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

Camp Location Old Mine Park Trumbull, CT

Den Number in Camp 4

Den Leader in Camp _____

BEAR REQUIRED ADVENTURES

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.

*One of the items carved for Bear Claws requirement 3 may be used to fulfill Whittling Chip requirement 3.

Bear Adventure: Bear Necessities

- 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.
- Attend a campfire show, and participate by performing a song or skit with your den.
- Make a list of items you should take along on your campout.
- Make a list of equipment that the group should bring along in addition to each Scout's personal gear.
- 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.
- Help your leader or another adult cook a different meal from the one you helped prepare for requirement 5. Cook this meal outdoors.
- 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 and explain what the hitch is used for.

Bear Adventure: Fur, Feathers, and Ferns

1. _____ While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living nearby the place where you choose to hike.
2. _____ Name one animal that has become extinct in the last 100 years and one animal that is currently endangered. Explain what caused their declines.
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. **X**_____ 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.

Bear Adventure: Grin and Bear It

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

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:
 - ii. _____ Practice one way police gather evidence by taking fingerprints, taking a shoe print, or taking tire track casts.
 - iii. _____ Make a list of emergency numbers to post in your home, and keep a copy with you in your backpack or wallet.

BEAR ELECTIVE ADVENTURES

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 similar to one made by American Indians.
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 and demonstrate ceremonial dance steps.
8. _____ Create a dance.

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.

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.

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.

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 Bear 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.**