



## Adventures Required for Advancement

### 1. Bobcat – Character & Leadership: 7 Requirements

1. Get to know members of your Den.
2. Recite the Scout Oath and the Scout Law. Describe the three points of the Scout Oath.
3. Learn about the Scout Law.
4. With your Den, create a Den Code of Conduct.
5. Learn about the Denner position and responsibilities.
6. Demonstrate the Cub Scout Sign, Salute and Handshake. Show how each is used.
7. With your parent or guardian, do the activities in the booklet "How to Protect Your Children from Child Abuse: A Parent's Guide."



### 2. My Community – Citizenship: 4 Requirements

1. Learn about majority and plurality types of voting.
2. Speak with a person who was elected to his/her position. Discover the type of voting that was used for to elect him/her and why.
3. Choose a federal law and create a timeline of the history of the law. Include the involvement of the 3 branches of government.
4. Participate in a service project.



### 3. My Family – Family & Reverence: 4 Requirements

1. Ask your parent/guardian about your family's traditions for three faith-based\* holidays you celebrate. Create a piece of art or a craft or cook/bake a food that represents one of your faith-based\* holiday traditions.
2. Carry out an act of kindness.
3. With your parent/guardian, identify a religion or belief system that is different from your own. Identify two things that it has in common with your family's beliefs.
4. Discuss with your parent/guardian what it means to be reverent. Tell how you practice being reverent in your daily life.



### 4. My Safety – Personal Safety: 4 Requirements

1. Watch the Protect Yourself Rules video for the Webelo rank.
2. Identify and store properly the hazardous items in your house. Where on these items does it describes what to do if someone is accidentally exposed to them?
3. Identify ways you and your family keep your home safe.
4. Complete the "Be Prepared for Natural Events" worksheet and a worksheet for at least two natural events most likely to happen near where you live.



## 5. Stronger, Faster, Higher – Personal Fitness: 5 Requirements

1. With your Den or family, plan, cook, and eat a balanced meal.
2. With your Den or family, be active for 30 minutes by stretching and moving.
3. Be active for 15 minutes by doing exercises that boost your heart rate, use your muscles, and work on flexibility.
4. Do a relaxing activity for 10 minutes.
5. Review your Scouting America Annual Health and Medical Record with your parent/guardian to make sure you are able to participate in physical activities.



## 6. Webelos Walkabout – Outdoor Walk: 7 Requirements

1. Prepare for a 2-mile walk outside by gathering your Cub Scout Six Essentials and weather appropriate clothing and shoes.
2. Plan a 2-mile route for your walk.
3. Check the weather forecast for the time of your planned walk.
4. Review the SAFE Checklist and discuss how you will apply them on your walk.
5. Demonstrate first aid for a blister, a sprained ankle, a sunburn, dehydration, and a heat related illness.
6. With your Den, Pack, or family, go on your 2-mile walk while practicing the Leave No Trace Principles and the Outdoor Code.
7. After your walk, discuss with your Den what went well and what you would do differently next time.



## Elective Adventures (Must Complete 2)

### 7. Aquanaut – Swimming: 6 Requirements

1. State the safety precautions you need to take before swimming.
2. Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land.
3. Learn how to prevent and treat hypothermia.
4. Attempt to tread water.
5. Attempt Scouting America Swimmer Test.
6. Free swim for at least 30 minutes while practicing the Buddy System.



### 8. Art Explosion – Create Art: 4 Requirements

1. Use a pencil to draw a piece of art.
2. Explore the effects of filters and editing tools on a digital image.
3. Use paint to create a piece of art.
4. Combine at least two media to create a piece of art.



### 9. Aware and Care – Understanding Disabilities: 4 Requirements

1. Do an activity that shows the challenges of a being visually impaired.
2. Do an activity that shows the challenges of being hearing impaired.
3. Explore barriers to access.
4. Meet someone who has a disability or someone who works with people with disabilities about what obstacles they must overcome and how they do it.



## 10. Build It – Wood Building: 4 Requirements

1. Learn about some basic tools and how to use them safely.
2. Demonstrate how to check for plumb, level, and square when building.
3. With your Den Leader or parent/guardian, select a carpentry (wood) project that requires it to be either plumb, level, and/or square. Create a list of materials and tools you will need to complete the project.
4. Build your carpentry project.



## 11. Catch the Big One – Fishing: 7 Requirements

1. Make a plan to go fishing. Determine where you will go and what type of fish you plan to catch.
2. Use SAFE Checklist to plan what you need for fishing.
3. Describe the environment where the fish might be found.
4. Make a list of the equipment and materials you will need to fish.
5. Determine the best type of knot to tie your hook to your line and tie it.
6. Choose the appropriate type of fishing rod and tackle you will be using.
7. Using what you have learned about fish and fishing equipment, spend at least one hour fishing following local guidelines and regulations.



## 12. Champions for Nature Webelos – Endangered Species: 6 Requirements

1. Learn the four components that make up a habitat: food, water, shelter, space.
2. Pick an animal that is currently threatened or endangered to complete requirements 3, 4, and 5.
3. Identify the characteristics that classify an animal as a threatened or endangered species.
4. Explore what caused this animal to be threatened or endangered.
5. Research what is currently being done to protect the animal.
6. Participate in a conservation service project.



## 13. Chef's Knife – Using Kitchen Knives Safely: 4 Requirements

1. Read, understand, and promise to follow the "Cub Scout Knife Safety Rules."
2. Demonstrate the knife safety circle.
3. Demonstrate that you know how to care for and use a kitchen knife safely.
4. Choose the correct cooking knife and demonstrate how to properly slice, dice, and mince.



## 14. Earth Rocks! – Rocks & Crystals: 4 Requirements

1. Examine the three types of rocks, sedimentary, igneous, and metamorphic.
2. Find a rock, safely break it apart and examine it.
3. Make a mineral test kit and test minerals according to the Mohs scale of mineral hardness and discuss how hardness determines how materials can be used.
4. Grow a crystal.



## 15. Let's Camp Webelos – Camping: 9 Requirements

1. With your Den, Pack, or family, plan and participate in a campout.
2. Upon arrival at the campground, determine where to set up a tent.
3. Set up your tent without help from an adult.
4. Identify a potential weather hazard that could occur in your area. Determine the action you will take if you experience the weather hazard during the campout.
5. Show how to tie a bowline. Explain when this knot should be used and why.
6. Using the fire safety rules, locate a safe area to build a campfire.
7. Using tinder, kindling, and fuel wood, properly build a teepee fire lay. If allowed,, show how to safely light the fire while under adult supervision. After allowing the fire to burn safely, extinguish the flames with minimal impact to the fire site.
8. Memorize and recite the Outdoor Code and Leave No Trace Principles for Kids.
9. After your campout, share the things you did to follow the Outdoor Code and Leave No Trace Principles for Kids with your Den or family.



## 16. Math on the Trail – Walking & Math: 3 Requirements

1. Determine your walking pace by walking  $\frac{1}{4}$  mile. Make a projection on how long it would take you to walk 2 miles.
2. Walk 2 miles and record the time it took you to complete the two miles.
3. Make a projection on how long it would take you to hike a 20-mile trail over two days. List all the factors to consider for your projection.



## 17. Modular Design – Creating a Model: 6 Requirements

1. Learn what modular design is and identify three things that use modular design in their construction.
2. Using modular-based building pieces, build a model without a set of instructions.
3. Using the model made in requirement 2, create a set of step-by-step instructions on how to make your model.
4. Have someone make your model using your instructions.
5. Using the same modular pieces used in requirement 2, build another model of something different.
6. Watch a video demonstrating how something was built using modular design.



## 18. Pedal Away – Bicycling: 6 Requirements

1. Decide on gear and supplies you should bring for a long bike ride.
2. Discover how multi-gear bicycles work and how they benefit a rider .
3. Practice how to lubricate a chain.
4. Have a bicycle lock and learn how to use it and wear to store it while you are riding your bicycle.
5. With your family, Den, or Pack, use a map and plan a bicycle ride that is at least 5 miles.
6. With your Den, Pack, or family and using the buddy system, go on a bicycle ride that is a minimum of 5 miles.



## 19. Race Time Webelos – Pinewood Derby: 5 Requirements

1. With an adult, build a Pinewood Derby car.
2. Learn the rules of the race.
3. Explore the properties of friction and how it impacts your car.
4. Before the race, discuss with your Den how you will demonstrate good sportsmanship during the race.
5. Participate in the Pinewood Derby.



## 20. Summertime Fun Webelos – Scouting during the Summer : 1 Requirement

1. Attend at least three Cub Scout activities during the Summer (May, June, July, and August).



## 21. Tech on the Trail – Walking & GPS: 4 Requirements

- 1: Discuss with your Den or family how technology can help keep you safe in the outdoors.
2. Explore Global Positioning Satellite and how to use it.
3. With an adult, choose an online mapping program tool and plan a 2-mile trek.
4. Take your 2-mile trek.



## 22. Yo-Yo – Physics & Yo-Yoing: 7 Requirements

1. Learn the safety rules of using a yo-yo and always follow them.
2. Discover how to find the proper yo-yo string length for you.
3. Explain why it is important to have the correct string length and to be in the right location before throwing a yo-yo.
4. Demonstrate how to string a yo-yo and how to create a slip knot.
5. Conduct the pendulum experiment with a yo-yo. Explain what happens to the yo-yo when the string is longer.
6. Show that you can properly wind a yo-yo.
7. Attempt each of the following: gravity pull, sleeper, breakaway.



### 23. Paddle Onward\*– Canoeing: 9 Requirements

1. Before attempting requirements 5, 6, 7, 8 and 9 for this Adventure, you must pass Scouting America Swimmer Test.
2. Pick a paddle craft for which to complete all requirements: canoe, kayak, or stand-up paddleboard.
3. Review Safety Afloat.
4. Demonstrate how to put on and properly wear a life jacket that fits you.
5. Jump feet first into water over your head while wearing a life jacket and then swim 25 feet wearing the life jacket.
6. Demonstrate how to enter and exit a canoe, kayak, or stand-up paddleboard safely.
7. Discuss what to do if your canoe or kayak tips over or you fall off your stand-up paddleboard.
8. Learn how to pick a paddle that is the right size for you. Explore how the paddle craft responds to moving the paddle.
9. Canoe, kayak, or stand-up paddleboard for at least 30 minutes.



### 24. Archery Webelos\*



### 25. BB Gun Webelos\*



### 26. Slingshot Webelos\*



**\*These Adventures can only be completed at a Council-sponsored event, such as Camp Amikaro or the Haunted Family Weekend. Although Paddle Onward can technically be done at the Pack or Den levels, the rules of Scouting America make it very difficult to do so and therefore we ask that you complete this Adventure at a Council event or as a family.**

**WEBELOS = WE'LL BE LOYAL Scouts**