



Adventure: Bobcat (Character & Leadership) (Required)

Date:

Name:

Contact:

Requirements:

1. Get to know the members of your den.
2. Recite the Scout Oath and the Scout Law with your den and den leader.
3. Learn about the Scout Law.
4. With your den, create a den Code of Conduct.
5. Demonstrate the Cub Scout sign, Cub Scout salute and Cub Scout handshake. Show how each is used.
6. Share with your den, or family, a time when you demonstrated the Cub Scout motto Do Your Best.
7. At home, with your parent or legal guardian do the activities in the booklet How to Protect Your Children from Child Abuse: A Parent's Guide.

Lesson Plan:

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- 2.
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- 5.
- 6.
- 7.



Adventure: Chef's Knife (Elective)

Date:

Name:

Contact:

Requirements:

1. Read, understand, and promise to follow the Cub Scout Knife Safety Rules.
2. Demonstrate the knife safety circle.
3. Demonstrate that you know how to care for and use a kitchen knife safely.
4. Choose the correct cooking knife and demonstrate how to properly slice, dice, and mince.

Lesson Plan:

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- 2.
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- 6.
- 7.



Adventure: Webelos Walkabout – (Outdoors) (Required)

Date:

Name:

Contact:

Requirements:

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 the 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 a. Blister b. Sprained ankle c. Sunburn d. Dehydration and heat-related illness
 1. With your den, pack, or family, go on your 2-mile walk while practicing the Leave No Trace Principles for Kids and Outdoor Code.
 2. After your 2-mile walk, discuss with your den what went well and what you would do differently next time.

Lesson Plan:

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- 2.
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- 4.
- 5.
- 6.



Adventure: Let's Camp!

(Elective)

Date:

Name:

Contact:

Requirements:

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.
3. Set up a tent without help from an adult.
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.
3. Recite the Outdoor Code and Leave No Trace Principles for Kids from memory.
4. After your campout, share the things you did to follow the Outdoor Code and Leave No Trace principles with your den or family.

Lesson Plan:

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- 2.
- 3.
- 4.
- 5.



Adventure: Stronger, Faster, Higher – (Personal Fitness) (Required)

Date:

Name:

Contact:

Requirements:

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 BSA Annual Health and Medical Record with your parent or legal guardian. Discuss your ability to participate in den and pack activities.

Lesson Plan:

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- 2.
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- 5.
- 6.
- 7.



Adventure: My Community - (Citizenship)

(Required)

Date:

Name:

Contact:

Requirements:

1. Learn about majority and plurality types of voting.
2. Speak with someone who is elected to their position. Discover the type of voting that was used to elect them and why.
3. Choose a federal law and create a timeline of the history of the law. Include the involvement of the three branches of government.
4. Participate in a service project.

Lesson Plan:

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- 2.
- 3.
- 4.
- 5.
- 6.
- 7.



Adventure: My Safety - (Personal Awareness)
(Required)

Date:

Name:

Contact:

Requirements:

1. With permission from your parent or legal guardian, watch the Protect Yourself Rules video for the Webelos rank.
2. Identify items in your house that are hazardous and make sure they are stored properly. Identify where on the package it describes what to do if someone is accidentally exposed to the product.
3. Identify ways you and your family keep your home or your meeting space safe.
4. Complete a “Be Prepared for Natural Events” worksheet for at least two natural events most likely to happen near where you live.

Lesson Plan:

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- 2.
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- 5.
- 6.
- 7.



Adventure: Race Time

(Elective)

Date:

Name:

Contact:

Requirements:

1. With adult supervision, build either a Pinewood Derby car or a Raingutter Regatta boat.
2. Learn the rules of the race for the vehicle chosen in requirement 1.
3. Explore the properties of friction and how it impacts your chosen vehicle.
4. Before the race, discuss with your den how you will demonstrate good sportsmanship during the race.
5. Participate in a Pinewood Derby or a Raingutter Regatta.

Lesson Plan:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.



Adventure: Build It

(Elective)

Date:

Name:

Contact:

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. 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.

Lesson Plan:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.



Adventure: Tech on the Trail

(Elective)

Date:

Name:

Contact:

Requirements:

1. Discuss how technology can help keep you safe in the outdoors.
2. Explore Global Positioning Satellite devices and how to use them.
3. With an adult, choose an online mapping program tool and plan a 2-mile trek.
4. Take your 2-mile trek.

Lesson Plan:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.



Adventure: Math on the Trail

(Elective)

Date:

Name:



Contact:

Requirements:

1. Determine your walking pace by walking a mile. Make a projection of how long it would take you to walk 2 miles.
2. Walk 2 miles and record the time it took you to complete them.
3. Make a projection of how long it would take you to hike a 20-mile trail over two days. List all the factors to consider for your projection.

Lesson Plan:

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		<h2>Adventure: Pedal Away</h2> <p>(Elective)</p>
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Date:
Name:
Contact:

Requirements:

1. Decide on gear and supplies you should bring for a long bike ride.
2. Discover how multi-gear bicycles work and how they benefit a rider.
3. Practice how to lubricate a chain.
4. Pick a bicycle lock that you will use. Demonstrate how it locks and unlocks, how it secures your bicycle, and how you carry it while you are riding your bicycle.
5. With your family, den, or pack, use a map and plan a bicycle ride that is at least 5 miles.
6. With your den, pack, or family and using the buddy system, go on a bicycle ride that is a minimum of 5 miles.

Lesson Plan:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.



Adventure: Champions for Nature (Elective)

Date:

Name:

Contact:

Requirements:

1. Discover the four components that make up a habitat: food, water, shelter, space.
2. Pick an animal that is currently threatened or endangered to complete requirements 3, 4, and 5.
3. Identify the characteristics that classify an animal as a threatened or endangered species.
4. Explore what caused this animal to be threatened or endangered.
5. Research what is currently being done to protect the animal.
6. Participate in a conservation service project.

Lesson Plan:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.



Adventure: Catch the Big One

(Elective)

Date:

Name:

Contact:

Requirements:

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.

Lesson Plan:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.



Adventure: Earth Rocks!

(Elective)

Date:

Name:

Contact:

Requirements:

1. Examine the three types of rocks: sedimentary, igneous, and metamorphic.
2. Find a rock, safely break it apart, and examine it.
3. Make a mineral test kit and test minerals according to the Mohs scale of mineral hardness. Using the rock cycle chart or one like it, discuss how hardness determines which materials can be used in homes, in landscapes, or for recreation.
4. Grow a crystal.

Lesson Plan:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.



Adventure: Aware and Care (Elective)

Date:

Name:

Contact:

Requirements:

1. Do an activity that shows the challenges of being visually impaired.
2. Do an activity that shows the challenges of being hearing impaired.
3. Meet someone who has a disability or someone who works with people with disabilities about what obstacles they must overcome and how they did it.
4. Explore barriers to access.

Lesson Plan:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.



Adventure: Yo-Yo (Elective)

Date:

Name:

Contact:

Requirements:

1. Learn the safety rules of using a yo-yo and always follow them.
2. Using a real yo-yo string, a regular string, or a piece of yarn, show how to find the proper yo-yo string length for you.
3. Explain why it is important to have the correct string length and to be in the right location before throwing a yo-yo.
4. Demonstrate how to properly string a yo-yo and how to create a slip knot.
5. In an area where there are no hazards or other people, conduct the pendulum experiment with a yo-yo. Explain what happens to the yo-yo when the string is longer.
6. Show that you can properly wind a yo-yo.
7. Attempt each of the following: gravity pull, sleeper, breakaway.

Lesson Plan:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.



Adventure: Paddle Onward

(Elective)

Date:

Name:

Contact:

Requirements:

1. Before attempting requirements 5, 6, 7, 8, and 9 for this Adventure, you must pass the BSA Swimmer Test.
2. Pick a paddle craft for which to complete all requirements: canoe, kayak, or stand-up paddle board.
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 paddle board safely.
7. Discuss what to do if your canoe or kayak tips over or you fall off your stand-up paddle board.
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 paddle board paddle time.

Lesson Plan:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.



Adventure: Modular Design (Elective)

Date:

Name:

Contact:

Requirements:

1. Learn what modular design is and identify three things that use modular design in their construction.
2. Using modular-based building pieces, build a model without a set of instructions.
3. Using the model, you made in requirement 2, create a set of step-by-step instructions on how to build your model.
4. Have someone build your model using your instructions.
5. Using the same modular pieces used in requirement 2, build another model of something different.
6. With your parent or legal guardian's permission, watch a video demonstrating how something was built using modular design.

Lesson Plan:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.



Adventure: Art Explosion

(Elective)

Date:

Name:

Contact:

Requirements:

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 2 media.

Lesson Plan:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.



Adventure: Aquanaut

(Elective)

Date:

Name:

Contact:

Requirements:

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 BSA 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.

Lesson Plan:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.