TASK FORCE NOTES ON CUB SCOUT ADVANCEMENT MODIFICATIONS

Purpose

With one year of experience, feedback suggests that the new design of the Cub Scout program did successfully address many original concerns, but also indicates an opportunity for further modifications. Cub advancement was down after the first year of implementation and we know that correlates to lower member satisfaction and subsequently, lower retention. Some Den Leaders are having difficulty fitting all the Adventures required for advancement into their program year given their number of Den meetings and weather/daylight issues for outdoor activities. Overnight camping is a significant hurdle for some. Duty to God requirements connote organized religion to some and are not seen as embracing a belief in God and spirituality outside of specific faiths.

A task force was formed to draft modifications to the Cub Scout Program that would address this feedback. These modifications are designed to ensure that Adventure requirements are achievable by today's Cub Scout dens within a program year and achievable by Cub Scouts from a wide range of backgrounds and socio-cultural experiences.

Approach

In order to maintain the integrity of the engaging, mission-driven, and user-friendly new Cub Scouting program, every effort was made to change as little as possible. All adjustments are intended to strengthen and support the new program as well as to assist the youth, families, and volunteers engaged in Cub Scouting.

Flexibility is key. Most modifications involve the number of requirements to be completed, reducing the mandate to a number achievable within the limited time available to many dens, while retaining rich program options that allow leaders to build strong programs adapted to local needs and situations. Some rewording fosters participation by boys who could not otherwise complete an Adventure.

Resources and Contributors

Guidance and input was from a wide variety of stakeholder groups and individuals. Contributors and reviewers included representatives from faith-based organizations and cultural groups as well as BSA volunteers with specific program expertise, recent grassroots experience, and current engagement in regional and national BSA leadership. We greatly appreciate the thoughtful suggestions, support, and engagement of all those consulted.

Suggested Rollout

Modifications should be implemented quickly to prevent another year of advancement challenges. Prompt electronic publishing (foregoing professional copyediting in an effort to get the material into leaders hands as quickly as possible) of all 2016-2017 requirements was determined as the best path forward, resulting in little disruption to the program. The transition will be seamless, with leaders choosing to use revised requirements as the den begins any new Adventure. The modified requirements can be used with the current handbooks, with relevant changes to handbook content taking place in a subsequent editions. The entire listing of all modifications for each rank can also be found at www.scouting.org/programupdates.

Tiger



No Change to the General Requirements for Cub Scout Rank Advancement (words in blue represent minor edits)

Rank advancement is awarded when boys have completed the following:

1. Complete each of the **six** required Adventures with your den or family.
2. Complete **at least one** elective Adventure of your den or family's choosing.
3. With **your parent, guardian, or other caring adult**, complete the exercises in the pamphlet *How to Protect Your Children from Child Abuse: A Parent's Guide*, and earn the Cyber Chip award for your age. *

* If your family does not have Internet access at home AND you do not have ready Internet access at school or another public place or via a mobile device, the Cyber Chip portion of this requirement may be waived by your parent or guardian

Modifications in Specific Adventures

To shorten the time required to complete requirements (and thus advance), most of the recommended changes involve the number of requirements to be completed.

The presence of a ★ indicates that some modification of content has been provided for an Adventure. The modifications range from a change of only one word to general re-wording or re-organizing.

Tiger Required Adventures

Current vs. Modified Adventure Requirements

Tiger Required Adventure	★ Tiger Required Adventure: My Tiger Jungle
Backyard Jungle (p. 30+)	Complete Requirement 1 plus at least two others.
REQUIREMENT 1. Take a 1-foot hike. Make a list of the living things you find on your 1-foot hike. **REQUIREMENT 2.** Point out two different kinds of birds that live in your area. **REQUIREMENT 3.** Be helpful to plants and animals by planting a tree or other plant in your neighborhood. **REQUIREMENT 4.** Build and hang a birdhouse. **REQUIREMENT 5.** With your adult partner, go for a walk, and pick out two sounds you hear in your "jungle."	**REQUIREMENT 1.** With your parent/guardian or other caring adult (referred to in the handbook as "your adult partner"), go for a walk outside, and pick out two or more sights or sounds of "nature" around you. Discuss with your partner or den. **REQUIREMENT 2.** Take a 1-foot hike. Make a list of the living things you find on your 1-foot hike. Discuss these plants or animals with your parent/guardian, other caring adult, or your den. **REQUIREMENT 3.** Point out two different kinds of birds that live in your area. With your parent/guardian, other caring adult, or den, find out more about one of these birds. **REQUIREMENT 4.** Be helpful to nature by planting a plant, shrub, or tree. Learn more about the needs and growth of the item you've planted. **REQUIREMENT 5.** Build and hang a birdhouse.

Current vs. Modified Adventure Requirements

Tiger Required Adventure

Games Tigers Play (p. 42+)

REQUIREMENT 1A. Play two initiative or team-building games with the members of your den.

1B. Listen carefully to your leader while the rules are being explained, and follow directions when playing.

1C. At the end of the game, talk with the leader about what you learned when you played the game. Tell how you helped the den by playing your part.

REQUIREMENT 2. Make up a game with the members of your den.

REQUIREMENT 3. Make up a new game, and play it with your family or members of your den or pack.

REQUIREMENT 4. While at a sporting event, ask a player or coach why he or she thinks it is important to be active.

REQUIREMENT 5. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.

Tiger Required Adventure:

Games Tigers Play. Complete Requirements 1 and 2 plus at least two others.

REQUIREMENT 1A. Play two initiative or team-building games with the members of your den.

1B. Listen carefully to your leader while the rules are being explained, and follow directions when playing.

1C. At the end of the game, talk with the leader about what you learned when you played the game. Tell how you helped the den by playing your part.

REQUIREMENT 2. Talk with your den or family about why good nutrition helps you to be strong and active. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.

REQUIREMENT 3. Make up a game with the members of your den, and play it with den members. After playing the game, talk with your den about the experience.

REQUIREMENT 4. Make up a new game, and play it with your family or members of your den or pack. Then talk with the group about the experience.

REQUIREMENT 5A. Attend a sporting event with your den or family.

5B. Before or after the event, talk with a coach or athlete about what it is like to participate in the sport. **OR** Find out more about the sport and share what you've learned with your den or family members before or after the event.

Tiger Required Adventure

My Family's Duty to God (p. 56+)

Complete Requirement 1 and at least two from requirements 2-4.

REQUIREMENT 1. With your adult partner, find out what duty to God means to your family.

REQUIREMENT 2. Find out what makes each member of your family special.

REQUIREMENT 3. With your family, make a project that shows your family's beliefs about God.

REQUIREMENT 4. Participate in a worship experience or activity with your family.

Tiger Required Adventure

Tiger Circles: Duty to God. Complete Requirement 1 plus at least two others.

REQUIREMENT 1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.

REQUIREMENT 2. With a family member, attend a religious service or other activity that shows how your family expresses reverence for God.

REQUIREMENT 3. Earn the religious emblem of your faith that is appropriate for your age or grade.

REQUIREMENT 4. Help with a local service project and talk with your den or family about how helping others is part of our duty to God.

REQUIREMENT 5. With the approval of your parent/guardian, den leader, or other caring adult, think of and then carry out an act of kindness or respect that you think shows duty to God.

Current vs. Modified Adventure Requirements

Tiger Required Adventure

Team Tiger (p. 66+)

REQUIREMENT 1. List the different teams of which you are a part.

REQUIREMENT 2. With your den, make a den job chart that shows everyone doing something to help. As one of the den jobs, lead the Pledge of Allegiance at a meeting.

REQUIREMENT 3. Pick two chores you will do at home once a week for a month.

REQUIREMENT 4. Make a chart to show three ways that members of your Tiger team are different from each other.

Tiger Required Adventure

Tiger Bites (p. 78+)

REQUIREMENT 1. Identify three good food choices and three foods would not be good choices.

REQUIREMENT 2. Show that you know the difference between a fruit and a vegetable. Eat one of each.

REQUIREMENT 3. With your adult partner, pick a job to help your family at mealtime. Do it every day for one week.

REQUIREMENT 4. Show how you can keep yourself and your personal area clean.

REQUIREMENT 5. Talk with your adult partner about what foods you can eat with your fingers. Practice your manners when eating them.

REQUIREMENT 6. With your adult partner, plan and make a good snack choice or other nutritious food to share with your den.

Tiger Required Adventure

Team Tiger. Complete Requirements 1 and 2 plus at least two others.

REQUIREMENT 1. With your parent, guardian, other caring adult, or den, talk about what it means to be part of a team. List some of the teams you are on (den, pack, family, class, etc.). and explain how you can help each one.

REQUIREMENT 2. With your den, talk about your Tiger team. Then make a chart showing all the different ways team members can help the den. Volunteer to take your turn doing at least two different jobs, one of which is leading the Pledge of Allegiance.

REQUIREMENT 3. With your family, talk about how family members each have a role in the family team. Then pick a job that you will do to help the team. Follow through by doing that job at least three times during the next three weeks.

REQUIREMENT 4. With your den or family, participate as a team in a service project that helps our country or your community.

REQUIREMENT 5. With your den, make a chart or picture showing how you and your teammates make a better team because you are alike in some ways but different in others.

Tiger Required Adventure

Tiger Bites. Complete Requirements 1 and 2 plus at least two others.

REQUIREMENT 1. With your parent, guardian, other caring adult, or den, find out about good food choices and not-so-good choices. Identify three foods that you think would be good choices and three foods that would not be good choices.

REQUIREMENT 2. Explain the importance of hand washing before a meal and clean-up after a meal. Then show how you would do each.

REQUIREMENT 3. Show that you know the difference between a fruit and a vegetable. Eat one of each.

REQUIREMENT 4. With your parent, guardian, or other caring adult, pick a job to help your family at mealtime. Do it for at least four meals.

REQUIREMENT 5. Talk with your parent, guardian, or other caring adult about what foods you can eat with your fingers. Practice your manners when eating them.

REQUIREMENT 6. With your parent, guardian, or other caring adult, plan and make a good snack choice or other nutritious food to share with your den.

Current vs. Modified Adventure Requirements

Tiger Required Adventure

Tigers in the Wild (p. 92+)

REQUIREMENT 1. With your adult partner, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list if it rains.

REQUIREMENT 2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.

REQUIREMENT 3A. Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.

3B. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should "Trash Your Trash."

3C. Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.

REQUIREMENT 4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your *Tiger Handbook.*

REQUIREMENT 5. Participate in an outdoor pack meeting or pack campout campfire. Sing a song and act out a skit with your Tiger den as part of the program.

REQUIREMENT 6. Find two different trees and two different types of plants that grow in your area. Write their names in your *Tiger Handbook.*

REQUIREMENT 7. Visit a nearby nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your *Tiger Handbook*.

Tiger Required Adventure

Tigers in the Wild. Complete Requirements 1-3 plus at least one other.

REQUIREMENT 1. With your parent, guardian, or other caring adult, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list to prepare for rain.

REQUIREMENT 2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.

REQUIREMENT 3A. Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.

3B. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should "Trash Your Trash."

3C. Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.

REQUIREMENT 4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your *Tiger Handbook.*

REQUIREMENT 5. Participate in an outdoor pack meeting or pack campfire. Sing a song or act out a skit with your Tiger den as part of the program.

REQUIREMENT 6. Find two different trees and two different types of plants that grow in your area. Write their names in your *Tiger Handbook.*

REQUIREMENT 7. Visit a nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your *Tiger Handbook*.

Tiger Elective Adventures

Current vs. Modified Adventure Requirements

Tiger Elective Adventure:

Curiosity, Intrigue, and Magical Mysteries (p. 108+)

REQUIREMENT 1. Learn a magic trick. Practice your magic trick so you can perform it in front of an audience.
REQUIREMENT 2. Create an invitation to a magic show.
REQUIREMENT 3. With your den or with your family, put on a magic show for an audience.
REQUIREMENT 4. Create a secret code.
REQUIREMENT 5. With the other Scouts in your den or with your family, crack a code that you did not create.
REQUIREMENT 6. Spell your name using sign language, and spell your name in Braille.
REQUIREMENT 7. With the help of your adult partner, conduct a science demonstration that shows how magic works.
REQUIREMENT 8. Share what you learned from your science demonstration.

Tiger Elective Adventure: Curiosity, Intrigue, & Magical Mysteries

Complete Requirements 1 and 2 plus at least one other.

REQUIREMENT 1A. Learn a magic trick. Practice your magic trick so you can perform it in front of an audience.
1B. Create an invitation to a magic show.
1C. With your den or with your family, put on a magic show for an audience.
REQUIREMENT 2. Spell your name using sign language, and spell your name in Braille.
REQUIREMENT 3. Create a secret code. Share it with your family or den.
REQUIREMENT 4. With the other Scouts in your den or with your family, crack a code that you did not create.
REQUIREMENT 5. With the help of your parent, guardian, or other caring adult, conduct a science demonstration that shows how magic works and share what you learned from your science demonstration.

Tiger Elective Adventure: Earning Your Stripes (p. 124+)

REQUIREMENT 1. Bring in and share with your den five items that are the color orange.
REQUIREMENT 2. Demonstrate loyalty over the next week at school or in your community. Share at your next den meeting how you were loyal to others.
REQUIREMENT 3. With your adult partner, decide on one new task you can do to help your family, and do it.
REQUIREMENT 4. Talk with your den and adult partner about polite language. Learn how to shake hands properly and introduce yourself.
REQUIREMENT 5. Play a game with your den. Then discuss how your den played politely.
REQUIREMENT 6. With your adult partner and den, work on a service project for your pack's meeting place or chartered organization.

Tiger Elective Adventure: Earning Your Stripes

Complete the following requirements.

REQUIREMENT 1. Show your loyalty to Tiger orange by bringing in and sharing with your den five items that are the color orange.
REQUIREMENT 2. Demonstrate loyalty over the next week at school or in your community. Share at your next den meeting how you were loyal to others.
REQUIREMENT 3. With your parent, guardian, or other caring adult, decide on one new task you can do to help your family, and do it.
REQUIREMENT 4. Talk with your parent, guardian, other caring adult, or den about polite language. Learn how to shake hands and introduce yourself.
REQUIREMENT 5. Play a game with your den. Then discuss how your den played politely.
REQUIREMENT 6. With your parent, guardian, or other caring adult and den, work on a service project for your pack's meeting place or chartered organization.

Current vs. Modified Adventure Requirements

Tiger Elective Adventure: Family Stories (p. 134+)

REQUIREMENT 1. Discuss with your adult partner and/or family where your family originated. Discuss their history, traditions, and culture—your family heritage. Share a story or bring something to share with your den about yourself and your family.
REQUIREMENT 2. Make a family crest.
REQUIREMENT 3. Visit your public library to find out information about your heritage.
REQUIREMENT 4. Interview one of your grandparents or another family elder, and share with your den what you found.
REQUIREMENT 5. Make a family tree.
REQUIREMENT 6. Share with your den how you got your name or what your name means.
REQUIREMENT 7. Share with your den your favorite snack or dessert that reflects your cultural heritage.
REQUIREMENT 8. Learn where your family came from, and locate it on a map. Share this information with your den. With the help of your adult partner, locate and write to a pen pal from that location.

Tiger Elective Adventure: Family Stories

Complete Requirement 1 and at least three others. Note that any requirement may be completed based on family of origin or family with whom you live.

REQUIREMENT 1. Discuss with your parent/guardian, a family member, or other caring adult where some of your family members originated. Discuss family history, traditions, and culture—your family heritage. Share a story or bring something to share with your den about yourself and your family.
REQUIREMENT 2. Make a family crest.
REQUIREMENT 3. Visit your public library to find out information about the heritage of some of your family members.
REQUIREMENT 4. Interview one of your grandparents or another family elder, and share with your den what you learned.
REQUIREMENT 5. Make a family tree designed for your particular family.
REQUIREMENT 6. Share with your den how you got your name or what your name means.
REQUIREMENT 7. Share with your den your favorite snack or dessert that reflects the cultural heritage of one of more of your family members.
REQUIREMENT 8. Learn where some members of your family came from, and locate the place(s) on a map. Share this information with your den. With the help of your parent/guardian/other caring adult, locate and write to a pen pal there.

Tiger Elective Adventure: Floats and Boats (p. 148+)

REQUIREMENT 1. Identify five different types of boats.
REQUIREMENT 2. Build a boat from recycled materials, and float it on the water.
REQUIREMENT 3. With your den, say the SCOUT water safety chant.
REQUIREMENT 4. Play the buddy game with your den.
REQUIREMENT 5. Show that you can put on and fasten a life jacket the correct way.
REQUIREMENT 6. Show how to safely help someone who needs assistance in the water, without having to enter the water yourself.
REQUIREMENT 7. Show how to enter the water safely, blow your breath out under the water, and do a prone glide.

Tiger Elective Adventure: Floats and Boats

Complete Requirements 1-4 plus at least one other.

REQUIREMENT 1. With your den, say the SCOUT water safety chant.
REQUIREMENT 2. With your den, talk about why it's important to have a buddy and then play the buddy game.
REQUIREMENT 3. Show how to safely help someone who needs assistance in the water, without having to enter the water yourself.
REQUIREMENT 4. Show how to enter the water safely, blow your breath out under the water, and do a prone glide.
REQUIREMENT 5. Identify five different types of boats.
REQUIREMENT 6. Build a boat from recycled materials, and float it on the water.
REQUIREMENT 7. Show that you can put on and fasten a life jacket correctly.

Current vs. Modified Adventure Requirements

Tiger Elective Adventure: Good Knights (p. 162+)

REQUIREMENT 1A. With your den or adult partner, say the Scout Law. Explain to your den one of the 12 points of the Law and why you think a knight would have the same behavior.
REQUIREMENT 1B. If you have not already done so, make a code of conduct with your den that will describe how each person should act when you are all together. If your den has a code of conduct, discuss with your den the updates it might need. Vote on which actions should go in your den code of conduct.
REQUIREMENT 2. Create a den shield and a personal shield.
REQUIREMENT 3. Using recycled materials, design and build a small castle with your adult partner to display at the pack meeting.
REQUIREMENT 4. Think of one physical challenge that could be part of an obstacle course. Then help your den design a Tiger knight obstacle course. With your adult partner, participate in the course.
REQUIREMENT 5. Participate in a service project.

Tiger Elective Adventure: Good Knights

Complete Requirements 1 and 2 plus at least two others.

REQUIREMENT 1. With your den, parent/guardian, or other caring adult, say the Scout Law. Explain to your den one of the 12 points of the Law and why you think a knight would have the same behavior.
REQUIREMENT 2. If you have not already done so, make a code of conduct with your den that will describe how each person should act when you are all together. If your den has a code of conduct, discuss with your den the updates it might need. Vote on which actions should go in your den code of conduct.
REQUIREMENT 3. Create a den shield and a personal shield.
REQUIREMENT 4. Using recycled materials, design and build a small castle to display at the pack meeting.
REQUIREMENT 5. Think of one physical challenge that could be part of an obstacle course. Then help your den design a Tiger knight obstacle course. Participate in the course.
REQUIREMENT 6. Show your understanding of knights' service to others by participating in a service project in your community.

Tiger Elective Adventure: Rolling Tigers (p. 174+)

REQUIREMENT 1. With your den or adult partner, discuss two different types of bicycles and their uses.
REQUIREMENT 2. With your den or adult partner, try on safety gear you should use while riding your bike. Show how to wear a bicycle helmet properly.
REQUIREMENT 3. With your den or adult partner, learn and demonstrate safety tips to follow when riding your bicycle.
REQUIREMENT 4. Learn and demonstrate proper hand signals.
REQUIREMENT 5. With your den or adult partner, do a safety check on your bicycle.
REQUIREMENT 6. With your den or family, go on a bicycle hike wearing your safety equipment. Follow the bicycling safety and traffic laws.
REQUIREMENT 7. Learn about a famous bicycle race or famous cyclist. Share what you learn with your den.
REQUIREMENT 8. Visit your local or state police department to learn about bicycle-riding laws.
REQUIREMENT 9. Identify two jobs that use bicycles.

Tiger Elective Adventure: Rolling Tigers

Complete Requirements 1 – 3 plus at least two others.

REQUIREMENT 1. With your den or parent/guardian or other caring adult, try on safety gear you should use while riding a bike. Show how to wear a bicycle helmet properly.
REQUIREMENT 2. With your den or parent/guardian/other caring adult, learn and demonstrate safety tips to follow when riding a bicycle.
REQUIREMENT 3. Learn and demonstrate proper hand signals.
REQUIREMENT 4. With your den or parent/guardian or other caring adult, do a safety check on a bicycle.
REQUIREMENT 5. With your den or family, go on a bicycle hike wearing your safety equipment. Follow the bicycling safety and traffic laws.
REQUIREMENT 6. With your den or parent/guardian/other caring adult, discuss two different types of bicycles and their uses.
REQUIREMENT 7. Learn about a famous bicycle race or famous cyclist. Share what you learn with your den.
REQUIREMENT 8. Visit your local or state police department to learn about bicycle-riding laws.
REQUIREMENT 9. Identify two jobs that use bicycles and discuss how they are used.

Current vs. Modified Adventure Requirements

Tiger Elective Adventures: Sky Is the Limit (p. 188+)

REQUIREMENT 1. With your den or adult partner, go outside to observe the night sky. Talk about objects you see or might see.
REQUIREMENT 2. Look at a distant object through a telescope or binoculars. Show how to focus the device you chose.
REQUIREMENT 3. Observe in the sky or select from a book or chart two constellations that are easy to see in the night sky. With your adult partner, find out the names of stars that make up the constellation and how the constellation got its name. Share what you found with your den.
REQUIREMENT 4. Create and name your own constellation. Share your constellation with your den.
REQUIREMENT 5. Create a homemade constellation.
REQUIREMENT 6. Find out about two different jobs related to astronomy. Share this information with your den.
REQUIREMENT 7. Find out about two astronauts who were Scouts when they were younger. Share what you learned with your den.
REQUIREMENT 8. With your den or family, visit a planetarium, observatory, science museum, astronomy club, or college or high school astronomy teacher. Before you go, write down questions you might want to ask. Share what you learned.

Tiger Elective Adventures: Sky Is the Limit

Complete Requirements 1 -3 plus at least one other.

REQUIREMENT 1. With your den or parent/guardian/other caring adult, go outside to observe the night sky. Talk about objects you see or might see.
REQUIREMENT 2. Look at a distant object through a telescope or binoculars. Show how to focus the device you chose.
REQUIREMENT 3. Find out about two astronauts who were Scouts when they were younger. Share what you learned with your den.
REQUIREMENT 4. Observe in the sky or select from a book, chart, computer, or electronic device two constellations that are easy to see in the night sky. With your parent/guardian or other caring adult, find out the names of the stars that make up the constellation and how the constellation got its name. Share what you found with your den.
REQUIREMENT 5. Draw and name your own constellation. Share your constellation with your den.
REQUIREMENT 6. Create a homemade model of a constellation.
REQUIREMENT 7. Find out about two different jobs related to astronomy. Share this information with your den.
REQUIREMENT 8. With your den or family, visit a planetarium, observatory, science museum, astronomy club, or college or high school astronomy teacher. Before you go, write down questions you might want to ask. Share what you learned.

Tiger Elective Adventures: Stories in Shapes (p. 204+)

REQUIREMENT 1. Visit an art gallery or a museum, explore an art website, or visit your library. Do each of the following:
REQUIREMENT 1A. Look at pictures of some abstract art with your den or family. Decide what you like about the art, and share your ideas with the other Tigers.
REQUIREMENT 1B. Create an art piece.
REQUIREMENT 2A. Draw or create an art piece using shapes.
REQUIREMENT 2B. Use tangrams to create shapes.

Tiger Elective Adventures: Stories in Shapes

Complete at least four of the following requirements.

REQUIREMENT 1. Visit an art gallery or a museum, explore an art website, or visit your library.
REQUIREMENT 2. Look closely at pictures of some art with your den or a family member. Decide what you like about the art, and share your ideas with the other Tigers.
REQUIREMENT 3. Create a piece of art on paper, poster board, or canvas.
REQUIREMENT 4. Draw or create an art piece using shapes.
REQUIREMENT 5. Use tangrams to create shapes.

Current vs. Modified Adventure Requirements

Tiger Elective Adventure: Tiger-iffic! (p. 212+)

Complete 1–3 and one from 4–6.

REQUIREMENT 1. Play at least two different games by yourself; one may be a video game.
REQUIREMENT 2. Play a board game or another inside game with one or more members of your den.
REQUIREMENT 3. Play a problem-solving game with your den.
REQUIREMENT 4. With your parent's or guardian's permission:
a. Play a video game with family members in a family tournament. b. List at least three tips that would help someone who was learning how to play your favorite video game.
c. Play an appropriate video game with a friend for 30 minutes.
REQUIREMENT 5. With other members of your den, invent a game, OR change the rules of a game you know, and play the game.
REQUIREMENT 6. Play a team game with your den.

Tiger Elective Adventure: Tiger-iffic!

Complete 1–3 and one from 4–6.

REQUIREMENT 1. Play at least two different games by yourself; one may be a video game.
REQUIREMENT 2. Play a board game or another inside game with one or more members of your den.
REQUIREMENT 3. Play a problem-solving game with your den.
REQUIREMENT 4. With your parent's or guardian's permission:
4A. Play a video game with family members or den members in a tournament.
4B. List at least three tips that would help someone who was learning how to play your favorite video game.
4C. Play an appropriate video game with a friend for 30 minutes.
REQUIREMENT 5. With other members of your den, invent a game, OR change the rules of a game you know, and play the game.
REQUIREMENT 6. Play a team game with your den

Tiger Elective Adventure: Tiger: Safe and Smart (p. 226+)

REQUIREMENT 1A. Memorize your address, and say it to your den leader or adult partner.
REQUIREMENT 1B. Memorize an emergency contact's phone number, and say it to your den leader or adult partner.
REQUIREMENT 1C. Take the 911 safety quiz.
REQUIREMENT 2A. Show you can "Stop, Drop, and Roll."
REQUIREMENT 2B. Show you know how to safely roll someone else in a blanket to put out a fire.
REQUIREMENT 3. Make a fire escape map with your adult partner.
REQUIREMENT 4. Explain your fire escape map, and try a practice fire drill at home.
REQUIREMENT 5. Find the smoke detectors in your home. With the help of your adult partner, check the batteries.
REQUIREMENT 6. Visit an emergency responder station, or have an emergency responder visit you.



Tiger Elective Adventure: Tiger: Safe and Smart

Complete 1–8. Requirement 9 is optional.

REQUIREMENT 1. Memorize your address, and say it to your den leader or parent/guardian/other caring adult.
REQUIREMENT 2. Memorize an emergency contact's phone number, and say it to your parent, guardian, or den leader.
REQUIREMENT 3. Take the 911 safety quiz.
REQUIREMENT 4. Show you can "Stop, Drop, and Roll."
REQUIREMENT 5. Show you know how to safely roll someone else in a blanket to put out a fire.
REQUIREMENT 6. With your parent/guardian or other caring adult, make a fire escape map of your home and explain it to family members and your den.
REQUIREMENT 7. With your parent/guardian or other caring adult, try a practice fire drill at home.
REQUIREMENT 8. Find the smoke detectors in your home. With the help of your parent/guardian or other caring adult, check the batteries.
REQUIREMENT 9. Visit an emergency responder station, or have an emergency responder visit you.

Current vs. Modified Adventure Requirements

Tiger Elective Adventures: Tiger Tag (p. 240+)

REQUIREMENT 1. Choose one active game you like, and tell your den about it.
REQUIREMENT 2A. Play two relay games with your den and your adult partner.
REQUIREMENT 2B. Tell your adult partner or the other Tigers what you liked best about each game.
REQUIREMENT 2C. Have your den choose a relay game that everyone would like to play, and play it several times.
REQUIREMENT 3. With your adult partner, select an active outside game that you could play with the members of your den. Talk about your game at the den meeting. With your den, decide on a game to play.
REQUIREMENT 4. Play the game that your den has chosen. After the game, discuss with your den leader the meaning of being a good sport.

Tiger Elective Adventures: Tiger Tag (p. 240+)

Complete requirements 1 and 2 plus at least one other.

REQUIREMENT 1. Choose one active game you like, and tell your den about how to play and why you like this game.
REQUIREMENT 2. Play two team or relay games with your den. Tell your parent/guardian or other caring adult or the other Tigers what you liked best about each game.
REQUIREMENT 3. Have your den choose a team or relay game that everyone can play, and play it at least twice.
REQUIREMENT 4. With your parent/guardian or other caring adult, select an active outside game that you could play with the members of your den. Talk with den members about the games suggested by all Tigers. With your den, decide on a game to play and play the game that your den has chosen. After the game, discuss with your den the meaning of being a good sport.

Tiger Elective Adventures: Tiger Tales (p. 250)

REQUIREMENT 1. Create a tall tale with your den.
REQUIREMENT 2. Create your own tall tale. Share your tall tale with your den.
REQUIREMENT 3. Read a tall tale with your adult partner.
REQUIREMENT 4. Create a piece of art from a scene in the tall tale you have read, using your choice of materials. Share it with your den.
REQUIREMENT 5. Play a game from the past.
REQUIREMENT 6. Sing two folk songs.
REQUIREMENT 7. Visit a historical museum or landmark with your adult partner.

Tiger Elective Adventures: Tiger Tales (p. 250)

Complete at least four of the following requirements.

REQUIREMENT 1. Create a tall tale with your den.
REQUIREMENT 2. Create your own tall tale. Share your tale with your den.
REQUIREMENT 3. Read a tall tale with your parent/guardian or other caring adult.
REQUIREMENT 4. Create a piece of art from a scene in the tall tale you have read, using your choice of materials. Share it with your den.
REQUIREMENT 5. Play a game from the past.
REQUIREMENT 6. Sing two folk songs.
REQUIREMENT 7. Visit a historical museum or landmark with your parent/guardian or other caring adult.

Current vs. Modified Adventure Requirements

Tiger Elective Adventures: Tiger Theater (p. 264+)

REQUIREMENT 1. With your den, discuss the following types of theater: puppet shows, reader's theater, and pantomime.
REQUIREMENT 2. As a den, play a game of one-word charades with your adult partners.
REQUIREMENT 3. Make a puppet to show your den or display at a pack meeting.
REQUIREMENT 4. Perform a simple reader's theater. Make a mask afterward to show what your character looks like.
REQUIREMENT 5. Watch a play or attend a story time at a library.

Tiger Elective Adventures: Tiger Theater (p. 264+)

Complete at least four of the following requirements.

REQUIREMENT 1. With your den, discuss the following types of theater: puppet shows, reader's theater, and pantomime.
REQUIREMENT 2. As a den, play a game of one-word charades.
REQUIREMENT 3. Make a puppet to show your den or to display at a pack meeting.
REQUIREMENT 4. Perform a simple reader's theater. Make a mask afterward to show what your character looks like.
REQUIREMENT 5. Watch a play or attend a story time at a library.

Wolf



Little Change to the General Requirements for Advancement (modifications in blue – for total of at least 7 Adventures)

Rank advancement is awarded when boys have completed the following:

1. Complete each of the **six** required Adventures with your den or family.
2. Complete **at least one** elective Adventure of your den or family's choosing.
3. With your **parent, guardian, or other caring adult**, complete the exercises in the pamphlet *How to Protect Your Children from Child Abuse: A Parent's Guide*, and earn the Cyber Chip award for your age. * *The Cyber Chip portion of this requirement may be waived by your parent or guardian if you do not have access to the Internet.

Modifications in Specific Adventures

To shorten the time required to complete requirements (and thus advance), most of the recommended changes involve the number of requirements to be completed. The presence of a ★ indicates that some modification of content has been provided for an Adventure. The modifications range from a change of only one word to general re-wording or re-organizing.

Wolf Required Adventures

Current vs. Modified Adventure Requirements

Wolf Required Adventure
Call of the Wild (p. 30+)
REQUIREMENT 1. While a Wolf Scout, attend a pack or family campout. If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or a daylong outdoor activity with your den or pack.
REQUIREMENT 2. Show how to tie an overhand knot and a square knot.
REQUIREMENT 3. While on a den or family outing, identify four different types of animals. Explain how you identified them.
REQUIREMENT 4. With your family or den, make a list of possible weather changes that might happen on your campout according to the time of year you are camping. Tell how you will be prepared for each one.
REQUIREMENT 5. Show or demonstrate what to do: A. When a stranger approaches you, your family, or your belongings. B. In case of a natural disaster such as an earthquake or flood. C. To keep from spreading your germs.
REQUIREMENT 6. On the campout, participate with your family or den in a campfire show. Prepare a skit or song, and then present it at the campfire for everyone else.
REQUIREMENT 7A. Recite the Outdoor Code with your Leader.
REQUIREMENT 7B. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.
REQUIREMENT 7C. After your campout, list the ways you demonstrated being careful with fire.

★ Wolf Required Adventure
Call of the Wild Complete Requirements 1-4 plus at least one other.
REQUIREMENT 1. Attend one of the following: **1A**. A pack or family campout **1B**. An outdoor activity with your den or pack **1C**. Day camp **1D**. Resident camp
REQUIREMENT 2. With your family or den, make a list of possible weather changes that could happen during your outing according to the time of year you are outside. Tell how you will be prepared for each one.
REQUIREMENT 3A. Recite the Outdoor Code with your leader. **3B.** Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code. **3C.** After your outdoor activity or campout, list the ways you demonstrated being careful with fire or other dangers.
REQUIREMENT 4. Show or demonstrate what to do: **4A.** In case of a natural disaster such as an earthquake or flood. **4B**. To keep from spreading your germs.
REQUIREMENT 5. Show how to tie an overhand knot and a square knot.
REQUIREMENT 6. While on a den or family outing, identify four different types of animals you see or explain evidence of their presence. Tell how you identified them.

Current vs. Modified Adventure Requirements

Wolf Required Adventure

Council Fire (p. 50+)

REQUIREMENT 1. Participate in a flag ceremony, and learn how to properly care for and fold the flag with your den or pack.
REQUIREMENT 2. Work with your den to develop a den duty chart, and perform these tasks for one month.
REQUIREMENT 3A. Learn about the changes in your community, and create a project to show your den how the community has changed.
REQUIREMENT 3B. Select one issue in your community, and present to your den your ideas for a solution to the problem.
REQUIREMENT 4A. Attend the pack committee leaders' meeting. Present ideas to the pack committee regarding your service project.
REQUIREMENT 4B. Work together on a community service project.
REQUIREMENT 5. Talk to a military veteran, law enforcement officer, member of the fire department, or someone else who works for the community. Talk about his or her service to the community. After you have visited with the individual, write a short thank-you note.
REQUIREMENT 6A. Learn about the three R's of recycling: reduce, reuse, and recycle. Discover a way to do each of these at home, at school, or in your community.
REQUIREMENT 6B. Make your own recycling center, or contribute to an existing one.
REQUIREMENT 6C. Create a den project from recyclables for a pack meeting.

Wolf Required Adventure

Duty to God Footsteps (p. 68+)

REQUIREMENT 1A. Visit a religious monument or site where people might show reverence.
REQUIREMENT 1B. Create a visual display of your visit with your den or your family, and show how it made you feel reverent or helped you better understand your duty to God.
REQUIREMENT 2. Complete 2A and at least two of requirements 2B-2D.
REQUIREMENT 2A. Give two ideas on how you can practice your duty to God. Choose one, and do it for a week.
REQUIREMENT 2B. Read a story about people or groups of people who came to America to enjoy religious freedom.
REQUIREMENT 2C. Learn and sing a song that could be sung in reverence before or after meals or one that gives encouragement, reminds you of how to show reverence, or demonstrates your duty to God.
REQUIREMENT 2D. Offer a prayer, meditation, or reflection with your family, den, or pack.

Wolf Required Adventure

Council Fire (Duty to Country) Complete Requirements 1 and 2 plus at least one other.

REQUIREMENT 1. With your den or pack, participate in a flag ceremony, and learn how to properly care for and fold the flag.
REQUIREMENT 2. Participate in a community service project with your pack, den, or family.
REQUIREMENT 3. With your parent or guardian's permission, talk to a military veteran, law enforcement officer, member of the fire department, or someone else approved by your Den Leader. Talk about his or her service to the community or country. After you have visited with the individual, write a short thank-you note.
REQUIREMENT 4. Learn about the changes in your community, and create a project to show your den how the community has changed.
REQUIREMENT 5. Select one issue in your community, and present to your den your ideas for a solution to the problem.
REQUIREMENT 6. Work with your den to develop a den duty chart, and perform these tasks for one month.
REQUIREMENT 7. Participate in an event such as a parade or assembly celebrating military veterans.

Wolf Required Adventure

Duty to God Footsteps Complete Requirement 1 or 2 plus at least two others.

REQUIREMENT 1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.
REQUIREMENT 2. Earn the religious emblem of your faith that is appropriate for your age, if you have not already done so.
REQUIREMENT 3. Offer a prayer, meditation, or reflection with your family, den, or pack.
REQUIREMENT 4. Read a story about people or groups of people who came to America to enjoy religious freedom.
REQUIREMENT 5. Learn and sing a song that could be sung in reverence before or after meals or one that gives encouragement, reminds you how to show reverence, or demonstrates your duty to God.
REQUIREMENT 6. Visit a religious monument or site where people might show reverence. Create a visual display of your visit with your den or your family, and show how it made you feel reverent or helped you better understand your duty to God.

Current vs. Modified Adventure Requirements

Wolf Required Adventure

Howling at the Moon (p. 80+)

REQUIREMENT 1. Show you can communicate in at least two different ways.

REQUIREMENT 2. Work with your den to create an original skit.

REQUIREMENT 3. Work together with your den to plan, prepare, and rehearse a campfire program to present to your families at a den meeting.

REQUIREMENT 4. Practice and perform your role for a pack campfire program.

Wolf Required Adventure

Howling at the Moon Complete each of the following Requirements.

REQUIREMENT 1. Show you can communicate in at least two different ways.

REQUIREMENT 2. Work with your den or family to create an original skit.

REQUIREMENT 3. Work together with your den or family to plan, prepare, and rehearse a campfire program to present at a den meeting or pack program.

REQUIREMENT 4. Perform your role for a den meeting or pack program.

Wolf Required Adventure

Paws on the Path (p. 94+)

REQUIREMENT 1. Show you are prepared to hike safely by putting together the Cub Scout Six Essentials to take along on your hike.

REQUIREMENT 2. Tell what the buddy system is and why we always use it in Cub Scouts.

REQUIREMENT 3. Describe what you should do if you get separated from your group while hiking.

REQUIREMENT 4. Choose the appropriate clothing to wear on your hike based on the expected weather.

REQUIREMENT 5. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. After hiking, discuss how you showed respect for wildlife.

REQUIREMENT 6. Go on a 1-mile hike with your den or family. Watch and record two interesting things that you've never seen before.

REQUIREMENT 7. Name two birds, two insects, and two other animals that live in your area. Explain how you identified them.

REQUIREMENT 8. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.

Wolf Required Adventure

Paws on the Path Complete Requirements 1-5. Requirements 6 and 7 are optional.

REQUIREMENT 1. Show you are prepared to hike safely in any outdoor setting by putting together the Cub Scout Six Essentials to take along on your hike.

REQUIREMENT 2. Tell what the buddy system is and why we always use it in Cub Scouts. Describe what you should do if you get separated from your group while hiking.

REQUIREMENT 3. Choose the appropriate clothing to wear on your hike based on the expected weather.

REQUIREMENT 4. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. (This may be combined with Requirement 3 of *The Call of the Wild* Adventure.) After hiking, discuss how you showed respect for wildlife.

REQUIREMENT 5. Go on a 1-mile hike with your den or family. Find two interesting things that you've never seen before and discuss with your den or family.

REQUIREMENT 6. Name two birds, two insects, and/or two other animals that live in your area. Explain how you identified them.

REQUIREMENT 7. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map

Current vs. Modified Adventure Requirements

Wolf Required Adventure
Running with the Pack (p. 110+)
REQUIREMENT 1. Play catch with someone in your den or family who is standing 10 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back, and see if you can improve your throwing and catching ability. **REQUIREMENT 2.** Practice balancing as you walk forward, backward, and sideways. **REQUIREMENT 3**. Practice flexibility and balance by doing a front roll, a back roll, and a frog stand. **REQUIREMENT 4.** Play a sport or game with your den or family, and show good sportsmanship. **REQUIREMENT 5.** Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk. **REQUIREMENT 6.** Demonstrate what it means to eat a balanced diet by helping to plan a healthy menu for a meal for your family. Make a shopping list of the food used to prepare the meal.

Wolf Required Adventure
Running with the Pack Complete each of the following Requirements.
REQUIREMENT 1. Play catch with someone in your den or family who is standing 5 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back and see if you can improve your throwing and catching skills. **REQUIREMENT 2.** Practice balancing as you walk forward, backward, and sideways. **REQUIREMENT 3**. Practice flexibility and balance by doing a front roll, a back roll, and a frog stand. **REQUIREMENT 4.** Play a sport or game with your den or family, and show good sportsmanship. **REQUIREMENT 5.** Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk. **REQUIREMENT 6.** Demonstrate what it means to eat a balanced diet by helping to plan a healthy menu for a meal for your den or family. Make a shopping list of the food used to prepare the meal.

Wolf Elective Adventures

Current vs. Modified Adventure Requirements

Wolf Elective Adventure
Adventures in Coins (p. 124+)
REQUIREMENT 1. Identify different parts of a coin. **REQUIREMENT 2.** Find the mint mark on a coin; identify what mint facility it was made in and what year it was made. **REQUIREMENT 3.** Play a coin game. **REQUIREMENT 4.** Choose a coin that interests you, and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made. **REQUIREMENT 5.** Play a game or create a game board with your den or family where you can practice adding and subtracting coins. **REQUIREMENT 6**. Create a balance scale. **REQUIREMENT 7.** Do a coin-weight investigation.

Wolf Elective Adventure
Adventures in Coins Complete Requirements 1-4 and any other(s) of your choice.
REQUIREMENT 1. Identify different parts of a coin. **REQUIREMENT 2.** Find the mint mark on a coin. Identify the mint where the coin was made and the year. **REQUIREMENT 3.** Choose a coin that interests you, and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made. **REQUIREMENT 4.** Play a game or create a game board with your den or family where you can practice adding and subtracting coins. **REQUIREMENT 5.** Play a coin game. **REQUIREMENT 6**. Create a balance scale. **REQUIREMENT 7.** Do a coin-weight investigation.

Wolf Elective Adventure
Air of the Wolf (p. 140+)
REQUIREMENT 1A. Conduct an investigation about the weight of air. **REQUIREMENT 1B**. Conduct an investigation about air temperature. **REQUIREMENT 1C**. Conduct at least one of the following investigations to see how air affects different objects: i. Make a paper airplane and fly it five times. Make a change to its shape to help it fly farther. Try it at least five times. ii. Make a balloon-powered sled or a balloon-powered boat. Test your sled or boat with larger and smaller balloons. iii. Bounce a basketball that doesn't have enough air in it. Then bounce it when it has the right amount of air in it. Do each one 10 times. Describe how the ball bounces differently when the amount of air changes. iv. Roll a tire or ball that doesn't have enough air in it, and then roll it again with the right amount of air. Describe differences in how they move. **REQUIREMENT 2A.** With other members of your den, go outside and record the sounds you hear. Identify which of these sounds is the result of moving air. **REQUIREMENT 2B.** Create a musical wind instrument, and play it as part of a den band **REQUIREMENT 2C.** With an adult, conduct an investigation on how speed can affect sound. **REQUIREMENT 3A.** Explain the rules for safely flying kites. **REQUIREMENT 3B.** Make a kite using household materials. **REQUIREMENT 4.** With your family, den, or pack, participate in a kite derby, space derby, or rain gutter regatta. Explain how air helps the vehicle move.

Wolf Elective Adventure
Air of the Wolf Complete the following Requirements.
REQUIREMENT 1. *Conduct two of the following investigations to see how air affects different objects*: **1A.** Make a paper airplane and fly it five times. Try to make it fly farther by altering its shape. Fly it at least five more times to see if your changes were effective**.** **1B**. Make a balloon-powered sled or a balloon powered boat. Test your sled or boat with larger and smaller balloons. **1C.** Bounce a basketball that doesn't have enough air in it. Then bounce it when it has the right amount of air in it. Do each one 10 times. Describe how the ball bounces differently when the amount of air changes. **1D.** Roll a tire or ball that doesn't have enough air in it, and then roll it again with the right amount of air. Describe differences in how they move. **REQUIREMENT 2.** *Complete two of the following:* **2A.** With other members of your den, go outside and record the sounds you hear. Identify which of these sounds is the result of moving air. **2B.** Create a musical wind instrument, and play it as part of a den band. **2C.** With an adult, conduct an investigation on how speed can affect sound. **2D.** Make a kite using household materials. With your den or family, explain the rules for safely flying kites. Fly your kite. **2E.** With your family, den, or pack, participate in a kite derby, space derby, or rain gutter regatta. Explain how air helps the vehicle move.

Current vs. Modified Adventure Requirements

Wolf Elective Adventure
Code of the Wolf (p. 158+)
REQUIREMENT 1. Do two of the following: **REQUIREMENT 1A.** With the members of your den or family, make a game with simple materials that requires math to keep score. **REQUIREMENT 1B.** Play a game of "Go Fish for 10s." **REQUIREMENT 1C.** Do five activities at home, at school, or in your den that use mathematics, and then explain to your den how you used everyday math. **REQUIREMENT 1D.** Make a rekenrek with two rows, and show Akela how you would represent the numbers 4, 6, 9, and 14. **REQUIREMENT 1E.** Make a rain gauge or some other measuring device, and use it. **REQUIREMENT 2. Do one of the following:** **REQUIREMENT 2A.** With other members of your den or family, identify three different types of shapes that you see in nature. **REQUIREMENT 2B.** With other members of your den or family, identify two shapes you can see in the construction of bridges. **REQUIREMENT 2C.** Select a single shape or figure. Observe the world around you for at least a week, and write down where you see this shape or figure and how it is used. **REQUIREMENT 3.** Do one of the following: **REQUIREMENT 3A.** With your den, find something that comes with many small, colored items in one package. Count the number of items of each color in your package. Keep track of each color. Then: i. Draw a graph showing the number of items of each color. ii. Determine what the most common color is. iii. Compare your results to the other boys'. iv. Predict how many items of each color you will find in one more package. v. Decide if your prediction was close **REQUIREMENT 3B.** With your den or family, measure the height of everyone in the group and see who takes more steps to walk 100 feet. **REQUIREMENT 3C.** Have each member in your den shoot a basketball. Count the number of shots it takes to make five baskets. Graph the number of shots it takes for each boy using 5, 6–10, 11–15, 16–20, or more than 20. **REQUIREMENT 4.** Do one of the following: **REQUIREMENT 4A.** Use a secret code using numbers to send a message to one of your den members or your den leader. Have that person send a message back to you. Be sure you both use the same code numbers. **REQUIREMENT 4B.** Send a message to another member of your den or your den leader using the pig pen code or another code that changes letters into special shapes. **REQUIREMENT 4C.** Practice using a code stick to create and decode a message.

Wolf Elective Adventure
Code of the Wolf Complete the following Requirements.
REQUIREMENT 1. *Complete two of the following:* **1A.** With the members of your den or family, make a game with simple materials that requires math to keep score. **1B.** Play a game of "Go Fish for 10s." **1C.** Do five activities at home, at school, or in your den that use mathematics, and then explain to your den how you used everyday math. **1D.** Make a rekenrek with two rows, and show your den leader or other adult how you would represent the numbers 4, 6, 9, and 14. **1E.** Make a rain gauge or some other measuring device, and use it. **REQUIREMENT 2.** *Complete one of the following:* **2A.** With other members of your den or family, identify three different types of shapes that you see in nature. **2B.** With other members of your den or family, identify two shapes you can see in the construction of bridges. **2C.** Select a single shape or figure. Observe the world around you for at least a week, and write down where you see this shape or figure and how it is used. **REQUIREMENT 3.** *Complete one of the following:* **3A.** With your den, find something that comes with many small, colored items in one package. Count the number of items of each color in your package. Keep track of each color. Then: i. Draw a graph showing the number of items of each color. ii. Determine what the most common color is. iii. Compare your results to those of the other Scouts. iv. Predict how many items of each color you will find in one more package. v. Decide if your prediction was close. **3B.** With your den or family, measure the height of everyone in the group and see who takes more steps to walk 100 feet. **3C.** Have each member of your den shoot a basketball. Count the number of shots it takes for each scout to sink five baskets. Make a graph that shows how successful your den was. Your graph should show each group that needed 5, 6-10, 11-15, 16-20, and more than 20 tries to sink their shots. **REQUIREMENT 4.** *Complete one of the following:* **4A.** Use a secret code using numbers to send a message to one of your den members or your den leader. Have that person send a message back to you. Be sure you both use the same code. **4B.** Send a message to another member of your den or your den leader using the pig pen code or another code that changes letters into special shapes. **4C.** Practice using a code stick to create and decode a message.

Current vs. Modified Adventure Requirements

Wolf Elective Adventure
Collections and Hobbies (p. 178+)
REQUIREMENT 1. Begin a collection of at least 10 items that all have something in common. Label the items and title your collection. **REQUIREMENT 2.** Share your collection at a den meeting. **REQUIREMENT 3.** Visit a show or museum that displays different collections or models. **REQUIREMENT 4.** Create an autograph book, and get at least 10 autographs. Start with members of your den. **REQUIREMENT 5.** Pick a famous living person, and write him or her a letter. In your letter, ask the person to send you an autographed photo. **REQUIREMENT 6.** Play a game with your den that involves collecting.

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

Wolf Elective Adventure
Cubs Who Care (p. 190+)
REQUIREMENT 1. With the members of your den, visit with a person who has a physical disability. **REQUIREMENT 2.** Do four of the following: **REQUIREMENT 2A.** With other members of your den, try using a wheelchair or crutches, and reflect on the process. **REQUIREMENT 2B.** Learn about a sport that has been adapted so that people in wheelchairs or with some other physical disability can play, and tell your den about it. **REQUIREMENT 2C.** Learn about "invisible" disabilities. Take part in an activity that helps develop an understanding of invisible disabilities **REQUIREMENT 2D**. With your den, try doing three of the following things while wearing gloves or mittens: i. Tying your shoes ii. Using a fork to pick up food iii. Playing a card game iv. Playing a video game v. Playing checkers or another board game vi. Blowing bubbles **REQUIREMENT 2E.** Paint a picture two different ways: Paint it once the way you usually would paint it and then again by using a blindfold. Discuss with your den the ways the process was different. **REQUIREMENT 2F.** Demonstrate a simple sentence or at least four points of the Scout Law using American Sign Language. **REQUIREMENT 2G.** Learn about someone famous who has or had a disability, and share that person's story with your den. **REQUIREMENT 2H.** Attend an event where people with disabilities are participants or where accommodations for people with disabilities are made a part of the event.

Wolf Elective Adventure
Cubs Who Care Complete at least four of the following Requirements.
REQUIREMENT 1. With other members of your den, try using a wheelchair or crutches, and reflect on the process. **REQUIREMENT 2.** Learn about a sport that has been adapted so that people in wheelchairs or with some other physical disability can play, and tell your den about it. **REQUIREMENT 3.** Learn about "invisible" disabilities. Take part in an activity that develops an understanding of invisible disabilities**.** **REQUIREMENT 4.** With your den, try doing three of the following things while wearing gloves or mittens: **4A**. Tying your shoes **4B**. Using a fork to pick up food **4C**. Playing a card game **4D**. Playing a video game **4E**. Playing checkers or another board game **4F**. Blowing bubbles **REQUIREMENT 5.** Paint a picture two different ways: Paint it once the way you usually would paint it and then again by using a blindfold. Discuss with your den the ways the process was different. **REQUIREMENT 6.** Use American Sign Language to communicate either a simple sentence or at least four points of the Scout Law. **REQUIREMENT 7.** Learn about someone famous who has or had a disability, and share that person's story with your den or family. **REQUIREMENT 8.** Attend an event where people with disabilities are participants or where accommodations for people with disabilities are made a part of the event.

Current vs. Modified Adventure Requirements

Wolf Elective Adventure

Digging in the Past (p. 204+)

REQUIREMENT 1. Play a game that demonstrates your knowledge of dinosaurs, such as a dinosaur match game.
REQUIREMENT 2. Create an imaginary dinosaur. Share with your den its name, what it eats, and where it lives.
REQUIREMENT 3. Make a fossil cast.
REQUIREMENT 4. Make a dinosaur dig.
REQUIREMENT 5. Make edible fossil layers. Explain how this snack is a good model for the formation of fossils.
REQUIREMENT 6. Be a paleontologist, and dig through the dinosaur digs made by your den. Show and explain the ways a paleontologist works carefully during a dig.

Wolf Elective Adventure

Digging in the Past Complete the following Requirements.

REQUIREMENT 1. Play a game that demonstrates your knowledge of dinosaurs, such as a dinosaur match game.
REQUIREMENT 2. Create an imaginary dinosaur. Share with your den its name, what it eats, and where it lives.
REQUIREMENT 3. Complete one of the following:
3A. Make a fossil cast.
3B. Make a dinosaur dig. Be a paleontologist, and dig through a dinosaur dig made by another member of your den. Show and explain the ways a paleontologist works carefully during a dig.
REQUIREMENT 4. Make edible fossil layers. Explain how this snack is a good model for the formation of fossils.

Wolf Elective Adventure
Finding your Way (P. 220+)

REQUIREMENT 1A. Using a map of your city or town, locate where you live.
REQUIREMENT 1B. Draw a map for a friend so he or she can locate your home, a park, a school, or other locations in your neighborhood. Use symbols to show parks, buildings, trees, and water. You can invent your own symbols. Be sure to include a key so your symbols can be identified.
REQUIREMENT 2. Pick a nutritious snack, and find where it came from. Locate that area on a map.
REQUIREMENT 3A. Identify what a compass rose is and where it is on the map.
REQUIREMENT 3B. Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.
REQUIREMENT 4. Go on a scavenger hunt using a compass, and locate an object with a compass.

Wolf Elective Adventure

Finding Your Way Complete the following Requirements.

REQUIREMENT 1A. Using a map of your city or town, locate where you live.
1B. Draw a map for a friend so he or she can locate your home, a park, a school, or other locations in your neighborhood. Use symbols to show parks, buildings, trees, and water. You can invent your own symbols. Be sure to include a key so your symbols can be identified.
REQUIREMENT 2A. Identify what a compass rose is and where it is on the map.
2B. Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.
REQUIREMENT 3. Go on a scavenger hunt using a compass, and locate an object with a compass.
REQUIREMENT 4. Using a map and compass, go on a hike or walk with your den or family.

Current vs. Modified Adventure Requirements

Wolf Elective Adventure

Germs Alive (p. 230+)

REQUIREMENT 1. Wash your hands while singing the "germ song."
REQUIREMENT 2. Play Germ Magnet with your den or your family. Wash your hands afterward.
REQUIREMENT 3. Conduct the sneeze demonstration.
REQUIREMENT 4. Conduct the mucus demonstration with your den.
REQUIREMENT 5. Grow a mold culture. Show what formed at a den or pack meeting.
REQUIREMENT 6. Make a clean room chart, and do your chores for at least one week.

Wolf Elective Adventure

Germs Alive. Complete at least five of the following Requirements

REQUIREMENT 1. Wash your hands while singing the "germ song."
REQUIREMENT 2. Play Germ Magnet with your den or your family. Wash your hands afterward.
REQUIREMENT 3. Conduct the sneeze demonstration.
REQUIREMENT 4. Conduct the mucus demonstration with your den or family.
REQUIREMENT 5. Grow a mold culture. At a den or pack meeting, show what formed.
REQUIREMENT 6. Make a clean room chart, and do your chores for at least one week

Wolf Elective Adventure

Grow Something (p. 245+)

REQUIREMENT 1. Select a seed, and plant it in a small container. Care for it for 30 days. Take a picture or make a drawing of your plant once each week to share with your den.
REQUIREMENT 2. Find out the growing zone for your area, and share the types of plants that will grow best in your zone.
REQUIREMENT 3. Visit or research a botanical or community garden in your area, and learn about two of the plants that grow there. Share what you have learned with your den.
REQUIREMENT 4. Make a terrarium.
REQUIREMENT 5. Do one of the following:
REQUIREMENT 5A. Using a seed tray, grow a garden inside your home. Keep a journal of its progress for 30 days. Share the results with your den.
REQUIREMENT 5B. Grow a sweet potato plant in water. Keep a journal of its growth for two weeks. Share it with your den.

Wolf Elective Adventure

Grow Something Complete the following Requirements

REQUIREMENT 1. Select a seed, and plant it in a small container. Care for it for 30 days. Take a picture or make a drawing of your plant once each week to share with your den or family.
REQUIREMENT 2. Find out the growing zone for your area, and share the types of plants that will grow best in your zone.
REQUIREMENT 3. Visit or research a botanical or community garden in your area, and learn about two of the plants that grow there. Share what you have learned with your den or family.
REQUIREMENT 4. *Complete one of the following:*
4A. Make a terrarium.
4B. Using a seed tray, grow a garden inside your home. Keep a journal of its progress for 30 days. Share the results with your den or family.
4C. Grow a sweet potato plant in water. Keep a journal of its growth for two weeks. Share the information with your den or family.

Current vs. Modified Adventure Requirements

Wolf Elective Adventure

Hometown Heroes (p. 256+)

REQUIREMENT 1. Talk with your family and den about what it means to you to be a hero. Share the name of someone you believe is a hero. Explain what it is that makes that person a hero.

REQUIREMENT 2. Visit a community agency where you will find many heroes. While there, find out what they do. Share what you learned with your den.

REQUIREMENT 3. With the help of a family member, interview one of your heroes, and share what you learn with your den. Tell why you think this person is a hero.

REQUIREMENT 4. As a den or family, honor a serviceman or servicewoman by sending a care package along with a note thanking them for their service.

REQUIREMENT 5. With your family or den, find out about animals that are trained to help others in your community.

REQUIREMENT 6. Participate in or create an event that celebrates your hometown hero(es).

Wolf Elective Adventure

Hometown Heroes Complete the following Requirements

REQUIREMENT 1. Talk with your family or den about what it means to you to be a hero. Share the name of someone you believe is a hero. Explain what it is that makes that person a hero.

REQUIREMENT 2. Visit a community agency where you will find many heroes. While there, find out what they do. Share what you learned with your den.

REQUIREMENT 3. With the help of a family member, interview one of your heroes, and share what you learn with your den. Tell why you think this person is a hero.

REQUIREMENT 4. Complete one of the following:

4A. As a den or family, honor a serviceman or servicewoman by sending a care package along with a note thanking them for their service.

4B. With your family or den, find out about animals that are trained to help others in your community.

4C. Participate in or create an event that celebrates your hometown hero(es).

Wolf Elective Adventure

Motor Away (p. 266+)

REQUIREMENT 1A. Create and fly three different types of paper airplanes. Before launching them, record which one you believe will travel the farthest and what property of the plane leads you to make that prediction.

REQUIREMENT 1B. Make a paper airplane catapult. Before launching a plane, record how far you believe it will travel and explain what information you used to make this prediction. After you make your prediction, launch the plane and measure how far it flies.

REQUIREMENT 2. Make two different boats and sail them. Choose different shapes for your boats.

REQUIREMENT 3. Create a car that moves under its own power.

Wolf Elective Adventure

Motor Away Complete the following Requirements

REQUIREMENT 1. Do each of the following.

1A. Create and fly three different types of paper airplanes. Before launching them, record which one you believe will travel the farthest and what property of the plane leads you to make that prediction.

1B. Make a paper airplane catapult. Before launching a plane, record how far you believe it will travel and explain what information you used to make this prediction. After you make your prediction, launch the plane and measure how far it flies.

REQUIREMENT 2. Make two different model boats and sail them. Choose different shapes for your boats.

REQUIREMENT 3. Create a model car that moves under its own power.

Current vs. Modified Adventure Requirements

Wolf Elective Adventure

Paws of Skill (P. 282+)

REQUIREMENT 1. Talk with your family and den about what it means to be physically fit. Share ideas of what you can do to stay in shape.
REQUIREMENT 2. With your den, talk about why it is important to stretch before and after exercising. Demonstrate proper warm-up movements and stretches before and after each activity you do that involves action.
REQUIREMENT 3. Select at least two physical fitness skills and practice them daily. See if you can improve over a two-week period.
REQUIREMENT 4. With your family or your den, talk about what it means to be a member of a team. Working together, make a list of team sports, and talk about how the team works together to be successful. Choose one and play for 30 minutes.
REQUIREMENT 5. With your den, talk about sportsmanship and what it means to be a good sport while playing a game or a sport. Share with your den how you were a good sport or demonstrated good sportsmanship in requirement 4.
REQUIREMENT 6. Visit a sporting event with your family or your den. Look for ways the team works together. Share your visit with your den.
REQUIREMENT 7. With your den, develop an obstacle course that involves five different movements. Run the course two times and see if your time improves.

Wolf Elective Adventure

Paws of Skill Complete at least Requirements 1-4. Requirements 5-7 are optional.

REQUIREMENT 1. Talk with your family or den about what it means to be physically fit. Share ideas of what you can do to stay in shape.
REQUIREMENT 2. With your family or den, talk about why it is important to stretch before and after exercising. Demonstrate proper warm-up movements and stretches before and after each activity you do that involves action.
REQUIREMENT 3. Select at least two physical fitness skills and practice them daily for two weeks. See if you can improve during that time.
REQUIREMENT 4. With your family or your den, talk about what it means to be a member of a team. Working together, make a list of team sports, and talk about how the team works together to be successful. Choose one and play for 30 minutes.
REQUIREMENT 5. With your den, develop an obstacle course that involves five different movements. Run the course two times and see if your time improves.
REQUIREMENT 6. With your den, talk about sportsmanship and what it means to be a good sport while playing a game or a sport. Share with your den how you were a good sport or demonstrated good sportsmanship in requirement 4.
REQUIREMENT 7. Visit a sporting event with your family or your den. Look for ways the team works together. Share your visit with your den.

Wolf Elective Adventure

Spirit of Water (P. 294+)

REQUIREMENT 1. Demonstrate how the water in your community can become polluted.
REQUIREMENT 2. Explain one way that you can help conserve water in your home.
REQUIREMENT 3. Explain to your den leader why swimming is good exercise.
REQUIREMENT 4. Explain the safety rules that you need to follow before participating in swimming or boating.
REQUIREMENT 5. Show how to do a reaching rescue.
REQUIREMENT 6. Visit a local pool or public swimming area with your family or Wolf den. With qualified supervision, jump into water that is at least chest-high, and swim 25 feet or more.

Wolf Elective Adventure

Spirit of Water Complete the following Requirements

REQUIREMENT 1. Discuss how the water in your community can become polluted.
REQUIREMENT 2. Explain one way that you can help conserve water in your home.
REQUIREMENT 3. Explain to your den leader why swimming is good exercise.
REQUIREMENT 4. Explain the safety rules that you need to follow before participating in swimming or boating.
REQUIREMENT 5. Visit a local pool or public swimming area with your family or Wolf den. With qualified supervision, jump into water that is at least chest-high, and swim 25 feet or more.

Bear



No Basic Change to the General Requirements for Cub Scout Rank Advancement (words in blue represent minor edits)

Rank advancement is awarded when boys have completed the following:

1. Complete each of the **six** required Adventures with your den or family.
2. Complete **at least one** elective Adventure of your den or family's choosing.
3. With your **parent, guardian, or other caring adult**, complete the exercises in the pamphlet *How to Protect Your Children from Child Abuse: A Parent's Guide*, and earn the Cyber Chip award for your age. *

* If your family does not have Internet access at home AND you do not have ready Internet access at school or another public place or via a mobile device, the Cyber Chip portion of this requirement may be waived by your parent or guardian.

Modifications in Specific Adventures

To shorten the time required to complete requirements (and thus advance), most of the recommended changes involve the number of requirements to be completed.

The presence of a ★ indicates that some modification of content has been provided for an Adventure. The modifications range from a change of only one word to general re-wording or re-organizing.

Bear Required Adventures

Current vs. Modified Adventure Requirements

Bear Required Adventure

Bear Claws (p. 30+)

REQUIREMENT 1. Learn about three common designs of pocketknives.

REQUIREMENT 2. Learn knife safety and earn your Whittling Chip.*

REQUIREMENT 3. Using a pocketknife, carve two items.

★ **Bear Required Adventure: Bear Claws**

Complete the following requirements.

REQUIREMENT 1. Learn about three common designs of pocketknives.
REQUIREMENT 2. Learn knife safety and earn your Whittling Chip.*
REQUIREMENT 3. Do one of the following:
3A. Using a pocketknife, carve two items.
3B. With a pocket knife, safely perform each of these tasks:
(1) Demonstrate how to cut a piece of rope, twine or fishing line; (2) Open a sealed box without damaging the contents; (3) Open a can with a can opener tool on a pocket knife; (4) Remove and replace the screws on an object with the screw driver tool on a pocket knife; (5) Open a letter.

Current vs. Modified Adventure Requirement

Bear Required Adventure

Bear Necessities (p. 42+)

REQUIREMENT 1. While working on your Bear badge, camp overnight with your pack. If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or a daylong outdoor activity with your den or pack.

REQUIREMENT 2. Attend a campfire show, and participate by performing a song or skit with your den.

REQUIREMENT 3. Make a list of items you should take along on your campout.

REQUIREMENT 4. Make a list of equipment that the group should bring along in addition to each Scout's personal gear.

REQUIREMENT 5. With your den, plan a cooked lunch or dinner that is nutritious and balanced. Make a shopping list, and help shop for the food. On a campout or at another outdoor event, help cook the meal, and help clean up afterward.

REQUIREMENT 6. Help your leader or another adult cook a different meal from the one you helped prepare for requirement 5. Cook this meal outdoors.

REQUIREMENT 7. Help set up a tent. Pick a good spot for the tent, and explain to your den leader why you picked it.

REQUIREMENT 8. Demonstrate how to tie two half hitches and explain what the hitch is used for.

REQUIREMENT 9. Learn how to read a thermometer and a barometer. Keep track of the temperature and barometric pressure readings and the actual weather at the same time every day for seven days.

Bear Required Adventure

Fellowship and Duty to God (p. +) Do either requirement 1 or 2.

REQUIREMENT 1. Earn the religious emblem of your faith.

REQUIREMENT 2. Complete 2A and at least two of requirements 2B–2D.

REQUIREMENT 2A. Working with a parent or guardian, spiritual advisor, or religious leader, provide service to help a place of worship or spiritual community, school, community organization, or chartered organization that puts into practice your ideals of duty to God and strengthens your fellowship with others.

REQUIREMENT 2B. Identify a person whose faith and duty to God you admire, and discuss this person with your family.

REQUIREMENT 2C. Make a list of things you can do to practice your duty to God as you are taught in your home or place of worship or spiritual community. Select two of the items, and practice them for two weeks.

REQUIREMENT 2D. Attend a religious service, den or pack meeting worship service, or time of family reflection and discussion about your family's belief

★

Bear Required Adventure: Bear Necessities

Complete Requirements 1 – 4. Requirements 5 and 6 are optional.

REQUIREMENT 1. While working on your Bear badge, attend one of the following:

A. A daytime or overnight campout with your pack or family
B. An outdoor activity with your den or pack
C. Day camp
D. Resident camp

REQUIREMENT 2. Make a list of items you should take along on the activity selected in Requirement 1.

REQUIREMENT 3. Make a list of equipment that the group should bring along in addition to each Scout's personal gear for the activity selected in Requirement 1.

REQUIREMENT 4. Help set up a tent. Determine a good spot for the tent, and explain to your den leader why you picked it.

REQUIREMENT 5. Demonstrate how to tie two half hitches and explain what the hitch is used for.

REQUIREMENT 6. Learn how to read a thermometer and a barometer. Keep track of the temperature and barometric pressure readings and the actual weather at the same time every day for seven days.

★

Bear Required Adventure: Fellowship and Duty to God

Complete the following requirements.

REQUIREMENT1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.

REQUIREMENT 2. Complete at least one of the following:

2A. Identify a person whose faith you admire, and discuss this person with your family.

2B. With a family member, provide service to a place of worship or a spiritual community, school, or community organization that puts into practice your ideals of duty to God and strengthens your fellowship with others.

REQUIREMENT 3. Complete at least one of the following:

3A. Earn the religious emblem of your faith that is appropriate for your age, if you have not already done so.

3B. Make a list of things you can do to practice your duty to God as you are taught in your home or place of worship or spiritual community. Select two of the items and practice them for two weeks.

Current vs. Modified Adventure Requirements

Bear Required Adventure

Fur, Feathers, and Ferns (p. 72+)

REQUIREMENT 1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living nearby the place where you choose to hike.

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

REQUIREMENT 3. Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit.

REQUIREMENT 4. Observe wildlife from a distance. Describe what you saw.

REQUIREMENT 5. Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.

REQUIREMENT 6. Learn about composting and how vegetable waste can be turned into fertilizer for plants.

REQUIREMENT 7. Plant a vegetable or herb garden.

Bear Required Adventure: Fur, Feathers, and Ferns

Complete Requirement 1 and three others.

REQUIREMENT 1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk.

REQUIREMENT 2. Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit.

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

REQUIREMENT 4. Observe wildlife from a distance. Describe what you saw.

REQUIREMENT 5. Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.

REQUIREMENT 6. Learn about composting and how vegetable waste can be turned into fertilizer for plants.

REQUIREMENT 7. Plant a vegetable or herb garden.

Bear Elective Adventure

Baloo the Builder (p. 120+)

REQUIREMENT 1. Discover which hand tools are the best ones to have in your toolbox. Learn the rules for using these tools safely. Practice with at least four of these tools before beginning a project.

REQUIREMENT 2. Select, plan, and define the materials for the projects you will complete in requirement 3.

REQUIREMENT 3. Assemble your materials, and build one useful project and one fun project using wood.

REQUIREMENT 4. Apply a finish to one of your projects.

Bear Required Adventure: Baloo the Builder

Complete all of the following requirements.

REQUIREMENT 1. Discover which hand tools are the best ones to have in your toolbox. Learn the rules for using these tools safely. Practice with at least four of these tools before beginning a project.

REQUIREMENT 2. Select, plan, and define the materials for the project you will complete in requirement 3.

REQUIREMENT 3. Assemble your materials, and build one useful project and one fun project using wood.

REQUIREMENT 4. Apply a finish to one of your projects.

Current vs. Modified Adventure Requirements

Bear Required Adventure

Paws for Action (p. 106+)

REQUIREMENT 1. Do the following:

a. Find out about two famous Americans. Share what you learned.

b. Find out where places of historical interest are located in or near your community, town, or city. Go and visit one of them with your family or den.

c. Learn about our flag. Display it at home for one month. Say the Pledge of Allegiance and learn its meaning.

REQUIREMENT 2. Do the following:

a. Visit a local sheriff's office or police station, or talk with a law enforcement officer visiting your den. During the visit, take turns with your den members asking questions that will help you learn how to stay safe.

b. During or after your visit with a law enforcement officer, do at least two of the following

i. Practice one way police gather evidence by taking fingerprints, taking a shoe print, or taking tire track casts.

ii. Make a list of emergency numbers to post in your home, and keep a copy with you in your backpack or wallet.

iii. With your family, develop a plan to follow in case of an emergency, and practice the plan at least three times. Your family can determine the emergency, or you can develop several plans.

iv. Discuss with your parent or another adult you trust any worries you have about your safety or a friend's safety.

v. If you have younger brothers and sisters, make sure they know how to call for help in an emergency.

REQUIREMENT 3. Do the following:

a. Learn about the energy your family uses and how you can help your family decrease its energy use.

b. Do a cleanup project that benefits your community.

Bear Required Adventure: Paws for Action (Duty to Country)

Complete Requirement 1 and two others from Requirements 2-4.

REQUIREMENT 1. Learn about our nation's flag. Display it at home for one month. Say the Pledge of Allegiance and learn its meaning.

REQUIREMENT 2. Do at least one of the following.

2A. Find out about two famous Americans. Share what you learned.

2B. Find out where places of historical interest are located in or near your community, town, or city. Go and visit one of them with your family or den.

REQUIREMENT 3. Do at least two of the following.

3A. With your school or den, visit a local sheriff's office, police station, or fire department OR talk with a fire safety officer or law enforcement officer visiting your school or den. Find out what skills the officers use to do their jobs. Ask questions that will help you learn how to stay safe.

3B. Make a list of emergency numbers and discuss with your family where the list should be kept. Show your family that you know how to call for help in an emergency. Talk with your family about people who could help you if a parent is not available.

3C. With your family, develop a plan to follow in case of an emergency, and practice the plan at least three times. Your family can determine the emergency, or you can develop several plans.

REQUIREMENT 4. Do at least one of the following.

4A. Do a cleanup project that benefits your community.

4B. Participate in a patriotic community parade or other civic event that honors our country.

Bear Elective Adventures

Current vs. Modified Adventure Requirements

Bear Required Adventure

Grin and Bear It (p. 92+)

REQUIREMENT 1. Play a challenge game or initiative game with the members of your den. Take part in a reflection after the game.

REQUIREMENT 2. Working with the members of your den, organize a Cub Scout carnival and lead it at a special event.

REQUIREMENT 3. Help younger Cub Scouts take part in one of the events at the Cub Scout carnival.

REQUIREMENT 4. After the Cub Scout carnival, discuss with the members of your den and your den leader what went well, what could be done better, and how everyone worked together to make the event a success.

REQUIREMENT 5. Make and present an award to one of the adults who helped you organize the activities at the Cub Scout carnival.

Bear Elective Adventure: Grin and Bear It

Complete at least **four** of the following.

REQUIREMENT 1. Play a challenge game or initiative game with the members of your den. Take part in a reflection after the game.

REQUIREMENT 2. Working with the members of your den, organize a Cub Scout carnival and lead it at a special event.

REQUIREMENT 3. Help younger Cub Scouts take part in one of the events at the Cub Scout carnival.

REQUIREMENT 4. After the Cub Scout carnival, discuss with the members of your den and your den leader what went well, what could be done better, and how everyone worked together to make the event a success.

REQUIREMENT 5. With your den, develop a thank-you cheer to recognize those who helped organize the Cub Scout carnival.

Bear Elective Adventure

A Bear Goes Fishing (p. 140+)

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

REQUIREMENT 2. Learn about your local fishing regulations with your leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists.

REQUIREMENT 3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target.

REQUIREMENT 4. Go on a fishing adventure, and spend a minimum of one hour trying to catch a fish. Put into practice the things you have learned about fish and fishing equipment.

Bear Elective Adventure: A Bear Goes Fishing

Complete at least three of the following.

REQUIREMENT 1. Discover and learn about three types of fish in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each likes.

REQUIREMENT 2. Learn about your local fishing regulations with your den leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists.

REQUIREMENT 3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target.

REQUIREMENT 4. Go on a fishing adventure, and spend a minimum of one hour trying to catch a fish. Put into practice the things you have learned about fish and fishing equipment.

Current vs. Modified Adventure Requirements

Bear Elective Adventure

Bear Picnic Basket (p. 154+)

REQUIREMENT 1A. Create your own Bear cookbook using at least five recipes you can cook or prepare either on your own or with some adult help. Include one page with information about first aid. You should include one recipe for a breakfast item, one for lunch, and one for dinner, and two recipes for nutritious snacks.

REQUIREMENT 1B. Prepare for cooking by explaining the importance of planning, tool selection, and cooking safety.

REQUIREMENT 1C. Go on a grocery shopping trip with your den or with an adult. Check the price of different brands of one single item, and compare the price of a ready-made item with the price of the same item you would make yourself.

REQUIREMENT 2A. With the help of an adult, select one food item, and follow a recipe to prepare it for your family in your kitchen. Clean up after the preparation and cooking.

REQUIREMENT 2B. With the help of an adult, select one food item, and follow a recipe to prepare it outdoors for your family or den. Clean up after the preparation and cooking.

REQUIREMENT 3. Select and prepare two nutritious snacks for yourself, your family, or your den

Bear Elective Adventure: Bear Picnic Basket

Complete at least three of the following.

REQUIREMENT 1. Create your own Bear cookbook using at least five recipes you might cook or prepare either on your own or with some adult help. Include at least one recipe each for breakfast, lunch, dinner, and a nutritious snack.

REQUIREMENT 2. With a family member or den leader, prepare for cooking by explaining the importance of planning, tool selection, sanitation, and cooking safety.

REQUIREMENT 3. Select and prepare two nutritious snacks for yourself, your family, or your den.

REQUIREMENT 4. With the help of an adult, select a recipe to prepare in a kitchen for your den or your family. Help to select the needed ingredients, perhaps from a garden, grocery store, or farmers' market. Cook and serve your planned meal. Clean up after the preparation and cooking.

REQUIREMENT 5. With the help of an adult, select a recipe to prepare in the outdoors for your family or den. Help to select the needed ingredients, perhaps from a garden, grocery store, or farmers' market. Cook and serve your planned meal. Clean up after the preparation and cooking.

Current vs. Modified Adventure Requirements

Bear Elective Adventure

Beat of the Drum (p. 172+)

REQUIREMENT 1. Learn about the history and culture of American Indians who lived in your area at the time of European colonization.

REQUIREMENT 2. Write a legend.

REQUIREMENT 3. Make a dream catcher.

REQUIREMENT 4. Make a craft similar to one made by American Indians.

REQUIREMENT 5. Make a drum. Once your drum is complete, create a ceremonial song

REQUIREMENT 6. Visit an Order of the Arrow dance ceremony or American Indian community.

Bear Elective Adventure: Beat of the Drum

Complete requirement 1 and two others from requirements 2-4.

REQUIREMENT 1. Learn about the history and culture of American Indians or other indigenous people who lived in your area long ago.

REQUIREMENT 2. Create a legend by building a diorama, writing a story, or presenting a skit.

REQUIREMENT 3. Complete one of the following:

3A. Make a dream catcher.

3B. Make a craft similar to one made by American Indians or indigenous people.

3C. Make a drum. Once your drum is complete, create a ceremonial song.

REQUIREMENT 4. Complete one of the following:

4A. Visit an Order of the Arrow dance ceremony.

4B. Visit an American Indian event or an event presented by other indigenous people.

4C. Learn and demonstrate ceremonial dance steps.

4D. Create a ceremonial dance.

Current vs. Modified Adventure Requirements

Bear Elective Adventure

Critter Care (p. 184+)

REQUIREMENT 1. Care for a pet for two weeks. Make a list of tasks that you did to take care of the pet. If you do not have a pet, research one that you would like to have and write about the care it needs.

REQUIREMENT 2. Learn more about your pet or a pet you would like to have. List three interesting facts that you learned about your pet.

REQUIREMENT 3. Make a poster about your pet or a pet you would like to own. Share your poster with your den, pack, or family.

REQUIREMENT 4. Do your best to train a pet to perform a trick or follow a simple command, and explain how you trained it. (If your pet is a hermit crab, fish, snake, or the like, you may skip this requirement.)

REQUIREMENT 5. Tell three ways that animals can help people.

REQUIREMENT 6. Tell what is meant by an animal being "rabid." Name some animals that could have rabies. Explain what you should do if you are near an animal that might be rabid.

REQUIREMENT 7. Visit with a local veterinarian or an animal shelter caretaker. Find out what types of animals he or she might see on a regular basis. Ask what type of education is needed to become a veterinarian or shelter caretaker and why he or she chose to pursue this career.

★ Bear Elective Adventure: Critter Care

Complete all of the following.

REQUIREMENT 1. Complete one of the following:

1A. If you have a pet, make a list of tasks that you did to take care of a pet for two weeks.

1B. If you do not have a pet, research one that you would like to have and prepare a report about the care it needs.

REQUIREMENT 2. Complete one of the following and share with your den, pack, or family:

2A. Make a poster or PowerPoint about your pet or a pet you would like to own. Share your presentation with your den, pack, or family.

2B. Make a poster or PowerPoint explaining three ways that animals can help people.

REQUIREMENT 3. Complete at least one of the following and share with your den, pack, or family:

3A. Visit with a local veterinarian or an animal shelter caretaker. Find out what types of animals he or she might see on a regular basis and the types of care he or she gives to them.

3B. Learn about careers that involve the care of animals. What education, training, and experience are required?

Current vs. Modified Adventure Requirements

Bear Elective Adventure

Forensics (p. 194+)

REQUIREMENT 1. Talk with your family and den about forensics and how it is used to help solve crimes.

REQUIREMENT 2. Analyze your fingerprints.

REQUIREMENT 3. Learn about chromatography and how it is used in solving crimes. Do an investigation using different types of black, felt-tip markers. Share your results with your den.

REQUIREMENT 4. Do an analysis of four different substances: salt, sugar, baking soda, and cornstarch.

REQUIREMENT 5. Make a shoe imprint.

REQUIREMENT 6. Visit the sheriff's office or police station in your town. Find out how officers collect evidence.

REQUIREMENT 7. Learn about the different jobs available in forensic science. Choose two, and find out what is required to work in those jobs. Share what you learned with your den.

REQUIREMENT 8. Learn how animals are used to gather important evidence. Talk about your findings with your den.

Bear Elective Adventure: Forensics

Complete all of the following.

REQUIREMENT 1. Talk with your family or den about forensics and how it is used to help solve crimes.

REQUIREMENT 2. Take your fingerprints and learn how to analyze them.

REQUIREMENT 3. Complete one of the following:

3A. Learn about chromatography and how it is used in solving crimes. Do an investigation using different types of black, felt-tip markers. Share your results with your den.

3B. Do an analysis of four different substances: salt, sugar, baking soda, and cornstarch.

REQUIREMENT 4. Complete one of the following:

4A. Visit the sheriff's office or police station in your town. Find out how officers collect evidence. [Note that this may be during the same visit as "Paws for Action"]

4B. Learn about the different jobs available in forensic science. Choose two, and find out what is required to work in those jobs. Share what you learned with your den.

4C. Learn how animals are used to gather important evidence. Talk about your findings with your den.

Bear Elective Adventure

Make It Move (p. 206+)

REQUIREMENT 1. Create an "exploding" craft stick reaction.

REQUIREMENT 2. Make two simple pulleys, and use them to move objects.

REQUIREMENT 3. Make a lever by creating a seesaw using a spool and a wooden paint stirrer. Explore the way it balances by placing different objects on each end.

REQUIREMENT 4. Do the following:

A. Draw a Rube Goldberg–type machine. Include at least six steps to complete your action.

B. Construct a real Rube Goldberg–type machine to complete a task assigned by your den leader. Use at least two simple machines and include at least four steps.

Bear Elective Adventure: Make It Move

Complete all of the following.

REQUIREMENT 1. Create an "exploding" craft stick reaction.

REQUIREMENT 2. Make two simple pulleys, and use them to move objects.

REQUIREMENT 3. Make a lever by creating a seesaw using a spool and a wooden paint stirrer. Explore the way it balances by placing different objects on each end.

REQUIREMENT 4. Complete one of the following:

4A. Draw a Rube Goldberg–type machine. Include at least six steps to complete your action.

4B. Construct a real Rube Goldberg–type machine to complete a task assigned by your den leader. Use at least two simple machines and include at least four steps.

Current vs. Modified Adventure Requirements

Bear Elective Adventure

Marble Madness (p. 218+)

REQUIREMENT 1. Discuss with your family and den the history of marbles, such as where and when the game began. Talk about the different sizes of marbles and what they are made of and used for.

REQUIREMENT 2. Learn about three different marble games, and learn to play the marble game "ringer." Learn how to keep score. Learn and follow the rules of the game. Play the game with your family, friends, or your den.

REQUIREMENT 3. Learn four or five words that are used when talking about marbles. Tell what each of the words means and how it relates to playing marbles. Share this information with your den.

REQUIREMENT 4. With the help of an adult, make a marble bag to hold marbles.

REQUIREMENT 5. With your den or family, make a marble obstacle course or marble golf course. Share what you create. Invite everyone to go through your course.

REQUIREMENT 6. Create your own game using marbles, and design rules for playing the game. Share the game you created with your den, family, or friends. Explain the rules and how to play the game.

REQUIREMENT 7. With your den or family, create a marble race track. Have at least two lanes so you can race your favorite marbles against each other.

REQUIREMENT 8. Make a marble maze.

Bear Elective Adventure: Marble Madness

Complete requirements 1-4. Requirement 5 is optional.

REQUIREMENT 1. Discuss with your family or den the history of marbles, such as where and when the game began. Talk about the different sizes of marbles and what they are made of and used for.

REQUIREMENT 2. Learn about three different marble games, and learn to play one of them. Learn how to keep score. Learn and follow the rules of the game. Play the game with your family, friends, or your den.

REQUIREMENT 3. Learn four or five words that are used when talking about marbles. Tell what each of the words means and how it relates to playing marbles. Share this information with your den.

REQUIREMENT 4. Complete one of the following:

A. With your den or family, make a marble obstacle course or marble golf course. Share what you create. Invite everyone to go through your course.

B. Create your own game using marbles, and design rules for playing the game. Share the game you created with your den, family, or friends. Explain the rules and how to play the game.

C. With your den or family, create a marble race track. Have at least two lanes so you can race your favorite marbles against each other.

D. Make a marble maze.

REQUIREMENT 5. With the help of an adult, make a marble bag to hold marbles.

Current vs. Modified Adventure Requirements

Bear Elective Adventure

Roaring Laughter (p. 230+)

REQUIREMENT 1. Think about what makes you laugh. Write down three things that make you laugh.
REQUIREMENT 2. Practice reading tongue twisters.
REQUIREMENT 3. Create your own short story. Remove some nouns, verbs, adjectives, and adverbs from the story, leaving blanks. Without telling the story, have a friend insert his or her own nouns, verbs, adjectives, and adverbs in the story you created.
REQUIREMENT 4. With a partner, play a game that makes you laugh.
REQUIREMENT 5. Share a few jokes with a couple of friends to make them laugh.
REQUIREMENT 6. Practice at least two run-ons with your den, and perform them at a pack meeting or campfire program.

Bear Elective Adventure: Roaring Laughter

Complete at least **four** of the following.

REQUIREMENT 1. Think about what makes you laugh. Write down three things that make you laugh.
REQUIREMENT 2. Practice reading tongue twisters.
REQUIREMENT 3. Create your own short story. Remove some nouns, verbs, adjectives, and adverbs from the story, leaving blanks. Without telling the story, have a friend insert his or her own nouns, verbs, adjectives, and adverbs in the story you created.
REQUIREMENT 4. With a partner, play a game that makes you laugh.
REQUIREMENT 5. Share at least two jokes with members of your den to make them laugh.
REQUIREMENT 6. Practice at least two run-ons with your den, and perform them at a pack meeting or campfire program.

Bear Elective Adventure

Robotics (p. 240+)

REQUIREMENT 1. Identify six tasks performed by robots.
REQUIREMENT 2. Learn about some instances where a robot could be used in place of a human for work. Research one robot that does this type of work, and present what you learn to your den.
REQUIREMENT 3. Build a robot hand. Show how it works like a human hand and how it is different from a human hand.
REQUIREMENT 4. Build your own robot.
REQUIREMENT 5. Visit a place that uses robots.

Bear Elective Adventure: Robotics

Complete at least **four** of the following

REQUIREMENT 1. Identify six tasks performed by robots.
REQUIREMENT 2. Learn about some instances where a robot could be used in place of a human for work. Research one robot that does this type of work, and present what you learn to your den.
REQUIREMENT 3. Build a robot hand. Show how it works like a human hand and how it is different from a human hand.
REQUIREMENT 4. Build your own robot.
REQUIREMENT 5. Visit a place that uses robots.

Current vs. Modified Adventure Requirements

Bear Elective Adventure

Salmon Run (p. 240+)

REQUIREMENT 1. Explain the safety rules that you need to follow before participating in boating.
REQUIREMENT 2. Identify the equipment needed when going boating.
REQUIREMENT 3. Demonstrate correct rowing or paddling form. Explain how rowing and canoeing are good exercise.
REQUIREMENT 4. Explain the importance of response personnel or lifeguards in a swimming area.
REQUIREMENT 5. Show how to do both a reach rescue and a throw rescue.
REQUIREMENT 6. Visit a local pool or swimming area with your den or family, and go swimming.
REQUIREMENT 7. Demonstrate the front crawl swim stroke to your den or family.
REQUIREMENT 8. Name the three swimming ability groups for the Boy Scouts of America.
REQUIREMENT 9. Attempt to earn the BSA beginner swim classification.

Bear Elective Adventure

Super Science (p. 266+)

REQUIREMENT 1. Make static electricity by rubbing a balloon or a plastic or rubber comb on a fleece blanket or wool sweater. Explain what you learned.
REQUIREMENT 2. Conduct a balloon or other static electricity investigation that demonstrates properties of static electricity. Explain what you learned.
REQUIREMENT 3. Conduct one other static electricity investigation. Explain what you learned.
REQUIREMENT 4. Do a sink-or-float investigation. Explain what you learned.
REQUIREMENT 5. Do a color-morphing investigation. Explain what you learned.
REQUIREMENT 6. Do a color-layering investigation. Explain what you learned.

Bear Elective Adventure

A World of Sound (p. 278+)

REQUIREMENT 1. Make an mbira.
REQUIREMENT 2. Make a sistrum.
REQUIREMENT 3. Make a rain stick.

★ Bear Elective Adventure: Salmon Run

Complete requirements 1-4 and two others.

REQUIREMENT 1. Explain the importance of response personnel or lifeguards in a swimming area. Tell how the buddy system works and why it is important.
REQUIREMENT 2. Visit a local pool or swimming area with your den or family. Go swimming or take a swimming lesson.
REQUIREMENT 3. Explain the safety rules that you need to follow before participating in boating.
REQUIREMENT 4. Identify the safety equipment needed when going boating.
REQUIREMENT 5. Demonstrate correct rowing or paddling form. Explain how rowing and canoeing are good exercise.
REQUIREMENT 6. Show how to do both a reach rescue and a throw rescue.
REQUIREMENT 7. Demonstrate the front crawl swim stroke to your den or family.
REQUIREMENT 8. Name the three swimming ability groups for the Boy Scouts of America.
REQUIREMENT 9. Earn the BSA beginner swim classification.

★ Bear Elective Adventure: Super Science

Complete at least **four** of the following and explain what you learned.

REQUIREMENT 1. Make static electricity by rubbing a balloon or a plastic or rubber comb against another material, such as a fleece blanket or wool sweater. Explain what you learned.
REQUIREMENT 2. Conduct one other static electricity investigation. Explain what you learned.
REQUIREMENT 3. Do a sink-or-float investigation. Explain what you learned.
REQUIREMENT 4. Do a color-morphing investigation. Explain what you learned.
REQUIREMENT 5. Do a color-layering investigation. Explain what you learned.

Bear Elective Adventure: A World of Sound

Complete all of the following

REQUIREMENT 1. Make an mbira.
REQUIREMENT 2. Make a sistrum.
REQUIREMENT 3. Make a rain stick.

Webelos & Arrow of Light






No Basic Change to the General Requirements for Cub Scout Rank Advancement (words in blue represent minor edits)

Rank advancement is awarded when boys have completed the following:

1. Be an active member of your Webelos den as follows:
   - Webelos – Be an active member of your Webelos den for three months.
   - Arrow of Light – Be active in your Webelos den for at least six months since completing the fourth grade or for at least six months since becoming 10 years old.
2. Complete each of the required Adventures with your den or family.
3. Complete **at least one** elective Adventure of your den or family's choosing.
4. With your **parent, guardian, or other caring adult**, complete the exercises in the pamphlet *How to Protect Your Children from Child Abuse: A Parent's Guide*, and earn the Cyber Chip award for your age. *

* If your family does not have Internet access at home AND you do not have ready Internet access at school or another public place or via a mobile device, the Cyber Chip portion of this requirement may be waived by your parent or guardian.

Modifications in Specific Adventures

To shorten the time required to complete requirements (and thus advance), most of the recommended changes involve the number of requirements to be completed.

The presence of a ★ indicates that some modification of content has been provided for an Adventure. The modification may be a change of only one word or may involve general re-wording or re-organizing.

Webelos Required Adventures

Current vs. Modified Adventure Requirements

Webelos Required Adventure

Cast Iron Chef (p. 36+)

REQUIREMENT 1. At an approved time in an outdoor location and using tinder, kindling, and fuel wood, demonstrate how to build a fire; light the fire, unless prohibited by local fire restrictions. After allowing the fire to burn safely, safely extinguish the flames with minimal impact to the fire site.

REQUIREMENT 2. Set personal goals. Keep a food journal for one week; review your journal to determine if the goals were met.

REQUIREMENT 3. Plan a menu for a balanced meal for your den or family. Determine the budget for the meal. Shop for the items on your menu while staying within your budget.

REQUIREMENT 4. Prepare a balanced meal for your den or family; utilize one of the methods below for preparation of part of your meal: a. Camp stove b. Dutch oven c. Box oven d. Solar oven e. Open campfire or charcoal

REQUIREMENT 5. Demonstrate an understanding of food safety practices while preparing the meal.

Webelos Required Adventure: Cast Iron Chef

Complete at least Requirements 1 and 2 below.

REQUIREMENT 1. Plan a menu for a balanced meal for your den or family. Determine the budget for the meal. If possible, shop for the items on your menu. Stay within your budget.

REQUIREMENT 2. Prepare a balanced meal for your den or family. If possible, use one of these methods for preparation of part of the meal: camp stove, Dutch oven, box oven, solar oven, open campfire, or charcoal grill. Demonstrate an understanding of food safety practices while preparing the meal.

REQUIREMENT 3. Use tinder, kindling, and fuel wood to demonstrate how to build a fire in an appropriate outdoor location. If circumstances permit and there is no local restriction on fires, show how to safely light the fire, under the supervision of an adult. After allowing the fire to burn safely, safely extinguish the flames with minimal impact to the fire site.

Current vs. Modified Adventure Requirements

Webelos Required Adventure

Duty to God and You (p. 50+)

Do either requirement 1 OR requirement 2.

REQUIREMENT 1. Earn the religious emblem of your faith for Webelos Scouts, if you have not already done so.

REQUIREMENT 2. Complete at least three of requirements 2a-2d:
a. Help plan, support, or actively participate in a service or worship or reflection. Show reverence during the service.
b. Review with your family or den members what you have learned about your duty to God.
c. Discuss with your family, family's faith leader, or other trusted adult how planning and participating in a service of worship or reflection helps you live your duty to God.
d. List one thing that will bring you closer to doing your duty to God, and practice it for one month. Write down what you will do each day to remind you.

Webelos Required Adventure: Duty to God and You

Complete Requirement 1 and at least two others of your choice.

REQUIREMENT 1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.

REQUIREMENT 2. Earn the religious emblem of your faith that is appropriate for your age, if you have not done so already.

REQUIREMENT 3. Discuss with your family, family's faith leader, or other trusted adult how planning and participating in a service of worship or reflection helps you live your duty to God.

REQUIREMENT 4. List one thing that will bring you closer to doing your duty to God, and practice it for one month. Write down what you will do each day to remind you.

Webelos Required Adventure

First Responder (p. 58+)

REQUIREMENT 1. Explain what first aid is. Tell what you should do after an accident.

REQUIREMENT 2. Show what to do for hurry cases of first aid: Serious bleeding, heart attack or sudden cardiac arrest, stopped breathing, stroke, poisoning

REQUIREMENT 3. Show how to help a choking victim.

REQUIREMENT 4. Show how to treat for shock.

REQUIREMENT 5. Demonstrate that you know how to treat the following: a. Cuts and scratches, B. Burns and scalds, C. Sunburn, D. Blisters on the hand and foot, E. Tick bites, F. Bites and stings of other insects, G. Venomous snakebites, H. Nosebleed, I. Frostbite

REQUIREMENT 6. Put together a simple home first-aid kit. Explain what you included and how to use each item correctly.

REQUIREMENT 7. Create and practice an emergency readiness plan for your home or den meeting place.

Requirement 8. Visit with a first responder.

Webelos Required Adventure: First Responder

Complete Requirement 1 and at least five others.

REQUIREMENT 1. Explain what first aid is. Tell what you should do after an accident.

REQUIREMENT 2. Show what to do for hurry cases of first aid: Serious bleeding, heart attack or sudden cardiac arrest, stopped breathing, stroke, poisoning

REQUIREMENT 3. Show how to help a choking victim.

REQUIREMENT 4. Show how to treat for shock.

REQUIREMENT 5. Demonstrate how to treat at least five of the following: A. Cuts and scratches, B. Burns and scalds, C. Sunburn, D. Blisters on the hand or foot, E. Tick bites, F. Bites and stings of other insects, G. Venomous snakebites, H. Nosebleed, I. Frostbite

REQUIREMENT 6. Put together a simple home first-aid kit. Explain what you included and how to use each item correctly.

REQUIREMENT 7. Create and practice an emergency readiness plan for your home or den meeting place.

REQUIREMENT 8. Visit with a first responder or health care professional.

Current vs. Modified Adventure Requirements

Webelos Required Adventure

Stronger, Faster, Higher (p. 86+)

REQUIREMENT 1. Understand and explain why you should warm up before exercising and cool down afterward. Demonstrate the proper way to warm up and cool down.

REQUIREMENT 2. Do These activities and record your results: 20 yard dash, vertical jump, lifting a 5 pound weight, push-ups, curls, jumping rope.

REQUIREMENT 3. Make an exercise plan that includes at least three physical activities. Carry out your plan for 30 days, and write down your progress each week.

REQUIREMENT 4. With your den, prepare a fitness course or series of games that includes jumping, avoiding obstacles, weight lifting, and running. Time yourself going through the course, and improve your time over a two week period.

REQUIREMENT 5. With adult guidance, help younger Scouts by leading them in a fitness game or games as a gathering activity for a pack or den meeting.

REQUIREMENT 6. Try a new sport that you have never tried before.

Webelos Required Adventure: Stronger, Faster, Higher

Complete Requirements 1-3 and at least one other.

REQUIREMENT 1. Understand and explain why you should warm up before exercising and cool down afterward. Demonstrate the proper way to warm up and cool down.

REQUIREMENT 2. Do these activities and record your results: 20 yard dash, vertical jump, lifting a 5 pound weight, push-ups, curls, jumping rope.

REQUIREMENT 3. Make an exercise plan that includes at least three physical activities. Carry out your plan for 30 days, and write down your progress each week.

REQUIREMENT 4. Try a new sport that you have never tried before.

REQUIREMENT 5. With your den, prepare a fitness course or series of games that includes jumping, avoiding obstacles, weight lifting, and running. Time yourself going through the course, and try to improve your time over a two week period.

REQUIREMENT 6. With adult guidance, help younger Scouts by leading them in a fitness game or games.

Webelos Required Adventure

Webelos Walkabout (p. 98+)

REQUIREMENT 1. Create a hike plan.

REQUIREMENT 2. Assemble a hiking first aid kit.

REQUIREMENT 3. Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike.

REQUIREMENT 4. Before your hike, plan and prepare a nutritious lunch. Enjoy it on your hike, and clean up afterward.

REQUIREMENT 5. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures.

REQUIREMENT 6. With your Webelos den or with a family member, hike 3 miles (in the country if possible).

REQUIREMENT 7. Complete a service project on or near the hike location.

REQUIREMENT 8. Perform one of the following leadership roles during your hike: trail leader, first aid leader, lunch leader, or service project leader.



Webelos Required Adventure: Webelos Walkabout

Complete Requirements 1-4 and at least one other.

REQUIREMENT 1. Plan a hike or outdoor activity.

REQUIREMENT 2. Assemble a first aid kit suitable for your hike or activity.

REQUIREMENT 3. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures.

REQUIREMENT 4. With your Webelos den or with a family member, hike 3 miles. Before your hike, plan and prepare a nutritious lunch or snack. Enjoy it on your hike, and clean up afterward.

REQUIREMENT 5. Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike or activity.

REQUIREMENT 6. Perform one of the following leadership roles during your hike: trail leader, first aid leader, or lunch or snack leader.

Arrow of Light Required Adventures

Current vs. Modified Adventure Requirements

Arrow of Light Required Adventure

Building a Better World (p. 118+)

1. Explain the history of the United States flag. Show how to properly display the flag in public, and help lead a flag ceremony.
2. Learn about and describe your rights and duties as a citizen, and explain what it means to be loyal to your country.
3. Discuss in your Webelos den the term "rule of law," and talk about how it applies to you in your everyday life.
4. Meet with a government leader, and learn about his or her role in your community. Discuss with the leader an important issue facing your community.
5. Learn about your family's expenses, and help brainstorm ways to save money. Plan and manage a budget.
6. Learn about energy use in your community and in other parts of our world.
7. Identify one energy problem in your community, and find out what has caused it.
8. With the assistance of your den leader or parent, participate in an event that would help lead others in recycling and conserving resources.
9. Show that you are an active leader by planning an activity without your den leader's help.
10. Do one of these:
a. Learn about Scouting in another part of the world. With the help of your parent or your den leader, pick one country where Scouting exists, and research its Scouting program.
b. Set up an exhibit at a pack meeting to share information about the World Friendship Fund.
c. Find a brother Scout unit in another country.
d. Under the supervision of your parent, guardian, or den leader, connect with a Scout in another country during an event such as Jamboree on the Air or Jamboree on the Internet or by other means.

★ **Arrow of Light Required Adventure: Building a Better World**

Complete Requirements 1-6.

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

Current vs. Modified Adventure Requirements

Arrow of Light Required Adventure

Camper (p. 148+)

Do all of these:

1. With the help of your den leader or family, plan and conduct a campout. If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or a daylong outdoor activity with your den or pack.
2. On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.
3. Once your tents are set up, discuss with your den what actions you should take in the case of the following extreme weather events which could require you to evacuate:
   a. Severe rainstorm causing flooding
   b. Severe thunderstorm with lightning or tornadoes
   c. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
5. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
6. Go on a geocaching adventure with your den or family. Show how you used a GPS unit or a smartphone with a GPS application to locate a geocache.
7. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

Arrow of Light Required Adventure: Outdoorsman

Complete Option A **or** Option B.

Option A:

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

Option B:

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

Current vs. Modified Adventure Requirements

Arrow of Light Required Adventure

Duty to God in Action (p. 168+)

Do either requirement 1 OR requirement 2:

1. Earn the religious emblem of your faith for Webelos Scouts, if you have not already done so.

2. Do requirement 2a and any two from requirements 2b–2e:

a. With your parent, guardian, or religious or spiritual leader, discuss and make a plan to do two things you think will help you better do your duty to God. Do these things for a month.

b. Discuss with your family how the Scout Oath and Scout Law relate to your beliefs about duty to God.

c. For at least a month, pray or reverently meditate each day as taught by your family or faith community.

d. Read at least two accounts of people in history who have done their duty to God. (This can include family members and ancestors.) List their names and how they showed their duty to God.

e. Under the direction of your parent, guardian, or religious or spiritual leader, do an act of service for someone in your family, neighborhood, or community. Talk about your service with your family and your Webelos den leader. Tell your family, den, or den leader how it related to doing your duty to God.

Arrow of Light Required Adventure: Duty to God in Action

Complete Requirements 1 and 2 plus at least two others of your choice.

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

Current vs. Modified Adventure Requirements

Arrow of Light Required Adventure

Scouting Adventure (p. 178+)

Do all of these:

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

★Arrow of Light Required Adventure: Scouting Adventure

Complete the following Requirements.

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

Webelos & Arrow of Light Elective Adventures

Current vs. Modified Adventure Requirements

Webelos /AOL Elective Adventure

Adventures in Science

Do all of these:

1. An experiment is a "fair test" to compare possible explanations. Draw a picture of a fair test that shows what you need to do to test a fertilizer's effects on plant growth.
2. Visit a museum, a college, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists. Prepare three questions ahead of time, and talk to a scientist about his or her work.
3. Complete any four of the following:
   a. Carry out the experiment you designed for requirement 1, above. Report what you learned about the effect of fertilizer on the plants that you grew.
   b. Carry out the experiment you designed for requirement 1, but change the independent variable. Report what you learned about the effect of changing the variable on the plants that you grew.
   c. Build a model solar system. Chart the distances between the planets so that the model is to scale. Use what you learn from this requirement to explain the value of making a model in science.
   d. With adult supervision, build and launch a model rocket. Use the rocket to design a fair test to answer a question about force or motion.
   e. Create two circuits of three light bulbs and a battery. Construct one as a series circuit and the other as a parallel circuit.
   f. Study the night sky. Sketch the appearance of the North Star (Polaris) and the Big Dipper (part of the Ursa Major constellation) over at least six hours. Describe what you observed, and explain the meaning of your observations.
   g. With adult assistance, explore safe chemical reactions with household materials. Using two substances, observe what happens when the amounts of the reactants are increased.
   h. Explore properties of motion on a playground. How does the weight of a person affect how fast they slide down a slide or how fast a swing moves? Design a fair test to answer one of those questions.
   i. Read a biography of a scientist. Tell your den leader or the other members of your den what the scientist is famous for and why his or her work is important.

Webelos /AOL Elective Adventure: Adventures in Science

Complete Requirements 1-3.

1. An experiment is a "fair test" to compare possible explanations. Draw a picture of a fair test that shows what you need to do to test a fertilizer's effects on plant growth.
2. Visit a museum, a college, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists. Prepare three questions ahead of time, and talk to a scientist about his or her work.
3. Complete any four of the following:
   a. Carry out the experiment you designed for Requirement 1.
   b. If you completed 3a, carry out the experiment again but change the independent variable. Report what you learned about how changing the variable affected plant growth.
   c. Build a model solar system. Chart the distances between the planets so that the model is to scale. Use what you learned from this requirement to explain the value of making a model in science.
   d. With adult supervision, build and launch a model rocket. Use the rocket to design a fair test to answer a question about force or motion.
   e. Create two circuits of three light bulbs and a battery. Construct one as a series circuit and the other as a parallel circuit.
   f. Study the night sky. Sketch the appearance of the North Star (Polaris) and the Big Dipper (part of the Ursa Major constellation) over at least six hours (which may be spread over several nights). Describe what you observed, and explain the meaning of your observations.
   g. With adult assistance, explore safe chemical reactions with household materials. Using two substances, observe what happens when the amounts of the reactants are increased.
   h. Explore properties of motion on a playground. How does the weight of a person affect how fast they slide down a slide or how fast a swing moves? Design a fair test to answer one of those questions.
   i. Read a biography of a scientist. Tell your den leader or the other members of your den what the scientist is famous for and why his or her work is important.

Current vs. Modified Adventure Requirements

Webelos /AOL Elective Adventure

Aquanaut

Complete 1–5 and any two from 6–10.

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

Webelos /AOL Elective Adventure: Aquanaut

Complete Requirements 1-4 and at least two others.

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

Current vs. Modified Adventure Requirements

Webelos /AOL Elective Adventure

Art Explosion

Do all of these:

1. Visit an art museum, gallery, or exhibit. Discuss with an adult the art you saw.
What did you like?
2. Create two self-portraits using two different techniques, such as drawing, painting, printmaking, sculpture, and computer illustration.
3. Do two of the following
   a. Draw or paint an original picture outdoors, using the art materials of your choice.
   b. Use clay to sculpt a simple form.
   c. Create an object using clay that can be fired, baked in the oven, or air-dried.
   d. Create a freestanding sculpture or mobile using wood, metal, papier-mâché, or found or recycled objects.
   e. Make a display of origami or kirigami projects.
   f. Use a computer illustration or painting program to create a work of art.
   g. Create an original logo or design. Transfer the design onto a T-shirt, hat, or other object.
   h. Using a camera or other electronic device, take at least 10 photos of your family, a pet, or scenery. Use photo-editing software to crop, lighten or darken, and change some of the photos.
   i. Create a comic strip with original characters. Include at least four panels to tell a story centered on one of the points of the Scout Law. Characters can be hand-drawn or computer-generated.
4. Choose one of the following methods to show your artwork:
   A. Create a hard-copy or digital portfolio of your projects. Share it with your family and members of your den or pack.
   B. Display your artwork in a pack, school, or community art show.

Webelos /AOL Elective Adventure: Art Explosion

Complete Requirements 1-3. Requirement 4 is optional.

1. Visit an art museum, gallery, or exhibit. Discuss with an adult the art you saw. What did you like?
2. Create two self-portraits using two different techniques, such as drawing, painting, printmaking, sculpture, and computer illustration.
3. Do two of the following:
   a. Draw or paint an original picture outdoors, using the art materials of your choice.
   b. Use clay to sculpt a simple form.
   c. Create an object using clay that can be fired, baked in the oven, or air-dried.
   d. Create a freestanding sculpture or mobile using wood, metal, papier-mâché, or found or recycled objects.
   e. Make a display of origami or kirigami projects.
   f. Use a computer illustration or painting program to create a work of art.
   g. Create an original logo or design. Transfer the design onto a T-shirt, hat, or other object.
   h. Using a camera or other electronic device, take at least 10 photos of your family, a pet, or scenery. Use photo-editing software to crop, lighten or darken, and change some of the photos.
   i. Create a comic strip with original characters. Include at least four panels to tell a story centered on one of the points of the Scout Law. Characters can be hand-drawn or computer-generated.
4. Choose one of the following methods to show your artwork:
   a. Create a hard-copy or digital portfolio of your projects. Share it with your family or members of your den or pack.
   b. Display your artwork in a pack, school, or community art show.

Current vs. Modified Adventure Requirements

Webelos /AOL Elective Adventure

Aware and Care

Do all of these:

1. Develop an awareness of the challenges of the blind through participation in an activity that simulates blindness.
2. Participate in an activity that simulates severe visual impairment, but not blindness.
3. Participate in an activity that simulates the challenges of being deaf or hard of hearing.
4. Engage in an activity that simulates mobility impairment.
5. Take part in an activity that simulates dexterity impairment.
6. With your den, participate in an activity that focuses on the acceptance of differences in general.
7. Do two of the following:
   a. Do a Good Turn for residents at a skilled nursing facility or retirement community.
   b. Invite an individual with a disability to visit your den, and discuss what activities he or she currently finds challenging or found challenging in the past.
   c. Attend a disabilities event such as a Special Olympics competition, an adaptive sports event, a performance with sign language interpretation, or an activity with service dogs. Tell your den what you thought about the experience.
   d. Talk to someone who works with people who have disabilities. Ask what that person does and how he or she helps people with disabilities.
   e. Using American Sign Language, sign the Scout Oath.
   f. With the help of an adult, contact a service dog organization, and learn the entire process from pup training to assignment to a client.
   g. Participate in a service project that focuses on a specific disability.
   h. Participate in an activity with an organization whose members are disabled.

Webelos /AOL Elective Adventure: Aware and Care

Complete the following Requirements.

1. Develop an awareness of the challenges of the blind or visually impaired through participation in an activity that simulates blindness or visual impairment. Alternatively, participate in an activity that simulates the challenges of being deaf or hard of hearing.
2. Engage in an activity that simulates mobility impairment. Alternatively, take part in an activity that simulates dexterity impairment.
3. With your den, participate in an activity that focuses on the acceptance of differences in general.
4. Do two of the following:
   a. Do a Good Turn for residents at a skilled nursing facility or retirement community.
   b. Invite an individual with a disability to visit your den, and discuss what activities he or she currently finds challenging or found challenging in the past.
   c. Attend a disabilities event such as a Special Olympics competition, an adaptive sports event, a performance with sign language interpretation, or an activity with service dogs. Tell your den what you thought about the experience.
   d. Talk to someone who works with people who have disabilities. Ask what that person does and how he or she helps people with disabilities.
   e. Using American Sign Language, sign the Scout Oath.
   f. With the help of an adult, contact a service dog organization, and learn the entire process from pup training to assignment to a client.
   g. Participate in a service project that focuses on a specific disability.
   h. Participate in an activity with an organization whose members are disabled.

Current vs. Modified Adventure Requirements

Webelos /AOL Elective Adventure

Build It

Do all of these:

1. Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools.
2. With the guidance of your Webelos den leader, parent, or guardian, select a carpentry project and build it.
3. List the tools that you use safely as you build your project; create a list of materials needed to build your project.
4. Put a check mark next to the tools on your list that you used for the first time.
5. Learn about a construction career. With your Webelos den leader, parent, or guardian, visit a construction site, and interview someone working in a construction career.

Webelos /AOL Elective Adventure: Build It

Complete the following Requirements.

1. Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools.
2. With the guidance of your Webelos den leader, parent, or guardian, select a carpentry project and build it.
3. List the tools that you use safely as you build your project; create a list of materials needed to build your project. Put a checkmark next to the tools on your list that you used for the first time.
4. Learn about a construction career. With your Webelos den leader, parent, or guardian, visit a construction site, and interview someone working in a construction career.

Webelos /AOL Elective Adventure

Build My Own Hero

Do all of these:

1. Discover what it means to be a hero. Invite a local hero to meet with your den.
2. Identify how citizens can be heroes in their communities.
3. Recognize a hero in your community by presenting him or her with a “My Hero Award"
4. Learn about a real-life hero from another part of the world who has helped make the world a better place.
5. Learn about a Scout hero.
6. Create your own superhero.

Webelos /AOL Elective Adventure: Build My Own Hero

Complete Requirements 1-3 plus at least one other.

1. Discover what it means to be a hero. Invite a local hero to meet with your den.
2. Describe how citizens can be heroes in their communities.
3. Recognize a hero in your community by presenting him or her with a “My Hero Award"
4. Learn about a real-life hero from another part of the world who has helped make the world a better place.
5. Learn about a Scout hero.
6. Create your own superhero.

Current vs. Modified Adventure Requirements

Webelos /AOL Elective Adventure

Castaway

1. Do two of these:

a. With the help of an adult, demonstrate one way to light a fire without using matches.

b. On a campout with your den or family, cook two different recipes that do not require pots and pans. If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or daylong outdoor activity with your den or pack.

c. Using tree limbs or branches that have already fallen or been cut, build a shelter that will protect you overnight.

2. Do ALL of these:

a. Learn what items should be in an outdoor survival kit that you can carry in a small bag or box in a day pack. Assemble your own small survival kit, and explain to your den leader why the items you chose are important for survival.

b. Show you can live "off the grid" by minimizing your use of electricity for one week. Keep a log of what you did. Discuss with your den members how you adjusted to this lifestyle.

c. With your den, invent a game that can be played without using electricity and using minimal equipment or simple items.

d. Name your game, write down the rules once you have decided on them, then play the game at two different den meetings or outings.

e. Teach your game to the members of your pack or other Scouts.

f. With your den, demonstrate two ways to treat drinking water to remove impurities.

g. Discuss what to do if you become lost in the woods. Tell what the letters "S-T-O-P" stand for. Tell what the universal emergency signal is. Describe three ways to signal for help. Demonstrate one of them. Describe what you can do you do to help rescuers find you.

h. Make a list of four qualities you think a leader should have in an emergency and why they are important to have. Pick two of them, and act them out for your den. Describe how each relates to a point of the Scout Law. Describe how working on this adventure gave you a better understanding of the Boy Scout motto.

Webelos /AOL Elective Adventure: Castaway

Complete Requirements 1 and 2.

1. Complete a. and your choice of b. or c.

a. On a campout or outdoor activity with your den or family, cook two different recipes that do not require pots and pans.

b. With the help of an adult, demonstrate one way to light a fire without using matches.

c. Using tree limbs or branches that have already fallen or been cut, build a shelter that will protect you overnight.

2. Do all of the following.

a. Learn what items should be in an outdoor survival kit that you can carry in a small bag or box in a day pack. Assemble your own small survival kit, and explain to your den leader why the items you chose are important for survival.

b. With your den, demonstrate two ways to treat drinking water to remove impurities.

c. Discuss what to do if you become lost in the woods. Tell what the letters "S-T-O-P" stand for. Tell what the universal emergency signal is. Describe three ways to signal for help. Demonstrate one of them. Describe what you can do to help rescuers find you.

d. Make a list of four qualities you think a leader should have in an emergency and why they are important to have. Pick two of them, and act them out for your den. Describe how each relates to a point of the Scout Law. Describe how working on this adventure gave you a better understanding of the Boy Scout motto.

Current vs. Modified Adventure Requirements

Webelos /AOL Elective Adventure

Earth Rocks

1. Do the following:
   a. Explain the meaning of the word “geology.”
   b. Explain why this kind of science is an important part of your world.
   c. Share with your family or with your den what you learned about the meaning of geology.
2. Look for different kinds of rocks or minerals while on a rock hunt with your family or your den.
3. Do the following:
   a. Identify the rocks you see on your rock hunt. Use the information in your handbook to determine which types of rocks you have collected.
   b. With a magnifying glass, take a closer look at your collection. Determine any differences between your specimens.
   c. Share what you see with your family or den.
4. Do the following:
   a. With your family or den, make a mineral test kit, and test minerals according to the Mohs scale of mineral hardness.
   b. Record the results in your handbook.
5. With your family or den, identify on a road map of your state some geological features in your area.
6. Do the following:
   a. Identify some of the geological building materials used in building your home.
   b. Identify some of the geological materials used around your community.
   c. Record the items you find.
7. Do either 7a or 7b:
   a. Go on an outing with your family or den to one of the nearby locations you discovered on your state map, and record what you see as you look at the geographical surroundings. Share with your family or den while on this outing what you notice that might change this location in the future (wind, water, ice, drought, erosion).
   b. Do the following:
      I. With your family or your den, visit with a geologist or earth scientist and discover the many career fields that are included in the science of geology.
      ii. Ask the geologist or earth scientist about the importance of fossils that are found.
      Iii. Ask the geologist or earth scientist what you can do to help preserve our natural resources.
8. Do at least one earth science demonstration or investigation with your den or with adult supervision, and explore geology in action.

Webelos /AOL Elective Adventure: Earth Rocks

Complete all Requirements.

1. Do the following:
   a. Explain the meaning of the word “geology.”
   b. Explain why this kind of science is an important part of your world.
2. Look for different kinds of rocks or minerals while on a rock hunt with your family or your den.
3. Do the following:
   a. Identify the rocks you see on your rock hunt. Use the information in your handbook to determine which types of rocks you have collected.
   b. With a magnifying glass, take a closer look at your collection. Determine any differences between your specimens.
   c. Share what you see with your family or den.
4. Do the following:
   a. With your family or den, make a mineral test kit, and test minerals according to the Mohs scale of mineral hardness.
   b. Record the results in your handbook.
5. Identify on a map of your state some geological features in your area.
6. Do the following:
   a. Identify some of the geological building materials used in building your home.
   b. Identify some of the geological materials used around your community.

Current vs. Modified Adventure Requirements

Webelos /AOL Elective Adventure

Engineer

Do all of these:

1. Pick one type of engineer. With the help of the Internet, your local library, or a local engineer you may know or locate, discover and record in your book three things that describe what that engineer does. (Be sure to have your Webelos den leader, parent, or guardian's permission to use the Internet.) Share your findings with your Webelos den.
2. Learn to follow engineering design principles by doing the following:
   a. Examine a set of blueprints. Using these as a model, construct your own set of blueprints or plans to design a project.
   b. Using the blueprints or plans from your own design, construct your project. Your project may be something useful or something fun.
   c. Share your project with your Webelos den and your pack by displaying the project at a pack meeting.
3. Explore other fields of engineering and how they have helped form our past, present, and future.
4. Pick and do two projects using the engineering skills you have learned. Share your projects with your den, and also exhibit them at a pack meeting.

Webelos /AOL Elective Adventure: Engineer

Complete at least Requirements 1 and 2. Requirements 3 and 4 are optional.

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

Webelos /AOL Elective Adventure

Fix It

Do all of these:

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

Webelos /AOL Elective Adventure: Fix It

Complete Requirements 1-4.

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

Current vs. Modified Adventure Requirements

Webelos /AOL Elective Adventure

Game Design

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

Webelos /AOL Elective Adventure: Game Design

Complete all Requirements.

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

Webelos /AOL Elective Adventure

Into the Wild

Do six from requirements 1 through 9.
1. Collect and care for an "insect, amphibian, or reptile zoo." You might have crickets, ants, grasshoppers, a lizard, or a toad. Study them for a while and then let them go. Share your experience with your Webelos den.
2. Set up an aquarium or terrarium. Keep it for at least a month. Share your experience with your Webelos den by showing them photos or drawings of your project or by having them visit to see your project.
3. Watch for birds in your yard, neighborhood, or town for one week. Identify the birds you see, and write down where and when you saw them.
4. Learn about the bird flyways closest to your home. Find out which birds use these flyways.
5. Watch at least four wild creatures (reptiles, amphibians, arachnids, fish, insects, or mammals) in the wild. Describe the kind of place (forest, field, marsh, yard, or park) where you saw them. Tell what they were doing.
6. Identify an insect, reptile, bird, or other wild animal that is found only in your area of the country. Tell why it survives in your area.
7. Give examples of at least two of the following:
   a. A producer, a consumer, and a decomposer in the food chain of an ecosystem
   b. One way humans have changed the balance of nature
   c. How you can help protect the balance of nature
8. Learn about aquatic ecosystems and wetlands in your area. Talk with your Webelos den leader or family about the important role aquatic ecosystems and wetlands play in supporting life cycles of wildlife and humans, and list three ways you can help.
9. Do ONE of the following:
   a. Visit a museum of natural history, a nature center, or a zoo with your family, Webelos den, or pack. Tell what you saw.
   b. Create a video of a wild creature doing something interesting, and share it with your family and den.

Webelos /AOL Elective Adventure: Into the Wild

Complete at least six of the following Requirements.

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

Current vs. Modified Adventure Requirements

Webelos /AOL Elective Adventure

Into the Woods

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

Webelos /AOL Elective Adventure: Into the Woods

Complete at least Requirements 1-4 and one other.

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

Webelos /AOL Elective Adventure

Looking Back, Looking Forward

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

Webelos /AOL Elective Adventure: Looking Back, Looking Forward

Complete all Requirements.

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

Current vs. Modified Adventure Requirements

Webelos /AOL Elective Adventure

Maestro

1. Do a or b:
   a. Attend a live musical performance.
   b. Visit a facility that uses a sound mixer, and learn how it is used.
2. Do two of the following:
   a. Make a musical instrument. Play it for your family, den, or pack.
   b. Form a "band" with your den. Each member creates his own homemade musical instrument. Perform for your pack at a pack meeting.
   c. Play two tunes on any band or orchestra instrument.
3. Do two of the following:
   a. Teach your den the words and melody of a song. Perform the song with your den at your den or pack meeting.
   b. Create original words for a song. Perform it at your den or pack meeting.
   c. Collaborate with your den to compose a den theme song. Perform it at your pack meeting.
   d. Write a song with words and music that expresses your feelings about an issue, a person, something you are learning, a point of the Scout Law, etc. Perform it at your den or pack meeting, alone or with a group.
   e. Perform a musical number by yourself or with your Webelos den in front of an audience.

Webelos /AOL Elective Adventure: Maestro

Complete Requirements 1 and 2.

1. Do a or b:
   a. Attend a live musical performance.
   b. Visit a facility that uses a sound mixer, and learn how it is used.
2. Do two of the following:
   a. Make a musical instrument. Play it for your family, den, or pack.
   b. Form a "band" with your den. Each member creates his own homemade musical instrument. Perform for your pack at a pack meeting.
   c. Play two tunes on any band or orchestra instrument.
   d. Teach your den the words and melody of a song. Perform the song with your den at your den or pack meeting.
   e. Create original words for a song. Perform it at your den or pack meeting.
   f. Collaborate with your den to compose a den theme song. Perform it at your pack meeting.
   g. Write a song with words and music that expresses your feelings about an issue, a person, something you are learning, a point of the Scout Law, etc. Perform it at your den or pack meeting, alone or with a group.
   h. Perform a musical number by yourself or with your Webelos den in front of an audience.

Webelos /AOL Elective Adventure

Moviemaking

Do all of these:

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

Webelos /AOL Elective Adventure: Moviemaking

Complete all Requirements.

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

Current vs. Modified Adventure Requirements

Webelos /AOL Elective Adventure

Project Family

Do 1 through 5, then choose two of 6 through 8:

1. Interview a grandparent, another family elder, or a family friend about what life was like when he or she was growing up. Share his or her story with another family member.
2. Talk with members of your family about your family name, history, traditions, and culture. Create a family tree of three generations, or make a poster or Web page that shows the origins of your ancestors. Or choose a special celebration or holiday that your family participates in, and create either a poster, picture, or photo slideshow of it. Share this project with your den.
3. Show your understanding of your duty to family by creating a chart listing the jobs that you and other family members have at home. Choose three of the jobs you are responsible for, and chart them for two weeks.
4. Select ONE of the jobs below that belongs to another family member, and help that person complete it:
   a. Create a grocery shopping list for the week.
   b. Complete the laundry for your family one time.
   c. Help prepare meals for your family for one day.
5. Create a list of community service or conservation projects that you and your family can do together, and present it to your family. Select one project, plan it, and complete it with your family.
6. With the help of an adult, inspect your home and its surroundings. Make a list of hazards or security problems you find. Correct one problem you found, and tell what you did.
7. Hold a family meeting to plan an exciting family activity. The activity could include:
   a. A family reunion
   b. A family night
   c. A family outing
8. Have your family event. Afterward, tell your parent or guardian what you liked best about the event.

Webelos /AOL Elective Adventure: Project Family

Complete the following Requirements.

1. Interview a grandparent, another family elder, or a family friend about what life was like when he or she was growing up.
2. With members of your family or a family friend, discuss some of your family names, history, traditions, and culture. Do one of the following:
   a. Create a family tree of three generations.
   b. Make a poster or Web page that shows the places that some of your family members came from.
   e. Choose a special celebration or holiday that some of your family members participate in, and create either a poster, picture, or photo slideshow of it.
3. Show your understanding of your duty to family by creating a chart listing the jobs that you and other family members have at home. Choose three of the jobs you are responsible for, and chart them for two weeks.
4. Select a job that belongs to another family member, and help that person complete it.

Some examples would be to create a grocery shopping list for the week, to take out trash for a week, to do the laundry for your family one time, to prepare meals for your family for one day, or to complete some yard work.

5. With the help of an adult, inspect your home and its surroundings. Make a list of hazards or security problems you find. Correct one problem you found, and tell what you did.
6. Complete one of the following:

   6a. Hold a family meeting to plan an exciting family activity. The activity could include:

   - A family reunion
   - A family night
   - A family outing

   6b. Create a list of community service or conservation projects that you and your family can do together, and present it to your family. Select one project, plan it, and complete it with members of your family.

Current vs. Modified Adventure Requirements

Webelos /AOL Elective Adventure

Sportsman

Do all of these:

1. Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey.
2. While you are a Webelos Scout, participate in two individual sports.
3. While you are a Webelos Scout, play two team sports.
4. Complete the following requirements:
   a. Explain what good sportsmanship means.
   b. Role-play a situation that demonstrates good sportsmanship.
   c. Give an example of a time when you experienced or saw someone showing good sportsmanship.

Webelos /AOL Elective Adventure: Sportsman

Complete all Requirements.

1. Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey.
2. ~~P~~articipate in two sports, either as an individual or part of a team.
3. Complete the following requirements:
   a. Explain what good sportsmanship means.
   b. Role-play a situation that demonstrates good sportsmanship.
   c. Give an example of a time when you experienced or saw someone showing good sportsmanship.