



Mysterious Adventures 2018

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 soccer with a team
- Backyard Bass fishing with casting and catching mythical creatures (cryptids)
- Plant identification of local plants including poison ivy, oak, and sumac, and nature hike looking for native species and animals
- Animal identification of local animals and their tracks and plaster animal tracks
- Microscopes to study local plants and insects
- 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, making bubbles, DNA models and punnett squares, and genetics with pea plant
- Simple machines including pulleys and levers, Rube Goldberg machines
- Gaga Ball, Gaga Ball and MORE Gaga Ball!
- Life Sized Clue, Giant Jenga, Tug 0' War, Steal the Bacon
- 3-man slingshots, Wristrocket safety and shooting with dog food
- Water rockets and trebuchet
- Giant inflatable obstacle course
- Exothermic and Endothermic reactions with baking soda bombs and sugar snakes
- Flag etiquette, history and folding of the flag, outdoor flag ceremonies
- Fire building and safety with fire structures and fire starters
- Knife safety and skills with soap carving
- Monster Eye leather keychains, paint Lego Steam Punk people, create beaded monsters and mystery treasure box
- Steampunk Auto Polo using pillow polo and driving Cub Carts
- Climbing Wall
- Archery Shooting Sports award
- BB Shooting Sports award
- Wristrockets Shooting Sports award
- Perform in a skit



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

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

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

Running with the Pack

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



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 (Plowmans Park Day Camp only)

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. Discuss with your den the ways the process was different.
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.

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



Bear Adventures

Bear Claws

2. Learn about knife safety and earn your Whittling Chip
3. Using a pocketknife, carve two items

Bear Necessities

2. Attend a campfire show, and participate by performing a song or skit
3. Make a list of items you should bring along on a campout
4. Make a list of equipment that the group should bring along in addition to personal gear
8. 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

A Bear Goes Fishing

1. Discover and learn about three types of fish in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each one likes.
2. Learn about your local fishing regulations with your den leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists.
3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target 30 feet away. Teach what you have learned to someone in your family, another Scout, or one of your friends.
4. Go on a fishing adventure, and spend a minimum of one hour trying to catch a fish. Put into practice the things you have learned about fish and fishing equipment.



Make It Move

1. Create an “exploding” craft stick reaction.
2. Make two simple pulleys, and use them to move objects.
3. Make a lever by creating a seesaw using a spool and a wooden paint stirrer. Explore the way it balances by placing different objects on each end.
4. Complete one of the following:
 - a. Draw a Rube Goldberg–type machine. Include at least six steps to complete your action.
 - b. Construct a real Rube Goldberg–type machine to complete a task assigned by your den leader. Use at least two simple machines and include at least four steps.

Webelos and Arrow of Light 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. After allowing the fire to burn safely, 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. Make an obstacle course
5. With adult guidance, lead younger scouts in a fitness game
6. Try a new sport you have never tried before



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.
5. Describe poisonous plants and dangerous animals and insects

Building a Better World

1. Explain the history of the U.S. Flag
2. Learn and describe rights and duties of a citizen

Outdoorsman

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. e. Repeat the pledge of allegiance
5. A. tie a square knot, two half hitches, taunt line
6. Pocket Knife Safety

Adventures in Science

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 fertilizer's effects on plant growth.
- 3.D. Build and launch a rocket (water rocket)
- 3.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.
- 3.H. Explore properties of motion

Art Explosion

- 3.A. Draw or paint an original picture outdoors, using the art materials of your choice.
- 4.B. Display your artwork in a pack art show

Aware and Care (Plowman's Park Day Camp Only)

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 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.

Castaway

- 1.B. Demonstrate one way to light a fire without a match
- 2.D. Discuss what to do if you become lost in the woods



Into the Wild

1. Collect and care for an "insect, amphibian, or reptile zoo." You might have crickets, ants, grasshoppers, a lizard, or a toad. Study them for a while and then let them go. Share your experience with your Webelos den.
3. Watch for birds in your yard or neighborhood
5. Watch at least four wild creatures (depends on site)
6. Identify an insect, reptile, bird, or other wild animal found in your area

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. Develop a plan to care for and then plant at least one plant or tree, either indoors in a pot or outdoors. Tell how this plant or tree helps the environment in which it is planted and what the plant or tree will be used for.
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, nursery, tree farm, or park, and speak with someone knowledgeable about trees and plants that are native to your area. Explain how plants and trees are important to our ecosystem and how they improve our environment.

Sportsman

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.