



## Kindergarten - Lion Den



**Lions Honor-Required:** Learn the Cub Scout Sign, Motto, and salute. Play a game and show teamwork and sportsmanship.



**Mountain Lion-Required:** Go on an outdoor adventure, respect animals and learn about nature. Learn the buddy system. Learn what SAW (Stay, Answer, Whistle) means.



**Animal Kingdom-Required:** Learn what to do in an emergency, and how to save energy.



**On your Mark-Elective:** Play a game with your Den, participate in an obstacle course, and a box car derby.



**Rumble in The Jungle-Elective:** Learn about jungle animals, have a jungle parade, Follow the rules and play a game.

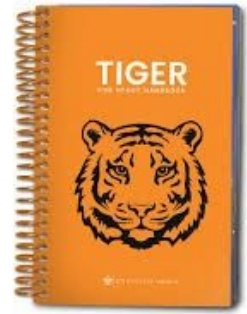


**Build it up knock it down-Elective:** Find out what can get built and knocked down, build a structure. Discuss how you can build others up physically and emotionally.

To earn the Lion Patch you need to complete 5 required activities. There are 8 electives to choose from in the Lion Program. You earn a belt loop upon completing each required and elective adventures.



# First Grade - Tiger Den



**My Tiger Jungle-Required:** Go for a walk, listen and discuss the sounds and sights of nature. Build and hang a birdhouse. Identify birds.



**Games Tigers Play-Required:** Play team building games, make up a new game. Learn about why good nutrition keeps you strong and active.



**Tiger Bites-Required:** Learn about good food choices, learn the difference between fruits and vegetables. Bring a healthy snack to share.



**Tigers in The Wild-Required:** Learn what the six cub scout essentials are. Take a hike, look for different plants, trees, and animals. Participate in a pack campfire. Go to visit a nature center, zoo, or other outside place.



**Tiger Tag-Elective-Elective:** Play team and relay games. Play an active outside game. Discuss being a good sport.



**Tiger Safe and Smart-Elective:** Visit with an emergency responder. Check your smoke detector batteries. Take the 911 safety quiz.

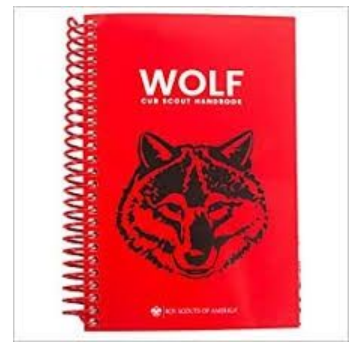


**Family Stories-Elective:** Make a family tree, make a family crest, interview a family elder about the past. Share your favorite snack or dessert that reflects the cultural heritage of your family members.

*To earn the Tiger patch you need to complete 6 required activities and 1 elective. There are 14 electives to choose from in the Tiger program. You earn a belt loop upon completing each required and elective adventures.*



## Second Grade - Wolf Den



**Call of The Wild-Required:** Go on a pack or family campout. Learn about possible weather changes, and natural disasters. Learn the Outdoor Code, and Leave No Trace. Learn some knots.



**Council Fire-Required:** Talk with a military veteran, law enforcement officer, or member of the fire department. Learn how to properly care for and fold the flag. Participate in a flag ceremony.



**Howling at the Moon-Required:** Show you can communicate in two different ways. Create original skits. Plan a campfire program and present it at a meeting.



**Running with the Pack-Required:** Play catch, play a sport or game and show good sportsmanship. Practice balancing, and flexibility by doing a front roll, a back roll, and a frog stand, frog leap, inchworm walk, kangaroo hop, or crab walk.



**Adventures in Coins-Elective:** Identify parts of a coin. Make a coin rubbing. Play or create a coin game where you can practice addition and subtraction. Do a coin-weight investigation.



**Digging in the Past-Elective:** Play a game that demonstrates your knowledge of dinosaurs. Create an imaginary dinosaur. Make a fossil cast and a dinosaur dig. Be a paleontologist, and dig through a dinosaur dig.



**Collections and Hobbies-Elective:** Visit a show or museum that displays different collections or models. Begin a collection of 10 items. Share your collection. Create an autograph book, and get 10 autographs.

To earn the Wolf patch you need to complete 6 required activities and 1 elective. There are 15 electives to choose from in the Wolf program.

You earn a belt loop upon completing each required and elective adventures.



# Third Grade - Bear Den



**Baloo the Builder-Required:** Discover what hand tools are the best ones to have in your toolbox. Learn the rules for using these tools safely. Build one useful project and one fun project using wood.



**Bear Claws-Required:** Learn about three common designs of pocketknives. Learn knife safety and earn your Whittling Chip. Using a pocket knife, carve two items. Learn to cut rope, and open a sealed box. Use the screwdriver tool on a pocket knife.



**Bear Necessities-Required:** Go on an overnight campout. Make a list of items you should take along. Help set up a tent. Learn how to tie two half hitches.



**Fur, Feathers, and Ferns-Required:** Hiking/walking for one mile, identify six signs of animals or plants. Visit a nature center, aviary, wildlife rescue, or fish hatchery. Learn about extinct and endangered animals. Learn about composting. Plant a vegetable or herb garden.



**A Bear Goes Fishing-Elective:** Learn about three types of fish, and fishing regulations. Learn about fishing equipment, and make a simple fishing pole. Go on a fishing adventure.



**Bear Picnic Basket-Elective:** Create your own cookbook. Learn the importance of planning, tool selection, sanitation, and safety. Prepare a recipe, help select the ingredients.

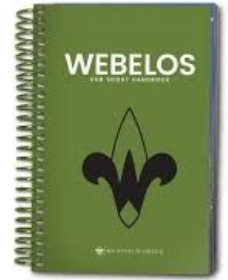


**Forensic-Elective:** Visit a police station. Find out how officers collect evidence. Take your fingerprints and learn how to analyze them. Learn how forensics is used to solve crimes. Do an analysis of four different substances: salt, sugar, baking soda, and cornstarch.

*To earn the Bear patch you need to complete 6 required activities and 1 elective. There are 15 electives to choose from in the Bear program. You earn a belt loop upon completing each required and elective adventures.*



# Fourth Grade - Webelos Den



**Cast Iron Chef-Required:** Plan a menu and budget for a balanced meal. Prepare a balanced meal (If possible) use one of these methods: camp stove, Dutch oven, box oven, solar oven, open campfire, or charcoal grill. Use tinder, kindling, and fuel wood to demonstrate how to build a fire



**First Responder-Required:** Explain what first aid is. Show what to do for hurry cases of first aid: Serious bleeding, heart attack or sudden cardiac arrest, stopped breathing, stroke, poisoning. Show how to help a choking victim. Visit with a first responder or health care professional.



**Webelos Walkabout-Required:** Plan a hike or outdoor activity. Assemble a first aid kit. Recite the Outdoor Code and Leave No Trace Principles for Kids. Hike 3 miles, plan and prepare a nutritious lunch or snack.



**Build It-Elective:** Learn about some basic tools, the proper use of each tool, and understand the need for safety when you work with tools. Select a carpentry project and build it. Learn about a construction career.



**Sports-Elective:** Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey. Participate in two sports. Explain what good sportsmanship means.



**Moviemaking-Elective:** Write a story outline describing a Scouting adventure. Create a storyboard that shows your story. Create either an animated or live action movie.

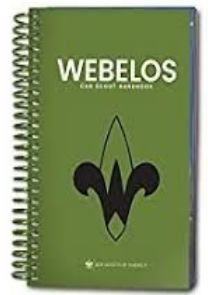


**Castaway-Elective:** On a campout or outdoor activity cook two different recipes that do not require pans. With help, demonstrate one way to light a fire without using matches. Build a shelter. Learn what items should be in a survival kit. Learn two ways to treat drinking water to remove impurities.

*To earn the Webelos patch you need to complete 5 required activities and 1 elective. There are 20 electives to choose from in the Webelos program. You earn a pin upon completing each required and elective adventures.*



# Fifth Grade - Arrow of Light



**Building a Better World-Required:** Explain the history of the United States flag. Show how to properly display the flag in public, and help lead a flag ceremony. Learn about your rights and duties as a citizen. Meet with a government or community leader, and learn about his or her role in your community.



**Outdoor Adventurer-Required:** Participate in a campout. Determine where to set up your tent, and Set up your tent without help. Discuss extreme weather situations. Show how to tie a bowline. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory.



**Scouting Adventure-Required:** Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan, and the Pledge of Allegiance. Visit a troop meeting. Show how to tie a square knot, two half hitches, a taut-line hitch, whip and fuse the ends of ropes. Participate in a Scouts BSA troop's campout or outdoor activity and use the patrol method. Demonstrate your knowledge of the pocketknife.



**Into the Woods-Elective:** Identify two different groups of trees. Identify four trees. Develop a plan to care for and plant at least one plant or tree. Make a list of items that are made from wood. Learn about growth rings Describe different types of tree bark. Go on a field trip and speak with someone knowledgeable about trees and plants.



**Project Family-Elective:** Interview a family elder, or friend about what life was like when he or she was growing up. Create a family tree of three generations. Hold a family meeting to plan an exciting family activity. Help a family member, complete a chore. With the help of an adult, inspect your home and its surroundings.



**Looking Back, Looking Forward-Elective:** Create a record of the history of Scouting and your place in that history. With help go on a virtual journey to the past and create a timeline. Create your own time capsule.



**Engineer-Elective:** Pick one type of engineer and discover three things that describe what that engineer does. Examine a set of blueprints or specifications. Construct your own set of blueprints to design and complete your project. Explore other fields of engineering. Pick and do two projects using the engineering skills you have learned.

To earn the Arrow of Light patch you need to complete 4 required activities and 1 elective. There are 20 electives to choose from in the Arrow Of Light program. You earn a pin upon completing each required and elective adventures.