

TASK FORCE NOTES ON CUB SCOUT ADVANCEMENT MODIFICATIONS**Purpose**

With one year of experience, feedback suggests that the new design of the Cub Scout program did successfully address many original concerns, but also indicates an opportunity for further modifications. Cub advancement was down after the first year of implementation and we know that correlates to lower member satisfaction and subsequently, lower retention. Some Den Leaders are having difficulty fitting all the Adventures required for advancement into their program year given their number of Den meetings and weather/daylight issues for outdoor activities. Overnight camping is a significant hurdle for some. Duty to God requirements connote organized religion to some and are not seen as embracing a belief in God and spirituality outside of specific faiths.

A task force was formed to draft modifications to the Cub Scout Program that would address this feedback. These modifications are designed to ensure that Adventure requirements are achievable by today's Cub Scout dens within a program year and achievable by Cub Scouts from a wide range of backgrounds and socio-cultural experiences.

Approach

In order to maintain the integrity of the engaging, mission-driven, and user-friendly new Cub Scouting program, every effort was made to change as little as possible. All adjustments are intended to strengthen and support the new program as well as to assist the youth, families, and volunteers engaged in Cub Scouting.

Flexibility is key. Most modifications involve the number of requirements to be completed, reducing the mandate to a number achievable within the limited time available to many dens, while retaining rich program options that allow leaders to build strong programs adapted to local needs and situations. Some rewording fosters participation by boys who could not otherwise complete an Adventure.

Resources and Contributors

Guidance and input was from a wide variety of stakeholder groups and individuals. Contributors and reviewers included representatives from faith-based organizations and cultural groups as well as BSA volunteers with specific program expertise, recent grassroots experience, and current engagement in regional and national BSA leadership. We greatly appreciate the thoughtful suggestions, support, and engagement of all those consulted.

Suggested Rollout

Modifications should be implemented quickly to prevent another year of advancement challenges. Prompt electronic publishing (foregoing professional copyediting in an effort to get the material into leaders hands as quickly as possible) of all 2016-2017 requirements was determined as the best path forward, resulting in little disruption to the program. The transition will be seamless, with leaders choosing to use revised requirements as the den begins any new Adventure. The modified requirements can be used with the current handbooks, with relevant changes to handbook content taking place in a subsequent editions. The entire listing of all modifications for each rank can also be found at www.scouting.org/programupdates.

Wolf



Little Change to the General Requirements for Advancement (modifications in blue – for total of at least 7 Adventures)

Rank advancement is awarded when boys have completed the following:

1. Complete each of the **six** required Adventures with your den or family.
2. Complete **at least one** elective Adventure of your den or family's choosing.
3. With your **parent, guardian, or other caring adult**, complete the exercises in the pamphlet *How to Protect Your Children from Child Abuse: A Parent's Guide*, and earn the Cyber Chip award for your age. * *The Cyber Chip portion of this requirement may be waived by your parent or guardian if you do not have access to the Internet.

Modifications in Specific Adventures

To shorten the time required to complete requirements (and thus advance), most of the recommended changes involve the number of requirements to be completed. The presence of a ★ indicates that some modification of content has been provided for an Adventure. The modifications range from a change of only one word to general re-wording or re-organizing.

Wolf Required Adventures

Current vs. **Modified Adventure Requirements**

| Wolf Required Adventure |
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| <p>Call of the Wild (p. 30+)</p> <p>REQUIREMENT 1. While a Wolf Scout, attend a pack or family campout. If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or a daylong outdoor activity with your den or pack.</p> <p>REQUIREMENT 2. Show how to tie an overhand knot and a square knot.</p> <p>REQUIREMENT 3. While on a den or family outing, identify four different types of animals. Explain how you identified them.</p> <p>REQUIREMENT 4. With your family or den, make a list of possible weather changes that might happen on your campout according to the time of year you are camping. Tell how you will be prepared for each one.</p> <p>REQUIREMENT 5. Show or demonstrate what to do:</p> <ol style="list-style-type: none"> A. When a stranger approaches you, your family, or your belongings. B. In case of a natural disaster such as an earthquake or flood. C. To keep from spreading your germs. <p>REQUIREMENT 6. On the campout, participate with your family or den in a campfire show. Prepare a skit or song, and then present it at the campfire for everyone else.</p> <p>REQUIREMENT 7A. Recite the Outdoor Code with your Leader.</p> <p>REQUIREMENT 7B. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.</p> <p>REQUIREMENT 7C. After your campout, list the ways you demonstrated being careful with fire.</p> |

| ★ Wolf Required Adventure |
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| <p>Call of the Wild Complete Requirements 1-4 plus at least one other.</p> <p>REQUIREMENT 1. Attend one of the following:</p> <ol style="list-style-type: none"> 1A. A pack or family campout 1B. An outdoor activity with your den or pack 1C. Day camp 1D. Resident camp <p>REQUIREMENT 2. With your family or den, make a list of possible weather changes that could happen during your outing according to the time of year you are outside. Tell how you will be prepared for each one.</p> <p>REQUIREMENT 3A. Recite the Outdoor Code with your leader.</p> <p>3B. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.</p> <p>3C. After your outdoor activity or campout, list the ways you demonstrated being careful with fire or other dangers.</p> <p>REQUIREMENT 4. Show or demonstrate what to do:</p> <ol style="list-style-type: none"> 4A. In case of a natural disaster such as an earthquake or flood. 4B. To keep from spreading your germs. <p>REQUIREMENT 5. Show how to tie an overhand knot and a square knot.</p> <p>REQUIREMENT 6. While on a den or family outing, identify four different types of animals you see or explain evidence of their presence. Tell how you identified them.</p> |

Current vs. Modified Adventure Requirements

Wolf Required Adventure

Council Fire (p. 50+)

- REQUIREMENT 1.** Participate in a flag ceremony, and learn how to properly care for and fold the flag with your den or pack.
- REQUIREMENT 2.** Work with your den to develop a den duty chart, and perform these tasks for one month.
- REQUIREMENT 3A.** Learn about the changes in your community, and create a project to show your den how the community has changed.
- REQUIREMENT 3B.** Select one issue in your community, and present to your den your ideas for a solution to the problem.
- REQUIREMENT 4A.** Attend the pack committee leaders' meeting. Present ideas to the pack committee regarding your service project.
- REQUIREMENT 4B.** Work together on a community service project.
- REQUIREMENT 5.** Talk to a military veteran, law enforcement officer, member of the fire department, or someone else who works for the community. Talk about his or her service to the community. After you have visited with the individual, write a short thank-you note.
- REQUIREMENT 6A.** Learn about the three R's of recycling: reduce, reuse, and recycle. Discover a way to do each of these at home, at school, or in your community.
- REQUIREMENT 6B.** Make your own recycling center, or contribute to an existing one.
- REQUIREMENT 6C.** Create a den project from recyclables for a pack meeting.

Wolf Required Adventure

Duty to God Footsteps (p. 68+)

- REQUIREMENT 1A.** Visit a religious monument or site where people might show reverence.
- REQUIREMENT 1B.** Create a visual display of your visit with your den or your family, and show how it made you feel reverent or helped you better understand your duty to God.
- REQUIREMENT 2.** Complete 2A and at least two of requirements 2B-2D.
- REQUIREMENT 2A.** Give two ideas on how you can practice your duty to God. Choose one, and do it for a week.
- REQUIREMENT 2B.** Read a story about people or groups of people who came to America to enjoy religious freedom.
- REQUIREMENT 2C.** Learn and sing a song that could be sung in reverence before or after meals or one that gives encouragement, reminds you of how to show reverence, or demonstrates your duty to God.
- REQUIREMENT 2D.** Offer a prayer, meditation, or reflection with your family, den, or pack.



Wolf Required Adventure

Council Fire (Duty to Country) Complete Requirements 1 and 2 plus at least one other.

- REQUIREMENT 1.** With your den or pack, participate in a flag ceremony, and learn how to properly care for and fold the flag.
- REQUIREMENT 2.** Participate in a community service project with your pack, den, or family.
- REQUIREMENT 3.** With your parent or guardian's permission, talk to a military veteran, law enforcement officer, member of the fire department, or someone else approved by your Den Leader. Talk about his or her service to the community or country. After you have visited with the individual, write a short thank-you note.
- REQUIREMENT 4.** Learn about the changes in your community, and create a project to show your den how the community has changed.
- REQUIREMENT 5.** Select one issue in your community, and present to your den your ideas for a solution to the problem.
- REQUIREMENT 6.** Work with your den to develop a den duty chart, and perform these tasks for one month.
- REQUIREMENT 7.** Participate in an event such as a parade or assembly celebrating military veterans.



Wolf Required Adventure

Duty to God Footsteps Complete Requirement 1 or 2 plus at least two others.

- REQUIREMENT 1.** Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.
- REQUIREMENT 2.** Earn the religious emblem of your faith that is appropriate for your age, if you have not already done so.
- REQUIREMENT 3.** Offer a prayer, meditation, or reflection with your family, den, or pack.
- REQUIREMENT 4.** Read a story about people or groups of people who came to America to enjoy religious freedom.
- REQUIREMENT 5.** Learn and sing a song that could be sung in reverence before or after meals or one that gives encouragement, reminds you how to show reverence, or demonstrates your duty to God.
- REQUIREMENT 6.** Visit a religious monument or site where people might show reverence. Create a visual display of your visit with your den or your family, and show how it made you feel reverent or helped you better understand your duty to God.

Current vs. Modified Adventure Requirements

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| Wolf Required Adventure |
| Howling at the Moon (p. 80+) |
| <p>REQUIREMENT 1. Show you can communicate in at least two different ways.</p> <p>REQUIREMENT 2. Work with your den to create an original skit.</p> <p>REQUIREMENT 3. Work together with your den to plan, prepare, and rehearse a campfire program to present to your families at a den meeting.</p> <p>REQUIREMENT 4. Practice and perform your role for a pack campfire program.</p> |

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| ★ Wolf Required Adventure |
| Howling at the Moon Complete each of the following Requirements. |
| <p>REQUIREMENT 1. Show you can communicate in at least two different ways.</p> <p>REQUIREMENT 2. Work with your den or family to create an original skit.</p> <p>REQUIREMENT 3. Work together with your den or family to plan, prepare, and rehearse a campfire program to present at a den meeting or pack program.</p> <p>REQUIREMENT 4. Perform your role for a den meeting or pack program.</p> |

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| Wolf Required Adventure |
| Paws on the Path (p. 94+) |
| <p>REQUIREMENT 1. Show you are prepared to hike safely by putting together the Cub Scout Six Essentials to take along on your hike.</p> <p>REQUIREMENT 2. Tell what the buddy system is and why we always use it in Cub Scouts.</p> <p>REQUIREMENT 3. Describe what you should do if you get separated from your group while hiking.</p> <p>REQUIREMENT 4. Choose the appropriate clothing to wear on your hike based on the expected weather.</p> <p>REQUIREMENT 5. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. After hiking, discuss how you showed respect for wildlife.</p> <p>REQUIREMENT 6. Go on a 1-mile hike with your den or family. Watch and record two interesting things that you've never seen before.</p> <p>REQUIREMENT 7. Name two birds, two insects, and two other animals that live in your area. Explain how you identified them.</p> <p>REQUIREMENT 8. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.</p> |

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| ★ Wolf Required Adventure |
| Paws on the Path Complete Requirements 1-5. Requirements 6 and 7 are optional. |
| <p>REQUIREMENT 1. Show you are prepared to hike safely in any outdoor setting by putting together the Cub Scout Six Essentials to take along on your hike.</p> <p>REQUIREMENT 2. Tell what the buddy system is and why we always use it in Cub Scouts. Describe what you should do if you get separated from your group while hiking.</p> <p>REQUIREMENT 3. Choose the appropriate clothing to wear on your hike based on the expected weather.</p> <p>REQUIREMENT 4. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. (This may be combined with Requirement 3 of <i>The Call of the Wild Adventure</i>.) After hiking, discuss how you showed respect for wildlife.</p> <p>REQUIREMENT 5. Go on a 1-mile hike with your den or family. Find two interesting things that you've never seen before and discuss with your den or family.</p> <p>REQUIREMENT 6. Name two birds, two insects, and/or two other animals that live in your area. Explain how you identified them.</p> <p>REQUIREMENT 7. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.</p> |

Current vs. **Modified Adventure Requirements**

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| Wolf Required Adventure |
| Running with the Pack (p. 110+) |
| <p>REQUIREMENT 1. Play catch with someone in your den or family who is standing 10 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back, and see if you can improve your throwing and catching ability.</p> <p>REQUIREMENT 2. Practice balancing as you walk forward, backward, and sideways.</p> <p>REQUIREMENT 3. Practice flexibility and balance by doing a front roll, a back roll, and a frog stand.</p> <p>REQUIREMENT 4. Play a sport or game with your den or family, and show good sportsmanship.</p> <p>REQUIREMENT 5. Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.</p> <p>REQUIREMENT 6. Demonstrate what it means to eat a balanced diet by helping to plan a healthy menu for a meal for your family. Make a shopping list of the food used to prepare the meal.</p> |



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| Wolf Required Adventure |
| Running with the Pack Complete each of the following Requirements. |
| <p>REQUIREMENT 1. Play catch with someone in your den or family who is standing 5 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back and see if you can improve your throwing and catching skills.</p> <p>REQUIREMENT 2. Practice balancing as you walk forward, backward, and sideways.</p> <p>REQUIREMENT 3. Practice flexibility and balance by doing a front roll, a back roll, and a frog stand.</p> <p>REQUIREMENT 4. Play a sport or game with your den or family, and show good sportsmanship.</p> <p>REQUIREMENT 5. Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.</p> <p>REQUIREMENT 6. Demonstrate what it means to eat a balanced diet by helping to plan a healthy menu for a meal for your den or family. Make a shopping list of the food used to prepare the meal.</p> |

Wolf Elective Adventures

Current vs. Modified Adventure Requirements

Wolf Elective Adventure

Adventures in Coins (p. 124+)

- REQUIREMENT 1.** Identify different parts of a coin.
REQUIREMENT 2. Find the mint mark on a coin; identify what mint facility it was made in and what year it was made.
REQUIREMENT 3. Play a coin game.
REQUIREMENT 4. Choose a coin that interests you, and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made.
REQUIREMENT 5. Play a game or create a game board with your den or family where you can practice adding and subtracting coins.
REQUIREMENT 6. Create a balance scale.
REQUIREMENT 7. Do a coin-weight investigation.

Wolf Elective Adventure

Air of the Wolf (p. 140+)

- REQUIREMENT 1A.** Conduct an investigation about the weight of air.
REQUIREMENT 1B. Conduct an investigation about air temperature.
REQUIREMENT 1C. Conduct at least one of the following investigations to see how air affects different objects:
 i. Make a paper airplane and fly it five times. Make a change to its shape to help it fly farther. Try it at least five times.
 ii. Make a balloon-powered sled or a balloon-powered boat. Test your sled or boat with larger and smaller balloons.
 iii. Bounce a basketball that doesn't have enough air in it. Then bounce it when it has the right amount of air in it. Do each one 10 times. Describe how the ball bounces differently when the amount of air changes.
 iv. Roll a tire or ball that doesn't have enough air in it, and then roll it again with the right amount of air. Describe differences in how they move.
REQUIREMENT 2A. With other members of your den, go outside and record the sounds you hear. Identify which of these sounds is the result of moving air.
REQUIREMENT 2B. Create a musical wind instrument, and play it as part of a den band
REQUIREMENT 2C. With an adult, conduct an investigation on how speed can affect sound.
REQUIREMENT 3A. Explain the rules for safely flying kites.
REQUIREMENT 3B. Make a kite using household materials.
REQUIREMENT 4. With your family, den, or pack, participate in a kite derby, space derby, or rain gutter regatta. Explain how air helps the vehicle move.

★ Wolf Elective Adventure

Adventures in Coins Complete Requirements 1-4 and any other(s) of your choice.

- REQUIREMENT 1.** Identify different parts of a coin.
REQUIREMENT 2. Find the mint mark on a coin. Identify the mint where the coin was made and the year.
REQUIREMENT 3. Choose a coin that interests you, and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made.
REQUIREMENT 4. Play a game or create a game board with your den or family where you can practice adding and subtracting coins.
REQUIREMENT 5. Play a coin game.
REQUIREMENT 6. Create a balance scale.
REQUIREMENT 7. Do a coin-weight investigation.

★ Wolf Elective Adventure

Air of the Wolf Complete the following Requirements.

- REQUIREMENT 1.** Conduct two of the following investigations to see how air affects different objects:
1A. Make a paper airplane and fly it five times. Try to make it fly farther by altering its shape. Fly it at least five more times to see if your changes were effective.
1B. Make a balloon-powered sled or a balloon powered boat. Test your sled or boat with larger and smaller balloons.
1C. Bounce a basketball that doesn't have enough air in it. Then bounce it when it has the right amount of air in it. Do each one 10 times. Describe how the ball bounces differently when the amount of air changes.
1D. Roll a tire or ball that doesn't have enough air in it, and then roll it again with the right amount of air. Describe differences in how they move.
REQUIREMENT 2. Complete two of the following:
2A. With other members of your den, go outside and record the sounds you hear. Identify which of these sounds is the result of moving air.
2B. Create a musical wind instrument, and play it as part of a den band.
2C. With an adult, conduct an investigation on how speed can affect sound.
2D. Make a kite using household materials. With your den or family, explain the rules for safely flying kites. Fly your kite.
2E. With your family, den, or pack, participate in a kite derby, space derby, or rain gutter regatta. Explain how air helps the vehicle move.

Current vs. Modified Adventure Requirements

| Wolf Elective Adventure |
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| Code of the Wolf (p. 158+) |
| <p>REQUIREMENT 1. Do two of the following:</p> <p>REQUIREMENT 1A. With the members of your den or family, make a game with simple materials that requires math to keep score.</p> <p>REQUIREMENT 1B. Play a game of "Go Fish for 10s."</p> <p>REQUIREMENT 1C. Do five activities at home, at school, or in your den that use mathematics, and then explain to your den how you used everyday math.</p> <p>REQUIREMENT 1D. Make a rekenrek with two rows, and show Akela how you would represent the numbers 4, 6, 9, and 14.</p> <p>REQUIREMENT 1E. Make a rain gauge or some other measuring device, and use it.</p> <p>REQUIREMENT 2. Do one of the following:</p> <p>REQUIREMENT 2A. With other members of your den or family, identify three different types of shapes that you see in nature.</p> <p>REQUIREMENT 2B. With other members of your den or family, identify two shapes you can see in the construction of bridges.</p> <p>REQUIREMENT 2C. Select a single shape or figure. Observe the world around you for at least a week, and write down where you see this shape or figure and how it is used.</p> <p>REQUIREMENT 3. Do one of the following:</p> <p>REQUIREMENT 3A. With your den, find something that comes with many small, colored items in one package. Count the number of items of each color in your package. Keep track of each color. Then:</p> <ol style="list-style-type: none"> i. Draw a graph showing the number of items of each color. ii. Determine what the most common color is. iii. Compare your results to the other boys'. iv. Predict how many items of each color you will find in one more package. v. Decide if your prediction was close <p>REQUIREMENT 3B. With your den or family, measure the height of everyone in the group and see who takes more steps to walk 100 feet.</p> <p>REQUIREMENT 3C. Have each member in your den shoot a basketball. Count the number of shots it takes to make five baskets. Graph the number of shots it takes for each boy using 5, 6-10, 11-15, 16-20, or more than 20.</p> <p>REQUIREMENT 4. Do one of the following:</p> <p>REQUIREMENT 4A. Use a secret code using numbers to send a message to one of your den members or your den leader. Have that person send a message back to you. Be sure you both use the same code numbers.</p> <p>REQUIREMENT 4B. Send a message to another member of your den or your den leader using the pig pen code or another code that changes letters into special shapes.</p> <p>REQUIREMENT 4C. Practice using a code stick to create and decode a message.</p> |

| Wolf Elective Adventure |
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| Code of the Wolf Complete the following Requirements. |
| <p>REQUIREMENT 1. Complete two of the following:</p> <p>1A. With the members of your den or family, make a game with simple materials that requires math to keep score.</p> <p>1B. Play a game of "Go Fish for 10s."</p> <p>1C. Do five activities at home, at school, or in your den that use mathematics, and then explain to your den how you used everyday math.</p> <p>1D. Make a rekenrek with two rows, and show your den leader or other adult how you would represent the numbers 4, 6, 9, and 14.</p> <p>1E. Make a rain gauge or some other measuring device, and use it.</p> <p>REQUIREMENT 2. Complete one of the following:</p> <p>2A. With other members of your den or family, identify three different types of shapes that you see in nature.</p> <p>2B. With other members of your den or family, identify two shapes you can see in the construction of bridges.</p> <p>2C. Select a single shape or figure. Observe the world around you for at least a week, and write down where you see this shape or figure and how it is used.</p> <p>REQUIREMENT 3. Complete one of the following:</p> <p>3A. With your den, find something that comes with many small, colored items in one package. Count the number of items of each color in your package. Keep track of each color. Then:</p> <ol style="list-style-type: none"> i. Draw a graph showing the number of items of each color. ii. Determine what the most common color is. iii. Compare your results to those of the other Scouts. iv. Predict how many items of each color you will find in one more package. v. Decide if your prediction was close. <p>3B. With your den or family, measure the height of everyone in the group and see who takes more steps to walk 100 feet.</p> <p>3C. Have each member of your den shoot a basketball. Count the number of shots it takes for each scout to sink five baskets. Make a graph that shows how successful your den was. Your graph should show each group that needed 5, 6-10, 11-15, 16-20, and more than 20 tries to sink their shots.</p> <p>REQUIREMENT 4. Complete one of the following:</p> <p>4A. Use a secret code using numbers to send a message to one of your den members or your den leader. Have that person send a message back to you. Be sure you both use the same code.</p> <p>4B. Send a message to another member of your den or your den leader using the pig pen code or another code that changes letters into special shapes.</p> <p>4C. Practice using a code stick to create and decode a message.</p> |

Current**vs. Modified Adventure Requirements****Wolf Elective Adventure****Collections and Hobbies (p. 178+)**

REQUIREMENT 1. Begin a collection of at least 10 items that all have something in common. Label the items and title your collection.

REQUIREMENT 2. Share your collection at a den meeting.

REQUIREMENT 3. Visit a show or museum that displays different collections or models.

REQUIREMENT 4. Create an autograph book, and get at least 10 autographs. Start with members of your den.

REQUIREMENT 5. Pick a famous living person, and write him or her a letter. In your letter, ask the person to send you an autographed photo.

REQUIREMENT 6. Play a game with your den that involves collecting.

Wolf Elective Adventure**Cubs Who Care (p. 190+)**

REQUIREMENT 1. With the members of your den, visit with a person who has a physical disability.

REQUIREMENT 2. Do four of the following:

REQUIREMENT 2A. With other members of your den, try using a wheelchair or crutches, and reflect on the process.

REQUIREMENT 2B. Learn about a sport that has been adapted so that people in wheelchairs or with some other physical disability can play, and tell your den about it.

REQUIREMENT 2C. Learn about "invisible" disabilities. Take part in an activity that helps develop an understanding of invisible disabilities

REQUIREMENT 2D. With your den, try doing three of the following things while wearing gloves or mittens:

- i. Tying your shoes
- ii. Using a fork to pick up food
- iii. Playing a card game
- iv. Playing a video game
- v. Playing checkers or another board game
- vi. Blowing bubbles

REQUIREMENT 2E. Paint a picture two different ways: Paint it once the way you usually would paint it and then again by using a blindfold. Discuss with your den the ways the process was different.

REQUIREMENT 2F. Demonstrate a simple sentence or at least four points of the Scout Law using American Sign Language.

REQUIREMENT 2G. Learn about someone famous who has or had a disability, and share that person's story with your den.

REQUIREMENT 2H. Attend an event where people with disabilities are participants or where accommodations for people with disabilities are made a part of the event.

★ **Wolf Elective Adventure****Collections and Hobbies** Complete the following Requirements.

REQUIREMENT 1. Begin a collection of 10 items that all have something in common. Label the items and title your collection.

REQUIREMENT 2. Share your collection at a den meeting.

REQUIREMENT 3. Complete one of the following and tell your den what you learned:

3A. Visit a show or museum that displays different collections or models.

3B. Watch a webcast or other media presentation about collecting or model building.

REQUIREMENT 4. Complete one of the following:

4A. Create an autograph book, and get 10 autographs. Start with members of your den.

4B. With your parent's or guardian's permission, pick a famous living person, and write him or her a letter. In your letter, ask the person to send you an autographed photo.

★ **Wolf Elective Adventure****Cubs Who Care** Complete at least four of the following Requirements.

REQUIREMENT 1. With other members of your den, try using a wheelchair or crutches, and reflect on the process.

REQUIREMENT 2. Learn about a sport that has been adapted so that people in wheelchairs or with some other physical disability can play, and tell your den about it.

REQUIREMENT 3. Learn about "invisible" disabilities. Take part in an activity that develops an understanding of invisible disabilities.

REQUIREMENT 4. With your den, try doing three of the following things while wearing gloves or mittens:

- 4A.** Tying your shoes
- 4B.** Using a fork to pick up food
- 4C.** Playing a card game
- 4D.** Playing a video game
- 4E.** Playing checkers or another board game
- 4F.** Blowing bubbles

REQUIREMENT 5. Paint a picture two different ways: Paint it once the way you usually would paint it and then again by using a blindfold. Discuss with your den the ways the process was different.

REQUIREMENT 6. Use American Sign Language to communicate either a simple sentence or at least four points of the Scout Law.

REQUIREMENT 7. Learn about someone famous who has or had a disability, and share that person's story with your den or family.

REQUIREMENT 8. Attend an event where people with disabilities are participants or where accommodations for people with disabilities are made a part of the event.

Current vs. Modified Adventure Requirements

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| Wolf Elective Adventure |
| Digging in the Past (p. 204+) |
| <p>REQUIREMENT 1. Play a game that demonstrates your knowledge of dinosaurs, such as a dinosaur match game.</p> <p>REQUIREMENT 2. Create an imaginary dinosaur. Share with your den its name, what it eats, and where it lives.</p> <p>REQUIREMENT 3. Make a fossil cast.</p> <p>REQUIREMENT 4. Make a dinosaur dig.</p> <p>REQUIREMENT 5. Make edible fossil layers. Explain how this snack is a good model for the formation of fossils.</p> <p>REQUIREMENT 6. Be a paleontologist, and dig through the dinosaur digs made by your den. Show and explain the ways a paleontologist works carefully during a dig.</p> |

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| Wolf Elective Adventure |
| Digging in the Past Complete the following Requirements. |
| <p>REQUIREMENT 1. Play a game that demonstrates your knowledge of dinosaurs, such as a dinosaur match game.</p> <p>REQUIREMENT 2. Create an imaginary dinosaur. Share with your den its name, what it eats, and where it lives.</p> <p>REQUIREMENT 3. Complete one of the following:</p> <p style="padding-left: 40px;">3A. Make a fossil cast.</p> <p style="padding-left: 40px;">3B. Make a dinosaur dig. Be a paleontologist, and dig through a dinosaur dig made by another member of your den. Show and explain the ways a paleontologist works carefully during a dig.</p> <p>REQUIREMENT 4. Make edible fossil layers. Explain how this snack is a good model for the formation of fossils.</p> |

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| Wolf Elective Adventure |
| Finding your Way (P. 220+) |
| <p>REQUIREMENT 1A. Using a map of your city or town, locate where you live.</p> <p>REQUIREMENT 1B. Draw a map for a friend so he or she can locate your home, a park, a school, or other locations in your neighborhood. Use symbols to show parks, buildings, trees, and water. You can invent your own symbols. Be sure to include a key so your symbols can be identified.</p> <p>REQUIREMENT 2. Pick a nutritious snack, and find where it came from. Locate that area on a map.</p> <p>REQUIREMENT 3A. Identify what a compass rose is and where it is on the map.</p> <p>REQUIREMENT 3B. Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.</p> <p>REQUIREMENT 4. Go on a scavenger hunt using a compass, and locate an object with a compass.</p> |



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| Wolf Elective Adventure |
| Finding Your Way Complete the following Requirements. |
| <p>REQUIREMENT 1A. Using a map of your city or town, locate where you live.</p> <p style="padding-left: 40px;">1B. Draw a map for a friend so he or she can locate your home, a park, a school, or other locations in your neighborhood. Use symbols to show parks, buildings, trees, and water. You can invent your own symbols. Be sure to include a key so your symbols can be identified.</p> <p>REQUIREMENT 2A. Identify what a compass rose is and where it is on the map.</p> <p style="padding-left: 40px;">2B. Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.</p> <p>REQUIREMENT 3. Go on a scavenger hunt using a compass, and locate an object with a compass.</p> <p>REQUIREMENT 4. Using a map and compass, go on a hike or walk with your den or family.</p> |

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| Wolf Elective Adventure |
| Germ's Alive (p. 230+) |
| <p>REQUIREMENT 1. Wash your hands while singing the "germ song."</p> <p>REQUIREMENT 2. Play Germ Magnet with your den or your family. Wash your hands afterward.</p> <p>REQUIREMENT 3. Conduct the sneeze demonstration.</p> <p>REQUIREMENT 4. Conduct the mucus demonstration with your den.</p> <p>REQUIREMENT 5. Grow a mold culture. Show what formed at a den or pack meeting.</p> <p>REQUIREMENT 6. Make a clean room chart, and do your chores for at least one week.</p> |

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| ★ Wolf Elective Adventure |
| Germ's Alive. Complete at least five of the following Requirements |
| <p>REQUIREMENT 1. Wash your hands while singing the "germ song."</p> <p>REQUIREMENT 2. Play Germ Magnet with your den or your family. Wash your hands afterward.</p> <p>REQUIREMENT 3. Conduct the sneeze demonstration.</p> <p>REQUIREMENT 4. Conduct the mucus demonstration with your den or family.</p> <p>REQUIREMENT 5. Grow a mold culture. At a den or pack meeting, show what formed.</p> <p>REQUIREMENT 6. Make a clean room chart, and do your chores for at least one week</p> |

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| Wolf Elective Adventure |
| Grow Something (p. 245+) |
| <p>REQUIREMENT 1. Select a seed, and plant it in a small container. Care for it for 30 days. Take a picture or make a drawing of your plant once each week to share with your den.</p> <p>REQUIREMENT 2. Find out the growing zone for your area, and share the types of plants that will grow best in your zone.</p> <p>REQUIREMENT 3. Visit or research a botanical or community garden in your area, and learn about two of the plants that grow there. Share what you have learned with your den.</p> <p>REQUIREMENT 4. Make a terrarium.</p> <p>REQUIREMENT 5. Do one of the following:</p> <p>REQUIREMENT 5A. Using a seed tray, grow a garden inside your home. Keep a journal of its progress for 30 days. Share the results with your den.</p> <p>REQUIREMENT 5B. Grow a sweet potato plant in water. Keep a journal of its growth for two weeks. Share it with your den.</p> |

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| ★ Wolf Elective Adventure |
| Grow Something Complete the following Requirements |
| <p>REQUIREMENT 1. Select a seed, and plant it in a small container. Care for it for 30 days. Take a picture or make a drawing of your plant once each week to share with your den or family.</p> <p>REQUIREMENT 2. Find out the growing zone for your area, and share the types of plants that will grow best in your zone.</p> <p>REQUIREMENT 3. Visit or research a botanical or community garden in your area, and learn about two of the plants that grow there. Share what you have learned with your den or family.</p> <p>REQUIREMENT 4. Complete one of the following:</p> <p> 4A. Make a terrarium.</p> <p> 4B. Using a seed tray, grow a garden inside your home. Keep a journal of its progress for 30 days. Share the results with your den or family.</p> <p> 4C. Grow a sweet potato plant in water. Keep a journal of its growth for two weeks. Share the information with your den or family.</p> |


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| Wolf Elective Adventure |
| Hometown Heroes (p. 256+) REQUIREMENT 1. Talk with your family and den about what it means to you to be a hero. Share the name of someone you believe is a hero. Explain what it is that makes that person a hero. REQUIREMENT 2. Visit a community agency where you will find many heroes. While there, find out what they do. Share what you learned with your den. REQUIREMENT 3. With the help of a family member, interview one of your heroes, and share what you learn with your den. Tell why you think this person is a hero. REQUIREMENT 4. As a den or family, honor a serviceman or servicewoman by sending a care package along with a note thanking them for their service. REQUIREMENT 5. With your family or den, find out about animals that are trained to help others in your community. REQUIREMENT 6. Participate in or create an event that celebrates your hometown hero(es). |

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| Wolf Elective Adventure |
| Motor Away (p. 266+) REQUIREMENT 1A. Create and fly three different types of paper airplanes. Before launching them, record which one you believe will travel the farthest and what property of the plane leads you to make that prediction. REQUIREMENT 1B. Make a paper airplane catapult. Before launching a plane, record how far you believe it will travel and explain what information you used to make this prediction. After you make your prediction, launch the plane and measure how far it flies. REQUIREMENT 2. Make two different boats and sail them. Choose different shapes for your boats. REQUIREMENT 3. Create a car that moves under its own power. |

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| ★ Wolf Elective Adventure |
| Hometown Heroes Complete the following Requirements REQUIREMENT 1. Talk with your family or den about what it means to you to be a hero. Share the name of someone you believe is a hero. Explain what it is that makes that person a hero. REQUIREMENT 2. Visit a community agency where you will find many heroes. While there, find out what they do. Share what you learned with your den. REQUIREMENT 3. With the help of a family member, interview one of your heroes, and share what you learn with your den. Tell why you think this person is a hero. REQUIREMENT 4. Complete one of the following: 4A. As a den or family, honor a serviceman or servicewoman by sending a care package along with a note thanking them for their service. 4B. With your family or den, find out about animals that are trained to help others in your community. 4C. Participate in or create an event that celebrates your hometown hero(es). |

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| Wolf Elective Adventure |
| Motor Away Complete the following Requirements REQUIREMENT 1. Do each of the following. 1A. Create and fly three different types of paper airplanes. Before launching them, record which one you believe will travel the farthest and what property of the plane leads you to make that prediction. 1B. Make a paper airplane catapult. Before launching a plane, record how far you believe it will travel and explain what information you used to make this prediction. After you make your prediction, launch the plane and measure how far it flies. REQUIREMENT 2. Make two different model boats and sail them. Choose different shapes for your boats. REQUIREMENT 3. Create a model car that moves under its own power. |

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| Wolf Elective Adventure |
| Paws of Skill (P. 282+) |
| <p>REQUIREMENT 1. Talk with your family and den about what it means to be physically fit. Share ideas of what you can do to stay in shape.</p> <p>REQUIREMENT 2. With your den, talk about why it is important to stretch before and after exercising. Demonstrate proper warm-up movements and stretches before and after each activity you do that involves action.</p> <p>REQUIREMENT 3. Select at least two physical fitness skills and practice them daily. See if you can improve over a two-week period.</p> <p>REQUIREMENT 4. With your family or your den, talk about what it means to be a member of a team. Working together, make a list of team sports, and talk about how the team works together to be successful. Choose one and play for 30 minutes.</p> <p>REQUIREMENT 5. With your den, talk about sportsmanship and what it means to be a good sport while playing a game or a sport. Share with your den how you were a good sport or demonstrated good sportsmanship in requirement 4.</p> <p>REQUIREMENT 6. Visit a sporting event with your family or your den. Look for ways the team works together. Share your visit with your den.</p> <p>REQUIREMENT 7. With your den, develop an obstacle course that involves five different movements. Run the course two times and see if your time improves.</p> |

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|  Wolf Elective Adventure |
| Paws of Skill Complete at least Requirements 1-4. Requirements 5-7 are optional. |
| <p>REQUIREMENT 1. Talk with your family or den about what it means to be physically fit. Share ideas of what you can do to stay in shape.</p> <p>REQUIREMENT 2. With your family or den, talk about why it is important to stretch before and after exercising. Demonstrate proper warm-up movements and stretches before and after each activity you do that involves action.</p> <p>REQUIREMENT 3. Select at least two physical fitness skills and practice them daily for two weeks. See if you can improve during that time.</p> <p>REQUIREMENT 4. With your family or your den, talk about what it means to be a member of a team. Working together, make a list of team sports, and talk about how the team works together to be successful. Choose one and play for 30 minutes.</p> <p>REQUIREMENT 5. With your den, develop an obstacle course that involves five different movements. Run the course two times and see if your time improves.</p> <p>REQUIREMENT 6. With your den, talk about sportsmanship and what it means to be a good sport while playing a game or a sport. Share with your den how you were a good sport or demonstrated good sportsmanship in requirement 4.</p> <p>REQUIREMENT 7. Visit a sporting event with your family or your den. Look for ways the team works together. Share your visit with your den.</p> |

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| Wolf Elective Adventure |
| Spirit of Water (P. 294+) |
| <p>REQUIREMENT 1. Demonstrate how the water in your community can become polluted.</p> <p>REQUIREMENT 2. Explain one way that you can help conserve water in your home.</p> <p>REQUIREMENT 3. Explain to your den leader why swimming is good exercise.</p> <p>REQUIREMENT 4. Explain the safety rules that you need to follow before participating in swimming or boating.</p> <p>REQUIREMENT 5. Show how to do a reaching rescue.</p> <p>REQUIREMENT 6. Visit a local pool or public swimming area with your family or Wolf den. With qualified supervision, jump into water that is at least chest-high, and swim 25 feet or more.</p> |

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| Wolf Elective Adventure |
| Spirit of Water Complete the following Requirements |
| <p>REQUIREMENT 1. Discuss how the water in your community can become polluted.</p> <p>REQUIREMENT 2. Explain one way that you can help conserve water in your home.</p> <p>REQUIREMENT 3. Explain to your den leader why swimming is good exercise.</p> <p>REQUIREMENT 4. Explain the safety rules that you need to follow before participating in swimming or boating.</p> <p>REQUIREMENT 5. Visit a local pool or public swimming area with your family or Wolf den. With qualified supervision, jump into water that is at least chest-high, and swim 25 feet or more.</p> |