorites, Patriotic, Musicals and more (lyrics and tunes): http://www.niehs.nih.gov/kids/musicold.htm#index
A Prairie Home Companion Camp Song Book:
http://www.prairiehome.org/features/hodgepodge/19970704_campsongs/index.html
More Songs with tunes: http://sniff.numachi.com/~rickheit/dtrad/
More Songs: http://www.geocities.com/rickram.geo/songbook/songbook.html#TableOfContents

SUPPLIES AND EQUIPMENT

Mountain Safety Research; www.msrcorp.com
Campmor: www.campmor.com
Recreational Equipment, Inc.; www.rei.com
Tents On Sale (has great information on purchasing tents); http://tentsonsale.com/
Dutchoven cookware and recipes: http://www.dutchovencookware.com

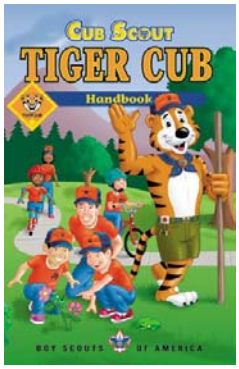
THEME DÉCOR & TRINKETS

Cheap themed stuff to buy: http://www.orientaltrading.com/
More o' the same: http://www.ustoy.com/

WOOD BADGE

Everything you want to know about Wood Badge: http://www.woodbadge.org/
Wood Badge stuff to buy: http://www.woodbadgestuff.com/
Turks Head Knot and bead knots: http://www.geocities.com/Yosemite/9638/wb_braid.html
More Wood Badge stuff to buy: http://www.quartermasterstore.com

TIGER CUB



2003, updated 2008
#34713
ISBN 0-8395-4713-7

TIGER RANK

To earn the Tiger rank a Cub Scout **must complete 15 parts of the 5 Achievements** that are offered in the book. Note that these activities are in three parts: A Family Activity, a Den activity, and a Go See It Outing. After the Tiger Cub learns the Cub Scout Motto, the Cub Scout sign, and the Cub Scout Salute he earns his Tiger Cub Belt Totem. As the Tiger Cub finishes achievements he earns a totem beads. There are **White beads** for the Family activities, **Orange beads** for the Den activities, and **Black beads** for the Go See It activities for a **total of 15 beads** (5 of each color). The totem has 4 lanyard strands for the three colored beads and the last strand is for the Tiger Tracks (yellow circle beads bought separately**). For every 10 electives he completes** the Tiger is awarded **1** Tiger Track bead. These can be worked on at the same time as the Achievements **but the Tiger can't receive the Tiger Track beads until he earns his Tiger Cub Badge.** The adult partner approves the completion of the requirements and the book is then shown to the Den Leader who records the progress and also signs the boy's book.

The Purposes of Cub Scouting and Character Connections.

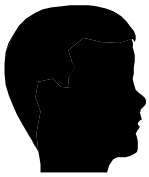
1. Character Development
2. Spiritual Growth
3. Good Citizenship
4. Sportsmanship and fitness
5. Family Understanding
6. Respectful Relationships
7. Personal Achievement
8. Friendly Service
9. Fun and Adventure
10. Preparation for Boy Scouts

1. Citizenship
2. Compassion
3. Cooperation
4. Courage
5. Faith
6. Health and Fitness
7. Honesty
8. Perseverance
9. Positive Attitude
10. Resourcefulness
11. Respect
12. Responsibility

Character development is an important part of the Scouting program and it involves three major areas: Thinking (the head), feeling (the heart), and behavior (the hand). Cub Scouting emphasizes the relationships of the head, the heart and the hand to 12 core values and calls them ***CHARACTER CONNECTIONS***.

These 12 core values are important throughout Tiger Cubs and during the Tiger Cub year six values will be worked on: **Honesty (Page 30)**
Responsibility (Page 38)
Citizenship (Page 49)
Health and Fitness (Page 58)

Respect (Page 65)
Faith (Page 73)
As you work on achievements, ask your Tiger Cub to consider the following:



What do I think or know? (What do I know about the core value, about the experience, about the context?)

How do I feel? (How do I feel about this value? What makes this difficult to do? How did this experience make me feel?)

What can I do? (How can I practice this value at school, at home, or with my friends?)

TIGER ACHIEVEMENTS 15 total achievement groups/5 achievements = 5 White, 5 Orange, and 5 Black Beads for Tiger Belt Totem. Also, Yellow Tiger Tracks can be awarded after receiving the Tiger Cub Badge.

BOBCAT TRAIL (Page 29)

(Tiger as of June 1, 2006 earn the Bobcat Badge first).

1. Learn and say the Cub Scout Promise and
   a. Complete the Character Connection for Honesty. (**Page 30**)
      1. **Know**- Discuss these questions with your family: What is a promise? What does it mean to "keep your word?" What does *honesty* mean? What does it mean to "do your best?"
      2. **Commit**- Discuss these questions with your family. Why is a promise important? Why is it important for people to trust you when you give your word? When might it be difficult to keep your word? List examples.
      3. **Practice**- Discuss with family members why it is important to be trustworthy and honest and how you can do your best to be honest when you are doing the activities in Cub Scouting.
2. Say the Law of the Pack. Tell what it means.
3. Tell what Webelos means.
4. Show the Cub Scout sign. Tell what it means.
5. Show the Cub Scout handshake. Tell what it means.
6. Say the Cub Scout motto. A motto is a guiding principle.
7. Give the Cub Scout salute. Tell what it means.
8. With your parent of guardian, complete the exercises Your Children from Child Abuse.

1. Making My Family Special (Page 36)

1F. Family Activity

a. Think of one chore you can do with your adult partner. Complete it together.

Character Connections **Responsibility (Page 38)**

Practice- Do requirement 1F

Know- Think about the chore that you completed. What was the hardest part of doing the chore? How well was the chore done? What does it mean to be responsible?

Commit- Why is being responsible important? Are there chores you can do by yourself? List other ways that you can be responsible.

1D. Make a Family scrapbook.

1G. Go to a library, historical society museum, old farm, or historical building or visit an older person in your community. Discover how family life was the same and how it was different many years ago.

2. Where I Live (Page 44)

2F. Family Activity

a. Look at a map of your community with your adult partner.

2D. Practice the Pledge of Allegiance with your den, and participate in a den or pack flag ceremony.

Character Connections **Citizenship (Page 49)**

Practice- Do requirement 2D

Know- What does it mean to be a good citizen? Why do you think we say the Pledge of Allegiance?

Commit- Is it easy to be a good citizen? Why is it important to show respect to the flag even if others around you might not?

2G. Visit a police station or fire station. Ask someone who works there how he or she helps people in your community.

3. Keeping Myself Healthy and Safe (Page 52)

3F. Family Activity

a. With your family, plan a fire drill and them practice it in your home.

b. With your adult partner, plan what to do if you became lost or separated from your family in a strange place.

3D. Make a Food Guide Pyramid.

Character Connections **Health and Fitness (Page 58)**

Practice- What foods are best for your health and growth?

Know- With your adult partner, have a healthy snack.

Commit- When is it difficult to eat healthy foods?

3G. Learn the rules of a game of spot. Then, go watch an amateur or professional game or sporting event.

4. How I Tell (Page 62)

4F. Family Activity

a. At a family meal, have each family member take turns telling the others one thing that happened to him or her that day. Remember to practice being a good listener while you wait for your turn to talk.

Character Connections **Respect (Page 65)**

Practice- When talking with other family members, how do you show respect? How do you listen respectful? How can you interrupt people and still be respectful?

Know- Participate in a family conversation. After the conversation, discuss how you and others showed respect.

Commit- How does it feel when people listen to you with respect? List 3 things to remember that will help you talk respectfully with others in the future.

4D. Play "Tell It Like It Isn't."

4G. Visit a television station, radio station, or newspaper office. Find out how people there communicate to others.

5. Let's Go Outdoors (Page 70)

5F. Family Activity

a. Go outside and watch the weather.

Character Connections **Faith (Page 73)**

Practice- Do requirement 5F

Know- Discuss things about the weather that you know to be true, but you cannot see at the moment, such as it's the sun still there although you only see clouds? Is the moon there, even though it is day? Can you see wind? Do you know that the rain will eventually stop? Do you have faith in other things you can't see?

Commit- What makes it difficult to believe in things that you cannot see? What helps you to develop faith?

5D. With a crayon or colored pencil and a piece of paper, make a leaf rubbing.

5G. Take a hike with your den.

Tiger Track Electives He may work on his "Tiger Track Electives" at any time; however he **cannot receive Tiger Track beads until AFTER he has earned the Tiger Badge**.

1. HOW DO YOU CELEBRATE? (Page 79)

Think of a time when your family celebrated something, and then tell the den about it and how it made you feel.

2. MAKING DECORATIONS (Page 81)

Make a decoration with your family or your den. Display it or give it to someone as a gift.

3. FUN AND GAMES (Page 83)

With your family, play a card game or board game or put a jigsaw puzzle together.

4. DISPLAY A PICTURE (Page 84)

Make a frame for a family picture.

5. FAMILY MOBILE (Page 85)

Make a family mobile.

6. SONG TIME (Page 87)

Along with your adult partner, teach a song to your family or to your den and sing it together.

7. PLAY ALONG! (Page 89)

Make a musical instrument and play it with others. The others can sing or have instruments of their own.

8. YOUR RELIGIIOUS LEADERS (Page 91)

Invite a religious leader of teacher from your place of worship to your home or to your den meeting.

9. A NEW FRIEND (Page 92)
Help a new boy or girl get to know other people.

10. HELPING HANDS (Page 93)
Along with an adult partner, help an elderly or shut-in person with a chore.

11. HELPING THE NEEDY (Page 95)
Help collect food, clothing, or toys for needy families with your den or pack.

12. A FRIENDLY GREETING (Page 96)
Make at least two cards or decorations and take them to a hospital or long-term care facility.

13. MAKING CHANGE (Page 97)
Using U. S. pennies, dimes, nickels, and quarters, choose the correct coins to make the following amounts.

14. READING FUN (Page 99)
Together with your adult partner, read a short story or a magazine article.

15. OUR COLORFUL WORLD (Page 100)
Mix the primary colors to make orange, green, and purple.

16. COLLECTING AND OTHER HOBBIES (Page 101)
With your den, show or tell about something you like to collect **or** tell your den about a favorite hobby or activity.

17. MAKE A MODEL (Page 102)
Make a model.

18. SEW A BUTTON (Page 104)
Sew a button onto fabric.

19. MAGIC FUN (Page 105)
Learn a magic trick and show it to your family or den.

20. GET THE WORK OUT (Page 107)
With your den, make up a PSA skit to tell people about Tiger Cubs.

21. THE SHOW MUST GO ON (Page 108)
Make a puppet.

22. PICNIC FUN (Page 111)
With your family or with your den, have a picnic –outdoors or indoors.

23. WHAT KIND OF MILK? (Page 112)
Find out what kind of milk your family drinks and why.

24. HELP IN THE KITCHEN (Page 114)

Help the adult who is preparing a family meal to set the table and to clean up afterward.

25. SNACK TIME (Page 115)

Make a snack and share it with your family or den.

26. PHONE MANNERS (Page 117)

With a toy phone, or a disconnected phone, practice making phone calls and answering the telephone.

27. EMERGENCY! (Page 118)

Talk with your adult partner about what to do it these things happened:
The adult who is caring for you becomes ill.
You are alone with someone who makes you feel uncomfortable.

28. SMOKE DETECTORS (Page 119)

With your adult partner, check the batteries in the smoke detector in your home or another building.

29. SAFETY IN THE SUN (PAGE 120)

Talk with your adult partner about when you should use sunscreen. Find out whether you have any in your home and where it is kept. With your adult partner, look at a container of sunscreen and find out whether it still protects you when you are wet. Also find out how long you are protected before you have to put on more. Look for the expiration date and make sure the sunscreen is not too old.

30. PLANT A SEED (Page 122)

Plant a seed, pit, or greens from something you have eaten.

31. LEARN ABOUT ANIMALS (Page 124)

Learn about an animal.

32. FEED THE BIRDS (Page 125)

Make a bird feeder and then hang it outdoors.

33. CLEANUP TREASURE HUNT (Page 127)

With your den or family, play Cleanup Treasure Hunt.

34. CONSERVATION (Page 129)

With your adult partner, think of a way to conserve water or electricity and do it for one week.

35. FUN OUTDOORS (Page 131)

Play a game outdoors with your family or den.

36. SEE A PERFORMANCE (Page 132)

With your family or your den, go see a play or musical performance in your community.

37. TAKE A BICYCLE RIDE (Page 133)

Take a bicycle ride with your adult partner.

38. BICYCLE REPAIR (Page 134)
Visit a bicycle repair shop.

39. GO TO WORK (Page 136)
Visit the place where your adult partner or another adult works.

40. FUN IN THE WATER (Page 137)
Together with your adult partner, go swimming or take in an activity on water.

41. TRANSPORTATION (Page 138)
Visit a train station, bus station, airport, or boat dock.

42. FUN AT THE ZOO (Page 139)
Visit a zoo or aquarium.

43. PET CARE (Page 140)
Visit a veterinarian or an animal groomer.

44. DAIRY PRODUCTS (Page 141)
Visit a dairy, milk-processing plant, or a cheese factory.

45. FREASH BAKING (Page 142)
Visit a bakery.

46. HEALTHY TEETH AND GUMS (Page 143)
Visit a dentist or dental hygienist.

47. REDUCE, REUSE, RECYCLE! (Page 144)
Learn about what you can recycle in your community and how you can recycle at home, Learn about things that need to be recycled in special ways, such as paint and batteries.

48. GO FOR A RIDE (Page 146)
Take a ride on public transportation, such as a bus or train.

49. YOUR GOVERNMENT (Page 147)
Visit a government office such as the mayor's office, the state capital building, or a courthouse.

50. BANKING (Page 148)
Visit a bank.

Cub Scout Outdoor Activity Award (Page 149)

Cub Scout Leave No Trace Awareness Award (Page 151)

Cub Scout Academics and Sports (Page 143)

Cub Scouting's BSA Family Program (Page 157)

WOLF

2003, updated 2008
#33450
ISBN 0-8395-3450-7

BOBCAT TRAIL **(Page 16)**

(If the Cub Scout has not previously earned the Bobcat Badge, it must be earned first).

1. Learn and say the Cub Scout Promise and
   a. Complete the Character Connection for Honesty. **(Page 18)**
   1. **Know**- Discuss these questions with your family: What is a promise? What does it mean to "keep your word?" What does *honesty* mean? What does it mean to "do your best?"
   2. **Commit**- Discuss these questions with your family. Why is a promise important? Why is it important for people to trust you when you give your word? When might it be difficult to keep your word? List examples.
   3. **Practice**- Discuss with family members why it is important to be trustworthy and honest and how you can do your best to be honest when you are doing the activities in Cub Scouting.
2. Say the Law of the Pack. Tell what it means.
3. Tell what Webelos means.
4. Show the Cub Scout sign. Tell what it means.
5. Show the Cub Scout handshake. Tell what it means.
6. Say the Cub Scout motto. A motto is a guiding principle.
7. Give the Cub Scout salute. Tell what it means.
8. With your parent of guardian, complete the exercises Your Children from Child Abuse.

WOLF TRAIL

To earn the Wolf rank a Cub Scout **must complete 59 tasks** out of a possible 84 tasks that are offered in the book. Note that these activities are primarily done at home and signed off by the parent after the boy has completed each task. The book is then shown to the Den Leader who records the progress and also signs the boy's book.

The Purposes of Cub Scouting and Character Connections.

1. Character Development — 1. Citizenship
2. Spiritual Growth — 2. Compassion
3. Good Citizenship — 3. Cooperation
4. Sportsmanship and fitness — 4. Courage

5. Family Understanding
6. Respectful Relationships
7. Personal Achievement
8. Friendly Service
9. Fun and Adventure
10. Preparation for Boy Scouts

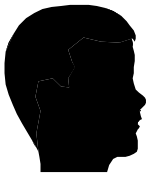
5. Faith
6. Health and Fitness
7. Honesty
8. Perseverance
9. Positive Attitude
10. Resourcefulness
11. Respect
12. Responsibility

Character development is an important part of the Scouting program and it involves three major areas: Thinking (the head), feeling (the heart), and behavior (the hand). Cub Scouting emphasizes the relationships of the head, the heart and the hand to 12 core values and calls them ***CHARACTER CONNECTIONS***.

These 12 core values are important throughout Wolf Cubs and during the Wolf Cub year six values will be worked on:

Positive Attitude (Page 70)
Respect (Page 74)
Responsibility (Page 82)
Cooperation (Page 88)
Faith (Page 94)
Courage (Page 100)

As you work on achievements, ask your Wolf Cub to consider the following:



What do I think or know? (What do I know about the core value, about the experience, about the context?)

How do I feel? (How do I feel about this value? What makes this difficult to do? How did this experience make me feel?)

What can I do? (How can I practice this value at school, at home, or with my friends?)

WOLF ACHIEVEMENTS 12 total achievement groups/49 achievements = 4 Yellow Beads for Progress Toward Ranks emblem.

1. FEATS OF SKILL (Page 38) (**Do ALL** of **A-E ACHIEVEMENTS and one** from **F-K**, follow requirements in the sections

a. Play catch with someone 10 steps away. Play until you can throw and catch.
b. Walk a line back and forth. Do it sideways too. Then walk the edge of a board six steps each way.
c. Do a front roll.
d. Do a back roll.

e. Do a falling forward roll.

Do one of the following in (f, g, h, i, j, or k):

f. See how high you can jump.
g. Do the elephant walk, frog leap, and crab walk.
h. Using a basic swim stroke, swim 25 feet.
i. Tread water for 15 seconds or as long as you can. Do your best.
j. Use a basketball or playground ball, do a - Baseball pass, Chest pass, and a Bounce pass.
k. Do a frog stand.
l. Run or jog for 10 minutes OR jog in place for 5 minutes.

2. YOUR FLAG (Page 46), follow requirements in this section

a. Give the Pledge of Allegiance to the flag of the United States of America. Tell what it means.
b. Lead a flag ceremony in your den. Here are some ideas.
c. Tell how to respect and take care of the flag. Show 3 ways to display flag
d. Learn about the flag of your state or territory and how to display it.
e. Learn how to raise a U.S. flag properly for an outdoor ceremony.
f. Participate in an outdoor flag ceremony.
g. With the help of another person, fold the flag.

3. KEEP YOUR BODY HEALTHY (Page 56), follow requirements in this section

a. Make a chart and keep track of your health habits for two weeks.
b. Tell four ways to stop the spread of colds.
c. Show what to do for a small cut on your finger.

4. KNOW YOUR HOME AND COMMUNITY (Page 60), follow requirements in this section

a. Make a list of phone numbers you need to in case of an emergency. Put a copy of this list by your phone or in a central place in your home. Update it often.
b. Tell what to do if someone comes to the door and wants to come in.
c. Tell what to do if someone calls on the phone.
d. When you and your family leave home, remember to ….. (List is given in Book.)
e. Talk with your family members. Agree on the household jobs you will be responsible for. Make a list of your jobs and mark off when you have finished them. Do this for one month.
f. Visit an important place in your community, such as a historic or government location. Explain why it is important.

5. TOOLS FOR FIXING AND BUILDING (Page 64), follow requirements in this section

a. Point out and name seven tools. Do this at home, or go to a hardware store with an adult. Tell what each tool does.
b. Show how to use pliers.
c. Identify a Phillips head and a standard screw. Then use the right tool to drive and then remove one form a board.
d. Show how to use a hammer.
e. Make a birdhouse, a set of bookends, or something else useful.

6. START A COLLECTION (Page 70), follow requirements in this section

a. Complete the Character Connection for Positive Attitude.

1. **Know**- Discuss with your family how a cheerful and positive attitude will help you to do your best at school and in other areas of your life.
2. **Commit**- Discuss with your family how gathering items for a collection may be difficult. How does a hopeful and cheerful attitude helpful to keep looking for more items? Why is a positive attitude important?
3. **Practice**- Practice having a positive attitude while doing the requirements for "Start a Collection."

b. Make a collection of anything you like. Start with 10 things. Put them together in a neat way.

c. Show and explain your collection to another person.

7. YOUR LIVING WORLD (Page 74), follow requirements in this section

This achievement is also part of the World Conservation Award **(see page 226)**

a. Complete the Character Connection for Respect.
   1. **Know**- Discuss these questions with your family: What things have people doe to show a lack of respect to our world? Why is it important to respect your environment and natural resources? How can you show respect for your environment?
   2. **Commit**- Discuss with your family how you feel when you see places in your neighborhood that have lots of litter. Name one thing you can do to help the environment.
   3. **Practice**- Practice being respectful while doing the requirements for "Your Living World."

b. Land, air and water can get dirty. Discuss with your family ways this can happen.

c. It takes a lot of energy to make glass, cans, and paper products. You can help save energy by collecting those items for use again. Find out how recycling is done where you live. Find out what items you can recycle.

d. With an adult, pick up litter in your neighborhood. Wear gloves to protect your hands against germs and cuts from sharp objects.

e. With an adult, find three stories that tell how people are protecting our world. Read and discuss them together.

f. Besides recycling, there are other ways to save energy. List 3 ways you can save energy, and do them.

8. COOKING AND EATING (Page 78), follow requirements in this section

a. Study the Food Guide Pyramid. Name some foods from each of the food groups shown in the pyramid.

b. Plan the meals you and your family should have for one day. List things your family should have from the food groups shown in the Food Group Pyramid. At each meal, you should have foods from at least three food groups.

c. Help fix at least one meal for your family. Help set the table, cook the food, and wash the dishes.

d. Fix your own breakfast. Wash and put away the dishes.

e. With an adult, help to plan, prepare, and cook an outdoor meal.

9. BE SAFE AT HOME AND ON THE STREET (Page 82), follow requirements in this section

a. Complete the Character Connection for Responsibility.
   1. **Know**- Discuss these questions with your family: How does being responsible help us be safe? Within the past week, how did you show responsibility?

2. **Commit**- Discuss these questions with your family: What happens when people are not responsible? What things can make you forget to be responsible? What things will help you be more responsible?
3. **Practice**- Practice being responsible while doing the requirements for "Be Safe at home and on the Street."

b. WITH AN ADULT, check your home for hazards and know how to make your home safe.
c. WITH AN ADULT, check your home for danger from fire.
d. Practice good rules of street and road safety.
e. Know the rules of bike safety.

10. FAMILY FUN (Page 88) Do Requirement A and 2 of requirements 10b to 10g.

a. Complete the Character Connection for Cooperation.
1. **Know**- What is "cooperation"? Why do people need to cooperate when they are doing things together? Name some ways that you can be helpful and cooperate with others.
2. **Commit**- Discuss with your family what makes it hard to cooperate. How do listening, sharing, and persuading help us cooperate?
3. **Practice**- Practice being cooperative while doing the requirements for "Family Fun."

b. Make a game like one of these. Play it with your family. (Eagle Golf, Beanbag Archery.)
c. Plan a walk. Go to a park or a wooded area, or visit a zoo or museum with your family.
d. Read a book or Boys' Life magazine with your family. Take turns reading aloud.
e. Decide with Akela, what you will watch on television or listen to on the radio.
f. Attend a concert, a play, or other live program with your family.
g. Have a Family Board Game Night at home with members of your family.

11. DUTY TO GOD (Page 94),

a. Complete the Character Connection for Faith.
1. **Know**- What is "Faith"? With your family, discuss some people who have shown their faith—who have shown an inner strength based on their thrust in a higher power of cause. Discuss the good qualities of these people.
2. **Commit**- Discuss these questions with your family: What problems did these faithful people overcome to follow or practice their beliefs? What challenges might you face in doing your duty to God? Who can help you with these challenges?
3. **Practice**- Practice your faith while doing the requirements for "Duty to God."

b. Talk with your family about what they believe is their duty to God.
c. Give 2 ideas on how you can practice or demonstrate your religious beliefs.
d. Find out how you can help your church, synagogue, mosque, temple or religious fellowship.

12. MAKING CHOICES (Page 100) Do requirement A and 4 of requirements 12b to 12k.

a. Complete the Character Connection for Courage.
1. **Know**- Discuss with your family what "courage" is? Review the requirements and discuss how you might need courage in each one to do what is right.
2. **Commit**- Give some examples of when it is hard to do the right thing. Discuss with you family times that it might take courage to be honest and kind. Tell

about a time in your life when you needed to be brave or courageous to do the right thing.

3. **Practice**- Practice learning about courage while doing the requirements for "Making Choices." With family members, act out the choices you would make for some of the requirements.

b. There is an older boy who hangs around Jason's school. He tries to give drugs to the children. What would you do if you were Jason?

c. Lee is home alone. The phone rings. When Lee answers, a stranger asks if Lee's mother is home. She is not. Lee is alone. What would you do if you were Lee?

d. Justin is new to your school. He has braces on his legs and walks with a limp. Some of the kids at school tease him. They want you to tease him, too. What would you do?

e. Juan is on a walk with his little sister. A car stops and a man asks them to come over to the car. What would you do if you were Juan?

f. Matthew's grandmother gives him money to buy an ice-cream cone. On the way to the store, a bigger boy asks for money and threatens to hit Matthew if he does not give him some money. If you were Matthew what would you do?

g. Chris and his little brother are home alone in the afternoon. A woman knocks on the door and says she wants to read the meter. She is not wearing a uniform. What would you do if you were Chris?

h. Sam is home alone. He looks out the window and sees a man trying to break into a neighbor's back door. What would you do if you were Sam?

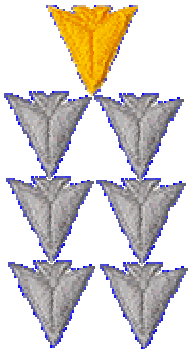
i. Mr. Palmer is blind. He has a guide dog. One day as he is crossing the street, some kids whistle and call to the dog. They want you and your friends to call the dog, too. What would you do?

j. Some kids who go to Bob's school want him to steal candy and gum from a store, which they can share later. Bob knows this is wrong, but he wants to be popular with these kids. What would you do if you were Bob?

k. Paul and his little sister are playing outdoors. A very friendly, elderly woman stops and watches the children for a while. Paul doesn't know the woman. She starts to talk with them and offers to take Paul's little sister on a walk around the block. What would you do?

Wolf Arrow Points He may work on his "Arrow Point Trail" at any time; however he **cannot receive Arrow Points until AFTER he has earned the Wolf Badge**.

GOLD ARROW POINT: For the FIRST 10 arrow points completed in his book, the Wolf Cub earns his GOLD ARROW POINT.



The Wolf Cub earns a **SILVER ARROW POINT** for EACH 10 arrow points completed (AFTER HE EARNS THE GOLD ARROW POINT).

Uniform:
Only **ONE Gold Arrow Point** can be earned but the Scout can earn extra **Silver Arrow Points** for each 10 electives he finishes

1. IT'S A SECRET (Page 110)

a. Use a secret code.

b. Write to a friend in invisible "ink".

c. "Write" your name using American Sign Language. People who are deaf use this language.

d. Use 12 Native American signs to tell a story.

2. BE AN ACTOR (Page 118)

a. Help to plan and put on a skit with costumes.
b. Make some scenery for a skit.
c. Make sound effects for a skit.
d. Be the announcer for a skit.
e. Make a paper sack mask for a skit.

3. MAKE IT YOURSELF (Page 124)

a. Make something useful for home or school. Start with recipe cardholder.
b. Make a ruler and measure to see how far you can stretch your hand.
c. Make and use a bench fork.
d. Make a door stop.
e. Or make something else.

4. PLAY A GAME (Page 128)

a. Play Pie-tin Washer Toss.
b. Play Marble Sharpshooter.
c. Play Ring Toss.
d. Play Beanbag Toss.
e. Play a game of Marbles.
f. Play a wide-area or large group game with your den or pack.

5. SPARE TIME FUN (Page 132)

a. Explain safety rules for kite flying.
b. Make and fly a paper bag kite.
c. Make and fly a two-stick kite.
d. Make and fly a three-stick kite.
e. Make and use a reel for kite string.
f. Make a model boat with a rubber-band propeller.
g., h, **or** i. Make or put together some kind of model boat, airplane, train, or car. (This **can be done** 3 times with 3 different projects.)

6. BOOKS, BOOKS, BOOKS (Page 142)

a. Visit a bookstore or go to a public library with an adult. Find out how to get your own library card. Name 4 kinds of books that interest you (for example, history, science fiction, how-to-books).
b. Choose a book on a subject you like and read it. With an adult, discuss what you read and what you think about it.
c. Books are important. Show that you know how to take care of them. Open a new book the right way. Make a paper or plastic cover for it or another book.

7. FOOT POWER (Page 146)

a. Learn to walk on a pair of stilts.
b. Make a pair of "puddle jumpers" and walk with them.
c. Make a pair of "foot racers" and use them with a friend.

8. MACHINE POWER (Page 148)

a. Name 10 kinds of trucks, construction machinery, or farm machinery and tell what each is used for.

b. Help an adult do a job using a wheel and axle.
c. Show how to use a pulley.
d. Make and use a windlass.

9. LET'S HAVE A PARTY (Page 152)

a. Help with a home or den party.
b. & c. Make a gift or toy like one of these (see book) and give it to someone. (This is two parts)

10. AMERICAN INDIAN LORE (Page 154)

a. Read a book or tell a story about Native Americans, past or present.
b. Make a musical instrument used by Native Americans.
c. Make traditional American Indian clothing.
d. Make a traditional item or instrument that American Indians used to make their lives easier.
e. Make a model of a traditional American Indian house.
f. Learn 12 American Indian word pictures and write a story with them.

11. SING-A-LONG (Page 162)

a. Learn and sing the first and last verses of "America."
b. Learn and sing the first verse of our National Anthem.
c. Learn the words and sing three Cub Scout songs.
d. Learn the words and sing the first verse of three other songs, hymns, or prayers. Write the verse of one of the songs you learned in the space below.
e. Learn & sing a song that would be sung as a grace before meals. Write the words in the space below.
f. Sing a song with your den at a pack meeting.

12. BE AN ARTIST (Page 168)

a. Make a freehand sketch of a person, place or thing.
b. Tell a story in three steps by drawing three cartoons.
c. Mix yellow and blue paints, mix yellow and red, and mix red and blue. Tell what color you get from each mixture.
d. Help draw, paint, or crayon some scenery for a skit, play, or puppet show.
e. Make a stencil pattern.
f. Make a poster for a Cub Scout project or a pack meeting.

13. BIRDS (Page 174) This elective is also part of the World Conservation Award **(see page 226)**.

a. Make a list of all the birds you saw in a week and tell where you saw them (field, forest, marsh, yard, or park).
b. Put out nesting material (short pieces of yarn and string) for birds and tell which birds might use it.
c. Read a book about birds.
d. Point out 10 different kinds of birds (5 may be from pictures).
e. Feed wild birds and tell which birds you fed.
f. Put out a birdhouse and tell which birds use it.

14. PETS (Page 178)

a. Take care of a pet.
b. Know what to do when you meet a strange dog.

c. Read a book about a pet and tell about it at a den meeting.
d. Tell what is meant by rabid. Name some animals that can have rabies. Tell what you should do if you see a dog or wild animal that is behaving strangely & what you should do if you find a dead animal.

15. GROW SOMETHING (Page 184) This elective is part of the World Conservation Award **(see page 226).**

a. Plant and raise a box garden.
b. Plant and raise a flower bed.
c. Grow a plant indoors.
d. Plant and raise vegetables.
e. Visit a botanical garden or other agricultural exhibition in your area.

16. FAMILY ALERT (Page 188)

a. Talk with your family about what you will do in an emergency.
b. In case of a bad storm or flood, know where you can get safe food and water in your home. Tell how to purify water. Show one way. Know where and how to shut off water, electricity, gas, or oil.
c. Make a list of your first aid supplies, or make a first aid kit. Know where the first aid things are kept.

17. TIE IT RIGHT (Page 190)

a. Learn to tie an overhand knot and a square knot.
b. Tie your shoelaces with a square bow knot.
c. Wrap and tie a package so that it is neat and tight.
d. Tie a stack of newspapers the right way.
e. Tie two cords together with an overhand knot.
f. Learn to tie a necktie.
g. Wrap the end of a rope with tape to keep it from unwinding.

18. OUT DOOR ADVENTURE (Page 196)

a. Help plan and hold a picnic with your family or den.
b. With a parent, help plan and run a family or den outing.
c. Help plan and lay out a treasure hunt something like this (see book)
d. Help plan and lay out an obstacle race. Use this idea or make up your own.
e. Help plan and lay out an adventure trail.
f. Take part in two summertime pack events with your den.
g. Point out poisonous plants. Tell what to do if you accidentally touch one of them.

19. FISHING (Page 200) This is part of the World Conservation Award **(see page 226)**

a. Identify 5 different kinds of fish.
b. Rig a pole with the right kind of line and hook. Attach a bobber and sinker, if you need them. Then go fishing.
c. Fish with your family or an adult. Bait your hook and do your best to catch a fish.
d. Know the rules of safe fishing.
e. Tell about some of the fishing laws where you live.
f. Show how to use a rod and reel.

20. SPORTS (Page 204)

a. Play a game of tennis, table tennis, or badminton.
b. Know boating safety rules.

c. Earn the Cub Scouting shooting sports Archery belt loop. **(This can be done only at a district or council day camp, resident camp or BSA family camp. See #34299A Printed 2007 Cub Scout Academics and Sports Program Guide Page 22)**
d. Understand the safety and courtesy code for skiing. Show walking and the kick turn. Do climbing with a side stop or herringbone. Show the snowplow or stem turn, and how to get up from a fall.
e. Know the safety rules for ice skating. Skate, without falling, as far as you can walk in 50 steps. Come to a stop. Turn from forward to backward.
f. In roller skating, know the safety rules. From a standing start, skate forward as far as you can walk in 50 steps. Come to a stop within 10 walking steps. Skate around a corner one way without coasting. Then do the same coming back. Turn from forward to backward.
g. Go bowling.
h. Show how to do a sprint start in track. See how far you can run in 10 seconds.
i. Do a standing long jump. Jump as far as you can.
j. Play a game flag football.
k. Show how to dribble and kick a soccer ball. Take part in a game.
l. Play a game of baseball or softball.
m. Show how to shoot, pass, and dribble a basketball. Take part in a game.
n. Earn the Cub Scouting shooting sports BB-gun shooting belt loop. **(This can be done only at a district or council day camp, resident camp or BSA family camp. See #34299A Printed 2007 Cub Scout Academics and Sports Program Guide Page 22)**
o. With your den, participate in 4 out-door physical fitness-related activities.

21. COMPUTERS (Page 216)

a. Visit a place where computers are used. Find out what the computers do.
b. Explain what a computer program does. Use a program to write a report for school, to write a letter, or for something else.
c. Tell what a computer mouse is. Describe how a CD-ROM is used.

22. SAY IT RIGHT (Page 218)

a. Say "Hello" in a language other than English. (See examples given in book.)
b. Count to 10 in a language other than English.
c. Tell a short story to your den, your den leader, or an adult.
d. Tell how to get to a nearby fire station or police station from your home, your den meeting, and school. Use directions and street names.
e. Invite a boy to join Cub Scouting or help a new Cub through the Bobcat trail.

23. Let's Go Camping (Page 222)

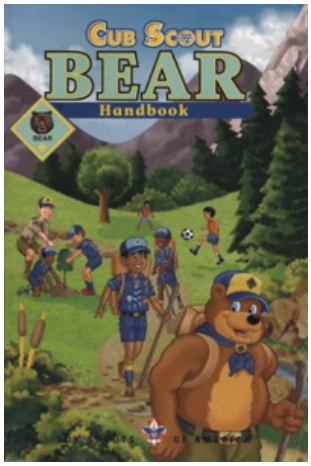
a. Participate with your pack on an overnight campout.
b. Explain the basics of how to take care of yourself in the outdoors.
c. Tell what to do if you get lost.
d. Explain the buddy system.
e. Attend day camp in your area.
f. Attend resident camp in your area.
g. Participate with your den at a campfire in front of your pack.
h. With your den or pack or family, participate in a worship service outdoors.

Cub Scout World Conservation Award (Page 226)

Cub Scouting's Leave No Trace Awareness Award (Page 227)

Cub Scout Academics and Sports (Page 228)

BEAR



2003, updated 2008
#33451
ISBN 0-8395-3451-5

BOBCAT TRAIL **(Page 12)**

(If the Cub Scout has not previously earned the Bobcat Badge, it must be earned first).

1. Learn and say the Cub Scout Promise and
   a. Complete the Character Connection for Honesty. **(Page 140)**
      1. **Know**- Discuss these questions with your family: What is a promise? What does it mean to "keep your word?" What does *honesty* mean? What does it mean to "do your best?"
      2. **Commit**- Discuss these questions with your family. Why is a promise important? Why is it important for people to trust you when you give your word? When might it be difficult to keep your word? List examples.
      3. **Practice**- Discuss with family members why it is important to be trustworthy and honest and how you can do your best to be honest when you are doing the activities in Cub Scouting.
2. Say the Law of the Pack. Tell what it means.
3. Tell what Webelos means.
4. Show the Cub Scout sign. Tell what it means.
5. Show the Cub Scout handshake. Tell what it means.
6. Say the Cub Scout motto. A motto is a guiding principle.
7. Give the Cub Scout salute. Tell what it means.
8. With your parent of guardian, complete the exercises Your Children from Child Abuse.

BEAR TRAIL

To earn the Bear rank a Cub Scout **must complete 12 achievements** out of a possible 24 that are offered in the book. The **achievements are grouped in 4 major areas**, **GOD, COUNTRY, FAMILY, and SELF**. Within each group, a required number of achievements must be completed, as indicated below. Also, any achievements that they do NOT use to earn the Bear Badge may be used to earn Arrow Points.

(Note that these achievements, as were the Wolf activities, are primarily done at home and signed off by an adult family member after the boy has completed each one. The book is then shown to the Den Leader who records the progress and also signs the boy's book.)

The Purposes of Cub Scouting and Character Connections.

1. Character Development 1. Citizenship

2. Spiritual Growth
3. Good Citizenship
4. Sportsmanship and fitness
5. Family Understanding
6. Respectful Relationships
7. Personal Achievement
8. Friendly Service
9. Fun and Adventure
10. Preparation for Boy Scouts

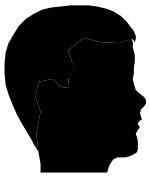
2. Compassion
3. Cooperation
4. Courage
5. Faith
6. Health and Fitness
7. Honesty
8. Perseverance
9. Positive Attitude
10. Resourcefulness
11. Respect
12. Responsibility

Character development is an important part of the Scouting program and it involves three major areas: Thinking (the head), feeling (the heart), and behavior (the hand). Cub Scouting emphasizes the relationships of the head, the heart and the hand to 12 core values and calls them ***CHARACTER CONNECTIONS***.

These 12 core values are important throughout Bear Cubs and during the Bear Cub year seven values will be worked on:

Resourcefulness (Page 156)
Citizenship (Page 34)
Honesty (Page 140)
Respect (Page 72)
Faith (Page 26)
Compassion (Page 174)
Courage (Page 96)

As you work on achievements, ask your Bear Cub to consider the following:



What do I think or know? (What do I know about the core value, about the experience, about the context?)

How do I feel? (How do I feel about this value? What makes this difficult to do? How did this experience make me feel?)

What can I do? (How can I practice this value at school, at home, or with my friends?)

ACHIEVEMENTS 4 total Achievements Groups/ 12 achievements = 4 Red Beads for Progress Toward Ranks emblem.

GOD (**Do ONE ACHIEVEMENT** in this section)

1. WAYS WE WORSHIP (Page 26)

1a. Complete the Character Connection for Faith.

1. **Know**- Name some people in history who have shown great faith. Discuss with an adult how faith has been important at a particular point in his or her life.
2. **Commit**- Discuss with an adult how having faith and hope will help you in your life, and also discuss some ways that you can strengthen your faith.
3. **Practice**- Practice your faith as you are taught in your home, church, synagogue, mosque, ore religious fellowship.

1b. Make a list of things you can do this week to practice your religion as you are taught in your home, church, synagogue, mosque, or other religious community. Check them off your list as you complete them.

2. EMBLEMS OF FAITH (Page 30)

Earn the religious emblem of your faith. (A list of the religious emblems available to Cub Scouts is found at **http://www.scouting.org/nav/enter.jsp?s=cy**

COUNTRY (**Do THREE ACHIEVEMENTS** in this section, follow requirements in the sections**)**

3. WHAT MAKES AMERICA SPECIAL? (Page 34) (Do requirement (a) & (i) and any 2 other requirements).

a. Write or tell what makes America special to you.
b. With the help of your family or den leader, find out about two famous Americans. Tell the things they did or are doing to improve our way of life.
c. Find out something about the old homes near where you live. Go and see two of them.
d. Find out where places of historical interest are located in or near your town or city. Go and visit one of them with your family or den.
e. Choose a state; it can be your favorite one or your home state. Name its state bird, tree, and flower. Describe its flag. Give the date it was admitted to the union.
f. Be a member of the color guard in a flag ceremony for your den or pack.
g. Display the U.S. flag in your home or fly it on 3 national holidays.
h. Learn how to raise and lower a U.S. flag properly for an outdoor ceremony.
i. Participate in an outdoor flag ceremony.
j. Complete the Character Connection for Citizenship.

1. **Know**- Tell ways some people in the past have served our country. Tell about some people who serve our country today. (Don't forget about "ordinary"" people who serve our country.)
2. **Commit**- Tell something that might happen to you and your family if other people were not responsible citizens. Tell one thing you will do to be a good citizen.
3. **Practice**- Tell 3 things you did in 1 week that show you are a good citizen.

4. TALL TALES (Page 42) Do all three requirements.

a. Tell in your own words what folklore is. List some folklore stories, folk songs, or historical legends from your own state or part of the country. Play the Folklore Match Game on **(Page 48)**.
b. Name at least five stories about American folklore. Point out on a United States map where they happened.
c. Read two folklore stories and tell your favorite one to your den.

5. SHARING YOUR WORLD WITH WILDLIFE (Page 50) This is part of the World Conservation Award **(see page 282)**

Do four of the following requirements.

a. Choose a bird or animal that you like and find out how it lives. Make a poster showing what you have learned.
b. Build or make a bird feeder or birdhouse and hang it in a place where birds can visit safely.
c. Explain what a wildlife conservation officer does.
d. Visit one of the following: Zoo, Nature center, Aviary, Wildlife refuge, Game preserve.
e. Name one animal that has become extinct in the last 100 years. Tell why animals become extinct. Name one animal that is on the endangered species list.

6. TAKE CARE OF YOUR PLANET (Page 56) Do three of the following requirements.

a. Save 5 pounds of glass or aluminum, or 1 month of daily newspapers. Turn them in at a recycling center or use your community's recycling service.
b. Plant a tree in your yard, or on the grounds of the group that operates your Cub Scout pack, or in a park or other public place. Be sure to get permission first.
c. Call city or county officials or your trash hauling company and find out what happens to your trash after it is hauled away.
d. List all the ways water is used in your home. Search for dripping faucets or other ways water might be wasted. With an adult, repair or correct those problems.
e. Discuss with an adult in your family the kinds of energy your family uses.
f. Find out more about your family's use of electricity.
g. Take part in a den or pack neighborhood clean-up project.

7. LAW ENFORCEMENT IS A BIG JOB (Page 64) Do all 6 of the following requirements.

a. Practice one way police gather evidence: by taking fingerprints, or taking shoeprints, or taking tire track casts.
b. Visit your local sheriff's office or police station or talk with a law enforcement officer visiting your den or pack to discuss crime prevention.
c. Help with crime prevention for your home.
d. Be sure you know where to get help in your neighborhood.
e. Learn the phone numbers to use in an emergency and post them by each phone in your home.
f. Know what you can do to help law enforcement.

FAMILY (**Do FOUR ACHIEVEMENTS** in this section, follow requirements in the sections)

8. THE PAST IS EXCITING AND IMPORTANT (Page 72) Do g and 2 other requirements of the following.

a. Visit your library or newspaper office. Ask to see back issues of newspapers or an almanac.
b. Find someone who was a Cub Scout a long time ago. Talk with him about what Cub Scouting was like then.
c. Start or add to an existing den or pack scrapbook.

d. Trace your family back through your grandparents or great-grandparents; or, talk to a grandparent about what it was like when he or she was younger.
e. Find out some history about your community.
f. Start your own history: keep a journal for 2 weeks.
g. Complete the Character Connection for Respect.
1. **Know**- As you learn about how Cub Scout—age life was like for adults you know, does what you learn change what you think about them? Tell how it might help you respect or value them more.
2. **Commit**- Can you think of reasons others might be disrespectful to people or things you value? Name one new way you will show respect for a person or thing someone else values.
3. **Practice**- List some ways you can show respect for people and events in the past.

9. WHAT'S COOKING? (Page 80) Do four of the following requirements.
a. With an adult, bake cookies.
b. With an adult, make snacks for the next den meeting.
c. With an adult, prepare one part of your breakfast, one part of your lunch, and one part of your supper.
d. Make a list of the 'junk' foods you eat. Discuss "junk" food with a parent or teacher.
e. Make some trail food for a hike.
f. With an adult, make a dessert for your family.
g. With an adult, cook something outdoors.

10. FAMILY FUN (Page 90) Do both of these requirements.
a. Go on a day trip or evening out with members of your family.
b. Have a family fun night at home.

11. BE READY! (Page 96) Do requirements a through e and requirement g; requirement f is recommended, not required.
a. Tell what to do in case of an accident in the home. A family member needs help. Someone's clothes catch on fire.
b. Tell what to do in case of a water accident.
c. Tell what to do in case of a school bus accident.
d. Tell what to do in case of a car accident.
e. With your family, plan escape routes from your home and have a practice drill.
f. Have a health checkup by a physician (optional).
G. Complete the Character Connection for Courage.
1. **Know**- Memorize the courage steps: Be brave, Be calm, Be clear, and Be careful. Tell why each courage step is important. How will memorizing the courage steps help you to be ready?
2. **Commit**- Tell why it might be difficult to follow the courage steps in an emergency situation. Think of other times you can use the courage steps. (Standing up to a bully is one example.).
3. **Practice**- Act out one of the requirements using these courage steps: Be brave, be calm, Be clear and Be careful.

12. FAMILY OUTDOOR ADVENTURE (Page 106) Do three of the following requirements.
a. Go camping with your family.
b. Go on a hike with your family.

c. Have a picnic with your family.
d. Attend an outdoor event with your family.
e. Plan your outdoor family day.

13. SAVING WELL, SPENDING WELL (Page 112) Do four of the following requirements.

a. Go grocery shopping with a parent or other adult member of your family.
b. Set up a savings account.
c. Keep a record of how you spend money for 2 weeks.
d. Pretend you are shopping for a car for your family.
e. Discuss family finances with a parent or guardian.
f. Play a board game with your family that involves the use of play money.
g. With an adult, figure out how much it costs for each person in your home to eat one meal.

SELF (Do four ACHIEVEMENTS in this section, follow requirements in the sections)

14. RIDE RIGHT (Page 118) Do requirement (a) and three more of the other six.

a. Know the rules for bike safety. If your town requires a bicycle license, be sure to get one.
b. Learn to ride a bike, if you haven't by now. Show that you can follow a winding course for 60 feet doing sharp left and right turns, a U-turn, and an emergency stop.
c. Keep your bike in good shape. Identify the parts of a bike that should be checked often.
d. Change a tire on a bicycle.
e. Protect your bike from theft. Use a bicycle lock.
f. Ride a bike for 1 mile without rest. Obey all traffic rules.
g. Plan and take a family bike hike.

15. GAMES, GAMES, GAMES! (Page 108) Do two of the following requirements.

a. Set up the equipment and play any two of these outdoor games with your family or friends (Backyard golf, Badminton, Croquet, Sidewalk shuffleboard, Kickball, Softball, Tetherball, Horseshoes, Volleyball)
b. Play two organized games with your den.
c. Select a game that your den has never played. Explain the rules. Tell them how to play it, and then play it with them.

16. BUILDING MUSCLES (Page 130) Do all 3 requirements.

a. Do physical fitness stretching exercises. Then do curl-ups, push-ups, the standing long jump, and the softball throw.
b. With a friend, compete in at least six different two-person contests. (There are many examples in book.)
c. Compete with your den or pack in the crab relay, gorilla relay, 30-yard dash, and kangaroo relay.

NOTE TO PARENTS: If a licensed physician certifies that the Cub Scout's physical condition for an indeterminable time doesn't permit him to do three of the requirements in this achievement, the Cubmaster and pack committee may authorize substitution of any three Arrow Point electives. ***(see page 135)***

17. INFORMATION, PLEASE (Page 136) Do requirement (a) and three more.

a. With an adult in your family, choose a TV show. Watch it together.
b. Play a game of charades at your den meeting or with family at home.
c. Visit a newspaper office, TV or radio station & talk to a news reporter.
d. Use a computer to get information. Write, spell-check, and print out a report on what you learned.
e. Write a letter to a company that makes something you use. Use e-mail or the U.S. Postal Service.
f. Talk with a parent or other family member about how getting and giving facts fits into his or her job.

18. JOT IT DOWN (Page 140) Do requirements h and 4 other requirements.

a. Make a list of the things you want to do today. Check them off when you have done them.
b. Write two letters to relatives or friends.
c. Keep a daily record of your activities for 2 weeks.
d. Write an invitation to someone.
e. Write a thank-you note.
f. Write a story about something you have done with your family.
g. Write about the activities of your den.
h. Complete the Character Connection for Honesty.
   1. **Know**- Tell what made it difficult to be clear and accurate as you wrote details and kept records, and tell what could tempt you to write something that was not exactly true. Define Honesty.
   2. **Commit**- Tell why it is important to be honest and trustworthy with yourself and with others. Imagine you had reported something inaccurately and tell how you could set the record straight. Give reasons that honest reporting will earn the trust of others.
   3. **Practice**- While doing the requirements for this achievement be honest when you are writing about real events.

19. SHAVINGS AND CHIPS (Page 146) Do all 4 requirements.

a. Know the safety rules for handling a knife.
b. Show that you know how to take care of and use a pocketknife.
c. Make a carving with a pocketknife. Work with your den leader or other adult when doing this.
d. Earn the Whittling Chip card.

20. SAWDUST AND NAILS (Page 152) Do all 3 requirements.

a. Show how to use and take care of four of these tools (a. Hammer, b. Hand saw, c. Hand drill, d. C-clamp, e. Wood plane, f. Pliers, g. Crescent wrench, h. Screwdriver, i. Bench vise, j. Coping saw, k. Drill bit)
b. Build your own toolbox.
c. Use at least two tools listed in requirement (a) to fix something.

21. BUILD A MODEL (Page 156) Do g and 2 other requirements.

a. Build a model from a kit.
b. Build a display for one of your models.
c. Pretend you are planning to change the furniture layout in one of the rooms in your home.
d. Make a model of a mountain, a meadow, a canyon, or a river.

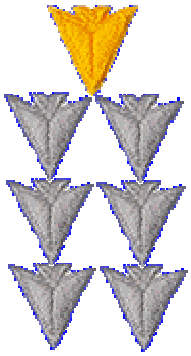
e. Go and see a model of a shopping center or new building that is on display somewhere.
f. Make a model of a rocket, boat, car, or plane.
g. Complete the Character Connection for Resourcefulness.
1. **Know**- Review the requirements for this achievement and list the resources you wild need to complete them. Then list the materials you could substitute for items that you do not already have. Tell what it means to be resourceful.
2. **Commit**- After you complete the requirements for this achievement, list any changes that would make the results better if you did these projects again. Tell why it is important to consider all available resources for a project.
3. **Practice**- While you complete the requirements for this achievement, make notes on which materials worked well in your projects and why.

22. TYING IT ALL UP (Page 162) Do five of the following requirements.
a. Whip the ends of a rope.
b. Tie a square knot, bowline, sheet bend, two half hitches, & slip knot. Tell how each knot is used.
c. Learn how to keep a rope from tangling.
d. Coil a rope. Throw it, hitting a 2-foot square marker 20 feet away.
e. Learn a magic rope trick.
f. Make your own rope.

23. SPORTS, SPORTS, SPORTS (Page 170) Do all 5 requirements.
a. Learn the rules of and how to play three team sports.
b. Learn the rules of and how to play two sports in which only one person is on each side.
c. Take part in one team and one individual sport.
d. Watch a sport on TV with a parent or some other member of your family.
e. Attend a high school, college, or professional sporting event with your family or your den.

24. BE A LEADER (Page 174) Do f and 2 other requirements.
a. Help a boy join Cub Scouts, or help a new Cub through the Bobcat trail.
b. Serve as a Denner or Assistant Denner.
c. Plan and conduct a den activity with the approval of your den leader.
d. Tell two people they have done a good job.
e. Leadership means choosing a way even when not everybody likes your choice.
f. Complete the Character Connection for Compassion.
1. **Know**- Tell y as a leader, it is important to shoe kindness and concern for other people. List ways leaders show they care about the thought and feelings of others.
2. **Commit**- Tell why a good leader must consider the ideas, abilities, and feelings of others. Tell why it might be hard for a leader to protect another person's well-being. Tell ways you can be kind and compassionate.
3. **Practice**- While you complete the requirements for this achievement, find ways to be kind and considerate of others.

BEAR Arrow Points He may work on his "Arrow Point Trail" at any time; however he **cannot receive Arrow Points until AFTER he has earned the Bear Badge**. There is a big difference in the achievements for arrow points for Bear. In this rank the Cub Scout can go back and do requirements from the ACHIEVEMENTS section of the book and use them as requirements for arrow points, **as long as they do not count any requirements that they used to earn the Bear Badge**. The Achievement requirements and the Elective requirements can be freely mixed to count toward earning arrow points.



GOLD ARROW POINT: For the FIRST 10 arrow points completed in his book, the Bear Cub earns his GOLD ARROW POINT.

The Bear Cub earns a **SILVER ARROW POINT** for EACH 10 arrow points completed (AFTER HE EARNS THE GOLD ARROW POINT).

Uniform:
Only **ONE Gold Arrow Point** can be earned but the Scout can earn extra **Silver Arrow Points** for each 10 electives he finishes.

BEAR ELECTIVES

1. SPACE (Page 182)

a. Identify two constellations and the North Star.
b. Make a pinhole planetarium and show three constellations.
c. Visit a planetarium.
d. Build a model of a rocket or space satellite.
e. Read and talk about at least one man-made satellite & one natural one.
f. Find a picture of another planet in our solar system. Explain how it is different from Earth.

2. WEATHER (Page 184) This elective is part of the World Conservation Award **(see page 282).**

a. Learn how to read a thermometer. Put a thermometer outdoors and read it at the same time every day for 2 weeks. Keep a record of each day's temperature and a description of the weather each day (fair skies, rain, fog, snow, etc.).
b. Build a weather vane. Record wind direction every day at the same hour for 2 weeks. Keep a record of the weather for each day.
c. Make a rain gauge.
d. Find out what a barometer is and how it works. Tell your den about it. Tell what relative humidity means.
e. Learn to identify three different kinds of clouds. Estimate their heights.
f. Watch the weather forecast on TV every day for 2 weeks. Describe three different symbols used on weather maps. Keep a record of how many times the weather forecast is correct.

3. RADIO (Page 190)

a. Build a crystal or diode radio. Check with your local craft or hobby shop or the nearest Scout shop that carries a crystal radio kit.
b. Make and operate a battery powered radio, following the directions with the kit.

4. ELECTRICITY (Page 192)

a. Wire a buzzer or doorbell.
b. Make an electric buzzer game.
c. Make a simple bar or horseshoe electromagnet.
d. Use a simple electric motor.
e. Make a crane with an electromagnetic lift.

5. BOATS (Page 196)

a. Help an adult rig and sail a real boat. (Wear your PFD.)
b. Help an adult repair a real boat or canoe.
c. Know the flag signals for storm warnings.
d. Help an adult repair a boat dock.
e. Know the rules of boat safety.
f. With an adult on board, and both wearing PFDs, row a boat around a 100-yard course involving two turns. Demonstrate forward strokes, turns, and backstrokes.

6. AIRCRAFT (Page 202)

a .Identify five different kinds of aircraft in flight, if possible, or from models or photos.
b. Ride in a commercial airplane.
c. Explain how a hot- air balloon works.
d. Build and fly a model airplane. (You can use a kit. Every time you do this differently, it counts as a completed project.)
e. Sketch and label an airplane showing the direction of forces acting on it (lift, drag, and load).
f. Make a list of some of the things a helicopter can do that other kinds of airplanes can't. Draw or cut out a picture of a helicopter and label the parts.
g. Build and display a scale airplane model. You may use a kit or build it from plans.

7. THINGS THAT GO (Page 206)

a. With an adult's help, make a scooter or a Cubmobile. Know the safety rules.
b. With an adult's help, make a windmill.
c. With an adult's help, make a waterwheel.
d. Make an invention of your own design that goes.

8. CUB SCOUT BAND (Page 210)

a. Make and play a homemade musical instrument –cigar box banjo, washtub bull fiddle, a drum or rhythm set, and tambourine, etc.
b. Learn to play two familiar tunes on any musical instrument.
c. Play in a den band using homemade or regular musical instruments. Play at a pack meeting.
d. Play two tunes on any recognized band or orchestra instrument.

9. ART (Page 214)

a. Do an original art project and show it at a pack meeting. **Every project you do counts as one requirement**. Here are some ideas for art projects: Mobile or wire sculpture, Silhouette, Acrylic painting, Watercolor painting, Collage, Mosaic, Clay sculpture, Silk screen picture.
b. Visit an art museum or picture gallery with your den or family.
c. Find a favorite outdoor location and draw or paint it.

10. MASKS (Page 218)

a. Make a simple papier-mâché mask.
b. Make an animal mask.
c. Make a clown mask.

11. PHOTOGRAPHY (Page 222)

a. Practice holding a camera still in one position. Learn to push the shutter button without moving the camera. Do this without film in the camera until you have learned how. Look through the viewfinder and see what your picture will look like. Make sure that everything you want in your picture is in the frame of your viewfinder.
b. Take five pictures of the same subject in different kinds of light.
    1. Subject in direct sun with direct light.
    2. Subject in direct sun with side light.
    3. Subject in direct sun with back light.
    4. Subject in shade on a sunny day.
    5. Subject on a cloudy day.
c. Put your pictures to use.
    1. Mount a picture on cardboard for display.
    2. Mount on cardboard and give it to a friend.
    3. Make three pictures that show how something happened (tell a story) and write a one sentence explanation for each.
d. Take a picture in your house.
    1. With available light.
    2. Using a flash attachment or photoflood (bright light).

12. NATURE CRAFTS (Page 226) This elective is part of the World Conservation Award **(see page 282)**

a. Make solar prints of three kinds of leaves.
b. Make a display of 8 different animal tracks with an eraser print.
c. Collect, press, and label 10 kinds of leaves.
d. Build a waters cope and identify five types of water life.
e. Collect 8 kinds of plant seeds and label them.
f. Collect, mount, and label 10 kinds of rocks or minerals.
g. Collect, mount, and label 5 kinds of shells.
h. Build and use a bird caller

13. MAGIC (Page 230)

a. Learn and show three magic tricks.
b. With your den, put on a magic show for someone else.
c. Learn and show four puzzles.
d. Learn and show three rope tricks.

14. LANDSCAPING (Page 236)

a. With an adult, help take care of your lawn or help take care of the lawn of a public building, school, or church. Seed bare spots. Get rid of weeds. Pick up litter. Agree ahead of time on what you will do.
b. Make a sketch of a landscape plan for the area right around your home. Talk it over with a parent or den leader. Show which trees, shrubs and flowers you could plant to make the area look better.
c. Take part in a project with your family, den, or pack to make your neighborhood or community more beautiful. These might be having a clean-up party, painting,

cleaning and painting trash barrels, and removing ragweed. (Each time you do this differently, it counts as a completed project.)

d. Build a greenhouse and grow 20 plants from seed. You can use a package of garden seeds, or use beans, pumpkin seeds, or watermelon seeds.

15. WATER AND SOIL CONSERVATION (Page 240) This is part of the World Conservation Award **(see page 282)**

a. Dig a hole or find an excavation project and describe the different layers of soil you see and feel. (Do not enter an excavation area alone or without permission.)

b. Explore three kinds of earth by conducting a soil experiment.

c. Visit a burned-out forest or prairie area, or a slide area, with your den or your family. Talk to a soil and water conservation officer or forest ranger about how the area will be planted and cared for so that it will grow to be the way it was before the fire or slide.

d. What is erosion? Find out the kinds of grasses, trees, or ground cover you should plant in your area to help limit erosion.

e. As a den, visit a lake, stream, river, or ocean (whichever is nearest where you live). Plan and do a den project to help clean up this important source of water. Name four kinds of water pollution.

16. FARM ANIMALS (Page 244)

a. Take care of a farm animal. Decide with your parent the things you will do and how long you will do them.

b. Name and describe six kinds of farm animals and tell their common uses.

c. Read a book about farm animals and tell your den about it.

d. With your family or den, visit a livestock exhibit at a county or state fair.

17. REPAIRS (Page 246)

a. With the help of an adult, fix an electric plug or electric appliance.

b. Use glue or epoxy to repair something.

c. Remove and clean a drain trap.

d. Refinish or repaint something.

e. Agree with an adult in your family on some repair job to be done and do it. (Each time you do this differently, it counts as a completed project.)

18. BACKYARD GYM (Page 250)

a. Build and use an outdoor gym with at least three items from this list.

1. Balance board
2. Trapeze
3. Tire walk
4. Tire swing
5. Tetherball
6. Climbing rope
7. Running long jump area.

b. Build three outdoor toss games.

c. Plan an outdoor game or gym day with your den. (This can be part of a pack activity). Put your plans on paper.

d. Hold an open house for your backyard gym.

19. SWIMMING (Page 254)

a. Jump feet first into water over your head, swim 25 feet on the surface, stop, turn sharply, and swim back.
b. Swim on your back, the elementary backstroke, for 30 feet.
c. Rest by floating on your back, using as little motion as possible for at least one minute.
d. Tell what is meant by the buddy system. Know the basic rules of safe swimming
e. Do a racing dive from edge of pool and swim 60 feet, using a racing stroke. (You may need to make a turn.)

20. SPORTS (Page 260)

a. In archery, know the safety rules. Know how to shoot correctly. Put six arrows into a 4-foot target at a distance of 15 feet. Make an arrow holder. **(This can be done only at district/council day or resident or BSA family camp.)**
b. In skiing, know the Skier's Safety and Courtesy Code. Demonstrate walking and kick turn, climbing with a side step or herringbone, a snow plow stop, a stem turn, four linked snowplow or stem turns, straight running in a downhill position or cross-country position, and how to recover from a fall.
c. In ice skating, know the safety rules. From a standing start, skate forward 150 feet; and come to a complete stop within 20 feet. Skate around a corner clockwise and counterclockwise without coasting. Show a turn from forward to backward. Skate backward 50 feet.
d. In track, show how to make a sprint start. Run the 50-yard dash in 10 seconds or less. Show how to do the standing long jump, the running long jump, or high jump. (Be sure to have a soft landing area.)
e. In roller skating (with conventional or in-line skates), know the safety rules. From a standing start, skate forward 150 feet; and come to a complete stop within 20 feet. Skate around a corner clockwise and counterclockwise without coasting and show a turn from forward to backward. Skate backward 50 feet. Wear the proper protective clothing.
f. Earn a new Cub Sports pin. (Repeat 3 times with different sports to earn up to 3 Arrow Points.)

21. SALES (Page 266)

a. Take part in a council- or pack-sponsored, money-earning sales program. Keep track of the sales you make yourself. When the program is over, add up the sales you have made.
b. Help with a garage sale or rummage sale. This can be with your family or a neighbor, or it can be a church, school, or pack event.

22. COLLECTING THINGS (Page 268)

a. Start a stamp collection. You can get information about stamp collecting at any U.S. Post Office.
b. Mount and display a collection of emblems, coins, or other items to show at a pack meeting. This can be any kind of collection. Every time you show a different kind of collection, it counts as one requirement.
c. Start your own library. Keep your own books and pamphlets in order by subject. List the title, author, and subject of each on an index card and keep the cards in a file box, or use a computer program to store the information.

23. MAPS (Page 270)

a. Look up your state on a U.S. map. What other states touch its borders?

b. Find your city or town on a map of your state. How far do you live from the state capital?
c. In which time zone do you live? How many time zones are there in the U.S.?
d. Make a map showing the route from your home to your school or den meeting place.
e. Mark a map showing the way to a place you would like to visit that is at least 50 miles from your home.

24. NATIVE AMERICAN LIFE (Page 272)

a. American Indian people live in every part of what is now the continental United States. Find the name of the American Indian nation that lives or has lived where you live now. Learn about these people.
b. Learn, make equipment for, and play two American Indian games with members of your den. Be able to tell the rules, who won, and what the score was.
c. Learn what the American Indian people in your area (or another area) used for shelter before contact with the Europeans. Learn what American Indian People in that area used for shelter today. Make a model of one of these shelters, historic or modern. Compare the kind of shelter you made with the others made in your den.

25. LET'S GO CAMPING (Page 276)

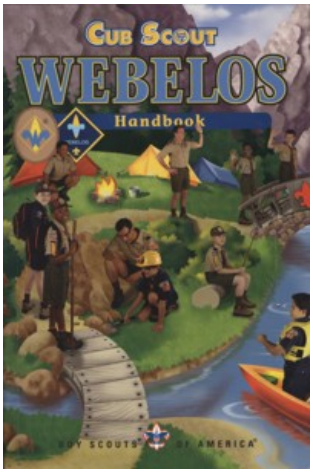
a. Learn about the 10 essential times you need for a hike or campout. Assemble your own kit of essential items. Explain why each item is "essential."
b. Go on a short hike with your den, following the buddy system. Explain how the buddy system works and why it is important to you to follow it. Tell what to do if you are lost.
c. Participate with your den in front of the pack at a campfire.
d. Participate with your pack on an overnight campout. Help put up your tent and help stet up the campsite.
e. Participate with your den in a religious service during an overnight campout or other Cub Scouting event.
f. Attend day camp in your area.
g. Attend resident camp in your area.
h. Earn the Cub Scout Leave No Trace Award **(see page 283)**.

Cub Scout World Conservation Award (Page 282)

Cub Scouting's Leave No Trace Awareness Award (Page 283)

Cub Scout Academics and Sports (Page 284)

WEBELOS



2003, updated 2008
#33452
ISBN 0-8395-3452-3

BOBCAT TRAIL (Page 42)

(If the Cub Scout has not previously earned the Bobcat Badge, it must be earned first).

1. Learn and say the Cub Scout Promise and
   a. Complete the Character Connection for Honesty. **(Page 42-43)**
      1. **Know**- Discuss these questions with your family: What is a promise? What does it mean to "keep your word?" What does *honesty* mean? What does it mean to "do your best?"
      2. **Commit**- Discuss these questions with your family. Why is a promise important? Why is it important for people to trust you when you give your word? When might it be difficult to keep your word? List examples.
      3. **Practice**- Discuss with family members why it is important to be trustworthy and honest and how you can do your best to be honest when you are doing the activities in Cub Scouting.
2. Say the Law of the Pack. Tell what it means.
3. Tell what Webelos means.
4. Show the Cub Scout sign. Tell what it means.
5. Show the Cub Scout handshake. Tell what it means.
6. Say the Cub Scout motto. A motto is a guiding principle.
7. Give the Cub Scout salute. Tell what it means.
8. With your parent of guardian, complete the exercises Your Children from Child Abuse.

WEBELOS TRAIL

To earn the **Webelos rank** a Webelos Scout **must complete 3 activity badges (one must be Fitness and 2 other different activity badge groups.** The next patch is the **Compass Point Emblem** which is awarded after the Webelos badge and 4 additional activity badges for a total of 7 activity badges now earned. After the scout has earned the Compass Point Emblem they can earn **metal "compass points** for each additional 4 activity badges earned for a total of 3 metal "compass points". The Highest rank in Cub Scouting is the **Arrow of Light**. **(See page 429 for this rank's requirements)**. Note that these activities are primarily done in the Den meetings and signed off by the Webelos Leader after the boy has completed each task. Some activities will be assigned by the Webelos Leader to be done at home.

The Purposes of Cub Scouting and Character Connections.

1. Character Development 1. Citizenship

2. Spiritual Growth
3. Good Citizenship
4. Sportsmanship and fitness
5. Family Understanding
6. Respectful Relationships
7. Personal Achievement
8. Friendly Service
9. Fun and Adventure
10. Preparation for Boy Scouts

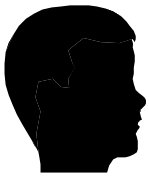
2. Compassion
3. Cooperation
4. Courage
5. Faith
6. Health and Fitness
7. Honesty
8. Perseverance
9. Positive Attitude
10. Resourcefulness
11. Respect
12. Responsibility

Character development is an important part of the Scouting program and it involves three major areas: Thinking (the head), feeling (the heart), and behavior (the hand). Cub Scouting emphasizes the relationships of the head, the heart and the hand to 12 core values and calls them ***CHARACTER CONNECTIONS***.

These 12 core values are important throughout Webelos and during the Wolf Cub year nine values will be worked on:

Faith (Page 50-51)
Honesty (Page 42-46)
Perseverance (Page 124)
Citizenship (Page 144)
Health and Fitness (Page 246)
Responsibility (Page 300)
Respect (Page 318)
Courage (Page 366)
Positive Attitude (Page 392)

As you work on achievements, ask your Webelos to consider the following:



What do I think or know? (What do I know about the core value, about the experience, about the context?)

How do I feel? (How do I feel about this value? What makes this difficult to do? How did this experience make me feel?)

What can I do? (How can I practice this value at school, at home, or with my friends?)

WEBELOS ACTIVITY BADGES 20 total activity badges total—must earn 19 to fulfill part of the Arrow of Light total activity badge requirements.

PHYSICAL SKILLS ACTIVITY BADGE GROUP

1. Aquanaut (Page 83)

Do These:

1. Jump into water over your head. Level off and swim 100 feet, at least half of this using a backstroke.
2. Stay in the water after the swim and float on your back and your front, and demonstrate survival floating.
3. Put on a personal flotation device (PFD) that is the right size for you. Make sure it is properly fastened. Wearing the PFD, jump into water over your head. Show how the PFD keeps your head abouve water by swimming 25 feet. Get out of the water, remove the PFD, and hang it where it will dry.

And Do Three of these:

4. Do a front surface dive and swim under water for four strokes before returning to the surface.
5. Explain the four basic water rescue methods. Demonstrate reaching and throwing rescues.
6. With an adult on board, show that you know how to handle a rowboat.
7. Pass the BSA "swimmer" test:
   a. Jump feet-first into water over the head in depth, level off, and begin swimming.
   b. Swim 75 yards in a strong manner using one of more of the following stokes: sidestroke, breaststroke, trudgen, or crawl.
   c. Then swim 25 yards using an easy, resting backstroke.
   d. After completing the swim, rest by floating. The 100 yards must be completed in one swim without stops and must include at least one sharp turn.
8. While you are a Webelos Scout, earn the Cub Scout Sports belt loop for swimming.

2. Athlete (Page 123)

Do These:

1. a. Complete the Character Connection for Perseverance.
   1. **Know**- Review the requirements and diced which ones might be more difficult for you to do. Make a plan to complete one of the harder requirements.
   2. **Commit**- When doing the harder requirement, did you ever feel frustrated or angry? What did perseverance have to do with that? Name another type of task for which you will need to persevere.
   3. **Practice**- Practice perseverance by following your plan to do that requirement for the Athlete activity badge.
2. Explain what it means to be physically and mentally healthy.
3. Explain what you as a Webelos Scout can do to stay physically and mentally healthy.
4. Every time you work on requirement 5 below, start with at least 5 minutes of stretching warm-up activities.
5. Do as many as you can of the following and record your results. Show improvement in all of the activities after 30 days.
   a. Have another person hold your feet down while you do as many curl-ups as you an.
   b. Do as many puyll-ups from a ar as you can.
   c. Do as many push-ups from the ground or floor as you an.

e. Do a quarter-mile run or walk.

And Do two of these:

6. Do a vertical jump and improve your reach in 30 days.
7. Do a 50-yard dash as fast as you can, and show a decrease in time over a 30-day period.
8. Ride a bike 1 mile s fast as you can, and show a decrease in time over a 30-day period.
9. Swim a quarter mile in a pool or lake as fast as you can, and show a decrease in time over a 30-day period.

3. Fitness (Page 245)

Do This:

1. a. Complete the Character Connection for Health and Fitness.
    1. **Know**- Tell why it is important to be healthy, clean, and fit.
    2. **Commit**- Tell when it is difficult for you to stick with good health habits. Tell where you can go to be with others who encourage you to be healthy, clean and fit.
    3. **Practice**- Practice good health habits while doing the requirements for this activity badge.

Do Six of These:

2. With a parent of other adult family member, complete a safety notebook, which is discussed in the booklet "How to Protect Your Children from Child Abuse" that comes with this book.
3. Read the meal planning information in this chapter. With a parent of other family member, plan a week of meals. Explain what kinds of meals are best for you and why.
4. Keep a record of your daily meals and snacks for a week. Decide whether you have been eating foods that are good for you.
5. Tell an adult member of your family about the bad effects smoking or chewing tobacco would have on your body.
6. Tell an adult member of your family four reasons why you should not use alcohol and how it could affect you.
7. Tell an adult member of your family what drugs could do to your body and how they would affect your ability to think clearly.
8. Read the booklet *Take a Stand Against Drugs!* Discuss it with an adult and show that you understand the material.

4. Sportsman (Page 455)

Do These:

1. Show the signals used by officials in one of these sports: Football, basketball, baseball, soccer, or hockey.
2. Explain what good sportsmanship means.
3. While you are a Webelos Scout, earn Cub Scout Sports belt loops for two individual sports (Badminton, bicycling, bowling, fishing, golf, gymnastics, marbles, physical fitness, skating, ice skating, roller skating, snow skiing and board sports, swimming, table tennis, or tennis).
4. While you are a Webelos Scout, earn Cub Scout Sports belt loops for two team sports (baseball, basketball, soccer, softball, volleyball, flag football or ultimate).

MENTAL SKILLS ACTIVY BADGE GROUP

5. Artist (Page 101)

Do these:

1. Talk to an artist in your area or to your art teacher about the different occupations in the art field. Make a list of them.
2. Create a scrapbook (portfolio) of your Artist activity badge projects and show it to your den leader.

Do Five of These:

3. Draw or paint an original picture, using the art materials you prefer. Frame the picture for your room or home.
4. List the primary and secondary colors. Explain what happens when you combine colors.
5. Using a computer, make six original designs using straight lines, curved lines, or both.
6. Draw a profile of a member of your family.
7. Use clay to sculpt a simple subject.
8. Make a mobile, using your choice of materials.
9. Make an art construction, using your choice of materials.
10. Create a collage that expresses something about yourself.
11. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for Art.

6. Scholar (Page 391)

Do This:

1. a. Complete the Character Connection for Positive Attitude.

1. **Know**- Discuss with your parent of guardian, or your Webelos den leader, what it mans to have a positive attitude and the "BEST" steps you can take to have a positive attitude. (**B**elieve it can happen, **E**xpect success, **S**et your mind, and **T**ry, try, try.)
2. **Commit**- Plan with your parent of guardian, or your Webelos den leader, how you will apply the "BEST" steps for a positive attitude in doing your schoolwork and in other areas of your life.
3. **Practice**- "Do your 'BEST'" to have a cheerful and positive attitude while doing the activities in Cub Scouting.

Do Three of These:

2. Have a good record in attendance, behavior, and grades at school.
3. Take an active part in a school activity or service.
4. Discuss with your teacher or principal the value of having an education.
5. List in writing some important things you can do now because of what you've learned in school.
6. While you are a Webelos Scout, earn the Cub Scout Academics belt loop for Language.
7. While you are a Webelos Scout, and if you have not earned it for another activity badge, earn the Cub Scout Academics belt loop for Mathematics.
8. While you are a Webelos Scout, and if you have not earned it for another activity badge, earn the Cub Scout Academics belt loop for Chess.

And Do three of These:

9. Trace through history the different kinds of schools. Tell how our present public school system grew out of these early schools.
10. Make a chart showing how your school system is run.
11. Ask a parent and 5 other grown-ups these questions:
    a. What do you think are the best things about my school?
    b. What could be done to improve it?

Tell what you think were the best answers and why.
12. List and explain some of the full-time positions in the field of education.
13. Help another student with schoolwork. Tell what you did to help.

7. Showman (Page 429)

Do This:

1. Complete six activities of your choice; these can be from any area (puppetry, music, or drama).

   Webelos den leader or activity badge counselor: be sure to sign approval both here and for each of the three requirements completed to fulfill requirement 1.

Puppetry

Do Requirement 1 and one of these not already done for #1:

2. Write a puppet play about one of your Webelos den activities or a subject of your choice.
3. Make a set of puppets or marionettes for the play you have written or for another play.
4. Build a simple stage for marionettes or puppets.
5. Alone or with the help of others, put o a puppet show for your den or pack.
6. Make a set of four paper bag puppets for a singing group. With the help of three other den members, sing a son with the puppets as the performers.
7. There are sock, stick and finger puppets. There are paper bag puppets and marionettes. Explain their differences and show any puppets you have made for this badge.

Music

Do Requirement 1 and one of these not already done for #1:

8. Play four tunes on any band or orchestra instrument. Read these from music.
9. Sing two songs alone or with a group.
10. Make a collection of three or more records, tapes, or compact discs. Tell what you like about each one.
11. Tell what folk music is. Hum, sing, or play a folk tune on a musical instrument.
12. Name three American composers. Name a famous work by each.
13. Draw a staff, Draw on it a clef, with a sharp, flat, natural, note, and rest. Tell what each is used for.
14. Show the difference between 2/4, 3/4, and 4/4 time by beating time or playing an instrument.
15. While you are a Webelos Scout, and if you have not earned it for another activity badge, earn the Cub Scout Academics belt loop for Music.

Drama

Do Requirement 1 and one of these not already done for #1:

16. Give a monologue (a talk) on a patriotic, humorous, or holiday subject or another subject of your choice.
17. Attend a play. Describe the story. Tell what you liked about it.
18. Read a play. Make a model stage setting for one of the acts.
19. Write, put on, and take part on a one-act play.
20. Make a list of stage directions, Tell what they mean.
21. Describe a theater-in-the-round. What are its good and bad points?
22. Explain the difference between a grand opera and a light opera. Explain the difference between a musical and a play.
23. Read about William Shakespeare. Draw a picture of his Globe Theater.

8. Traveler (Page 461)

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 a street map showing how to go from your home to the place you chose.
4. With your parent of 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 requirements 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 in 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 2 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 the map legend on a road map of your area. Learn what the symbols men, Show your den members what you have learned.
10. On a road map of your area, find a place of interest and draw 2 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.

COMMUNITY ACTIVITY BADGE GROUP

9. Citizen (Page 143)

Do This:

1. a. Complete the Character Connection for Citizenship.
   1. **Know**- Lists some of your rights as a citizen of the United States of America. Tell ways you can show respect for the rights of others.
   2. **Commit**- Name some ways a boy your age can be a good citizen. Tell how you plan to b a good citizen and how you plan to influence others to be good citizens.
   3. **Practice**- Choose one of the requirements for this activity badge that helps you be a good citizen. Complete the requirement and tell why completing it helped you be a good citizen.

Do All of These:

2. Know the names of the president and vice president of the United States. Know the names of the governor of your state and the head of your local government.
3. Describe the flag of the United States and give a short history of it. With another Webelos Scout helping you, show how to hoist and lower the flag, how to hang it horizontally and vertically on a wall, and how to fold it.
4. Explain why you should respect your country's flag. Tell some of the special days you should fly it. Tell when to salute the flag and show how to do it.
5. Repeat the Pledge of Allegiance from memory. Explain its meaning in your own words. Lead you Webelos den in reciting the pledge.
6. Tell how our national anthem was written.
7. Explain the rights and duties of a citizen of the United States. Explain what a citizen should do to save our natural resources.
8. As a Webelos Scout earn the Cub Scout Academics belt loop for Citizenship. At a Webelos den meeting, talk about the service project Good Turn that you did.

And Do 2 of These:

9. Tell about two things you can do that will help law enforcement agencies.
10. Visit a community leader. Learn about the duties of the job or office, Tell the members of your Webelos den what you have learned.
11. Write a short story of not less than 50 words about a former U. S. president or some other great American man or woman. Give a report on this to your Webelos den.
12. Tell about another boy you think is a good citizen. Tell what he does that makes you think he is a good citizen.
13. List the names of three people you think are good citizens. They can be from any county. Tell why you chose each of them.
14. Tell why we have laws. Tell why you think it is important to obey the laws. Tell about three laws you obeyed this week.
15. Tell why we have government. Explain some ways your family helps pay for government.
16. List four ways in which your country helps or works with other nations.
17. Name three organizations, not churches or other religious organizations, in your area that help people. Tell something about what one of these organizations does.

10. Communicator (Page 165)

Do Seven of These:

1. Play the Body Language Game with your den.
2. Prepare and give a three-minute talk to your den on a subject of your choice.
3. Invent a sign language or a picture writing language and use it to tell someone a story.
4. Identify and discuss with your den as many different methods of communication as you can (at least six different methods).
5. Invent your won den secret code and send one of your den members a secret message.
6. With your den, visit a library and talk to a librarian. Learn how books are cataloged to make them easy to find. Sign up for a library card, if you don't already have one.
7. Visit the newsroom of a newspaper or a radio or television station and find out how they receive information.
8. Write an article about a den activity for your pack newsletter or Web site, your local newspaper, or your school newsletter, newspaper, or Web site.

9. Invite a person with a visual, speaking, or hearing impairment to visit your den. Ask about the special ways he or she communicates. Discover how well you can communicate with him or her.
10. With your parent or guardian, or your Webelos den leader, invite a person who speaks another language (such as Spanish, French, Arabic, Hebrew, etc.) as will as English to visit your den Ask questions abut the other language (its background, where it is spoken, etc.), discuss words in that language that den members are already familiar with, or ask about ways to learn another language.
11. Use a personal computer to write a letter to a friend or relative. Create your letter, check if for grammar and spelling, and save it to a disk. Print it.
12. Under the supervision of a parent or other trusted adult, search the Internet and connect to 5 Web sites that interest you.
13. Under the supervision f a parent of other trusted adult, exchange e-mail with a friend or relative.
14. While you are a Webelos Scout, earn the Academics belt loop for Communication.
16. Find out about jobs in communications. Tell your den what you learn.

11. Family Member (Page 227)

Do All of These:

1. Tell what is meant by family, duty to family, and family meetings.
2. Make a chart showing the jobs you and other family members have at home. Talk with your family about other jobs you can do for the next two months.
3. Make a list of some things for which your family spends money. Tell how you can help your family save money.
4. Plan your own budget for 30 days. Keep track of your daily expenses for seven days.
5. Take part in at least 4 family meetings and help make decisions, The meetings might involve plans for family activities, or they might be about serious topics that your parent wants you to know about.
6. With the help of an adult, inspect your home and surroundings. Make a list of hazards or lack of security that you find. Correct one problem that you found and tell what you did.

And Do Two of These:

7. With the help of an adult, prepare a family energy-saving plan. Explain what you did to carry it out.
8. Tell what your family does for fun. Make a list of fun things your family might do for little cost. Plan a family fun night.
9. Learn how to clean your home properly. With the help of an adult, help do it for one month
10. Show that you know how to look after your cloths. With adult supervision, help at least twice with the family laundry.
11. With adult supervision, help plan the meals for your family for at least one week. Help buy the food and help prepare at least three meals for your family.
12. While you are a Webelos Scout, earn the Academics belt loop for Heritages.
13. Explain why garage and trash must be disposed of properly.

12. Readyman (Page 365)

Do This:

1. a. Complete the Character Connection for Courage.

1. **Know**- Define the importance of each courage step: Be strong; Be calm; Be clear; Be careful. Explain how memorizing the courage steps help you to be ready.
2. **Commit**- Explain why it is hard to follow the courage steps in an emergency. Tell when you can use the courage steps in other situations (Such as standing up to a bully, avoiding fights, being fair, not stealing or cheating when tempted, etc.)
3. **Practice**- Act out one of the requirements using these courage steps: Be strong; Be calm; Be clear; Be careful.

2. Explain what first aid is. Tell what you should do after an accident.
3. Explain how you can get help quickly if there is an emergency in your home. Make a "help list" of people or agencies that can help you if you need it. Post it near a phone or other place with easy access.
4. Demonstrate the Heimlich maneuver and tell when it is used.
5. Show what to do for these "hurry cases":

Serious bleeding	Internal poisoning
Stopped Breathing	Heart attack

6. Show how to treat shock.
7. Show first aid for the following:

Cuts and scratches	Choking
Burns and scalds	

8. Tell what steps must be taken for a safe swim with your Webelos den, pack, family, or other group. Explain the reasons for the buddy system.

Do All of These:

9. Explain six safety rules you should follow when driving a bicycle.
10. Explain the importance of wearing safety equipment when participation in sports activities (skating, skateboarding, etc.)
11. Make a home fire escape plan for your family.
12. Explain how to use each item in a first aid kit.
13. Tell where accidents are most likely to happen inside and around your home.
14. Explain six safety rules you should remember when riding in a car.
15. Attend a first id demonstration at a Boy Scout troop meeting, a Red Cross center, or other place.

TECHNOLOGY ACTIVITY BADGE GROUP

13. Craftsman (Page 197)

Do These:

1. Explain how to safely handle the tools that you will use for this activity badge.
2. With adult supervision and using hand tools, construct two different wooden objects you and your Webelos den leader agree on. Such as the items listed below Use a coping saw or jigsaw for these projects. Put them together with glue, nails, or screws. Paint or stain them.

Book rack	Napkin holder
Shelf	Animal cutouts
Bulletin board	Garden tool rack
Weather vane	Lid holder
Tie rack	Mailbox
Letter holder	Birdhouse
Notepad holder	Desk nameplate
Toolbox	Letter, bill and pencil

Recipe holder
Lamp stand
Kitchen knife rack
Kitchen utensil rack
holder
Key rack
Measuring cup rack
Measuring spoon rack

3. Make a display stand or box to be used to display a model or an award. Or make a frame for a photo or painting. Use suitable material.
4. Make four useful items using materials other than wood that you and Your Webelos den leader agree n, such as clay, plastic, leather, metal, paper, rubber, or ropes. These should be challenging items and must involve several operations.

14. Engineer (Page 211)

Do both of These:

1. Talk to an engineer, surveyor, or architect in your area about the different occupations in engineering. Create a list that tells what they do.
2. Draw a floor plan of your house, Include doors, windows, and stairways.

Do Four of These:

3. Visit a construction site. Look at a set of plans; tell your Webelos den leader about these. (Get permission before you visit.)
4. Visit a civil engineer to understand how to measure the length of a property line. Explain how property lines are determined.
5. Tell about how electricity is generated and the gets to your home.
6. Construct a simple working electrical circuit using a flashlight battery, a switch, and a light.
7. Make drawings of three kinds of bridges and explain their differences. Construct a model bridge of your choice.
9. Make a block and tackle and show how it works.
8. Build a catapult and show how it works.
10. While you are a Webelos Scout, earn the Academics belt loop for Mathematics.

15. Handyman (Page 299)

Do all of these:

1. a. Complete the Character Connection for Responsibility.
   1. **Know**- List all the tasks you can think of that are necessary in keeping a household in good shape. Name the tasks that are your responsibility. Tell what it means to be responsible for these tasks.
   2. **Commit**- Talk about what happens when people don't do their jobs. Tell why it is important to be helpful and to be responsible. List ways that you can be more responsible on your own.
   3. **Practice**- Choose one of the requirements and show how you are responsible by doing that task well for 2 weeks.

Do Two of These:

2. With adult supervision, wash a car.
3. Help an adult change a tire on a car.
4. With an adult supervision, replace a bulb in the taillight, turn signal, or parking light or replace a headlight on a car.
5. With adult supervision, show how to check the oil level and tire pressure of a car.
6. Make a repair to a bicycle, such as tightening the chain, fixing a flat tire, or adjusting the seat or handlebars.
7. Properly lubricate the chain on a bicycle.
8. Properly inflate the ties on a bicycle.
9. Change the wheels on a skateboard or pair of inline skates.

10. Replace a light bulb in a fixture or a lamp.
11. With adult supervision, arrange a storage area for household cleaners and other dangerous materials where small children cannot get them.
12. Build a sawhorse or stool to be used around your hone.
13. Help take care of the lawn.
14. Arrange a storage area for hand tools or lawn and garden tools.
15. Clean and properly store hand tools or lawn and garden tools in their storage areas.
16. Label hand tools or lawn and garden tools for identification.
17. Put together a toolbox for common repairs around the house. Be sure the toolbox and tools are stored safely.

16. Scientist (Page 401)

Do These:

1. Read Bernoulli's principle. Show how it works.
2. Read Pascal's law. Tell about some inventions that use Pascal's law.
3. Read Newton's first law of motion. Show in three different ways how inertia works.
4. While you are a Webelos Scout, earn the Academics belt loop for Science.

And Do Six of These:

5. Show the effects of atmospheric pressure.
6. Show the effects of air pressure.
7. Show the effects of water pressure. This may be combined with atmospheric pressure or with air pressure.
8. Build and launch a model rocket with adult supervision. (**NOTE**: You must be at least 10 years old to work with a model rocket kit sold in hobby stores.) Describe how Newton's third low of motion explains how the rocket is propelled into the sky.
9. Explain what caused fog. Show how this works.
10. Explain how crystals are formed. Make some.
11. Explain how you use your center of gravity to keep your balance. Show three different balancing tricks
12. Show in three different ways how your eyes work together and show what is meant by an optical illusion.
13. While you are a Webelos Scout, earn the Academics belt loop for Weather.
14. While you are a Webelos Scout, earn the Academics belt loop for Astronomy.

OUTDOOR ACTIVITY BADGE GROUP

17. Forester (Page 259)

Do Five of These:

1. Make a map of the United States. Show the types of forests growing in different parts of the country. Name some kinds of trees that grow in these forests.
2. Draw a picture to show the plant and tree layers of a forest in your area. Label the different layers. (If you don't live in an area that has forest, choose an area that does and draw a picture of that forest.)
3. Identify six forest trees common to the area where you live. Tell how both wildfire and humans use the. (If you don't live in a region that has forests, read about one type of forest and name six of its trees and their uses.)
4. Identify 6 forest plants (other than trees) that are useful to wildlife. Tell which animals use them and for what purposes.
5. Draw a picture showing:
   how water and minerals in the soil help a tree grow

how the tree uses sunlight to help it grow

6. Make a poster showing how a tree's growth rings or examine the growth rings of a tree stump. Explain how the rings tell its life history.
7. Collect pieces of three kinds of wood used for building houses. Tell what kinds of wood they are and one place each of them might be used.
8. Plant 20 forest tree seedlings. Tell how you planted them and what you did to take care of them after planting.
9. Describe both the benefits and the harm wildfires can cause. Tell how you can help prevent wildfire.
10. Draw your own urban forestry plan for adding trees to a street yard, or park new your home. How what types of trees you would like to see planted.

18. Geologist (Page 279)

Do Five of These:

1. Collect five geologic specimens that have important uses.
2. Rocks and minerals are used in metals, glass, jewelry, road-building products, and fertilizer. Give examples of minerals used in these products.
3. Make a scale of mineral hardness for objects found at home. Show how to use the scale by finding the relative hardness of three samples.
4. List some of the geologic materials used in building your home.
5. Make a drawing that shows the cause of a volcano, a geyser, or an earthquake.
6. Explain one why in which mountains are formed.
7. Describe what a fossil is. How is it used to tell how old a formation is? Find two examples of fossils in your area.
8. Take a field trip to a geological site, geological laboratory, or rock show. Discuss what you learned at your next Webelos den meeting.
9. While you are a Webelos Scout, earn the Academics belt loop for Geology.

19. Naturalist (Page 317)

Do This:

1. a. Complete the Character Connection for Respect.
   1. **Know**- Tell what interested you most when completing the requirements for this activity badge. Tell what you learned about how you can show appreciation and respect for wildlife.
   2. **Commit**- Tell things some people have done that show a lack of respect for wildlife. Name ways you will show respect for and protect wildlife.
   3. **Practice**- Explain how completing the requirements for this activity badge gives you the opportunity to show respect.

Do Five of These:

2. Keep an "insect zoo" that you have collected. You might have crickets, ants, or grasshoppers. Study them for a while and then release them. Share your experience with your Webelos den.
3. 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 having them visit to see your project.
4. Visit a museum of natural history, nature center, or zoo with your family, den or pack. Tell what you saw.
5. 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.
6. Learn about the bird flyways closest to your home. Find out which birds use these flyways.

7. Learn to identify poisonous plants and venomous reptiles found in your area.
8. Watch six wild animals (snakes, turtles, fish, birds, or mammals) in the wild. Describe the kind of place (forest, filed, marsh, yard, or park) where you saw the. Tell what they were doing.
9. Give examples of:
   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.
10. Identify a plant, bird or wild animal that is found only in your area of the country. Tell why it survives only in your area.
11. Learn about aquatic ecosystems and wetlands in your area. Discuss with your Webelos den leader or activity badge counselor the important role aquatic ecosystems and wetlands play in supporting lifecycles of wildlife and humans.

20. Outdoorsman (Page 343)

Do Two of These:

1. Present yourself to your Webelos den leader, properly dressed, as you would be for an overnight campout. Show the camping gear you will use. Show the right way to pack and carry it.
2. With your family or Webelos den, help plan and take part in an evening outdoor activity that includes a campfire.
3. With your parent of guardian, take part in a Webelos den overnight campout or a family campout. Sleeping a tent that you have helped pitch.
4. With your parent or guardian, camp overnight with a Boy Scout troop. Sleep in a tent you have helped pitch.

Do Five of These:

5. During a Webelos den meeting, discuss how to follow the Leave No Trace Frontcounty Guidelines during outdoor activities. (See page 72.)
6. Participant in an outdoor conservation project with your Webelos den or a Boy Scout troop.
7. Discuss with your Webelos den leader the rules of outdoor fire safety. Using these rules, show how to build a safe fire and put it out.
8. With your accompanying adult on a campout or outdoor activity, assist in preparing, cooking and cleanup for one of your den's meals. Tell why it is important for each den member to share in meal preparation and cleanup, and explain the importance of eating together.
9. Discuss with your Webelos den leader the things that you need to take on a hike. Go on one 3-mile hike with your Webelos den or a Boy Scout troop.
10. Demonstrate how to whip and fuse the ends of a rope.
11. Demonstrate setting up a tent or dining fly using two half hitches and a taut-line hitch. Show how to tie a square knot and explain how it is used.
12. Visit a nearby Boy Scout camp with your Webelos den.

WEBELOS BADGE REQUIREMENTS (Page 49)

1. a. Complete the Character Connection for Faith.

After completing the rest of requirements 8, **DO THESE (a, b and C):**

1. **Know**- Tell what you have learned about faith.
2. **Commit**- Tell how these faith experiences help you live you duty to God. Name one faith practice that you will continue to do in the future.
3. **Practice**- After doing these requirements, tell what you have learned about your beliefs.

AND do one of these (d OR e):

d. Earn the religious emblem of your faith.* (*If you earned your faith's religious emblem earlier in Cub Scouting and your faith does not have a Webelos religious emblem, you must complete requirement 8e. Completion of requirement 8e does not qualify a youth to receive the religious emblem of his faith.)

e. **DO 2 OF THESE:**

a. Attend the mosque, church, synagogue, temple, or other religious organization of your choice; talk with your religious leader about your beliefs. Tell your family and your Webelos den leader what you learned.

b. Discuss with your family and your Webelos den leader how your religious beliefs fit in with the Scout Oath and Scout Las and what character-building traits your religious beliefs have in common with the Scout Oath and Scout Law.

c. With your religious leader, discuss and make a plan to do two things you think will help you draw nearer to God. Do these things for a month.

d. For at lest a month, pray or mediate reverently each day s taught by your family and by our church, temple, mosque, synagogue, or religious groups.

e. under the direction of your religious leader, do an act of service for someone else. Talk about your service with your family and your Webelos den leader. Tell them how it made you feel.

f. List at least 2 ways you believe you have lived according to your religious beliefs.

COMPASS POINTS EMBLEM (Page 61)

ARROW OF LIGHT (Page 63)

WORLD CONSERVATION AWARD (Page 70)

THE CUB SCOUT ACADEMICS AND SPORTS PROGRAM (Page 71)

CUB SCOUTING LEAVE NO TRACE AWARENESS AWARD (Page 73)