

WEBELOS ADVENTURES

4th Grade

Earn the Webelos Badge of Rank

To earn the Webelos badge of rank, you must complete six required Adventures and any two elective Adventures.

Required Adventures



Character & Leadership

Bobcat Adventure

The Bobcat Adventure is designed to be the first required Adventure. Requirements for Bobcat include getting to know members of the den and the "How to Protect Your Children from Child Abuse: A Parent's Guide" which are important activities to do with your den early on.

[View Webelos Bobcat](#)



My Community

Citizenship



My Family

Family & Reverence



My Safety

Personal Safety



**Stronger, Faster,
Higher**

Personal Fitness



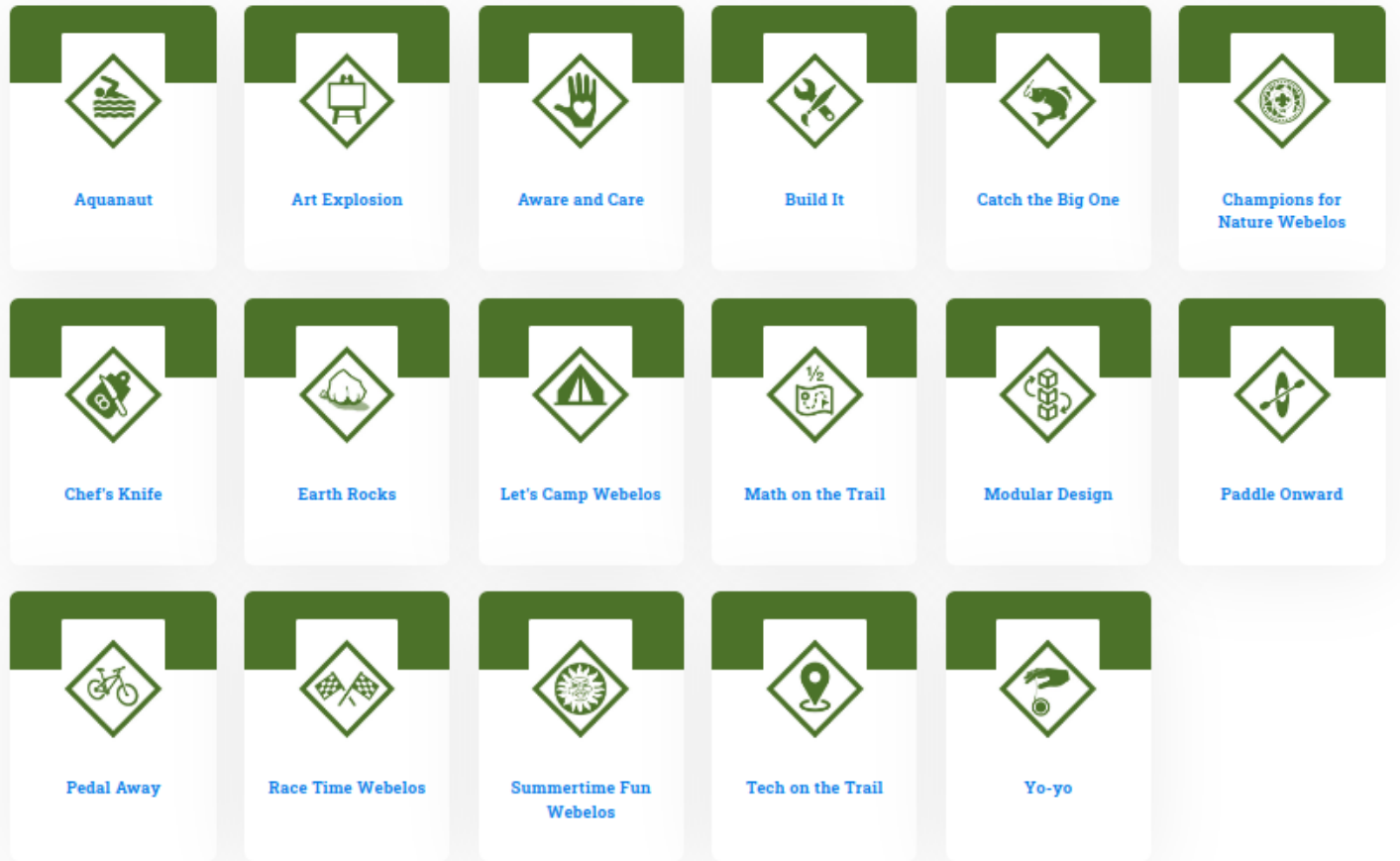
Webelos Walkabout

Outdoors

Must Complete All Six: Bobcat Welebos; My Community; My Family; My Safety, Stronger, Faster, Higher; Webelos Walkabout

Elective Adventures

You may complete as many elective Adventures as you wish.



Pick At Least Two: Aquanaut; Art Explosion; Aware and Care; Build It; Catch the Big One; Champions for Nature Webelos; Chef's Knife; Earth Rocks; Let's Camp Webelos; Math on the Trail; Modular Design; Paddle Onward; Pedal Away; Race Time Webelos; Summertime Fun Webelos; Tech on the Trail; Yo-yo

Webelos – 4th Grade

Bobcat Webelos

Character & Leadership

REQUIRED



Snapshot Of Adventure

The Bobcat Adventure is the first required Adventure on the trail to earn the Webelos badge of rank. Once the Bobcat Adventure is completed, Webelos can start any other of the Adventures in any order.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Bobcat Webelos.

Requirement 1

Get to know members of your den.

Requirement 2

Recite the Scout Oath and the Scout Law with your den and den leader. Describe 3

Requirement 3

Learn about the Scout Law.

Requirement 4

With your den create a den Code of Conduct.

Requirement 5

Learn about the denner position and responsibilities.

Requirement 6

Demonstrate the Cub Scout sign, Cub Scout salute and Cub Scout handshake. Show how each is used.

Requirement 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."

Requirement 1 Options:

Get to know members of your den.

- Cub Scouts make a den doodle to help get to know their den members.
- Cub Scouts make a den flag that shows something about each member.
- Cub Scouts play the Hula Hoop Pass game to learn about teamwork.
- In this activity, Cub Scouts will learn some facts about each other without saying a word.

Requirement 2 Options:

Recite the Scout Oath and the Scout Law with your den and den leader. Describe 3

- In this activity, Cub Scouts recite the Scout Oath and Scout Law and learn about the three points of the Scout Oath.

Requirement 3 Options:

Learn about the Scout Law.

- The points of the Scout Law are reinforced to Cub Scouts while they try to determine which point is missing.
- Cub Scouts impersonate points of the Scout Law then try to guess who was impersonating each point.
- Cub Scouts learn about the Scout Law in this fun relay race.

Requirement 4 Options:

With your den create a den Code of Conduct.

- Cub Scouts will be invested in their own conduct when they help create their den Code of Conduct.

Requirement 5 Options:

Learn about the denner position and responsibilities.

- Cub Scouts learn how to lead opening and closing ceremonies.
- Cub Scouts learn about the denner's responsibilities by making a list.
- Cub Scouts prepare a calendar of the dates that each person will serve as the denner.

Requirement 6 Options:

Demonstrate the Cub Scout sign, Cub Scout salute and Cub Scout handshake. Show how each is used.

- Cub Scouts demonstrate the Cub Scout sign, salute, and handshake.
- Cub Scouts help younger Cub Scouts learn the Cub Scout sign, salute, and handshake.
- Cub Scouts use the Cub Scout sign, salute, and handshake while leading an opening and closing ceremony.

Requirement 7 Options:

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.”

- Review the activities in the booklet “How to Protect Your Children from Child Abuse: A Parent’s Guide.”

My Community

Citizenship

REQUIRED



Snapshot Of Adventure

This Adventure is all about being a good citizen. You'll learn about the different types of voting and how our national government maintains the balance of power. You'll meet with a local politician and discuss how they were elected and their role in government.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Watch this video about [Service Projects in Cub Scouting](#) (6:44) Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure complete the following:

- Use the [Service Project Planning Checklist](#) to plan your den or pack service project.
- Review the [SAFE Project Tool Use](#) is an at-a-glance reference for service projects, not crafts. It includes age guidelines for tools and types of allowed activities allowed for service projects.

During the Adventure

- Give time for proper training on the use of the tools that will be used to complete the project to all youth and adults.
- Provide continuous, qualified adult supervision and discipline during the project.
- Following all manufacturer's literature and age and skill restrictions shall supersede the recommendations in the publication. If there is a conflict, leaders shall follow the most restrictive guidelines.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete My Community.

Requirement 1

Learn about majority and plurality types of voting.

Requirement 2

Speak with someone who is elected to their position. Discover the type of voting that was used to elect them and why.

Requirement 3

Choose a federal law and create a timeline of the history of the law. Include the involvement of the 3 branches of government.

Requirement 4

Participate in a service project.

Requirement 1 Options:

Learn about majority and plurality types of voting.

- Demonstrate plurality voting and majority voting to determine your next denner.
- Using a variety of voting, select the snack for your next den meeting.

Requirement 2 Options:

Speak with someone who is elected to their position. Discover the type of voting that was used to elect them and why.

- Invite a community-elected official to learn about the type of voting used in their election.

Requirement 3 Options:

Choose a federal law and create a timeline of the history of the law. Include the involvement of the 3 branches of government.

- Cub Scouts learn about the history of the Americans with Disabilities Act.

Requirement 4 Options:

Participate in a service project.

- With your den, host a diaper and formula drive to donate to an organization that gives them to those in need.
- Cub Scouts help those less fortunate have a happy birthday by making birthday bags for a local food pantry.
- Participate in your Council-sponsored Scouting for Food event.

My Family

Family & Reverence

REQUIRED



Snapshot Of Adventure

Understanding your religious beliefs and the beliefs of others can help you make sense of the world around you. This Adventure lets you learn about your own faith and family and explore ways to continue your faith practices in the future.

This Adventure is commonly done at home with the Cub Scout's family. If it is being done as a den, ensure that every parent and guardian is aware of the content and the activities that the den will do and allow for parents to opt out of doing it as a den activity and choose to complete the requirement at home.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

Before starting the "Neighborly Kindness" activity for requirement 2, complete the following:

- Use the [Service Project Planning Checklist](#) to plan your den or pack service project.
- Review the [SAFE Project Tool Use](#) is an at-a-glance reference for service projects, not crafts. It includes age guidelines for tools and types of allowed activities allowed for service projects.

During the "Neighborly Kindness" activity

- Give time for proper training on the use of the tools that will be used to complete the project to all youth and adults.
- Provide continuous, qualified adult supervision and discipline during the project.
- Following all manufacturer's literature and age and skill restrictions shall supersede the recommendations in the publication. If there is a conflict, leaders shall follow the most restrictive guidelines.

Complete the following requirements

Family & Reverence Adventure - This Adventure may be earned by completing the requirements below OR by completing a Religious Emblem of the Cub Scouts family's choosing. Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete My Family.

Requirement 1

With your parent or legal guardian, talk about your family's faith traditions. Identify three holidays or celebrations that are part of your family's faith traditions. Make a craft, work of art, or a food item that is part of your family's faith traditions.

Requirement 2

Carry out an act of kindness.

Requirement 3

With your parent or legal guardian identify a religion or faith that is different from your own. Identify two things that it has in common with your family's beliefs.

Requirement 4

Discuss with our parent or legal guardian what it means to be reverent. Tell how you practice being reverent in your daily life.

Requirement 1 Options:

With your parent or legal guardian, talk about your family's faith traditions. Identify three holidays or celebrations that are part of your family's faith traditions. Make a craft, work of art, or a food item that is part of your family's faith traditions.

- Create a multi-media collage celebrating your family's faith traditions.
- Make a wood craft that can be used as part of your favorite family faith tradition, holiday, or celebration.

Requirement 2 Options:

Carry out an act of kindness.

- Clean up the dishes after dinner.
- Help your family members with a chore.
- Help a neighbor with yard work.

Requirement 3 Options:

With your parent or legal guardian identify a religion or faith that is different from your own. Identify two things that it has in common with your family's beliefs.

- Learn about a religion different from your own and name two things that it has in common with your family's beliefs.

Requirement 4 Options:

Discuss with our parent or legal guardian what it means to be reverent. Tell how you practice being reverent in your daily life.

- Discuss what it means to be reverent and how you practice being reverent in your daily life.

My Safety

Personal Safety

REQUIRED



Snapshot Of Adventure

In this Adventure, you will strengthen your ability to keep yourself safe with the “Protect Yourself Rules” and learn ways to keep your home and meeting space safe.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure:

- Review the [BSA Youth Protection](#) content.
- Review the [Protect Yourself Rules-Webelos](#) video.
- This Adventure may be completed at home or as a den. Prior to the meeting inform parents, legal guardians, and adult partners of the Adventure and content. See the document “Webelos My Safety 1 Parent Notification” found in the Additional Resources section for Requirement 1.

During the Adventure:

- There is a chance that a child may disclose a situation that causes suspicion of abuse. If you suspect a child is being abused follow the reporting guidelines found on the [BSA Youth Protection](#) site.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete My Safety.

Requirement 1

With permission from your parent or legal guardian, watch the Protect Yourself Rules video for the Webelos rank.

Requirement 2

Identify items in your house that are hazardous and make sure they are stored properly. Identify on the package where it describes what to do if someone is accidentally exposed to them.

Requirement 3

Identify ways you and your family keep your home or your meeting space safe.

Requirement 4

Complete the Be Prepared for Natural Events worksheet. Complete a worksheet for at least two natural events most likely to happen near where you live.

Requirement 1 Options:

With permission from your parent or legal guardian, watch the Protect Yourself Rules video for the Webelos rank.

- Watch the Protect Yourself Rules video with your parent or legal guardian.

Requirement 2 Options:

Identify items in your house that are hazardous and make sure they are stored properly. Identify on the package where it describes what to do if someone is accidentally exposed to them.

- Walk around your home and identify items that are hazardous. Post the Poison Control information in a central place to have available should it be needed.
- Create a safe place in your meeting space to store hazardous items.

Requirement 3 Options:

Identify ways you and your family keep your home or your meeting space safe.

- Using the safety checklist, identify ways to keep your meeting space safe.
- Using the safety checklist, identify ways to keeping their home safe.

Requirement 4 Options:

Complete the Be Prepared for Natural Events worksheet. Complete a worksheet for at least two natural events most likely to happen near where you live.

- Complete the "Be Prepared for Natural Events" worksheet.

Stronger, Faster, Higher

Personal Fitness

REQUIRED



Snapshot Of Adventure

The Stronger, Faster, Higher Adventure will help you understand how to eat well, exercise, and the importance of rest. Personal fitness is a balance of these three things. What you eat is what your body is able to turn into energy and can keep your body working to keep you healthy. Exercise not only keeps your body working, it also is good for your mind. Your body needs rest, and so does your mind.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Cub Scouts will need to complete the Chef's Knife Adventure before using a knife. Review and follow the information on the BSA Annual Health and Medical Record site: <https://www.scouting.org/health-and-safety/ahmr/>

Before starting this Adventure:

- Review the [Food Allergies](#) safety moment.
- Review each Cub Scouts [BSA Annual Health and Medical Record](#) for any food allergies or restrictions.
- Ask if any member of the den, youth, or adult, has any religious, or cultural dietary concerns.
- there is someone in the den, youth, or adults, who carries an EpiPen due to severe allergies make sure that at least one other adult knows how to administer the EpiPen. To learn more, review this Safety Moment on [anaphylaxis](#).
- Review the [Keep Your Food Safe](#) guide to properly keep, store, and prepare food.

If choosing the campout cooking activity "Cub Camp Cuisine" for requirement 1

- Confirm that there is a Basic Adult Leader Outdoor Orientation (BALOO) trained leader who is planning and coordinating the campout.
- Become familiar with the “Let’s Camp” Adventure to understand Cub Scout camping.

If choosing the climbing activity “Climb and Conquer” for requirement 3

- Check the [Age-Appropriate Guidelines for Scouting Activities](#) that are part of the Guide to Safe Scouting to confirm the approved climbing activities for Webelos.
- Review and follow the climbing guidelines found on the [BSA Climb On Safely](#) page.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Stronger, Faster, Higher.

Requirement 1

With your den or family, plan, cook, and eat a balanced meal.

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.

Requirement 3

Be active for 15 minutes doing personal exercises that boost your heart rate, use your muscles, and work on flexibility.

Requirement 4

Do a relaxing activity for 10 minutes.

Requirement 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.

Requirement 1 Options:

With your den or family, plan, cook, and eat a balanced meal.

- Cub Scouts prepare a meal on a pack campout.
- Cub Scouts prepare a meal as a den.
- Cub Scouts plan a meal for a family dinner.

Requirement 2 Options:

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

- Play a game of ultimate frisbee.
- Cub Scouts play a game of soccer.
- Play a game of volleyball.

Requirement 3 Options:

Be active for 15 minutes doing personal exercises that boost your heart rate, use your muscles, and work on flexibility.

- Cub Scouts go climbing.

- Invite a professional trainer to your Cub Scout den meeting to lead a 15-minute activity.
- Cub Scouts create a short workout to explore different exercises.

Requirement 4 Options:

Do a relaxing activity for 10 minutes.

- Cub Scouts read a book.
- Listen to relaxing music to create a calming effect.
- Go on a walk with your den.

Requirement 5 Options:

Review your BSA Annual Health and Medical Record with your parent or legal guardian.

Discuss your ability to participate in den and pack activities.

- Cub Scouts review their BSA Annual Health and Medical Records with their parent or legal guardian.

Webelos Walkabout

Outdoors

REQUIRED



Snapshot Of Adventure

Some places you can only get to if you walk. Walking is great exercise and a fun activity to do with your den or family. In the Webelos Walkabout Adventure, you'll learn how to prepare for a 2-mile walk, what you should bring along, and what you should do if there is an emergency. And when you are ready, take your walk!

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure complete the following:

- Review [Age Appropriate Guidelines for Scouting Activities](#).
- Complete the on-line training "Hazardous Weather" training module that is part of the Position Specific Training for den leaders [my.scouting](#). If you have already completed den leader, Cubmaster, or pack committee chair training on-line, then you have completed this module.
- Watch the [Weather Related Safety Moment](#) video (1 minute 48 seconds).
- Review the [BSA Annual Health and Medical Record](#) for all Cub Scouts and adults going on the walk and check for any safety concerns.

If there is someone in the den, youth, or adults, who carries an EpiPen due to severe allergies make sure that at least one other adult knows how to administer the EpiPen. To learn more, review this Safety Moment on [anaphylaxis](#).

During the Adventure:

- Use the buddy system.
- All adults are to provide active supervision.

Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#).

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete 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 4

Review the four points of BSA SAFE Checklist and how you will apply them on your 2-mile walk.

Requirement 5

Demonstrate first aid for each of the following events that could occur on your 2-mile walk: blister, sprained ankle, sunburn, dehydration and heat related illness.

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.

Requirement 1 Options:

Prepare for a 2-mile walk outside. Gather your Cub Scout Six Essentials and weather appropriate clothing and shoes.

- Cub Scouts will review Cub Scout Six Essentials and appropriate clothing.

Requirement 2 Options:

Plan a 2-mile route for your walk.

- Cub Scouts plan a route for a two-mile walk.
- Cub Scouts will plan a route for the 2-mile walk.

Requirement 3 Options:

Check the weather forecast for the time of your planned 2-mile walk.

- Cub Scouts check the weather forecast for the 2-mile walk.

Requirement 4 Options:

Review the four points of BSA SAFE Checklist and how you will apply them on your 2-mile walk.

- Cub Scouts review the four points of the BSA SAFE checklist.

Requirement 5 Options:

Demonstrate first aid for each of the following events that could occur on your 2-mile walk: blister, sprained ankle, sunburn, dehydration and heat related illness.

- Cub Scouts invite members from a Scouts BSA troop, Venturing crew, or Sea Scouts ship to a den meeting and allow them to demonstrate first aid.
- Cub Scouts visit a first responder to learn about first aid.
- Cub Scouts learn first aid for blisters, sprained ankles, sunburns, and dehydration.

Requirement 6 Options:

With your den, pack, or family, go on your 2-mile walk while practicing the Leave No Trace Principles for Kids and Outdoor Code.

- Cub Scouts go on a two-mile walk.

Requirement 7 Options:

After your 2-mile walk, discuss with your den what went well and what you would do differently next time.

- Cub Scouts assess their two-mile walk.



Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. All swimming activity must be supervised by a mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the well-being and safety of those in their care, and who is trained in and committed to compliance with the eight points of BSA Safe Swim Defense.

Before starting this Adventure complete the following:

- Complete the BSA Safe Swim Defense training (26 minutes) on [my.scouting](#).
- Confirm enough adults who will serve as rescuers during the activity to maintain a ratio of one rescuer to every 10 Cub Scouts.
- Have buddy tags for everyone who will be in the water, youth, and adults.

During the Adventure:

- Give overview and instruction on the points of the Save Swim Defense prior to the activity.
- Provide continuous, qualified adult supervision and discipline during the activity.
- When swimming outdoors, ask that all the Cub Scouts apply sunscreen.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Aquanaut.

Requirement 1

State the safety precautions you need to take before doing any swimming activity.

Requirement 2

Explain the meaning of “order of rescue” and demonstrate the reach and throw rescue techniques from land.

Requirement 3

Learn how to prevent and treat hypothermia.

Requirement 4

Attempt to tread water.

Requirement 5

Attempt the BSA swimmer test.

Requirement 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.

Requirement 1 Options:

State the safety precautions you need to take before doing any swimming activity.

- Cub Scouts learn about safety precautions before swimming.

Requirement 2 Options:

Explain the meaning of “order of rescue” and demonstrate the reach and throw rescue techniques from land.

- Cub Scouts learn the order of rescue and practice reach and throw rescue techniques.

Requirement 3 Options:

Learn how to prevent and treat hypothermia.

- Cub Scouts learn how to prevent and treat hypothermia.

Requirement 4 Options:

Attempt to tread water.

- Cub Scouts attempt to tread water.

Requirement 5 Options:

Attempt the BSA swimmer test.

- Cub Scouts attempt the BSA swimmer test.

Requirement 6 Options:

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.

- Take your den and go swimming.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.) Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#).

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Art Explosion.

Requirement 1

Create a piece of art by exploring drawing techniques using pencils.

Requirement 2

Using a digital image, explore the effect of filters by changing an image using different editing or in-camera techniques.

Requirement 3

Create a piece of art using paint as your medium.

Requirement 4

Create a piece of art combining at least two media.

Requirement 1 Options:

Create a piece of art by exploring drawing techniques using pencils.

- Cub Scouts can get inspiration by going outside to look at nature, architecture, weather, and wildlife.
- Cub Scouts learn the art of drawing a self-portrait.
- Cub Scouts draw in a specific artist's style.

Requirement 2 Options:

Using a digital image, explore the effect of filters by changing an image using different editing or in-camera techniques.

- Cub Scouts experiment with digital photography and editing.

Requirement 3 Options:

Create a piece of art using paint as your medium.

- Cub Scouts explore painting without using traditional paint brushes.
- Cub Scouts make a watercolor painting.

Requirement 4 Options:

Create a piece of art combining at least two media.

- Cub Scout create a mixed medium 3D sculpture using wood, wire, paint, and beads.
- Cub Scouts will create a completely original work of art with random art mediums and supplies.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#).

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Aware and Care.

Requirement 1

Do an activity that shows the challenges of a being visually impaired.

Requirement 2

Do an activity that shows the challenges of being hearing impaired.

Requirement 3

Explore barriers to access.

Requirement 4

Meet someone who has a disability or someone who works with people with disabilities about what obstacles they must overcome and how they do it.

Requirement 1 Options:

Do an activity that shows the challenges of a being visually impaired.

- Navigate an obstacle course with both eyes covered one eye covered, and blurred vision.
- Draw a picture while vision is obscured.
- Pour a cup of water and eat a snack without using vision.
- Identify common household items without using vision.

Requirement 2 Options:

Do an activity that shows the challenges of being hearing impaired.

- Play a game of Simon Says wearing noise canceling headphones.
- Tell a story using American Sign Language.
- Cub Scout guess the animal without talking.

Requirement 3 Options:

Explore barriers to access.

- Cub Scouts experience what it is like to have an object out of reach.
- Cub Scouts go outdoors looking for barriers to access.

Requirement 4 Options:

Meet someone who has a disability or someone who works with people with disabilities about what obstacles they must overcome and how they do it.

- Visit a rehabilitation facility.
- Invite a guest to speak about disabilities.
- Have a person who trains service dogs or has a service dog visit the den.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure complete the following:

- Review [Age Appropriate Guidelines for Scouting Activities](#) before starting a project.
- Cub Scouts are allowed to use common craft tools, such as paintbrushes, scissors, hammers, and screw drivers.
- Know the proper use of the tools that will be used for the project, by any youth or adult.

During the Adventure

- Give time for proper training on the use of the tools that will be used to complete the project to all youth and adults.
- Provide continuous, qualified adult supervision and discipline during the project.
- Following all manufacturer's literature and age and skill restrictions shall supersede the recommendations in the publication. If there is a conflict, leaders shall follow the most restrictive guidelines.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Build It.

Requirement 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.

Requirement 2

Demonstrate how to check for plumb, level, and square when building.

Requirement 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.

Requirement 4

Build your carpentry project.

Requirement 1 Options:

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.

- Introduce Cub Scouts to basic tools and teach them to use the tools safely.

Requirement 2 Options:

Demonstrate how to check for plumb, level, and square when building.

- Cub Scouts check a door frame for plumb, level, and square.
- Cub Scouts check a wooden table for plumb, level, and square.

Requirement 3 Options:

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.

- Pick a project from the Webelos handbook and put together a list of materials and tools.

Requirement 4 Options:

Build your carpentry project.

- Cub Scouts build a step stool.
- Cub Scouts build a paper towel holder.
- Cub Scouts build a wall shelf.

Catch The Big One

ELECTIVE



Snapshot Of Adventure

Humans started fishing as a way to get food. Many cities and towns were established and grew because they were close to a source of fish. Today, most people fish as a hobby, releasing what they catch. Fishing gives you a chance to be outdoors near the water and have fun.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting the Adventure:

- Review content about [fishing](#) on Scouting.org.
- Check state requirements for fishing licenses or permits for youth and adults.
- Secure additional adult supervision that can assist Cub Scouts during the activity.
- Get permission to fish where you plan to fish.
- Check the weather before you go. Do not fish in a thunderstorm or inclement weather.
- If fishing in freshwater, review Fishing Basics [PowerPointpresentation](#) and [Instructor's Guide](#) to teach freshwater fishing.
- Additional fishing resources can be found at [Scout Life Magazine](#) .

During the Adventure:

- Use the buddy system.
- Give plenty of room to others who are fishing nearby.
- Never fish where people are swimming.

Once you know your local fishing rules and regulations, here are the 6 things to know to keep you and others safe:

1. Fish with proper adult supervision.
2. Get permission to fish where you plan to fish.
3. Check the weather before you go. Do not fish in a thunderstorm or inclement weather.
4. Use the buddy system. You must be able to see them.
5. Give plenty of room to others who are fishing nearby.
6. Never fish where people are swimming.

Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#) .

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Catch the Big One.

Requirement 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.

Requirement 2

Use the BSA SAFE Checklist to plan what you need for your fishing experience.

Requirement 3

Describe the environment where the fish might be found.

Requirement 4

Make a list of the equipment and materials you will need to fish.

Requirement 5

Determine the best type of knot to tie your hook to your line and tie it.

Requirement 6

Choose the appropriate type of fishing rod and tackle you will be using. Have an adult review your gear.

Requirement 7

Using what you have learned about fish and fishing equipment, spend at least one hour fishing following local guidelines and regulations.

Requirement 1 Options:

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.

- Cub Scouts plan their fishing adventure.

Requirement 2 Options:

Use the BSA SAFE Checklist to plan what you need for your fishing experience.

- Cub Scouts use the BSA SAFE checklist for their fishing adventure.

Requirement 3 Options:

Describe the environment where the fish might be found.

- Cub Scouts create a fish environment diorama.
- Cub Scouts learn what different fish like to eat and their environments by playing a tag-like game.
- Cub Scouts describe fish environments and where they might be found.

Requirement 4 Options:

Make a list of the equipment and materials you will need to fish.

- Cub Scouts learn what equipment should go into a tackle box.

Requirement 5 Options:

Determine the best type of knot to tie your hook to your line and tie it.

- Cub Scouts practice fishing knots by doing stations around the meeting space.

Requirement 6 Options:

Choose the appropriate type of fishing rod and tackle you will be using. Have an adult review your gear.

- Cub Scouts have their fishing gear checked by an adult leader.

Requirement 7 Options:

Using what you have learned about fish and fishing equipment, spend at least one hour fishing following local guidelines and regulations.

- Cub Scouts go fishing for at least one hour.

Champions For Nature Webelos

ELECTIVE



Snapshot Of Adventure

It is estimated that 80% of Earth's species (including humans) live on land. We share the planet with a lot of different animal species on land. Humans can make a positive impact on wildlife. Using what we have learned about wildlife, humans have been able to limit negative impacts on wildlife. We have successfully protected and increased the populations of many animals including the American bald eagle, American alligator, green sea turtle, and the whooping crane. In this Adventure, you will learn more about the wildlife we share our planet with. You may put what you learn into action with a conservation project.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Watch this video about [Service Projects in Cub Scouting](#) (6:44) Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure complete the following:

- Use the [Service Project Planning Checklist](#) to plan your den or pack service project.
- Review the [SAFE Project Tool Use](#) is an at-a-glance reference for service projects, not crafts. It includes age guidelines for tools and types of allowed activities allowed for service projects.

During the Adventure

- Give time for proper training on the use of the tools that will be used to complete the project to all youth and adults.
- Provide continuous, qualified adult supervision and discipline during the project.
- Following all manufacturer's literature and age and skill restrictions shall supersede the recommendations in the publication. If there is a conflict, leaders shall follow the most restrictive guidelines.

Several activities allow Cub Scouts to go online. Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#) .

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Champions for Nature Webelos.

Requirement 1

Discover the four components that make up a habitat: food, water, shelter, space.

Requirement 2

Pick an animal that is currently threatened or endangered to complete requirements 3, 4, and 5.

Requirement 3

Identify the characteristics that classify an animal as a threatened or endangered species.

Requirement 4

Explore what caused this animal to be threatened or endangered.

Requirement 5

Research what is currently being done to protect the animal.

Requirement 6

Participate in a conservation service project.

Requirement 1 Options:

Discover the four components that make up a habitat: food, water, shelter, space.

- Cub Scouts learn about habitats by playing the Habitat Hunt game.
- Cub Scouts learn about microhabitats.

Requirement 2 Options:

Pick an animal that is currently threatened or endangered to complete requirements 3, 4, and 5.

- Cub Scouts pick a threatened or endangered animal to study.

Requirement 3 Options:

Identify the characteristics that classify an animal as a threatened or endangered species.

- Cub Scouts learn about animals that are threatened or endangered.

Requirement 4 Options:

Explore what caused this animal to be threatened or endangered.

- Cub Scouts learn why animals became endangered by playing charades.

Requirement 5 Options:

Research what is currently being done to protect the animal.

- Cub Scouts create a comic strip.

Requirement 6 Options:

Participate in a conservation service project.

- Cub Scouts build a bee hotel that will attract solitary bees and give them a safe home.
- Cub Scouts build bat houses.
- Cub Scouts participate in a service project to benefit a locally endangered species.
- Explore the World Organization for the Scouting Movement's conservation efforts.

Chef's Knife

ELECTIVE



Snapshot Of Adventure

The most common use of a knife is in the kitchen. In this Adventure, you will learn the safety rules about using a knife in the kitchen and some basic instructions on how to use a kitchen knife.

This Adventure is required in order for you to use any knife during a Cub Scout activity. Even if you earned the Whittling Adventure as a Bear, you must earn the Chef's Knife Adventure as a Webelos to earn the privilege of using a knife during a Cub Scout activity.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure

- Watch the [Cub Scout Knife Safety Adventures](#) video.
- Confirm that your meeting location will permit pocketknives.
- Know the Cub Scout knife safety rules.
 - Stop – make sure no one else is within arm's reach
 - Away – always cut away from your finger or other body parts
 - Sharp – a sharp, clean knife is a safe knife
 - Store – knives closed, in a sheath or knife block
- Secure additional adult supervision as needed.
- Make sure that the knives are sharp and in good condition.

During the Adventure

- Review the Cub Scout knife safety rules.
- Double-check that all knives being used are sharp and in good condition.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Chef's Knife.

Requirement 1

Read, understand, and promise to follow the "Cub Scout Knife Safety Rules."

Requirement 2

Demonstrate the knife safety circle.

Requirement 3

Demonstrate that you know how to care for and use a kitchen knife safely.

Requirement 4

Choose the correct cooking knife and demonstrate how to properly slice, dice, and mince.

Requirement 1 Options:

Read, understand, and promise to follow the "Cub Scout Knife Safety Rules."

- Cub Scouts learn and explain the knife safety rules.

Requirement 2 Options:

Demonstrate the knife safety circle.

- Cub Scouts practice the knife safety circle.

Requirement 3 Options:

Demonstrate that you know how to care for and use a kitchen knife safely.

- Cub Scouts demonstrate proper care of a kitchen knife.

Requirement 4 Options:

Choose the correct cooking knife and demonstrate how to properly slice, dice, and mince.

- Cub Scouts practice their knife skills by making fruit salad.
- Cub Scouts practice their knife skills by making salsa.

Earth Rocks

ELECTIVE



Snapshot Of Adventure

Rocks and minerals are more than just things that lie in the ground. Yes, they help form our planet, but people also use them to create things that make our lives easier. In this Adventure, you'll dig into the world of rocks and minerals and discover some surprises about the science of geology – like how the ground beneath your feet is constantly on the move.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting any experiments in this Adventure:

- Review the instructions completely for the experiment.
- Conduct the experiment before the meeting to test the experiment.
- Confirm additional adult supervision as needed.

During the Adventure:

- Review the instructions fully with the den before beginning.
- Wear protective clothing and eye protection.
- Keep food and drinks away from experiment.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Earth Rocks.

Requirement 1

Examine the three types of rocks, sedimentary, igneous, and metamorphic.

Requirement 2

Find a rock, safely break it apart and examine it.

Requirement 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.

Requirement 4

Grow a crystal.

Requirement 1 Options:

Examine the three types of rocks, sedimentary, igneous, and metamorphic.

- Using crayons to recreate the formation process of igneous, sedimentary, and metamorphic rocks.
- Cub Scouts learn the three types of rocks and how to identify them.
- Invite a Rockhound or geologist to a den meeting.
- Cub Scouts hunt for rocks to identify and categorize.

Requirement 2 Options:

Find a rock, safely break it apart and examine it.

- Cub Scouts break apart a geode and examine.
- Cub Scouts break apart rocks.

Requirement 3 Options:

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.

- Cub Scouts study and share observations of the mineral test.

Requirement 4 Options:

Grow a crystal.

- Cub Scouts create their own crystal.
- Cub Scouts create their own crystal that they can eat.

Let's Camp Webelos

ELECTIVE



Snapshot Of Adventure

There's nothing like the great outdoors! In this Adventure, you will get the chance to plan and participate in a campout or other outdoor activity. You'll learn how to be prepared for extreme weather events, and you'll also demonstrate how to leave no trace when you're outdoors.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Review [Age Appropriate Guidelines for Scouting Activities](#) before camping.

When camping:

- Basic Adult Leader Outdoor Orientation (BALOO) training is mandatory for a pack overnighiter. At least one registered adult leader who will be present during the overnighiter must complete BALOO training. BALOO training consists of an online pre-requisite component in addition to an overnight hands-on practical. BSA's Cub Scout-level camping policies will be taught along with the discovery of the necessary tools to help units carry out a successful camping experience. Check with your local council when the next available BALOO Training will be conducted.
- Complete the online training "Hazardous Weather" training module that is part of the Position Specific Training for den leaders [my.scouting](#) . If you have already completed den leader, Cubmaster, or pack committee chair training online, then you have completed this module.
- Watch the [Weather Related Safety Moment](#) video (1 minute 48 seconds).
- Review [Guide to Safe Scouting](#) for camping,
- If building a campfire, review [Behavior Around Campfires](#) .

Before starting this Adventure:

- Review the [Food Allergies](#) safety moment.

- Review each Cub Scouts [BSA Annual Health and Medical Record](#) for any food allergies or restrictions.
- Ask if any member of the den, youth, or adult, has any religious, or cultural dietary concerns.
- If there is someone in the den, youth, or adults, who carries an EpiPen due to severe allergies make sure that at least one other adult knows how to administer the EpiPen. To learn more, review this Safety Moment on [anaphylaxis](#) .
- Review the [Keep Your Food Safe](#) guide to properly keep, store, and prepare food.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Let's Camp Webelos.

Requirement 1

With your den, pack, or family, plan and participate in a campout.

Requirement 2

Upon arrival at the campground, determine where to set up a tent.

Requirement 3

Set up your tent without help from an adult.

Requirement 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.

Requirement 5

Show how to tie a bowline. Explain when this knot should be used and why.

Requirement 6

Know the fire safety rules. Using those rules, locate a safe area to build a campfire.

Requirement 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.

Requirement 8

Recite the Outdoor Code and Leave No Trace Principles for Kids from Memory.

Requirement 9

After your campout, share the things you did to follow the Outdoor Code and Leave No Trace Principles for Kids with your den or family.

Requirement 1 Options:

With your den, pack, or family, plan and participate in a campout.

- Cub Scouts attend an overnight campout with your pack or at a council or district event.

Requirement 2 Options:

- Cub Scouts learn where to set up a tent at the campground.

Requirement 3 Options:

Set up your tent without help from an adult.

- Cub Scouts practice setting up a tent indoors before the campout without help from an adult.
- Cub Scouts compete in a relay race to set up a tent with no adult assistance.

Requirement 4 Options:

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.

- Cub Scouts play a game to learn what to do during a weather hazard.

Requirement 5 Options:

Show how to tie a bowline. Explain when this knot should be used and why.

- Cub Scouts learn about the bowline knot and compete to tie one the fastest
- Cub Scouts learn how to tie a bowline knot and when it should be used.

Requirement 6 Options:

Know the fire safety rules. Using those rules, locate a safe area to build a campfire.

- Identify an area around the meeting space where a campfire could be safely built.

Requirement 7 Options:

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.

- Cub Scouts learn how to build a teepee fire and properly extinguish it.

Requirement 8 Options:

Recite the Outdoor Code and Leave No Trace Principles for Kids from Memory.

- Cub Scouts unscramble phrases and place in order to learn the Outdoor Code and Leave No Trace Principles for Kids.
- Cub Scouts play telephone while learning the Outdoor Code and Leave No Trace Principles for Kids.

Requirement 9 Options:

After your campout, share the things you did to follow the Outdoor Code and Leave No Trace Principles for Kids with your den or family.

- Cub Scouts review their ability to follow the Outdoor Code and Leave No Trace Principles For Kids.

Math On The Trail

ELECTIVE



Snapshot Of Adventure

In this Adventure, you will learn how to estimate the time it takes you to take a walk. If you know your pace, you can estimate how long it will take you and others to walk any given distance.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Math on the Trail.

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.

Requirement 1 Options:

Determine your walking pace by walking $\frac{1}{4}$ mile. Make a projection on how long it would take you to walk 2 miles.

- Cub Scouts project how long it will take to walk 2 miles in an indoor setting

- Cub Scouts project how long it will take to walk 2 miles on a trail.
- Cub Scouts project how long it will take to walk 2 miles on a track.

Requirement 2 Options:

Walk 2 miles and record the time it took you to complete the two miles.

- Cub Scouts validate how long it will take to walk 2 miles in an indoor setting.
- Cub Scouts validate how long it will take to walk 2 miles on a trail.
- Cub Scouts validate how long it will take to walk 2 miles on an outdoor track.

Requirement 3 Options:

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.

- Using the times recorded in requirements 1 and 2, determine how long it will take to walk 20 miles.

Modular Design

ELECTIVE



Snapshot Of Adventure

Some of your favorite building toys are probably modular. Learning to build using modular design is a good way to conserve resources. In this Adventure, you will gain an understanding of modular design, build using modular-based materials, and practice making directions for others to follow.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#).

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Modular Design.

Requirement 1

Learn what modular design is and identify three things that use modular design in their construction.

Requirement 2

Using modular-based building pieces, build a model without a set of instructions.

Requirement 3

Using the model made in requirement 2, create a set of step-by-step instructions on how to make your model.

Requirement 4

Have someone make your model using your instructions.

Requirement 5

Using the same modular pieces used in requirement 2, build another model of something different.

Requirement 6

With your parent or legal guardian's permission, watch a video demonstrating how something was built using modular design.

Requirement 1 Options:

Learn what modular design is and identify three things that use modular design in their construction.

- Cub Scouts learn concepts of modular design and construction and its benefits.

Requirement 2 Options:

Using modular-based building pieces, build a model without a set of instructions.

- Using modular based building pieces Cub Scouts build a model.

Requirement 3 Options:

Using the model made in requirement 2, create a set of step-by-step instructions on how to make your model.

- Cub Scouts draw instructions on how to make their design structure.
- Cub Scouts create video instructions on how to make their design structure.
- Cub Scouts write down instructions on how to make their design structure.

Requirement 4 Options:

Have someone make your model using your instructions.

- Cub Scouts follow instructions to build a model.

Requirement 5 Options:

Using the same modular pieces used in requirement 2, build another model of something different.

- Cub Scouts design and build a model house of their own imagination or something different.

Requirement 6 Options:

With your parent or legal guardian's permission, watch a video demonstrating how something was built using modular design.

- Watch a video of a real-life project that uses modular design.

Paddle Onward

ELECTIVE



Snapshot Of Adventure

Getting out on the water and paddling around is a great way to enjoy the outdoors and go places that you can only get to with a paddle craft. The boundary waters of Minnesota, the shoals of the Florida Keys, and countless rivers and lakes across the United States are available to only those who choose to paddle there. In this Adventure, you can choose a canoe, kayak, or stand-up paddleboard to complete the requirements.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Supervision by an adult, 21 or older, who is trained in BSA Safety Afloat. At least one leader must be trained in first aid which includes CPR. Any swimming done in conjunction with the activity must be within [BSA Safe Swim Defense](#) standards.

- Complete the BSA Safety Afloat (30 minutes) training on [my.scouting](#).
- Confirm enough adults who will serve as supervisors during the activity to maintain a ratio of one supervisor to every 5 Cub Scouts.
- Have buddy tags for everyone who will be near the water, youth, and adults.

During the Adventure:

- Give an overview and instruction on the points of Safety Afloat prior to the activity.
- Provide continuous, qualified adult supervision and discipline during the activity.

All participants, both Cub Scouts and adults, must wear a life jacket during boating activities.

Review the [Life Jackets / Personal Flotation Devices](#) Safety Moment.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Paddle Onward.

Requirement 1

Before attempting requirements 5, 6, 7, 8 and 9 for this Adventure, you must pass the BSA swimmer test.

Requirement 2

Pick a paddle craft for which to complete all requirements: canoe, kayak, or stand-up paddleboard.

Requirement 3

Review Safety Afloat.

Requirement 4

Demonstrate how to choose and properly wear a life jacket that is the correct size.

Requirement 5

Jump feet first into water over your head while wearing a life jacket. Then swim 25 feet wearing the life jacket.

Requirement 6

Demonstrate how to enter and exit a canoe, kayak, or stand-up paddleboard safely.

Requirement 7

Discuss what to do if your canoe or kayak tips over or you fall off your stand-up paddleboard.

Requirement 8

Learn how to pick a paddle that is the right size for you. Explore how the paddle craft responds to moving the paddle.

Requirement 9

Have 30 minutes, or more, of canoe, kayak, or stand-up paddleboard paddle time.

Requirement 1 Options:

Before attempting requirements 5, 6, 7, 8 and 9 for this Adventure, you must pass the BSA swimmer test.

- Cub Scouts swim for the BSA swimmer test.

Requirement 2 Options:

Pick a paddle craft for which to complete all requirements: canoe, kayak, or stand-up paddleboard.

- Cub Scouts pick from one of the paddle crafts to complete remaining requirements.

Requirement 3 Options:

Review Safety Afloat.

- Cub Scouts review the attributes of being on the water safely.

Requirement 4 Options:

Demonstrate how to choose and properly wear a life jacket that is the correct size.

- Cub Scouts learn about life jackets.

Requirement 5 Options:

Jump feet first into water over your head while wearing a life jacket. Then swim 25 feet wearing the life jacket.

- Cub Scouts use life jackets in the water.

Requirement 6 Options:

Demonstrate how to enter and exit a canoe, kayak, or stand-up paddleboard safely.

- Cub Scouts practice how to enter and exit a canoe safely.
- Cub Scouts practice how to enter and exit a kayak safely.
- Cub Scouts practice how to enter and exit a stand-up paddle board safely.

Requirement 7 Options:

Discuss what to do if your canoe or kayak tips over or you fall off your stand-up paddleboard.

- Cub Scouts learn what to do if their canoe tips over.
- Cub Scouts learn what to do if their kayak tips over.
- Cub Scouts learn what to do if their paddle board tips over.

Requirement 8 Options:

Learn how to pick a paddle that is the right size for you. Explore how the paddle craft responds to moving the paddle.

- Cub Scouts pick a canoe paddle and learn how to use it.
- Cub Scouts pick a kayak paddle and learn how to use it.
- Cub Scouts practice how to enter and exit a kayak safely.

Requirement 9 Options:

Have 30 minutes, or more, of canoe, kayak, or stand-up paddleboard paddle time.

- Cub Scouts enjoy 30 minutes of paddle craft activity.

Pedal Away

ELECTIVE



Snapshot Of Adventure

Get your helmet and your Cub Scout Six Essentials—we are going on a bike ride. Learn how the gears on a bike work and make it easier for you to pedal peddle. Practice safety and good maintenance of your bike, and it will last a long time.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure:

- Review and become familiar with Bicycle Safety guidelines found on the [BSA Sports and Activities](#) page.

During the Adventure:

- Conduct an “ABC Quick Check” on the bicycles before riding. The Pedestrian and Bicycle Information Center has a [checklist](#) for air, brakes, and cranks, chain, and cogs.

Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#).

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Pedal Away.

Requirement 1

Decide on gear and supplies you should bring for a long bike ride.

Requirement 2

Discover how multi-gear bicycles work and how they benefit a rider .

Requirement 3

Practice how to lubricate a chain.

Requirement 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.

Requirement 5

With your family, den, or pack, use a map and plan a bicycle ride that is at least 5 miles.

Requirement 6

With your den, pack, or family and using the buddy system, go on a bicycle ride that is a minimum of 5 miles.

Requirement 1 Options:

Decide on gear and supplies you should bring for a long bike ride.

- Cub Scouts learn the additional gear needed for a longer bike ride.
- Cub Scouts determine the gear needed for a longer bike ride through a game.

Requirement 2 Options:

Discover how multi-gear bicycles work and how they benefit a rider .

- Cub Scouts learn about multi-gear bikes.

Requirement 3 Options:

Practice how to lubricate a chain.

- Cub Scouts learn how to maintain their bike chain.

Requirement 4 Options:

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.

- Cub Scouts learn about different types of bike locks and how to open them.

Requirement 5 Options:

With your family, den, or pack, use a map and plan a bicycle ride that is at least 5 miles.

- Cub Scouts plan and choose route for the 5-mile bike ride.

Requirement 6 Options:

With your den, pack, or family and using the buddy system, go on a bicycle ride that is a minimum of 5 miles.

- Cub Scouts and adults go on a 5-mile bike ride.

Race Time Webelos

ELECTIVE



Snapshot Of Adventure

Propulsion is what gives an object (such as a plane, car, or boat) the power to move. Friction is what causes an object to stop. In this Adventure, you'll learn different ways to make and propel vehicles. Think about how the shapes of cars, boats, and planes affect the distance they can go. You'll explore how you can use the air in your lungs, the force of gravity, and the power of your imagination to make things go.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure complete the following:

- Review [Age Appropriate Guidelines for Scouting Activities](#) before starting a project.
- Cub Scouts are allowed to use common craft tools, such as paintbrushes, scissors, hammers, and screw drivers.
- Know the proper use of the tools that will be used for the project, by any youth or adult.

During the Adventure

- Give time for proper training on the use of the tools that will be used to complete the project to all youth and adults.
- Provide continuous, qualified adult supervision and discipline during the project.
- Following all manufacturer's literature and age and skill restrictions shall supersede the recommendations in the publication. If there is a conflict, leaders shall follow the most restrictive guidelines.

Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#).

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Race Time Webelos.

Requirement 1

With an adult, build either a Pinewood Derby® and car or a Raingutter Regatta™ boat.

Requirement 2

Learn the rules of the race for the vehicle chosen in requirement 1.

Requirement 3

Explore the properties of friction and how it impacts your chosen vehicle.

Requirement 4

Before the race, discuss with your den how you will demonstrate good sportsmanship during the race.

Requirement 5

Participate in a Pinewood Derby or a Raingutter Regatta.

Requirement 1 Options:

With an adult, build either a Pinewood Derby® and car or a Raingutter Regatta™ boat.

- Den or pack provides a build day for Cub Scouts.
- Den or pack provides a build day for Cub Scouts.

Requirement 2 Options:

Learn the rules of the race for the vehicle chosen in requirement 1.

- Learn the rules of the Pinewood Derby with a game of Jeopardy.
- Learn the rules of the Raingutter Regatta with a game of Jeopardy.

Requirement 3 Options:

Explore the properties of friction and how it impacts your chosen vehicle.

- Cub Scouts learn how friction impacts their boat.
- Cub Scouts learn how friction impacts their race car.

Requirement 4 Options:

Before the race, discuss with your den how you will demonstrate good sportsmanship during the race.

- Cub Scouts discuss good sportsmanship and how to demonstrate it during their racing event.

Requirement 5 Options:

Participate in a Pinewood Derby or a Raingutter Regatta.

- Conduct a Pinewood Derby car race.
- Conduct a Raingutter Regatta.

Webelos – 4th Grade

Summertime Fun Webelos

ELECTIVE



Snapshot Of Adventure

The summertime is a great time to get together with your den or pack. The requirement for this Adventure is simple. Participate in three Cub Scout activities during the summer months. This can be at council-organized camps like day camp or resident camp, or it can be a den or pack get-together for a summertime picnic.

To earn this Adventure as a Webelos, you participate in summer activities during the summer after you completed the 3rd grade. If you are just now learning about this Adventure don't worry, the requirement to earn it as an Arrow of Light Cub Scout is exactly the same.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Summertime Fun Webelos.

Requirement 1

Anytime during May through August participate in a total of three Cub Scout activities.

Requirement 1 Options:

Anytime during May through August participate in a total of three Cub Scout activities.

- Participate in an activity with your council.
- Participate in an activity with your den.
- Participate in an activity with your pack.

Tech On The Trail

ELECTIVE



Snapshot Of Adventure

Getting outside is a fun part of being a Cub Scout. Using technology outdoors can be an important part of helping you explore the world around you.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. This Adventure is designed to have hands on experiences with technology. It requires providing technology that Scouts can use such as smart devices and connection to the internet. Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#).

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Tech on the Trail.

Requirement 1

Discuss how technology can help keep you safe in the outdoors.

Requirement 2

Explore Global Positioning Satellite and how to use it.

Requirement 3

With an adult, choose an online mapping program tool and plan a 2-mile trek.

Requirement 4

Take your 2-mile trek.

Requirement 1 Options:

- Cub Scouts explore weather apps to prepare for outdoor activities.

- Cub Scouts explore weather apps and discover what the weather is like in various locations.

Requirement 2 Options:

Explore Global Positioning Satellite and how to use it.

- Cub Scouts explore how to use GPS to find geocaches.

Requirement 3 Options:

With an adult, choose an online mapping program tool and plan a 2-mile trek.

- Cub Scouts use technology to find a place to take a 2-mile trek.

Requirement 4 Options:

Take your 2-mile trek.

- A trek can be a bike ride, a walk, a hike, or a boating activity.

Yo-Yo

ELECTIVE



Snapshot Of Adventure

The sleeper, over the falls, walk the dog, and around the world are just some of the tricks to learn with a yo-yo. Did you know that there are world champions of yo-yo? There are professional yo-yo champions who tour the world giving demonstrations and competing.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#).

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Yo-yo.

Requirement 1

Learn the safety rules of using a yo-yo and always follow them.

Requirement 2

Discover how to find the proper yo-yo string length for you.

Requirement 3

Explain why it is important to have the correct string length and to be in the right location before throwing a yo-yo.

Requirement 4

Demonstrate how to properly string a yo-yo and how to create a slip knot.

Requirement 5

Conduct the pendulum experiment with a yo-yo. Explain what happens to the yo-yo when the string is longer.

Requirement 6

Show that you can properly wind a yo-yo.

Requirement 7

Attempt each of the following: gravity pull, sleeper, breakaway.

Requirement 1 Options:

Learn the safety rules of using a yo-yo and always follow them.

- Cub Scouts review the basic safety rules for using a yo-yo.

Requirement 2 Options:

Discover how to find the proper yo-yo string length for you.

- Cub Scouts find the proper length of string for a yo-yo.

Requirement 3 Options:

Explain why it is important to have the correct string length and to be in the right location before throwing a yo-yo.

- Cub Scouts learn the importance of having the correct string length and how to select a safe location before throwing a yo-yo.

Requirement 4 Options:

Demonstrate how to properly string a yo-yo and how to create a slip knot.

- Cub Scouts learn how to properly string a yo-yo and how to create a slip knot.

Requirement 5 Options:

Conduct the pendulum experiment with a yo-yo. Explain what happens to the yo-yo when the string is longer.

- Cub Scouts conduct the pendulum experiment with a yo-yo.

Requirement 6 Options:

Show that you can properly wind a yo-yo.

- Cub Scouts show how to properly wind a yo-yo.

Requirement 7 Options:

Attempt each of the following: gravity pull, sleeper, breakaway.

- Cub Scouts attempt each of the following yo-yo tricks: the gravity pull, the sleeper, and the breakaway.