

Cub Scout Advancements – Summer Camp 2024

TIGER

Tigers In the Wild (Day/Resident)

1. Identify the Cub Scout Six Essentials. Show what you do with each item.
2. With your den leader or Tiger adult partner, learn about the Outdoor Code.
3. With your den, pack, or family, take a walk outside spending at least 20 minutes exploring the outdoors with your Cub Scout Six Essentials. While outside, identify things that you see with your Tiger adult partner that are natural and things that are manmade.
4. Identify common animals that are found where you live. Learn which of those animals is domesticated and which animal is wild. Draw a picture of your favorite animal.
5. Look for a tree where you live. Describe how this tree is helpful.

Tiger Bites (at any camp meal)

1. Identify the five different food groups. (have a discussion at a meal)
2. Practice hand washing. Point out when you should wash your hands.(do this before a meal)
3. Be active for 30 minutes. (Easy while you are at camp)
4. Practice methods that help you sleep.

Team Tiger (Day / Resident @ Field Games)

1. Play a game with your den, or family members, that has a set of rules. Discuss why rules are important to the game you are playing. (Field Games)
2. With your Tiger Adult Partner, choose a job that will help your team. Follow through by doing that job at least once.
3. Play a game that requires at least two teams with your den, or two other family members. Afterwards discuss what it means to be part of a team & what makes a good team member.
4. Participate in a service project.

Designed by Tiger (Day / Resident @ Handicrafts)

1. Think about something that you would like to build. Draw a picture of what the final project should look like.
2. Using your drawing as a guide, build the project. (if you made a shield at handicrafts)
3. When completed, discuss with your Tiger adult partner what could be done to improve your project.
4. Make the improvement to your project.
5. Make a drawing of your final project.

Fish On (Day @ Pond)

1. With your den or Tiger adult partner, identify the body of water where you will go fishing.
2. With your Tiger adult partner, learn the rules of fishing safely.
3. Draw a picture of the type of fish you think lives in the water where you are going fishing.
4. Go fishing with your Tiger adult partner.

Floats and Boats (Day / Resident @ Ship)

1. Identify five different types of boats.
2. Identify five things that float and five things that do not float.
3. Build or create a model boat and float it on the water. This can be made from recycled materials or other items.

Good Knights (Day @ Handicrafts)

1. Discuss with your den or Tiger adult partner what it means to have courteous behavior, how a knight behaves. Tell another Tiger which points of the Scout Law help you to have the same Knightly behavior.
2. Create a shield that can be for your den or a personal shield.
3. Using recycled and other materials, design and build a small castle in your den or at home.
4. Do a Good Turn.

Let's Camp (Resident)

1. Learn about the buddy system and how it works in the outdoors.
2. Before going on the overnight campout, discuss what type of weather is expected and what type of clothes you should wear.
3. Pack up your Cub Scout Six Essentials for the campout.
4. Learn a camping skill.
5. Attend a council or district Cub Scout overnight camp or attend a campout with your pack.

Sky Is the Limit (Resident w/ your unit)

1. Observe the night sky with your den or Tiger adult partner. Talk about the items you see or might see there.
2. Look at distant objects through a telescope, binoculars, or camera. Show how to focus the device you choose.
3. Observe in the sky or select from a book, chart, computer, or electronic device two constellations that are easy to see in the night sky. With your den or Tiger adult partner, find out the constellation name and how to identify them. Create a picture of one of the constellations.
4. Create a homemade model of a constellation.

Summertime Fun (June or July)

1. Anytime during May through August participate in a total of three Cub Scout activities.

Tiger Tag (Day / Resident @ Field or Big Dig)

1. Play an active game with your den. Share with your Tiger Adult Partner or your den why you like this game.
2. Play a relay game with your den. Share with your Tiger Adult Partner or your den why you like this game.
3. Discuss what it means to be a good sport in a game with your Tiger adult partner or other Tigers.
4. Attend a sporting event.

Tiger-iffic! (Day / Resident @ Field Games)

1. Play at least two different games by yourself; one may be a video game.
2. Play a board game or another inside game with one or more members of your den or family. (Rainy Day only)
3. With other members of your den or family, invent a game, or change the rules of a game you know, and play the game.
4. Play a team game with your den or family.

Tigers in the Water (Day or Resident @ Pool)

1. Learn about the swimming safety rules that you need to follow.
2. Demonstrate how to enter the swimming area properly.
3. With your Tiger adult partner as your buddy, be active in water depths matching your ability for 20 minutes.
4. Place your face in the water and blow bubbles.
5. Demonstrate a flutter kick.
6. Demonstrate how to exit the swimming area properly.

WOLF

Paws on the Path (@ Camp)

1. Identify the Cub Scout Six Essentials. Show what you do with each item.
2. Learn about the buddy system and how it works in the outdoors. Pick a buddy for your walk.
3. Identify appropriate clothes and shoes for your walk outside. Do your best to wear them on your walk.
4. Learn about the Outdoor Code and Leave No Trace Principle for Kids.
5. With your den, pack, or family, take a walk outside for at least 30 minutes to explore nature in your surroundings. Describe four different animals, domestic or wild, that you could see on your walk.

Running with the Pack (@ any meal / program)

1. Sample three different foods that are naturally three different colors. The food must be a protein, vegetable, fruit, dairy, or a grain.
2. Demonstrate the proper way to brush your teeth.
3. Be active for 30 minutes with your den or at least one other person. That includes both stretching and moving.
4. Be active for 10 minutes doing personal exercises.
5. Do a relaxing activity for 10 minutes.
6. Review your Scouting America Annual Health and Medical Record with your parent or legal guardian. Discuss your ability to participate in den and pack activities.

A Wolf Goes Fishing (Day @ Pond)

1. Identify the type of water you will be fishing in and what type of fish live in the water.
2. Learn about the different types of bait used to attract fish.
3. Demonstrate a proper cast for the pole or rod you are using.
4. Learn the rules of fishing safely.
5. With your den, pack, or family, go fishing.

Adventures in Coins (Day / Resident @ Ship)

1. Identify different parts of a coin.
2. Find the mint mark on a coin and identify the mint facility where it was made and the year it was made.
3. Play a coin game.
4. Choose a coin that interests you and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made.

Germs Alive! (@ any meal)

1. Wash your hands with soap and water while singing the "Happy Birthday" song two times. (@ Dining Hall)
2. Play Germ Magnet with our den or your family. Wash your hands afterward.
3. Conduct the sneeze demonstration.
4. Conduct the mucus demonstration.
5. Grow a mold culture. Show what formed at a den or pack meeting.

Let's Camp (Resident)

1. Learn about the buddy system and how it works in the outdoors.
2. Know the Cub Scout Six Essentials.
3. In addition to your Cub Scout Six Essentials, list the personal items you need for your campout.
4. Learn a camping skill.
5. Attend a council or district Cub Scout overnight camp or attend a campout with your pack.

Paws for Water (Day / Resident @ pool - subject to ability)

1. Learn about the swimming safety rules that you need to follow.
2. Demonstrate how to enter the swimming area properly.
3. Using the buddy system and staying within your ability group, go swimming with your den or family for 30 minutes.
4. Attempt at least one swimming stroke: front crawl, restful backstroke, or breaststroke.
5. Jump feet first into water that is chest high or deeper.
6. Demonstrate how to exit the swimming area properly.

(*This adventure may be earned by completing the requirements above OR enrolling in and completing a swimming instruction program offered by an accredited instructor OR passing the Scouting America swimmer test)

Paws of Skill (Day / Resident @ Field Games)

1. With your den, discuss sportsmanship and what it means to be a good sport. Make the connection between sportsmanship and the Scout Oath and the Scout Law.
2. Learn the rules of a team sport that you can play with your den, pack, family, or friends. After learning the rules, play the game for 30 minutes.
3. Visit or watch a team sporting event with your family or den. Look for ways the team works together and share with your family or den

Summertime Fun (June or July)

1. Anytime during May through August participate in a total of three Cub Scout activities.

BEAR

Bear Habitat (Day)

1. Prepare for a one-mile walk by gathering the Cub Scout Six Essentials and weather-appropriate clothing and shoes.
2. Know Before You Go - Identify the location of your walk on a map & confirm your 1-mile route.
3. Choose the Right Path - Learn about the path and surrounding area you will be walking on.
4. Trash your Trash - Make a plan for what you will do with your personal trash or trash you find along the trail.
5. Leave What You Find - Take pictures along your walk or bring a sketchbook to draw five things that you want to remember on your walk.
6. Be Careful with Fire - Determine the fire danger rating along your path.
7. Respect Wildlife - From a safe distance, identify as you look up, down, and around you, six signs of any mammals, birds, insects, reptiles.
8. Be Kind to Other Visitors - Identify what you need to do to be kind to others on the path.

9. With your den, pack, or family, go on your 1-mile walk while practicing your Leave No Trace Principles for Kids.

Bear Strong (@ any meal / while @ camp)

1. Sample food from 3 of the following food groups: protein, vegetables, fruits, dairy, and grains.
2. Be active for 30 minutes with your den or at least one other person that includes both stretching and moving.
3. Be active for 15 minutes doing personal exercises that boost your heart rate, use your muscles, and work on flexibility.
4. Do a relaxing activity for 10 minutes.
5. Review your Scouting America Annual Health and Medical record with your parent or legal guardian. Discuss your ability to participate in den and pack activities.

A Bear Goes Fishing (Day @ Pond)

1. Learn about three types of fish in your area.
2. Learn about your local fishing regulations with your den leader or an adult.
3. List three of the regulations you learned about, and one reason each regulation exists.
4. Become familiar with the safe use of the fishing equipment you will be using on your outing.
5. Learn the proper way to attach the hook, lure, or fly to the line.
6. Go on a fishing adventure, and for 30 minutes or more, put into practice the things you learned about fish and fishing equipment.

Baloo the Builder (Day / Resident @ Woodshop)

1. Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools.
2. Practice using four of the tools you learned about in requirement 1.
3. Choose a project to build.
4. Determine the tools and materials needed to build your project in requirement 3.
5. Build your project.

Bears Afloat (Day / Resident @ Boating)

1. Before attempting requirements 6 & 7 for this Adventure, you must pass the Scouting America swimmer test.
2. Pick a paddle craft you'll use to complete all requirements: canoe, kayak, or stand-up paddleboard.
3. With your den/adult, discuss the role of qualified adult supervision at a paddle craft activity.
4. Explain the safety rules to follow when safely using a paddle craft.
5. Discover how to tell if a life jacket is the correct size and approved for your paddle craft activity. Demonstrate how to wear it.
6. Explore how your paddle craft responds as you move your paddle through the water from different places.

7. Have 30 minutes, or more, of canoe, kayak, or stand-up paddleboard paddle time.

Forensics (Day @ Fort)

1. Explore the term "forensics" and how it is used to help solve crimes.
2. Analyze your fingerprints.
3. Make a shoe imprint.
4. Do an analysis of four different substances: salt, sugar, baking soda and cornstarch.
5. Learn about chromatography and how it is used in solving crimes.
6. Find out how officers collect evidence.

Let's Camp (Resident)

1. Review the buddy system and how it works in the outdoors.
2. Pack your Cub Scout Six Essentials for the campout.
3. In addition to your Cub Scout Six Essentials, show the personal items you need for your campout.
4. Help set up a tent. Determine a good spot for the tent. Explain why you picked the spot. (Dependant on whether you set up your own tent)
5. Attend a council or district Cub Scout overnight camp or attend a campout with your pack.

Roaring Laughter (Day / Resident @ Songs & Skits or Campfire)

1. Think about what makes you laugh. Discuss these with your den or family.
2. Practice reading tongue twisters.
3. Play charades with your den or family.
4. Have a "funniest joke contest" with your den or family.
5. Practice "run-ons" with your den or family.

Salmon Run (Day / Resident @ pool - subject to ability)

Complete requirements 1-4 plus two others.

1. With your den or an adult, identify the attributes of qualified adult supervision at a swimming activity.
2. Learn the three swimming ability groups for the Boy Scouts of America and water depths appropriate for each.
3. Go swimming with your den, pack, or family for 30 minutes using the buddy system.
4. Demonstrate the use the buddy system, buddy checks, and ability groups with your den or an adult.
5. Attempt the Scouting America beginner swim test.
6. Demonstrate both a reach rescue and a throw rescue

(*This adventure may be earned by completing the requirements above OR passing the Scouting America swimmer test OR taking swim lessons)

Summertime Fun (June or July)

1. Anytime during May through August participate in a total of three Cub Scout activities.

Super Science (Day / Resident @ Ship)

1. Conduct static electricity investigation.
2. Conduct the sink-or-float investigation.
3. Conduct the color-morphing investigation.
4. Conduct the color-layering investigation.

Webelos

Webelos Walkabout

1. Prepare for a 2-mile walk outside. Gather your Cub Scout Six Essentials and weather appropriate clothing and shoes.
2. Plan a 2-mile route for your walk.
3. Check the weather forecast for the time of your planned 2-mile walk.
4. Review the four points of BSA SAFE Checklist and how you will apply them on your 2-mile walk.
5. Demonstrate first aid for each of the following events that could occur on your 2-mile walk.
 - o Blister
 - o Sprained ankle
 - o Sun burn
 - o Dehydration and heat related illness
6. With your den, pack, or family, go on your 2-mile walk while practicing the Leave No Trace Principles for Kids and Outdoor Code.
7. After your 2-mile walk, discuss with your den what went well and what you would do differently next time.

Stronger, Faster, Higher (Day / Resident)

1. With your den or family, plan, cook, and eat a balanced meal.
2. Be active for 30 minutes with your den or at least one other person that includes both stretching and moving.
3. Be active for 15 minutes doing personal exercises that boost your heart rate, use your muscles, and work on flexibility.
4. Do a relaxing activity for 10 minutes.
5. Review your Annual Health and Medical Record with your parent or legal guardian. Discuss your ability to participate in den and pack activities.

Aquanaut (Day / Resident @ pool - subject to ability)

1. State the safety precautions you need to take before doing any swimming activity.

2. Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land.
3. Learn how to prevent and treat hypothermia.
4. Attempt to tread water.
5. Attempt the Scouting America swimmer test.
6. Have 30 minutes, or more, of free swim time where you practice the buddy system and stay within your ability group. The qualified adult supervision should conduct at least three buddy checks per half hour swimming.

Art Explosion (Day / Resident @ Handicrafts)

1. Create a piece of art by exploring drawing techniques using pencils.
2. Using a digital image, explore the effect of filters by changing an image using different editing or in-camera techniques.
3. Create a piece of art using paint as your medium.
4. Create a piece of art combining at least two media.

Build It (Day / Resident @ Handicrafts)

1. Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools.
2. Demonstrate how to check for plumb, level, and square when building.
3. With the guidance of your Webelos den leader, parent, or legal guardian, select a carpentry project that requires it to be either plumb, level, and/or square. Create a list of materials and tools you will need to complete the project.
4. Build your carpentry project.

Catch the Big One (Day @ Pond)

1. Make a plan to go fishing. Determine where you will go and what type of fish you plan to catch. All of the following requirements are to be completed based on your choice.
2. Use the BSA SAFE Checklist to plan what you need for your fishing experience.
3. Describe the environment where the fish might be found.
4. Make a list of the equipment and materials you will need to fish.
5. Determine the best type of knot to tie your hook to your line and tie it.
6. Choose the appropriate type of fishing rod and tackle you will be using. Have an adult review your gear.
7. Using what you have learned about fish and fishing equipment, spend at least one hour fishing following local guidelines and regulations.

Let's Camp (Resident)

1. With your den, pack, or family, plan and participate in a campout.
2. Upon arrival at the campground, determine where to set up a tent. (if you set up your own tent)
3. Set up your tent without help from an adult. (if you set up your own tent)
4. Identify a potential weather hazard that could occur in your area. Determine the action you will take if you experience the weather hazard during the campout.

5. Show how to tie a bowline. Explain when this knot should be used and why.
6. Know the fire safety rules. Using those rules, locate a safe area to build a campfire.
7. Using tinder, kindling, and fuel wood, properly build a teepee fire lay. If circumstances permit, and there is no local restriction on fires, show how to safely light the fire while under adult supervision. After allowing the fire to burn safely, extinguish the flames with minimal impact to the fire site.
8. Recite the Outdoor Code and Leave No Trace Principles for Kids from memory.
9. After your campout, share the things you did to follow the Outdoor Code and Leave No Trace Principles for Kids with your den or family.

Math on the Trail

1. Determine your walking pace by walking 1/4 mile. Make a projection on how long it would take you to walk 2 miles. (possible @ day camp - Nature)
2. Walk 2 miles and record the time it took you to complete the two miles.
3. Make a projection on how long it would take you to hike a 20-mile trail over two days. List all the factors to consider for your projection.

Paddle Onward (Day / Resident @ Boating)

1. Before attempting requirements 5, 6, 7, 8 and 9 for this Adventure, you must pass the Scouting America swimmer test.
2. Pick a paddle craft for which to complete all requirements: canoe, kayak, or stand-up paddleboard.
3. Review Safety Afloat.
4. Demonstrate how to choose and properly wear a life jacket that is the correct size.
5. Jump feet first into water over your head while wearing a life jacket. Then swim 25 feet wearing the life jacket.
6. Demonstrate how to enter and exit a canoe, kayak, or stand-up paddleboard safely.
7. Discuss what to do if your canoe or kayak tips over or you fall off your stand-up paddleboard.
8. Learn how to pick a paddle that is the right size for you. Explore how the paddle craft responds to moving the paddle.
9. Have 30 minutes, or more, of canoe, kayak, or stand-up paddleboard paddle time.

Summertime Fun (June or July)

1. Anytime during May through August participate in a total of three Cub Scout activities.

ARROW OF LIGHT

Outdoor Adventurer (Resident)

1. Learn about the Scout Basic Essentials.

2. Determine what you will bring on an overnight campout - including a tent and sleeping bag/gear - and how you will carry your gear.
3. Review the four points of the Scouting America SAFE Checklist and how you will apply them on the campout.
4. Locate the camp and campsite on a map.
5. With your patrol or a Scouts BSA troop, participate in a campout.
6. Upon arrival at the campout, determine where to set up your campsite: kitchen, eating area, tents, and firepit. Help the patrol set up the patrol gear before setting up your own tent. (if you set up your own tent)
7. Explain how to keep food safe and the kitchen area sanitary at the campsite. Demonstrate your knowledge during the campout.
8. After your campout, discuss with your patrol what went well and what you would do differently next time. Include how you followed the Outdoor Code & Leave No Trace Principles for Kids.

Personal Fitness (@ camp)

1. Plan a balanced meal that you would eat when camping. Prepare that meal using the gear you would use on a campout.
2. Examine what it is to be physically fit and how you incorporate this in your life. Track the number of times you are active for 30 minutes or longer over a 14-day period. Share with your patrol or family what you enjoyed and if you feel you are living up to the Scout Oath of being physically fit.
3. Be active for 30 minutes with your patrol, a younger den, or at least one other person in a way that includes both stretching and moving.
4. Review your Scouting America Annual Health and Medical Record with your parent or legal guardian. Discuss your ability to participate in Arrow of Light patrol and pack activities.

Champions for Nature (@ any meal)

1. Identify foods grown or processed in your state.
2. Determine the benefits of purchasing food that is locally grown or processed.
3. Explore the concept of a food desert.
4. Explore the concept of a food oasis.
5. Learn how individuals can reduce food waste.
6. Participate in a conservation service project.

Fishing (Day @ pond)

1. Make a plan to go fishing. Determine where you will go and what type of fish you plan to catch. All of the following requirements are to be completed based on your choice.
2. Use the Scouting America SAFE Checklist to plan what you need for your fishing experience.
3. Describe the environment where the fish might be found.
4. Make a list of the equipment and materials you will need to fish.
5. Determine the best type of knot to tie your hook to your line and tie it.

6. On your own, choose the appropriate type of fishing rod and tackle you will be using. Have an adult review your gear.
7. Using what you have learned about fish and fishing equipment, spend at least one hour fishing following local guidelines and regulations.

Into the Woods (possible @ camp)

1. Visit an area with trees and plants and conduct a tree inventory. Select one tree and complete the remaining requirements based on that tree.
2. Determine if your tree is deciduous or evergreen.
3. Determine if the tree is native or was introduced to your area.
4. Find out how your tree deals with wildfire.
5. Learn how wildlife uses your tree.

Paddle Craft (Day / Resident @ boating)

1. Before attempting requirements 5, 6, 7, 8, and 9 for this Adventure, you must pass the Scouting America swimmer test.
2. Pick a paddle craft you'll use to complete all requirements: canoe, kayak, or stand-up paddleboard.
3. Review Safety Afloat.
4. Demonstrate how to identify and properly wear a life jacket that is the correct size.
5. Jump feet first into water over your head while wearing a life jacket. Then swim 25 feet wearing the life jacket.
6. Discuss how to enter and exit a canoe, kayak, or stand-up paddleboard safely.
7. Discuss what to do if your canoe or kayak tips over or you fall off your stand-up paddleboard.
8. Learn two paddle strokes: power stroke and sweep.
9. Have 30 minutes or more of canoe, kayak, or stand-up paddleboard paddle time.

Summertime Fun (June or July)

1. Anytime during May through August participate in a total of three Cub Scout activities.

Swimming (Day / Resident @ pool - subject to ability)

1. Review Safe Swim Defense.
2. Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land.
3. Attempt the Scouting America swimmer test.
4. Have 30 minutes or more of free swim time during which you practice the buddy system and stay within your ability group. The qualified adult supervision should conduct at least three buddy checks per half hour of swimming.

(*This adventure may be earned by completing the requirements above OR taking swimming lessons OR passing the Scouting America swimmer test)