



Leader Guide

Cub Scout Walkabout at Little Red Schoolhouse Nature Center

A hike is a common requirement for several Cub Scout Adventures. This event will focus on the hiking adventures for all ranks, as well as some outdoor adventure requirements. This event may not cover all requirements for some adventures, this guide will indicate which requirements can be completed during the event, while others will need to be completed at a different time.

Little Red Schoolhouse Nature Center

Built in 1886 amidst farms, woods, and prairie, the schoolhouse replaced a log cabin school and hosted generations of children. Now hikers enjoy country lanes once used by its students. Originally located on the Black Oak Trail at old 99th Street, the schoolhouse was moved in 1932 to Camp Kiwanis by a local resident using only one mule and log rollers. Classes continued there until 1948. In 1952 it was moved to its present site, and in 1955 reopened as a unique, new kind of school. In place of reading, writing, and arithmetic, children and adults learn about plants, animals, and the natural world around us.

Parent Guide

Who Can Attend?

Cub Scouts of any rank are welcome to attend the Cub Scout Walkabout event at Little Red Schoolhouse Nature Center. All Scouts must be accompanied by an adult (2 for every 5 Scouts is recommended).

Please see the adventure requirements that could be completed, beginning on page 5. For Webelos adventure Tech on the Trail, a guide to complete the GPS trail is included at the end of the packet.

How to Register?

All Scout and adult participants must register in advance, to guarantee there will be enough material for the scavenger hunt and conservation project. Please register online. Online registration permits payment by credit card or electronic check. Registration closes Friday, September 11th at 5 PM.



Logistical Information

Location

Little Red Schoolhouse is located at [9800 Willow Springs Rd, Willow Springs, IL 6048](#).

Check-In

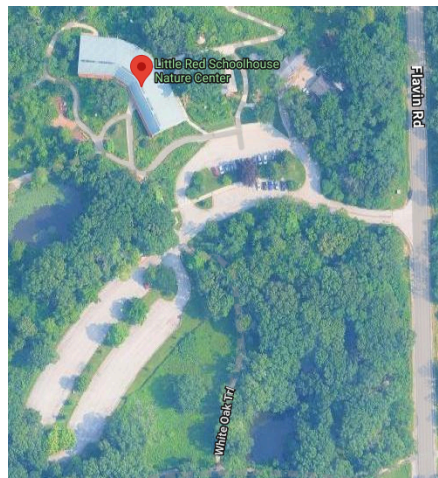
Check-In will begin at 11:00, at the beginning of the path that leads behind the Nature Center, and will continue until 12:00. The participants drop off their Medical Forms, A, B1, and B2, which can be picked back up at the end of the event. Participants can take a self-guided tour of the Nature Center and Schoolhouse until 12:00. The conservation project kicks off at 12:00.

Schedule

11:00 -12:00	- Check-In: Drop off Medical A, B1, and B2 forms. - For Webelos, the Quarter-Mile Pacing Walk can be completed upon arrival, if not done already. - Self-guided tour of the Nature Center and Schoolhouse
12:00 - 1:30	Conservation Project with Little Red Schoolhouse naturalist.
1:30 - 3:30	- Hike and Scavenger Hunt

Parking

Parking is available by the Nature Center.





Adult Leader Information

Adults are welcome to join the Cub Scouts on their scavenger hunt and Conservation Project. Please arrange with the members of your Den to meet the recommended requirement of 2 adults for every 5 Scouts. Adults are asked to serve as the primary supervisors for the Scouts in their care, and as active mentors during all activities.

Adult Leadership Requirements

Adults attending the Cub Scout Walkabout must register online and accompany their Scouts at all times.

****REQUIREMENTS FOR CUB SCOUT ADVENTURES****

While out on the trail, there will be an opportunity to complete requirements for the adventures below. There may be an opportunity to collect trash along the trail; it is up to the Den Leader's discretion to count that as additional service time.

Lion:

Mountain Lion -

- Requirement #1 - Identify the Cub Scout Six Essentials. Show what you do with each item.
- Requirement #2 - 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 Lion adult partner that are natural and things that are manmade.

Lion's Roar -

- Requirement #4 - With your Lion adult partner, demonstrate how to safely cross a street or walk in a parking lot.

Fun on the Run -

- Requirement #3 - Be active for 20 minutes.

Let's Camp Lion -

- Requirement #1 - Learn about the buddy system and how it works in the outdoors.



[Champions for Nature Lion](#)

- Requirement #1 - Discover the difference between natural resources and man-made items.
- Requirement #4 - Participate in a conservation service project.

Tiger:

[Tiger Bites](#) -

- Requirement #3 - Be active for 30 minutes.

[Tigers in the Wild](#) -

- Requirement #1 - Identify the Cub Scout Six Essentials. Show what you do with each item.
- Requirement #2 - With your den leader or Tiger adult partner, learn about the Outdoor Code.
- Requirement #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.

[Let's Camp Tiger](#) -

- Requirement #1 - Learn about the buddy system and how it works in the outdoors.

[Champions for Nature Tiger](#) -

- Requirement #1 - Discover the difference between renewable natural resources and non-renewable natural resources.
- Requirement #4 - Participate in a conservation service project.

Wolf:

[Running With the Pack](#) -

- Requirement #3 - Be active for 30 minutes with your den or at least 1 other person that includes both stretching and moving.

[Safety in Numbers](#) -

- Requirement #3 - Learn about the buddy system and demonstrate how it works.

[Paws on the Path](#) - (All Requirements Addressed)

- Requirement #1 - Identify the Cub Scout Six Essentials. Show what you do with each item.



- Requirement #2 - Learn about the buddy system and how it works in the outdoors. Pick a buddy for your walk.
- Requirement #3 - Identify appropriate clothes and shoes for your walk outside. Do your best to wear them on your walk.
- Requirement #4 - Learn about the Outdoor Code and Leave No Trace Principle for Kids.
- Requirement #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.

Let's Camp Wolf -

- Requirement #1 - Learn about the buddy system and how it works in the outdoors.
- Requirement #2 - Know the Cub Scout Six Essentials.

Champions for Nature Wolf -

- Requirement #1 - Discover the difference between renewable natural resources and non-renewable natural resources.
- Requirement #4 - Participate in a conservation service project.

Bear:

Bear Habitat - (All Requirements Addressed)

- Requirement #1 - Prepare for a one-mile walk by gathering the Cub Scout Six Essentials and weather appropriate clothing and shoes.
- Requirement #2 - "Know Before You Go" Identify the location of your walk on a map and confirm your one-mile route.
- Requirement #3 - "Choose the Right Path" Learn about the path and surrounding area you will be walking on.
- Requirement #4 - "Trash your Trash" Make a plan for what you will do with your personal trash or trash you find along the trail.
- Requirement #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.
- Requirement #6 - "Be Careful with Fire" Determine the fire danger rating along your path.
- Requirement #7 - "Respect Wildlife" From a safe distance, identify as you look up, down, and around you, six signs of any mammals, birds, insects, reptiles.
- Requirement #8 - "Be Kind to Other Visitors" Identify what you need to do as a den to be kind to others on the path.
- Requirement #9 - Go on your one-mile walk while practicing your Leave No Trace Principles for Kids.



Bear Strong -

- Requirement #2 - Be active for 30 minutes with your den or at least one other person that includes both stretching and moving.

Let's Camp Bear -

- Requirement #1 - Review the buddy system and how it works in the outdoors.

Champions for Nature Bear -

- Requirement #1 - Discover natural resources.
- Requirement #3 - Investigate soil.
- Requirement #5 - Participate in a conservation service project.

Webelos:

Stronger, Faster, Higher -

- Requirement #2 - Be active for 30 minutes with your den or at least one other person in a way that includes both stretching and moving.

Webelos Walkabout -

- Requirement #1 - Prepare for a 2-mile walk outside. Gather your Cub Scout Six Essentials and weather appropriate clothing and shoes.
- Requirement #2 - Plan a 2-mile route for your walk.
- Requirement #3 - Check the weather forecast for the time of your planned 2-mile walk.
- Requirement #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.
- Requirement #7 - After your 2-mile walk, discuss with your den what went well and what you would do differently next time.

Math on the Trail - (All Requirements Addressed)

- Requirement #1 - Determine your walking pace by walking $\frac{1}{4}$ mile. Make a projection on how long it would take you to walk 2 miles.
- Requirement #2 - Walk 2 miles and record the time it took you to complete the two miles.
- Requirement #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.

Tech on the Trail -

- Requirement #4 - Take your 2-mile trek.



[Champions for Nature Webelos](#) -

- Requirement #1 - Discover the four components that make up a habitat: food, water, shelter, space.
- Requirement #6 - Participate in a conservation service project.

Arrow of Light:

[Personal Fitness](#) -

- Requirement #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.

[Into the Wild](#) -

- Requirement #1 - Visit a place with a variety of wild animals. Select one of the animals and observe its behavior. Use your selected animal to complete the remaining requirements.
- Requirement #3 - Investigate how your animal coexists with other animals in the wild.
- Requirement #5 - Discover how wildlife management benefits your animal.

[Into the Woods](#) - (Once a tree is selected for Req. #1, please ask the naturalist for the additional information to complete #2 - #5.)

- Requirement #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.
- Requirement #2 - Determine if your tree is deciduous or evergreen.
- Requirement #3 - Determine if your tree is native or was introduced to your area.
- Requirement #4 - Find out how your tree deals with wildfire.
- Requirement #5 - Learn how wildlife uses your tree.

[Champions for Nature AOL](#)

- Requirement #6 - Participate in a conservation service project.

What to Expect

Sign In

All participants must check-in at the registration area between 11:00 - 12:00. Any Scouts arriving during this time will be directed to the schoolhouse and nature center, for a self-guided tour, as they await the start of the conservation project. Webelos who have yet to complete their quarter-mile pacing walk, will be shown the route to complete it.



Emergency Information

Each participant will be required to submit their Medical A, B1 and B2 forms at check in. In the event of an emergency, we will need to have the emergency contact information available. Everyone will get theirs back after the event.

Weather

A requirement for Wolf, Bear, and Webelos states that weather appropriate clothing be worn for this event. Prior to the event, please check the forecast and plan out what to wear for the event. This is an outdoor event, make sure to plan appropriately for any rainy or colder weather. In the case of inclement weather, efforts will be made, consistent with Scouting America's [Guide to Safe Scouting](#), to contact all registered participants about the status of the event. If unable to hold the event, an alternative date will be given.

Safety Rules

During the hike and scavenger hunt, the priority is the safety of each Scout, along with the ability for everyone to participate in the activity. Please review these rules to ensure effective instruction is taking place, and the Scouts are being properly supported and supervised.

1. Be attentive, and participate in the activities.
2. Only use the distributed materials as you have been instructed to do so.
3. Stay with the members of your group.
4. Each hiker should carry a personal first aid kit with what may be needed to treat minor hiking injuries, such as hand sanitizer, alcohol wipes, and band-aids. This should be included as one of the Cub Scout Six Essentials.

During the conservation project, the number one priority is the health and safety of everyone. Please review these safety rules to support and supervise your Scouts.

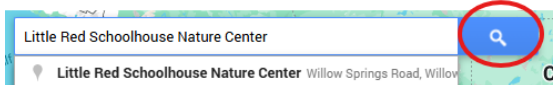
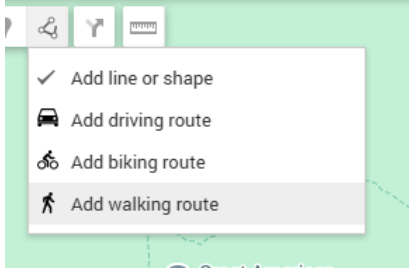
1. Closed-toe shoes are required.
2. Do not run.
3. Stay with your group at all times.
4. Do not throw rocks or sticks.
5. Stay in the designated area(s).
6. Leave only footprints, take only pictures. (Practice [The Outdoor Code](#).)

Safety is everyone's responsibility. Please help us make sure that everyone goes home as they have arrived.



Instructions for Requirement #3, Tech on the Trail:

This is to be done outside of the event, as internet connection will not be reliable enough to complete this at the event.

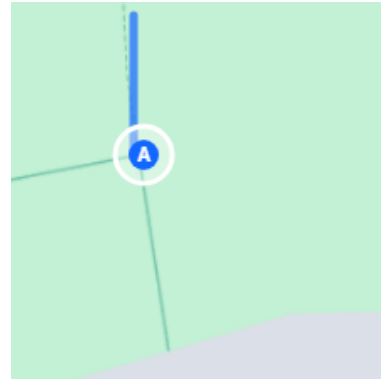
1. Open mymaps.google.com .	
2. On the top, left side, click on the hamburger menu and select "Create a new map".	
3. Select "Create" on the pop-up that comes next.	
4. Type "Little Red Schoolhouse Nature Center" in the search bar and click on the magnifying glass.	
5. Zoom in on the yellow pin until you can see the trails on the map.	
6. Click on "Draw a line" and select "Add walking route".	



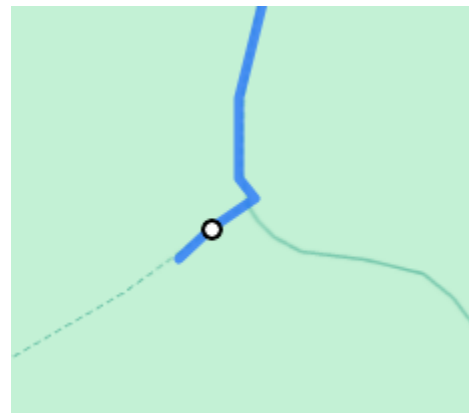
On a desktop, you will be able to create the route by guiding your mouse along the trail. On a mobile device, you will need to drag the “B” (the end of the route) along the trail. If the route changes on you, drag the blue line back onto the trail you are taking. On your mobile device, you may have to click on “Draw a line” a few times before the “B” comes up.

7. We are going to start the two-mile hike at the path that comes in from the parking lot and goes to the right of the schoolhouse. Click on the intersection, an “A” in a circle will appear to start your route. Head north, around the schoolhouse, until you come to an intersection.

Tip: You will need to click on the trail when you are about halfway around so the program doesn’t automatically take you the other way around the nature center.



8. When you reach the intersection, head southwest. On the trail, this would be headed to the right, along the slough.

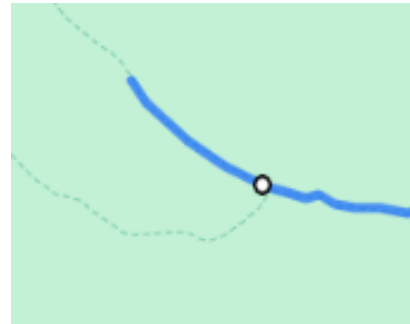


9. At the next intersection, turn west. On the trail, this would be headed to the right, continuing to go around the slough.

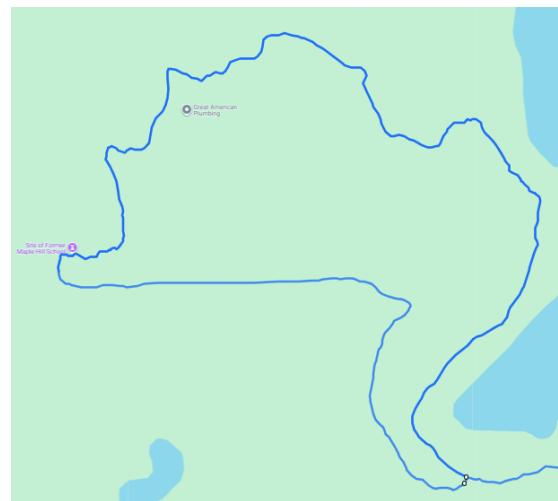




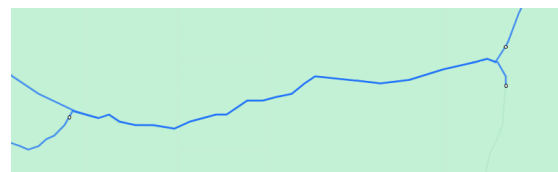
10. At the next intersection, continue along the slough by heading to the right. You will now be headed in a northwestern direction.



11. Follow the trail around the area until you get back to the intersection.



12. Once you are back at the path, retrace your original path, but head south, or turn right, at the next intersection.



13. Follow the path until you are back in front of the nature center. Head north by taking a left turn.



14. Follow the path and make a right turn to go back behind the nature center again, retracing our steps.



15. Head back to the starting point to complete the two miles.

