

2015–2016

Cub Scout Requirements

Updated August 5, 2014



Prepared. For Life.®

Bobcat Requirements (2015–2016 Program Year)

Bobcat Requirements

1. Learn and say the Scout Oath, with help if needed.
2. Learn and say the Scout Law, with help if needed.
3. Show the Cub Scout sign. Tell what it means.
4. Show the Cub Scout handshake. Tell what it means.
5. Say the Cub Scout motto. Tell what it means.
6. Show the Cub Scout salute. Tell what it means.
7. With your parent or guardian, complete the exercises in the pamphlet *How to Protect Your Children From Child Abuse: A Parent's Guide—Bobcat Requirements.*

Tiger Requirements (2015–2016 Program Year)

1. Complete each of the following Tiger required adventures with your den or family:
    a. Backyard Jungle
    b. Games Tigers Play
    c. My Family's Faith
    d. Team Tiger
    e. Tiger Bites
    f. Tigers in the Wild
2. Complete one Tiger elective adventure of your den or family's choosing.
3. With your parent or adult partner, 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 adult partner.

Tiger CORE Adventure Requirements

Tiger Adventure: Backyard Jungle



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

Tiger Adventure: Games Tigers Play



1. Do the following:
    a. Play two initiative or team-building games with the members of your den.
    b. Listen carefully to your leader while the rules are being explained, and follow directions when playing.
    c. At the end of the game, talk with the leader about what you learned when you played the game. Tell how you helped the den by playing your part.
2. Make up a game with the members of your den.
3. Make up a new game, and play it with your family or members of your den or pack.
4. While at a sporting event, ask a participant why he or she thinks it is important to be active.
5. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.

Tiger Requirements (2015–2016 Program Year)

Tiger Adventure: My Family's Faith



1. With your adult partner, find out what faith in God means to your family.
2. Find out what makes each member of your family special.
3. With your family, make a project that shows your family's beliefs.
4. Participate in a worship experience or activity with your family.

Tiger Adventure: Team Tiger



1. List the different teams of which you are a part.
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 den meeting.
3. Pick two chores you will do at home once a week for a month.
4. Make a chart to show three ways that members of your Tiger team are different from each other.
5. Do an activity to help your community or neighborhood team.

Tiger Adventure: Tiger Bites



1. Identify three good food choices and three foods that would not be good choices.
2. Show that you know the difference between a fruit and a vegetable. Eat one of each.
3. With your adult partner, pick a job to help your family at mealtime. Do it every day for one week.
4. Show you can keep yourself and your personal area clean.
5. Talk with your adult partner about what foods you can eat with your fingers. Practice your manners when eating them.
6. With your adult partner, plan and make a good snack choice or other nutritious food to share with your den.

Tiger Adventure: Tigers in the Wild



1. With your adult partner, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list if it rains.
2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.
3. Do the following:
    a. Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.
    b. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should "Trash Your Trash."
    c. Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.
4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your Tiger handbook.
5. Participate in an outdoor pack meeting or pack campout campfire. Sing a song and act out a skit with your Tiger den as part of the program.

6. Find two different trees and two different types of plants that grow in your area. Write down their names in your Tiger handbook.
7. Visit a nearby nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your Tiger handbook.

Tiger Electives
(2015–2016 Program Year)

Tiger ELECTIVE Adventure Requirements

Tiger Elective Adventure: Curiosity, Intrigue, and Magical Mysteries



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

Tiger Elective Adventure: Earning Your Stripes



1. Bring in and share with your den five items that are the color orange.
2. Demonstrate loyalty over the next week at school or in your community. Share at your next den meeting how you were loyal to others.
3. With your adult partner, decide on one new task you can do to help your family, and do it.
4. Talk with your den and adult partner about polite language. Include a discussion about the use of “please,” “thank you,” “you’re welcome,” “excuse me,” “yes, sir,” “no, ma’am,” and last names. Learn how to shake hands properly and introduce yourself.
5. Play a game with your den. Then discuss how your den played politely.
6. With your adult partner and den work on a service project for your pack’s meeting place or chartered organization.

Tiger Elective Adventure: Family Stories



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.
2. Make a family crest.
3. Visit your public library to find out information about your heritage.
4. Interview one of your grandparents or another family elder, and share with your den what you found.
5. Make a family tree.
6. Share with your den how you got your name.
7. Share with your den your favorite snack or dessert that reflects your cultural heritage.
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 Electives
(2015–2016 Program Year)

Tiger Elective Adventure: Floats and Boats



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

Tiger Elective Adventure: Good Knights



1. Do the following:
    a. 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.
    b. 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. Vote on which actions should go in your den code of conduct. If your den has a code of conduct, discuss with your den the updates it might need to help den members become more chivalrous. Vote on which actions should go in your den code of conduct.
2. Create a den shield and a personal shield.
3. Using recycled materials, design and build a small castle with your adult partner to display at the pack meeting.
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.
5. Participate in a service project.

Tiger Elective Adventure: Rolling Tigers



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

Tiger Electives (2015–2016 Program Year)

Tiger Elective Adventures: Sky Is the Limit



1. With your den or adult partner, go outside to observe the night sky. Talk about objects you see or might see.
2. Look at a distant object through a telescope or binoculars. Show how to focus the device you chose.
3. 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 the stars that make up the constellation and how the constellation got its name. Share what you found with your den.
4. Create and name your own constellation. Share your constellation with your den.
5. Create a homemade constellation.
6. Find out about two different jobs related to astronomy. Share this information with your den.
7. Find out about two astronauts who were Scouts when they were younger. Share what you learned with your den.
8. With your den, 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 with your family.

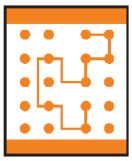
Tiger Elective Adventures: Stories in Shapes



1. Visit an art gallery or a museum, explore an art website, or visit your library. Do each of the following:
    a. 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.
    b. Create an art piece.
2. Do the following:
    a. Draw or create an art piece using shapes.
    b. Use tangrams to create shapes.

Tiger Elective Adventure: Tiger-iffic!

Complete 1–3 and one from 4–6.



1. Play at least two different games by yourself; one may be a video game.
2. Play a board game or another inside game with one or more members of your den.
3. Play a problem-solving game with your den.
4. With your parent's or guardian's permission:
    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.
5. With other members of your den, invent a game, OR change the rules of a game you know, and play the game.
6. Play a team game with your den.

Tiger Electives
(2015–2016 Program Year)

Tiger Elective Adventure: Tiger: Safe and Smart



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

Tiger Elective Adventures: Tiger Tag



1. Choose one active game you like, and tell your den about it.
2. Do the following:
    a. Play two relay games with your den and your adult partner.
    b. Tell your partner or the other Tigers what you liked best about each game.
    c. Have your den choose a relay game that everyone would like to play, and play it several times.
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.
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 Tales



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

Tiger Elective Adventures: Tiger Theater



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

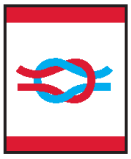
Wolf Requirements (2015–2016 Program Year)

1. Complete each of the following Wolf required adventures with your den or family:
    a. Call of the Wild
    b. Council Fire
    c. Footsteps of Faith
    d. Howling at the Moon
    e. Paws on the Path
    f. Running With the Pack
2. Complete one Wolf elective adventure of your den or family's choosing.
3. With your parent or guardian, 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.

Wolf CORE Adventure Requirements

Wolf Adventure: Call of the Wild



1. While a Wolf Scout, attend a pack or family campout.
2. Show how to tie an overhand knot and a square knot.
3. While on a den or family outing, identify four different types of animals. Explain how you identified them.
4. With your family or den, make a list of possible weather changes that might happen on your campout according to the time of year you are camping. Tell how you will be prepared for each one.
5. Show that you are ready to be a Wolf Scout by demonstrating what to do for the following:
    a. A stranger approaches you, your family, or your belongings.
    b. A natural disaster such as an earthquake or flood happens.
    c. Keeping yourself safe by washing your hands properly before eating.
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.
7. Do the following:
    a. Recite the Outdoor Code with your leader.
    b. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.
    c. After your campout, list the ways you demonstrated being careful with fire.

Wolf Requirements (2015–2016 Program Year)

Wolf Adventure: Council Fire



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

Wolf Adventure: Footsteps of Faith



1. **Do both of these:**
    a. Visit a religious monument or site where people might show reverence.
    b. Create a visual display of your visit with your den or your family, and show how it made you feel reverent or strengthened your faith in God.
2. **Complete two of the requirements a through d.**
    a. Give two ideas on how you can practice your faith. Choose one, and do it for a week.
    b. Read a story about people or groups of people who came to America to enjoy religious freedom.
    c. Learn and sing a song that could be sung as prayer before or after meals or one that gives encouragement, reminds you of how to show reverence, or demonstrates your duty to God.
    d. Offer a prayer with your family, den or pack.

Wolf Requirements (2015–2016 Program Year)

Wolf Adventure: Howling at the Moon



1. Show you can communicate in at least two different ways.
2. Work with your den to create an original skit.
3. Work together with your den to plan, prepare, and rehearse a campfire program to present to your families at a den meeting.
4. Practice and perform your role for a pack campfire program.

Wolf Adventure: Paws on the Path



1. Show you are prepared to hike safely by putting together the Cub Scout Six Essentials to take along on your hike.
2. Tell what the buddy system is and why we always use it in Cub Scouts.
3. Describe what you should do if you get separated from your group while hiking.
4. Choose the appropriate clothing to wear on your hike based on the expected weather.
5. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. After hiking, discuss how you showed respect for wildlife.
6. Go on a 1-mile hike with your den or family. Watch and record two interesting things that you've never seen before.
7. Name two birds, two bugs, and two animals that live in your area. Explain how you identified them.
8. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.

Wolf Adventure: Running With the Pack



1. Play catch with someone in your den or family who is standing 10 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back, and see if you can improve your throwing and catching ability.
2. Practice balancing as you walk forward, backward, and sideways.
3. Practice flexibility and balance by doing a front roll, a back roll, and a frog stand.
4. Play a sport or game with your den or family, and show good sportsmanship.
5. Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.
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 Electives
(2015–2016 Program Year)

Wolf ELECTIVE Adventure Requirements

Wolf Elective Adventure: Adventures in Coins



1. Identify different parts of a coin.
2. Find the mint mark on a coin; identify what mint facility it was made in, and what year it was made.
3. Play a coin game.
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.
5. Play a game or create a game board with your den or family where you can practice adding and subtracting coins.
6. Create a balance scale.
7. Do a coin-weight experiment.

Wolf Elective Adventure: Air of the Wolf



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

Wolf Elective Adventure: Code of the Wolf



1. Do two of the following:
    a. With the members of your den or family, make a game with simple materials that requires math to keep score.
    b. Play a game of "Go Fish for 10s."
    c. Do five activities at home, at school, or in your den that use mathematics, and then explain to your den how you used everyday math.
    d. Make a rekenrek with two rows, and show Akela how you would represent the numbers 4, 6, 9, and 14.
    e. Make a rain gauge or some other measuring device, and use it.
2. Do one of the following:
    a. With other members of your den or family, identify three different types of shapes that you see in nature.
    b. With other members of your den or family, identify two shapes you can see in the construction of bridges.
    c. Select a single shape or figure. Observe the world around you for at least a week, and write down where you see this shape or figure and how it is used.
3. Do one of the following:
    a. With your den, find something that comes with many small, colored items in one package. Count the number of items of each color in your package. Keep track of each color. Then:
        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.
    b. With your den or family, measure the height of everyone in the group and see who takes more steps to walk 100 feet.
    c. Have each member 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.
4. Do one of the following:
    a. Use a secret code using numbers to send a message to one of your den members or your den leader. Have that person send a message back to you. Be sure you both use the same code numbers.
    b. Send a message to another member of your den or your den leader using the pig pen code or another code that changes letters into special shapes.
    c. Practice using a block cipher to decode a message.

Wolf Electives
(2015–2016 Program Year)

Wolf Elective Adventure: Collections and Hobbies



1. Begin a collection of at least 10 items that all have something in common. Label the items and title your collection.
2. Share your collection at a den meeting.
3. Visit a show or museum that displays different collections or models.
4. Create an autograph book and get at least 10 autographs. Start with members of your den.
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.
6. Play a game with your den that involves collecting.

Wolf Elective Adventure: Cubs Who Care



1. With the members of your den, visit with a person who has a physical disability.
2. Do four of the following, a through h:
    a. With other members of your den, try using a wheelchair or crutches, and reflect on the process.
    b. 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.
    c. Learn about "invisible" disabilities. Take part in an activity that helps develop an understanding of invisible disabilities.
    d. 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.
    e. 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.
    f. Demonstrate a simple sentence or at least four points of the Scout Law using American Sign Language.
    g. Learn about someone famous who has or had a disability, and share that person's story with your den.
    h. Attend an event where people with disabilities are participants or where accommodations for people with disabilities are made a part of the event.

Wolf Electives (2015–2016 Program Year)

Wolf Elective Adventure: Digging in the Past



1. Play a game that demonstrates your knowledge of dinosaurs, such as a dinosaur match game.
2. Create an imaginary dinosaur. Share with your den its name, what it eats, and where it lives.
3. Make a fossil cast.
4. Make a dinosaur dig.
5. Make edible fossil layers. Explain how this snack is a good model for the formation of fossils.
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: Finding Your Way



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

Wolf Elective Adventures: Germs Alive!



1. Wash your hands while singing the “germ song.”
2. Play Germ Magnet with your den. Wash your hands again afterward.
3. Conduct the sneeze demonstration.
4. Conduct the mucus demonstration with your den.
5. Grow a mold culture. Show what formed at a den or pack meeting.
6. Make a clean room chart.

Wolf Elective Adventure: Grow Something



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.
2. Find out the growing zone for your area, and share the types of plants that will grow best in your zone.
3. Visit or research a botanical or community garden in your area, and learn about two of the plants that grow there. Share what you have learned with your den.
4. Make a terrarium.

5. Do one of the following:
    a. Using a seed tray, grow a garden inside your home. Keep a journal of its progress for 30 days. Share the results with your den.
    b. Grow a sweet potato plant in water. Keep a journal of its growth for two weeks. Share it with your den.

Wolf Elective Adventures: Hometown Heroes



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.
2. Visit a community agency where you will find many heroes. While there, find out what they do. Share what you learned with your den.
3. With the help of a family member, interview one of your heroes, and share the information with your den. Tell why you think this person is a hero.
4. As a den or family, adopt a hometown serviceman or –woman, and send a care package along with a note thanking them for their service.
5. With your family or den, find out about service animals that are trained to help others in your community.
6. Participate in or create an event that celebrates your hometown hero(es).

Wolf Elective Adventures: Motor Away



1. Do the following:
    a. Create and fly three different types of paper airplanes. Before launching them, record which one you believe will travel the farthest and what property of the plane leads you to make that prediction.
    b. Make a paper airplane catapult. Before launching a plane, record how far you believe it will travel and explain what information you used to make this prediction. After you make your prediction, launch the plane and measure how far it flies.
2. Make two different boats and sail them. Choose different shapes for your boats. Sail your boats in the water by blowing air on the sail. While sailing your boats, notice how they are similar and how they are different. Discuss your findings with your den, and decide if you think the differences will affect the way they propel through the water.
3. Create a car that moves under its own power.

Wolf Elective Adventures: Paws of Skill



1. Talk with your family and den about what it means to be physically fit. Share ideas of what you can do to stay in shape.
2. With your den, talk about why it is important to stretch before and after exercising. Demonstrate proper warm-up movements and stretches before and after each activity you do that involves action.
3. Select at least two physical fitness skills and practice them daily. See if you can improve over a two-week period.

4. With your family or your den, talk about what it means to be a member of a team. Working together, make a list of team sports, and talk about how the team works together to be successful. Choose one and play for 30 minutes.
5. With your den, talk about sportsmanship and what it means to be a good sport while playing a game or a sport. Share with your den how you were a good sport or demonstrated good sportsmanship in requirement 4.
6. Visit a sporting event with your family or your den. Look for ways the team works together. Share your visit with your den.
7. With your den, develop an obstacle course that involves five different movements. Run the course two times and see if your time improves.

Wolf Elective Adventures: Spirit of the Water



1. Demonstrate how the water in your community can become polluted.
2. Explain one way that you can help conserve water in your home.
3. Explain to your den leader why swimming is good exercise.
4. Explain the safety rules that you need to follow before participating in swimming or boating.
5. Show how to do a reaching rescue.
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.

Bear Requirements (2015–2016 Program Year)

1. Complete each of the following Bear required adventures with your den or family:
    a. Bear Claws
    b. Bear Necessities
    c. Fellowship of Faith
    d. Fur, Feathers, and Ferns
    e. Grin and Bear It
    f. Paws for Action
2. Complete one Bear elective adventure of your den or family's choosing.
3. With your parent or adult partner, 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.

Bear CORE Adventure Requirements

Bear Adventure: Bear Claws



1. Learn about three common designs of pocketknives.
2. Learn knife safety and earn your Whittling Chip.
3. Using a pocketknife, carve two items.

Bear Adventure: Bear Necessities



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

7. Help set up a tent. Pick a good spot for the tent, and explain to your den leader why you picked it.
8. Demonstrate how to tie two half hitches. Explain what the name means and what the hitch is used for.
9. Learn how to read a thermometer and a barometer. Keep track of the temperature and barometric pressure readings and the actual weather at the same time every day for seven days.

Bear Adventure: Fellowship of Faith



Do requirement 1 or requirement 2. If you choose requirement 2, complete requirement 2a plus two more from 2b–2d.

1. Earn the religious emblem of your faith.

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

2b. Name some people in history who have shown great faith in God as they worked to make our world a better place. Discuss with an adult one or more of the characteristics of a person you admire, and make a plan to develop one of the selected characteristics in yourself. Share your plan with your family, and carry it out for two weeks.

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. Select two of the items, and practice them for two weeks.

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

Bear Adventure: Fur, Feathers, and Ferns



1. While hiking or walking for one mile, identify six signs that any animals, birds, insects, reptiles, or plants are living nearby the place where you choose to hike.
2. Name one animal that has become extinct in the last 100 years. Tell why the animal became extinct. Name one animal that is on the endangered species list. Visit a government website to learn about endangered species in your area.
3. Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit.
4. Observe wildlife from a distance. Describe what you saw.
5. Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.
6. Learn about composting and how vegetable waste can be turned into fertilizer for plants.
7. Plant a vegetable or herb garden.

Bear Requirements (2015–2016 Program Year)

Bear Adventure: Grin and Bear It



1. Play a challenge game or initiative game with the members of your den. Take part in a reflection after the game.
2. Working with the members of your den, organize a Cub Scout carnival and lead it at your pack meeting.
3. Help younger Cub Scouts take part in one of the events at the Cub Scout carnival.
4. After the Cub Scout carnival, discuss with the members of your den and your den leader what went well, what could be done better, and how everyone worked together to make the event a success.
5. Make and present an award to one of the adults who helped you organize the activities at the Cub Scout carnival.

Bear Adventure: Paws for Action



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.
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.
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 Electives (2015–2016 Program Year)

Bear ELECTIVE Adventure Requirements

Bear Elective Adventure: Baloo the Builder



1. Discover which hand tools are the best ones to have in your tool box. Learn the rules for using these tools safely. Practice with at least four of these tools before beginning a project.
2. Learn the steps of planning a building project and how to read the instructions or drawings.
3. Select and build one useful project and one fun project using wood.
4. Learn how to finish a wood project.

Bear Elective Adventure: A Bear Goes Fishing



1. Discover and learn about three types of fishes in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each likes.
2. Learn about your local fishing regulations with your leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists.
3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target 30 feet away. Teach what you have learned to someone in your family, another Scout, or one of your friends.
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 Adventures: Bear Picnic Basket



1. Do the following:
    a. 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.
    b. Demonstrate an understanding of meal planning, cooking tools, cooking safety, and how to change the amounts in a recipe.
    c. 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.
2. Do the following:
    a. With the help of an adult, select one food item, and follow a recipe to prepare it for your family in your kitchen. Once you have eaten, ask everyone what they liked or didn't like. Explain what you would do differently next time. Make notes on your recipe of

changes you want to make so you will remember them the next time you cook. Clean up after the preparation and cooking.

b. With the help of an adult, select one food item, and follow a recipe to prepare it outdoors for your family or den. Once you have eaten, ask everyone what they liked or didn't like. Explain what you would do differently next time. Make notes on your recipe of changes you want to make so you will remember them the next time you cook. Clean up after the preparation and cooking.

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

Bear Elective Adventure: Beat of the Drum



1. Learn about the history and culture of American Indians who lived in your area at the time of European colonization.
2. Write a legend.
3. Make a dream catcher.
4. Make a craft.
5. Make a drum. Once your drum is complete, create a ceremonial song.
6. Visit an Order of the Arrow dance ceremony or American Indian event within your community.
7. Learn about ceremonial dances and learn dance steps.
8. Create a dance.

Bear Elective Adventure: Critter Care



1. Care for a pet for two weeks. Make a list of tasks 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.
2. Learn more about your pet or a pet you would like to have. List three interesting facts that you learned about your pet.
3. Make a poster about your pet or a pet you would like to own. Share your poster with your den, pack, or family.
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.)
5. Tell three ways that animals can help people.
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.
7. Visit with a local veterinarian or 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. Why did he or she choose to pursue this career?

Bear Electives (2015–2016 Program Year)

Bear Elective Adventure: Forensics



1. Talk with your family and den about forensics and how it is used to help solve crimes.
2. Analyze your fingerprints.
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.
4. Do an analysis of four different substances: salt, sugar, baking soda, and cornstarch.
5. Make a shoe imprint.
6. Visit the sheriff's office or police station in your town. Find out how officers collect evidence.
7. Learn about the different jobs available in forensic science. Choose two, and find out what is required to work in that field. Share what you learned with your den.
8. Learn how animals are used to gather important evidence. Talk about your findings with your den.

Bear Elective Adventure: Make It Move



1. Create an "exploding" craft stick reaction.
2. Make two simple pulleys, and use them to move objects.
3. Make a lever by creating a seesaw using a spool and a wooden paint stirrer. Explore the way it balances by placing different objects on each end.
4. 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: Marble Madness



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.
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.
3. Learn four or five words that are used when talking about marbles. Tell what each of the words means and how it relates to playing marbles. Share this information with your den.
4. With the help of an adult, make a marble bag to hold marbles.
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.
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.
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.
8. Make a marble maze.

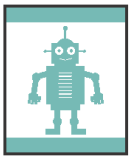
Bear Electives
(2015–2016 Program Year)

Bear Elective Adventures: Roaring Laughter



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

Bear Elective Adventures: Robotics



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

Bear Elective Adventures: Salmon Run



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

Bear Electives (2015–2016 Program Year)

Bear Elective Adventures: Super Science



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.
2. Conduct a balloon or other static electricity investigation that demonstrates properties of static electricity. Explain what you learned.
3. Conduct one other static electricity investigation. Explain what you learned.
4. Do a sink-or-float investigation. Explain what you learned.
5. Do a color-morphing investigation. Explain what you learned.
6. Do a color-layering investigation. Explain what you learned.

Bear Elective Adventure: A World of Sound



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

Webelos and Arrow of Light Requirements (2015–2016 Program Year)

Webelos Badge Requirements	Arrow of Light Requirements
1. Be an active member of your Webelos den for three months. (Being active means having good attendance, paying your den dues, and working on den projects.)	1. 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. (Being active means having good attendance, paying your den dues, and working on den projects.)
2. Complete each of the following Webelos required adventures with your den or family: a. Cast Iron Chef b. Faith in Action (1) b. First Responder c. Stronger, Faster, Higher d. Webelos Walkabout	2. Complete each of the following Arrow of Light core adventures with your den or family: a. Building a Better World b. Camper c. Faith in Action (2) d. Scouting Adventure
3. Complete two Webelos elective adventures of your den or family's choosing. 1. 2.	3. Complete three Webelos elective adventures of your den or family's choosing. 1. 2. 3.
4. With your parent or guardian, 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.	4. With your parent or guardian, 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.

Webelos and Arrow of Light Requirements (2015–2016 Program Year)

WEBELOS CORE REQUIREMENTS

Webelos Adventure: Cast Iron Chef



Do all of these:

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 flames to burn safely, safely extinguish the flames with minimal impact to the fire site.
2. Set personal nutritional goals. Keep a food journal for one week; review your journal to determine if the goals were met.
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.
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
5. Demonstrate an understanding of food safety practices while preparing the meal.

Webelos Adventure: Faith in Action (1)



Do requirement 1 or requirement 2. If you choose requirement 2, complete 2a plus two more from 2b–2d.

1. Earn the religious emblem of your faith for Webelos Scouts.
2. Do the following:
    a. Help plan and participate in an interfaith worship service with your den leader. Show reverence during the service.
    b. Review with your family or den members what you have learned about faith. Describe some of the things you do to practice your faith.
    c. Discuss with your family or den members how planning and participating in an interfaith worship service helps you live your duty to God.
    d. List one faith practice that you will work on for one month. Write down what you will do each day to remind you to work on that faith practice.

Webelos and Arrow of Light Requirements (2015–2016 Program Year)

Webelos Adventure: First Responder



Do all of these:

1. Explain what first aid is. Tell what you should do after an accident.
2. Show what to do for the hurry cases of first aid:
    a. Serious bleeding
    b. Heart attack or sudden cardiac arrest
    c. Stopped breathing
    d. Stroke
    e. Poisoning
3. Show how to help a choking victim.
4. Show how to treat for shock.
5. Demonstrate that you know how to treat the following:
    a. Cuts and scratches
    b. Burns and scalds
    c. Sunburn
    d. Blisters on the hand and foot
    e. Tick bites
    f. Bites and stings of other insects
    g. Venomous snakebite
    h. Nosebleed
    i. Frostbite
6. Put together a simple home first-aid kit. Explain what you included and how to use each item correctly.
7. Create and practice an emergency readiness plan for your home or den meeting place.
8. Visit with a first responder.

Webelos Adventure: Stronger, Faster, Higher



Do all of these:

1. Understand and explain why you should warm up before exercising and cool down afterward. Demonstrate the proper way to warm up and cool down.
2. Do these activities and record your results:
    a. 20-yard dash
    b. Vertical jump
    c. Lift a 5-pound weight
    d. Push-ups
    e. Curls
    f. Jump rope
3. Make an exercise plan that includes at least three physical activities. Carry out your plan for 30 days, and write down your progress each week.
4. With your den, prepare a fitness course or series of games that includes jumping, avoiding obstacles, weightlifting, and running. Time yourself going through the course, and improve your time over a two-week period.

5. With adult guidance, lead younger Scouts in a fitness game or games as a gathering activity for a pack or den meeting.
6. Try a new sport you have never tried before.

Webelos Adventure: Webelos Walkabout

Do all of these:



1. Create a hike plan.
2. Assemble a hiking first-aid kit.
3. Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike.
4. Before your hike, plan and prepare a nutritious lunch. Enjoy it on your hike, and clean up afterward.
5. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures.
6. With your Webelos den or with a family member, hike 3 miles (in the country if possible).
7. Complete a service project on or near the hike location.
8. Perform one of the following leadership roles during your hike: trail leader, first-aid leader, lunch leader, or service project leader.

Webelos and Arrow of Light Requirements (2015–2016 Program Year)

ARROW OF LIGHT CORE REQUIREMENTS

Arrow of Light Adventure: Building a Better World



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 den 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 Adventure: Camper



Do all of these:

1. With the help of your den leader or family, plan and conduct 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 what actions you should take in the case of the following extreme weather events which could require you to evacuate:
    a. Severe rainstorm causing flooding
    b. Severe thunderstorm with lightning or tornadoes
    c. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.

4. On a pack campout, work with your den leader or another adult to plan a campfire program with the other dens. Your campfire program should include an impressive opening, songs, skits, a Cubmaster's minute, and an inspirational closing ceremony.
5. Show how to tie a bowline. Explain when the 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 an adult partner. Show how you used a GPS unit or a smartphone with a GPS application to locate a geocache.
7. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

Arrow of Light Adventure: Faith in Action (2)



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 2b–2e:
    a. With your religious leader, parent, or guardian, discuss and make a plan to do two things you think will help you get closer to God. Do these things for a month.
    b. Create an activity to share with your family that shows what character-building traits your religious beliefs have in common with the Scout Oath and Scout Law.
    c. For at least a month, pray or reverently meditate each day as taught by your family or faith group.
    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 religious leader, parent, or guardian, do an act of service for someone in your family, neighborhood, or religious community. Talk about your service with your family and your Webelos den leader. Tell your family, den, or den leader how it made you feel.

Arrow of Light Adventure: Scouting Adventure



Do all of these:

1. Prepare yourself to become a Boy Scout by completing all of the items below:
    a. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain the meaning of each 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.
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 with a troop 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. Earn your Whittling Chip card if you have not already done so.

Webelos and Arrow of Light Electives (2015–2016 Program Year)

Webelos/Arrow of Light ELECTIVE 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 was famous for and why his or her work is important.

Webelos and Arrow of Light Electives (2015–2016 Program Year)

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 head first into the water, and attempt a front surface dive.
7. Learn and demonstrate two of the following strokes: crawl, elementary backstroke, sidestroke, breaststroke, or trudgen.
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 keeps 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: 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: 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 that person what they do 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 and Arrow of Light Electives (2015–2016 Program Year)

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 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 the world be a better place.
5. Learn about a Scout hero.
6. Create your own superhero.

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.
    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 that easily fits 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 Webelos den, demonstrate two different 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: 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 chart in your handbook that shows the three kinds of rocks and describes minerals 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 rocks 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: 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 and Arrow of Light Electives (2015–2016 Program Year)

Webelos/AOL Elective Adventure: Fix It



Do all of these:

1. Put a Fix It Tool Box 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 what you would do to fix or make safe the following circumstances:
    a. A toilet is overflowing.
    b. The kitchen sink is clogged.
    c. Some, but not all, of your lights 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 bulb you are replacing. Learn how to properly dispose of a compact fluorescent bulb.
    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 flat 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.

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: 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 wild animal that is found only in your area of the country. Tell why it survives in your area.
7. Give examples of at least two of the following:
    a. A producer, a consumer, and a decomposer in the food chain of an ecosystem
    b. One way humans have changed the balance of nature
    c. How you can help protect the balance of nature
8. Learn about aquatic ecosystems and wetlands in your area. Talk with your Webelos den leader or family about the important role aquatic ecosystems and wetlands play in supporting life cycles of wildlife and humans, and list three ways you can help.

9. Do ONE of the following:
    a. Visit a museum of natural history, a nature center, or a zoo with your family, Webelos den, or pack. Tell what you saw.
    b. Create a video of a wild creature doing something interesting, and share it with your family and den.

Webelos/AOL Elective Adventure: Into the Woods



Do all of these:

1. Identify three 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: 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: 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: 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 Law.
3. Share your movie with your family, den, or pack.

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 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: 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.