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Connecticut Yankee Council 2018 Cub Scout Day Camp Wolf Required and Elective Adventures

Camp Location Eisenhower Park Milford, CT

Den Number in Camp 2

Den Leader in Camp _____

WOLF REQUIRED ADVENTURES

Wolf Adventure: Call of the Wild

1. While a Wolf Scout, attend a pack or family campout. If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or a daylong outdoor activity with your den or pack.
2. Show how to tie an overhand knot and a square knot.
3. While on a den or family outing, identify four different types of animals. Explain how you identified them.
4. With your family or den, make a list of possible weather changes that might happen on your campout according to the time of year you are camping. Tell how you will be prepared for each one.
5. Show or demonstrate what to do:
 - a. When a stranger approaches you, your family, or your belongings.
 - b. In case of a natural disaster such as an earthquake or flood.
 - c. To keep from spreading your germs.
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 Adventure: Council Fire

- 1. Participate in a flag ceremony, and learn how to properly care for and fold the flag.
- 6. 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: 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 insects, and two other 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. **X** _____ 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 ELECTIVE ADVENTURES

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 investigation.

Wolf Elective Adventure: Air of the Wolf

1. _____ Do the following investigations:
 - a. _____ Conduct an investigation about the weight of air.
 - b. _____ Conduct an investigation about air temperature.
 - c. _____ Conduct at least one of the following investigations to see how air affects different objects:
 - i. _____ Make a paper airplane and fly it five times. Make a change to its shape to help it fly farther. Try it at least five times.

- ii. _____ Make a balloon-powered sled or a balloon-powered boat. Test your sled or boat with larger and smaller balloons.
 - iii. _____ Bounce a basketball that doesn't have enough air in it. Then bounce it when it has the right amount of air in it. Do each one 10 times. Describe how the ball bounces differently when the amount of air changes.
 - iv. _____ Roll a tire or ball that doesn't have enough air in it, and then roll it again with the right amount of air. Describe differences in how they move.
2. _____ Do the following:
 - a. _____ With other members of your den, go outside and record the sounds you hear. Identify which of these sounds is the result of moving air.
 - b. _____ Create a musical wind instrument, and play it as part of a den band.
 - c. _____ With an adult, conduct an investigation on how speed can affect sound.
 3. _____ Do the following:
 - a. _____ Explain the rules for safely flying kites.
 - b. _____ Make a kite using household materials.
 4. _____ With your family, den, or pack, participate in a kite derby, space derby, or raingutter regatta. Explain how air helps the vehicle move.

Wolf Elective Adventure: 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. **X** _____ 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 code stick to create and decode a message.

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. _____ 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 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 home, a park, a school, or other locations in your neighborhood. Use symbols to show parks, buildings, trees, and water. You can invent your own symbols. Be sure to include a key so your symbols can be identified.
2. _____ Pick a nutritious snack, and find where it came from. Locate that area on a map.

3. _____ Do the following:
 - a. _____ Identify what a compass rose is and where it is on the map.
 - b. _____ Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.
4. _____ Go on a scavenger hunt using a compass, and locate an object with a compass.
5. _____ Using a map and compass, go on a hike with your den or family.

Wolf Elective Adventures: Germs Alive!

- X** _____ 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.

Wolf Elective Adventures: Motor Away

1. _____ Do the following:
 - _____ a. Create and fly three different types of paper airplanes. Before launching them, record which one you believe will travel the farthest and what property of the plane leads you to make that prediction.
 - _____ b. Make a paper airplane catapult. Before launching a plane, record how far you believe it will travel and explain what information you used to make this prediction. After you make your prediction, launch the plane and measure how far it flies.
2. _____ Make two different boats and sail them. Choose different shapes for your boats.
3. _____ Create a car that moves under its own power.

Wolf Elective Adventures: Paws of Skill

1. **X** _____ 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. **X** _____ 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. X_____ 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. X_____ 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

- X_____ 1. Demonstrate how the water in your community can become polluted.
- X_____ 2. Explain one way that you can help conserve water in your home.
- _____ 3. Explain to your den leader why swimming is good exercise.

Note: Not all required or Elective Adventures are offered or completed at every camp.

The Den Leader for the week at Cub Scout Day Camp has indicated what Adventure Requirement was completed by putting the date next to the line. If your camper was not in camp on that date, then he did not do complete it. This is the master list of what the entire den did every day at camp for the week indicated on page one.

Parents: Make a copy of this form and give a copy to your son's den leader in his pack. The den leader in you son's pack will arrange for your son to be presented with his any awards that may have been earned. Your son may only complete some of the requirements and not the entire Adventure. You can complete it with him or he can work on it with his pack's den.

CUB SCOUT OUTDOOR ACTIVITY AWARD



All Cub Scouts have the opportunity to earn the Cub Scout Outdoor Activity Award. Boys may earn the award in each of the program years as long as the requirements are completed each year. The first time the award is earned, the boy will receive the pocket flap award, which is to be worn on the right pocket flap of the uniform shirt. Each successive time the award is earned, a wolf track pin may be added to the flap. Leaders should encourage boys to build on skills and experiences from previous years when working on the award for a successive year.

Requirements

All Ranks

Attend Cub Scout day camp or Cub Scout/Webelos Scout resident camp, and do the following:

Rank-Specific

_____ **Tiger:** Complete the Backyard Jungle adventure from the *Tiger Handbook*, and complete four of the outdoor activities listed below.

_____ **Wolf:** Complete the Paws on the Path adventure from the *Wolf Handbook*, and complete five of the outdoor activities listed below.

_____ **Bear:** Complete the Bear Necessities adventure from the *Bear Handbook*, and complete six of the outdoor activities listed below.

_____ **Webelos:** Complete the Webelos Walkabout adventure from the *Webelos Handbook*, and complete seven of the outdoor activities listed below.

Outdoor Activities

These activities must be in addition to any similar activities counted for rank advancement, and can be accomplished as a family, den, or pack.

- Participate in a nature hike in your local area. This can be on an organized, marked trail or just a hike to observe nature in your area.
- Participate in an outdoor activity such as a picnic or park fun day.
- Explain the buddy system and tell what to do if lost. Explain the importance of cooperation.
- _____ Attend a pack overnighter. Be responsible by being prepared for the event.
- _____ Complete an outdoor service project in your community.
- _____ Complete a nature/conservation project in your area. This project should involve improving, beautifying, or supporting natural habitats. Discuss how this project helped you to respect nature.
- _____ Earn the Summertime Pack Award.
- _____ Participate in a nature observation activity. Describe or illustrate and display your observations at a den or pack meeting.
- _____ Participate in an outdoor aquatics activity. This can be an organized swim meet or just a den, pack, or family swim.
- Participate in an outdoor campfire program. Perform in a skit, sing a song, or take part in a ceremony.
- _____ Participate in an outdoor sporting event.
- _____ Participate in an outdoor interfaith or other worship service.
- Explore a local city, county, state, or national park. Discuss with your den how a good citizen obeys the park rules.
- Invent an outside game and play it outside with friends for 30 minutes.

Shooting Sports Awards

Cub Scout shooting sports programs may be conducted only on a district or council level. Archery, BB gun shooting, and slingshot shooting are restricted to day camps, Cub Scout/Webelos Scout resident camps, council-managed family camping programs, or to council activities where there are properly trained supervisors and all standards for BSA shooting sports are enforced. All shooting ranges in the Cub Scout program must be supervised by a qualified range master who is at least 18 years of age and who meets the minimum requirements. See specific qualifications and training requirements for Cub Scout shooting sports range masters in the *Boy Scouts of America National Shooting Sports Manual, No. 430-938*.

Cub Scouts earn the shooting sports awards in the following order:

1. Rank-level patch. Choose a discipline: BB gun, archery, or slingshot. Complete the Level 1 requirements for that discipline.
2. Discipline device (pin). Complete the Level 2 requirements for the same discipline in which the patch was earned.
3. Additional discipline devices. Earn pins for the remaining disciplines by completing the Level 1 and Level 2 requirements in those disciplines. (NOTE: Both Level 1 and Level 2 requirements must be completed for each successive discipline.)

BB Gun Requirements

LEVEL 1: PARTICIPATION AND KNOWLEDGE (ALL RANKS)

1. Explain what you should do if you find a gun. Recite the four safety reminders.
2. On an approved range in your city or state, explain how to use the safety mechanism, and demonstrate how to properly load, fire, and secure the BB gun.
3. On an approved range, demonstrate to qualified leadership good shooting techniques, including eye dominance, shooting shoulder, breathing, sight alignment, trigger squeeze, and follow-through.
4. On an approved range, show how to put away and properly store BB gun shooting equipment after use.

LEVEL 2: SKILL AND KNOWLEDGE

To earn the Level 2 Skill and Knowledge recognition, Cub Scouts must complete the Level 1 Participation and Knowledge requirements, and do the following:

- Tigers must complete S1–S3 from the Tiger column.
- Wolves and Bears must complete S1–S4 from the Wolf/Bear column.
- Webelos and Arrow of Light Scouts must complete S1–S4 from the Webelos/Arrow of Light column.

	Tiger	Wolf/Bear	Webelos/Arrow of Light
S1	Demonstrate one of the positions associated with shooting BB guns.	Demonstrate one of the positions associated with shooting BB guns.	Demonstrate the prone, bench, and sitting positions associated with shooting BB guns.
S2	On an approved range, fire five BBs at the “TIGER” target. Score your target; then repeat and do your best to improve your score. (Fire a total of 10 BBs.)	On an approved range, fire five BBs at the “CUB SCOUT” target. Score your target; then repeat twice and do your best to improve your score each time. (Fire a total of 15 BBs.)	On an approved range, fire five BBs at the “WEBELOS/AOL” target. Score your target; then repeat three times and do your best to improve your score. (Fire a total of 20 BBs.)
S3	Demonstrate proper range commands, and explain how and when to use them.	Demonstrate proper range commands, and explain how and when to use them.	Demonstrate proper range commands, and explain how and when to use them.
S4		Tell five facts about the history of BB guns.	Tell five facts about the history of BB guns.

ARCHERY Requirements

LEVEL 1: PARTICIPATION AND KNOWLEDGE (ALL RANKS)

1. Demonstrate how to follow archery range safety rules and whistle commands.
2. Identify and name a recurve bow and/or compound bow.
3. Explain and demonstrate how to apply and use arm guards, finger tabs, and quivers.
4. On an approved range, demonstrate how to safely and effectively shoot a bow and arrow, including how to establish a correct stance, nock the arrow, hook and grip the bow, raise the bow, draw, anchor, hold, aim, and release/follow through.
5. On an approved range, demonstrate how to safely retrieve arrows after the range is clear and the command to retrieve arrows has been provided.

LEVEL 2: SKILL AND KNOWLEDGE

To earn the Level 2 Skill and Knowledge recognition, Cub Scouts must complete the Level 1 Participation and Knowledge requirements, and do the following:

- Tigers must complete S1–S3 from the Tiger column.
- Wolves must complete S1–S4 from the Wolf column.
- Bears must complete S1–S4 from the Bear column.
- Webelos and Arrow of Light Scouts must complete S1–S4 from the Webelos/Arrow of Light column.

	Tiger	Wolf	Bear	Webelos/Arrow of Light
S1	Identify three parts of the arrow and three major parts of the bow you will be shooting.	Identify three parts of the arrow and four major parts of the bow you will be shooting.	Identify four parts of the arrow and five major parts of the bow you will be shooting.	Identify five parts of the arrow and six major parts of the bow you will be shooting.
S2	Shoot three arrows at a target on an approved range; then repeat and do your best to improve your score. (Shoot a total of six arrows.)	Shoot five arrows at a target on an approved range; then repeat and do your best to improve your score. (Shoot a total of 10 arrows.)	Shoot five arrows at a target on an approved range; then repeat twice and do your best to improve your score each time. (Shoot a total of 15 arrows.)	Shoot five arrows at a target on an approved range; then repeat three times and do your best to improve your score each time. (Shoot a total of 20 arrows.)
S3	Demonstrate proper range commands, and explain how and when to use them.	Demonstrate proper range commands, and explain how and when to use them.	Demonstrate proper range commands, and explain how and when to use them.	Demonstrate proper range commands, and explain how and when to use them.
S4		Tell five facts about archery in history or literature.	Tell five facts about archery in history or literature.	Tell five facts about archery in history or literature.

Slingshot Requirements

LEVEL 1: PARTICIPATION AND KNOWLEDGE (ALL RANKS)

1. On an approved range, demonstrate to qualified leadership good shooting techniques, including eye dominance, breathing, sight alignment, and follow-through.
2. On an approved range, explain the parts of a slingshot and demonstrate how to properly use them.
3. Explain the different types of ammunition that may be used with a slingshot and those that may not be used.
4. Explain the different types of targets that may be used with a slingshot and those that may not be used.

LEVEL 2: SKILL AND KNOWLEDGE

To earn the Level 2 Skill and Knowledge recognition, a Cub Scout must complete the Level 1 Participation and Knowledge requirements, and do the following:

- Tigers must complete S1–S3 from the Tiger column.
- Wolves must complete S1–S3 from the Wolf column.
- Bears must complete S1–S3 from the Bear column.
- Webelos and Arrow of Light Scouts must complete S1–S3 from the Webelos/Arrow of Light column.

	Tiger	Wolf	Bear	Webelos/Arrow of Light
S1	On an approved range, shoot three shots at a target; then repeat and do your best to improve your score. (Shoot a total of six shots.)	On an approved range, shoot five shots at a target; then repeat and do your best to improve your score. (Shoot a total of 10 shots.)	On an approved range, shoot five shots at a target; then repeat twice and do your best to improve your score each time. (Shoot a total of 15 shots.)	On an approved range, shoot five shots at a target; then repeat three times and do your best to improve your score each time. (Shoot a total of 20 shots.)
S2	Demonstrate proper range commands and explain how and when to use them.	Demonstrate proper range commands and explain how and when to use them.	Demonstrate proper range commands and explain how and when to use them.	Demonstrate proper range commands and explain how and when to use them.
S3	On an approved range, try shooting with your non-dominant hand.	On an approved range, try shooting with your non-dominant hand.	On an approved range, try shooting with your non-dominant hand.	On an approved range, try shooting with your non-dominant hand.

**All Wolf Dens earned Level 1 in archery and sling shots in all camps.
BB Guns Level 1 was earned at Eisenhower Park, Old Min Park, Hoyt Scout Reservation and Deer Lake Scout Reservation.**