Den Leader Guide Sampler
What will you find there?

- The final requirements for all Cub Scout adventures
- Direction on transitioning from the current program to the new one
- Overview presentations suitable for unit committees, roundtables and others
- Frequently asked questions
- An overview of each of the new Cub Scout adventures

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GET THE 411 ON THE NEW CUB SCOUT ADVENTURE PROGRAM:

- **Week 3:** June 22–28
- **Week 7:** July 20–26
- **Week 8:** July 27–August 2
- **Week 10:** August 10–16

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PhilmontTrainingCenter.org
We are pleased to release this sampler containing just a few of the exciting den meeting plans for Cub Scout leaders and their dens in the new Cub Scout program. There will be one guide for each of the Tiger, Wolf, and Bear ranks, and one combined guide for the Webelos/Arrow of Light ranks. Printed den leader guides will be available no later than May 2015 in both English and Spanish and are to be used effective June 1, 2015.

WHAT’S INSIDE: This sampler includes one of the required den meeting plans for each rank—Tiger through Arrow of Light.

The adventures included in this sampler and their recognition devices are shown below:

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Please feel free to share the excitement of these adventures!

Be sure to pick up the companion Cub Scout Handbook sampler, and check out our website for the latest information on the 2015 program updates:

www.scouting.org/programupdates

DOING OUR BEST FOR CUB SCOUTING!
Hi! I'm Ethan. I love being a Cub Scout, and I'm so excited to tell everyone about the new Cub Scout program.

As Scouts read their new handbooks, they'll take me along on every adventure. I'm a year older than they are, so I remember doing all of the same fun activities with my den. Sometimes I'll share good advice, sometimes I'll tell silly stories, and sometimes I'm just there to cheer them on.

So enjoy this sneak peek at the adventures heading your way, and I'm sure I'll be seeing you around soon!
RATIONAL FOR ADVENTURE
This adventure will help boys develop appropriate emotional responses, engage in shared decision making in group settings, and encourage an active and healthy lifestyle.

TAKEAWAYS FOR CUB SCOUTS

- Learning how to respond when they win or lose
- Seeing the value of teamwork
- Developing problem-solving skills
- Playing cooperative games
- Learning how to build teams
- Creating new games
- A Scout is friendly, brave.

RANK REQUIREMENTS

1. Do the following:
   a. Play two initiative or 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.

2. Make up a game with the members of your den.

3. Make up a new game, and play it with your family or members of your den or pack.

4. Find out how being active is part of being healthy. Ask someone who plays a sport why he or she thinks it is important to be active.

5. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.

NOTES TO DEN LEADER: Den meeting 3 for this adventure is an outing to a sporting event. You will need to identify a sports event in your community that the Tigers and their adult partners can visit together. Contact the team at least a month ahead to arrange the visit. In addition, arrange to have one of the team’s players, someone from the facility, or an expert on the sport meet with the den before the event starts. Provide that person with requirement 4 information for this adventure.

Contact your pack’s Cubmaster or the Council office regarding the need for a tour and activity plan. Determine if the tour and activity plan form will need to be filled out and filed at the Council office to attend the sporting event for this adventure.

There is a home assignment to be completed by the Tiger between den meeting 1 and den meeting 2.
MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- Materials for games (See Meeting 1 Resources.)
- United States flag and den flag
- Copies of the at-home assignment

GATHERING

Set up a scavenger hunt around the room or outdoor meeting space in keeping with the Games Tigers Play adventure theme, or give the Tigers a flying disc to keep them engaged while waiting for the others arrive. (See Appendix for other Gathering ideas.)

OPENING

Recite the Pledge of Allegiance.

TALK TIME

- Carry out business items for the den:
  - Dues
  - Record advancement (a second adult)
  - Notification/reminder for upcoming trips or tours
  - Notification/flier for upcoming events
  - Meeting information: Tell Cub Scouts what to expect at this meeting.
  - Groundwork for future advancement
  - Notes for upcoming pack meeting
- Time for sharing among Cub Scouts

ACTIVITIES (REQUIREMENTS 1 AND 2)

Initiative Game 1 (See Meeting 1 Resources.)

- Choose one of the games listed in the Meeting 1 Resources and encourage the boys to play that game with their adult partner and the members of the den.
- Introduce the activity as a special kind of game called an “initiative game.” There are no winners or losers in these kinds of games, which help us learn how to work together.
- If you believe conflict might arise over winning or losing—based on prior experiences with this den—make these comments before the game: Remind the Scouts and their partners that “a Scout is courteous” and knows how to be a good sport (which means being a good winner and loser). Explain to the Scouts that they might feel happy or disappointed when they win or lose, but they can express those feelings appropriately. Tell them it’s OK to be sad or upset because those are feelings we all have, but it’s important to not “act out” just because you are feeling this way.
- After the game, lead a reflection time. (See Appendix for more information about leading a reflection.) Ask the boys:
  - What were their roles in the game, and what were their partners’ roles?
  - Could they have done something different to change the outcome of the game?
  - How did they feel about the team’s success? Were they able to feel happy or sad and still be a “good sport”?
Initiative Game 2 (See Meeting 1 Resources.)
- Invite the Tigers to select and play one of the games listed in the Meeting 1 Resources.
- Encourage them to vote on which game they’ll play.
- Have the den members play the game with each other and their adult partner.
- Lead a reflection time after the game. (See Appendix for guidelines.)

“Tigers on the Prowl Game”
- The purpose of this activity is to help Tigers work together democratically in inventing a game they can all play.
- Provide a foam-rubber ball for indoor play or a soccer ball for outdoor play options. Tell the Scouts to make up a game using the ball. Remind them that “a Scout is friendly” to all, and that they should be sure the game they make up is fun and fair for everyone.
  —If they have trouble creating a game, make some suggestions:
    - It should be a game that teams can play—not just a game you play by yourself.
    - How can you use the ball?
    - How do you win?
    - How can you play so everyone wins?
- Have the den members play the game with each other and their adult partner.
- Lead a reflection time after the game. (See Appendix for guidelines.)
  —Use the reflection time as an opportunity to acknowledge feelings of frustration and to celebrate gracious feelings of success. This helps Tigers to develop a courteous nature.
- OPTIONAL Materials: Carpet squares, hoops, or “police tape” (to mark a boundary). These items could inspire more ideas and discussion about how to play the game they create.

CLOSING
- Closing ceremony: Recite the Scout Law (with support from the den leader and adult partner).
- Consider sharing a thought for the day.

Do-at-Home Reminder:
Hand out the home assignment that needs to be completed before the next den meeting.
(See Meeting 1 Resources.)
- Remind each family that their Tiger will need to create a game of his own and play it with his family before the next meeting (requirement 3). He will then play the game with his den at the next meeting.
- Also remind families that each Tiger will need to bring a nutritious snack (requirement 5) to the next den meeting to share with the other members of the den. They will need to share why they chose that snack. Be sure families know of any allergies and foods that should be avoided.

AFTER THE MEETING
- Confirm the date, location, and transportation plans for the upcoming sporting event.
- Enjoy a healthy snack.
- Work together to clean and tidy up the meeting place.
- Record completion of Tiger requirements 1a, 1b, 1c, and 2.
MEETING 1 RESOURCES

INITIATIVE GAMES

Ballooney

**Materials needed:** Balloons

Have everyone in the den form a circle and join hands. The den leader will toss a balloon into the center of the circle. Using only their feet, the Scouts must keep the balloon in the air and cannot let it touch the ground. A different person must kick the balloon each time. To make the game more challenging, the den leader may add more balloons to the center of the circle.

Synapse

**Materials needed:** Timer or stopwatch

Join hands and form a circle. Squeeze the hand of the person next to you, one time. That person then gives the same “signal” to the next person, and it goes around the circle until it reaches the one who started it. The den leader will use a timer to see how fast the signal travels around the circle. Can you do it faster the next time?

Blob

Play this game like tag. Mark an area to keep everyone close together. To start, someone must be “it.” When that person tags someone, the two join hands and begin to form a “blob.” Continue until everyone has been tagged and joined hands, and the whole group has formed a blob.

Lineup

**Materials needed:** Bandanas to serve as blindfolds

Blindfold everyone and ask them to remain quiet. They must then form a line according to something specific: birthdate, age, height, weight, etc. If two people share the same number, they should stand side by side.

All Aboard!

**Materials needed:** A carpet square or cardboard square to serve as a platform

Everyone in the group must get on the platform. A carpet square, 2 feet x 2 feet, works well for this. To finish the game, all players must have both feet off the ground—at the same time—for five seconds.

Monster

The group joins together to “make a monster.” This monster travels using both its “hands” and its “feet,” and makes its own sound before and after it moves. The monster must walk with one more leg and one fewer arm than there are members of the group (so a group of five would form a monster that uses six legs and four arms to walk). When the monster walks, it makes its noise, moves 20 feet or so, stops, and makes its noise again.

Hog Calling

**Materials needed:** Bandanas to serve as blindfolds

Ask each person in the group to pair up with someone they do not know very well. Each pair chooses its own matching set of words. (For example, “salt and pepper” or “black and white” are good choices.) Split the pairs, asking the two members to walk to opposite ends of the room or playing field. When they’re in place, they must put on blindfolds. Then, on a signal, they must try to find each other by shouting their matching words. Leaders will protect players from running into each other or wandering off.
FAMILY GAME
Get ready to play, Tiger!

1. You and your adult partner should work together to brainstorm a new game to be played at home with your family.

2. Ask your Tiger adult partner to help you write the rules for the new game you created and set it up to play.

3. Now invite your family member to come learn and play your game! You and your family can even invite friends from the neighborhood to play it as well!

4. Bring the game you created for your family to your next den meeting and share it with the other members of your den. You might even have a chance to play it at an upcoming pack meeting.

GAMES ARE FUN!

NOTE TO ADULT PARTNER: Here are some simple questions for you to ask your Tiger that can help him reflect and grow from this activity.

- What did you learn from it?
- What did you like about your game?
- What did others like about the game?
- What did you learn when you made the game?
- What did you learn when you played the game with others?

SNACK TIME! At the next den meeting Tiger, work with your adult partner to bring in a nutritious snack to share with the other members of your den. Be ready to share why you chose your healthy snack!
MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- Remind Tigers and their adult partners to bring the game they created in the home assignment to this den meeting to share with the other den members.
- Remind Tigers they are to bring a nutritious snack and share why they chose it with the other members of their den.
- United States flag and den flag

GATHERING

Tiger Shuffle

Materials Needed:

- Painter tape or masking tape
- Large plastic bottle caps (juice caps work nicely). The caps should slide easily on a tabletop when shuffled. You will need one cap for each Tiger in the den.
- Markers for decorating the caps

Instructions:
1. Create a triangle with the tape, and label point levels.
2. Use another piece of tape to mark off at the opposite end of the triangle the starting point to shuffle the cap.
3. As Scouts arrive, let them decorate their caps.
4. Taking turns, each Tiger slides his cap from the starting point towards the triangle and tries to score points while his adult partner cheers for him. Make sure each boy has a chance to play, and let the boys try to better their scores as well.

OPENING

- Recite the Pledge of Allegiance.

TALK TIME

- Carry out business items for the den:
  - Dues
  - Record advancement (a second adult)
  - Notification/reminder for upcoming trips or tours
  - Notification/flier for upcoming events
  - Meeting information: Tell Cub Scouts what to expect at this meeting.
  - Groundwork for future advancement
  - Notes for upcoming pack meeting
- Time for sharing among Cub Scouts
ACTIVITIES

Activity 1: Games Created at Home (Requirement 3)
Have the Tigers one at a time share the games they created at home and played with their family members. Have each Tiger and his adult partner teach their game to the rest of the den members and play it.

Activity 2: Snack Share (Requirement 5)
Ask each Tiger to tell about the snack he chose to share and why it is a good choice. Confirm that no Tigers have allergies to the foods that were brought in. Allow time for Tigers and family members to try the different snacks. Encourage them to try new things and be respectful if they don’t care for certain foods.

CLOSING
Here are some simple questions for parents that can help the boys reflect and grow from this activity.

- What did you learn from it?
- What did you like about your game?
- What did others like about the game?
- What did you learn when you made the game?
- What did you learn when you played the game with others?

Hand out an informational flyer about the Den Meeting 3 outing to a sports event. (See Meeting 3 Resources for a sample flyer.) Make sure all Tigers and their families know the plans:

- Who will attend
- When you are planning to go
- Where you will meet
- Transportation—who will be driving
- What the Tigers should wear or bring
- Rules that the Tigers will need to respect when they participate. Remember, “A Scout is courteous.”

AFTER THE MEETING
- Ensure cleanup takes place.
- Record completion of Tiger requirements 3 and 5.
MEETING 2 RESOURCES

GAMES TIGERS PLAY OUTING

Let’s get ready!

We will be going to: ________________________________

Date: ________________________________

Time: ________________________________

We will meet at: ________________________________

We will get there by: ________________________________

Wear and bring: ________________________________

A Scout is courteous! Here are some rules we need to follow: ________________________________

______________________________________________________________________________________________

______________________________________________________________________________________________

______________________________________________________________________________________________
MEETING 3 PLAN (DEN OUTING)

PREPARATION AND MATERIALS NEEDED

- Follow up on the pre-scheduled sporting event the den will attend. Before the event starts, confirm the time, the date, and the person who will be meeting with the den to help the Tigers complete requirement 4.
- Follow up with the members of your Tiger den. Remind them of the information on the flyer handed out at the last meeting.
  —Who will attend
  —When you are planning to go
  —Where you will meet
  —Transportation—who will be driving
  —What the Tigers should wear or bring
  —Rules that the Tigers will need to respect when they participate. Remember, “A Scout is courteous.”
- Bring 3” x 5” index cards to write questions for the special guest.

GATHERING

Share with the Tigers some key information about what they will observe and learn during this outing, and field any questions they have about the adventure.

It might be helpful to put questions for the special guest on index cards so that the boys can keep the cards with them and remember to ask the questions. Also, consider giving them a second card to write questions of their own. Parents can help them form those questions in advance.

OPENING

- Recite the Pledge of Allegiance.

TALK TIME

- Carry out business items for the den:
  —Dues
  —Record advancement (a second adult)
  —Notification/reminder for upcoming trips or tours
  —Notification/flier for upcoming events
  —Meeting information: Tell Cub Scouts what to expect at this meeting.
  —Groundwork for future advancement
  —Notes for upcoming pack meeting
- Time for sharing among Cub Scouts

ACTIVITIES (REQUIREMENT 4)

You should begin the outing by introducing the special guests (athletes, experts, etc.) who will help lead the meeting.

An appropriate greeting prepared by the Tigers might be as simple as each Tiger saying, “Hello, my name is …” Remember to say that the Tigers have some questions they would like to ask.
Have the special guests introduce the Tigers to the facility, the team, or anything else they would like to share (e.g., interesting facts or a demonstration by the team). Maybe ask the Scouts to pass out water to the team members during the game.

Watch the sporting event together with adult partners.

**CLOSING**

Have the den members thank the person who arranged the outing. To help the boys be courteous, prompt them for ideas about how to do this. Options might include a “thank you” from each boy, handshakes, cheering, or applause. This may also be an opportunity to use their den yell as a means of showing appreciation.

Commend the boys for following the rules of the facility during the outing, and remind them that Scouts are respectful of the rules of any place they enter.

Make sure to address any important plans for the next meeting.

**AFTER THE MEETING**

- Prepare thank you notes for the Tigers to sign at the next meeting.
- Bringing refreshments to share with the athletes would be a positive gesture.

Upon completion of the Games Tigers Play adventure, your Tigers will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loop, to be worn on their belt, as soon as possible according to your pack's tradition.
RATIONALE FOR ADVENTURE
This adventure will encourage the development of hiking skills in Scouts.

TAKEAWAYS FOR CUB SCOUTS
- The Cub Scout Six Essentials: what they are and how to use them
- How the buddy system works and why we use it
- How to hike with Scouts
- Improving Scouts' knowledge of the world around them
- A Scout is brave, clean.

RANK REQUIREMENTS
1. Show you are prepared to hike safely by putting together the Cub Scout Six Essentials to take along on your hike.
2. Tell what the buddy system is and why we always use it in Cub Scouts.
3. Describe what you should do if you get separated from your group while hiking.
4. Choose the appropriate clothing to wear on your hike based on the expected weather.
5. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. After hiking, discuss how you showed respect for wildlife.
6. Go on a 1-mile hike with your den or family. Watch and record two interesting things that you’ve never seen before.
7. Name two birds, two insects, and two animals that live in your area. Explain how you identified them.
8. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.

NOTES TO DEN LEADER: Meeting 3 will take place at an outdoor location for a hike. Transportation to and from the event will need to be determined by the leadership and parents of the Wolf Scouts.
Contact your pack’s Cubmaster or the Council office regarding the need for a tour and activity plan. Determine if the tour and activity plan form will need to be filled out and filed in advance at the Council office for the hike.
MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

• Trash bags
• Trail food items—could include raisins, M&M’s, nuts (check for allergies among Scouts), dried fruit, marshmallows, etc.
• Plastic zipper bags
• Any detailed local map
• A map of the trail or area you will use for your hike
• Cub Scout Six Essentials
• Word strips to identify features on your detailed map. (This does not have to be a map of the trail you are hiking.)

GATHERING

• Have each Scout make trail food to take on the hike. Give each one a plastic zipper bag labeled with his name. Show the Scouts the options, and allow them to choose and create a personal trail mix. Encourage them to sample any unfamiliar items. (Check for food allergies BEFORE any sampling or assembling.) Once assembled, collect the bags for use on the hike.

OPENING

• Flag ceremony
• Recite the Scout Law.

Talk Time

• Carry out business items for the den.
• Time for sharing among Cub Scouts

ACTIVITIES

Activity 1: Introduction

• Introduce the hike, the highlight of this adventure, by showing the Scouts a map of the area.
• If your map shows the trail as a simple line drawing, acquire a map with details.
• Show the Scouts the key, and explain the symbols.
• Once they get the idea, play a game using word strips. Have a Scout pull a word strip, such as “river,” out of the bag, read it aloud, and show his den mates where it is on the map. Word strip options include:
  — Highway
  — Road
  — Trail
  — River
  — Building
  — Park
Activity 2: Explore the Cub Scout Six Essentials (Requirement 1)

- If your Scouts have already assembled the Six Essentials as Tigers or during the Call of the Wild adventure, simply review each item, and challenge the Scouts to remember the purpose of each. Emphasize the importance of bringing water with them for the following reasons:
  - Water will hydrate them.
  - They cannot rely on the water along the trail because it may not be safe to drink.
  - Natural streams and rivers may have harmful bacteria or germs in them.

- If they have not assembled the Cub Scout Six Essentials, introduce the idea by asking them what sorts of items they should take on EVERY hike. Help them focus on the six items we want them to have. Suggest the idea that each Scout should have his own set of essentials in a small pack or backpack that is easy to carry. Remind them that they should bring these essentials each time they hike.

- Play the Cub Scout Six Essentials game.

Cub Scout Six Essentials Game

- Divide the den into two groups.
- Have each group line up 20 feet from a table containing at least two sets of the Six Essentials, as well as some other items that are not on the list of essentials.
- On “GO,” each team sends the first runner to the table. He selects an item he thinks is one of the six and returns to his team, tagging the next Scout in line.
- Play continues until one team has assembled the correct Cub Scout Six Essentials.

Activity 3: Preparing for the Weather (Requirement 4)

Discuss the types of weather you are expecting on the hike and how to prepare for any unexpected weather.

- Have the boys identify what type of clothing they should wear. Be sure they include hats that cover their heads and ears. Other suggestions include long sleeves (especially in the cold and in the sun) and comfortable shoes—preferably ones that lace.
- Remind them that sunscreen is an important part of sun protection, one of the Six Essentials is sunscreen.
- If rain is a possibility, include a large trash bag to use as an emergency raincoat.

Activity 4: Map Drawing

Have the boys choose an area they would like to use for their map drawing. It should be an area they see every day. Remind them that at the next meeting you will be drawing maps, and they should spend some time in between looking for details to use on their maps.

CLOSING

- Remind them to assemble their Cub Scout Six Essentials so they will be ready for the hike. Have them bring them to the next meeting so they are ready for review. NOTE: If this is your den’s introduction to the Six Essentials, suggest that the Scout and his family may be able to minimize the cost by gathering some items from home rather than purchasing everything new.
- Den leader thought regarding “Be Prepared.” When a Scout is prepared, he is not only able to take care of himself but also able to help other members of his den or his community.
- Retire the flags.

AFTER THE MEETING

- Serve refreshments, if desired.
- Ensure cleanup takes place.
- Record advancement completed during the meeting.
MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- Review the Cub Scout rules for hiking safely. (See Den Meeting Resources.)
- Additional maps and key labels for map game
- Map-drawing supplies—paper, colored pencils, rulers, etc.
- Animal identification information
- Pictures, drawings, etc., of animals in your area. Scouts will need to identify two birds, two insects, and two animals for requirement 7.
- Binoculars for Binocular Balance game

Outdoor Meeting Options

The alternate meeting plan is designed to get the Scouts outside to use the hiking skills you’ve been teaching this month in a fun, nonthreatening environment. Consider a school playground, nearby park, or other open space near your normal meeting place. Set up stations in advance on the route the Scouts will take. Have parents or guardians occupy the stations. Adapt the plans for Meeting 2 as appropriate to transfer activities to the selected outdoor location.

GATHERING

- Ask your den chief, assistant den leader, or parent helper to assist Scouts with the activities below.
- Review the Cub Scout Six Essentials that the boys have brought.
- Choose one of the following:
  - Play the map game from the last meeting. Use multiple maps so the Scouts can apply their knowledge.
  - Make a compass.
  - Play the Binocular Balance game.

OPENING

- Flag ceremony
- Recite the Pledge of Allegiance.

TALK TIME

- Review with the Scouts:
  - Hike information
  - Meeting place and time
  - Gear list
- Carry out business items for the den:
  - Dues
  - Record advancement (requires a second adult)
  - Notification/reminder for upcoming trips or tours
  - Notification/flier for upcoming events
- Time for sharing among Cub Scouts
  - Meeting information: Tell Cub Scouts what to expect at this meeting.
  - Groundwork for future advancement
  - Notes for upcoming pack meeting
ACTIVITIES

Activity 1: STOP (Requirement 3)
Ask the Scouts what to do if they are separated from the group on the hike. Steer them to the STOP acronym featured in their handbooks. Reinforce the idea that a lost Scout is not in trouble for being separated and that helpers may be out looking for him. Remind the boys that a Scout is brave, and that while it may be scary to be separated from their buddy or the group, they need to stay calm while they are waiting to be found. They have an important role to play in helping rescuers find them, and they can do that by using STOP.

- **STOP**
  - **S** - Stay calm — Sit down, take a drink of water, and eat some trail food. Make sure you are comfortable, but stay where you can be seen. Don’t hide; you are not in trouble!
  - **T** - Think — Think about how you can help your leaders or others find you. Stay where you are, and be sure people can see you. Make yourself easy to find. Remember, if you are apart from the group, people will come and look for you. Stay in one place where you can be seen.
  - **O** - Observe — Listen for the rest of your group or for the people looking for you. Blow your whistle three times in a row, then listen. Three of any kind of signal means you need help.
  - **P** - Plan — Stay calm, and stay in one place. Plan how to stay warm and dry until help arrives.

Activity 2: The Buddy System (Requirement 2)
Explore and understand the buddy system. The buddy system is a fundamental element of Scout safety anytime, but especially in the outdoors. Each Scout is assigned a “buddy” for the duration of the event. (If you have an uneven number of Scouts, put three together in one group.) Each pair is assigned a number. That number is only theirs and the only one they should use in the event of a “buddy check.” The buddy pairs should be close to each other at all times.

- Assign buddies.
- Practice buddy checks. When a leader calls “Buddy check!” the pair moves to each other and waits. Once the pairs are with their partners, they call out their numbers in order — “1,” “2,” “3” — until all numbers have been called. If you get through all the pair numbers, everyone is accounted for. Pairs are not allowed to call their number if they are missing a member, so the process will stop. The process also stops if a number is not called. Pairs can call only their own numbers and no one else’s number. Once everyone understands the concept, it goes quickly and is a valuable tool for keeping track of everyone.
- Play a memory game. Give the boys a prompt, such as the number of professional football teams they can name. Have the boys make their own lists for one minute. After the minute is up, give each Scout a minute to join with a buddy to improve their lists. The two-Scout lists should have more items than the single-Scout lists. Make the point that it’s good to work with a friend.

Activity 3: Draw Individual Maps (Requirement 8)
- It may be helpful for you to provide a detailed map for them to look at.
- See the Steps for Activity 3 in the Meeting 2 Resources.

Activity 4: Identify Local Creatures (Requirement 7)
- Have the boys identify local creatures from pictures. Name two birds, two insects, and two animals. If they have trouble with these identifications, show them the differentiating features (e.g., red breast = robin). Have them write the names in their handbooks. Save the pictures for use on the hike.

CLOSING
- Practice buddy checks.
- Give final reminders for the hike, such as the Cub Scout Six Essentials and a daypack to carry their gear.
- Retire the flags.

AFTER THE MEETING
- Serve refreshments, if desired.
- Ensure cleanup takes place.
- Record advancement completed during the meeting.
MEETING 2 RESOURCES

Gathering

Cub Scout Rules for Hiking Safety
1. Always tell someone where you are going and when you will return.
2. Never hike alone. Always use and practice the buddy system.
3. Dress properly for the weather and environment. Be Prepared for possible changes in the weather.
4. Bring the Cub Scout Six Essentials.
5. Avoid hiking along roadways; but if you must, obey all traffic signs and signals.
6. Stay on the trail, protect the environment, and leave the area better than you found it.
7. Be alert to dangerous animals, insects, and plants. Never touch a wild animal.
8. Take 1 pint of water for each hour you will be hiking. Never drink untreated water.

Tips for a great hike:
• Practice a “Buddy Check” while on the hike to impress all of its importance.
• Designate a “lead” hiker and a “trail” or “sweep” hiker. No one passes the lead, or falls behind the sweep. These hikers should be able to contact each other, either with radios, or by passing a message up the trail. Take care that no one gets separated.
• The lead hiker should set a pace that all can maintain. One way to do this is to have the slowest of your group lead the way.
• When it’s time for a break, make sure everyone gets a rest—not just the front of the line.
• Scouts will forget to look at scenery, so stop the group and point out natural features, animal signs, interesting plants, and other sights.
• Make sure Scouts keep a good spacing from the hikers in front of them. There should be enough room to fall over without hitting anyone in front or back for all hikers. Help Scouts overcome the natural inclination to pack together on the trail.
• Bring a zippered bag with 1 cup of plaster of paris inside. If you find any animal tracks along the trail, mix some drinking water into the plaster and pour the mix into the tracks.

How to Make a Compass

Materials:
Bowl of water
Magnet
Large needle
Cork
Scissors

• To magnetize the needle, rub the magnet down the needle 50 to 60 times. Always rub in the same direction.
• Cut off a piece of cork ½-inch thick.
• Put the needle through the cork, and place it in the water.
• Which way does it point? Turn the cork the other direction. What happens?
Binocular Balance Game
Challenge all the Scouts to see the world in a new way—specifically, from the wrong end of a pair of binoculars.
What you need: binoculars; string, cord, chalk, pen, or tape; stopwatch
• Set out your course by drawing it or marking it with tape, string, or a long cord. Challenge each contender to walk along the line while looking through the wrong end of a pair of binoculars. The players are not allowed to look away from the binoculars or stray from the line. If they do, they are disqualified. The Scout who walks the line fastest and straightest is the winner.

Activity 3: Draw Individual Maps
Teaching Maps to Cub Scouts
• Things you’ll need:
  — One local map for each Scout or pair of Scouts
  — Direction signs: north, south, east, west
  — Graph paper
  — Two sheets of chart paper—one blank, one with a sketch of the area around your meeting location
  — Markers
  — Building blocks
  — Yarn
  — Sticky notes with map symbols
  — Graph paper and pencils
• Post signs on the four walls of the room indicating the four cardinal directions. Ask your Scouts to stand up and face north. Repeat for south, east, and west.
• Gather the Scouts in one section of the room, and tell them they need to listen carefully and follow instructions. Give verbal directions such as “Take five steps to the south. Turn right at the bookcase.” Your instructions might lead outside or to a place where you can reward them with a special snack or game.

Drawing Maps
• Refer to the signs on the four walls of the room to indicate the four cardinal directions. Ask your Scouts to stand up and face north.
• Place a sheet of chart paper on the floor in the middle of the room or on a table in the middle of the room.
• Draw an outline of the room on the paper. Direct Scouts to identify which lines on the map correspond to the walls of the room.
• Ask what is missing from the drawing on the paper and the room itself. Accept suggestions from the Scouts. Identify where items in the room are located, and mark their location on the drawing.
• Your drawing may have a variety of tables, chairs, lamps, and other objects represented on the drawing.
• When finished, the “map” may look similar to the example here.
Orienting a Hand-Drawn Map to North

- Use the Scout-made compass and the map drawn above to show how the north-seeking arrow matches the map.
- Rotate the map so that it is no longer oriented properly. Ask the Scouts how the compass can be used to point the map in the right direction.
- Have the boys rotate the map so that it is again oriented toward the north. Confirm when the map is properly oriented.

Model to Map

In advance, sketch the area around your meeting place on chart paper as on the example. Draw a compass rose on the map to help the Scouts orient the map.

- Have the Scouts assist you in laying down the map so that it is oriented to the north. Use their Scout-made compasses and the labels posted in the room.
- Display some building blocks. Ask the boys to indicate where the den meets and place the block in that position. Tape the map symbol for that structure on the block.
- Do this for a variety of other structures in the area: houses, stores, railroad tracks, streams (use a piece of yarn to mark a stream on the map). When 5–6 different structures are marked on the map, ask the Scouts how the blocks on the table are like the space outside the meeting place.
- Provide Scouts with a sheet of graph paper and a pencil. Ask them to create a map on their sheets of paper by reproducing the map with the building blocks.
- Once they have the basic area sketched out, talk about what places and objects lie within that area. Work as a group to create a map key of five things that should be indicated on the map. Have the Scouts draw the key in the corner of their maps. They should also draw a compass rose to indicate the directions.
- Tell the Scouts to use the key to draw the symbols for each location or object at the place where it is located within the boundaries they have drawn. They may need help, so you can guide them to figure out, for instance, that the bookcase is located on the eastern wall in the right hand corner. Remind them they can use the compass rose and the direction signs to help determine the correct map location.
- After each Scout has a firm grasp of symbols and directions, have each one map his bedroom, his house, or his street. This task can be done at home and brought to the next den meeting.
MEETING 3 PLAN (DEN OUTING)

PREPARATION AND MATERIALS NEEDED
• Trail food from Meeting 1
• Water to fill bottles as needed
• Trail map(s)
• Creature identification information
• Thank you notes
• Cub Scout Six Essentials for each boy

GATHERING
• Conduct a gear check as Scouts arrive, fill water bottles, distribute trail food, tie shoes, etc.
• Remind Scouts of hiking rules (see Den Meeting Resources) and that a Scout is clean: He respects the environment, and he does not put trash on the trail.
• As a group, lead Scouts as they recite the Outdoor Code and Leave No Trace Principles for Kids. Focus on ways that Scouts can demonstrate the principle of “Respect Wildlife” (requirement 5).
• Refresh animal identification information.

OPENING
• Scout Oath

TALK TIME
• Carry out business items for the den:
  — Record advancement (requires a second adult)
  — Notification/reminder for upcoming trips or tours
  — Notification/flier for upcoming events
  — Groundwork for future advancement
  — Notes for upcoming pack meeting
• Time for sharing among Cub Scouts

ACTIVITIES

Activity 1: Hike (Requirement 6)
• Scavenger Hunt
  Challenge Scouts to find things that are fuzzy, small, rough, bumpy, smooth, big, soft, sticky, squishy, lumpy, wet, living, growing, round, triangular, moving, noisy, hard, smelly, etc.
• Engage the Senses
  Stop and listen. How many birds do you hear in 60 seconds? Encourage kids to use their hands to explore the textures of nature. Rub your hand on the bark of a Western red cedar, and compare it to the feel of Douglas fir bark. Let children get their hands dirty on a soft and squishy nurse log, or feel the hard bumpiness of barnacles and clam shells. Smell crushed pine needles.
• Support the Arts and Imagination
  Bring along a small notebook and some markers, colored pencils, or watercolor paints. Take a few minutes to sit and observe the natural world. Youth have a very different perspective than adults and notice many things that adults simply pass by while hiking. Allow your children time to document their experiences through drawing, painting, or writing. These will be meaningful memories they can take home with them. Remind them to leave natural objects behind for the next hikers to enjoy.
• Get up Close
  A small hand lens is lightweight and very handy. Kids can take a closer look at critters on a stump or see the
  vein patterns in leaves. Use this tool when kids are showing signs of tiredness and may need to take a rest
  stop before continuing down the trail.

Activity 2: Trail Games and Hiking Songs
• See Meeting 3 Resources.

Activity 3: Creature Hunt (Requirement 7)
• Scouts should find two interesting things on the trail to record in their handbooks.

CLOSING
• Guide Scouts in a reflection on ways they showed respect for wildlife (requirement 5).
• Thank You Circle (See Meeting 3 Resources.)
  Everyone—Scouts and leaders—forms a circle and links hands. Go around the circle, and give everyone the op-
  portunity to say thank you for something. (Arrange the group so that the person on your left is already prepared
  and will give a good answer to set the tone.) Say something like, “You’ll know it’s your turn when the person
  before you squeezes your hand. You can say something out loud if you like, or just think something to yourself.
  When you are done, you squeeze the hand of the next person, and so on, around the circle.”

  You will be last; use your turn to thank the Scouts for the great job they did on the hike, thank any leaders who
  helped today, and add anything else you’d like.

  Close with the Scout Benediction:
  “May the great Scoutmaster of all Scouts be with you until we meet again.”

AFTER THE OUTING
• Write thank you notes to those who helped.

Upon completion of the Paws on the Path adventure, your Wolves will have earned the adventure
loop shown here. Make sure they are recognized for their completion by presenting the adventure
loop, to be worn on their belt, as soon as possible according to your pack’s tradition.
MEETING 3 RESOURCES

Activity 1: Trail Games
If you notice young hikers start to complain about the hike or boredom sets in, try some of these games and songs to keep them moving down the trail while distracting them from thinking about the remaining distance.

• **ABC’s:** Starting at the beginning of the alphabet, identify something on the trail that begins with “A,” and work your way to “Z.”

• **The Never-Ending Story:** One person begins to tell a story and passes it along to another person to continue the plot, and so on. This can be a successful way to keep groups of kids hiking together, laughing, and being creative.

• **Categories:** Think of a topic, such as animals, colors, cartoon characters, or U.S. states. Each hiker takes a turn identifying something in the category. This continues to rotate through the group. If a hiker cannot think of something or they repeat something that has already been said, that person is out.

• **Riddles/word games:** Brain teasers are fun and entertaining for hikers of all ages. There are several resources on the Web to find kid-friendly riddles. Here are just a couple of examples:
  
  Q. What happens once in a minute, twice in a moment, but never in a thousand years?
  A. The letter “M.”

  Q. What is round on both ends and “hi” in the middle?
  A. Ohio

  Q. What travels around the world, but stays in a corner?
  A. A postage stamp

• **Minute Mysteries:** Similar to riddles, minute mysteries can keep a group entertained for quite a while on the trail. Search the Internet for minute mysteries to find numerous short mysteries to solve. Here are some brief examples:
  
  Q. A man leaves home, takes three left turns, and returns home to find two people in masks waiting for him. Who are the people in masks?
  A. It’s a baseball game; the two people in masks are the catcher and umpire.

  Q. A cowboy rides into camp on Tuesday, stays three days, and leaves on Tuesday. How is this possible?
  A. The cowboy’s horse is named Tuesday.

  Q. A woman pushes a car up to a hotel and realizes she is bankrupt. How can this be?
  A. The woman is playing Monopoly.
### Activity 2: Hiking Songs for Scouts

#### Along the Trail
*(original author unknown; sung to “Frère Jacques”)*

| Let’s go marching, let’s go marching,  
| Along the trail, along the trail.  
| I love to march fast; I love to march slow,  
| Along the trail, along the trail. |

*(For additional verses, substitute other actions for marching.)*

#### March and Sing
*(original author unknown; sung to “The Mulberry Bush”)*

| Along the trail we march and sing,  
| March and sing, march and sing.  
| Along the trail we march and sing,  
| Along the trail today. |

*(Additional verses: We huff and puff; skip and whistle; swing our arms)*

#### I Met a Bear
*(original author unknown; sung to “Skip to My Lou”)*

| I met a bear along the trail, I met a bear along the trail,  
| I met a bear along the trail, I better step aside. |

*(Additional verses: I met a skunk; squirrel; deer, etc.)*
RATIONALE FOR ADVENTURE
This adventure will introduce new Scouts to outdoor skills while improving and developing independence in those learned in previous ranks.

TAKEAWAYS FOR CUB SCOUTS
• Reading weather instruments, including a basic understanding of barometers
• Tying two half hitches
• Improved camping skills (less dependent on parents/adult leaders)
• Cooking a simple meal
• A Scout is cheerful, clean.

RANK REQUIREMENTS
1. While working on your Bear badge, camp overnight with your pack at resident camp or another Scouting event.
2. Attend a campfire show, and participate by performing a song or skit with your den.
3. Make a list of items you should take along on your campout.
4. Make a list of equipment that the group should bring along in addition to your personal gear.
5. With your den, plan a cooked lunch or dinner that is nutritious and balanced. Make a shopping list, and help shop for the food. On a campout or at another outdoor event, help cook the meal, and help clean up afterward.
6. Help your leader or another adult cook a different meal from the one you helped prepare for requirement 5. Cook this meal outdoors.
7. Help set up a tent. Pick a good spot for the tent, and explain to your den leader why you picked it.
8. Demonstrate how to tie the two half hitches knot. Explain what the name means and what the knot is used for.
9. Learn how to read a thermometer and a barometer. Keep track of the temperature and barometric pressure readings and the actual weather conditions at the same time every day for seven days.

NOTES TO DEN LEADER: Meeting 3 will take place at an outdoor camping location. Transportation to and from the event will need to be determined by the leadership and parents of the Wolf Scouts. Contact your pack’s Cubmaster or the Council office regarding the need for a tour and activity plan. Determine if the tour and activity plan form will need to be filled out and filed in advance at the Council office for the hike.

This adventure should help your Cub Scouts further their knowledge of camping and living in the outdoors. Last year, when they were Wolf Scouts, you or another leader probably did most of the work. As the Scouts get older, they should be taking on more of the responsibility for themselves.

You may need to borrow camping and cooking equipment from a neighboring troop or pack. A good way to improve your own skills would be to attend BALOO (Basic Adult Leader Outdoor Orientation) in your district. The course provides a lot of information on basic Cub Scout camping techniques. Keep the menu plans simple, and cook food the kids will want to eat (this is not a TV cooking show). Enjoy!

Some chartered organizations do not allow camping as part of the Cub Scout program. For boys in packs chartered by those organizations, the activities in this adventure can take place during a family camping trip or during a daylong den or pack outing.
MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

• Several small tents—with poles, stakes, rain flies, and ground cloths
• Menu items (remember to keep things simple!)
• Homemade barometer parts
• Equipment for playing “SPUD”—a soft ball or a rolled-up pair of socks (See Meeting 1 Resources 1.)

GATHERING

Explore a Tent

• Have a tent set up in advance so the Scouts can see what it’s supposed to look like: ground cloth laid, stakes properly in the ground, lines all taut, rain fly not touching the tent, etc.
• Have them look around the meeting area so they can decide where to set up the tent for an overnight campout.

NOTE TO DEN LEADER: You will need to review proper tent location, etc., during Activity 1. The Resource section of this meeting has information to assist you.

OPENING

Recite the Pledge of Allegiance and the Scout Oath.

TALK TIME

• Carry out business items for the den:
  — Dues
  — Record advancement (requires a second adult)
  — Notification/remind for upcoming trips or tours
  — Notification/flier for upcoming events
  — Meeting information: Tell Cub Scouts what to expect at this meeting
  — Groundwork for future advancement
  — Notes for upcoming pack meeting
• Time for sharing among Cub Scouts

ACTIVITIES

Activity 1: Set Up Tents (Requirement 7)

Assemble a tent with the help of all the Scouts. This can be done indoors if necessary for your meeting, but it would be better outside. Show them how to use a ground cloth properly. Demonstrate how the poles are assembled and attached to the tent. Show how to put the stakes in the ground and how to assemble and attach the rain fly.

NOTE TO DEN LEADER: While most tents are put together in a similar fashion, each one is a bit different, so be sure you practice before the meeting so you know how it’s done.

Once the Scouts see how it all comes together, have two of them take down the tent, fold it up, and then assemble it again. Switch to a new team and continue until all of them have had a chance to assemble and take down a tent (it will be helpful to have more than one tent for this exercise). Remind them that a Scout is helpful, and they can take part in setting up and breaking down campsites now that they are older Cub Scouts.
Now proceed to the locations they chose for setting up a tent, and discuss campsite consideration based on what they selected (see Meeting 1 Resources for more information). It would be good to reinforce this discussion during the next campout, when you can point out some “unhelpful” elements at the site (rocks, drains, winds, etc.). If you are meeting indoors, you can use index cards to label mock elements around your meeting room for Scouts to consider.

**Activity 2: Menu Planning (Requirement 5)**

Decide which meal the den will cook—lunch or dinner. The goal of this requirement is to cook a SIMPLE meal with good, balanced food choices that will involve minimal cleanup. Items like packaged mac and cheese, beef stew, or other simple heat-and-eat choices will be fine. Be sure to plan a balanced meal by including fruits and vegetables and a healthy drink to round out the menu. Be aware of any allergies in your group and adjust accordingly. With the den, decide who will buy and transport the food. Will you do it as a group? Will every Scout bring part of the meal? Discuss how all other members of the den are trusting and counting on each Bear to keep his word and bring the item he promised so the whole group can enjoy the food.

**Activity 3: Barometer Activity (Requirement 9)**

Distribute the homemade barometer parts. Show the Scouts how to assemble them and how to take a barometer reading. Tell them they should read their barometers and record the reading on the chart in their handbooks; the point is to observe whether the barometric pressure is going up or down. They should also record the temperature—either from their own thermometers or by watching a TV weather report. If the weather report includes a barometric pressure reading, they should record that as well.

**Activity 4: Game**

Play the “SPUD” game (see Meeting 1 Resources).

**CLOSING**

Den Leader’s Minute: Give a quick reflection on what it means to you as an adult to camp in the outdoors. Ask each Scout, in turn, to say what it means to him.

**AFTER THE MEETING/REFRESHMENTS/CLEANUP**

- Ensure cleanup takes place.
- Provide refreshments, if desired.
- Record advancement completed during the meeting.

**MEETING 1 RESOURCES**

**Campsite Considerations**

Cub Scout camping will take place in sites approved by the local council (council camps, local parks, campgrounds), so some choices may be limited, but there are still several considerations to keep in mind when laying out your campsite for a pack event.

**Location.** A campsite facing the south or southeast will get more sunlight and generally will be drier than one on the north side of a hill or in the shade of mountains or cliffs. Cold, damp air tends to settle, causing the bottoms of valleys to be more cool and moist than locations a little higher. On the other hand, hilltops and sharp ridges can be very windy and should be avoided in lightning-prone areas.

**Size and shape.** A good campsite has plenty of space for your tents and enough room to conduct your activities. It should be usable as it is, so you won’t need to do any digging or major rock removal to shape the area. The less rearranging you do, the easier it will be to follow Leave No Trace principles and leave the site exactly as you found it.
**Protection.** Consider the direction of the wind and the direction from which a storm will approach. Is your campsite in the open or is it protected by a hill or a stand of trees? Is there a solitary tree nearby that may attract lightning? Don’t camp under dead trees or trees with dead branches that may come down in a storm or light wind. The best campsites are found near small, forested ridges and hills.

**Insects and animals.** All creatures have their favorite habitats. The best way to avoid mosquitoes and biting flies is to camp away from marshes, bogs, and pools of stagnant water. Breezes discourage insects, so you might look for an elevated, open campsite. Don’t forget to check around for beehives, hornet nests, and ant mounds; their inhabitants usually won’t bother you as long as you leave them alone, but give them plenty of room. The same goes for most animals.

**Ground cover.** Any vegetation covering a campsite will receive a lot of wear and tear. Tents will smother it, sleepers will pack it down, and walkers will bruise it with the soles of their shoes. Some ground cover is tough enough to absorb the abuse, but much of it is not. Whenever you can, make your camp on naturally bare earth, sand, graveled soil, or ground covered with pine needles or leaves.

**Drainage.** While a campsite should be relatively flat, it should slope enough to allow rainwater to run off. However, you don’t want to be in the path of natural drainage. Check uphill from where you plan to set up your tent to make sure water won’t run through the site. **Never camp in a stream bed!** Also, you want to avoid depressions in the ground, as even shallow ones can collect water in a storm.

**Privacy.** One of the pleasures of camping is getting away from crowds and the fast pace of city life. Make camp in places that are far enough away from trails and other campsites. That way you can enjoy peace and privacy while respecting the privacy of other campers.

**Beauty.** The beauty of a campsite often is what attracts visitors to it. Being able to look out from a tent and see towering mountains, glistening lakes, or miles of canyon land or rolling prairie is part of what camping is all about. Find a campsite that gives you spectacular scenery, but camp there only if the site is appropriate for every other reason, too.

**Outdoor ethics.** Be gentle on Mother Nature. You can do a lot to protect and preserve the wilderness by leaving no trace of your visit, no marks along the trail, and a tidy campsite—cleaner than you found it. Don’t harm plants, animals, or insects. Take nothing but pictures, leave nothing but footprints, and kill nothing but time. That philosophy fits as well in a county park as it does anywhere else.

**ACTIVITY 3: BAROMETER**

**Using Atmospheric Pressure to Forecast the Weather**

A shift in atmospheric pressure is one of the most common predictors of weather changes. Weather maps show high and low pressure systems as well as lines of equal pressure called isobars.

Atmospheric pressure that rises slowly during one or two weeks typically indicates settled weather that will last a long time. A sudden drop in atmospheric pressure over a few hours often forecasts an approaching storm, which will not last long, with heavy rain and strong winds.

You can forecast local weather using a barometer and these simple guidelines:

- Decreasing barometric pressure indicates storms, rain, and windy weather.
- Rising barometric pressure indicates dry and colder weather.
- Slow, regular, and moderate drops in pressure suggest a low pressure system is passing in a nearby region. Significant changes are unlikely in the weather where you are located.
- Small, rapid decreases in pressure indicate a nearby change in weather. This is usually followed by brief spells of wind and showers.
- A quick drop in pressure over a short time indicates a storm is likely in five to six hours.
- Large, slow, and sustained decreases in pressure forecast a long period of severe weather, which will be more pronounced if the pressure starts rising before it begins to drop.
- A rapid rise in pressure during fair weather indicates a low pressure cell is approaching. The pressure will soon drop, signaling the severe weather to come.
• Quickly rising pressure, when the pressure has been low, suggests a short period of fair weather is likely.
• A large, slow, and sustained rise in pressure forecasts a longer period of fair weather is on its way.

Barometers are widely used and generally quite reliable at forecasting the weather. There are many types of barometers for sale at a wide range of prices, but a fun project for Scouts is to make barometers of their own from simple household items.

**Coffee Can Barometer**

**Materials**
- Balloon (Note: When using balloons, exercise caution and check to see if anyone in the den is allergic to latex.)
- Clean, empty coffee can
- Rubber band
- Straw
- Tape or craft glue
- Toothpick or straight pin
- Cardboard

**Steps**
1. Cut the balloon in half. Throw away the half with the hole; you will only need the rounded half.
2. Stretch the balloon piece across the open top of your clean, empty coffee can.
3. Secure the balloon to the coffee can with the rubber band. Make sure it is stretched tightly across and that no air can leak out. (This would prevent the barometer from working properly.)
4. Set one end of the straw at the center of the balloon cover and lay it across the edge of the can. Glue it in place. (Do not use hot glue, which would melt the balloon.)
5. Glue the pin to the loose end of the straw. The pin will indicate the pressure measurements.
6. Stand the cardboard vertically next to the pin.
7. Check the Internet or news reports to find the barometric pressure for the day, and make a precise mark on the cardboard at the level of the pin to indicate the pressure.
8. Check and record the pressure each day to begin creating a scale.
Bottle Barometer

Materials

- Clear glass bottle with a long neck
- Water
- Food coloring
- Clear straw or narrow tube
- Rubber stopper or cork for the bottle
- Cardboard or paper

Steps

1. Fill the bottle just over half full with water. Add a few drops of food coloring to the water.
2. Bore a hole through the cork or rubber stopper, so the straw will fit through it and still be snug.
3. Fit the stopper with the straw into the bottle neck to seal it. The straw should be in the water and extend above the top of the bottle.
4. Gently blow bubbles using the straw to make water rise through it above the stopper.
5. Follow directions 6 through 8 from the coffee can barometer to create a measuring scale. The water in the straw will rise if the air pressure is low. The water will go down if the air pressure is high.

ACTIVITY 4: “SPUD” GAME

Materials

- Any ball that is soft and won’t hurt when it hits someone, or a rolled-up pair of socks

Steps

1. Every Scout is assigned a number from 1 to the number of players.
2. Players form a close circle with one Scout in the center who has the ball.
3. The Scout throws the ball straight up as high as he can and yells out one of the numbers.
4. Everyone scatters except the Scout whose number was called. He catches or picks up the ball. As soon as he has the ball, he yells “SPUD,” and everyone must freeze.
5. The Scout with the ball can then take up to three giant steps toward any Scout he wants. He then throws the ball at the Scout, who can move all parts of his body to dodge the throw—except his feet.
6. If the Scout is hit, he gets S. If he isn’t hit, the thrower gets S.
7. Everyone gets back into a circle, and the Scout who received the letter throws the ball up for the next round.
8. When a Scout has acquired the letters S, P, U, and D, he is out of the game. Or, after a set period of time, the player with the fewest letters is the winner.
MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- A skit or song to practice for campfire (See Meeting 2 Resources.)
- Gear lists—personal and group (See Meeting 2 Resources.)
- Rope—a 6-foot piece for each Scout, and something to tie the rope to (pole, rail, chair, table leg, etc.)
- Personal gear list items
- Some group gear list items
- Flying disc or ball for “500” game
- Instructions for “The List Game” (See Meeting 2 Resources.)
- Items for preparing food
- Small tents

GATHERING
Game: Going the Distance (See Meeting 2 Resources.)

OPENING
Recite the Pledge of Allegiance and the Outdoor Code

TALK TIME:

- Carry out business items for the den:
  - Dues
  - Record advancement (requires a second adult)
  - Notification/reminder for upcoming trips or tours
  - Notification/fliers for upcoming events
  - Meeting information: Tell Cub Scouts what to expect at this meeting
  - Groundwork for future advancement
  - Notes for upcoming pack meeting
- Time for sharing among Cub Scouts

ACTIVITIES

Activity 1: Check Weather Logs (Requirement 9)
Are the barometers working? Did you forecast any interesting weather, such as a rain storm, while recording the measurements? What happened to your readings when the weather changed?

Activity 2: Skits and Songs (Requirement 2)
Practice a skit or song for a future campout. Run through it a few times so everyone is familiar with it and understands their part. Remind the Scouts to practice at home during the week if necessary. (See Meeting 2 Resources for skit or song ideas.)
Activity 3: Gear (Requirements 3 and 4)

- Discuss with the Scouts what gear they should bring on the campout for their own personal care and comfort, based on where and when you are camping. Steer them toward items like tents, sleeping bags, ground cloths, pillows, sleeping pads or mattresses, warm clothes, raincoats, eating utensils, hats or caps, toothpaste and toothbrushes, etc. (See Meeting 2 Resources.) Ask them which items they think are the most important, going around the group and letting each one choose something. Have each Scout say why he picked that item (i.e., a sleeping bag to stay warm at night, to sleep well, and to be ready for the next day). Continue until all the items have been discussed. Talk about the importance of each item on the list, not just the first two or three that were picked. Don't forget the Cub Scout Six Essentials!

- Play the “500” game (See Meeting 2 Resources.)

- Group Gear List (See Meeting 2 Resources.)
  - Have the Scouts make their own lists of other gear the group will need to bring, such as a cooking stove, a cooler to keep the food cold, a group first-aid kit, cooking utensils, fire starters, and rope.
  - Once they have done this, play “The List Game” with the lists (see Meeting 2 Resources) and see who has the most items left when they’re finished. The object of this activity is to get them thinking about the needs of the group, not to come up with an exhaustive list.

Activity 4: Menu Review

Review the menu choices that were made last time. Is the food ready to go? Do you need to prepare any food before the trip? Have all Scouts brought their required food items?

CLOSING

Sing Cub Scout Vespers (see Meeting 2 Resources)

AFTER THE MEETING

- Ensure cleanup takes place.
- Provide refreshments, if desired.
- Record advancement completed during the meeting.

DEN MEETING 2 RESOURCES

GATHERING

Game: Going the Distance

Materials:
- Several paper bags, buckets, or small boxes
- Items to throw (small bean bags, wrapped candy, small plastic balls, etc.). Be sure to have twice the number of items as paper bags or buckets, so two boys can play at a time.

Put the containers at separate places along a straight line. Assign points to each place (i.e., two points to the closest, five points to the next, 10 points to the next, etc.).

Have the boys line up. One or two at a time, they will toss their items into the containers to score points. They must keep track of their total points using the honor system. A Scout is trustworthy.

You can make this game more challenging by moving some of the containers far away. Or, have the boys toss the items with their backs to the targets.
ACTIVITY 2: SKITS AND SONGS

“Sleepover” Skit

Required:
3 Scouts; a bundle of clothes

Script:
Two Scouts are playing with toys.
Bill: Hey, Bob, I hear something. Is that rain?
Bob: Sounds like it.
Bill: When you came over to play, there wasn’t a cloud in the sky.
Bob: Sure wasn’t.
Bill: Wow, look out the window. It’s just pouring down!
Bob: Sure is.
(Bill’s dad enters the room.)
Dad: Bob, I can’t let you go home in this storm. You’ll catch cold.
Bill: Dad, can Bob sleep over? Please?
Dad: Sure, but you’ll need to clean your room first. Come on.
(Bill and Dad exit the stage while Bob keeps playing. A few seconds later, Bob jumps up as if he has just remembered something and runs offstage in the other direction. After a pause, Bill returns.)
Bill: Bob, my room’s clean and your bed’s ready. Bob? Bob?
(Bob runs in, holding a bundle of clothes.)
Bill: Bob! You’re soaking wet! Where have you been?
Bob: Since I’m sleeping over, I ran home to get my pajamas.

Penguin Skit

Required:
Any number of Scouts. One will be the “driver” and another will be a police officer with a badge (cut-out star) and a radio.

The rest of the Scouts are penguins, and will need sunglasses, a towel, beach balls, or other beach items in the “second act.” Trash bags with holes cut out for their heads will make great costumes.

Script:
Our scene opens with all the penguins milling around onstage, like penguins—hands at their sides, waddling back and forth, quacking once in a while.
The police officer comes out and seems stunned to see the penguins.
Officer: What are all these penguins doing out here in the street? This is not good—they could cause an accident and get hurt! (Quickly yells into his radio.) Central, get me a truck out here to pick up these penguins! And make it code three!
The driver comes out “steering” his truck and making truck engine and brake noises. He stops next to the police officer.
Driver: You called for a truck?
Officer: I sure did. Get these penguins on your truck and take them all to the zoo!
The driver and officer herd the penguins onto the truck (the penguins line up behind the driver), and the truck leaves the stage. The officer walks offstage.
(Offstage, the penguins put on their sunglasses, throw their towels over their shoulders, grab the beach balls, and wait behind the driver.)
The officer walks back onstage.
Officer: What a beautiful day. And no penguins in sight like yesterday. It sure is quiet, just the way I like it!
Off stage, the driver starts making loud engine noises, and the truck, carrying all the penguins, comes back and drives around the stage. The officer, shocked, stops the truck.
Officer: Hey! I thought I told you to take these penguins to the zoo!
Driver (looks at the officer, and then looks at the penguins): I did. And we had so much fun that today we’re going to the beach!
A Boom Chick a Boom!
(Repeat each line after the song leader.)
I said a boom chicka boom!
I said a boom chicka boom!
I said a boom chicka rocka chicka rocka chicka boom!
Uh huh,
Oh yeah.
One more time, _____ style.

Softball Style:
I said a boom chicka boom!
I said a boom chicka boom!
I said a boom chicka rocka hit that softball to the moon!

Barnyard Style:
I said a moo chicka moo!
I said a moo chicka moo!
I said a moo chicka watch your step, don’t track it in the room!

Race Car Style:
I said a vroom shifta vroom!
I said a vroom shifta vroom!
I said a vroom shifta grind-a shifta grind-a shifta vroom!

Flower Style:
I said a bloom chicka bloom!
I said a bloom chicka bloom!
I said a bloom chicka blossom smell those flowers chicka bloom!

Parent Style:
I said a boom GO TO YOUR ROOM!
I said a boom GO TO YOUR ROOM!
I said a boom GO TO YOUR ROOM and don’t come out ‘til next June!

The Finest Pack of Cub Scouts
(Tune: “The Yellow Rose of Texas”)
We’re the finest Pack of Cub Scouts,
That you have ever seen.
We’re loyal and we’re honest,
We’re never rude or mean.
We’re proud to wear our uniform,
We like the gold and blue.
You know that you can count on us,
To live the Scout Oath true.
We follow our Akela.
We always do our best.

We work on our advancement.
We rarely stop to rest.
We learn while earning badges.
Cub Scouts know more than most.
We learn to be good citizens.
About that we can boast.
We love our God and country.
We respect our fellow man.
We’re busy doing Good Turns.
We help each time we can.
We’re proud to be Americans.
We fly our flag to show
Our land is free for you and me
To live and learn and grow.

CLOSING
Song: Cub Scout Vespers
(Tune: “O Christmas Tree,” or “O Tannenbaum”)
As the night comes to this land,
On my promise I will stand.
I will help the pack to go,
As our pack helps me to grow.
Yes, I’ll always give goodwill.
I’ll follow my Akela still.
And before I stop to rest,
I will do my very best.
## Pack Camping Gear

In addition to individual equipment, the equipment listed below should be available for group use.

### Required Items
- First-aid kit
- Food
- Cooking utensils as needed by menu, or cook kit
- Stove and fuel, or firewood, charcoal, and cooking grate
- Matches, fire starters, charcoal chimney-style lighters
- Aluminum foil
- Biodegradable soap
- Sanitizing agent (liquid bleach)
- Plastic scouring pads, dish mop, wash tubs
- 100 feet of quarter-inch rope
- Water containers
- Trash bags
- Paper towels
- U.S. flag, pack flag
- Repair kit (rubber bands, safety pins, sewing gear)
- Toilet paper
- Shovel
- Cooler
- Activity gear (game materials, craft supplies, etc.)

### Spare Items
- Tent stakes
- Fuel canisters
- Ground cloth or tarp
- Insect repellent
- Eating utensils
- Blanket

### Optional Items
- Dutch oven
- Marshmallows, popcorn, etc.
- Cooking fly or tarp
- Musical instruments
- Lawn chairs, camp stools

### Personal Gear List

<table>
<thead>
<tr>
<th>Cub Scout Six Essentials:</th>
<th>Sun protection</th>
</tr>
</thead>
<tbody>
<tr>
<td>First-aid kit</td>
<td>Flashlight</td>
</tr>
<tr>
<td>Trail food</td>
<td>Trail food</td>
</tr>
<tr>
<td>Whistle</td>
<td>Whistle</td>
</tr>
<tr>
<td>Filled water bottle</td>
<td>Filled water bottle</td>
</tr>
</tbody>
</table>

And to sleep overnight, we’ll need:

|  |  |
|  |  |
|  |  |
|  |  |

### Group Gear List

Group items:

|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
“500” Game

Location
This game should be played outside.

Required
Flying disc, softball, rubber ball, football, or any other throwing item

Instructions
The object is to catch the disc or ball enough times to become the thrower.

One Scout starts as the thrower, and the other Scouts gather around at a throwing distance from him. The thrower yells out, “100” or “200,” or any amount he wants the throw to be worth. Then, he throws the disc or ball toward the group of Scouts. The first catcher to reach 500 becomes the thrower.

“500” Game Variations

- When a new thrower is up, everyone starts over at zero or keeps their current tally, whichever is decided at the start of the game.
- **Dead or Alive:** Two values can be assigned to a throw, such as “100 dead, 400 alive.” If a person catches the object in the air, he gets the “alive” value. If the object hits the ground first, he gets the “dead” value. Values like “200 dead, 400 alive” are legal.
- If using a ball that bounces, standard values can be assigned such as 200 in the air, 100 after 1 bounce, 50 after two bounces, and 25 for all others.
- **Grab Bag:** If the thrower yells “Grab bag” for a throw, the Scouts have no idea what the value is. It may be 500 or minus 10,000. Typically, “Grab Bag” is ruled illegal at the start of a game.
- **Jackpot:** Whoever catches this throw is automatically the next thrower. “Jackpot” is typically used by someone who has been up a long time or needs to leave.

The List Game

This game can be used for any activity that involves brainstorming for lists of items.

Give the Scouts a topic and tell them to come up with items that are needed. For instance, “What items will the den or pack need to bring in addition to your personal gear?”

Let them write down the items privately for a minute or two. Once they’re done, pick a Scout to say one item. If the item is also on someone else’s list, it does not count for points. If a Scout comes up with an idea that only he listed, he gets a point. Continue around the group until all listed items have been mentioned, and then total up the points. The winner is named “The King of the Group Gear Listers,” or another fun title, and receives a round of applause.

The object is to encourage the Scouts to come up with ideas that aren’t just the common, easy answers.
MEETING 3 PLAN (DEN OUTING)

PREPARATION AND MATERIALS NEEDED

- Plan for transportation to and from camp location
- Camping gear from lists (Personal and Group)
- Food for cooking meals
- Thermometer and homemade barometer
- Small-sized rope for Activity 4 knot-tying—enough for each Scout

NOTE TO DEN LEADER: This outing will complete requirement 1 for this adventure.

GATHERING

Remind the Scouts of the slogan, “Take only memories, leave only footprints,” and the adage that Scouts always leave a campsite better than they found it. Bear Scouts focus on the Outdoor Code principle of “Be considerate in the outdoors.” Discuss ways that they can demonstrate that principle when they are at a campsite. Point out to them the things that previous campers may have left behind and remind them that if we leave it here also, other campers will think it was ours. So let’s clean up!

OPENING

- Go over the activities planned for the outing.
- Share the time that the dinner preparation will begin
- Share the time the campfire will begin.

TALK TIME

- Address the den’s business items:
  - Dues
  - Recording advancements (requires a second adult)
  - Notification/reminder of upcoming trips or tours
  - Notification/fliers for upcoming events
  - Meeting information: Tell Cub Scouts what to expect at this meeting.
  - Groundwork for future advancement
  - Notes for upcoming pack meeting
- Time for sharing among Cub Scouts

ACTIVITIES

Activity 1: Set Up Camp (Requirement 7)

The Scouts should be putting up their own tents with minimal help from adults. They should be able to explain why they are putting their tent in this specific location based on site considerations. Have them lay out the tent on the ground where they think it should go. Then, before completely pitching it, have them review the location with an adult.

Activity 2: Practice Skit or Song (Requirement 2)

Have the Scouts practice their skit or song for presentation at the campfire show. Check to make sure any needed props or costumes are ready to go.
Activity 3: Prepare and Cook Your Meal (Requirements 5 and 6)

- Prepare and cook your meal. Try to let every Scout have a hand in preparing and cooking the food, if possible. If you have a large group, divide the tasks so that some will do the cooking for one meal and cleanup for the next, or vice versa. You need to be sure all Scouts have a practical hand in the project and learn something from it. This might be a good time to discuss how a Scout is clean. Remind them of the importance of washing hands before preparing food to avoid spreading germs. Be sure everyone helps clean the utensils used to cook and eat the meal. Be sure all trash and food scraps are disposed of properly.
- Be sure to have the Scouts help with at least one other meal so they can improve on the skills they learned and add to their cooking knowledge.

Activity 4: Two Half Hitches (Requirement 8)

- Have the Scouts demonstrate how to tie two half hitches to secure a rope to a post, rail, or tree. Have them teach the knot to another Scout. Scouts can find instructions for the knot in their *Bear Handooks*.

Activity 5: Thermometer and Barometer (Requirement 9)

- Set up the thermometer and homemade barometer. Have the Scouts observe the readings at several times during the day. Does the weather appear to be changing?

Activity 6: Games

- Play “SPUD,” “500,” or any other game.

Activity 7: Campfire (Requirement 2)

- Perform the campfire songs or skits they prepared.

Enjoy the campout!

**CLOSING**

The closing for this plan may be part of the ending of the campfire, or maybe the morning after camping out. It should be inspirational and ideally reference the outdoors.

**A Walk with Nature**

John Muir was a naturalist, writer, conservationist, and founder of the Sierra Club. He said “In every walk with Nature one receives far more than he seeks.”

I ask you, what did you seek when you arrived at this outing? Did you find it, experience it? Now think for a moment about what else you have experienced in our time outdoors. (Pause). Let us travel safely from this place, back to our homes, in hopes that we may soon walk again with Nature.

**AFTER THE MEETING**

- Send thank you notes to those who helped.
- Record the completion of requirement 1.

Upon completion of the Bear Necessities adventure, your Bear Scouts will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loop, to be worn on their belt, as soon as possible according to your pack’s tradition.
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.

TAKEAWAYS FOR CUB SCOUTS
• Essential first-aid skills
• Essential personal safety skills
• Understanding of the role of the first responder in the local community
• A Scout is brave, courteous.

RANK REQUIREMENTS
1. Explain what first aid is. Tell what you should do after an accident.
2. Show what to do for the hurry cases of first aid:
   a. Serious bleeding
   b. Heart attack or sudden cardiac arrest
   c. Stopped breathing
   d. Stroke
   e. Poisoning
3. Show how to help a choking victim.
4. Show how to treat for shock.
5. Demonstrate that you know how to treat the following:
   a. Cuts and scratches
   b. Burns and scalds
   c. Sunburn
   d. Blisters on the hand and foot
   e. Tick bites
   f. Bites and stings of other insects
   g. Poisonous snakebite
   h. Nosebleed
   i. Frostbite
7. Create and practice an emergency readiness plan for your home or den meeting place.
8. Visit with a first responder.

NOTES TO DEN LEADER: Meeting 1 will take place at a first responder station. See the Meeting 1 Preparation and Materials Needed section for details to help you plan ahead for your visit. Transportation to and from the event will need to be determined by the leadership and parents of the Wolf Scouts. Contact your pack’s Cubmaster or the Council office regarding the need for a tour and activity plan.
MEETING 1 PLAN (OUTING)

PREPARATION AND MATERIALS NEEDED
The outing will take place first during this adventure to provide context and inspiration for the remainder of the adventure (requirement 8).

Identify an EMS station, fire station, emergency room, or other emergency first-aid service in your community to visit with the Webelos Scouts. You should plan on contacting the service at least a month ahead of time to schedule the visit. An alternative may be to have a first responder or emergency response person visit a den meeting.

Have available index cards and pens or pencils for Webelos Scouts to compose their questions for first responders. It may be helpful to prepare some sample questions in case the Scouts become a bit “tongue-tied” while visiting the first responders.

Provide the first responder with a copy of the Webelos Scout First Responder adventure requirements to prepare them for the visit.

Once the visit has been scheduled, make sure all the Webelos Scouts and their families know the arrangements for their outing:

- Field trip permission slips
- Who will attend
- When you are planning to go
- Where you will meet
- What the Webelos Scouts should wear or bring
- How the Webelos Scouts should remember to participate. A Scout is courteous!

GATHERING
Share with the Webelos Scouts some key questions they can ask about what they are going to observe and learn about during this outing.

It might be helpful to put the questions on index cards so that the boys can keep the cards with them and remember to ask the question. Giving them a second card to write a question of their own may help them to personalize their interest in the outing. Here are some examples:

- What type of first aid do first responders have to apply?
- What is the most important thing for a first responder to remember when he or she arrives to a case?
- What is the greatest challenge a first responder faces in his or her work?
- What can our community do to help first responders do their work better?
- How might a Webelos Scout become a first responder?
- In what ways is a first responder brave?
- In what ways will being a Scout help me to become a first responder?
- What does “first aid” mean to you?
- What are some ways we can keep ourselves and others safe?
- In what ways does working as a first responder help you to be a good citizen? (Include this to reinforce roles of active citizenship, and discuss how first responders are helpful citizens and how a Scout is helpful.)
OPENING
Hand out an adhesive bandage to each Scout, and ask him to place it in his shirt pocket. Make the following point: “Today, we are going to learn how first responders are always prepared to help other people. Make sure that the lessons you learn today stick with you, just as the bandage in your pocket is prepared to stick to you in case of an injury. Please join me in reciting the Pledge of Allegiance.”

TALK TIME
Carry out business items for the den. You may wish to reduce this list since the den is on an outing or has guests.

- Dues
- Recording advancement (requires a second adult)
- Reminder of good behavior during the time with our guests/hosts
- Notification/flier for upcoming event
- Ground work for future advancement
- Notes for upcoming pack meeting

ACTIVITY
Visit With a First Responder (Requirement 8)
You should begin the meeting or outing with an introduction of the key personnel who will be conducting the session.

An appropriate greeting prepared by the Webelos Scouts for the presenter might be as simple as “Hello, my name is …” Remember to mention that the Webelos Scouts have some questions that they would like to ask at the end of the session.

Meet with a first responder in the community, and have him or her explain:

- His or her duties
- Ways that he or she is helpful to the community
- Ways Scouts can be helpful in their community by knowing what to do in an emergency, such as an emergency in their home

CLOSING

- Have the den thank the person who gave the presentation. Ways to show courtesy might include a “thank you,” handshake, cheer, or applause.
- Commend the boys on their ability to be obedient and respectful of the rules of the facility in which the outing occurred, and remind them that Scouts are obedient to the rules of any place they enter.
- To help develop an attitude of courtesy, prompt the boys for their ideas as to how to express this appreciation before they leave the site of the outing. This is an opportunity to use their den yell as a means of showing appreciation.
- Be sure to address any important announcements for the next meeting.
- Remind the Webelos Scouts and their parents that as this adventure continues, they will learn some of the same skills that are used by the first responders they met today. Remind the boys to think about the ways that a first responder is serving his or her community as a good citizen and how they can be helpful to their community by being prepared and knowing what to do in an emergency.
AFTER THE MEETING

Key points:

- Review with the denner his responsibilities for the next meeting: supplying a thank you note and leading the flag ceremony.
- Record completion of requirement 8.

Thank you note

- Ask the denner to bring a thank you note to the next meeting so that all the members of the den can sign it.
- Den leaders may wish to support this by having a card on hand if the denner is unable to complete this responsibility.

Refreshments: If appropriate, bringing refreshments to share with the first responders would be a positive gesture.

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

See Meeting 2 Resources at the end of this adventure plan.

- Script and pictures/incident cards for Getting Help and Hurry Cases activities
- Bandages and other first-aid supplies or pictures/cards for hurry cases instruction

NOTES TO DEN LEADER: Contact your local council service center to ask if they offer a workshop for completing the First Responder adventure. The American Red Cross may also be willing to conduct a workshop for this adventure. Always teach the use of barrier devices such as nonlatex, disposable gloves, mouth barriers, and, in some cases, eye protection to prevent possible contamination by blood or other direct contact with the injured person. Cardiopulmonary resuscitation (CPR), use of an automated external defibrillator (AED), and rescue breathing require instruction from a certified teacher.

GATHERING

If you have a den chief, you may wish to put him or her in charge of this activity. Demonstrating how to be brave will help the Webelos Scouts create their own skits.

- Prepare the den chief or assistant den leader to help Scouts carry out this activity. Prepare index cards, each with one approach to being brave written on them (CALM, CLEAR, STRONG, CAREFUL).
- As the boys gather, create groups. Give each group one of the four steps of being brave. Each group will prepare a brief skit or roleplay during the opening for the rest of the den to guess in what way they are demonstrating how they are brave.

OPENING

Materials:

- U.S. flag
- Words to song transferred to large sheet of paper for alternate opening

Open with the traditional Boy Scout motto: Be Prepared. To do this, the leader will teach a call and respond cheer. The leader will say, “Scouts be prepared!” and the boys will answer, “We are prepared!”

Invite Webelos Scouts to become first responders by learning how to do their best to be prepared—for themselves and others. Tell the Scouts: “An important part of being prepared is to be BRAVE. Let’s look at some skits to figure out what we need to do to be brave.”
Allow each group to act out their part of being brave. Help the others in the den understand each step by asking, “What are they being?” If they have difficulty, you can ask them, “Are they showing us that they are being strong, or calm, or clear, or careful?” End by chanting all four steps to being brave.

**ALTERNATE OPENING**

| Sing to tune of “Row, Row, Row Your Boat.” | Conduct a flag ceremony with the denner in charge of the ceremony. |
| Be, be, be prepared, Always a good Scout! | Recite Pledge of Allegiance. |
| Strong, calm, clear, and careful | Recite the Scout Oath and Scout Law. |
| This is what we’re about! |

**TALK TIME**

See sample Talk Time activities in Appendix.

- Thank you note—Den members will sign the thank you note that the denner composed and brought to the den meeting.
- Seek responses as to what parts of the Scout Law are emphasized by sending a thank you note to people who have helped us.
- Seek responses for these questions: In what ways did the first responders serve as models for good citizenship? What did you learn from their example? Responses may include courteous, kind, helpful, and brave. Ask the Scouts to explain in their own words why they answered as they did.
- Review any upcoming pack information. Emphasize these points of information at the close of the meeting.

**ACTIVITIES**

Review basic first-aid skills to cover during meeting.

**Activity 1: Getting Help (Requirement 1)**

- Introduce activity and the meaning of first aid.
- Divide into groups to respond to a given emergency.
- Brainstorm what Scouts should say to the 911 operator.
- Play the 911 Reporting Roleplay Game as a den (see Meeting 1 Resources).
- Debrief/reflect.

**Activity 2: Hurry Cases (Requirements 2, 3, and 4)**

Conduct Hurry Cases activity (see Meeting 2 Resources).

- Introduce activity
- Conduct hurry case scenarios as a den or in smaller groups
- Debrief/reflect

**CLOSING**

Circle up the Webelos Scouts. Ask each one to tell you something that a first responder needs to know or do. Some may mention skills required to serve as a first responder; prompt them as to how qualities such as being helpful and brave are also part of what a first responder needs to be able to know or do. When each boy has had a chance to respond, close the meeting with the cheer, “Scouts be prepared!” “We are prepared!”

**HOME ASSIGNMENT:** Ask Webelos Scouts to work with their parent or guardian to come up with a simple emergency plan—how will they escape their homes in case of fire or other emergency and where will they assemble?
AFTER THE MEETING

- Consult with the assistant den leader as to the success of the meeting and opportunities to improve the next meeting.
- Assign tasks for the next den meeting.
- Review with the denner his tasks for the next meeting.
- Record completion of requirements 1, 2, 3, and 4.

MEETING 2 RESOURCES

Activity 1: Getting Help

Open this part of the meeting with this question: Who can tell us something about the first responder’s outing last week? Invite several boys to respond; all answers should be respectfully accepted and listened to.

Ask the boys: What do you think FIRST AID really means?

Key takeaway: First aid is knowing what to do first to help.

Divide the boys into three groups. Give each group a card with one of these topics on it. Tell them they have two minutes to talk within their group to determine what to do and report back to the larger group.

- Card 1: There has been an accident! What do you think you need to do to help?
- Card 2: You have been asked to get help in an emergency. What will you do?
- Card 3: You have to call 911 (or the emergency number in your area). What should you remember to tell the operator when you call?

Allow each group to read the situation, discuss what they would do, and report to the entire group. Here are a few reminders for the boys:

1. Stay calm (remember how to be brave) and check the situation. Call for help and then determine if there is an adult to give assistance; if not, determine what you can do.
2. The most important numbers to call for medical or other emergencies should be made known here. Include EMS, fire, police or sheriff, ambulance, utility company, family doctor, poison control center, and neighbor.
3. If you need to call 911, remember the three W’s—who, what, and where. Also remember to stay on the phone until your message is understood and you have answered all questions. YOU WILL BE ASKED A LOT OF QUESTIONS. Be calm and clear so you can answer them. Many times, the 911 operator or dispatcher will give you further instructions on the phone before help arrives.
911 Reporting Roleplay Game

This game allows Webelos Scouts to put into practice what they learned during the discussion. Create a set of “scenario” cards—an accident or other incident that requires an EMS response. You can use a set of pictures or a few words to capture the point of the incident (example: adult male, chest pains, shortness of breath, located at the den meeting site). Give a Webelos Scout a cell phone and ask him to respond to the questions asked by the 911 operator. As den leader, you will serve as the operator and ask questions that require the boys to respond.

Webelos Scout (Pretends to dial 911)
Operator 911. What is your emergency?
Webelos Scout (Responds, using information provided on card—car accident, fire, poisoning, snakebite, etc.)
Operator What is your name?
Webelos Scout (Responds)
Operator What number are you calling from?
Webelos Scout (Responds)
Operator Where are you located?
Webelos Scout (Responds)
Operator What are the nearest cross streets? (If you are in a rural area, provide a significant landmark.)
Webelos Scout (Responds)
Operator Is anyone hurt?
Webelos Scout (Responds)
Operator OK, we will send ____. Please stay on the line.
Webelos Scout (Responds)

Roleplay ends. Repeat with another Webelos Scout.

Reflection:

• What went well?
• What could we do better?
• Why is it important to practice this?
Activity 2: Hurry Cases

Divide the Webelos Scouts into groups of two or three boys. These groups should be different from those in the previous activity. Explain that each group is going to be the first responder for an important first-aid situation. These situations will be “hurry cases” or other serious medical emergencies.

NOTE TO DEN LEADER: Symptoms and recommended treatments of these hurry cases and other medical emergencies are included in the Webelos Handbook.

Make sure the Webelos Scouts understand that everyone will have a chance to role-play in order to practice and learn how to cope with each situation. Direct the boys to bring their handbooks with them to each station. Review the content of the handbook and, using the information in the handbook, help the boys respond correctly to each hurry case.

You may do this as a round robin in small groups, or do it together and have each small group explain the solution to the other Webelos Scouts.

Key Ideas to Leave With:

What hurry cases are—they can be life threatening and help must be quick.

CASE ONE: Stopped breathing

Have a leader or other adult lay on the floor with a sign on his or her chest: stopped breathing. Or show the sign next to a picture of a person lying on the ground.

Ask group one to determine what it will do for the victim using the given information.

The group will come to a consensus as to how to treat the victim and report to the entire group.

CASE TWO: Serious bleeding

Have a leader or another adult with a bandage wrapped around the arm or leg. Use food coloring or a red marker on the bandage to simulate bleeding. The sign on the victim says blood is spurting from this wound. (Or you may use a picture.) Again, the group will determine how to treat the victim based on the cards it was given. Once the members determine what to do, they will report their findings to the entire group.

CASE THREE: Poisoning

You may show an empty cleaner bottle or pill container (or picture of one) and explain that it was found next to a person who is severely vomiting. This group will carry out the exercise like the other groups.

CASE FOUR: Heart attack

Display a sheet of paper listing symptoms of a heart attack. The Scouts visiting this victim should identify the hurry case as a heart attack and respond appropriately. If you do not have assistance from a certified instructor, Scouts should demonstrate care for heart attack by correctly describing the steps outlined in the Webelos Handbook.

CASE FIVE: Stroke

Display a sheet of paper listing symptoms of a stroke. The Scouts visiting this victim should identify the hurry case as a stroke and respond appropriately.

CASE SIX: Choking

The host at this station instructs Scouts in giving the international sign for choking—a hand placed at the throat and an inability to speak. The Scouts visiting this victim should identify the case as choking and respond appropriately.

CASE SEVEN: Shock

The host at this station instructs a Scout to describe the symptoms of shock (cool and clammy skin, nausea, and feeling faint). The Scouts visiting this victim identify these symptoms as shock and respond appropriately.
MEETING 3 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. flag
You will need items so each Scout can construct a basic first-aid kit. The list below was designed for Boy Scouts; include at least the **bold** items for the Webelos Scouts:

- **Adhesive bandages (6)**
- Sterile gauze pads, 3-by-3-inch (2)
- Adhesive tape (1 small roll)
- Moleskin, 3-by-6-inch (1)
- Soap (1 small bar) or alcohol-based hand sanitizing gel (1 travel-size bottle)
- Triple antibiotic ointment (1 small tube)
- Scissors (1 pair)
- **Nonlatex or disposable gloves (1 pair)**
- CPR breathing barrier (1)
- Pencil and paper
- **Plastic bag to hold items**

GATHERING (REQUIREMENT 6)
Have each boy create a basic first-aid kit and assemble it in a plastic bag. These kits can form the basis of a home first-aid kit.

It would be helpful to have a standard home first-aid kit assembled as a model for the boys to emulate.

As boys arrive, help them add items to their kit. Discuss while assembling the kits what items from the model kit they would like to add to their own kits over time.

OPENING

- Ask a Webelos Scout to lead the group in the Scout Oath and Scout Law.
- Have another Webelos Scout lead the cheer, “Scouts be prepared ...”
- The denner leads the flag ceremony, closing with the Pledge of Allegiance.

TALK TIME

- See sample Talk Time activities in the Appendix.
- Note any items to address for upcoming den activities.
- Note any items to address for upcoming pack activities.

ACTIVITIES (REQUIREMENTS 5 AND 7)
Prepare First Responder Relay Stations (see Meeting 3 Resources for station descriptions). The stations require helpers to be part of the scenario or have props related to a first-aid kit.

Arrange the meeting room into several stations. You can also carry out this activity in a park or a schoolyard. The goal is to incorporate movement between each of the scenarios.

At each station, the boys will read a scenario or situation and then determine their first responder reaction to the scene. Introduce the concept of CHECK, CALL, CARE. With each scenario, they first must CHECK what has happened and determine if it is a life-threatening situation or hurry case. Then they must CALL for help and demonstrate or tell how they would CARE for the victim.

Add a station for finding relevant phone numbers (power company, 911, police, etc.).
At each station, review basic first-aid treatment as outlined in the rank requirements. There should be at least one situation for requirements 5 and 7.

If possible, have parents, other leaders, or older Boy Scouts at each station to help the Webelos Scouts work through each scenario.

Include among the first-aid scenarios a “what to do when lost” station.

Write the correct response to each scenario on a separate card so that the Webelos Scouts will know if they have done their job in being a first responder.

There are suggestions in the Meeting 3 Resources section for games to reinforce first-aid skills and for instructions to make injuries appear more realistic.

**CLOSING**

**Materials:**

Small ball

Ask the Webelos Scouts to circle up. Toss a ball to a Scout, asking him to tell you something about being a first responder. Invite the Scout to toss the ball to another Scout with a question about first aid or what he has learned during the activities for this adventure.

The closing game continues until all Scouts have caught the ball and shared a comment.

- Review hurry cases.
- Review the meanings of brave and helpful.

Ask the denner to lead the following cheer in a “repeat after me” manner: “Check/Call/Care—Scouts be prepared!”

“We are prepared!”

**AFTER THE MEETING**

- Consult with the assistant den leader as to the success of the meeting and opportunities to improve the next meeting.
- Assign tasks for the next den meeting.
- Review with the denner his tasks for the next meeting.
- Record completion of requirements 5, 6, and 7.

Upon completion of the First Responder adventure, your Webelos Scouts will have earned the adventure pin shown here. Make sure they are recognized for their completion by presenting the adventure pin, to be worn on their Webelos colors or the front of their cap, as soon as possible according to your pack’s tradition.
MEETING 3 RESOURCES

Activities

First Responder Relay Stations

Implementation: Depending on your meeting place, you can move boys from room to room, around a gymna-
sium, or, if you are meeting outside, along the trail in a park. Having additional parents in place to help at each
station will be advantageous. Be sure to prepare the person at each station so he or she can provide a convinc-
ing role-play of the assigned affliction.

Each station will feature a scenario or situation that the boys will read about and then determine their first
responder reaction. Introduce the concept to CHECK, CALL, CARE. With each scenario, they first must check
what has happened and determine if it is a life-threatening situation or hurry case. Then they must call for help
and care for the victim.

If you have a knowledgeable den chief, it would be very helpful if he could describe how to treat the victim at
each station.

At each station, review the contents of the first-aid kits they have just made and explain which items from the kit
would be used at each station.

You may have the same person be the victim at multiple stations. Alternatively, you may wish to recruit parents
or guardians of the Webelos Scouts or older Boy Scouts to serve as victims. Prepare them in advance for their
role. You may find it helpful to transfer the information in the following table onto an index card or sticky note to
remind victims of the first-aid situation that they should model.

Some of the stations can be made even more hands-on by using bandages to treat a “wound.” Some sugges-
tions are listed, but the more you can make it seem “real,” the better the Webelos Scouts will learn the lessons
you are sharing.

It is helpful to divide Webelos Scouts into small groups (pairs or groups of three) to keep them focused on the
first-aid incident at each station. Depending on the level of independence of the boys in your den, they may
move independently from station to station or they may be escorted by a parent helper, leader, or den chief. The
requirement that corresponds to each station is noted in the following table.

If you wish, you may build the scenarios around a specific incident, e.g., a kitchen accident, automobile acci-
dent, knife wound, and so on.
**Simple first aid: cuts and scratches**

Simulate a small cut with a red marking pen by drawing a line on the arm or hand of a helper, less than half-inch in length. Be ready with small adhesive bandages and soap and water to simulate treatment.


CALL – Not necessary to activate EMS for this injury; it would be wise to inform an adult.

CARE – Clean wound. Apply bandage.

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**Simple first aid: burns and scalds**

An empty coffee cup (to imply a spill) could be used as a prop. The helper can hold out his or her arm and appear to be in pain. Carrying out this session near a sink would be helpful so the first responder can run cool water over the injury.


CALL – Not necessary to activate EMS for this injury; it would be wise to inform an adult.

CARE – A first-degree burn or scald that affects only a small patch of skin can be treated by running cold water over it.

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**Simple first aid: blisters on hand and foot**

Use a washable marker to draw a pink ring on the heel of a helper’s foot. This is a common place for blisters to form. Use an adhesive bandage to hold a gauze pad in place over the blister to keep it from breaking.

CHECK – Check state of blister.

CALL – There is no need to contact EMS. A blister that pops or tears may require medical attention.

CARE – The best approach is to prevent blisters from forming. Explain the value of wearing liner socks when hiking or show how to place a bandage over a “hot spot” if it feels tender or warm from rubbing.
**Simple first aid: tick bite**

Show a picture of a tick. Use a small seed to represent a tick. (A popcorn kernel or pumpkin seed colored dark brown with a marker would work well.) Show how to firmly grip the “tick” with a pair of tweezers—without crushing the tick—when removing the tick from the victim.

CHECK – See if a tick is attached.

CALL – There is no need to seek professional medical help unless the tick is a deer tick—a very tiny tick, about the size of a sesame seed. Deer ticks can harbor diseases such as Lyme disease.

CARE – With tweezers, gently grip the tick and slowly pull it away from the skin. Do not twist or turn the tick, as its mouth parts may break off and cause an infection. Wash with soap and water and watch site for signs of infection (swelling or redness). Lyme disease leaves a characteristic “ring” around the bite site and requires medical review.

**Simple first aid: insect stings**

Have on hand an ice pack, a plastic card, soap and water, and an adhesive bandage. A bottle of antihistamine pills can serve as a prop for additional treatments.

CHECK – Be sure victim is safe from further stings.

CALL – If the victim has an allergy to venom, it is important to immediately alert EMS assistance.

CARE – Move the victim away from the source of the stings. Show how to use a plastic card to scrape away the stinger to prevent the release of additional venom. You may wash the area and apply a bandage as well. A cold compress with ice may help reduce swelling and discomfort. If the victim’s parent or guardian is around, check with them about giving an antihistamine such as Benadryl to reduce itching and swelling.

**Simple first aid: snakebite**

A rubber snake would be a helpful prop for this station.

CHECK – Check markings on the snake if this can be done without endangering yourself; this will help in identifying the snake.

CALL – Call EMS.

CARE – Remove rings from fingers before swelling can take place. Help the victim remain calm. Treat for shock and keep the part of the body that received the bite below the level of the heart. Keep the victim from moving excessively, and don’t give him or her any caffeinated beverages.
**Simple first aid: nosebleed**

Prepare a tissue with red food coloring. The helper at this station should give the impression that he or she has just experienced a nosebleed.

CHECK – Review the status of the victim. If the nosebleed lasts for more than 20 minutes or happens because of an accident, a more serious injury might have taken place.

CALL – Seek medical assistance if the nosebleed lasts for more than 20 minutes or if it happened as a result of an accident or a blow to the head.

CARE – Have the victim lean forward, pinch the nose, and breathe through the mouth.

**Simple first aid: frostbite**

A pan with lukewarm water is an appropriate prop for this station.

CHECK – Watch for signs of frostbite when outdoors in the wintertime. The skin may look yellowish or gray and feel hard or wax-like. This is evidence that tissue is frozen and that the victim has frostbite.

CALL – Consulting with EMS is important, especially if numbness or pain remains after thawing or if blisters form.

CARE – It is best to avoid frostbite by getting out of the cold. Gradually warm the affected area by putting frostbitten hands or feet in warm water (104°F to 107°F). If the frozen body part may refreeze after thawing, do not thaw, as the repeated freezing and thawing will damage tissue even more.

**Simple first aid: sunburn**

Appropriate props for this station include a towel, aloe vera or other moisturizing lotion, and ibuprofen or other analgesic.

CHECK – Check status of injury. Describe the redness and potential swelling of sunburned skin.

CALL – If the skin has blisters and the blisters break open, call a doctor.

CARE – Suggest a cool shower or place a cool, damp towel over the burn. Apply moisturizer or aloe vera lotion to the affected area. A mild painkiller such as ibuprofen can be given, with a parent’s supervision.
**Emergency Readiness I**

Wear a firefighter helmet to set the mood. When Webelos Scouts arrive at this station, ask (1) how they exit their home in case of emergency, (2) where their families gather after leaving their home, and (3) how long it takes them to leave their homes. If the Webelos Scouts have not practiced this with their families, encourage them to do so.

**Emergency Readiness II**

Wear a firefighter helmet to set the mood. When Webelos Scouts arrive at this station, ask (1) how they think they should exit the den meeting location in case of emergency, (2) where their den should gather after leaving the meeting place, and (3) how long they think it will take them to exit and assemble at the designated meeting site. Practice this with the Scouts and ask how they think they could do it faster and better next time.

**Emergency Services**

Bring a phone book or an electronic device to search the Internet. Practice how to locate a point of contact for the following:

- Power problems
- Gas leak
- Nonemergency police contact
REALISTIC FIRST-AID SUGGESTIONS

Use the following materials to make make-believe injuries look more realistic during first-aid practice: deep red and light red lipstick; cosmetic blusher; black wax crayon; “blood” mixture of red food coloring, powdered cocoa, and water; blue chalk or eyeshadow; white glue or rubber cement; white eye shadow or glycerin and water solution (equal amounts) in an atomizer or squeeze bottle. Have the “victim” dress in old clothes so his uniform doesn’t get stained.

- Outline a “cut” with deep red lipstick. Fill in the area with heavy lipstick application. Drop “blood” onto the cut.
- To simulate the appearance of a serious cut, first build up the “skin” with white glue. When it has dried considerably, make a groove down the middle and add “blood.”
- Apply makeup sparingly.
- Simulate abrasions with a little blue eye shadow. This is the “bruise.” Smear some glue onto the “injured” area. Let it dry a bit, and then roughen it with a dull kitchen knife. Finish off with a little “blood.”
- Simulate a simple burn by applying some blusher to the “injured” area. For a second-degree burn, simulate blisters by applying a little glue to the area. For third-degree burns, simulate charred skin by applying black crayon to the “injured” area. Then apply a light red lipstick and smear on glue. Let it dry a little, and then roughen it with a dull kitchen knife.
- Simulate the ashen face of a shock victim by applying white eye shadow or white chalk. Work in the color for a smooth, pale complexion. Blend in blue eye shadow lightly over and under the eyes and then more heavily on lips and ear lobes.
- Simulate clammy skin by spraying glycerin and water solution onto the upper lip and forehead.
- You can use makeup for all kinds of cuts and bruises, such as an injured cheek, forehead, or lip.
- The first-aid practice will be more effective if the “victims” behave as if they were really in pain or dazed by injuries.

FIRST-AID GAMES

Pressure Pad Relay

- Divide the den into two teams.
- One member of each team is the “victim,” who has arterial bleeding from his left wrist.
- On a signal, the first boy in each team runs to his victim and applies direct pressure to the wound, using his neckerchief as a pad.
- When his technique is correct (see the Webelos Handbook), the judge (Webelos den leader or Webelos den chief) yells, “Off!” The boy removes the pad, runs back to his team, and tags the next member. The first team to finish wins.

Poison Treatment Relay

Print each of the following poisons on a slip of paper: furniture polish, half-full bottle of aspirin, kerosene, contents of unlabeled bottle in medicine cabinet.

Divide the den into two teams. Assign a judge for each team.

On a signal, the first player on each team runs to the judge and is given a slip.

He must tell the judge the proper treatment for the case, including (1) calling a hospital or poison control center; (2) reading the label on the container, if there is one, and following directions; (3) knowing whether to give water; and (4) knowing whether to cause vomiting.
RATIONAL FOR ADVENTURE
This adventure will provide Scouts with an introduction to Boy Scouting, Scout skills, and Scout spirit. Webelos Scouts will attend a troop meeting and accompany a troop on a campout or outdoor activity.

TAKEAWAYS FOR CUB SCOUTS
• Identify the key differences between Webelos Scouting and Boy Scouting.
• Demonstrate the patrol method.
• Help ease the transition from Webelos Scouting to Boy Scouting.
• Attend a troop campout or troop outdoor-oriented activity.
• Develop Scout skills for rope care and knot tying.
• Develop Scout skills of pocketknife usage, safety rules, and care.
• Get excited about the Boy Scout experience.
• A Scout is obedient, brave.

NOTES TO DEN LEADER: To prepare for the Scouting Adventure, please read through the entire den meeting plan prior to beginning this adventure as well as the meeting resources. Note that there are two options for outings in this adventure. The visit and the outing do not need to be with the same troop. A tour and activity plan will need to be prepared in advance of each outing, and transportation to and from the events will need to be determined by the leadership and parents of the Scouts.

After reading “Understanding How a Boy Scout Troop Works” in the Appendix, contact a local Boy Scout troop to arrange a date and time for the Webelos Scout den and their parents or guardians to attend one of the troop’s meetings. Your Webelos Scout pack’s chartered organization may also sponsor a troop and can provide contact information, or you can check with your local BSA council office for troops in your area. Your Cubmaster and your unit commissioner may also be able to provide points of contact. Boy Scout troops often advertise their interest in hosting visiting Webelos Scouts during monthly roundtable meetings. The beascout.org website is another source of points of contact for local Boy Scout troops.

Provide the Scoutmaster and/or Assistant Scoutmaster, as well as the Senior Patrol Leader of the troop you will visit, the “Scouting Adventure Checklist” found in the Meeting 1 Resources. Discuss how they can help the Webelos Scouts complete requirements 2, 3a, 4, and 5 when the Webelos Scouts attend the troop meeting and in Meeting 4.

You will also need to work with a troop’s Scoutmaster and/or Assistant Scoutmaster, as well as the Senior Patrol Leader, to attend a campout or an outdoor-oriented activity with that troop, such as a hike, a bicycle ride, Scouting for Food, or a service project activity. While attending a campout or outdoor activity is required, a Webelos Scout and his parent or guardian are not required to spend the night.
RANK REQUIREMENTS

Do ALL of these:

1. Prepare yourself to become a Boy Scout by completing all of the items below:
   a. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain the meaning of each to your den leader, parent, or guardian.
   b. Explain what Scout spirit is. Describe for your den leader, parent, or guardian some ways you have shown Scout spirit by practicing the Scout Oath, Scout Law, Scout motto, and Scout slogan.
   c. Give the Boy Scout sign, salute, and handshake. Explain when they should be used.
   d. Describe the First Class Scout badge and tell what each part stands for. Explain the significance of the First Class Scout badge.
   e. Repeat from memory the Outdoor Code. In your own words, explain what the Outdoor Code means to you.

2. Visit a Boy Scout troop meeting with your den members, parents or guardians, and leaders. After the meeting, do the following:
   a. Describe how the Scouts in the troop provide its leadership.
   b. Describe the four steps of Boy Scout advancement.
   c. Describe the ranks in Boy Scouting and how they are earned.
   d. Describe what merit badges are and how they are earned.

3. Practice the patrol method in your den for one month by doing the following:
   a. Explain the patrol method. Describe the types of patrols that might be part of a Boy Scout troop.
   b. Hold an election to choose the patrol leader.
   c. Develop a patrol name and emblem (if your den does not already have one), as well as a patrol flag and yell. Explain how a patrol name, emblem, flag, and yell create patrol spirit.
   d. As a patrol, make plans to participate in a Boy Scout troop’s campout or other outdoor activity.

4. With your Webelos den leader, parent, or guardian, participate in a Boy Scout troop’s campout or other outdoor activity. Use the patrol method while on the outing.

5. Do the following:
   a. Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.
   b. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.

6. Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. If you have not already done so, earn your Whittling Chip card.
MEETING 1 PLAN (TROOP MEETING)

PREPARATION AND MATERIALS NEEDED

- Prior to the visit to a troop’s weekly meeting you will need to have established communication with a troop in your area and with the boys in the den and their parents to schedule the visit. Inform the Scouts of the date and time of the troop meeting and tell them to bring their Webelos handbooks with them.
- To be prepared for this visit and to prepare troop leadership, you will want to provide at least two weeks’ notice to maximize success for all participants—Webelos Scouts and Boy Scouts alike.
- Determine a time to gather as a den. Decide if the den members and parents will meet before and travel together to the troop meeting, or if the Webelos Scouts and their parents will drive separately and meet at the troop meeting visit.
- When coordinating this meeting with the troop, speak to the unit leaders and emphasize the importance of having Boy Scouts, especially first-year Scouts, involved in the process of instructing and helping the Webelos Scouts during their visit (such as a “shadowing” system for boys to buddy up with a first-year Boy Scout during the visit).
- Talk Time items may be changed to before the troop meeting begins or when the troop meeting ends for Meeting 1.
- Inform the Scouts that Requirement 1 should be reviewed and done at home. Let them know you will check their progress on Requirement 1 at the upcoming troop visit outing.
- Explain the at-home assignment to be completed and presented at Meeting 2.

GATHERING

- Talk Time items may be discussed if time allows.
- Prepare for the troop meeting per the troop leadership’s instructions.

OPENING

- Discuss with the leadership of the troop your den will visit the ways your Webelos Scouts will participate in the opening ceremony. Some troops may prefer that the Webelos Scouts are spectators; other troops may wish to have them stand in formation with the assembled Scouts as a patrol. Either is an appropriate way to involve the Webelos Scouts.

TALK TIME

- Depending on how the visit to the Boy Scout troop is organized, the traditional Talk Time activities may be difficult to carry out. It may work better for your den to carry out these or other appropriate activities before the troop meeting starts or at the close of the troop’s business meeting during a separate gathering for the members of the Webelos den. Standard talk time agenda:
  - Carry out business items for the den:
    - Dues
    - Record advancement (requires a second adult)
    - Notification/remind for upcoming trips or tours
    - Notification/flier for upcoming events
    - Meeting information: Tell Webelos Scouts what to expect at this meeting
    - Groundwork for future advancement
    - Notes for upcoming pack meeting
- Webelos Scouts are tasked with completing requirement 1 at home. Check that they are making progress on this requirement.
**ACTIVITIES**

**Activity 1 (Requirements 2 and 3)**

- Have the Webelos observe the troop meeting and talk with the leadership of the troop. (This could be any or all of the following: Scoutmaster, assistant Scoutmaster, senior patrol leader, and patrol leaders.)

**Activity 2**

- Scouts will participate in a “Scout scavenger hunt” while they attend the troop meeting. The scavenger hunt will help encourage the boys to pay attention to key elements and experiences of a Boy Scout meeting while being engaged and active observers.

**CLOSING**

- Talk Time items may be discussed if they have not been covered.

- Before dismissing, give the Scouts two pieces of rope (or one 24-inch piece) and instruct them to learn the square knot that is described in their *Webelos Handbook*. Tell them to bring the ropes back to their next meeting to show how to tie a square knot. (See Appendix for knot-tying information.)

- Inform the Scouts that at your next den meeting, the Scouts will elect a patrol leader as they model a patrol for this adventure. Explain that the patrol leader will be leading the Scouts for the next two meetings and on an outing with a troop with your guidance.

- Inform those Scouts interested in becoming patrol leader that they need to prepare a speech explaining why they would like to be the patrol leader and give it at the next meeting. Have those Scouts contact you and share with their talk to make sure the message is appropriate.

- Inform all the boys in the den that they will be choosing a patrol emblem for their patrol (if your den has not already done so) and making a flag with that emblem (if your den has not already done so) at your next meeting.

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**Do-at-Home Reminder:**

Please take all of the information you collected today while visiting the Boy Scout troop (such as patrol method, uniforms, youth-led meetings, etc.) and create a presentation of what you are looking forward to about Boy Scouting.

This can be done in many formats:

- Poster
- Media presentation
- Oral presentation
- Collage
- Poetry
- Song
- Cartoon strip

Please bring this presentation to the following meeting to share with the group.

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**AFTER THE MEETING**

- Ensure cleanup takes place.
- Provide refreshments, if desired.
- Record advancement completed during the meeting—requirements 2 and 3, and any of requirement 1 that each Webelos Scout has completed.
Meet 1 Resources

Troop Meeting Preparation

Scouting Adventure
Scoutmaster Checklist

Dear Scoutmaster:

Thank you for helping the Webelos of Den ________ Pack ________ to understand how a troop works by inviting
them to attend the weekly meeting of Troop________ and/or an outing of Troop ____________________.

Below is a checklist of requirement items they need to understand and fulfill with regard to preparing themselves
to become Boy Scouts. Please use this checklist as a guide when they attend your meeting and/or outing. It
would be ideal if the instruction and guidance could be provided by patrol members to demonstrate the role of
youth in Boy Scouting as leaders, teachers, and mentors.

Part 1—Troop Meeting

• Visit a Boy Scout troop’s weekly meeting together with your den members, their parents, and unit leaders.
• Describe how the youth of a troop provide its leadership.
• Describe what a merit badge is and how it is earned.
• Describe the rank badges in Boy Scouting and how they are earned.
• List the three steps you will go through once you have completed all the requirements for a rank in
Boy Scouting.
• Explain what the Boy Scout patrol is and how it works.
• Identify the different patrols that a troop may have.
• List the differences between a new-Scout patrol and a traditional patrol in a Boy Scout troop.

Part 2—Outing

• With your Webelos den leader and a parent or guardian, participate in a campout with a Boy Scout troop or
participate in an outdoor-oriented activity with a Boy Scout troop.
• Prepare, plan for, and use the patrol method while on a troop campout or during a troop outdoor activity.
• Show how to tie a square knot, two half hitches, and a taut-line hitch and explain how each knot is used.
(This may be done at a Webelos den meeting.)
• Show the proper care of a rope by demonstrating how to whip or fuse the ends of different kinds of rope.
(This may be done at a Webelos den meeting.)
• Demonstrate your knowledge of the pocketknife safety rules and pocketknife pledge. Earn your Whittling
Chip card if you have not already done so. (This may be done at a Webelos den meeting.)

Activity 3: Troop Meeting Scavenger Hunt

Examples include:

• Troop meeting run by youth: Did you see the senior patrol leader start the meeting or did an adult begin
the meeting?
• Patrol method used: Did you see smaller groups of boys in patrols who are making decisions about
troop activities?
• Skills: Were Scout skills taught to younger Scouts by older Scouts?
• Patrols: Did you see new-Scout patrols, traditional patrols, and experienced Scout patrols?
• Games: Did the troop play an interpatrol game to practice Scout skills?
• Program: What are the boys in the troop planning to do later in the month?
• Program: Where did the troop go to camp last summer and where is the troop planning to go to camp
next summer?
• Uniforming: Were the boys wearing their uniforms?
• What kind of fun activities does this troop do?
• Adults: Did the Scoutmaster share a closing thought?
• Closing: Did you see the closing run by the Scouts in the troop?
• Did the Scouts seem to have fun at the meeting?
MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

• Paper for drawing pictures of the Boy Scout meeting
• Paper for ballots to record each Scout’s choice for patrol leader
• Materials for making a patrol flag (cloth or canvas, markers or paint, for example), extra paper and pencils to create a patrol name and emblem that is appropriate and aligns with the aims of Scouting
• Meeting 4 Outing flyer to be handed during the Talk Time of this meeting (see sample in Den Meeting 2 Resources.)
• Several extra pieces of rope in case a Scout neglects to bring the rope back to the meeting

GATHERING

• Give boys time to show their square knots and how to tie them.
• For those boys who were unable to complete the at-home assignment or were absent from the previous meeting, have Scouts draw a picture of a Boy Scout meeting. The Webelos Scouts can make special note of aspects of the meeting they enjoyed. Ask them to state what badges they are most looking forward to earning their first year. They will share this with the other boys in the activity part of this den meeting.
• Have available copies of the First Class badge puzzle for each boy to assemble and give the meaning of each piece. Let them take the puzzle home to review with a parent for this part of requirement 1.

OPENING

• Pledge of Allegiance
• Recite the Scout Oath and the Scout Law
• Prayer (optional)
• All led by denner

TALK TIME

• Carry out business items for the den:
  — Dues
  — Record advancement (requires a second adult)
  — Notification/reminder for upcoming trips or tours
  — Notification/flier for upcoming events
  — Meeting information: Tell Webelos Scouts what to expect at this meeting
  — Groundwork for future advancement
  — Notes for upcoming pack meeting

• Inform the Scouts of the date and time of their outing with the Boy Scout troop and let them know what they will be doing. Hand out an informational flier for the Scouts to take home to their parent/guardian regarding this activity.
NOTE TO DEN LEADER:

- If attending a troop campout at the end of this adventure, make sure the parents/guardians are aware that they are required to have an adult attend the campout with their son.
- Determine a cost per boy and his parent/guardian to cover the purchase of food and any other materials for the campout. For example, there might be an additional cost associated with the location. Keeping the cost low will ensure that all youth and adults can participate.
- Establishing the cost per boy and his parent/guardian will establish the budget for the planning meeting. The cost varies troop by troop. You may want to consult with the Scoutmaster of the troop you are camping with for a recommended cost per boy and adult.
- The Scouts will be planning their meals for the campout in Meeting 3.
- Let the boys and their parent/guardian know the total cost of the campout in your take-home flier, explaining what the money is for and that the amount needs to be brought to the next den meeting.

ACTIVITIES

Activity 1: Presentations
Based on information they learned at the previous meeting and the at-home assignment, have boys present to the group what they are most looking forward to about Boy Scouting (this can be the creative representation they made) or have them state what badges they are most looking forward to earning their first year.

Activity 2: Patrol Leader Vote (Requirement 3b)

- Patrol leader speeches: Have those Scouts who would like to be the patrol leader for this month give their brief speeches to the den.
- Pass out ballots for voting.
- Have the Scouts vote.
- Tally the votes and announce the patrol leader.

Activity 3: Leadership Juggle Game

Blow up balloons and label each one with a duty of the patrol leader, such as the following:

- Patrol name, emblem, yell, and flag
- Meeting planning
- Duty rosters
- Meal planning
- Equipment care
- Communication in patrol
- Communication with other patrols
- Promoting participation
- Responsibilities for troop meetings
- Responsibilities for troop outings

Have the newly elected patrol leader try to hold on to all the balloons. If he can do it, start asking for some of them back in a specific order. The goal is to illustrate to the patrol leader AND the patrol that one Scout cannot do all the work; it’s a team effort! Pass out the balloons, a couple to each member, and show how much easier it is to take care of patrol business when everyone pitches in.

Patrols are the building blocks of a Boy Scout troop. A patrol is a small group of boys who are similar in age, development, and interests. Working together as a team, patrol members share the responsibility for the patrol’s success. They gain confidence by serving in positions of patrol leadership. All patrol members enjoy the friendship, sense of belonging, and achievements of the patrol and of each of its members.
Help the newly elected patrol leader begin as patrol leader by letting him know he is to now provide leadership in working with the other members of the patrol to create a patrol name and emblem, a patrol yell, and a patrol flag (if the den does not have a den emblem, flag, or yell).

**Activity 4: Blind Square Game**

**Materials:**
- Scouts’ knot practice ropes
- Additional 20-foot length of rope
- Neckerchiefs or bandanas for blindfolds

Direct boys to tie their practice ropes end to end with square knots. Tie the extra 20-foot length of rope to the smaller pieces of rope to make a continuous loop of rope.

Ask Scouts to blindfold themselves and to then grasp the rope. While blindfolded, direct the boys to form a geometric figure: square, triangle, pentagon, etc. After each try, invite the boys to look at the figure they made. Webelos will likely struggle initially as they come up with a strategy to make the desired figure. Reflect on the experience using the following questions:

- What did the group think the purpose of this activity was? (focus on task: to create the assigned figure)
- How did being blindfolded make you feel?
- How did being blindfolded change the way you had to work together?
- How could they improve?
  - Give the group the option of trying the activity a second time.
  - What happened this time that was different?
- Can you think of specific examples when the group cooperated in completing this activity? Explain.
- What did you learn from this experience?
- What did you learn during this activity that will help your den/patrol work better as a team?

**CLOSING**

- Build in a reflection on the patrol method: What makes the patrol method an important part of a good troop?
- In keeping with the idea of modeling a troop, the troop meeting is usually closed with an inspirational or thoughtful message called a Scoutmaster’s Minute. Close this meeting by giving this Scoutmaster’s Minute:
  
  Do a Good Turn Daily. This is the slogan of the Boy Scouts.

  Some Good Turns are big—saving a life, helping out after floods or other disasters, recycling community trash, working with your patrol on conservation projects.

  But Good Turns are often small, thoughtful acts—helping a child cross a busy street, going to the store for an elderly neighbor, cutting back brush that is blocking a sign, doing something special for a brother or sister, welcoming a new student to your school.

  A Good Turn is more than simple good manners. It is a special act of kindness. Remember, a Scout is kind.

**AFTER THE MEETING**

- Prepare the acting patrol leader for the upcoming third meeting. Let him know what you want him to be responsible for at that meeting—gathering activity, etc. (See preparation notes for Meeting 3.)
- Record any advancement requirements completed—requirements 3a-d, and any of requirement 1 that each Webelos Scout has completed.
- Have denner and the newly-elected patrol leader supervise cleanup.
MEETING 2 RESOURCES

Gathering: First Class Badge Puzzle

Create a puzzle out of the parts of the First Class badge for the Scouts to assemble along with Scouting Adventure in the Webelos Handbook to explain the parts of the First Class badge. Copy on heavy paper.
Activity 1: Sample Flier for a Den Outing

Who: Webelos Scouts in Den 7

What: Outdoor adventure with Troop 46

Where: 37 W. Big Timber Road (west of Randall Road), Elgin, Illinois

When: Saturday, Nov. 5, 2016
Depart 8 a.m. from Davis School
Depart 4 p.m. from Camp Big Timber
Return to meeting place by 4:30 p.m.

Why: Learn about Boy Scouting and have fun!

How: Travel notes:
If the parents attending can transport their own children, I will be able to accommodate the rest.

Medical form:
I have two of these already. Everyone (youth and adults) attending is required to complete Parts A and B of the Annual Health and Medical Record and bring it with them to the activity. If you bring it to the den meeting on Tuesday, I will organize all of the materials and expedite the check-in at camp.


Cost: $4 per Webelos Scout and parent to cover the cost of the food the troop will provide

Special Notes:
Please bring:
- Warm coat
- Snow pants (if desired)
- Extra mittens and/or gloves
- Boots
- Hat
- Scarf
- Extra socks

Please note:
The activities may change due to weather conditions and circumstances beyond our control. The troop has reserved a cabin at camp to use as a warming space.

Contact
Den Leader Name
Phone
Email
MEETING 3 PLAN (TROOP CAMPOUT)

PREPARATION AND MATERIALS NEEDED

- Review the patrol method and patrol job descriptions from www.scouting.org resources.
- Work with the newly appointed patrol leader to determine what type of gathering activity he would lead the patrol in.
- Also help guide the patrol leader to understand he will be assigning patrol job descriptions for the campout during this meeting and leading the patrol in planning their meals for the campout based on the budget previously set. Help guide him on how and when to collect the money for each participant’s share of the food cost. Guide him as to the equipment that will be needed for the campout, such as items needed to cook the meals and to clean up afterward.
- Chart paper with patrol budget outlined
- Calculator
- Duty roster
- Cast Iron Chef adventure to cross-reference for meal planning

GATHERING

- Determined by the acting patrol leader with your approval
- Game or knot practice

OPENING

- Pledge of Allegiance
- Recite the Scout Oath and Scout Law
- Prayer (optional)
- All led by acting patrol leader

TALK TIME

- Carry out business items for the den:
  - Dues
  - Record advancement (requires a second adult)
  - Notification/reminder for upcoming trips or tours
  - Notification/flier for upcoming events
  - Meeting information: Tell Webelos Scouts what to expect at this meeting
  - Groundwork for future advancement
  - Notes for upcoming pack meeting
- Patrol leader should review the troop campout date and time and collect money from each boy for the campout.
- Remind Webelos that this is a Boy Scout troop campout, and they will continue to learn about Scouting and Boy Scout methods. Ask them to think about what questions they would like to ask the Boy Scouts they will meet and work with on the campout.
ACTIVITIES (Requirement 3d)
Help guide the acting patrol leader to give leadership as he and his patrol:

- Explain the budget they have for meals. The usual approach is to set a budget for the outing (such as $3 for breakfast, $4 for lunch, and $5 for dinner per person) and purchase the needed food, staying within the funds allotted.
- Plan the meals for the campout. (You may need to help remind them of their total available funds as they plan.)
- Determine who (one boy and his parent or the entire patrol and their parents) will go shopping for the food items and bring them to the campout. If shopping as a patrol, decide the date and time and determine the transportation that will be needed to go to the grocery store.
- Determine what cooking and cleaning items will be needed while on the campout.
- Determine who will bring the cooking and cleaning items to the campout. (Could be several patrol members. The goal is to assign responsibility and for the Scouts to take ownership of what they agreed to bring, which will be used to benefit the entire patrol.)
- Develop a duty roster for the campout (see sample in Meeting 3 Resources). A duty roster assigns equal work for each member of a patrol. It helps keep a patrol in order, as everyone will know their assigned duties and can see by the roster that everyone is doing their fair share.
  — Fire starting
  — Fire extinguishing
  — Cooks for each meal
  — Cleanup for each meal
- Review personal gear items to bring on the campout by playing a camping gear relay. (Gear items and game can be found in Webelos Walkabout adventure plan.)
- Review any location and weather concerns. (Check with Scoutmaster for any location concerns.)
- Determine if there is a need to contact the troop for help with any equipment. (For example, if a tent is needed, perhaps the troop has some extra tents the Webelos Scouts could use. The acting patrol leader should make this phone call to the troop’s Scoutmaster with his parent’s help. The den leader should alert the Scoutmaster to this in advance so that the call will not come as a surprise to the Scoutmaster and will help a nervous Webelos Scout through the process.)

Remind the patrol of the date, time, and place to gather for the campout.

CLOSING

- Reflect on what went well and what could have gone better with the patrol method.
- Cubmaster’s Minute: “Bound Through Scouting” (See Appendix.)

AFTER THE MEETING

- Ensure cleanup takes place.
- Provide refreshments, if desired.
- Review with the acting patrol leader any follow-up items he will need to do before the campout.
- Review with the acting patrol leader his leadership responsibilities for the upcoming campout.
- Record advancement, requirement 3d.
MEETING 3 PLAN (TROOP OUTDOOR ACTIVITY)

PREPARATION AND MATERIALS NEEDED

- Review the patrol method and patrol job descriptions from www.scouting.org resources.
- The service project is to be done with a troop. If you have not already done so, contact the troop to determine what the service project will be as well as the date and time and any items the Webelos will need to bring.
- Also help the patrol leader understand he will be assigning patrol job descriptions for the service project during this meeting. Provide guidance on the equipment that will be needed for the service project and responsibilities that are expected of his patrol.

If needed, work with your troop contact to secure:

- Different types of rope
- Matches and candle to fuse the ends of the rope
- A pocketknife for the pocketknife safety portion of this meeting

You may also consider having the troop representative lead this segment for your Webelos den meeting.

- Carrying this out during an outing with a Boy Scout troop with Boy Scouts leading the instruction provides a good alternative to a den meeting activity.

GATHERING

- Play the Future Game—This is a continuing story game in which each player adds something to the developing story. It begins like this: “I looked into the future and saw...” For example, the first player might say: “I looked into the future and saw a duck.” The second player might say: “The duck was flying in space.” The third player might say: “The duck flying in space saw a satellite.” And so on, with each player adding to the story with a sentence of his own. Continue until no one can think of another element to add to the story to keep it going. Add players in as they arrive, in sequence.

OPENING

- Pledge of Allegiance
- Recite the Scout Oath and Scout Law
- Prayer (optional)
- All led by acting patrol leader

TALK TIME

- See sample Talk Time activities in the Appendix.
- The acting patrol leader should review the outdoor activity planned with a troop. Share the date and time and where to meet, as well as any items that will be needed for the activity.

ACTIVITIES

As a patrol led by the acting patrol leader, determine what tasks the patrol members could fulfill for this activity.

Option 1: Scouting for Food Webelos Scouts assignments

- One member may need to call and remind the other patrol members of the date and time of the activity.
- Another patrol member may need to communicate a reminder on the personal equipment that is needed for the activity (proper clothing, water, sunscreen, hats).
- One member may need to schedule the transportation to and from the activity with the adult leaders and parents.
- One member may need to distribute the Scouting for Food bags and be responsible for obtaining extra bags that may be needed.
- One member may need to organize a snack for the members of the patrol.
Option 2: Adopt-a-School Service Project

- One member is needed to work with the principal or groundskeeper at a local school to determine a need that Webelos Scouts can address.
- One member may need to call and remind the other patrol members of the date and time of the activity.
- Another patrol member may need to communicate a reminder on the personal equipment that is needed for the activity (proper clothing, water, sunscreen, hats, trash bags, disposable gloves, simple tools such as a rake).
- One member may need to schedule the transportation to and from the activity with the adult leaders and parents.
- One member may need to organize a snack for the members of the patrol.
- One member can be assigned to take a picture of the den members and the project to share with the school.

Complete requirements 5 and 6:
- Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.
- Show the proper care of a rope by learning to whip and fuse the ends of different kinds of rope.
- Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. If you have not already done so, earn your Whittling Chip card.

(See the Appendix for rope care, knot tying, and pocketknife safety resources.)

CLOSING
- Reflect on what went well and what could have gone better with the patrol method.
- Cubmaster's Minute: “Bound Through Scouting” (See Appendix.)
- Hand out “What to Look for in Joining a Boy Scout Troop.” Ask boys and parents to review this before and after the outing with the Boy Scout troop.

AFTER THE MEETING/REFRESHMENTS/CLEANUP
- Review with the acting patrol leader his leadership responsibilities for the upcoming outdoor troop activity.
- Provide refreshments if desired
- Ensure cleanup takes place.
MEETING 3 RESOURCES

CAMPOUT DUTY ROSTER

**Materials:** Chart paper with duty roster grid

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**BOY SCOUT TROOP**

**PATROL DUTY ROSTER**

Patrol: __________________________  Patrol Leader: __________________________

Campout Location: ________________  Dates: __________________________

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**Patrol Members**

1. __________________________
2. __________________________
3. __________________________
4. __________________________
5. __________________________
6. __________________________
7. __________________________
8. __________________________

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MEETING 4 PLAN (DEN OUTING)

PREPARATION AND MATERIALS NEEDED

• Take part in a troop outing or campout. Prior to this activity you will need to have established communication with a troop in your area and the boys of the den and their parents/guardians to schedule a campout or other outdoor-oriented activity with the troop. Inform the Scouts of the date and time of the activity and let them know if they need to bring any gear with them.

• If spending the night, either bring tenting and cooking gear or coordinate with the hosting troop to borrow needed equipment.

• See needed camping gear in the Webelos Handbook or the Boy Scout Handbook.

• Coordinate activities with host troop leadership. Members of the Webelos den should be able to complete requirements 5 and 6 during the outing. Share this information in advance with the Scoutmaster or designated point of contact.

• Submit a tour and activity plan if required in your local council.

• Establish details for travel to destination.

GATHERING

• Work with the troop leadership and determine where the Webelos should set up camp.

• Have the troop leadership give the Webelos Scouts the activity plan, meal times, and any other information they may need to know for the campout.

OPENING

• Set up camp.

• Gather firewood, if needed.

• Play a favorite den game until time for the troop campout activities.

TALK TIME

Carry out business items for the den:

• Record advancement (requires a second adult)
• Notification/reminder for upcoming trips or tours
• Notification/flier for upcoming events
• Meeting information: Tell Cub Scouts what to expect.
• Groundwork for future advancement
• Notes for upcoming pack meeting
• Review that all Webelos Scouts have completed requirement 1.

ACTIVITIES (Requirement 4)

The specific nature of the activities will depend on the troop program and how the Webelos Scouts will be involved in the program. Some troops may assign a helper to the den (a troop guide) to coach the Webelos patrol leader or the troop may create a “round robin” set of skills for the Scouts in the Webelos den to learn and practice required camping skills. Again, as with all of the activities in this adventure, be sure to coordinate with troop leadership to ensure that expectations are met, advancement is secured, and everyone has fun.
Activity 1
For Webelos dens spending the night:
• Campsite setup
• Evening programming
• Campfire, game, skill practice

Activity 2
• Reveille
• Breakfast/cleanup OR arrive at location for outing
• Morning activities
• Noon meal preparation/cleanup
• Afternoon programming
• Evening meal preparation/cleanup
• Evening programming
• Depart

AFTER THE OUTING
• Send thank you notes to those who helped.
• Record completion of requirements 5 and 6.

Upon completion of the Arrow of Light Scouting Adventure, your Webelos Scouts will have earned the adventure pin shown here. Make sure they are recognized for their completion by presenting the adventure pin, to be worn on their Webelos colors or the front of their cap, as soon as possible according to your pack’s tradition.
For the latest on the new Cub Scout program, including final adventure requirements, please visit:

http://www.scouting.org/programupdates

Illustration Credits

Chris Folea—page 2
Rob Schuster—pages 18, 29, 30
Ken King—pages 19, 20

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Scout Oath

On my honor I will do my best
to do my duty to God and my country
and to obey the Scout Law;
to help other people at all times;
to keep myself physically strong,
mentally awake, and morally straight.

A Scout Is:

Trustworthy
Loyal
Helpful
Friendly
Courteous
Kind
Obedient
Cheerful
Thrifty
Brave
Clean
Reverent