



## *Ancient Adventures 2019*

### *Adventure Sheet*



Your Camper may have done these adventures at camp. Day Camps are not responsible for Cub Scout advancement, but you may use this as a guide for possible advancement opportunities. We do many different activities at all of the camps. Here is a general list of the activities we are doing this year. We sometimes do different activities for different weeks of camp, so we may not have done all of these. These can be talking points with your child. Enjoy!

- Giant 6 foot ball tag
- Plant identification of local plants including poison ivy, oak, and sumac, and nature hike looking for native species and animals using binoculars
- Animal identification of local animals and their tracks
- Fossil dig and archeology
- First Aid skills including heat exhaustion, cuts and scrapes, hypothermia and frostbite, insect and snake bites, burns, shock, and how to call for help
- Knot skills including square knot, overhand, 2 half hitch, and bowline
- Scientific method and study of flight
- Robotics including drawing tin can robots, drawing robots, and toothbrush robots
- Gaga Ball, Gaga Ball and MORE Gaga Ball!
- 3-man slingshots
- Slingshot safety and shooting with dog food
- Marshmallow Shooters and Nerf guns
- Water rockets and trebuchet
- Exothermic and Endothermic reactions with baking soda bombs
- Engineering structures and popsicle catapults
- Flag etiquette, history and folding of the flag, outdoor flag ceremonies
- Fire building and safety with fire structures
- Primitive fire building and fire starters
- Leather stamping and staining
- Clay pots and extracting clay from the ground
- Horns and music
- Raced Cub Carts
- Climbing Wall
- Archery Shooting Sports award and pin
- BB Shooting Sports award and pin
- Slingshot Shooting Sports award and pin
- Perform in a skit
- Hiking an average of 3 miles per day at Day Camp



## **Bobcat**

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.

## **Tiger Adventures**

### **My Tiger Jungle**

1. Go for a walk outside, and pick out two or more sights or sounds of “nature” around you and discuss with your den.
2. Take a 1-foot hike. Make a list of the living things you find on your hike and discuss these plants with your den.
3. Point out 2 different kinds of birds that live in your area and with your den find out more about one of these birds.
4. Be helpful to nature by planting a plant and learn more about the needs and growth of the plant.

### **Tiger Adventure: Games Tigers Play**

1. Do the following:
  - a. Play 2 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.

### **Tigers in the Wild**

1. Cub scout essentials on hike
2. Go for a short hike
3. Listen to leader with outdoor code, discuss leave no trace, apply outdoor code
4. Find three different plants, animal tracks on trail
5. Participate in an outdoor pack meeting or campout. Do a skit.

### **Curiosity, Intrigue, Mysteries**

2. Spell your name using sign language, and spell your name in Braille.
3. Create a secret code. Share it with your family or den.
4. With the other Scouts in your den or with your family, crack a code that you did not create.
7. Conduct a science experiment
8. Share what you learned from a science experiment

### **Earning your stripes**

2. Demonstrate loyalty over the next week. Share with your den at next meeting.



4. Talk with your den about polite language. Learn how to shake hands and introduce yourself.
5. Play a game with your den

### **Team Tiger**

1. With your parent, guardian, or other caring adult, or with your den, talk about what it means to be part of a team. List some of the teams you are on (den, pack, family, class, etc.), and explain how you can help each one.
2. With your den, talk about your Tiger team. Volunteer to take your turn doing at least two different jobs, one of which is leading the Pledge of Allegiance.
4. With your den or family, participate as a team in a service project that helps our country or your community.

### **Stories in Shapes**

3. Create a piece of art on paper, poster board, or canvas.
4. Draw or create an art piece using shapes

### **Tiger-iffic**

3. Play a problem solving game with your den
5. Invent a game or change the rules of one
6. Team game with den

### **Tiger Tag**

1. Choose one active game, talk to den about it
2. Play two relay games, tell adult what you liked, have the den choose relay game
3. Select active outside game
4. Play game that your den has chosen

### **Tiger Theater**

5. Watch a play or attend a story time

## **Wolf Adventures**

### **Call of the Wild**

1. C. Attend day camp
3. Do the following:
  - a. Recite the Outdoor Code
  - b. Recite the Leave No Trace Principles for Kids with your leader and about how these principles support the Outdoor Code
  - c. After your outdoor activity, list the ways you demonstrated being careful with fire or other dangers.
5. Show how to tie an overhand knot and square knot
6. While on a den or family outing, identify four different types of animals you see or explain evidence of their presence. Tell how you identified them.

### **Council Fire**

1. With your den or pack, participate in a flag ceremony, and learn how to properly care for and fold the flag.
2. Participate in a community service project with your pack, den, or family.



3. With your parent or guardian's permission, talk to a military veteran about his or her service to the community or country. Then write a short thank-you note.

### **Howling at the Moon**

1. Show you can communicate in at least two different ways
2. Work with your den to create a skit
3. Work with den to plan, prepare, and rehearse skit
4. Practice and perform your role in skit

### **Paws on the Path**

2. Tell what the buddy system is and why we always use it
3. Describe what you should do if you get separated from the group
4. Choose the appropriate clothes to wear on a hike
6. Name two birds, two insects, and two other animals that live in your area
7. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map

### **Running with the Pack**

2. Practice balancing as you walk backwards, forwards, and sideways
4. Play a sport or game with your den

### **Air of the Wolf**

- 1.A. Make a paper airplane and fly it five times. Try to make it fly farther by altering its shape. Fly it at least five more times to see if your changes were effective.
- 2.B. Create a musical wind instrument, and play it as part of a den band.

### **Code of the Wolf**

4. Complete 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 and have that person send a message back to you
  - 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.

### **Cubs Who Care**

Complete at least four of the following:

1. With other members of your den, try using a wheelchair or crutches, and reflect on the process.
2. 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.
3. Learn about "invisible" disabilities. Take part in an activity that develops an understanding of invisible disabilities.
4. With your den, try doing three of the following things while wearing gloves or mittens:
  1. Tying your shoes
  2. Using a fork to pick up food
  3. Playing a card game
  4. Playing a video game



5. Playing checkers or another board game
6. Blowing bubbles
5. Paint a picture two different ways: Paint it once the way you usually would paint it and then again by using a blindfold.
6. Use American Sign Language to communicate either a simple sentence or at least four points of the Scout Law.
7. Learn about someone famous who has or had a disability, and share that person's story with your den or family.
8. Attend an event where people with disabilities are participants or where accommodations for people with disabilities are made a part of the event.

### **Digging in the Past**

1. Play a game that demonstrates your knowledge of dinosaurs, such as a dinosaur match game.
- 3.B. Make a dinosaur dig. Be a paleontologist, and dig through a dinosaur dig made by another member of your den. Show and explain the ways a paleontologist works carefully during a dig.

### **Finding Your Way**

- 1.A. Using a map of your city or town, locate where you live.
- 1.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.A. Identify what a compass rose is and where it is on the map.
- 2.B. Use a compass to identify which direction is north. Show how to determine way is south, east, and west.
3. Go on a scavenger hunt using a compass, and locate an object with a compass.
4. Using a map and compass, go on a hike or walk with your den or family.

### **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 or family.
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 or family.
- 4.A. Make a terrarium.

### **Paws of Skill**

1. Talk with your den about what it means to be physically fit
2. Talk about why it is important to stretch before and after exercising
4. Talk about what it means to be a member of a team and play a team sport game
7. Develop an obstacle course

### **Spirit of the Water**

1. Discuss how the water in your community can become polluted.
2. Explain one way that you can help conserve water in your home.



## **Bear Adventures**

### **Bear Necessities**

1. Attend day camp
2. Make a list of items you should bring along to day camp
3. Make a list of equipment that the group should bring along in addition to personal gear
4. Help set up a tent. Determine a good spot for the tent, and explain to your den leader why you picked it.
5. Demonstrate how to tie two half hitches

### **Fur, Feathers, and Ferns**

3. Name one animal that has become extinct in the last 100 years and one animal that is currently endangered. Explain what caused their declines.
4. Observe wildlife from a distance
5. Use a magnifying glass to examine plants more closely
6. Learn about composting and how vegetable waste can be turned into fertilizer for plants.
7. Plant a vegetable or herb garden.

### **Paws for Action**

1. Learn about our nation's flag. Display it at home for one month. Say the Pledge of Allegiance and learn its meaning.
2. Do at least one of 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.
4. A. Do a cleanup project that benefits your community.

### **Grin and Bear It**

1. Play a challenge game or initiative game with the members of your den

### **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.
4. Build your own robot.

## **Webelos Requirements**

### **Cast Iron Chef**

3. Use tinder, kindling, and fuel wood to demonstrate how to build a fire in an appropriate outdoor location. Show how to safely light the fire, under the supervision of an adult. Safely extinguish the flames

### **First Responder**

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
7. Create and practice an emergency readiness plan for your home or den meeting place.

#### **Stronger, Faster, Higher**

1. Understand and explain why you should warmup and cool down after exercising
4. Try a new sport that you have never tried before.
6. With adult guidance, lead younger scouts in a fitness game

#### **Webelos Walkabout**

1. Create a hike plan
3. 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.
4. With your Webelos den or with a family member, hike 3 miles.
5. Describe poisonous plants and dangerous animals and insects
6. Perform one of the following leadership roles during your hike: trail leader, first aid leader, or lunch or snack leader.

## **Arrow of Light Requirements**

#### **Building a Better World**

1. Explain the history of the U.S. Flag
2. Learn and describe rights and duties of a citizen
3. Discuss in your Webelos den the term "rule of law," and talk about how it applies to you in your everyday life.
- 6.D. Learn about energy use in your community and in other parts of the world.
- 6.E. Identify one energy problem in your community, and find out what has caused it.

#### **Outdoor Adventurer**

1. With the help of your den leader or family, plan and participate in an outdoor activity.



2. Discuss with your den or family what actions you should take in the case of the following extreme weather events: A. Severe rainstorm causing flooding B. Severe thunderstorm with lightning or tornadoes C. Fire, earthquake, or other disaster that will require evacuation.
3. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
4. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory.

### **Scouting Adventure**

1. A. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. Explain their meanings
1. B. Explain what Scout spirit is. Conduct yourself according to the Scout Oath, Scout Law, Scout motto, and Scout slogan.
1. C. Give the Scout sign, salute, and handshake. Explain when to use each.
1. E. Repeat the Pledge of Allegiance
5. A. Show how to tie a square knot, two half hitches, and a taut-line hitch.

## **Webelos and Arrow of Light Electives**

### **Adventures in Science**

1. Draw a picture of a fair test that shows what you need to do to test fertilizer's effects on plant growth.
3. A. Carry out the experiment you designed for Requirement 1.
3. B. Carry out the experiment again but change the independent variable. Report what you learned about how changing the variable affected plant growth.
- 3.D. Build and launch a rocket (water rocket)
- 3.G. Explore safe chemical reactions with household materials and observe what happens when the amounts of the reactants are increased.
- 3.H. Explore properties of motion

### **Art Explosion**

- 3.A. Draw an original picture outdoors, using the materials of your choice.
- 3.B. Use clay to sculpt a simple form.
- 3.C. Create an object using clay that can be fired, baked in the oven, or air-dried.
- 4.B. Display your artwork in a pack art show

### **Aware and Care**

1. Develop an awareness of the challenges of the blind or visually impaired through participation in an activity that simulates blindness or visual impairment.
2. Engage in an activity that simulates mobility or dexterity impairment.
3. With your den, participate in an activity that focuses on the acceptance of differences in general.

### **Castaway**

- 1.B. Demonstrate one way to light a fire without a match



- 2.B. With your den, demonstrate two ways to treat drinking water to remove impurities.
- 2.C. Discuss what to do if you become lost in the woods
- 2.D. Make a list of four qualities you think a leader should have in an emergency and why they are important to have.

### **Into the Wild**

1. Collect and care for an "insect, amphibian, or reptile zoo." Study them for a while and then let them go.
2. Set up an aquarium or terrarium. Keep it for at least a month.
3. Watch for birds in your yard or neighborhood
5. Watch at least four wild creatures
6. Identify an insect, reptile, bird, or other wild animal found in your area
7. Give examples of a producer, a consumer, and a decomposer in the food chain of an ecosystem, one way humans have changed the balance of nature, and how you can help protect the balance of nature

### **Into the Woods**

1. Identify two different groups of trees
2. Identify four trees common in your area
3. Identify four plants common in the area. Tell which animals use them and for what purpose.
4. Plant at least one plant outdoors.
5. With your den, take a walk and identify useful things made from wood.
6. 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.
7. Visit a nature center and speak with someone knowledgeable about trees and plants that are native to your area.

### **Sports**

2. Participate two team sports
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.

### **Maestro**

- 2.A. Make a musical instrument. Play it for your family, den, or pack.
- 2.B. Form a "band" with your den. Each member creates his own homemade musical instrument. Perform for your pack at a pack meeting.
- 2.H. Perform a musical number by yourself or with your Webelos den in front of an audience.