

**AOL**

Arrow of Light	
1.Active member of den for 6 months	
2a.Building a Better World	
2b.Camper	
2c.Duty to God in Action	
2d.Scouting Adventure	
3.Complete three elective adventures	
4.Parent's Guide & Cyber Chip	

AOL Core Pins	
1 Building a Better World	
2 Camper	
3 Duty to God in Action	
4 Scouting Adventure	

Electives Summary	
1 Adventures in Science	
2 Aquanaut	
3 Art Explosion	
4 Aware and Care	
5 Build It	
6 Build My Own Hero	
7 Castaway	
8 Earth Rocks!	
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10 Fix It	
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15 Maestro!	
16 Moviemaking	
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18 Sportsman	

**AOL Core Pins**

Building a Better World		
(Do All and 1 of 10)	1 Flag History/Display/Ceremony	
	2 Citizen rights and duties	
	3 Discuss "rule of law"	
	4 Meet government leader	
	5 Family expenses / Manage budget	
	6 Energy use in community	
	7 Identify one energy problem in community	
	8 Event to help recycle	
	9 Plan activity	
	10a Scouting in another country	
10b World Friendship Fund		
10c Brother den in another country		
10d Connect with Scout in another country		

Camper		
(Do All)	1 Plan / conduct campout	
	2 Setup tent without adult help	
	3 Discuss emergency actions for:	
	3a Severe rainstorm causing flooding	
	3b Severe thunderstorm w/lightning or tornados	
	3c Fire/Earthquake/other evacuation	
	4 Plan campfire	
5 Tie,teach and say when to use a Bowline.		
6 Go Geocaching		
7 Recite/discuss Outdoor Code, Leave No Trace		

Duty to God in Action		
(Do 1 or 2a & 2 of 2b-2e)	1 Earn religious emblem of faith	
	2a Make plan of TWO things help w/ duty to God	
	2b Discuss Scout Oath & Law to beliefs abt God	
	2c Pray/meditate for one month	
	2d Read about 2 people who did Duty to C	
	2e Do an act of service	

Scouting Adventure		
(Do All)	1a Repeat Oath, Law, Motto, & Slogan	
	1b Explain Scout Spirit	
	1c Demonstrate sign, salue, handshake	
	1d Describe 1st Class badge & significance	
	1e Repeat Outdoor code & explain meaning	
	2a Describe troop leadership	
	2b Describe 4 steps of advancement	
	2c Describe ranks in Boy Scouts	
	2d Describe merit badge program	
	3a Explain patrol method & types	
	3b Hold an election to choose patrol leader	
	3c Develop patrol name, emblem, flag, & yell	
	3d Participate in Boy Scout campout/activity	
	4 Use patrol method on Boy Scout activity	
	5a Tie knots: square, 2-half hitches, taut-line	
	5b Show whip & fuse ends of different ropes	
	6 Demonstrate pocketknife safety	

**Elective Pins**

Adventures in Science		
(Do All and only four of 3)	1 Draw picture of "Fair Test" of fertilizer	
	2 Visit museum, discuss 3 questions w/scientist	
	3a Do experiment of #1 & report	
	3b Do experiment #1 & change ind. var	
	3c Build scale model of solar system	
	3d Build, launch rocket; design "fair test"	
	3e Two circuits; 3 lights & battery	
	3f Study night sky. Observe over 6 hrs	
	3g Explore chemical reactions	
	3h Playground motion. "Fair Test" weight	
3i Read bio of scientist. Tell den		

Aquanaut		
(Do 1-5 & 2 of 6-10)	1 State water activity safety precautions	
	2 Purpose of 3 classifications	
	3 Importance of Boating skills	
	4 Order of rescue	
	5 Attempt Swimmer test	
	6 Front surface dive	
	7 Demonstrate 2 strokes	
	8 Talk swimming expert	
	9 PFD exercise	
	10 Paddle canoe	

Art Explosion		
(Do 1, 2, two of 3 and one of 4)	1 Visit museum	
	2 Create 2 self-portraits, different tech	
	3a Draw original picture outdoors	
	3b Clay sculpture	
	3c Clay object, fired / baked / dried	
	3d Freestanding sculpture	
	3e Origami / Kirigami	
	3f Computer illustration	
	3g Original logo / design on object	
	3h Photo edit	
3i Create comic strip		
4a Create portfolio		
4b Display artwork		

Aware and Care		
(Do 1-6, two of 7)	1 Participate in blindness activity	
	2 Simulates severe visual impairment	
	3 Simulates deafness	
	4 Simulates mobility impairment	
	5 Simulates dexterity impairment	
	6 Activity to accept differences	
	7a Do Good Turn at nursing/retirement facility	
	7b Disabled visitor & discuss	
7c Special Olympics or similar		
7d Talk with disabilities worker		
7e Scout Oath in Sign Language		
7f Learn service dog process		
7g Service project for a disability		
7h Activity w/disabled members organization		

Build It		
(Do All)	1 Learn basic tools & safety	
	2 Build carpentry project	
	3 List tools / materials for #2	
	4 Check mark tools first time use for #3	
	5 Visit / interview construction worker @ site	

Build My Own Hero		
(Do All)	1 What is Hero; Invite local hero.	
	2 Identify how citizens can be local heros.	
	3 Recognize community Hero	
	4 Learn about a foreign hero	
	5 Learn about a Scout hero	
	6 Create your own superhero	

**Elective Pins**

Castaway		
(Do two of 1 and all of 2)	1a Show one way to light fire w/o matches	
	1b Cook 2 different recipes w/o pots & pans	
	1c Use tree limbs & build overnight shelter	
	2a Assemble survival kit	
	2b Live "off the grid" for one week	
	2c Invent game w/o electricity	
	2d Write rules & play game in (C)	
	2e Teach game to others	
	2f Demonstrate 2 ways to purify water	
	2g Explain S-T-O-P, universal emerg signs	
2h 4 Leader qualities & act out 2.		

Earth Rocks!		
(Do All 1-6, 8, and 7a or b)	1a Explain "geology"	
	1b Explain why important	
	1c Share w/den meaning of geology	
	2 Look rocks/minerals on rock hunt	
	3a Identify rocks on hunt	
	3b Use magnifying glass	
	3c Share results w/den	
	4a Mineral test kit to Mohs scale of hardness	
	4b Record results in handbook	
	5 Identify geological features on map	
6a Identify geological building materials (home)		
6b Identify geological materials (community)		
6c Record items that are found		
7a Outing, natural changes (wind, water, ice, etc)		
7b1 Meet with & discuss geologist careers		
7b2 Ask geologist about fossils		
7b3 Ask geologist: preserving natural resources		
8 Do earth science demonstration		

Engineer		
(Do All)	1 3 things describing a type of engineer	
	2a Construct blueprint plans for a design	
	2b Using plans, construct the project	
	3c Share project with Den	
3 Explore fields of engineering		
4 Do 2 projects using engineering skills		

Fix It		
(Do 1-3, eight of 4)	1 Put toolbox together; Show safety of 3 tools	
	2 Help adult with following:	
	2a Locate electrical panel, fuses or breakers	
	2b Type of heat used in home	
	3c Learn how to shut off water sink, toilet, etc.	
	3 Describe fixing:	
	3a toilet overflowing	
	3b kitchen sink is clogged	
	3c some lights go out	
	4a Change light & dispose bulb	
	4b Fix squeaky door or cabinet hinge	
	4c Tighten loose handle/knob	
	4d Demonstrate stopping a running toilet	
	4e Replace furnace filter	
	4f Wash a car	
	4g Check oil level & tire pressure in car	
	4h Replace a bulb in a car	
	4i Change a car tire	
	4j Repair bicycle, chain, tires, flat, etc	
	4k Replace wheels on skateboard, scooter, or skat	
	4l Help prepare and paint a room	
	4m Help replace wall or floor tile	
	4n Help repair window/door lock	
	4o Help fix slow or clogged sink	
4p Help repair a mailbox		
4q Change battery in smoke or CO2 detector		
4r Help fix leaky faucet		
4s Find wall studs & hang curtain rod		
4t Rebuild/refinish old furniture/toy		
4u Do project agreed upon with parent		

**Elective Pins**

Game Design		
(Do All)	1 Decide on elements of game	
	2 List 5 of onlnie safety rules	
	3 Create game	
	4 Teach someone else how to play	

Into the Wild		
(Do Six)	1 Care for insect/etc and tell	
	2 Setup aquarium (30 days); share experience	
	3 Watch birds (1 wk) and record	
	4 Learn about bird flyways	
	5 Watch ≥4 wild creatures; describe habitat	
	6 Identify animal only locally; tell why	
	7 Give examples of 2 of following:	
	7a Product/consumr/decomposr in food chain	
	7b One way humans changed nature balance	
	7c How to protect balance of nature	
8 Learn aquatic ecosystems & discuss		
9 Do one of following:		
9a Visit museum and discuss with den		
9b Create vid of wild creature & share w/den		

Into the Woods		
(Do All)	1 Identify 3 groups / parts of tree	
	2 Identify 6 local trees & how used	
	3 Identify 6 plants & how used	
	4 Visit nature center	
	5 Care plan and plant a plant/tree	
	6 List of household things made of wood	
	7 Explain growth rings & types of tree bark	

Looking Back, Looking Forward		
(Do All)	1 Create history record of scouting	
	2 Virtual journey to the past & make timeline	
	3 Create a time capsule	

Maestro!		
(Do 1, 2 of 2 & 2 of 3)	1a Attend live musical performance	
	1b Visit facility with sound mixer, & Learn it	
	2a Make musical instrument & play it.	
	2b Form a "band" with each home-instrument	
	2c Play 2 tunes on any band instrument	
	3a Teach den words to song & perform w/den	
	3b Create original words for song & perform	
	3c Compose den theme song & perform	
	3d Write/Compose song about issue & perform	
	3e Perform a musical number.	

Moviemaking		
(Do All)	1 Write story outline. Create storyboard.	
	2 Create movie w/Oath & Law	
	3 Share movie with family/pack/den.	

Project Family		
(Do 1 - 5 & 2 of 6 - 8)	1 Interview grandparent about childhood life	
	2 Family tree or special celebration poster	
	3 Chart chores for 2 weeks	
	4 Select ONE and help another person with it:	
	4a Grocery list for a week	
	4b Family laundry one time	
	4c Help prepare meals for family for one day	
	5 Community/conservation service project	
6 Home Inspection		
7 Hold a family meeting to plan an activity		
8 Share best parts of family event		

Sportsman		
(Do All)	1 Signals used by officials	
	2 Participate 2 individual sports	
	3 Play two team sports	
	4a Explain good sportsmanship	
4b Role-play situation of good sportmanship		
4c Give example of good sportsmanship		