

Summer Camp Advancements - 2022

Tiger Adventure: Games Tigers Play

Complete Requirements 1 and 2 plus at least two others.

1. Do the following:
 - A. Play two initiative or team-building games with the members of your den.
 - A. Listen carefully to your leader while the rules are being explained and follow directions when playing.
 - B. 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.

Tiger Adventure: My Tiger Jungle

Complete Requirement 1 plus at least two others.

1. With your parent, guardian, or other caring adult, go for a walk outside, and pick out two or more sights or sounds of "nature" around you. Discuss with your partner or den.
2. Take a 1-foot hike. Make a list of the living things you find on your 1-foot hike. Discuss these plants or animals with your parent, guardian, other caring adult, or with your den.
3. Point out two different kinds of birds that live in your area. With your parent, guardian, or other caring adult, or with your den, find out more about one of these birds. (finish at home)

Tiger Adventure: Tiger Bites

Complete requirements 1 and 2 plus at least two others.

1. With your parent, guardian, or other caring adult, or with your den, find out about good food choices and not-so-good choices. Identify three foods that you think would be good choices and three foods that would not be good choices. (this can be a mealtime discussion)
2. Explain the importance of hand washing before a meal and cleanup after a meal. Then show how you would do each.
3. Show that you know the difference between a fruit and a vegetable. Eat one of each.
4. With your parent, guardian, or other caring adult, pick a job to help your family at mealtime. Do it for at least four meals.
5. Talk with your parent, guardian, or other caring adult about what foods you can eat with your fingers. Practice your manners when eating them.

Tiger Adventure: Tigers in the Wild

Complete Requirements 1-3 plus at least one other.

1. With your parent, guardian, or other caring adult, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list to prepare for rain. (you may have these in your camp gear!)
2. Go for a short hike with your den or family and carry your own gear. Show you know how to get ready for this hike.
3. Do the following:
 - A. Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.
 - A. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should "Trash Your Trash."
 - B. Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.

4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your Tiger handbook.

Tiger Elective Adventure: Floats and Boats

Complete Requirements 1-4 plus at least one other.

1. With your den, say the SCOUT water safety chant.
2. With your den, talk about why it's important to have a buddy and then play the buddy game.
3. Show how to safely help someone who needs assistance in the water, without having to enter the water yourself.
4. Show how to enter the water safely, blow your breath out under the water, and do a prone glide.
5. -
6. -
7. Show that you can put on and fasten a life jacket correctly

Tiger Elective Adventure: Stories in Shapes

Complete at least four of the following requirements.

1. -
2. -
3. Create a piece of art on paper, poster board, or canvas.

Tiger Elective Adventure: Tiger Tag

Complete requirements 1 and 2 plus at least one other.

1. Choose one active game you like and tell your den about how to play and why you like this game.
2. Play two team or relay games with your den. Tell your parent, guardian, or other caring adult or the other Tigers what you liked best about each game.
3. Have your den choose a team or relay game that everyone can play and play it at least twice.

Wolf Adventure: Call of the Wild

Complete Requirements 1-4 plus at least one other.

1. Attend one of the following:
 - A. A pack or family campout
 - A. An outdoor activity with your den or pack
 - B. Day camp
 - C. Resident camp
2. With your family or den, make a list of possible weather changes that could happen during your outing according to the time of year you are outside. Tell how you will be prepared for each one. (make this a pack discussion)
3. Do the following:
 - A. Recite the Outdoor Code with your leader.
 - A. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.
 - B. After your outdoor activity or campout, list the ways you demonstrated being careful with fire or other dangers. (can be done in campsite)
4. Show or demonstrate what to do:
 - A. In case of a natural disaster such as an earthquake or flood.
 - A. To keep from spreading your germs. (WASH YOUR HANDS)

5. -
6. While on a den or family outing, identify four different types of animals you see or explain evidence of their presence. Tell how you identified them.

Wolf Adventure: Council Fire (Duty to Country)

1. With your den or pack, participate in a flag ceremony, and learn how to properly care for and fold the flag. (this needs to be requested if needed)

Wolf Adventure: Howling at the Moon

Complete the following Requirements.

1. Show you can communicate in at least two different ways.
2. Work with your den or family to create an original skit. (this can be done with your leaders)
3. Work together with your den or family to plan, prepare, and rehearse a campfire program to present at a den meeting or pack program. (this can be done with your leaders)
4. Perform your role for a den meeting or pack program. (this can be done during the campfire)

Wolf Adventure: Paws on the Path

Complete Requirements 1-5. Requirements 6 and 7 are optional.

1. Show you are prepared to hike safely in any outdoor setting by putting together the Cub Scout Six Essentials to take along on your hike. (you should have these items in your camp gear)
2. Tell what the buddy system is and why we always use it in Cub Scouting. Describe what you should do if you get separated from your group while hiking.
3. Choose the appropriate clothing to wear on your hike based on the expected weather.
4. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. (This may be combined with Requirement 3 of The Call of the Wild Adventure.) After hiking, discuss how you showed respect for wildlife.
5. Go on a 1-mile hike with your den or family. Find two interesting things that you've never seen before and discuss with your den or family. (validate length of hike with staff member)

Wolf Adventure: Running With the Pack

Complete the following Requirements.

1. Play catch with someone in your den or family who is standing 5 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back and see if you can improve your throwing and catching skills.
2. -
3. -
4. Play a sport or game with your den or family, and show good sportsmanship.
5. -
6. -

Wolf Elective Adventure: Paws of Skill

Complete at least Requirements 1-4. Requirements 5-7 are optional.

1. -
2. -
3. -
4. With your family or your den, talk about what it means to be a member of a team. Working together, make a list of team sports, and talk about how the team works together to be successful. Choose one and play for 30 minutes.

5. With your den, develop an obstacle course that involves five different movements. Run the course two times and see if your time improves.
6. With your den, talk about sportsmanship and what it means to be a good sport while playing a game or a sport. Share with your den how you were a good sport or demonstrated good sportsmanship in requirement 4.

Wolf Elective Adventure: Spirit of the Water

Complete the following Requirements

1. Discuss how the water in your community can become polluted.
 2. -
 3. Explain to your den leader why swimming is good exercise.
 4. Explain the safety rules that you need to follow before participating in swimming or boating.
 5. Visit a local pool or public swimming area with your family or den. With qualified supervision, jump into water that is at least chest-high, and swim 25 feet or more.
-

Bear Required Adventure: Baloo the Builder

Complete all of the following requirements.

1. -
2. -
3. Assemble your materials, and build one useful project and one fun project using wood.

Bear Required Adventure: Bear Necessities

Complete Requirements 1 - 4. Requirements 5 and 6 are optional.

1. While working on your Bear badge, attend one of the following:
 - A. A daytime or overnight campout with your pack or family
 - A. An outdoor activity with your den or pack
 - B. Day camp
 - C. Resident camp
2. Make a list of items you should take along on the activity selected in Requirement 1.
3. Make a list of equipment that the group should bring along in addition to each Scout's personal gear for the activity selected in Requirement 1.
4. -

Bear Required Adventure: Fur, Feathers, and Ferns

Complete Requirement 1 plus three others.

1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk.
2. Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit. (Camp can count)
3. -
4. Observe wildlife from a distance. Describe what you saw.
5. Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.

Bear Required Adventure: Paws for Action (Duty to Country)

Complete Requirement 1 plus two others from Requirements 2-4.

1. Learn about our nation's flag. Display it at home for one month. Say the Pledge of Allegiance and learn its meaning.

Bear Elective Adventure: A Bear Goes Fishing

Complete at least three of the following.

1. Discover and learn about three types of fish in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each one likes.
2. Learn about your local fishing regulations with your den leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists.
3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target.
4. Go on a fishing adventure, and spend a minimum of one hour trying to catch a fish. Put into practice the things you have learned about fish and fishing equipment.

Bear Elective Adventure: Salmon Run

Complete requirements 1-4 plus two others.

1. Explain the importance of response personnel or lifeguards in a swimming area. Tell how the buddy system works and why it is important.
 2. Visit a local pool or swimming area with your den or family. Go swimming or take a swimming lesson.
 3. Explain the safety rules that you need to follow before participating in boating.
 4. Identify the safety equipment needed when going boating.
 5. Demonstrate correct rowing or paddling form. Explain how rowing and canoeing are good exercise.
 6. Show how to do both a reach rescue and a throw rescue.
 7. Demonstrate the front crawl swim stroke to your den or family.
 8. Name the three swimming ability groups for the Boy Scouts of America.
 9. Earn the BSA beginner swim classification.
-

Webelos Adventure: Webelos Walkabout

Complete Requirements 1-4 and at least one other.

1. Plan a hike or outdoor activity.
2. Assemble a first aid kit suitable for your hike or activity. (must be done in advance)
3. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures.
4. -
5. Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike or activity.

Arrow of Light Adventure: Outdoor Adventurer

Complete Option A or Option B.

- Option A

0. With the help of your den leader or family, plan and participate in a campout.
 1. On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.
 2. Once your tents are set up, discuss with your den and den leader or family what actions you should take in the case of the following extreme weather events:
 - A. Severe rainstorm causing flooding
 - A. Severe thunderstorm with lightning or tornadoes
 - B. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
 3. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout. (with Den)
 4. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.
- Option B
 0. With the help of your den leader or family, plan and participate in an outdoor activity.
 1. Discuss with your den or family what actions you should take in the case of the following extreme weather events:
 - A. Severe rainstorm causing flooding
 - A. Severe thunderstorm with lightning or tornadoes
 - B. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
 2. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout. (with Den)
 3. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

Webelos/AOL Elective Adventure: Aquanaut

Complete Requirements 1-4 and at least two others.

1. State the safety precautions you need to take before doing any water activity.
2. Discuss the importance of learning the skills you need to know before going boating.
3. Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land.
4. Attempt the BSA swimmer test.
5. Demonstrate the precautions you must take before attempting to dive headfirst into the water, and attempt a front surface dive.
6. Learn and demonstrate two of the following strokes: crawl, sidestroke, breaststroke, or elementary backstroke.
7. Invite a current or former lifeguard, or member of a rescue squad, the U.S. Coast Guard, U.S. Navy, or other armed forces branch who has had swimming and rescue training to your den meeting. Find out what training and other experiences this person has had.
8. Demonstrate how to correctly fasten a life jacket that is the right size for you. Jump into water over your head. Swim 25 feet wearing the life jacket. Get out of the water, remove the life jacket, and hang it where it will dry.
9. If you are a qualified swimmer, select a paddle of the proper size, and paddle a canoe with an adult's supervision.

Webelos/AOL Elective Adventure: Build It

Complete the following requirements.

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. With the guidance of your Webelos den leader, parent, or guardian, select a carpentry project and build it.
3. List the tools that you use safely as you build your project; create a list of materials needed to build your project. Put a checkmark next to the tools on your list that you used for the first time.
4. -

Webelos/AOL Elective Adventure: Into the Wild

Complete at least six of the following requirements.

1. -
2. -
3. Watch for birds in your yard, neighborhood, or area for one week. Identify the birds you see, and write down where and when you saw them.
4. -
5. Watch at least four wild creatures (reptiles, amphibians, arachnids, fish, insects, or mammals) in the wild. Describe the kind of place (forest, field, marsh, yard, or park) where you saw them. Tell what they were doing.
6. Identify an insect, reptile, bird, or other wild animal that is found only in your area of the country. Tell why it survives in your area.
7. Give examples of at least two of the following:
 - A. A producer, a consumer, and a decomposer in the food chain of an ecosystem
 - A. One way humans have changed the balance of nature
 - B. How you can help protect the balance of nature
8. Learn about aquatic ecosystems and wetlands in your area. Talk with your Webelos den leader or family about the important role aquatic ecosystems and wetlands play in supporting life cycles of wildlife and humans, and list three ways you can help.
9. Do ONE of the following:
 - A. Visit a museum of natural history, a nature center, or a zoo with your family, Webelos den, or pack. Tell what you saw.
 - A. Create a video of a wild creature doing something interesting, and share it with your family and den.

Webelos/AOL Elective Adventure: Into the Woods

Complete Requirements 1-4 and one other.

1. Identify two different groups of trees and the parts of a tree.
2. Identify four trees common to the area where you live. Tell whether they are native to your area. Tell how both wildlife and humans use them.
3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose.
4. -
5. -
6. Explain how the growth rings of a tree trunk tell its life story. Describe different types of tree bark and explain what the bark does for the tree.
7. -

Webelos/AOL Elective Adventure: Sports

Complete the following requirements.

1. Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey.

2. Participate in two sports, either as an individual or part of a team.
3. Complete the following requirements:
 - A. Explain what good sportsmanship means.
 - A. Role-play a situation that demonstrates good sportsmanship.
 - B. Give an example of a time when you experienced or saw someone showing good sportsmanship.