

Saddleback Cub Day Camp 2017 Adventure Requirements

Adventure requirements that campers may complete partially or fully at daycamp.

Tiger

Tiger Tag - complete

My Tiger Jungle

Requirement 1. With your parent/guardian or other caring adult (referred to in the handbook as "your adult partner"), go for a walk outside, and pick out two or more sights or sounds of "nature" around you. Discuss with your partner or den.

Requirement 3. Point out two different kinds of birds that live in your area. With your parent/guardian, other caring adult, or den, find out more about one of these birds.

Requirement 4. Be helpful to nature by planting a plant, shrub, or tree. Learn more about the needs and growth of the item you've planted.

Games Tigers Play

Requirement 1A. Play two initiative or team-building games with the members of your den.

Requirement 1B. Listen carefully to your leader while the rules are being explained, and follow directions when playing.

Tigers in the Wild

Requirement 1. With your parent, guardian, or other caring adult, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list to prepare for rain.

Requirement 2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.

Requirement 3A. Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.

Requirement 3B. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should "Trash Your Trash."

Good Knights

Requirement 1. With your den, parent/guardian, or other caring adult, say the Scout Law. Explain to your den one of the 12 points of the Law and why you think a knight would have the same behavior.

Requirement 5. Think of one physical challenge that could be part of an obstacle course. Then help your den design a Tiger knight obstacle course. Participate in the course.

Tiger-iffic!

Requirement 6. Play a team game with your den

Wolf

Finding Your Way - complete

Complete the following Requirements.

Requirement 1A. Using a map of your city or town, locate where you live.

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,

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trees, and water. You can invent your own symbols. Be sure to include a key so your symbols can be identified.

Requirement 2A. Identify what a compass rose is and where it is on the map.

Requirement 2B. Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.

Requirement 3. Go on a scavenger hunt using a compass, and locate an object with a compass.

Requirement 4. Using a map and compass, go on a hike or walk with your den or family.

Paws of Skill

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.

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.

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.

Running with the Pack

Requirement 4. Play a sport or game with your den or family, and show good sportsmanship.

Paws on the Path

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.

Requirement 3. Choose the appropriate clothing to wear on your hike based on the expected weather.

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 The Call of the Wild Adventure.) After hiking, discuss how you showed respect for wildlife.

Air of the Wolf

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.

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.

Call of the Wild

Requirement 1. Attend one of the following:

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1C. Day camp

Requirement 3A. Recite the Outdoor Code with your leader.

Requirement 5. Show how to tie an overhand knot and a square knot.

Council Fire

Requirement 1. With your den or pack, participate in a flag ceremony, and learn how to properly care for and fold the flag.

Bear

Make it Move - complete

Requirement 1. Create an "exploding" craft stick reaction.

Requirement 2. Make two simple pulleys, and use them to move objects.

Requirement 3. Make a lever by creating a seesaw using a spool and a wooden paint stirrer.

Explore the way it balances by placing different objects on each end.

Requirement 4. Complete one of the following:

4B. Construct a real Rube Goldberg-type machine to complete a task assigned by your den leader. Use at least two simple machines and include at least four steps.

Fur, Feathers, and Ferns

Requirement 1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk.

Requirement 4. Observe wildlife from a distance. Describe what you saw.

Bear Necessities

Requirement 1. While working on your Bear badge, attend one of the following:

C. Day camp

Baloo the Builder

Requirement 1. Discover which hand tools are the best ones to have in your toolbox. Learn the rules for using these tools safely. Practice with at least four of these tools before beginning a project.

Requirement 2. Select, plan, and define the materials for the project you will complete in 3.

Requirement 3. Assemble your materials, and build one useful project and one fun project using wood. (Partial)

Super Science

Complete at least four of the following and explain what you learned.

Requirement 1. Make static electricity by rubbing a balloon or a plastic or rubber comb against another material, such as a fleece blanket or wool sweater. Explain what you learned.

Requirement 2. Conduct one other static electricity investigation. Explain what you learned.

Requirement 3. Do a sink-or-float investigation. Explain what you learned.

Requirement 4. Do a color-morphing investigation. Explain what you learned.

Requirement 5. Do a color-layering investigation. Explain what you learned.

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Webelos

Stronger, Faster, Higher

Requirement 1. Understand and explain why you should warm up before exercising and cool down afterward. Demonstrate the proper way to warm up and cool down.

Requirement 4. Try a new sport that you have never tried before.

Webelos Walkabout

Requirement 3. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures.

Requirement 6. Perform one of the following leadership roles during your hike: trail leader, first aid leader, or lunch or snack leader.

Arrow of Light

Camper

Requirement 5. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.

Requirement 7. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

Scouting Adventure

Requirement 1. Prepare yourself to become a Boy Scout by completing at least a-c below:
c. Give the Boy Scout sign, salute, and handshake. Explain when to use each.

Requirement 5. Do the following:

a. Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.

Webelos / AOL

Sportsman

Requirement 2. Participate in two sports, either as an individual or part of a team.

Aquanaut

Requirement 1. State the safety precautions you need to take before doing any water activity.

Requirement 2. Discuss the importance of learning the skills you need to know before going boating.

Requirement 3. Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land.

Build It

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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. With the guidance of your Webelos den leader, parent, or guardian, select a carpentry project and build it.

Requirement 3. List the tools that you use safely as you build your project; create a list of materials needed to build your project. Put a checkmark next to the tools on your list that you used for the first time.

Into the Woods - Complete

Complete at least Requirements 1-4 and one other.

Requirement 1. Identify two different groups of trees and the parts of a tree.

Requirement 2. Identify four trees common to the area where you live. Tell whether they are native to your area. Tell how both wildlife and humans use them.

Requirement 3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose.

Requirement 4. Develop a plan to care for and then plant at least one plant or tree, either indoors in a pot or outdoors. Tell how this plant or tree helps the environment in which it is planted and what the plant or tree will be used for.

Requirement 6. Explain how the growth rings of a tree trunk tell its life story. Describe different types of tree bark and explain what the bark does for the tree.