

**Powahay District Webelos College**  
**Saturday, November 3, 2018**  
**Webelos Adventure Pins Requirements and Prerequisites**

**Art Explosion**

Prerequisite: Requirement #1

Complete Requirements 1-3.

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.

**Adventures in Science**

Prerequisite: All requirements can be completed at the Webelos College

Complete Requirements 1-3.

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

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**Aware and Care**

Prerequisite: To be determined. No instructor yet.

Complete the following Requirements.

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

**Build My Own Hero**

Prerequisite: All requirements can be completed at the Webelos College

Complete Requirements 1-3 plus at least one other.

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

**Building a Better World**

Prerequisite: Requirements 4 and 5 must be complete before the Webelos College

Complete Requirements 1-6.

1. Explain the history of the United States flag. Show how to properly display the flag in public, and help lead a flag ceremony.
2. Learn about and describe your rights and duties as a citizen, and explain what it means to be loyal to your country.
3. Discuss in your Webelos den the term "rule of law," and talk about how it applies to you in your everyday life.

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4. Meet with a government or community leader, and learn about his or her role in your community. Discuss with the leader an important issue facing your community.
5. Show that you are an active leader by planning an activity for your den without your den leader's help. Ask your den leader for approval first.
6. Do at least one of these:
  - a. Learn about Scouting in another part of the world. With the help of your parent, guardian, or den leader, pick one country where Scouting exists, and research its Scouting program.
  - b. Set up an exhibit at a pack meeting to share information about the World Friendship Fund.
  - c. Under the supervision of your parent, guardian, or den leader, connect with a Scout in another country during an event such as Jamboree on the Air or Jamboree on the Internet or by other means
  - c. Learn about energy use in your community and in other parts of the world.
  - d. Identify one energy problem in your community, and find out what has caused it

**First Responder**

Prerequisite: Requirements 6 and 7

Complete Requirement 1 and at least five others.

1. Explain what first aid is. Tell what you should do after an accident.
2. Show what to do for hurry cases of first aid: Serious bleeding, heart attack or sudden cardiac arrest, stopped breathing, stroke, poisoning
3. Show how to help a choking victim.
4. Show how to treat for shock.
5. Demonstrate how to treat at least five of the following:
  - A. Cuts and scratches,
  - B. Burns and scalds,
  - C. Sunburn,
  - D. Blisters on the hand or foot,
  - E. Tick bites,
  - F. Bites and stings of other insects,
  - G. Venomous snakebites,
  - H. Nosebleed,
  - I. Frostbite
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 or health care professional.

**Earth Rocks!**

Prerequisite: All requirements can be completed at the Webelos College.

Complete all Requirements.

1. Do the following:
  - a. Explain the meaning of the word "geology."
  - b. Explain why this kind of science is an important part of your world.
2. Look for different kinds of rocks or minerals while on a rock hunt with your family or your den.
3. Do the following:

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- a. Identify the rocks you see on your rock hunt. Use the information in your handbook to determine which types of rocks you have collected.
- b. With a magnifying glass, take a closer look at your collection. Determine any differences between your specimens.
- c. Share what you see with your family or den.
4. Do the following:
  - a. With your family or den, make a mineral test kit, and test minerals according to the Mohs scale of mineral hardness.
  - b. Record the results in your handbook.
5. Identify on a map of your state some geological features in your area.
6. Do the following:
  - a. Identify some of the geological building materials used in building your home.
  - b. Identify some of the geological materials used around your community.

### Engineer

Prerequisite: All requirements can be completed at the Webelos College.

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

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

### Game Design

Prerequisite: All requirements can be completed at the Webelos College.

Complete all Requirements.

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

### Looking Back, Looking Forward

Prerequisite: All requirements can be completed at the Webelos College.

Do all Requirements.

1. Create a record of the history of Scouting and your place in that history.

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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.

**Maestro!**

Prerequisite: All requirements can be completed at the Webelos College.

Complete Requirements 1 and 2.

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

**Moviemaking**

Prerequisite: All requirements can be completed at the Webelos College.

Complete all Requirements.

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

**Sportsman**

Prerequisite: Requirement 2

Complete all Requirements.

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