

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!
- 9 Engineer
- 10 Fix It
- 11 Game Design
- 12 Into the Wild
- 13 Into the Woods
- 14 Looking Back, Looking Forward
- 15 Maestro!
- 16 Movie-making
- 17 Project Family
- 18 Sportsman

AOL Core Pins

Building a Better World

- 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

- 1 Plan / conduct campout
- 2 Setup tent without adult help
- 3 Discuss emergency actions for:
 - 3a Severe rain/storm 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

- 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 God
- 2e Do an act of service

Scouting Adventure

- 1a Repeat Oath, Law, Motto, & Slogan
- 1b Explain Scout Spirit
- 1c Demonstrate sign, salute, 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

- 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

- 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

- 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

- 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

- 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

- 1 What is Hero; Invite local hero.
- 2 Identify how citizens can be local heroes.
- 3 Recognize community Hero
- 4 Learn about a foreign hero
- 5 Learn about a Scout hero
- 6 Create your own superhero

Elective Pins

Castaway

- 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!

- 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

- 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

- 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 skate
- 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

- 1 Decide on elements of game
- 2 List 5 of online safety rules
- 3 Create game
- 4 Teach someone else how to play

Into the Wild

- 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 24 wild creatures; describe habitat
- 6 Identify animal only locally; tell why
- 7 Give examples of 2 of following:
 - 7a Producer/consumer/decomposer in food chain
 - 7b One way humans changed nature balance
 - 7c How to protect balance of nature
 - 7d Learn aquatic ecosystems & discuss
 - 7e Do one of following:
 - 9a Visit museum and discuss with den
 - 9b Create vid of wild creature & share w/den

Into the Woods

- 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

- 1 Create history record of scouting
- 2 Virtual journey to the past & make timeline
- 3 Create a time capsule

Maestro!

- 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.

Movie-making

- 1 Write story outline. Create storyboard.
- 2 Create movie w/Oath & Law
- 3 Share movie with family/pack/den.

Project Family

- 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
 - 4d Community/conservation service project
- 6 Home Inspection
- 7 Hold a family meeting to plan an activity
- 8 Share best parts of family event

Sportsman

- 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 sportsmanship
- 4c Give example of good sportsmanship

Arrow of Light Required Adventure Pins

Building a Better World



No. 619971

Camper



No. 619972

Duty to God in Action



No. 619974

Scouting Adventure



No. 619973

Webelos and Arrow of Light Elective Adventure Pins

Adventures in Science



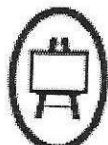
No. 619989

Aquanaut



No. 619970

Art Explosion



No. 619983

Aware and Care



No. 619990

Build It



No. 619991

Build My Own Hero



No. 619992

Castaway



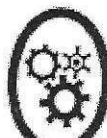
No. 619994

Earth Rocks!



No. 619995

Engineer



No. 619996

Fix It



No. 619975

Game Design



No. 619981

Into the Wild



No. 619976

Into the Woods



No. 619977

Looking Back, Looking Forward



No. 619978

Maestro!



No. 619979

Moviemaking



No. 619982

Project Family



No. 6199197

Sportsman



No. 619980