

Boy Scouts of  
America



# The New Cub Scout Adventure Program for 2015–2016

## BACKGROUND

The BSA's 2011–2015 National Strategic Plan calls for a number of actions to ensure that the Cub Scout program is as dynamic and relevant to today's youth and families as possible. Goal 411 is primary among several goals focused on this objective. It calls for an assessment of the current program and a redesign to meet the objective above. The project plan for the goal calls for completion in May 2015 with the rollout of any new program. The plan has been following these phases:

**Assessment:** Comparing current program to defined objectives

**Design:** Defining desired future outcomes and structure of the program

**Development:** Writing and development of youth and adult leader materials

**Production:** Final editing, production layout, and printing/online development

**Launch:** Communications, training, and material distribution

## RATONALE FOR CHANGE

The goal has been active since November 2010. More than 75 volunteers from across the country

have been or are actively involved with the planning and execution of this goal. Chaired by Russ Hunsaker of the Great Salt Lake Council, the task force includes subcommittees focusing on the following program objectives—the aims of Scouting and two strong Scouting methods:

- Character development
- Participatory citizenship
- Personal fitness
- Outdoor skills and awareness
- Leadership and life skills

This task will also result in changes to Boy Scouting and Venturing. Scouting will be better structured as a single program with consistent desired program outcomes at all levels—from age 7 to age 21—but delivered through age-appropriate activities that support the program.

## NEW PROGRAM MODEL

The general structure of the proposed new Cub Scout content is a series of “adventures,” which Cub Scouts (individually and as part of their den) will experience while working on their badge of rank. Once a Cub Scout has completed the six core adventures including one on

duty to God adventure, and one of his/his den's choosing he will have earned his badge of rank. In addition to the adventures required for rank advancement, there are additional elective adventures that members of the den may earn. Each adventure is designed to take roughly three den meetings to implement, one of which may be an outing, ranging from attending a sporting event as a den, to taking a hike, to visiting a museum or going on a campout. At the conclusion of each adventure, a recognition device is awarded. Presently, the recognition device is under development.

The authors also created a series of elective adventures in addition to the adventures required for rank advancement. This allows dens to create and customize a program for the interests of the boys in the den as well as create the opportunity for a year-round Cub Scout program.

*This is a working documents and is subject to change. While the program will reflect the approach described in this document, details will certainly change.*

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# Tiger, Wolf, and Bear Core Adventures for Rank

## Tiger Core

### Backyard Jungle

#### Youth Handbook Snapshot of Adventure

Do you know the neighbors who live close to you? The ones who live in your back yard, front yard, or even on your steps? Whether you live in the city, a small town, or the country, there are many animals and bugs living right beside you. In this adventure, you will learn all about the creatures in your own back yard!

**Rationale for Adventure**—A Tiger can learn that all animals and bugs, big or small, have a place in our environment, and it is his duty to be careful of their habitats and that regardless of his age, he can make a difference.

### Games Tigers Play

#### Youth Handbook Snapshot of Adventure

Do you like to play games? If you are like many Tigers, you probably do. There are many kinds of games. Some are board games. Some are video games. Some games are like puzzles. Sometimes we play games indoors and other times we go outside to play a sport. In some games, one person or a team wins. In other games, everyone wins. In this adventure, you will start to play games that help everyone leave the game a winner.

**Rationale for Adventure**—To help boys develop appropriate emotional responses and engage in shared decision making in group settings, and to encourage engagement in an active and healthy lifestyle.

### Team Tiger

#### Youth Handbook Snapshot of Adventure

When you look in a mirror, what do you see? You probably see one boy with one color of hair, one color of eyes, one nose, one mouth, one head, and one body. It's all about the number one. As one boy you can do many things. You can keep your room clean, do your school work, sing a song, ride a bike, and fly a kite all by yourself. But what if there was another boy beside you helping out? Could you do twice as much? Would your chores be finished quicker if you had help? What about three or four more boys working together? How much could you do?

In this adventure, you will see how you are part of several teams and how much you can accomplish with your team. You will tackle challenges with your Tiger den team,

do projects at home with your family team, and also see how you can become part of a community team.  
So get ready to roar, team Tiger!

**Rationale for Adventure**—In this adventure, the Tiger will be exploring how he might be different from others but also the same as others, and also how he can be a part of many teams. He will learn and experience ways he can help his den team, his family team, and his community team.

### Tiger Bites

#### Youth Handbook Snapshot of Adventure

We all have to eat to survive. In this adventure you will learn about how to properly feed your body to make you strong and healthy. You will learn about good food choices, how to keep yourself clean and good manners. You will have the opportunity to practice THREE parts of the Scout Law—a Scout is clean, a Scout is helpful, and a Scout is courteous.

**Rationale for Adventure**—Introduce or reinforce healthy eating habits through food choices, and hygiene. Introduce or reinforce good manners in relation to food and entertaining. Provide an opportunity for the Scout to provide a useful service to his family.

### Tigers in the Wild

#### Youth Handbook Snapshot of Adventure

You are about to go on a hike in the woods, but what should you take along? Water is always a good idea, but what else? What if you see some animal tracks along the way—how can you tell if it's a mountain lion, or a chipmunk? What kind of trees are you passing through? How do you know? On this adventure you will learn about all of these things—and more!

**Rationale for Adventure**—Outdoor experience. introducing many Scout skills.

## Wolf Core

### Call of the Wild

#### Youth Handbook Snapshot of Adventure

You are about to leave on another great adventure, this time with your family on a family campout! Before you leave on this new adventure, you should be prepared for any type of weather you might encounter. You will learn how to be ready for anything on this adventure! Your parents and leaders will help a lot at first. Try to do more yourself each time you go camping! Let's go, Wolf Cub Scout!

**Rationale for Adventure**—Family campout, weather changes in camping, knot tying, animal identification, emergency preparedness.

### Council Fire

#### Youth Handbook Snapshot of Adventure

A Wolf pack is a large family, where all the members take care of each other. In a pack, every Wolf has a job and everyone works together to keep the pack and its members safe, healthy, and happy. The leader of a Wolf pack is called Akela, and when the pack must get together to work on something or figure out a problem, Akela leads what is called a council fire. In this adventure, you will have a chance to be a part of different packs (your Cub Scout pack, your family, and your community) and participate in teamwork and a council fire to help make your pack safe, healthy, and happy.

**Rationale for Adventure**—This adventure will give Wolf Cub Scouts an opportunity to learn more about their neighborhood and community structure, how they can be a part of their community through service, and how others have provided service to our country.

### Howling at the Moon

#### Youth Handbook Snapshot of Adventure

Have you ever wondered why wolves howl at the moon? As nocturnal animals, this is when they most likely choose to communicate by howling. Their howls may be a cry to meet up with the pack, a signal to tell their location, or a way for them to tell others where their territory is. During this adventure, you will get a chance to do your own howling, with your den and maybe even with others in the pack. With your howls, you too will be able to communicate with your fellow Wolf Scouts.

**Rationale for Adventure**—This adventure will give the Cub Scouts an opportunity to become comfortable speaking in front of other Cub Scouts and parents. It will also serve as a foundation to organizing a campfire and how/what to perform in a program.

## Paws on the Path

**Youth Handbook Snapshot of Adventure**  
Exploring faraway mountains! Traveling through deep dark jungles! Crossing dry, hot deserts! All of the adventurers who master these journeys got their start on a simple hike, just like the ones you and your Wolf den are about to start on! Hike on, Wolf Scout!

**Rationale for Adventure**—Hiking skills development.

## Running With the Pack

**Youth Handbook Snapshot of Adventure**  
In this adventure, you will test your Wolf skills in jumping, balancing, catching, and running. Every Wolf Cub Scout practices his physical skills so he can improve them and “run with the wolf pack” wherever they go. You will enjoy testing your skills through den games with the other Cub Scouts in your den.

**Rationale for Adventure**—Promote physical fitness and good health through games and other fun activities.

# Bear Core

## Bear Claws

**Youth Handbook Snapshot of Adventure**  
A pocketknife is a very useful tool. As a Scout you have many opportunities to use this tool during Scouting activities. However, while it is a useful tool, it is also a very dangerous tool and as such demands respect from you. It is important that you know when to use your pocketknife and when to leave it in your pocket. You must also know how to take care of your pocketknife so it will always be in the best condition to safely help you.

**Rationale for Adventure**—Most young men are very excited about the opportunity to own and carry a pocketknife. In many families this may be a rite of passage. It is important that the Scout understands a pocketknife is a tool and not a toy, and how to responsibly handle and use the pocketknife when he is around others.

## Bear Necessities

**Youth Handbook Snapshot of Adventure**  
Welcome Bear Scout! A bear is at home in the outdoors and knows how to prepare for changes in weather and take care of himself outdoors. You learned some camping skills as Tigers and Wolves, you'll learn more as you work on your Bear badge, and even more as a Webelos Scout! On this adventure, you will learn how to plan and set up a campsite, cook a den meal, watch for changes in the weather, and improve your Scout skills as well! Are you ready?

**Rationale for Adventure**—Improving outdoor skills.

## Fur, Feathers and Ferns

**Youth Handbook Snapshot of Adventure**  
In this adventure you will explore the outdoor world of mammals, birds, plants, and more! You will understand that every living thing has a home. (Many are very near you.) You will also discover that almost every living thing's neighborhood is a home to at least one type of another living thing. Protecting those homes, called habitats, is up to all of us, and you can help!

**Rationale for Adventure**—Learn about the world of creatures and how we affect our environment.

## Grin and Bear It

**Youth Handbook Snapshot of Adventure**  
Seamus: What do you call a monkey that flies?

Conner: Tell me.

Seamus: A hot-air baboon!

City boy: I suppose you hatch all these eggs yourself?

Farm boy: Nope, we've got hens here to do that.

Enjoying a joke has been part of Scouting for a long time. The first joke above was printed in Boys' Life magazine in the 2000s. The chicken joke came from Boys' Life in 1916. Both can put a smile on your face.

A smile on a person's face is one of the best things they can wear. Helping to put a smile on another person's face is one of the best things a person can do. This adventure will help you take on the challenge of putting a smile on another person's face.

One place that can almost always put a smile on someone's face is a carnival. The midway has interesting things to see. The stunts performed under the big top can be amazing. Brave people show their feats of skill on the trapeze, and talented acrobats ride horses while standing up or ride

bicycles across a high wire.

In this adventure, you will try some feats of skill, you will have fun trying new things, and you will work to put a smile on someone's face when they enter the Cub Scout Carnival. When you see your guests smile, you will see them “grin and bear it.”

**Rationale for Adventure**—The purpose of this adventure is to help Cub Scouts learn the value of helping other people have fun. The goal is to make sure all boys and leaders make a grin and wear it.

## Paws for Action

**Youth Handbook Snapshot of Adventure**  
When a bear cub is born his mother is a big part of his life. She must take care of him and teach him the things he needs to know to become a healthy and happy adult bear. Just like the bear cub, you have been taken care of by your family and shown many things that you will need to know about life. As you continue to grow into a young man, you will become more and more able to take care of yourself without the help of others. One day you may be the teacher for others as they begin their own adventures.

**Rationale for Adventure**—Scouts of this age are learning to become more independent and how they can take care of themselves and be a help to their family, community, and the environment. They should also continue to learn about patriotism and loyalty to our country.

# Webelos First Year Core Adventures

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## Cast Iron Chef

### Youth Handbook Snapshot of Adventure

Food is an important part of our lives, and eating healthy helps us grow, gives us energy, and keeps our minds sharp. In this adventure, you will get the chance to help plan what healthy foods you can prepare for your den or family, set nutritional goals for yourself, and build something to cook your meal in/on. You will be part of the cooking process, from learning how to lay and light a campfire to eating all the snacks you prepared!

Rationale for Adventure—Webelos Scouts will learn better nutrition as well as ways to take care of their bodies while being mindful of menu planning and finances.

## First Responder

### Youth Handbook Snapshot of Adventure

You will have the chance to put the Scout motto, “Be Prepared,” into practice in this adventure by building your own first aid kit, planning and preparing for emergencies of all kinds, and seeing how professional first responders help their community. This adventure will leave you feeling more prepared in case of an unknown emergency, and have you ready to help if you are first on the scene.

Rationale for Adventure—This adventure will provide Scouts with an introduction to the skills and responsibilities of a first responder. Activities will cover essential personal safety and first aid skills.

## Stronger, Faster, Higher

### Youth Handbook Snapshot of Adventure

Fitness is an important part of our lives. It helps keep our bodies and minds healthy and strong. There are so many different ways that you can be physically active in your day, some you are probably already doing and you don’t even know it! Through the Stronger, Faster, Higher adventure, you will begin to understand how to exercise in a healthy and safe way, while coming up with creative ways to be active every day.

Rationale for Adventure—Promote physical fitness and good health.

## Webelos Walkabout

### Youth Handbook Snapshot of Adventure

Hiking can be great exercise and a fun activity to do with your den or family. It is important to remember that hiking is something you will need to plan for; what you will bring, what you will see, and what to do if there is an emergency. This adventure will give you a chance to plan and be prepared for a hike, go on a hike with your den, and help your community by doing a hiking-related service project.

Rationale for Adventure—Preparation for an outdoor experience and hiking activity.

# Webelos Second Year Arrow of Light Core Adventures

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## Building a Better World

### Youth Handbook Snapshot of Adventure

Learning how to be a good citizen isn’t always easy. It can be overwhelming to think about how YOU can make a difference in the world. In Building a Better World, you will learn how to start small, by becoming the best person you can be in your family, and building out bigger by learning how to help your community, be loyal to your country, and even make an impact on the greater world!

Rationale for Adventure—Citizenship enhancement and understanding.

## Camper

### Youth Handbook Snapshot of Adventure

Camping is so much more than just sleeping outside! In this adventure, you will get the chance to plan and go to a pack campout (which includes songs, skits, and much more), learn to use GPS to find your way around and discover hidden treasures by geocaching, and learn to identify common star constellations and get a great appreciation for the world around you.

Rationale for Adventure—Outdoor skills familiarization and improvement.

## Scouting Adventure

### Youth Handbook Snapshot of Adventure

The Scouting Adventure will help prepare you to join a Boy Scout troop by allowing you to meet with a Boy Scout troop meeting and a Boy Scout troop outdoor-oriented campout or activity. As you prepare for this outing with the troop, you will attend and experience a troop meeting and identify what happens in a troop meeting that looks and feels different than a den meeting. You also get to model a patrol using the patrol method as you make your plans to attend the outing. Meeting and interacting with a troop will help you understand the meaning of the boy-led Scouting adventure that awaits you in Boy Scouts.

Rationale for Adventure—Preparation for Boy Scouting, Scout skills, Scout spirit.



# Duty to God Adventures Required for Rank

The Boy Scouts of America maintains that no member can grow into the best kind of citizen without recognizing an obligation to God. In the first part of the Scout Oath or Promise, the member declares, "On my honor I will do my best to do my duty to God and my country and to obey the Scout Law." The recognition of God as the ruling and leading power in the universe and the grateful acknowledgment of His favors and blessings are necessary to the best type of citizenship and are wholesome precepts in the education of the growing members. No matter what the religious faith of the members may be, this fundamental need of good citizenship should be kept before them. The Boy Scouts of America, therefore, recognizes the religious element in the training of the member, but it is absolutely nonsectarian in its attitude toward that religious training. Its policy is that the home and the organization or group with which the member is connected shall give definite attention to religious life.

## Section 1. Declaration of Religious Principle, clause 1.

*The new Cub Scout Adventure program believes that a Cub Scout should understand and practice his duty to God. The following duty to God adventures have been designed to help the Cub Scout do so. They are required in order to receive his rank. The adventures are mainly home-based but can be carried out in a den meeting setting if the unit should so choose.*

### Tiger Duty to God Adventure

#### My Family's Faith

Youth Handbook Snapshot of Adventure  
*Become a faith investigator as you discover what faith means to you and your family. Discover what makes each member of your family different and what special gifts they have. Make a banner to show your faith and the reason your family is so special to you!*

Rationale for Adventure—Helping a Tiger understand what duty to God means in Scouting and for them and their family.

### Wolf Duty to God Adventure

#### Footsteps of Faith

Youth Handbook Snapshot of Adventure  
*Faith is not only a belief in a God, but showing others by your actions what your faith is. You will learn about footsteps that have come before showing faith. This can help you begin to think about how the footsteps you take as a Scout as you learn lots of exciting new skills and adventures can help you show your faith in God.*

Rationale for Adventure—Provide consistent awareness of a Scout's faith and that by practicing his faith he is showing his duty to God.

### Bear Duty to God Adventure

#### Fellowship of Faith

Youth Handbook Snapshot of Adventure  
*Treating others the way we want to be treated, often called the golden rule, is a principle found in almost every religion. It is a good rule to follow every day! It is one way we can practice our duty to God. When we help our neighbors, treat family members with kindness, help our friends, and even reach out to people in our community, we help make life better for them. Helping others is a good way to have fellowship with others. We become happier, and our faith in God is strengthened! In this adventure, you will have opportunities to practice your duty to God by helping people around you.*

Rationale for Adventure—To practice their duty to God, Bear Cub Scouts will have opportunities in this adventure to be good neighbors as they reach out in fellowship to those in their communities. Cub Scouts will experience the universal principle, common to many religions, that we should treat others the way we want to be treated.

### Webelos First Year Duty to God Adventure

#### Faith in Action

Youth Handbook Snapshot of Adventure  
*Understanding more about your religious beliefs, and the beliefs of others close to you, can help you make sense of the world around you. The Faith in Action adventure allows you to explore your own faith, plan and participate in your own Scout interfaith service, and help you plan ways to continue your faith practices in the future.*

Rationale for Adventure—A Scout is reverent. He is reverent toward God. He is faithful in his religious duties and respects the convictions of others in matters of custom and religion.

### Webelos Second Year Arrow of Light Duty to God Adventure

#### Faith in Action

Youth Handbook Snapshot of Adventure  
*In this adventure, you will have the opportunity to further explore your faith and duty to God in your own way. You can call on the past (your ancestors) and the present (you!) to get ideas about how to make faith an important part of your life.*

Rationale for Adventure—A Scout is reverent. He is reverent toward God. He is faithful in his religious duties and respects the convictions of others in matters of custom and religion.

# Tiger, Wolf, Bear, and Webelos Elective Adventures

## Tiger Elective Adventures

### Curiosity, Intrigue and Magical Mysteries

Youth Handbook Snapshot of Adventure  
*Ever wonder how a magician does a trick? Can you spell your name using your hands or read your name on a paper with your eyes closed? Do you think you could turn an object another color? Get your Tiger stripes moving and let's solve some mysteries!*

Rationale for Adventure—Tigers are always looking for an exciting adventure. They are curious about how things work and always want to learn and discover more. In Curiosity and Intrigue, Tigers, with you and their adult partner helping, will learn about cracking codes and mysteries as well as how science helps us solve problems and discover why things work a certain way.

### Earning Your Stripes

Youth Handbook Snapshot of Adventure  
*Did you know the color orange can give you certain feelings? Just like the sun, the color orange makes you feel warm. Helping others can also make you feel warm and cheerful and give you energy. You can be helpful to others by being loyal and using polite words. You can also help the environment by recycling. Tigers are proud to be orange because it shows they are enthusiastic about helping others and are earning their tiger stripes!*

Rationale for Adventure—The color orange represents warmth, cheer, enthusiasm, creativity, and energy. Tigers are similar to the color orange in the ways they show their enthusiasm for helping others and their energy to complete tasks. Helping others provides the opportunity to build self-esteem, value what is available to them, and create a cheerful attitude. Warmth in the color orange is similar to using proper manners when speaking to others.

### Family Stories

Youth Handbook Snapshot of Adventure  
*Our families today come in all shapes and sizes and come from places all over the world. We have traditions that started many years ago with our ancestors that continue today. We can learn a lot about a person from their family name, their nationality, or where their family may have come from.*

*What can others learn about you from your family name? Our families are different but yet our families can also be alike.*

Rationale for Adventure—To help the Tigers learn about their family and their heritage.

### Floats and Boats

Youth Handbook Snapshot of Adventure  
*Ahoy there! Swimming and boating are fun things to do. You will learn about different types of boats and water rescues. You will buddy up to enjoy the water safely. So get ready to have fun while floating and boating!*

Rationale for Adventure—Teamwork, problem solving, safety awareness, skill development.

### Good Knights

Youth Handbook Snapshot of Adventure  
*Did you know that being a Tiger is a lot like being a knight? A Scout is smart, courteous, and strong. A knight was also smart, courteous, and strong! During this adventure, you will be able to do some of the same activities that knights used to do hundreds of years ago. You will be able to make your own shield, build a castle, and have a jousting obstacle course adventure!*

Rationale for Adventure—To help the boys realize that the Scout Law is a code of conduct that they can use to make their bodies and minds stronger.

### Rolling Tigers

Youth Handbook Snapshot of Adventure  
*Oh, what fun! Wheels below my feet and the wind in my face, I am traveling down the road at a really fast pace! Who doesn't love getting on their bicycle and going for a long ride with not a care in the world? In this adventure, you will be able to take the opportunity to learn about keeping your bicycle in good working order and being safe while having fun.*

Rationale for Adventure—To help the Tigers learn about their bicycles, safety gear, and keeping safe while riding.

### Sky Is the Limit

Youth Handbook Snapshot of Adventure  
*The enormous size of the sky holds wonder and excitement to all who look upon it, whether it is day or night. During the day when the sun is shining, the sky around us can be seen for miles and shows us the sights of cloud formations, birds, and vapor streams from planes. However, when the Sun goes down and the sky turns dark, the sky twinkles with stars, shooting stars, and many other mysterious objects.*

Rationale for Adventure—To help Tigers learn about the mysterious night sky. Identifies some of the tools used by astronomers and star gazers.

### Stories in Shapes

Youth Handbook Snapshot of Adventure  
*Scouts are creative and can be great storytellers through art. Have you ever wanted to be a painter? Or make really big statues? Maybe you draw pictures of your friends and family or your school and home. Maybe you painted in school or made something out of clay. People who do these things are called artists, and the things they make are called art. You probably see art every day—a painting, a statue, a drawing. What are things you notice about the piece of art? Have you ever looked at a painting or a drawing and wondered what it would be like to be an artist? When you look at someone else's art, what do you notice first? Is it the colors, the shapes, the size — or maybe it's something else like the material the artist used? Maybe the artist used paint, but maybe the art is made of stone or steel or fabric. Do you think these things make a difference or change the way you look at or think about the art? In this elective, you will have a chance to use your imagination to create something called "abstract art." Abstract art uses shapes or colors that are different from what you might see in real life. For example, have you ever seen a purple tiger or a square wolf or a bear made of green triangles? Probably not, but with your imagination and some help from your partner, you could make your own abstract art project and share it with your den!*

Rationale for Adventure—To engage the boys' imaginations and creativity by working on some simple art projects, though the projects do not require traditional art skills.

## Tiger-iffic!

### Youth Handbook Snapshot of Adventure

*This elective gives you more chances to invent or play some games. Some of the games can be played without other players, some will need more players but only one person can win, and some will have a team that wins. After you play several different games, tell Akela and the members of your den what you liked best about each kind of game and what you think makes a good game.*

**Rationale for Adventure**—To help boys learn about different types of games, whether individual games, team games, or initiative games. This elective provides them with the chance to explore new (to them) games, to use their imaginations, and to encourage their willingness and ability to work and talk in the group.

## Tiger: Safe and Smart

### Youth Handbook Snapshot of Adventure

*A Scout is prepared, and a safe Tiger is a smart Tiger! You can be an important helper to both police officers and firefighters by knowing and practicing your safety plans! Smart Tiger can help teach their family what they can do in an emergency.*

**Rationale for Adventure**—A safe child is one who is aware of their surroundings and knows how to respond to danger.

## Tiger Tag

### Youth Handbook Snapshot of Adventure

*Being a Tiger is a lot of fun! Meeting with your den, following the den leader, working with your adult partner, pack meetings, and going to see places are all different ways to have fun.*

*One way you can have fun as a Tiger is by playing active games. Playing active games is also an easy way to get exercise and build your muscles. Running and jumping are good exercise, but just moving around is good for you too! Any kind of activity will help your brain and the rest of your body and help you stay healthy. In this elective, you will have a chance to play active games with your den, with your partner, and with your family. Playing games with other people is more fun than playing alone. Just remember to be a good Scout when you are playing games. Practice the Scout Law by being friendly, courteous, and cheerful. Play fair, take turns, and be a good sport!*

**Rationale for Adventure**—To engage the boys in some active games with their adult partners and establish an appreciation for activity and its role in maintaining one's health and mental abilities.

## Tiger Tales

### Youth Handbook Snapshot of Adventure

*Tall tales are stories, customs, songs and sayings from our past that are handed down by families or a group of people. They tell us about our ancestors. American folklore is told in stories and songs, some true and some told in a way to make the story better. Most important, these stories all tell us about the hopes and dreams of life in early America. A modern day story might be the fishing story of "the one that got away" on a recent fishing trip you or a friend may have been on. It's that big fish that you reeled in and tossed back in the water to save for another fishing adventure.*

**Rationale for Adventure**—Our past is exciting and important for Scouts to understand. Tiger Tales offers a glimpse of songs, stories, and customs that have been passed down through families and groups of people about the history of America. Some stories are about real people such as Davy Crockett. Their stories tend to be exaggerated to make them seem bigger than life. Other times, stories are about fictional characters capable of amazing things that seem impossible. Either way, tall tales and folk songs offer the spirit of American life from our ancestors telling us about their happiness, fears, dreams, and the hopes they shared.

## Tiger Theater

### Youth Handbook Snapshot of Adventure

*Have you ever imagined that you were a tiger in the jungle? What about pretending you were a whale swimming through an ocean or an adventurer traveling to the moon? Theater is a fun way to develop those creative "muscles" and have a great time while doing it. In this adventure you will learn some fun ways to tell a story in different ways!*

*In the game charades you cannot use words, only actions. During a reader's theater activity, your den will tell a story by using your voice when you read the story together. Puppets can be made many different ways, and you will be able to create your very own puppet!*

**Rationale for Adventure**—Children love to pretend. They start at a young age by imitating what is around them. By the time the reach school, they are starting to be ready for the next step...creating their own adventures to share. Theater gives them a chance to become more confident. As Boy Scouts they will be performing more, and by starting as Tigers, they will be strong speakers and leaders both in Scouting and in their daily lives.

## Wolf Elective Adventures

### Adventures in Coins

#### Youth Handbook Snapshot of Adventure

*Imagine being able to make 40 million coins in one day! If it were in nickels, it would be \$2,000,000 (2 million dollars)! Journey along as you learn all about coins, where they are made, and how to figure out what all those pictures and words on the coins mean.*

**Rationale for Adventure**—How a coin can tell a story by identifying what the markings are on a coin. Learning about the different coins in circulation and their value. Mathematics skills: addition, subtraction, and estimating.

### Air of the Wolf

#### Youth Handbook Snapshot of Adventure

*Every day and all the time you are surrounded by something that you probably never think about. It doesn't matter if you are awake or asleep, sitting still or moving around. It's all around you all the time. You can't see it, and you usually can't hear it. But you need it just like all other living things. It affects the things you do and the games you play. This elective gives you a chance to play with something you probably never thought you could play with: air. The same air you breathe. The same air that lets a baseball pitcher throw a curve ball. The same air that runs some tools. And the same air that you put into your bicycle tires!*

**Rationale for Adventure**—This elective is part of the STEM group and introduces the boys to a way of thinking about something that they have probably not thought about. We start with some basic discoveries about a common, generally overlooked substance, namely air, and proceed to discover ways that the air works for us or things it can do for us.

### Code of the Wolf

#### Youth Handbook Snapshot of Adventure

*Do you ever think about what you want to do when you grow up? Did you know that everyone uses math, either in their job or in their daily activities or both? Even now you use math every day, even if you don't think about it. Did you cook anything recently? You had to measure the ingredients. Did you build anything? You had to count and measure the pieces. Do you have a favorite team? The team has won and lost a certain number of games. When you buy something, how do you know if you got the right change?*



*Yes, math is all around you. This adventure helps you explore math, how it really is all around you, and how you can use it to have fun. Let's look at the world of math.*

**Rationale for Adventure**—This elective is part of the STEM group and has the boys engage in some math-related activities that have them doing math, but one hopes not as if it is work. Rather the goal is to introduce math as a tool that will help them discover relationships and activities. It includes counting, simple arithmetic, geometric shapes, and code generation.

### Collections and Hobbies

**Youth Handbook Snapshot of Adventure**  
*A hobby is something you enjoy doing in your spare time. It allows you to participate in an activity that you find exciting and interesting. You might also learn a new skill from a hobby. There are lots of hobbies you can enjoy, from reading a book to collecting items you are interested in. Both reading and collecting items allow you to learn something new. You can collect almost anything! You might already have a collection of one of your favorite things at home and do not even realize it could be considered a collection. Your collection could be displayed in plastic sleeves (like patches or baseball cards), in a picture frame, or in an egg crate. However you choose to display your collection is up to you.*

**Rationale for Adventure**—Collections and hobbies say something about you as a person. They demonstrate what you like or find interesting. Collecting items or having a hobby allows you to learn a new skill or develop a better understanding about a certain thing or object. You can also meet new people while enjoying your hobby.

### Cubs Who Care

**Youth Handbook Snapshot of Adventure**  
*This elective is a chance to learn about what it's like for people who have trouble doing things that most of us never think about—things like going down the street or watching TV. For a person in a wheelchair or who must use a cane or crutches, just getting around can be difficult. How do they go up the stairs? For a person who has trouble hearing, how do they watch TV or hear the fire alarm?  
This elective will help us all understand our own physical limits as well as what we can do to be sure others can do as much as they are able to do.*

**Rationale for Adventure**—This elective is intended to help Wolf Cub Scouts learn about physical disabilities, which are more easily and readily understood at their age than are learning disabilities and mental impairments.

### Digging Into the Past

**Youth Handbook Snapshot of Adventure**  
*Paleontologists study dinosaurs. Because dinosaurs lived thousands of years ago, they use fossils and bones from the ground to learn about their habits, food, and size. During this adventure, you will use your Wolf brains to match dinosaurs to their names, your Wolf imagination to create your own dinosaur, your Wolf taste buds to eat some fossil layers, and your Wolf paws to make fossils and then dig them out!*

**Rationale for Adventure**—To help Scouts understand the formation of fossils.

### Finding Your Way

**Youth Handbook Snapshot of Adventure**  
*Ancient Greeks went on many adventures. Their writings told of faraway lands and treasures. To explain where their adventures took them, they created the word geography. "Ge" meaning "earth" and "grapho" for "to write". Geography is the science of the earth's surface. Much like the ancient Greeks, you too can travel on an adventure!*

**Rationale for Adventure**—Learning to read and use a map and a compass is a valuable skill. Scouts will be given an introduction to maps, symbols, cardinal directions of north, south, east, and west as well as basic functions of a compass.

### Germes Alive!

**Youth Handbook Snapshot of Adventure**  
*There are many questions about healthy bodies that we get to explore in this elective! Do you know why we wash our hands? Why do you have slimy mucus in your nose...and why is it so important? What happens if you sneeze into the air instead of the bend in your elbow? Clean rooms do not just make adults happy...they keep wolves healthy, too! We will experiment and find answers to all of these questions while we journey through this adventure! After all, healthy habits create healthy habitats!*

**Rationale for Adventure**—To teach Wolf Cub Scouts about the importance of proper hand washing, covering sneezes, and clean rooms through hands-on, gross science experiments.

### Grow Something

**Youth Handbook Snapshot of Adventure**  
*How do plants and vegetables grow? It is like magic—we prepare the soil, stick a seed in the ground, water it, and before you know it, something is growing. Wow! There are some plants that grow without soil; they grown in water. Taking care of a garden is quite a bit of work but can be very rewarding. Learning to take care of things is the key. Sun, water, shade, fertilizer—these are all things that are very important in helping plants grow.*

**Rationale for Adventure**—To help the Wolf Cub Scout learn about how plants grow and the importance of taking care of things.

### Hometown Heroes

**Youth Handbook Snapshot of Adventure**  
*There are heroes all around us. Some don't even know they are heroes. What do you have to do to be a hero? A hero can be someone who is brave, takes care of people, helps others, and lives the Scout Oath and Law.*

**Rationale for Adventure**—To help the Wolf Cub Scouts learn about the heroes within their community.

### Motor Away!

**Youth Handbook Snapshot of Adventure**  
*There are many ways to make things go. Electricity, fuel, and batteries. However, did you know that you have the power to make a boat sail in the water, propel (move) a spool car forward, and fly an airplane across the room? Wolves are very powerful creatures, and we are going to explore how you can use the air in your lungs, strength of your wolf paws, and power of your imagination to make things go!  
Propulsion is what moves an object (like a plane, car, or boat). In this adventure, we are going to explore some different ways to propel some different vehicles that you get to make.  
As we journey through the land, water, and air, think about the way that the shape of your cars, boats, and planes affects the distance they can go.  
We are going to start in the sky, flying paper airplanes two different ways, one with the power of your arms and the other by using your hands and rubber bands!*



**Rationale for Adventure**—We live in an electronic world. This adventure gives Scouts the chance to rely on the power in their own bodies. By blowing air, throwing planes, or using rubber bands, they will have the chance to explore propulsion in its most basic form.

## Paws of Skill

***Youth Handbook Snapshot of Adventure***  
Sports and games are fun, and we learn from participating in them. Teamwork, helping others, learning rules, and being a good sport is what it is all about. Remember the Scout Oath and Law when playing games and sports.

**Rationale for Adventure**—To help the Wolf Cubs learn about keeping themselves fit.

## Spirit of the Water

***Youth Handbook Snapshot of Adventure***  
The spirit of the water tells us that water has magical powers. Water is an important part of our lives. We need water to live, and we use it to have fun. This adventure will help you learn about water safety, how to become a better swimmer, and how to have fun in the water. It will also help you discover ways to conserve water.

**Rationale for Adventure**—Water conservation, aquatics safety, physical development and fitness, skill development, FUN in the water!

## Bear Elective Adventures

### Baloo the Builder

***Youth Handbook Snapshot of Adventure***  
Learning to build things that are useful or fun is an important skill to have. You can make a lifelong hobby from what you learn, or you could become a builder as your life career choice.  
Depending on what you are constructing, building materials in a project may vary from wood to cement, to plastic, to steel, or even a combination of all of these. For this adventure we are going to focus on wood. You will learn about the correct hand tools and how to safely use them. You will learn how to select the right type of wood for the project you decide to make and why that step is so important. Before you finish this adventure you will use your new skills to make a project from wood.

**Rationale for Adventure**—Learning to work with wood to create fun and useful items is a good skill for anyone to have. This adventure will expose the Bear Cub Scout to the proper use and safety of hand tools, how to choose the correct type of wood for a project, and also how to construct a project. This adventure offers a good opportunity to bring other adults

into the den setting by asking for help with some of the technical aspects of the adventure. This adventure can become the preliminary taste of woodworking, which is a merit badge offered at the Boy Scout level.

## A Bear Goes Fishing

***Youth Handbook Snapshot of Adventure***  
Many bears rely on their fishing skills for eating good healthy food. They come equipped with claws for catching fish and the instincts and knowledge they need to be successful. Learning to catch a fish is a good skill to have and one that will last you for your lifetime. It is a fun hobby, one you can do by yourself or with family or friends. It can also provide good health benefits if you cook and eat what you catch. This old Chinese proverb fits perfectly with your Fishing Adventure  
“Give a man a fish, and you feed him for a day. Teach a man to fish, and you feed him for a lifetime.”

**Rationale for Adventure**—Fishing is a skill that can become a lifelong hobby or possibly a career. It can be done alone or with family or friends. This adventure is meant to be fun; however, it can be used for teaching several points of the Scout Law, such as trustworthy, helpful, courteous, obedient, thrifty, cheerful, clean, and even reverent.

## Bear Picnic Basket

***Youth Handbook Snapshot of Adventure***  
What is a hungry Bear to do? His stomach feels empty and he might feel just a little cranky with everyone around him. In this Bear Picnic Basket adventure we are going to learn how to put a smile on that cranky Bear’s face. You will learn to cook at home, how to cook outdoors, and also what foods you can eat raw. You will also learn how to make healthy snacks that taste terrific, because a healthy Bear is a happy Bear.

**Rationale for Adventure**—This Adventure will help the Bear Scout learn some important basic skills and safety practices when cooking inside or outside, and also some ideas about selecting, preparing and eating raw foods. The skills learned in this Adventure can be the groundwork for the Cooking Merit Badge once the Bear becomes a Boy Scout. There are also many opportunities to use the points of the Scout Law as you work through this adventure.

## Beat of the Drum

***Youth Handbook Snapshot of Adventure***  
Provides an opportunity to learn about American Indian customs. Learn about playing an instrument. Learn about American Indian costuming and how it plays a role in ceremonial dances. Learning about traditions. Importance of living the Scout Oath and Law.

**Rationale for Adventure**—American Indian awareness, including culture, music, costumes, dances, and traditions the Bear becomes a Boy Scout.

## Critter Care

***Youth Handbook Snapshot of Adventure***  
You can learn a lot about pets even if you do not have one of your own. Helping a furry or feathered friend can teach you about responsibility, loyalty, and caring. Whether with your own pet or a neighbor’s, you can realize that pets are just like people in that they need food, shelter, water, and exercise to stay healthy.

**Rationale for Adventure**—Bear Cub Scouts will learn how caring for a pet fosters responsibility and offers a sense of companionship that they will learn to nurture and cherish. Pet care gives them an opportunity to learn about their pet and provide ways to care for their pet.

## Forensics

***Youth Handbook Snapshot of Adventure***  
Forensics is about using science to answer questions and solve crimes. It is amazing how facts can be determined by this evidence. Forensic scientists use many things to solve crimes including fingerprints, footprints, or DNA (deoxyribonucleic acid). They put together clues to solve crimes.

**Rationale for Adventure**—To help the Bear Cub Scout learn about looking for clues and solving situations with those clues.

## Make It Move!

***Youth Handbook Snapshot of Adventure***  
Ready to put your bear-sized imagination to the test? Let me give you an idea of the amazing fun that this adventure contains.  
The task is to move a ball from one cup to another. Solution one: You could just pick one up, and dump it into the other cup. Good job, Bear Cub! You have completed the action in the simplest way possible. Now let’s add some fun...Rube Goldberg style!

*Solution two: Knock over a row of dominos. They bump into a marble, which falls off of a ledge into a cup. The pulley attached to the cup whizzes downward onto lever, causing it to tip. The ball on the other end launches off into the second cup, which was set in the right position to catch it! WOW! Rube Goldberg was an amazing inventor, cartoonist, and engineer. Just like you, he had a huge imagination and he LOVED to add lots of funny steps to complete actions. In this adventure, you learn to complete actions by adding pulleys, levers (like a teeter-totter) and moving chain reactions! Adding all of these steps also adds a lot of fun, so get your paws ready to Make It Move!*

**Rationale for Adventure**—This adventure teaches the boys about action and reaction. Using common objects, Bear Cubs will learn about chain reactions, pulleys, and levers. The boys will take all the things they learn and create a fun Rube Goldberg-style machine!

### Marble Madness

***Youth Handbook Snapshot of Adventure**  
Have you ever heard of a shooter, a taw, a boss, a mibs, or kimmies? Bet you have and just don't know it. These are names of marbles. Marbles are those round glass things that you can play with just about anywhere and have been around since the mid-1800s. That's what makes them so much fun! There are so many things you can do with marbles. There are marble games that you can play and games that use marbles. You can even make up fun games using marbles. Individual and teamwork, helping others, learning rules, and being a good sport are part of marbles, too. Remember the Scout Oath and Law when playing games and sports.*

**Rationale for Adventure**—To help the Bear Cub Scout learn a new skill and have fun.

### Roaring Laughter

***Youth Handbook Snapshot of Adventure**  
Let's face it, laughing makes you feel good, and it can be more contagious than a cold! With just a smile, you can meet a new friend, make someone else smile, or create a happy feeling in yourself and others.*

**Rationale for Adventure**—Laughing provides many health benefits. From attracting others to enhancing teamwork, laughing improves alertness, creativity, and memory. Providing Bear Cub Scouts an opportunity to share in their laughter will foster a bond in the den and family activities, strengthening their relationship with each other.

## Robotics

***Youth Handbook Snapshot of Adventure**  
When we think of robots, we almost always think of a human-like figure that has arms and legs, capable of moving around the room and talking in a funny voice. Robots, however, can be many shapes and sizes, from a one-armed structure to a roving navigator that can traverse over rocks and sand. Build your own robot and discover how these fabulous scientific resources can take on many forms.*

**Rationale for Adventure**—Advances in science and technology have created a world of possibilities that allow robotics to perform humanistic tasks. Robots can take on many shapes and forms, as well as perform tasks ranging from sensing the speed of a vehicle to sorting items based on color. Throughout this elective, Bear Cub Scouts will learn about different types of robots and their uses, as well as create a simple robotic figure showing the simple capabilities of the robotic world.

### Salmon Run

***Youth Handbook Snapshot of Adventure**  
Grizzly bears live in Alaska, the northwestern United States, and Canada. They live in forests and grasslands. When they stand on their hind legs, they can be up to 8 feet tall. Most grizzlies weigh between 300 and 800 pounds. It takes a lot of food to keep a grizzly bear happy. These bears have a really good sense of smell and are good swimmers. When the salmon fish are running in the cold waters of Alaska, the grizzly bear loves to go fishing and catch more fish than you can imagine. In this adventure, you, as a Bear Cub Scout, will explore fishing, learn about safe boating, and demonstrate your skills as a swimmer.*

**Rationale for Adventure**—Fishing, aquatics safety, boating safety, physical development and fitness, skill development, FUN in the water.

### Super Science

***Youth Handbook Snapshot of Adventure**  
Snap! Fizzle! Goosh! Sploosh! Ooze! Grow! Wow! Do you want to know why we are so excited? It is because science is super! It is super snappy and filled with static! Have you ever wondered if everything will stick to a static-charged balloon? Will static attract water? Science can be super gooshy and splooshy, and grow when you add baking soda, vinegar, and dish detergent! Wow! You may have learned that oil and water don't mix, but did you know that when you mix oil, water, and food coloring amazingly super things happen? In this adventure, we are going to explore why science is so super!*

**Rationale for Adventure**—Showing Bear Cub Scouts that science is an everyday wonder that they can create by using simple household supplies. Their actions can create fun, fizzy, and amazing reactions!

## World of Music

***Youth Handbook Snapshot of Adventure**  
What do Africa, Egypt, and Chile have in common? Amazing music! In this adventure, we use our imaginations to journey to each of these countries and learn how to make an instrument from each one. The first stop is Africa, where we explore the magnificent mbira, which is also called a thumb piano! After playing our mbira, we add to our instrument library by traveling back 3,000 years to ancient Egypt to learn how to make the systrum, a type of rattle! Then we shake and rattle our way to Chile to visit the Diaguita Indians and make an awesome rain stick! What are we waiting for? Let's get this musical adventure started!*

**Rationale for Adventure**—Every culture has its own unique instruments. In this adventure, we can visit three different countries and explore some of their musical sounds. You will get the chance to make your own version of three instruments from around the world and take them home to share with your family.

## Webelos Elective Adventures

### Adventures in Science

***Youth Handbook Snapshot of Adventure**  
Science is all about asking "What is it?" "How does it work?" and "How did it come to be that way?" This adventure helps you explore how scientists ask and answer questions and what we can learn as we try to answer our own questions. You have probably seen a person playing a scientist in a movie or on television. Sometimes they seem a little crazy, sometimes they seem to be up to no good, and, sometimes, they are the hero of the story. Adventures in Science will give you a chance to do what a scientist really does: he or she is a person who asks interesting questions and tries to figure out a good way to find an answer. Find yourself a notebook and a pen to keep track of your questions and what you learned. The time is now to create a plan and start collecting your data!*

**Rationale for Adventure**—Taking part in this adventure will help Webelos Scouts understand and apply the role of fair investigators in acquiring and evaluating knowledge using processes associated with science.

## Animate It

### Youth Handbook Snapshot of Adventure

*Do you ever watch movies and think, "I could do that?" In this adventure, you get the chance to! You get the chance to learn about the movie-making process by starting with storytelling and moving to animation, and sharing in your story creations.*

**Rationale for Adventure**—Scouts will learn to use technology safely to create projects fueled by their own ideas. Scouts will learn to plan, organize, and execute their ideas while working as a team to create a finished product.

## Aquanaut

### Youth Handbook Snapshot of Adventure

*Swimming is great exercise, but more than that, it's really fun. Practicing the skills for this adventure badge will tell you whether you're an aquanaut. You'll get to train to be a safe swimmer and boater, try to pass the beginning swimmers test, and learn how to respond in water emergencies. Don't worry if it doesn't come easy at first; keep practicing. You'll improve all the time. The aquanaut adventure will help you get ready for more challenging aquatics activities in Boy Scouting.*

**Rationale for Adventure**—Aquatics safety, physical development and fitness, skill development, FUN!

## Art Explosion

### Youth Handbook Snapshot of Adventure

*Many things inspire artists to create their work: people, nature, feelings, textures (how things feel), colors...almost everything can be an inspiration! In this adventure, you will have the opportunity to find what inspires you by visiting an art museum or exhibit and creating your own pieces from whatever materials you choose.*

**Rationale for Adventure**—Exploring the arts is a fun way to try new things! Webelos Scouts will develop their creative potential while making original works of art. When sharing their projects with each other, Webelos Scouts will have opportunities to respect the creations of others while valuing their own ideas.

## Aware and Care

### Youth Handbook Snapshot of Adventure

*Nobody is perfect. Everyone has challenges. Understanding leads to acceptance. Not understanding, or ignorance, leads to excluding others and being hurtful (intolerance). In this adventure, Webelos Scouts learn about challenges faced by others so they have firsthand experience with*

*them. With understanding, a boy can help educate his peers so everyone has a better understanding of others. A Cub Scout is friendly and kind.*

**Rationale for Adventure**—Everyone has challenges. Understanding leads to acceptance. Ignorance leads to intolerance. In this adventure, Webelos Scouts learn about challenges faced by others, so they have firsthand experience as to some of the challenges faced by others. With understanding, a boy can help educate his peers, thus increasing the understanding of many. A Cub Scout is friendly and kind.

## Build It

### Youth Handbook Snapshot of Adventure

*Many people use tools every day in their work. Think about the tools used by carpenters, automotive technicians, machinists who make precision metal parts, furniture makers, and potters who create vases and bowls. Other people become experts at using tools so they can enjoy hobbies. For example, a person whose hobby is woodworking might design and build a table or bookshelf for his or her home. Knowing how to safely use hand tools and small power tools such as cordless drills or power sanders will open up a world of exciting projects with endless possibilities. In this adventure, you will get to explore your interest in tools and what you can create with them.*

**Rationale for Adventure**—Skill development, tool knowledge and safety, motor skill development, introduction to and appreciation of craftsmanship.

## Build My Own Hero

### Youth Handbook Snapshot of Adventure

*Building your own hero allows you to discover what being "hero" means to you and your life, as well as to the community you live in. Within the adventure, you will be able to locate and recognize people in the community (and across the world!) who act as local heroes in their everyday life, and create your own superhero and story of how they help others.*

**Rationale for Adventure**—Help the Webelos Scout understand that heroes come in many shapes and forms and that each of us has a different idea what makes up a hero.

## Bull's-Eye

### Youth Handbook Snapshot of Adventure

*Shooting sports are part of America's heritage. Pioneers used their shooting skills to provide food for their family. Today, many people enjoy the challenge of becoming an excellent marksman. You can try out your shooting skills during these adventures at a visit to a council*

*camp. The Bull's-Eye adventure can be earned through either an archery or BB-shooting option.*

**Rationale for Adventure**—Supports council and district shooting sports events.

## Castaway

### Youth Handbook Snapshot of Adventure

*Lost on a desert island! Separated from your group in the middle of a jungle! Trapped on the side of a cliff that you can't climb! What do you do? Lots of great movies have been made through the years based on this story line—and they're really exciting—but what would you do if you were really in that situation? Will you be able to survive? Surviving in the wilderness is usually not something a Scout will plan for. You will need to know about survival skills long before you actually need them! This adventure will help you learn some important skills you will need in case you ever get lost. Learning these skills will make you a better Scout and increase your chances of survival in an emergency.*

**Rationale for Adventure**—Opportunity to try out some new Boy Scout skills and be introduced to some survival skills and knowledge.

## Earth Rocks!

### Youth Handbook Snapshot of Adventure

*Dig in and explore rocks as the treasures and forces behind our earth! Rocks help form our planet and are home for many living things. In this adventure, you will learn all about the world of rocks, how they affect your world, and ways they can be used to build and create things to make our lives easier.*

**Rationale for Adventure**—Webelos Scouts will begin to understand the relevancy of earth science and how it impacts their daily life. They will collect rocks and minerals and understand their use in everyday items. They will have the opportunity to learn of geological features in their own state. They will have the opportunity to visit with an individual whose profession is in the earth sciences field. They will use experiments to help gain understanding of geological events.

## Engineer

### Youth Handbook Snapshot of Adventure

*Everything we use in our world started as an idea in someone's mind. Maybe there was a real need like having to cross a body of water, or maybe it was a dream like flying in the sky or walking on the moon.*



Maybe someone wanted to just have a good time and built amusement park rides. Once you have the idea, to make it become a reality, you will build or create a design that will meet the need. Many times the first creation will not be completely successful, but as an engineer, you will learn why it failed, and keep working toward building it better each time until it is a success. There are many types of engineers whose work touches our lives on a daily basis. Below are a few types of engineers whose work we can see and use as we go about our lives.

**Rationale for Adventure**—Introduction to engineering fields for Webelos Scouts

### Fix It

**Youth Handbook Snapshot of Adventure**  
*As a Webelos Scout, you are old enough to help around the house. In addition to doing everyday household tasks, such as keeping your room clean and picking up after yourself, you can help your family in many other ways. The Fix It adventure will give you a chance to try new things, learn new skills, and be more helpful around the house. You'll learn to use tools to make repairs around the house, how to take care of the lawn, or perhaps how to keep a car, bike, and your home in good shape. You can find out how to change a flat tire. You might even find a new hobby that you can do for a long time to come. You can fix it!*

**Rationale for Adventure**—Skill development, tool knowledge and safety, motor skill development, safety training.

### Into the Wild

**Youth Handbook Snapshot of Adventure**  
*Do you wonder about the sounds you hear at night? The howling, the hooting, and the whistling, humming sounds you hear? During the day, do you wonder where flocks of birds are going overhead? Why rabbits look like statues in the grass? When you go "Into the Wild" you will learn to understand the world of animals, birds, reptiles, amphibians, and insects that live with us day and night while they contribute to the world in which we live.*

**Rationale for Adventure**—Learn about our ecosystem and appreciate nature.

### Into the Woods

**Youth Handbook Snapshot of Adventure**  
*Trees and plants are important parts of our life on earth. In this adventure, you will have the opportunity to discover more about the plants and trees in your community by exploring your area on a hike, and you will*

*investigate how plants and animals are important to helping our environment (and us!) stay healthy.*

**Rationale for Adventure**—Learn basic identification of plants and trees in our world and how they differ by location. Learn about our ecosystem and the importance of conserving our natural resources.

### Looking Back, Looking Forward

**Youth Handbook Snapshot of Adventure**  
*This adventure will help you understand and explore how life changes and evolves, and to investigate where things come from and how they are now. It will encourage you to imagine how things might be in the future.*

**Rationale for Adventure**—Nothing stays the same—information from the past has helped mold today, and information from today will help mold the future.

### Maestro!

**Youth Handbook Snapshot of Adventure**  
*Sound is all around us! In this adventure you will explore how sounds are made and how they change, make your own musical instrument to play and create sound, and build up your lyrical talent by taking your turn as a music composer or songwriter.*

**Rationale for Adventure**—Listen! There is noise all around you. What changes noise into music? What is the difference? Discover ways to make and play music that sounds good to you.

### Sportsman

**Youth Handbook Snapshot of Adventure**  
*America is a sports-loving country. We cheer our school teams. College and professional games draw crowds, and we watch all kinds of sports on television. As a Webelos Scout, be a player! In this adventure, you will play individual and team sports. You may even try a sport that you will like enough to play all of your life.*

**Rationale for Adventure**—Sports are all about being physically fit. Playing a sport will build a young boy's body and improve his skills. Learning to play more than just one sport will help develop a life-long habit of doing physical activity for the Webelos Scout.

## Project Family

**Youth Handbook Snapshot of Adventure**  
*There are many different kinds of families, and families are groups of people who care for one another and share their lives and their love. Through the Project Family activity badge, you will become a project manager to oversee, explore, and experience new ways to take part in family life and how you can show your family that you care about them.*

**Rationale for Adventure**—There are many different kinds of families, and families are groups of people who care for one another and share their lives and their love. Through the Project Family activity badge, you will become a project manager to oversee, explore, and experience new ways to take part in family life and how you can show your family that you care about them.

### Tech Quest - Game Design

**Youth Handbook Snapshot of Adventure**  
*Video games are fun! In this adventure you get to learn all about the different parts of games and storytelling that make up all video games that you play. Then, you get to create and play your own games and teach an adult how to play video games as well! Just remember, a Scout is helpful, and you may need to be extra patient when you are teaching adults how to play, because they didn't have as many cool video games and digital toys as you do, and it may take them a while to learn how to have fun playing them!*

**Rationale for Adventure**—Scouts will learn to use technology safely to create projects fueled by their own ideas. Scouts will learn to plan, organize, and execute their ideas while working as a team to create a finished product.

# A New Look for Cub Scout Handbooks

With the new Cub Scout Adventure program comes a new look for the boy's Cub Scout Handbooks. Based on considerable research with parents, adult leaders and, most importantly, Cub Scouts themselves, the new Handbook covers inspired by the concept of wood burning represent a unifying direction for Cub Scouts. Parents and leaders feel they reflect back on the heritage of Scouting and are solid and warm. Cub Scouts on the other hand find them exciting and different and think they suggest things they will do as Scouts.

Details of the covers are not yet complete but the concepts below will remain in tact as development moves forward. This new look will also be reflected in the interior pages of the handbook.

New Tiger Face will appear on Tiger Handbook

