

# CUB SCOUT ADVANCEMENT & RECOGNITION

## As of June 2015



### WOLF

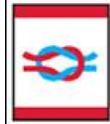
#### To Earn Wolf Badge

1. Complete 6 required Adventures.
2. Compete one Elective
3. Complete Youth Protection exercises.
4. Earn Cyber Chip Award

#### Required Adventures

##### Call of the Wild

- Campout
- 2 knots
- Outdoor safety
- Campfire



##### Council Fire

- Flag; Ldr meeting
- Service Project
- Thank you note
- Recycling



##### Duty to God Footsteps

- Family Worship
- Visit sacred site
- Sacred song; pray



##### Howling at the Moon

- Communicate
- Skit campfire



##### Paws on the Path

- Hike Safety; Code
- 1-mile hike
- ID species
- Map of area



##### Running with Pack

- Catch, balance beam
- Different walks
- Healthy diet



#### Elective Adventures

##### Adventures in Coins

- Coin rubbings,
- Game, weigh



##### Air of the Wolf

- Science Experiments
- Sound & instrument
- Kites



##### Code of the Wolf

- Math games
- Nature shapes
- Graphs, counting
- Codes



##### Collections & Hobbies

- Collect 10 items
- Visit Museum
- 10 autographs
- Game



##### Cubs Who Care

- Try crutches, etc.
- Visit event
- ASL & Scout Law



##### Digging in the Past

- Dinosaur activities
- Food layers



##### Finding Your Way

- Map & compass
- Scavenger hunt
- Compass hike family



##### Germes Alive

- Germ experiments
- Chore chart, chores for a week



##### Grow Something

- Grow plant 30 days
- Visit garden
- Make terrarium



##### Hometown Heroes

- Visit "hero" area
- Package to serviceman.
- Service Animals
- Event to honor heroes



##### Motor Away

- Paper planes
- Catapult
- Make 2 Boats
- Make car



##### Paws of Skill

- Fitness
- Warm-ups
- Improve for 2 weeks
- 30 min team sport



##### Spirit of the Water

- Pollution, conservation
- Swimming, rescues





## BEAR

### To Earn Bear Badge

1. Complete 6 required Adventures.
2. Compete one Elective
3. Complete Youth Protection exercises.
4. Earn Cyber Chip Award

### Required Adventures

#### Bear Claws

- Pocketknives
- Carve two items



#### Bear Necessities

- Campout; Essentials
- Campfire program
- Outdoor meal;
- Hitches; barometer



#### Fellowship & Duty to God

- Religious emblem
- Worship with family



#### Fur, Feathers, & Ferns

- Hike 1 mile; see animals
- Visit center
- Plant garden



#### Grin and Bear It

- Cub Carnival-awards,
- Help younger Scouts
- Game with reflection.



#### Paws for Action

- Citizenship
- Visit station
- Emergency plan
- Clean up projects



### Elective Adventures

#### Baloo the Builder

- Hand tools
- Two projects (wood)
- Apply finish



#### A Bear Goes Fishing

- ID 3 Fish
- Know rules
- Practice fishing



#### Bear Picnic Basket

- Cookbook w 5 recipes
- Go grocery shopping
- Cook food, snack



#### Beat of the Drum

- Native Americans
- Write legends, drum,
- Dances.



#### Critter Care

- Care pet 2 weeks
- Train Pet
- Visit vet



#### Forensics

- Fingerprints
- Solve Crimes,
- Visit station



#### Make It Move

- Pulleys, levers
- Rube-Goldberg machine



#### Marble Madness

- Marble History
- 3 marble games
- Obstacle course, maze



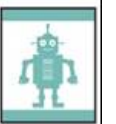
#### Roaring Laughter

- Tongue Twisters
- Play games, jokes
- Run ons



#### Robotics

- 6 Robot tasks
- Build robot hand
- Build own robot
- Visit



#### Salmon Run

- Boating
- Rescue
- Swim-beginner



#### Super Science

- Experiments
- Static Electricity
- Float & sink
- Color layer & morphing



#### World of Sound

- Make mbira,
- Sistrum, rain stick.





## WEBELOS

## ARROW OF LIGHT



### Elective Adventures for Webeelos, Arrow of Light

#### To Earn Webeelos Badge

1. 3 months active in Webeelos den.
2. Complete 5 required Adventures.
3. Compete two Electives
4. Complete Youth Protection exercises.
5. Earn Cyber Chip Award

#### To Earn Arrow of Light

1. 6 months active in Webeelos den.
2. Complete 4 required Adventures.
3. Compete three Electives
4. Complete Youth Protection exercises.
5. Earn Cyber Chip Award

#### Adventures in Science

- Visit with Scientist
- Four experiments or Observations



#### Aquanaut

- Safety; Rescues
- BSA Swimmer
- Dives, 2 strokes
- Visit rescue squad
- Paddle canoe



### Required Adventures

#### Cast Iron Chef

- Prepare wood, build fire
- Nutrition goals
- Menu and make meal with outdoor equipment



### Required Adventures

#### Building a Better World

- Citizenship, flag law
- Meet with leader
- Budget
- Conservation, recycling event



#### Art Explosion

- Visit gallery
- 2 Self Portraits
- 2 art projects
- 10 photos
- Portfolio



#### Duty to God and You

- Earn religious emblem
- Family Worship
- Individual worship



#### Adventure Camper

- Campout, tent
- Campfire program
- Bowline knot; Geocache
- Outdoor Code



#### Aware and Care

- Simulate disabilities
- Do 2 service projects



#### First Responder

- Hurry first aid
- Choking & shock
- First Aid kit
- Visit with 1<sup>st</sup> responder



#### Duty to God in Action

- Earn religious emblem
- Family Worship
- Individual worship
- Historical accounts



#### Build It

- Learn about tools
- Build project
- Career



#### Stronger, Faster, Higher

- Exercises
- Repeat for 30 days
- Den games, help, new sport



#### Scouting Adventure

- Oath, handshake, et. al.
- Visit Troop
- Use Patrol method
- Troop campout
- Knots, whip rope
- Pocketknife use



#### Build My Own Hero

- ID local heroes
- Award to hero
- Learn about heroes



#### Webeelos Walkabout

- Hike plan, 1<sup>st</sup> Aid kit
- ID poison plants, animals
- LNT, Outdoor Code
- Service Project
- Leadership role



#### Castaway

- Matchless fire
- Cook w/o pans
- Build a shelter
- Survival Activities



#### Earth Rocks!

- ID specimens
- Mineral Test kit
- ID map features, building materials
- Earth Science investigation



*(Webelos & Arrow of Light  
Elective Adventures cont.)*

**Engineer**

- Define engineering
- Use plans in project
- History activity
- Two projects, display



**Project Family**

- Family history
- Job chart
- Help with jobs
- Service project
- Check home
- Plan family event & do it.



Cyber Chip Patch (temporary patch, worn on R pocket)



**Fix It**

- Make toolbox
- Find valves, etc. in home
- Learn to solve problems
- Eight (of 21) FixIt projects



**Sportsman**

Show signals  
2 individual sports  
2 team sports  
Good Sportsmanship



**Game Design**

- ID 5 game parts
- Online safety
- Create game
- Teach another to play



**Cyber Chip Awards**

Cyber Chip Card. New card or change the date each year.

**CYBER CHIP REQUIREMENTS**

Cyber Chip, or internet safety, is required annually at every Scouting level. Get more info at [NetSmartz.org/scouting](http://NetSmartz.org/scouting)

**Into the Wild** (do 6 of 9)

- Care for specimen
- Aquarium or terrarium
- ID birds in a week;
- Watch & ID 4 creatures
- Ecosystems; visit center



**Into the Woods**

- ID trees, plants, & parts
- Visit nature area
- Plant & care for tree
- ID home items or take walk
- Tree ring ID



**Looking Forward, Backward**

- Scout History
- Make timeline
- Make time capsule



**Grades 1-3:**

- Commit to Internet Safety Pledge.
- Watch the video "Bad Netiquette Stinks."
- Tell leader what learned.

**Grades 4-5**

- Commit to Internet Safety Pledge.
- Watch the video "Password Rap."
- Use "Teachable Recipes"
- Den rules for devices.

**Maestro!**

- Attend performance
- Make instrument
- Form, play in band
- Teach song; Create song
- Perform



**Moviemaking**

- Story outline
- Create movie
- Share movie



*Note: All Cyber Chips will expire annually. Each Scout will need to "recharge" the chip by going back to the Netsmartz area, then the Scout can add the new date to the Cyber Chip card or certificate*