



WOW WEEKEND ADVANCEMENTS

Wolf WOW Activity Adventure Report

Core Adventures

- Discuss with your cub plans for possible weather changes how you prepare for different weather options (clothes, supplies, etc), take a hike to the BB Range, have your cub bring along the Cub Scout Six Essentials, discuss why we use the buddy system (hint for safety), recite with your cub the outdoor code and leave no trace principles and discuss the reasons for these on your hike, after the hike have your cub explain the ways they kept themselves safe, have your cub explain what they would do different at WOW if there was a natural disaster (thunderstorm, tornado, fire, flood, etc.), have your cub point out two new things they have seen, have your cub name two birds, two insects, and two other animals that live around Wallwood, explain how you identified them, attend the Fun-Guy class to learn about spreading germs.

(Call of the Wild 1, 2, 3, 4, 6, Paws on Path 1, 2, 3, 4, 5, 6)

- Attend the flag ceremony at the start of WOW or at the end of WOW

(Council Fire 1)

- On the field in front of the dining hall, have your cub play catch from 5 feet apart, once you accomplish this try moving back a few steps and repeat, have them try balancing walking in a line forwards, backwards, and sideways, have them try a front roll, back roll, and frog stand, have them try a frog leap, inchworm walk, kangaroo hop, or crab walk, play gaga ball and have them explain the rules and how to be good sportsmanship.

(Running with the Pack 1, 2, 3, 4, 5 and Paws of Skill 6)

- Attend the cooking class and learn about eating a balanced diet, and make a shopping list for all the ingredients you used in cooking class.

(Running with the Pack 6)

These activities will allow your cub to earn Call of the Wild, Paws on Path, Running with the Pack, and earn half of Council Fire requirements.

CUB NAME: _____ PACK NUMBER: _____

PARENT SIGN-OFF OF COMPLETION: _____



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Elective Adventures

- At the basketball goals try bouncing a fully inflated and slightly deflated ball and have your cub explain the differences, have your cub try rolling the fully inflated and partially inflated basketballs and explain the differences, discuss with your cub how air makes the BB gun work and how air gives the BB gun its sound, , and have your cub explain the nature sounds they hear at WOW.
(*Air of the Wolf, 1-C, 1-D, 2-A, 2-C*)
- Have your cub play a game that uses math to keep score at Field Games, Play "Go Fish" card game during lunch, have cub lead other cubs in a basketball shooting attempt and count the number of shots it takes for each cub to sink five baskets, have your cub make a graph to show the results, have your cub identify three different types of shapes that you see in nature
(*Code of the Wolf 1-A, 1-B, 2-A, 3-C*)
- Have your cub use the map of Wallwood to get around, figure out what the symbols for things at Wallwood mean, have them point out the compass rose, have them with a compass or a compass app on a cellphone find North, South, East, and West, and use this compass or compass app to know directions for the hike to the BB range.
(*Finding Your Way 1, 2, 4*)
- In the Fun Guy class learn about germs, make a mold culture plate, wash your hands singing the Happy Birthday song before lunch, and have your cub demonstrate how to properly sneeze and what to do with a runny nose,
(*Germs Alive 1,3,4,5*)
- Have your cub discuss with you after field games why is it important to be physically fit, why cubs should stretch before and after exercising, and have them demonstrate a warm up or cool down movement, have your cub explain a team game they played at field games and how is a team important and how does a team accomplish more working together
(*Paws of Skill 1, 2, 4, 7*)

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