

Tigers

Monday

- My Tiger Jungle
 - 1. With your parent/guardian or other caring adult, go for a walk outside, and pick out two or more sights or sounds of “nature” around you. Discuss with your partner or den.
- Tigers in the Wild
 - 1. With your parent, guardian, or other caring adult name and collect the Cub Scout Six Essentials, you need for a hike.
 - 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. Tigers in the Wild
- Tiger Bites
 - 6. With your parent, guardian or other caring adult, plan and make a good snack choice or other nutritious food to share with your den.

Tuesday

- Tiger Bites
 - 1. With your parent, guardian, other caring adult, or den, find out about good food choices and not-so-good choices. Identify three foods that you think would be good choices and three foods that would not be good choices.
 - 2. Explain the importance of hand washing before a meal and clean-up after a meal. Then show how you would do each.
 - 3. Show that you know the difference between a fruit and a vegetable. Eat one of each.
- Games Tigers Play
 - 2. Talk with your den or family about why good nutrition helps you to be strong and active. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack. (Staff will only cover the discussion about good nutrition. Scouts will need to bring a snack to a den meeting to complete requirement.)
- My Tiger Jungle
 - 5. Build and Hang a birdhouse.

Wednesday

- Games Tigers Play
 - 1(a). Play two initiative or team-building games with the members of your den. (b). Listen carefully to your leader while the rules are being explained, and follow directions when playing. (c). At the end of the game, talk with the leader about what you learned when you played the game. Tell how you helped the den by playing your part.
- Tigers in the Wild
 - 3. (a). Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners. (b). Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should “Trash Your Trash.” (c). Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack Outings, After one outing, share what you did to demonstrate the principles you discussed.
 - 6. Find two different trees and two different types of plants that grow in your area, Write their names in your Tiger Handbook.

Thursday

- Fire Building for Tigers
 - The BSA does not require Tigers to participate in building a fire. We here at Akelaland think all scouts should experience every part of boy scouts so we set aside a day to include out Tigers in this activity.

Friday

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

Activities throughout the week:

Shooting Sports (Scouts will earn this award during the full week)

- BB Gun Award Level 1

- o 1. Explain what you should do if you find a gun. Recite the four safety reminders.
- o 2. On an approved range in your city or state, explain how to use the safety mechanism, and demonstrate how to properly load, fire, and secure the BB gun.
- o 3. On an approved range, demonstrate to qualified leadership good shooting techniques, including eye dominance, shooting shoulder, breathing, sight alignment, trigger squeeze, and follow-through.
- o 4. On an approved range, show how to put away and properly store BB gun shooting equipment after use.
- BB Gun Award Level 2
 - o S1. Demonstrate one of the positions associated with shooting BB guns.
 - o S2. On an approved range, fire five BBs at the “TIGER” target. Score your target; then repeat and do your best to improve your score. (Fire a total of 10 BBs.)
 - o S3. Demonstrate proper range commands, and explain how and when to use them.
- Archery Award Level 1
 - o 1. Demonstrate how to follow archery range safety rules and whistle commands.
 - o 2. Identify and name a recurve bow and/or compound bow.
 - o 3. Explain and demonstrate how to apply and use arm guards, finger tabs, and quivers.
 - o 4. On an approved range, demonstrate how to safely and effectively shoot a bow and arrow , including how to establish a correct stance, nock the arrow, hook and grip the bow, raise the bow, draw, anchor, hold, aim, and release/follow through.
 - o 5. On an approved range, demonstrate how to safely retrieve arrows after the range is clear and the command to retrieve arrows has been provided.
- Archery Award Level 2
 - o S1. Identify three parts of the arrow and three major parts of the bow you will be shooting.
 - o S2. Shoot three arrows at a target on an approved range; then repeat and do your

best to improve your score. (Shoot a total of six arrows.)

- o S3. Demonstrate proper range commands, and explain how and when to use them.

Aquatics (Scouts will meet requirements in the first three days of camp)

- Floats and Boats

- o 1. With your den, say the SCOUT water Safety chant.
- o 2. With your den, talk about why it’s important to have a buddy and then play the buddy game
- o 3. Show how to safely help someone who needs assistance in the water, without having to enter the water yourself.
- o 4. Show how to enter the water safely, blow your breath out under the water, and do a prone glide.
- o 5. Identify five different types of boats.

Wolves

Kids with your leader. Talk about how these principles support the Outdoor Code. (c). After your outdoor activity or campout, list the ways your demonstrated being careful with fire or other dangers.

Monday

- Call of the Wild
 - 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.
- Paws on the Path
 - 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.
 - 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.
 - 3. Choose the appropriate clothing to wear on your hike based on the expected weather.
 - 4. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. (This may be combined with Requirement 3 of The Call of the Wild Adventure.) After hiking, discuss how you showed respect for wildlife.
 - 5. Go on a 1-mile hike with your den or family. Find two interesting things that you've never seen before and discuss with your den or family.
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Tuesday

- Call of the Wild
 - 4 (b). Show or demonstrate what to do to keep from spreading your germs.
- Running with the Pack
 - 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 food used to prepare the meal.

Wednesday

- Call of the Wild
 - 3. Do the Following: (a). Recite the Outdoor Code with your leader. (b). Recite the Leave No Trace Principles for

- Paws on the Path
 - 6. Name two birds, two insects, and/or two other animals that live in your area. Explain how you identified them.

Thursday

- Fire Building for Wolves
 - The BSA does not require Wolves to participate in building a fire. We here at Akelaland think all scouts should experience every part of being a Scout so we set aside a day to include our Wolves in this activity.
- Call of the Wild
 - 4 (a). Show or demonstrate what to do in case of a natural disaster such as an earthquake or flood.

Friday

- Call of the Wild
 - 5. Show how to tie an overhand knot and a square knot.
- Running with the Pack
 - 1. Play catch with someone in your den or family who is standing 5 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back and see if you can improve your throwing and catching skills.
 - 2. Practice balancing as you walk forward, backward, and sideways.
 - 3. Practice flexibility and balance by doing a front roll, a back roll, and a frog stand.
 - 4. Play a sport or game with your den or family, and show good sportsmanship.
 - 5. Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.

Activities throughout the week

Shooting Sports (Scouts will earn this award during the full week)

- BB Gun Award Level 1
 - 1. Explain what you should do if you find a gun. Recite the four safety reminders.
 - 2. On an approved range in your city or state, explain how to use the safety mechanism, and demonstrate how to properly load, fire, and secure the BB gun.
 - 3. On an approved range, demonstrate to qualified leadership good shooting techniques, including eye dominance, shooting shoulder, breathing, sight alignment, trigger squeeze, and follow-through.
 - 4. On an approved range, show how to put away and properly store BB gun shooting equipment after use.
- BB Gun Award Level 2
 - S1. Demonstrate one of the positions associated with shooting BB guns.
 - S2. On an approved range, fire five BBs at the “CUB SCOUT” target. Score your target; the repeat twice and do your best to improve your score each time. (Fire a total of 15 BBs.)
 - S3. Demonstrate proper range commands, and explain how and when to use them.
 - S4. Tell five facts about the history of BB guns.
- Archery Award Level 1
 - 1. Demonstrate how to follow archery range safety rules and whistle commands.
 - 2. Identify and name a recurve bow and/or compound bow.
 - 3. Explain and demonstrate how to apply and use arm guards, finger tabs, and quivers.
 - 4. On an approved range, demonstrate how to safely and effectively shoot a bow and arrow, including how to establish a correct stance, nock the arrow, hook and grip the bow, raise the bow, draw, anchor, hold, aim, and release/follow through.
 - 5. On an approved range, demonstrate how to safely retrieve arrows after the

range is clear and the command to retrieve arrows has been provided.

- Archery Award Level 2
 - S1. Identify three parts of the arrow and four major parts of the bow you will be shooting.
 - S2. Shoot five arrows at a target on an approved range then repeat and do your best to improve your score. (Shoot a total of 10 arrows.)
 - S3. Demonstrate proper range commands, and explain how and when to use them.
 - S4. Tell five facts about archery in history or literature.

Aquatics (Scouts will meet requirements in the first three days of camp)

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

Bears

Monday

- Bear Picnic Basket
 - 2. With a family member or den leader, prepare for cooking by explaining the importance of planning, tool selection, sanitation, and cooking safety.
 - 3. Select and prepare two nutritious snacks for yourself, your family, or your den.
 - 5. With the help of an adult, select a recipe to prepare in the outdoors for your family or den. Help to select the needed ingredients, perhaps from a garden, grocery store, or farmers' market. Cook and serve your planned meal. Clean up after the preparation and cooking.

Tuesday

- Bear Claws
 - 1. Learn about three common designs of pocketknives.
 - 2. Learn knife safety and earn your Whittling Chip. (One of the items carved for requirement 3A may be used to fulfill Whittling Chip requirement 3.)
 - 3 (a). Using a pocketknife, carve two items.
- Bear Necessities
 - 5. Demonstrate how to tie two half hitches and explain what the hitch is used for.

Wednesday

- Fur, Feathers and Ferns
 - 1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk.
 - 2. Visit one of the following: Nature center. Describe what you learned during your visit.

Thursday

- A Bear Goes Fishing
 - 1. Discover and learn about three types of fish in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each likes.

- 3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target.
- Bear Necessities
 - 2. Make a list of items you should take along on the activity selected in Requirement 1.
 - 3. Make a list of equipment that the group should bring along in addition to each Scout's personal gear for the activity selected in Requirement 1.
 - 4. Help set up a tent. Determine a good spot for the tent, and explain to your den leader why you picked it.

Friday

- Fur, Feathers, and Ferns
 - 3. Name one animal that has become extinct in the last 100 years and one animal that are currently endangered. Explain what caused their declines.
 - 4. Observe wildlife from a distance. Describe what you saw.
 - 5. Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.
 - 6. Learn about composting and how vegetable waste can be turned into fertilizer for plants.
 - 7. Plant a vegetable or herb garden.

Activities throughout the week

Shooting Sports (Scouts will earn this award during the full week)

- BB Gun Award Level 1
 - 1. Explain what you should do if you find a gun. Recite the four safety reminders.
 - 2. On an approved range in your city or state, explain how to use the safety mechanism, and demonstrate how to properly load, fire, and secure the BB gun.
 - 3. On an approved range, demonstrate to qualified leadership good shooting techniques, including eye dominance, shooting shoulder, breathing, sight alignment, trigger squeeze, and follow-through.
 - 4. On an approved range, show how to put away and properly store BB gun shooting equipment after use.
- Level 2

- o S1. Demonstrate one of the positions associated with shooting BB guns.
- o S2. On an approved range, fire five BBs at the "CUB SCOUT" target. Score your target; the repeat twice and do your best to improve your score each time. (Fire a total of 15 BBs.)
- o S3. Demonstrate proper range commands, and explain how and when to use them.
- o S4. Tell five facts about the history of BB guns.
- Archery Award Level 1
 - o 1. Demonstrate how to follow archery range safety rules and whistle commands.
 - o 2. Identify and name a recurve bow and/or compound bow.
 - o 3. Explain and demonstrate how to apply and use arm guards, finger tabs, and quivers.
 - o 4. On an approved range, demonstrate how to safely and effectively shoot a bow and arrow , including how to establish a correct stance, nock the arrow, hook and grip the bow, raise the bow, draw, anchor, hold, aim, and release/follow through.
 - o 5. On an approved range, demonstrate how to safely retrieve arrows after the range is clear and the command to retrieve arrows has been provided.
- Archery Award Level 2
 - o S1. Identify four parts of the arrow and five major parts of the bow you will be shooting.
 - o S2. Shoot five arrows at a target on an approved range; then repeat twice and do your best to improve your score each time. (Shoot a total of 15 arrows.)
 - o S3. Demonstrate proper range commands, and explain how and when to use them.
 - o S4. Tell five facts about archery in history or literature.

- o 2. Visit a local pool or swimming area with your den or family. Go swimming or take a swimming lesson.
- o 3. Explain the safety rules that you need to follow before participating in boating.
- o 4. Identify the safety equipment needed when going boating.
- o 5. Demonstrate correct rowing or paddling form. Explain how rowing and canoeing are good exercise.

Aquatics (Scouts will meet requirements in the first three days of camp)

- Salmon Run
 - o 1. Explain the importance of response personnel or lifeguards in a swimming area. Tell how the buddy system works and why it is important.

Webelos

Monday

- Cast Iron Chef
 - 3. Use tinder, kindling, and fuel wood to demonstrate how to build a fire in an appropriate outdoor location. If circumstances permit and there is no local restriction on fires, show how to safely light the fire, under the supervision of an adult. After allowing the fire to burn safely, safely extinguish the flames with minimal impact to the fire site.
- Castaway
 - 1 (a). On a campout or outdoor activity with your den or family, cook two different recipes that do not require pots and pans.

Tuesday

- Webelos Walkabout
 - 3. Recite the Outdoor Code and Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventure.
 - 5. Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike or activity.
- Into the Wild
 - 1. Collect and care for an “insect, amphibian, or reptile zoo.” You might have crickets, ants, grasshoppers, a lizard, or a toad (but be careful not to collect or move endangered species protected by federal or state law). Study them for a while and then let them go. Share your experience with your Webelos den.
 - 2. Set up an aquarium or terrarium. Keep it for at least a month. Share your experience with your Webelos den by showing them photos or drawings of your project or by having them visit to see your project.
 - 3. Watch for birds in your yard, neighborhood, or area for one week.

Identify the birds you see, and write down where and when you saw them.

- 4. Learn about the bird flyways closest to your home. Find out which birds use these flyways.
- 6. Identify an insect, reptile, bird, or other wild animal that is found only in your area of the country. Tell why it survives in your area.
- 7. Give examples of (a). A producer, a consumer, and a decomposer in the food chain of an ecosystem (b). One way humans have changed the balance of nature

Wednesday

- Cast Iron Chef
 - 3. Use tinder, kindling, and fuel wood to demonstrate how to build a fire in an appropriate outdoor location. If circumstances permit and there is no local restriction on fires, show how to safely light the fire, under the supervision of an adult. After allowing the fire to burn safely, safely extinguish the flames with minimal impact to the fire site.
- Castaway
 - 1 (b). With the help of an adult, demonstrate one way to light a fire without using matches.
 - 1 (c). Using tree limbs or branches that have already fallen or been cut, build a shelter that will protect you overnight.
 - 2 (a). Learn what items should be in an outdoor survival kit that you can carry in a small bag or box in a day pack, Assemble your own small survival kit, and explain to your den leader why the items you chose are important for survival.
 - 2 (b). With your den, demonstrate two ways to treat drinking water to remove impurities.
 - 2 (c). Discuss what to do if you become lost in the woods. Tell what the letters “S-T-O-P” stands for. Tell what the universal emergency signal is. Describe three ways to signal for help. Demonstrate one of them. Describe what you can do to help rescuers find you.
 - 2 (d). Make a list of four qualities you think a leader should have in an emergency and why they are important to

have. Pick two of them, and act them out for your den. Describe how each relates to a point of the Scout Law. Describe how working on this adventure gave you a better understanding of the Boy Scout motto.

Thursday

- Cast Iron Chef
 - 1. Plan a menu for a balanced meal for your den or family. Determine the budget for the meal. If possible, shop for the items on your menu. Stay within your budget.
 - 2. Prepare a balanced Meal for your den or family. If possible, use one of these methods for preparation of part of the meal: camp stove, Dutch oven, box oven, solar oven, open campfire, or charcoal grill. Demonstrate an understanding of food safety practices while preparing the meal.
- Castaway
 - 1 (a). On a campout or outdoor activity with your den or family, cook two different recipes that do not require pots and pans.

Friday

- Webelos Walkabout
 - 1. Plan a hike or outdoor activity.
 - 2. Assemble a first aid kit suitable for your hike or activity.
 - 4. With your Webelos den or with a family member, hike 3 miles (Scouts will not complete a full 3 mile hike during outdoor skills). Before your hike, plan and prepare a nutritious lunch or snack. Enjoy it on your hike, and clean up afterward.
- Into the Wild
 - 8. Learn about aquatic ecosystems and wetlands in your area. Talk with your Webelos den leader or family about the important role aquatic ecosystems and wetlands play in supporting life cycles of wildlife and humans, and list three ways you can help.

Activities throughout the week

Shooting Sports (Scouts will earn this award during the full week)

- BB Gun Award Level 1
 - 1. Explain what you should do if you find a gun. Recite the four safety reminders.

- 2. On an approved range in your city or state, explain how to use the safety mechanism, and demonstrate how to properly load, fire, and secure the BB gun.
- 3. On an approved range, demonstrate to qualified leadership good shooting techniques, including eye dominance, shooting shoulder, breathing, sight alignment, trigger squeeze, and follow-through.
- 4. On an approved range, show how to put away and properly store BB gun shooting equipment after use.

- Level 2

- S1. Demonstrate the prone, bench, and sitting positions associated with shooting BB guns.
- S2. On an approved range, fire five BBs at the “WEBELOS/AOL” target. Score your target; then repeat three times and do your best to improve your score. (Fire a total of 20 BBs.)
- S3. Demonstrate proper range commands, and explain how and when to use them.
- S4. Tell five facts about the history of BB guns.

- Archery Award Level 1

- 1. Demonstrate how to follow archery range safety rules and whistle commands.
- 2. Identify and name a recurve bow and/or compound bow.
- 3. Explain and demonstrate how to apply and use arm guards, finger tabs, and quivers.
- 4. On an approved range, demonstrate how to safely and effectively shoot a bow and arrow, including how to establish a correct stance, nock the arrow, hook and grip the bow, raise the bow, draw, anchor, hold, aim, and release/follow through.
- 5. On an approved range, demonstrate how to safely retrieve arrows after the range is clear and the command to retrieve arrows has been provided.

- Archery Award Level 2

- S1. Identify five parts of the arrow and six major parts of the bow you will be shooting.

- o S2. Shoot five arrows at a target on an approved range; then repeat three times and do your best to improve your score each time. (Shoot a total of 20 arrows.)
- o S3. Demonstrate proper range commands, and explain how and when to use them.
- o S4. Tell five facts about archery in history or literature.

Aquatics

- Aquanaut (Done in the first three days)
 - o 1. State the safety precautions you need to take before doing any water activity.
 - o 2. Discuss the importance of learning the skills you need to know before going boating.
 - o 3. Explain the meaning of “order of rescue” and demonstrate the reach and throw rescue techniques from land.
 - o 4. Attempt the BSA swimmer test.
 - o 5. Demonstrate the precautions you must take before attempting to dive headfirst into the water.
 - o 8. Demonstrate how to correctly fasten a life jacket that is the right size for you. Jump into water over your head. Swim 25 feet wearing the life jacket. Get out of the water, remove the life jacket and hang it where it will dry.

Open Program (Activities can be completed during open program)

- Earth Rocks!
 - o 1. Do the following: (a). Explain the meaning of the word “geology.” (b). Explain why this kind of science is an important part of your world.
 - o 2. Look for different kinds of rocks or minerals while on a rock hunt with your family or your den.
 - o 3. Do the following: (a). Identify the rocks you see on your rock hunt. Use the information in your handbook to determine which types of rocks you have collected. (b). With a magnifying glass, take a closer look at your collection. Determine any differences between your specimens. (c). Share what you see with your family or den.
 - o 4. Do the following: (a). With your family or den, make a mineral test kit, and test minerals according to the Mohs scale of mineral hardness. (b). Record the results in your handbook.

- o 5. Identify on a map of your state some geological features in your area.
- o 6. Do the following: (a). Identify some of the geological building materials used in building your home. (b). Identify some of the geological materials used around your community.

- Engineer

- o 1. Pick one type of engineer. With the help of the Internet, your local library, or an engineer, discover three things that describe what that engineer does. (To use the Internet, be sure that you have a current Cyber Chip or that you have permission from your Webelos den leader, parent, or guardian.) Share your findings with your Webelos den.
- o 2. Learn to follow engineering design principles by doing the following: (a). Examine a set of blueprints or specifications. Using these as a model, prepare your own set of blueprints or specifications to design a project. (b). Using the blueprints or specifications from your own design, complete your project. Your project may be something useful or something fun. (c). Share your project with others at a den or pack meeting.

- First Responder

- o 1. Explain what first aid is. Tell what you should do after an accident.
- o 2. Show what to do for hurry cases of first aid: Serious bleeding, heart attack or sudden cardiac arrest, stopped breathing, stroke, poisoning.
- o 3. Show how to help a choking victim.
- o 4. Show how to treat for shock.
- o 5. Demonstrate how to treat at least five of the following:
 1. Cuts and scratches
 2. Burns and scalds
 3. Blisters on the hand or foot
 4. Tick Bites
 5. Nosebleed
- o 6. Put together a simple home first-aid kit. Explain what you included and how to use each item correctly.

Arrow Of Light

(Pioneers are broken into three different patrols. To determine what requirements Scouts covered on a particular day, please see Pioneer Staff or Eric.)

- **Outdoorsman**
 - Option A
 - 1. With the help of your den leader or family, plan and participate in a campout.
 - 2. On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.
 - 3. Once your tents are set up, discuss with your den or family what actions you should take in the case of the following extreme weather events which could require you to evacuate:
 - 3a. Severe rainstorm causing flooding
 - 3b. Severe thunderstorm with lightning or tornadoes
 - 3c. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
 - 4. 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.
 - 5. 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**
 - 1. Prepare yourself to become a Boy Scout by completing all of the items below:
 - (a) Repeat from memory the Scout Oath, Scout Law, Scout motto, and

Scout slogan. In your own words, explain their meanings to your den leader, parent, or guardian.

- (b) Give the Boy Scout sign, salute, and handshake. Explain when they should be used.
 - (c) Describe the First Class Scout badge, and tell what each part stands for. Explain the significance of the First Class Scout badge.
 - (d) Repeat from memory the Outdoor Code. In your own words, explain what the Outdoor Code means to you.
 - (e) Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning.
- 5. Do the following: Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.
 - (b) Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.

Activities throughout the week

Shooting Sports (Scouts will earn this award during the full week)

- **BB Gun Award Level 1**
 - 1. Explain what you should do if you find a gun. Recite the four safety reminders.
 - 2. On an approved range in your city or state, explain how to use the safety mechanism, and demonstrate how to properly load, fire, and secure the BB gun.
 - 3. On an approved range, demonstrate to qualified leadership good shooting techniques, including eye dominance, shooting shoulder, breathing, sight alignment, trigger squeeze, and follow-through.
 - 4. On an approved range, show how to put away and properly store BB gun shooting equipment after use.
- **Level 2**
 - S1. Demonstrate the prone, bench, and sitting positions associated with shooting BB guns.
 - S2. On an approved range, fire five BBs at the "WEBELOS/AOL" target. Score your target; then repeat three times and

do your best to improve your score. (Fire a total of 20 BBs.)

- o S3. Demonstrate proper range commands, and explain how and when to use them.
- o S4. Tell five facts about the history of BB guns.
- Archery Award Level 1
 - o 1. Demonstrate how to follow archery range safety rules and whistle commands.
 - o 2. Identify and name a recurve bow and/or compound bow.
 - o 3. Explain and demonstrate how to apply and use arm guards, finger tabs, and quivers.
 - o 4. On an approved range, demonstrate how to safely and effectively shoot a bow and arrow, including how to establish a correct stance, nock the arrow, hook and grip the bow, raise the bow, draw, anchor, hold, aim, and release/follow through.
 - o 5. On an approved range, demonstrate how to safely retrieve arrows after the range is clear and the command to retrieve arrows has been provided.
- Archery Award Level 2
 - o S1. Identify five parts of the arrow and six major parts of the bow you will be shooting.
 - o S2. Shoot five arrows at a target on an approved range; then repeat three times and do your best to improve your score each time. (Shoot a total of 20 arrows.)
 - o S3. Demonstrate proper range commands, and explain how and when to use them.
 - o S4. Tell five facts about archery in history or literature.

Open Program (Activities can be completed during open program)

- Earth Rocks!
 - o 1. Do the following: (a). Explain the meaning of the word “geology.” (b). Explain why this kind of science is an important part of your world.
 - o 2. Look for different kinds of rocks or minerals while on a rock hunt with your family or your den.
 - o 3. Do the following: (a). Identify the rocks you see on your rock hunt. Use the information in your handbook to

determine which types of rocks you have collected. (b). With a magnifying glass, take a closer look at your collection.

Determine any differences between your specimens. (c). Share what you see with your family or den.

- o 4. Do the following: (a). With your family or den, make a mineral test kit, and test minerals according to the Mohs scale of mineral hardness. (b). Record the results in your handbook.
- o 5. Identify on a map of your state some geological features in your area.
- o 6. Do the following: (a). Identify some of the geological building materials used in building your home. (b). Identify some of the geological materials used around your community.
- Engineer
 - o 1. Pick one type of engineer. With the help of the Internet, your local library, or an engineer, discover three things that describe what that engineer does. (To use the Internet, be sure that you have a current Cyber Chip or that you have permission from your Webelos den leader, parent, or guardian.) Share your findings with your Webelos den.
 - o 2. Learn to follow engineering design principles by doing the following: (a). Examine a set of blueprints or specifications. Using these as a model, prepare your own set of blueprints or specifications to design a project. (b). Using the blueprints or specifications from your own design, complete your project. Your project may be something useful or something fun. (c). Share your project with others at a den or pack meeting.

NOVA

Award

Monday

- 2. (Option A) Complete all of the following:
(a) Explain the scientific method to your adult partner. (b) Use the scientific method in a simple science project. Explain the results to an adult. (c) Talk to a scientist about why he or she became a scientist.
- 5. Discuss with your counselor how science affects your everyday life.

Tuesday

- 1. Choose A or B or C and complete ALL the requirements. (Option A) Watch an episode (about one hour total) of a show about anything related to science. Then do the following:
 - (1) Make a list of at least two questions or ideas from what you watched.
 - (2) Discuss two of the questions or ideas with your counselor.

Wednesday

- 3. Act like a scientist! Explore EACH of the following:
 - A. With your counselor, choose a question you would like to investigate.
 - B. With your counselor, use the scientific method to investigate your question. Keep records of your question, the information you found, how you investigated and what you found out about your question.
 - C. Discuss your investigation and findings with your counselor.
- 4. Visit a place where science is being done, used or explained.
 - A. During your visit, talk to someone in charge about science.
 - B. Discuss with your counselor the science being done, used or explained at the place you visited.