

Pirates!

LAKELAND
DISTRICT

**CUB SCOUT
DAY CAMP**

Ye Be Warned



Passport to Adventure:

Weighing Anchor for Pirate Cub Scout Day Camp

Sat. May 19

Camp Tanglefoot Clear Lake

Check in time 8:30 to 9am

Flag Opening Ceremony @ 9:05am

Lunch @ noon

Closing Ceremonies 3:30pm- 4pm

Cost: \$20 per scout (and participating Cub Scout age siblings)

Cost includes camp shirt and noon meal

Adults: no Cost

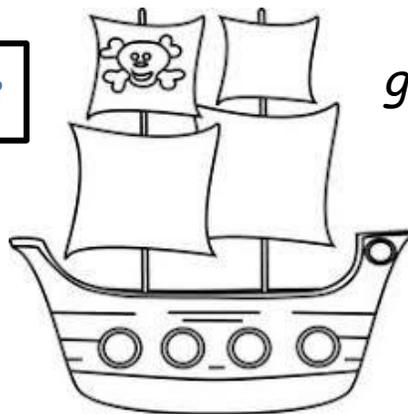
Items to Bring with you:

Completed health form

Registration form

Registration by:

Fri. May 11



good walking shoes

6 essentials: hat

water bottle

bag/backpack

insect repellent

Pirate skit/song

(Arrow of Light ceremony at dusk)

Day Camp Registration:

Scout Pack/troop #: _____

of adults attending: _____

Leader contact: _____

Leader @ day camp: _____

Leader email: _____

Leader phone: _____

ranks: lion tiger wolf bear webelos guest boy scout adult

of kids

name:	Rank/grade in school
1.	
2	
3	
4	
5	
6	
7	
8	
9	
10	
Add more on back if needed	

Any Food Allergies? _____

t-shirt: size (write in number of shirts in a size needed) (\$10 extra/ shirt for adults)

___youth m

___adult Lg

___youth Lg

___ adult X-lg

___adult sm

___adult 2x-lg

___adult med

___adult 3x-lg

Mail to: Christine Schmitt 2504 Indigo Ave. Marble Rock, IA 50653 or

candcschmitt@gmail.com

Parents: _____

Address: _____

mark Best way to contact:

Land line PHONE# _____

_____ CELL# _____
(name)

e-mail address: _____

_____ CELL# _____
(name)

Email: _____

Food/other Allergies? _____

Boats

Tigers: -SCOUT water safety chant

- 1st gr. -buddy system (buddy game)
- how to help someone in the water without going in the water
- put on a life jacket
- 5 types of boats
- build a boat out of recycled materials float it

- Wolf: -how can water get polluted
- 2nd gr. -how can you conserve water in your house
- how is swimming good exercise
- safety rules to follow in and on the water
- make 2 different shaped boats and sail them

- Bear: -3 swimming ability groups in BSA
- 3rd gr. -lifeguards important, buddy system
- boating safety rules
- boating safety equipment
- reach and rescue; and throw rescue
- rowing/paddling form

WEBELOS –safety precautions before water activities

- 4-5th -what skills do you need to know before boating and why
- order of rescue demonstrate reach and rescue; and throw rescue from land
- what training do water rescue personnel need.

!Weighing Anchor to Adventure! Pirates Ahoy!

Crafts

- eyepatch
- ditty bag
- construction paper pirate hat.
- =skit/song for campfire

Nature: hike

(all) -6 essentials

- leave no trace
- Outdoor code

(wolf:)

- how to be prepared for different kinds of weather
- “ for a natural disaster

(Tiger)-2 plants (nature scavenger hunt)

- 3 plants/animals/animal signs
- 2 trees & 2 plants grow in area
- 2 birds
- 2 sounds

-how to keep from spreading germs

- 4 animals
- buddy system
- 1 mile hike w/ 2 new things haven't seen before
- name 2 birds, 2 insect, and 2 animals

(Bear) -6 signs of mammals, birds, insects, reptiles or plants in the area

- use magnifying glass to examine plants closely. What more can you see when magnified

(WEBELOS)

- identify from photos poisonous plants, dangerous animals, and insects
- discuss what to do if lost in the woods: ST-O-P. universal signal for help, 3 ways to

signal for help.

- what qualities should a leader have in emergency
- write down birds you see
- bird flyways
- 4 wild creatures
- identify a creature in your area and why it survives here.
- aquatic ecosystems and wetlands in area. how are they important
- 2 types of trees (evergreen, deciduous) and parts of a tree
- identify 4 trees. are they native?
- how do you care for a tree
- growth rings

Archery and Pirates Weapons study

Weather science / Canons (vinegar and soda explosions cork in a bottle) (film canister alkalizer)

Cup and balloon marshmallow shooters (w/ target and tarp for clean-up)

Build a weather station Thermometer/barometer

Rain gauge

Sink or float experiment

How does the weight of a person affect how fast you swing

Fire how to start/ flint

Games

Ropes/ knots **Knots:** sailors needed these.

Overhand knot, Square compared to granny, 2 half hitch, bow line

Obstacle course using knots. Drag an item, make a river to jump, walking with stilt sticks, pull a sail (pulley)

Tug of war

Walk the plank

Gaga ball pit

Have different items and have the kids make up a game/or obstacle course With clear rules with items. .

Play catch

Dig for treasure(compass treasure map)

- **Treasure map:** use a compass to follow a trail: Hike or to find a treasure (*wolf: finding your way #2*)

Ropes/ knots (obstacle course with knots to pull things) older kids make their own course.

-What does it mean to be a member of a team and have good sportsmanship

-develop a thank you/ or group cheer

-how do you warm up before exercising?

Extra activities before Arrow of Light ceremony : divide up into groups of 12-15

scavenger hunt,

shadow tag,

dragon tag,

obstacle course,

Raingutter regatta: build your own boat.

First aid/ bandages. Stretcher races (poles and blankets)

Balloon rockets. (tape a straw on balloon. Run string through straw and have races)

Gaga ball,

frisbees



Divide by age

Lions & tigers

Wolves

Bears

Webelos

Remember to keep it FUN (Fantastic Unbelievable Nonsense!) and to have the Dens make flags/banners/signs with their Den/Patrol Name and to ask them to have a cheer or yell. They love it and really get creative – especially if **they are given the theme and a name suggestion...** On our closing 'campfire' we do scout skits or songs, that they have designed or come up with, with the help of their den chief.

Ila Roth: 641-903-9409

illaroth01973@gmail.com

Boy scouts:

Jim Wolf scout master troop 1401 641-201-0084 jkwolf4@mchsi.com

Kody Roth

Carl Roth

From Carol Margaret Bagur's # is 641-450-8498. I think she'd do a great job. She seems to really enjoy it all as well! Her email is mmbagur@gmail.com

You could also try Ila Roth for crafts, if you decide you want someone else to do them. Her # is 641-903-9409. Rick Dawson's contact number is 515-293-0505 or 515-448-4145. I'm not sure which is home and which is cell. His email is reddawson7@msn.com Rick's assistants Craig or Andy might also be able to help.

You could possibly try the Lake Mills guys to see if they could help with anything.....either Ben Mannes or Matt Jurgena. Ben's # is 641-590-2817 and email is mannes_21@hotmail.com
Don't know about Mat's.

Also Adam Betts from Forest City might be a good one. Don't have his contact information either.

I would also try Jim Wolf. His email is jkwolf2@mchsi.com and phone is 641-201-0084.

[Julia Mannes jmannes@gsiowa.org](mailto:jmannes@gsiowa.org)

3/19/2018

What type of boating are you looking at doing? I don't have a good contact at the boating club, I'm sorry to say. If you're interested in canoeing, we have canoes, paddles and lifejackets; you would need to provide your own instruction and lifeguard(s) for the activity, however.

You usually use our archery equipment; if it's possible, I would encourage whoever's in charge of that activity to stop by camp and look at our equipment before the day of the event or at least call me to talk beforehand so we have similar expectations about what's available.

I looked back at my records, and it looks like we did \$200 for the day, which included the Lodge (dining hall), access to the bathrooms, use of the grounds, and archery equipment usage. If you're interested in canoeing, I'll need to add an additional \$20.00.

From Keely Kangas

Sure! The **VerHelsts** have helped in the past with Archery, I believe. I do not think that the Verhelsts will be available - I think their son graduates this May.

Last year the ASM out of Hampton ran the **archery** range. His name is **Carl Kurth. His # is 309-712-2353.**

I also think that **Rick Dawson, out of Eagle Grove**, is pretty helpful! He had some adult leaders who helped last year as well. He could do archery or really anything you thought of.

As for boating - I might consider asking the Clear Lake Pack if they know someone.

Jim Wolf helped last year (Troop 1401)

Ila Roth cooked, but she has helped at a different station in years past. (Pack 4445)

Margaret Bagur enjoys day camps, she did nature last year (4153)

I also think that if **Tim Hamilton's son** was available, he would help. His name is Bryce - he would be a good Health Officer.

Carol was my main resource last year for ideas of volunteers.

Games

Ropes/ knots **Knots:** sailors needed these. Square compared to granny, half hitch, bow line
Obstacle course using knots. Drag an item, make a river to jump, walking with stilt sticks, pull a sail (pulley)

Tug of war

Walk the plank

Dig for treasure

Gaga ball pit

- **Treasure map:** use a compass to follow a trail: Hike or to find a treasure (*wolf: finding your way #2*)

Lion: RUMBLE IN THE JUNGLE

1. Play a game with rules

Games Tigers Play. Complete Requirements 1 and 2 plus at least two others.

REQUIREMENT 1

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

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

1C. 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.

REQUIREMENT 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 choice.

REQUIREMENT 3. Make up a game with the members of your den, and play it with den members. After playing the game, talk with your den about the experience.

REQUIREMENT 4. Make up a new game, and play it with your family or members of your den or pack. Then talk with the group about the experience.

Tiger-iffic! Complete 1–3 and one from 4–6.

REQUIREMENT 5. With other members of your den, invent a game, OR change the rules of a game you know, and play the game.

REQUIREMENT 6. Play a team game with your den

Tiger Tag (p. 240+) Complete requirements 1 and 2 plus at least one other.

REQUIREMENT 1. Choose one active game you like, and tell your den about how to play and why you like this game.

REQUIREMENT 2. Play two team or relay games with your den. Tell your parent/guardian or other caring adult or the other Tigers what you liked best about each game.

REQUIREMENT 3. Have your den choose a team or relay game that everyone can play, and play it at least twice.

REQUIREMENT 4. With your parent/guardian or other caring adult, select an active outside game that you could play with the members of your den. Talk with den members about the games suggested by all Tigers. With your den, decide on a game to play and play the game that your den has chosen. After the game, discuss with your den the meaning of being a good sport.

Wolf: Call of the Wild Complete Requirements 1-4 plus at least one other.

REQUIREMENT 1. Attend one of the following: 1C. Day camp

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

Wolf: Running with the Pack

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.

REQUIREMENT 2. Practice balancing as you walk forward, backward, and sideways.

REQUIREMENT 3. Practice flexibility and balance by doing a front roll, a back roll, and a frog stand.

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.

Wolves: Paws of Skill Complete at least Requirements 1-4. Requirements 5-7 are optional.

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.

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

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.

Wolves: Finding Your Way Complete the following Requirements.

REQUIREMENT 1

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

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.

REQUIREMENT 2

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

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

Bears: Grin and Bear It Complete at least four of the following.

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

REQUIREMENT 5. With your den, develop a thank-you cheer to recognize those who helped organize the Cub Scout carnival.

Bear Necessities Complete Requirements 1 – 4. Requirements 5 and 6 are optional.

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.

Webelos: Stronger, Faster, Higher Complete Requirements 1-3 and at least one other.

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 2. Do these activities and record your results: 20 yard dash, vertical jump, lifting a 5 pound weight, push-ups, curls, jumping rope.

REQUIREMENT 5. With your den, prepare a fitness course or series of games that includes jumping, avoiding obstacles, weight lifting, and running. Time yourself going through the course, and try to improve your time over a two week period.

REQUIREMENT 6. With adult guidance, help younger Scouts by leading them in a fitness game or games.

Webelos: Outdoorsman

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.

Crafts

- rain gutter regatta boat
- eyepatch
- ditty bag
- construction paper pirate hat.
- Tube swords

Pirate theater: flags, songs/instruments, costumes, skits for campfire (*Tiger theater; Wolf: howling @ the moon; Bear: roaring laughter, bear necessity #2,3*)

Lion: RUMBLE IN THE JUNGLE

2. Play a game with rules
3. Be and animal/ make sounds loud and soft/masks/ costumes

Tiger Theater (p. 264+) Complete at least four of the following requirements.

REQUIREMENT 3. Make a puppet to show your den or to display at a pack meeting.

REQUIREMENT 4. Perform a simple reader's theater. Make a mask afterward to show what your character looks like.

Tiger Tales (p. 250) Complete at least four of the following requirements.

REQUIREMENT 1. Create a tall tale with your den.

REQUIREMENT 2. Create your own tall tale. Share your tale with your den.

REQUIREMENT 3. Read a tall tale with your parent/guardian or other caring adult.

REQUIREMENT 5. Play a game from the past.

Wolves: Howling at the Moon Complete each of the following Requirements.

REQUIREMENT 1. Show you can communicate in at least two different ways.

REQUIREMENT 2. Work with your den or family to create an original skit.

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.

REQUIREMENT 4. Perform your role for a den meeting or pack program.

Bear: Roaring Laughter Complete at least four of the following.

REQUIREMENT 1. Think about what makes you laugh. Write down three things that make you laugh

REQUIREMENT 2. Practice reading tongue twisters.

REQUIREMENT 5. Share at least two jokes with members of your den to make them laugh.

REQUIREMENT 6. Practice at least two run-ons

Webelos: Art Explosion

3. Do two of the following:

- d. Create a freestanding sculpture or mobile using wood, metal, papiermâché, or found or recycled objects.
- g. Create an original logo or design. Transfer the design onto a T-shirt, hat, or other object.

Nature: 6 essentials, outdoor code, Leave no trace, hiking 1st aid kit, poisonous plants and animals on the hike.

Lion: MOUNTAIN LION

1. 6 essentials for hike/buddy system
2. SAW stay answer whistle
3. Hike/respect for nature

My Tiger Jungle Complete Requirement 1 plus at least two others.

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 2. Take a 1-foot hike. Make a list of the living things you find on your 1-foot hike. Discuss these plants or animals with your parent/guardian, other caring adult, or your 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.

Tigers in the Wild. Complete Requirements 1-3 plus at least one other.

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 3

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

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

3C. 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.

REQUIREMENT 4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your Tiger Handbook.

REQUIREMENT 5. Participate in an outdoor pack meeting or pack campfire. Sing a song or act out a skit with your Tiger den as part of the program.

REQUIREMENT 6. Find two different trees and two different types of plants that grow in your area. Write their names in your Tiger Handbook.

REQUIREMENT 7. Visit a 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.

Wolf: Call of the Wild Complete Requirements 1-4 plus at least one other.

REQUIREMENT 1. Attend one of the following: 1C. Day camp

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.

REQUIREMENT 3

3A. Recite the Outdoor Code with your leader.

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

3C. After your outdoor activity or campout, list the ways you demonstrated being careful with fire or other dangers.

REQUIREMENT 4. Show or demonstrate what to do:

4A. In case of a natural disaster such as an earthquake or flood.

4B. To keep from spreading your germs.

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.

Wolf: Paws on the Path Complete Requirements 1-5. Requirements 6 and 7 are optional.

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.

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

Bears: Fur, Feathers, and Ferns Complete Requirement 1 and three others

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 2. 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.

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

REQUIREMENT 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.

Webelos Walkabout Complete Requirements 1-4 and at least one other

REQUIREMENT 1. Plan a hike or outdoor activity.

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 4. With your Webelos den or with a family member, hike 3 miles. Before your hike, plan and prepare a nutritious lunch or snack. Enjoy it on your hike, and clean up afterward.

REQUIREMENT 5. Describe and identify from photos any poisonous plants and dangerous animals and insects you might

Webelos: Getaway

2. Do all of the following.

c. Discuss what to do if you become lost in the woods. Tell what the letters "ST-O-P" stand 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.

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.

Webelos: Into the Wild Complete at least six of the following Requirements.

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.

5. Watch at least four wild creatures (reptiles, amphibians, arachnids, fish, insects, or mammals) in the wild. Describe the kind of place (forest, field, marsh, yard, or park) where you saw them. Tell what they were doing.

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 at least two of the following:

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

c. How you can help protect the balance of nature

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.

Webelos: Into the Woods Complete at least Requirements 1-4 and one other.

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

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.
3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose.
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.
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.
7. Visit a nature center, nursery, tree farm, or park, and speak with someone knowledgeable about trees and plants that are native to your area. Explain how plants and trees are important to the ecosystem and how they improve the environment

Boats or Fishing: and water rules by/on/in the water, boat rules

Boats/ raingutter regatta

Tiger: Floats and Boats Complete Requirements 1-4 plus at least one other.

REQUIREMENT 1. With your den, say the SCOUT water safety chant.

REQUIREMENT 2. With your den, talk about why it's important to have a buddy and then play the buddy game.

REQUIREMENT 3. Show how to safely help someone who needs assistance in the water, without having to enter the water yourself.

REQUIREMENT 4. (water entry)

REQUIREMENT 5. Identify five different types of boats.

REQUIREMENT 6. Build a boat from recycled materials, and float it on the water.

REQUIREMENT 7. Show that you can put on and fasten a life jacket correctly.

Wolf: Spirit of Water Complete the following Requirements

REQUIREMENT 1. Discuss how the water in your community can become polluted.

REQUIREMENT 2. Explain one way that you can help conserve water in your home.

REQUIREMENT 3. Explain to your den leader why swimming is good exercise.

REQUIREMENT 4. Explain the safety rules that you need to follow before participating in swimming or boating.

REQUIREMENT 5.(swimming)

Wolf: Motor Away

REQUIREMENT 2. Make two different model boats and sail them. Choose different shapes for your boats.

Bear: Salmon Run Complete requirements 1-4 and two others.

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

REQUIREMENT 2. (swimming)

REQUIREMENT 3. Explain the safety rules that you need to follow before participating in boating.

REQUIREMENT 4. Identify the safety equipment needed when going boating.

REQUIREMENT 5. Demonstrate correct rowing or paddling form. Explain how rowing and canoeing are good exercise.

REQUIREMENT 6. Show how to do both a reach rescue and a throw rescue.

REQUIREMENT 8. Name the three swimming ability groups for the Boy Scouts of America.

A Bear Goes Fishing Complete at least three of the following.

REQUIREMENT 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.

REQUIREMENT 2. Learn about your local fishing regulations with your den leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists.

REQUIREMENT 3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target.

REQUIREMENT 4. Go on a fishing adventure, and spend a minimum of one hour trying to catch a fish. Put into practice the things you have learned about fish and fishing equipment.

Webelos: Aquanaut Complete Requirements 1-4 and at least two others.

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.

4. (Attempt the BSA swimmer test.)

7. Invite a current or former lifeguard, or member of a rescue squad, the U.S. Coast Guard, U.S. Navy, or other armed forces branch who has had swimming and rescue training to your den meeting. Find out what training and other experiences this person has had.

Archery

Weather Science fun station:

Air canons - large and small. How Air moves, weather rock, right clothes for the weather, what to do in a weather emergency

Lions: GIZMOS AND GADGETS

1. Explore motion
2. Explore force
3. Use household objects to make a useful item

Tigers: Curiosity, Intrigue, & Magical Mysteries Complete Requirements 1 and 2 plus at least one other.
REQUIREMENT 5. With the help of your parent, guardian, or other caring adult, conduct a science demonstration that shows how magic works and share what you learned from your science demonstration

Wolves: Code of the Wolf

REQUIREMENT 1.

- 1A. With the members of your den or family, make a game with simple materials that requires math to keep score.
1E. Make a rain gauge or some other measuring device, and use it.

Bears: Make It Move Complete all of the following.

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:

4A. Draw a Rube Goldberg–type machine. Include at least six steps to complete your action.

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

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.

Bear Necessities

REQUIREMENT 6. Learn how to read a thermometer and a barometer. Keep track of the temperature and barometric pressure readings and the actual weather at the same time every day for seven days.

Webelos: Adventures in Science Complete Requirements 1-3.

1. An experiment is a “fair test” to compare possible explanations. Draw a picture of a fair test that shows what you need to do to test a fertilizer’s effects on plant growth.

2. Visit a museum, a college, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists. Prepare three questions ahead of time, and talk to a scientist about his or her work.

3. Complete any four of the following:

g. With adult assistance, explore safe chemical reactions with household materials. Using two substances, observe what happens when the amounts of the reactants are increased.

h. Explore properties of motion on a playground. How does the weight of a person affect how fast they slide down a slide or how fast a swing moves? Design a fair test to answer one of those questions.