

Wolf

Core

Electives

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Core Adventures Summary

Call of the Wild	
Council Fire	
Duty to God Footsteps	
Howling at the Moon	
Paws on the Path	
Running with the Pack	

Electives Summary (1 or more)

Adventures in Coins	
Air of the Wolf	
Code of the Wolf	
Collections and Hobbies	
Cubs Who Care	
Digging in the Past	
Finding Your Way	
Germes Alive!	
Grow Something	
Hometown Heroes	
Motor Away	
Paws of Skill	
Spirit of the Water	

Call of the Wild

(do all)	1	Attend a pack or family campout	
	2	Tie an overhand and square knots	
	3	Identify four types of animals	
	4	List possible weather chngs while camping	
	5a	Show what to do with a stranger	
	5b	Show what to do during natural disaster	
	5c	Show what to do to prevent spreading germs	
6	Participate in a campfire show		
7a	Recite Outdoor Code		
7b	Recite the Leave No Trace Principles		
7c	List how you are careful with fire		

Council Fire

(do all)	1	Participate in a flag ceremony	
	2	Make and follow a den duty chart	
	3a	Show how your community has changed	
	3b	Present a solution to a community issue	
	4a	Present service project to Pack Comm	
	4b	Work on a service project	
	5	Talk to a PD officer / FD member, etc	
6a	Learn about recycling		
6b	Start or contribute to home recycling		
6c	Create a project from recyclables		

Duty to God Footsteps

(do all)	1a	Visit a religious monument	
	1b	Create a display of your visit	
	2	Do 2a and two of 2b - 2d	
	2a	Give 2 ideas & practice your duty to God	
	2b	Read a story about religious freedom	
	2c	Learn a song of grace	
	2d	Offer a prayer with family/den/pack	

Howling at the Moon

(do all)	1	Communicate in two ways	
	2	Create an original skit	
	3	Present a campfire program	
	4	Perform your campfire program	

Paws on the Path

(do all)	1	Prepare for a hike	
	2	Tell what the buddy system is	
	3	Tell what to do if separated on a hike	
	4	Chose appropriate clothing for a hike	
	5	Discuss how you show respect for w	
	6	Go on a 1 mile hike	
	7	Name two birds, bugs and animals	
	8	Draw a map of your area	

Running with the Pack

(do all)	1	Play catch	
	2	Practice your balance	
	3	Practice your flexibility	
	4	Play a sport with your den or family	
	5	Do two animal walks	
	6	Demonstrate healthy eating	

Adventures in Coins

(do all)	1	ID parts of a coin	
	2	Find & tell about the mintmarks	
	3	Play a coin game	
	4	Make a rubbing of a coin	
	5	Play a game with coin math	
	6	Create a balance scale	
	7	Do a coin weight investigation	

Air of the Wolf

(do 1a, 1b, 1 of 1c & all 2-4)	1a	Investigate the weight of air	
	1b	Investigate air temperature	
	1c i	Fly and modify a paper airplane	
	1c ii	Make a balloon powered sled	
	1c iii	Bounce an underinflated ball	
	1c iv	Roll an underinflated ball or tire	
	2a	Record sounds you hear outside	
	2b	Create a wind instrument & play it	
	2c	Investigate how speed affects sound	
	3a	Kite flying safety rules	
	3b	Make a kite	
	4	Participate in wind powered race	

Code of the Wolf

(do 2 of 1a-d, 1 of 2, 1 of 3 & 1 of 4)	1a	Make a game req math to keep score	
	1b	Play of "Go Fish for 10's"	
	1c	Do 5 activities that use math	
	1d	Make a rekenrek with two rows	
	2a	Identify 3 shapes in nature	
	2b	Identify 2 shapes in bridges	
	2c	Choose shape & record where you see it	
	3a	Count the number of colors in a package	
	3a i	Draw graph of the number of colors	
	3a ii	Determine most common color	
	3a iii	Compare your results	
	3a iv	Predict the colors in a different package	
	3a v	Decide if your prediction was close	
	3b	Measure peoples height & count steps	
	3c	Graph number of shots to make 5 baskets	
	4a	Use a secret code	
	4b	Use the pig pen code	
	4c	Practice using a block cipher	

Collections and Hobbies

(do all)	1	Collect 10 items	
	2	Share your collection	
	3	Visit a museum displaying collections	
	4	Collect 10 autographs	
	5	Write a famous person for an autograph	
	6	Play a game that involves collecting	

Cubs Who Care

(1 and four of 2)	1	Visit a person with a physical disability	
	2a	Try using a wheelchair or crutches	
	2b	Learn about handicapped sports	
	2c	Learn about "invisible" disabilities	
	2d	Do 3 of the following wearing gloves:	
	2d	Tie your shoes	
	2d	Use a fork to pick up food	
	2d	Play a card game	
	2d	Play a video game	
	2d	Play a board game	
	2d	Blow bubbles	
	2e	Paint a picture with and without sight	
2f	Sign a simple sentence		
2g	Learn about famous person with disability		
2h	Attend an event for disabled people		

Digging in the Past

(do all)	1	Play game of dinosaur knowledge	
	2	Create an imaginary dinosaur	
	3	Make a fossil cast	
	4	Make a dinosaur dig	
	5	Make an edible fossil	
	6	Dig in your dinosaur dig	

Finding Your Way

(do all)	1a	Locate your home on a map	
	1b	Draw a map	
	2	Find where a snack came from	
	3a	Identify a compass rose	
	3b	Use a compass to find north	
4	Use a compass on a scavenger hu		
5	Go on a hike with a map and comp		

Germes Alive!

(do all)	1	Wash hands & sing the "Germ Song"	
	2	Play germ Magnet	
	3	Conduct a sneeze demonstration	
	4	Conduct a mucus demonstration	
	5	Grow a mold culture	
	6	Make a clean room chart	

Grow Something

(do 1-4 & 1 of 5)	1	Plant a seed	
	2	Learn about what grows in your area	
	3	Visit a botanical garden	
	4	Make a terrarium	
	5a	Grow a garden with a seed tray	
5b	Grow a sweep potato in water		

Hometown Heroes

(do all)	1	Talk about being a hero	
	2	Visit an agency where you find heroes	
	3	Interview a hero	
	4	Honor serviceperson with care pkg	
	5	Find out about service animals	
	6	Particip in event that celebrates heroes	

Motor Away

(do all)	1a	Fly three kinds of paper airplanes	
	1b	Make a paper airplane catapult	
	2	Sail two different boats	
3	Create a self propelled car		

Paws of Skill

(do all)	1	Learn about being physically fit	
	2	Talk about properly warming up	
	3	Practice two physical fitness skills	
	4	Play a team sport for 30 min	
	5	Talk about sportsmanship	
	6	Visit a sporting event	
	7	Make an obstacle course	

Spirit of the Water

(do all)	1	Demonstrate how water can be polluted	
	2	Help conserve water	
	3	Explain why swimming is good exercise	
	4	Explain the water safety rules	
	5	Show how to do a reaching rescue	
	6	Jump into a pool and swim 25 ft	