## CUB SCOUT ADVANCEMENT & RECOGNITION
### As of June 2015

### WOLF

**To Earn Wolf Badge**
1. Complete 6 required Adventures.
2. Compete one Elective
3. Complete Youth Protection exercises.
4. Earn Cyber Chip Award

#### Required Adventures
- **Call of the Wild**
  - Campout
  - 2 knots
  - Outdoor safety
  - Campfire
- **Council Fire**
  - Flag; Ldr meeting
  - Service Project
  - Thank you note
  - Recycling
- **Duty to God Footsteps**
  - Family Worship
  - Visit sacred site
  - Sacred song; pray
- **Howling at the Moon**
  - Communicate
  - Skit campfire
- **Paws on the Path**
  - Hike Safety; Code
  - 1-mile hike
  - ID species
  - Map of area
- **Running with Pack**
  - Catch, balance beam
  - Different walks
  - Healthy diet

#### Elective Adventures
- **Adventures in Coins**
  - Coin rubbings,
  - Game, weigh

- **Air of the Wolf**
  - Science Experiments
  - Sound & instrument
  - Kites

- **Code of the Wolf**
  - Math games
  - Nature shapes
  - Graphs, counting
  - Codes

- **Collections & Hobbies**
  - Collect 10 items
  - Visit Museum
  - 10 autographs
  - Game

- **Cubs Who Care**
  - Try crutches, etc.
  - Visit event
  - ASL & Scout Law

- **Digging in the Past**
  - Dinosaur activities
  - Food layers

- **Finding Your Way**
  - Map & compass
  - Scavenger hunt
  - Compass hike family

- **Grow Something**
  - Grow plant 30 days
  - Visit garden
  - Make terrarium

- **Hometown Heroes**
  - Visit "hero" area
  - Package to serviceman.
  - Service Animals
  - Event to honor heroes

- **Motor Away**
  - Paper planes
  - Catapult
  - Make 2 Boats
  - Make car

- **Paws of Skill**
  - Fitness
  - Warm-ups
  - Improve for 2 weeks
  - 30 min team sport

- **Spirit of the Water**
  - Pollution, conservation
  - Swimming, rescues
**To Earn Bear Badge**

1. Complete 6 required Adventures.
2. Compete one Elective
3. Complete Youth Protection exercises.
4. Earn Cyber Chip Award

**Required Adventures**

**Bear Claws**
- **Pocketknives**
- **Carve two items**

**Bear Necessities**
- **Campout; Essentials**
- **Campfire program**
- **Outdoor meal;**
- **Hitches; barometer**

**Fellowship & Duty to God**
- **Religious emblem**
- **Worship with family**

**Fur, Feathers, & Ferns**
- **Hike 1 mile; see animals**
- **Visit center**
- **Plant garden**

**Grin and Bear It**
- **Cub Carnival-awards,**
- **Help younger Scouts**
- **Game with reflection.**

**Paws for Action**
- **Citizenship**
- **Visit station**
- **Emergency plan**
- **Clean up projects**

**Elective Adventures**

<table>
<thead>
<tr>
<th>Bear Picnic Basket</th>
<th>Bear the Builder</th>
<th>Bear Necessities</th>
<th>Beat of the Drum</th>
<th>Critter Care</th>
<th>Forensics</th>
<th>Make It Move</th>
<th>Marble Madness</th>
<th>Roaring Laughter</th>
<th>Robotics</th>
<th>Salmon Run</th>
<th>Super Science</th>
<th>World of Sound</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cook book w 5 recipes</td>
<td>Hand tools</td>
<td>Campout; Essentials</td>
<td>Native Americans</td>
<td>Care pet 2 weeks</td>
<td>Fingerprints</td>
<td>Pulleys, levers</td>
<td>Marble History</td>
<td>Tongue Twisters</td>
<td>6 Robot tasks</td>
<td>Boating</td>
<td>Experiments</td>
<td>Make mbira,</td>
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<tr>
<td>Go grocery shopping</td>
<td>Two projects (wood)</td>
<td>Campfire program</td>
<td>Write legends, drum,</td>
<td>Train Pet</td>
<td>Solve Crimes,</td>
<td>levers &amp; float</td>
<td>3 marble games</td>
<td>Play games, jokes</td>
<td>Build robot hand</td>
<td>Rescue</td>
<td>Static Electricity</td>
<td>Sistrum, rain stick.</td>
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<tr>
<td>Cook food, snack</td>
<td>Apply finish</td>
<td>Outdoor meal;</td>
<td>Dances.</td>
<td>Visit vet</td>
<td>Visit station</td>
<td>Rube-Goldberg</td>
<td>Obstacle course, maze</td>
<td>Run ons</td>
<td>Build own robot</td>
<td>Swim-beginner</td>
<td>Float &amp; sink</td>
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<td>Hitch; barometer</td>
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<td>Color layer &amp; morphing</td>
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WEBELOS

To Earn Webelos Badge
1. 3 months active in Webelos den.
2. Complete 5 required Adventures.
3. Compete two Electives
5. Earn Cyber Chip Award

Required Adventures
- Cast Iron Chef
  - Prepare wood, build fire
  - Nutrition goals
  - Menu an make meal with outdoor equipment
- Duty to God and You
  - Earn religious emblem
  - Family Worship
  - Individual worship
- First Responder
  - Hurry first aid
  - Choking & shock
  - First Aid kit
  - Visit with 1st responder
- Stronger, Faster, Higher
  - Exercises
  - Repeat for 30 days
  - Den games, help, new sport
- Webelos Walkabout
  - Hike plan, 1st Aid kit
  - ID poison plants, animals
  - LNT, Outdoor Code
  - Service Project
  - Leadership role

ARROW OF LIGHT

To Earn Arrow of Light
1. 6 months active in Webelos den.
2. Complete 4 required Adventures.
3. Compete three Electives
5. Earn Cyber Chip Award

Required Adventures
- Building a Better World
  - Citizenship, flag law
  - Meet with leader
  - Budget
  - Conservation, recycling event
- Adventure Camper
  - Campout, tent
  - Campfire program
  - Bowline knot; Geocache
  - Outdoor Code
- Duty to God in Action
  - Earn religious emblem
  - Family Worship
  - Individual worship
  - Historical accounts
- Scouting Adventure
  - Oath, handshake, et. al.
  - Visit Troop
  - Use Patrol method
  - Troop campout
  - Knots, whip rope
  - Pocketknife use

Elective Adventures for Webelos, Arrow of Light

Adventures in Science
- Visit with Scientist
- Four experiments or Observations

Aquanaut
- Safety; Rescues
- BSA Swimmer
- Dives, 2 strokes
- Visit rescue squad
- Paddle canoe

Art Explosion
- Visit gallery
- 2 Self Portraits
- 2 art projects
- 10 photos
- Portfolio

Aware and Care
- Simulate disabilities
- Do 2 service projects

Build It
- Learn about tools
- Build project
- Career

Build My Own Hero
- ID local heroes
- Award to hero
- Learn about heroes

Castaway
- Matchless fire
- Cook w/o pans
- Build a shelter
- Survival Activities

Earth Rocks!
- ID specimens
- Mineral Test kit
- ID map features, building materials
- Earth Science investigation
(Webelos & Arrow of Light Elective Adventures cont.)

**Engineer**
- Define engineering
- Use plans in project
- History activity
- Two projects, display

**Fix It**
- Make toolbox
- Find valves, etc. in home
- Learn to solve problems
- Eight (of 21) FixIt projects

**Game Design**
- ID 5 game parts
- Online safety
- Create game
- Teach another to play

**Into the Wild (do 6 of 9)**
- Care for specimen
- Aquarium or terrarium
- ID birds in a week;
- Watch & ID 4 creatures
- Ecosystems; visit center

**Into the Woods**
- ID trees, plants, & parts
- Visit nature area
- Plant & care for tree
- ID home items or take walk
- Tree ring ID

**Looking Forward, Backward**
- Scout History
- Make timeline
- Make time capsule

**Maestro!**
- Attend performance
- Make instrument
- Form, play in band
- Teach song; Create song
- Perform

**Moviemaking**
- Story outline
- Create movie
- Share movie

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**Project Family**
- Family history
- Job chart
- Help with jobs
- Service project
- Check home
- Plan family event & do it.

**Sportsman**
- Show signals
- 2 individual sports
- 2 team sports
- Good Sportsmanship

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**Cyber Chip Awards**

Cyber Chip Card. New card or change the date each year.

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**Cyber Chip Patch (temporary patch, worn on R pocket)***

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**CYBER CHIP REQUIREMENTS**

Cyber Chip, or internet safety, is required annually at every Scouting level. Get more info at NetSmartz.org/scouting

**Grades 1-3:**
- Commit to Internet Safety Pledge.
- Watch the video “Bad Netiquette Stinks.”
- Tell leader what learned.

**Grades 4-5**
- Commit to Internet Safety Pledge.
- Watch the video “Password Rap.”
- Use “Teachable Recipes”
- Den rules for devices.

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Note: All Cyber Chips will expire annually. Each Scout will need to "recharge" the chip by going back to the Netsmartz area, then the Scout can add the new date to the Cyber Chip card or certificate.