

# Saddleback Cub Day Camp 2017 Adventure Requirements

Adventure requirements that campers may have completed 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

### Paws of Skill

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.

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- 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.
- Requirement 5. Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.

### 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.
- 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.
- Requirement 7. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map

### Digging in the Past

- Requirement 1. Play a game that demonstrates your knowledge of dinosaurs, such as a dinosaur match game.
- Requirement 2. Create an imaginary dinosaur. Share with your den its name, what it eats, and where it lives.
- Requirement 3. Complete one of the following:
- 3A. Make a fossil cast.
  - 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.

### Air of the Wolf

- 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.

### Call of the Wild

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

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Requirement 3B. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.

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

### 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

Requirement 5. Demonstrate how to tie two half hitches and explain what the hitch is used for.

### Beat of the Drum

Requirement 1. Learn about the history and culture of American Indians or other indigenous people who lived in your area long ago.

### 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 3. Assemble your materials, and build one useful project and one fun project using wood.

### **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.

#### 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.

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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**

#### Outdoorsman

##### Option A:

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.

##### Option B:

3. 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.
4. 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

##### 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 - complete

#### Aquanaut

1. State the safety precautions you need to take before doing any water activity.
2. Discuss the importance of learning the skills you need to know before going boating.
3. Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land.

#### 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.