



Bobcat (Parents need to review Parent Guide with their scout at home to complete)

Backyard Jungle



- 3. Be helpful to plants and animals by planting a tree or other plant in your neighborhood.
- 5. With your adult partner, go on a walk, and pick out two sounds you hear in your "jungle."

Games Tigers Play



- 1. Do the following:
 - 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.
- 5. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.

Tigers in the Wild 🏩



- 1. With your adult partner, 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 if it rains.
- 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.
- 3. Do the following:
 - 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.
- 5. Participate in an outdoor pack meeting or pack campout campfire. Sing a song and act out a skit with your Tiger den as part of the program.
- 7. Visit a nearby nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your Tiger Handbook



Tiger-iffic!



6. Play a team game with your den.

Tiger Tag

- 1. Choose one active game you like, and tell your den about it.
- 2. Do the following:
 - a. Play two relay games with your den and your adult partner.
 - b. Tell your adult partner or the other Tigers what you liked best about each game.
 - c. Have your den choose a relay game that everyone would like to play, and play it several times.
- 3. With your adult partner, select an active outside game that you could play with the members of your den. Talk about your game at the den meeting. With your den, decide on a game to play.
- 4. Play the game that your den has chosen. After the game, discuss with your den leader the meaning of being a good sport.





Call of the Wild



- 3. While on a den or family outing, identify four different types of animals. Explain how you identified them.
- 7. Do the following:
- a. Recite the Outdoor Code with your leader.
- b. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.
- c. After your campout, list the ways you demonstrated being careful with fire.

Paws on the Path



- 1. Show you are prepared to hike safely 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.
- 3. Describe what you should do if you get separated from your group while hiking.
- 4. Choose the appropriate clothing to wear on your hike based on the expected weather.
- 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.
- 6. Go on a 1-mile hike with your den or family. Watch and record two interesting things that you've never seen before.
- 7. Name two birds, two insects, and two other animals that live in your area. Explain how you identified them.

Running With the Pack || || ||



- 2. Practice balancing as you walk forward, backward, and sideways.
- 4. Play a sport or game with your den or family, and show good sportsmanship.



Finding Your Way



- 1. Do the following:
 - a. Using a map of your city or town, locate where you live.
 - b. 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.
- 2. Pick a nutritious snack, and find where it came from. Locate that area on a map.
- 3. Do the following:
 - a. Identify what a compass rose is and where it is on the map.
 - b. Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.
- 4. Go on a scavenger hunt using a compass, and locate an object with a compass.
- 5. Using a map and compass, go on a hike with your den or family.

Paws of Skill



- 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.
- 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.
- 7. With your den, develop an obstacle course that involves five different movements. Run the course two times and see if your time improves.





Bear Necessities



- 6. Help your leader or another adult cook a different meal from the one you helped prepare for requirement
- 5. Cook this meal outdoors.

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 nearby the place where you choose to hike.
- 3. Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit.
- 4. Observe wildlife from a distance. Describe what you saw.

Grin and Bear It



1. Play a challenge game or initiative game with the members of your den. Take part in a reflection after the game.

Baloo the Builder



- 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.
- 2. Select, plan, and define the materials for the projects you will complete in requirement 3.
- 3. Assemble your materials, and build one useful project and one fun project using
- 4. Apply a finish to one of your wood projects.

Bear Picnic Basket



- 2. Do the following:
 - b. With the help of an adult, select one food item and follow a recipe to prepare it outdoors for your family or den. Clean up after the preparation and cooking.





Aquanaut ()



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

Build It ()



- 1. Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools.
- 2. With the guidance of your Webelos den leader, parent, or guardian, select a carpentry project and build it.

Engineer



- 2. Learn to follow engineering design principles by doing the following:
 - b. Using the blueprints or plans from your own design, construct your project. Your project may be something useful or something fun.

Sportsman (



- 1. Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey.
- 2. While you are a Webelos Scout, participate in two individual sports.
- 3. While you are a Webelos Scout, play two team sports.
- 4. Complete the following requirements:
 - a. Explain what good sportsmanship means.
 - b. Role-play a situation that demonstrates good sportsmanship.
 - c. Give an example of a time when you experienced or saw someone showing good sportsmanship.