

# Bear Habitat

## Supplies

<i>Troop Provided</i>	<i>District Provided</i>	<i>Cub Scout Provided</i>
<p><b><u>Six Essentials</u></b>                      Filled Water Bottle                      Whistle                      Flashlight                      Sunscreen, Hat, Sunglasses                      Trail Mix                      Small first aid kit</p> <p>Backpack (small)</p>	<ul style="list-style-type: none"> <li>• Whistle</li> <li>• Highlighters</li> <li>• Blank paper</li> <li>• Pencils</li> <li>• Crayons or markers</li> <li>• A printed map of the location of your walk, one per Cub Scout</li> <li>• Paths for Everyone worksheet, found in Additional Resources</li> <li>• Trash Timeline Cards found in Additional Resources</li> <li>• Trash Timeline found in Additional Resources</li> <li>• Trash Timeline Key found in Additional Resources</li> <li>• Fire Danger Matching Game found in Additional Resources</li> </ul>	<p>Bear handbook</p> <p><b><u>Six Essentials for Hike</u></b>                      Filled Water Bottle                      Whistle                      Flashlight                      Sunscreen, Hat, Sunglasses                      Trail Mix                      Small first aid kit</p> <p>Backpack (small)</p>

# Bear Habitat

## Snapshot Of Adventure

A bear is at home in the outdoors, and so is a Bear Cub Scout. In this Adventure, you'll learn how to plan a one-mile walk with your den. When we are outside, we also have responsibilities to make sure that others can enjoy the outdoors, too. Knowing and following the Leave No Trace Principles for Kids helps us do just that.

## Requirement 1

Prepare for a one-mile walk by gathering the Cub Scout Six Essentials and weather appropriate clothing and shoes.

	<b><i>Backpack Packing Challenge</i></b>	
Supplies	<b><u>Six Essentials</u></b> Filled Water Bottle Whistle Flashlight Sunscreen, Hat, Sunglasses Trail Mix Small first aid kit	Backpack (small)  Articles of clothing for current weather conditions: jacket, hat, raincoat, gloves, sunglasses, boots, socks, etc.  Bear handbook
Before the Event	<ol style="list-style-type: none"> <li>1. Review the Cub Scout Six Essentials so you can explain the items to the den.</li> <li>2. Remind Cub Scouts, parents and legal guardians for Cub Scouts to bring their Cub Scout Six Essentials and a day bag and to wear the clothes they will wear on the walk.</li> <li>3. Gather your Cub Scout Six Essentials and place them in your day bag.</li> </ol>	
How to Run the Event	<ol style="list-style-type: none"> <li>1. Ask Cub Scouts to line up with their day bags and place the contents in front of them at their feet.</li> <li>2. Bear handbook Start with the Cub Scout Six Essentials, one item at a time, as they pick up their item discuss the item and why it is important. After describing the item, the Cub Scouts put the item back into the pack.</li> <li>3. Discuss appropriate clothing for the current weather.               <ol style="list-style-type: none"> <li>a. Sunshine – hat, light-colored clothing, sunglasses</li> <li>b. Rain- rain jacket with hood or hat</li> <li>c. Cold – warm jacket, hat, gloves, scarf</li> </ol> </li> <li>4. Discuss appropriate footwear.               <ol style="list-style-type: none"> <li>a. Footwear must always be closed-toed for Scouting activities. The right shoes depend on where you will be walking. For a paved path walking shoes or sneakers work fine. For outdoor or more rugged paths shoes that have a harder sole and provide greater ankle support are best. Shoes should fit snug and if the shoe has laces, they should be tied appropriately based on the design of the shoe.</li> <li>b. Socks are a must for walks. The best socks will keep your feet dry and pull moisture away from your feet. This helps to prevent fungus that may cause bad smells and itchy feet.</li> <li>c. If your feet get wet during the walk just make sure that when you are finished, you take them off along with your socks and allow your feet to dry.</li> </ol> </li> </ol>	

## Requirement 2

“Know Before You Go” Identify the location of your walk on a map and confirm your one-mile route (road perimeter of Smilin V).

	<b><i>Paper Paths</i></b>
Supplies	<ul style="list-style-type: none"> <li>• Highlighters</li> <li>• A printed map of the location of your walk, one per Cub Scout</li> <li>• Paths for Everyone worksheet, found in Additional Resources</li> </ul>
Before the Event	<ol style="list-style-type: none"> <li>1. Determine a route for a one-mile walk (road perimeter of Smilin V)</li> <li>2. Print Smilin V and Paths for Everyone worksheet, one for each Cub Scout.</li> </ol>
How to Run the Event	<ol style="list-style-type: none"> <li>1. Gather the Cub Scouts and give each Cub Scout a copy of the map that includes the area for the walk</li> <li>2. Explain to Cub Scouts that this is a map of the area that they will take a walk at. Identify a one-mile route on the map.</li> <li>3. Have Cub Scouts share their routes. Review everyone’s route and come together to identify the route that the den will take.</li> <li>4. Discuss how to find the starting point, ask them to highlight the starting point. Have them find several other points to highlight along the route, such as bathrooms, water fountains, scenic areas, or other points of interest, and the ending point. They should have a highlighted route from beginning to end.</li> <li>5. Have Cub Scouts gather around a table and give each Cub Scout a printed copy of the Paths for Everyone.</li> <li>6. Ask the following questions: <ol style="list-style-type: none"> <li>a. Which of these paths is most appropriate for our den?</li> <li>b. Is there anyone in our den who might have a hard time on any of these paths?</li> <li>c. What are some safety concerns for each type of path?</li> <li>d. Do you know if the route we have chosen contains any of these paths?</li> <li>e. What kind of terrain do you think our route should have?</li> <li>f. Does our route have any terrain that is too advanced for our den?</li> </ol> </li> </ol>

## Requirement 3

“Choose the Right Path” Learn about the path and surrounding area you will be walking on.

	<b><i>Ask the Path Expert</i></b>
Supplies	Map or picture of the area you where Cub Scouts are walking (provided in Requirement 2)
Before the Event	Research who owns the trail and who is responsible for maintenance. Invite a guest to come speak about the path, its history, and its maintenance.
How to Run the Event	<ol style="list-style-type: none"> <li>1. Before the guest speaks, remind Cub Scouts to be respectful during the presentation.</li> <li>2. Encourage Cub Scouts to ask questions.</li> <li>3. Have the guest speak about the path, path surface, and maintenance.</li> <li>4. Thank the speaker at the end of the meeting.</li> <li>5. Explain why choosing the right path and seeking the advice of experts is important</li> </ol>

## Requirement 4

“Trash your Trash” Make a plan for what you will do with your personal trash or trash you find along the trail.

	<i><b>Trash Timeline Game</b></i>
Supplies	<ul style="list-style-type: none"> <li>• Trash Timeline Cards found in Additional Resources (PROVIDED BY DISTRICT)</li> <li>• Trash Timeline found in Additional Resources (PROVIDED BY DISTRICT)</li> <li>• Trash Timeline Key found in Additional Resources (PROVIDED BY DISTRICT)</li> </ul>
Before the Event	<ol style="list-style-type: none"> <li>1. Set up meeting space such that Cub Scouts have room to move about.</li> <li>2. Print two sets of Trash Timeline Cards, two sets of Trash Timeline, and cut them out.</li> <li>3. Ensure access to Trash Timeline Key, by printing it out.</li> </ol>
How to Run the Event	<ol style="list-style-type: none"> <li>1. Divide the Cub Scouts into two teams.</li> <li>2. Give each team a set of Trash Timeline cards.</li> <li>3. Explain the rules:             <ol style="list-style-type: none"> <li>a. The object is to place their cards on the correct decomposition time of the item on the timeline.</li> <li>b. The timer will be set to five minutes.</li> <li>c. Once the time is up, the leader will walk through the timeline and say if the place trash card is correct or not.</li> <li>d. The team with the most correct wins.</li> </ol> </li> <li>4. After Cub Scouts have completed their guesses, put the items in the actual order on the timeline of decomposition.</li> <li>5. Ask Cub Scouts if they were surprised with the results.</li> <li>6. Ask Cub Scouts what they plan to do to keep this trash out of nature.</li> </ol>

## 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.

	<i><b>Take Only Memories</b></i>
Supplies	<ul style="list-style-type: none"> <li>• Blank paper</li> <li>• Pencils</li> <li>• Crayons or markers</li> </ul>
Before the Event	Provide Cub Scouts with drawing materials to bring on the walk and identify a place where the Cub Scouts will be taking a one-mile walk.
How to Run the Event – During the Walk	<ol style="list-style-type: none"> <li>1. Check to make sure all Cub Scouts have their Cub Scouts Six Essentials (mainly water and sun protection – make sure there is at least 1 small first aid kit, whistle, flashlight and some group snacks)</li> <li>2. Remind Cub Scouts that we “Leave What You Find” <b>[EXPLAIN WHY]</b> on the trail. Instead, they should take five pictures or make five drawings of things that interest them. Stop periodically to cover these requirements.</li> <li>3. After the walk, ask them to share the things they took as memories and why they interested them.</li> </ol> <p><b>Tip: Requirements 5, 7, 8, and 9 can all be done on the walk.</b></p>

## Requirement 6

“Be Careful with Fire” Determine the fire danger rating along your path.

	<b><i>Fire Danger Matching</i></b>
Supplies	Fire Danger Matching Game found in Additional Resources (PROVIDED BY DISTRICT)
Before the Event	Print and cut out Fire Danger Matching game cards. Mix up the cards in the deck. Save the Answer Sheet portion of the printout as a reference sheet for meeting.
How to Run the Event – During the Walk	<ol style="list-style-type: none"> <li>1. Place the Low, Moderate, High, Very High, and Extremely High cards in order on the table face up.</li> <li>2. Place the remaining cards face down on the table.</li> <li>3. Explain the fire danger rating system using the Fire Danger rating system as a guide.</li> <li>4. Identify which Cub Scout will go first.</li> <li>5. Ask Cub Scout to draw a card from the deck.</li> <li>6. Ask Cub Scout to show and read the card selected.</li> <li>7. Ask Cub Scout to place the card face up on the table in the proper pile. For example, if a bright green square is chosen, this card should go in the Low pile.</li> <li>8. Ask the second Cub Scout to select a card from the deck.</li> <li>9. Ask Cub Scout to show and read the card they select.</li> <li>10. Ask Cub Scout to place the card face up on the table in the appropriate pile.</li> <li>11. Play continues until all the cards have been read and placed in the correct pile.</li> <li>12. Ask Cub Scouts at what fire danger level would a walk not be able to be done safely.</li> </ol> <p><b>On the walk: Ask Cub Scouts to assess the fire danger rating for their walk</b></p>

## 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.

	<b><i>Wildlife Snapshot</i></b>
Supplies	N/A
Before the Event	<ol style="list-style-type: none"> <li>1. Research the type of animals (mammals, birds, insects, or reptiles) that are common in the area that you will be walking. This includes domesticated and wild animals.</li> <li>2. Research the signs these animals leave behind.</li> </ol>
How to Run the Event	<ol style="list-style-type: none"> <li>1. Gather Cub Scouts and share with them the type of animals you may encounter on your walk and the signs they leave behind. Ask Cub Scouts if they know of any other animals you may have left out.</li> <li>2. Discuss the signs of the animals habitat, food sources, or travel paths. <ol style="list-style-type: none"> <li>a. Listen for sounds. Not just the sound the animal would make, but also the sound of the animal moving.</li> <li>b. Look for where they live. A bird’s nest, a burrow (hole in the ground), or a plant.</li> <li>c. Look for what they eat. Many animals eat plants, so you might see a bite mark on a leaf. Others might go through trash that has food in it.</li> <li>d. Look for animal scat (poop). Different animals leave different types of scat.</li> <li>e. Look for animal tracks. If it has rained recently and there is mud,</li> </ol> </li> </ol>

	<p>you may see footprints that animals left behind as they walked.</p> <p>3. Ask how we can respect wildlife.</p>
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## Requirement 8

“Be Kind to Other Visitors” Identify what you need to do as a den to be kind to others on the path.

<i>Consider Others</i>	
Supplies	N/A
Before the Event	N/A
How to Run the Event	<ol style="list-style-type: none"> <li>1. Ask Cub Scouts how they can be kind and considerate to visitors on the path. Make sure to cover the items that are listed in the Bear handbook.                             <ol style="list-style-type: none"> <li>a. Know your right of way. For example, you should walk on the right side of a path and not the left side. Check signs on the path and follow their directions.</li> <li>b. If you’re on a trail or path that is wide enough for only one person and your den or family must walk single file, step aside, and give space to anyone who is going uphill. If it’s a flat area, be the first to step aside and give space for others to pass.</li> <li>c. Bicyclists yield to walkers/hikers.</li> <li>d. Be mindful of the plants or animals that are near the trail if you must step off the trail.</li> <li>e. Make yourself known. When you encounter other people, offer a friendly “hello.” This helps create a friendly atmosphere on the path. If you approach another walker from behind, announce yourself in a friendly, calm tone and let them know you want to pass.</li> <li>f. Stay on the path or trail. Going off a trail or path can damage or kill certain plant or animal species and can hurt the ecosystems that surround the trail.</li> <li>g. Always practice Leave No Trace principles: Leave rocks, vegetation, and artifacts where you find them for others to enjoy.</li> <li>h. Do not disturb wildlife. They need their space, and you need yours, too. Keep your distance from any wildlife you encounter.</li> <li>i. Be mindful of the path or trail conditions. If a path or trail is too wet, muddy, or slippery, turn back and do the walk another day or find a different path.</li> <li>j. Take time to listen. Be respectful of both nature and the other users and keep the noise from electronic devices off.</li> <li>k. Be aware of your surroundings. It will help keep you and any members of your group safe. Know the rules for walking on your trail or path.</li> </ol> </li> <li>2. Have Cub Scouts execute that plan during the walk.</li> </ol>

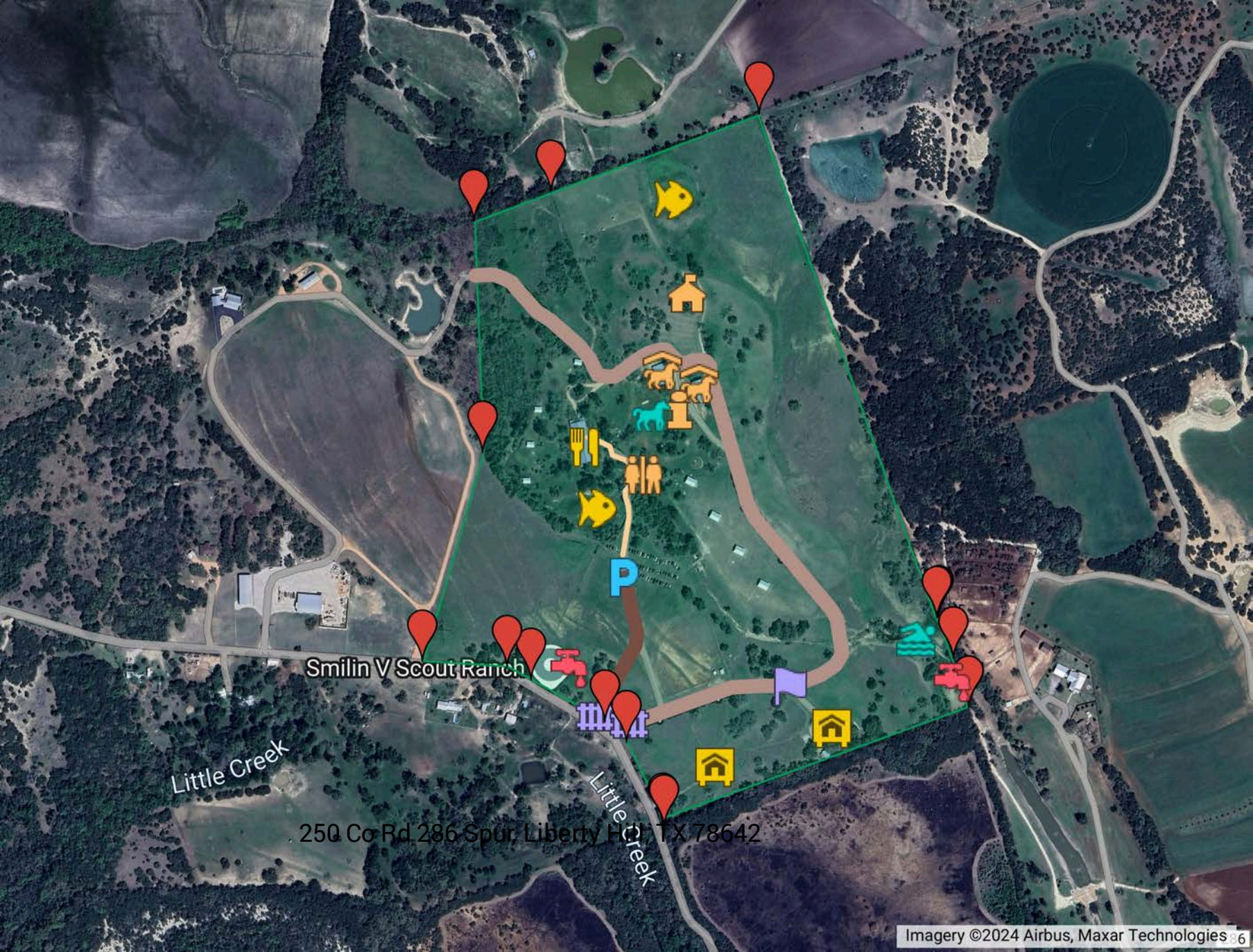
## Requirement 9

Go on your one-mile walk while practicing your Leave No Trace Principles for Kids.

<i>Outdoor Scavenger Hunt</i>	
Supplies	<ul style="list-style-type: none"> <li>• Cub Scout Six Essentials (Each Cub Scout should have their own 6 Essentials – if they do not, make sure you have all 6 and quiz Cub Scouts as to what they are -- Filled Water Bottle, Small first aid kit, Whistle, Flashlight, Sun Protection, Trail Mix)</li> <li>• Make sure everyone has at least water and proper sun protection</li> </ul>
Before the Event	<ol style="list-style-type: none"> <li>1. Based on requirement 2 have your route planned and distribute the route to all Cub Scouts, parents, and legal guardians.</li> <li>2. Identify an adult who is not going on the trip. Give a copy of the route you are taking and inform them of your start time and expected end</li> </ol>

	<p>time.</p> <ol style="list-style-type: none"><li>3. Remind Cub Scouts, parents, and legal guardians that Cub Scouts will need to bring their Cub Scout Six Essentials and to wear appropriate clothes and closed-toe shoes.</li><li>4. Let Scouts know that 3 days before the walk check the weather and if severe weather is in the forecast, reschedule the walk.</li></ol>
How to Run the Event	<ol style="list-style-type: none"><li>1. Check to see if everyone has their Cub Scout Six Essentials, or that proper group coverage is available</li><li>2. Tell everyone the route that will be followed for the walk.</li><li>3. Share any hazards that may be on the path and how to avoid them.</li><li>4. With your den, go on the one-mile walk while practicing the Leave No Trace Principles for Kids.</li><li><b>5. During the walk complete requirements 5, 7, and 8. Review how the den is using the principles.</b></li></ol>

# Smilin V Scout Ranch





# TYPES OF TERRAIN-BEAR WALK



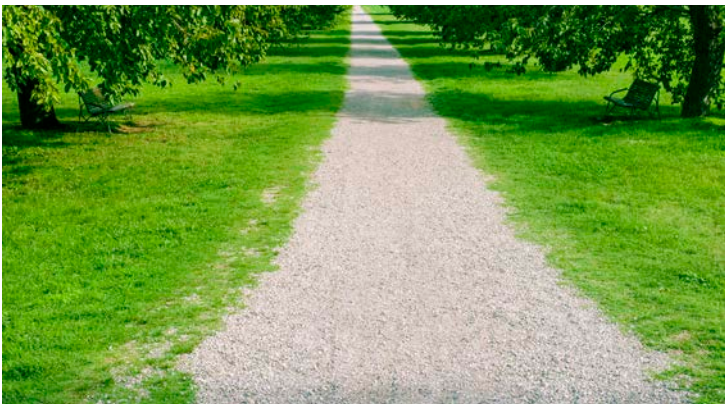
What kind of terrain will you encounter on your walk? Is it safe for everyone?



**Concrete Path**



**Sand Path**



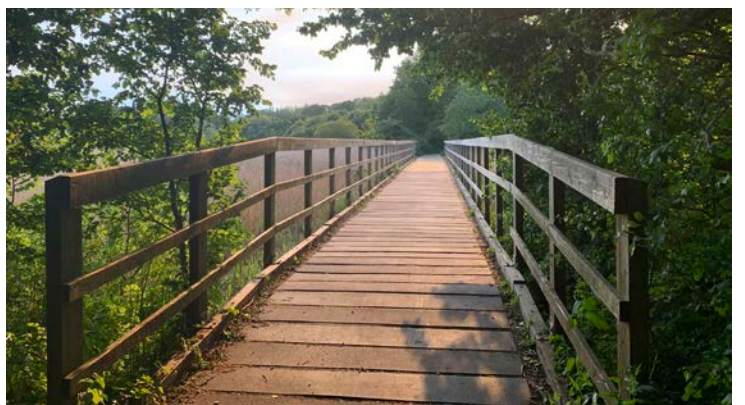
**Gravel Path**



**Brick Path**



**Dirt Path**

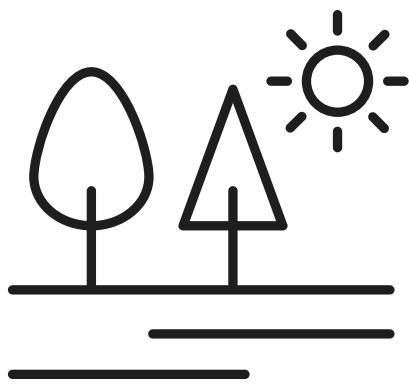


**Wood Path**

# TYPES OF TERRAIN-BEAR WALK

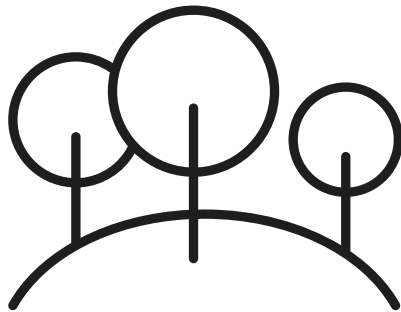


What kind of terrain will you encounter on your walk? Is it safe for everyone?



## **Beginner**

This type of trail is mostly flat.



## **Intermediate**

This type of trail has some elevation changes.



## **Advanced**

This type of trail has extreme elevation changes.

# TRASH TIMELINE CARDS



**Orange Peel**



**Banana Peel**



**Cigarette Butts**



**Leather**

# TRASH TIMELINE CARDS



**Wool Socks**



**Gum**



**Plastic-Coated Paper**



**Plastic Bag**

# TRASH TIMELINE CARDS



**Nylon Fabric**



**Tin Can**



**Aluminum Can**



**6-Pack Holder**

# TRASH TIMELINE CARDS



**Glass Bottle**



**Newspaper**



**Paper Towels**



**Cotton Shirt**

# TRASH TIMELINE

**Less than  
1 year**

**1 year**

# TRASH TIMELINE

**5 years**

**10 years**



# TRASH TIMELINE

**20 years**

**30 years**

# TRASH TIMELINE

**40 years**

**50 years**

# TRASH TIMELINE

**70 years**

**100 years**

# TRASH TIMELINE

**200+ years**

# TRASH TIMELINE

The following are the lengths of time that trash takes to break down.

Paper Towels .....	2 months
Organic Cotton Shirt .....	3 months
Orange or Banana Peel .....	Less than 1 year
Cigarette Butts .....	1 to 5 years
Leather .....	1 to 5 years
Wool Socks .....	1 to 5 years
Gum .....	5 years
Plastic-Coated Paper .....	5 years
Newspaper .....	5 to 7 years
Plastic Bags .....	10 to 20 years
Nylon Fabric .....	30 to 40 years
Tin Cans .....	50 years
Aluminum Can .....	80 to 100 years
Plastic 6-Pack Holder .....	100 years
Glass Bottles .....	1,000,000 years



# FIRE DANGER MATCHING GAME

Cut out the cards.

**LOW**

**MODERATE**

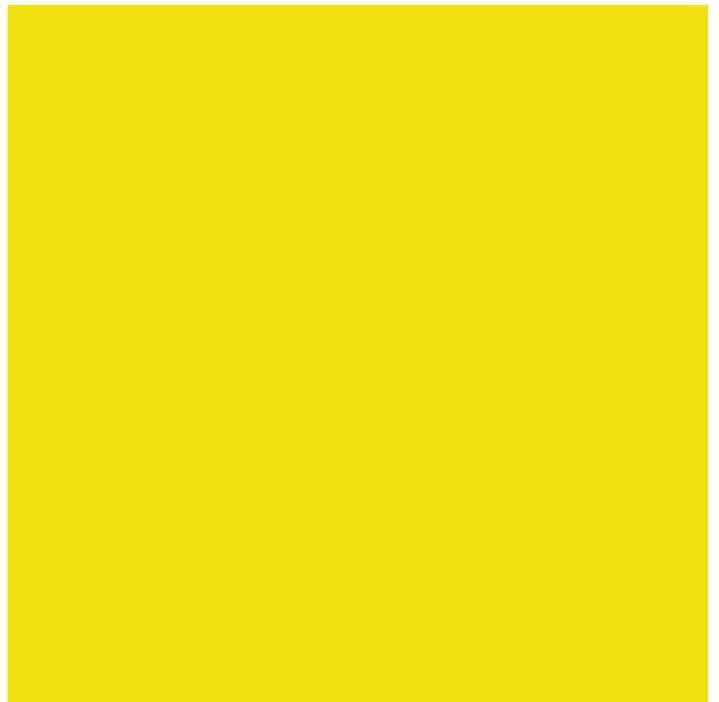
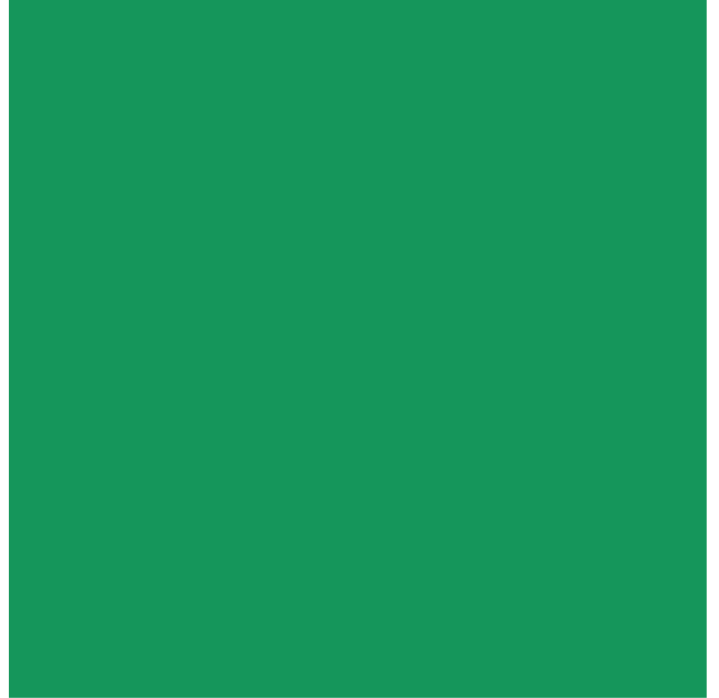
**HIGH**

**VERY HIGH**

# FIRE DANGER MATCHING GAME

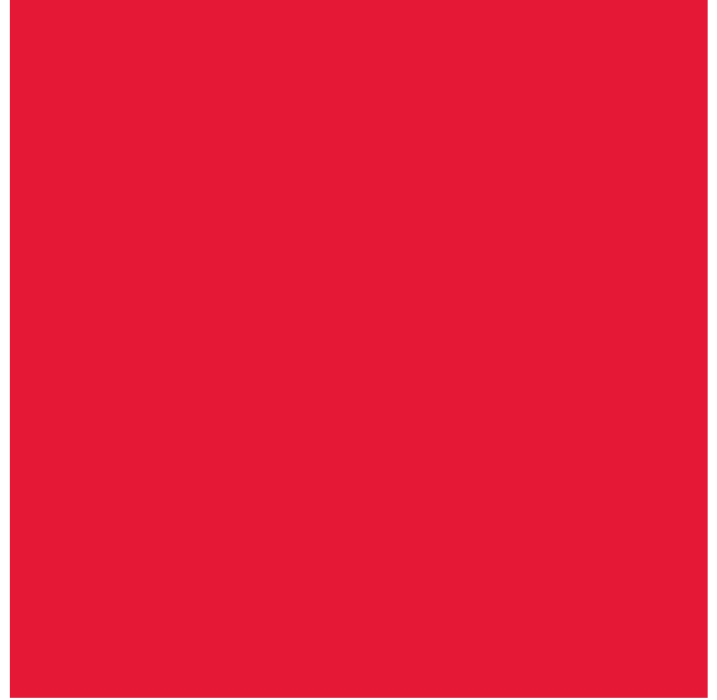
Cut out the cards.

**EXTREMELY  
HIGH**



# FIRE DANGER MATCHING GAME

Cut out the cards.



**Fires start quickly, spread furiously, and burn intensely.**

**All fires are potentially serious.**

**Development into high-intensity burning will usually be faster and occur from smaller fires than in the Very High fire danger class.**

**Direct attack is rarely possible and may be dangerous except immediately after ignition.**

**Fires that develop headway in heavy slash or conifer stands may be unmanageable while the extreme burning conditions last. Under these circumstances, the only effective and safe control actions are on the flanks until the weather changes or the fuel loading decreases.**

**Fuels do not ignite readily from small firebrands, although a more intense heat source, such as lightning, may start fires in duff or punky wood.**

**Fires in open cured grasslands may burn freely a few hours after rain, but woods fires spread slowly by creeping or smoldering, and burn in irregular fingers.**

**There is little danger of spotting.**



# FIRE DANGER MATCHING GAME

Cut out the cards.

**Fires can start from most causes, but, with the exception of lightning fires in some areas, the number of starts is generally low.**

**Fires in open cured grasslands will burn briskly and spread rapidly on windy days.**

**Timber fires spread slowly to moderately quickly.**

**The average fire is of moderate intensity, although heavy concentrations of fuel, especially draped fuel, may burn hot.**

**Short-distance spotting may occur but is not persistent.**

**Fires are not likely to become serious and control is relatively easy.**

**All fine dead fuels ignite readily and fires start easily from most causes.**

**Unattended brush and campfires are likely to escape. Fires spread rapidly and short-distance spotting is common.**

**High-intensity burning may develop on slopes or in concentrations of fine fuels.**

**Fires may become serious and their control difficult unless they are attacked successfully while small.**

**Fires start easily from all causes and, immediately after ignition, spread rapidly and increase quickly in intensity.**

**Spot fires are a constant danger.**

**Fires burning in light fuels may quickly develop high-intensity characteristics such as long-range spotting and fire whirlwinds when they burn in heavier fuels.**

# FIRE DANGER ANSWER KEY

Cut out the cards.

## LOW

Fuels do not ignite readily from small firebrands, although a more intense heat source, such as lightning, may start fires in duff or punky wood.

Fires in open cured grasslands may burn freely a few hours after rain, but woods fires spread slowly by creeping or smoldering, and burn in irregular fingers.

There is little danger of spotting.

## MODERATE

Fires can start from most causes, but, with the exception of lightning fires in some areas, the number of starts is generally low.

Fires in open cured grasslands will burn briskly and spread rapidly on windy days.

Timber fires spread slowly to moderately quickly.

The average fire is of moderate intensity, although heavy concentrations of fuel, especially draped fuel, may burn hot.

Short-distance spotting may occur but is not persistent.

Fires are not likely to become serious and control is relatively easy.

## HIGH

All fine dead fuels ignite readily and fires start easily from most causes.

Unattended brush and campfires are likely to escape. Fires spread rapidly and short-distance spotting is common.

High-intensity burning may develop on slopes or in concentrations of fine fuels.

Fires may become serious and their control difficult unless they are attacked successfully while small.

## VERY HIGH

Fires start easily from all causes and, immediately after ignition, spread rapidly and increase quickly in intensity.

Spot fires are a constant danger.

Fires burning in light fuels may quickly develop high-intensity characteristics such as long-range spotting and fire whirlwinds when they burn in heavier fuels.

# FIRE DANGER ANSWER KEY

Cut out the cards.

## **EXTREMELY HIGH**

**Fires start quickly, spread furiously, and burn intensely.**

**All fires are potentially serious.**

**Development into high-intensity burning will usually be faster and occur from smaller fires than in the Very High fire danger class.**

**Direct attack is rarely possible and may be dangerous except immediately after ignition.**

**Fires that develop headway in heavy slash or conifer stands may be unmanageable while the extreme burning conditions last. Under these circumstances, the only effective and safe control actions are on the flanks until the weather changes or the fuel loading decreases.**