	Tiger Ad	lventure	S				
Note: Items in <i>italics</i> will need to be done outside of program area to	-			 	 	 	
Aquatics - Lake: Floats and Boats							
1. Identify five different types of boats							
2. Identify five things that float and five things that do not float							
3. Build or create a model boat and float it on water. (Handicraft)							
Aquatics - Pool: Tigers in the Water							
1. Learn about the swimming safety rules that you need to follow.							
2. Demonstrate how to enter the swimming area properly.							
3. With your tiger adult partner as your buddy, be active in water depths matching your ability for 20 minutes							
4. Place your face in the water and blow bubbles.							
5. Demonstrate a flutter kick.							
6. Demonstrate how to exit properly from the swimming area.							
Campcraft: Lets Camp							
1.Learn about the buddy system and how it works in the outdoors							
2.Befoe going on the overnight campout, discuss what type of weather is expected and what type of clothes you should wear.							
3. Pack up your Cub scout six essentials for the campout							
4. Learn a camping skill							
5. Attend a council or District cub scout overnight camp or attend a campout with your pack.							
Fishing: Fish On							
1.With your den or Tiger adult partner identify the body of water where you will go fishing							
2. With your Tiger adult partner, learn the rules of fishing safely							
3 Draw a picture of the type of fish you think lives in the water where are going fishing							
4. Go fishing							
Fitness: Rolling Tigers							
1. Learn the ABC`s of bike gear (air,brakes,chain)							
2. With yout den or tiger Adult partner learn about the safety gear you should use when riding							
3. With your den or tiger Adult partner learn the safety rules to follow when riding a bike							
4. With your den or tiger Adult partner demonstrate proper hand signals							
5. With your tiger adult Partner or family, ride a bike or begin learning how to ride a bike.							
Fitness: Tiger Tag							
1. Play and active game with your den. Share with your den or tiger adult why you like this game.							

			-	-	 	
2. Play a relay game with your den Share with your den or tiger adult why you like this game.						
3. Discuss what it means to be a good sport in a game with your Tiger adult partners or other tigers.						
4. Attend a sporting event						
Handicraft: Race Time						
1. With your Tiger adut partner, assemble and decorate a Raingutter Regatta boat.						
2. Learn the rules of the race for the Raingutter Regatta						
3. Before the race, discuss with your Tiger adult leader how you will demonstrate good sportsmanship during the race						
4. With your Tiger adult partner, participate in a Raingutter Regatta						
STEM: Designed by Tiger						
1. Think about something that you would like to build. Draw a picture of what the final project should look like.						
2. Using your drawing as a guide, build the project.						
3. When completed discuss with your Tiger adult partner what could be done to improve your project.						
4. Make the improvement to your project.						
5. Make a drawing of your final project.						
Shooting Sports: Archery						
1. Identify and wear appropriate safety gear with the help of their adult partner.						
2. Demonstrate the archery safety rules and whistle commands.						
3. Demonstrate proper range commands with the help of their adult partner.						
4. Identify the main parts of your shooting equipment and how to properly use them.						
5. Demonstrate proper stance and shooting techniques.						
6. Shoot 3 arrows at target. Repeat and try to improve your score. A minimum of 6 arrows are shot.						
7. Demonstrate how to safely retrieve your arrows.						
8. Discuss how to put away and properly store your archery shooting equipment after use.						
Shooting Sports: BB						
1. Explain what you should do if you find a gun. Recite the 4 safety reminders.						
2. Indentify and wear the appropriate safety gear.						
3. Demonstrate proper range commands.						
4. Show how to use the safety mechanism.						
5. Demonstrate how to properly load, fire, and secure your BB gun.						
6. Demonstrate one of the positions for shooting a BB gun.						
7. Fire 5 BBs at the target. With the help of your Tiger adult partner, score your target. Repeat and do your best to improve your score. Fire at least 10 BBs.						
8. Discuss how to put away and properly store your BB gun and shooting equipment after use.						

	Wolf Ad	ventures	5							
Note: Items in <i>italics</i> will need to be done outside of program area to	complete	adventu	re							
			-							
Campcraft: Let's Camp										
1. Learn about the buddy system and how it works in the outdoors.										
2. Know the Cub Scout Six Essentials.										
3. In addition to the Cub Scout Six Essentials, list the personal items										
you need for your campout.										
4. Learn a new camping skill.										
5. Attend a council or district Cub Scout overnight camp or attend an overnight campout with your pack.										
Fishing: A Wolf Goes Fishing										
1. Indentify the type of water you will be fishinig in and what type of fish live in that water.										
2. Learn abou tthe different types of bait used to attract fish.										
3. Demonstrate a proper cast for the pole or rod you are using.										
4. Learn the rules of fishing safely.										
5. With your den, pack, or family, go fishing.										
Fitness-Biking: Pedal with the Pack										
1. Show how to properly wear a bicycle helmet. Show you can take it off and put it on without help.										
2. Decide what you should wear when riding a bike.										
3. Learn about different types of bikes and when/where you might ride these different bikes.										
4. Demonstrate you can start and stop your bicycle without help.										
5. Demonstrate proper hand signals.										
6. With your den, pack, or family, following the buddy system, take a bike ride.										
Fitness: Paws of Skill										
1. With your den, talk about sportsmanship and what it means to be a good sport. Make the connection between sportsmandship and the Scout Oath and Scout Law.										
 Learn the rules of a team spport that you can play with your den, pack, family, or friends. After learning the rules, play the game for 30 minutes. 										
3. Visit or watch a team sporting event with your family or den. Look for ways the team works together and share with your family or den.										
Handicraft: Race Time										
1. With an adult, assemble and decorate a Raingutter Regatta boat.										
2. Learn the rules of the race for the Raingutter Regatta										
3. Identify how you could increase the speed of your regatta boat.										
4. Before the race, discuss with your den how you will demonstrate good sportsmanship during the race										
5. Participate in a Raingutter Regatta										
				L				L	L	I

Nature: Paws on the Path					
1. Identify the Cub Scout Six Essentials. Show what you do with					
each item. (Campcraft)					
2. Learn about the buddy system and how it works in the woods. Pick a buddy for your walk. (Campcraft)					
3. Identify appropriate clothes and shoes for your walk outside. Do your best to wear them on your walk.					
4. Learn about the Outdoor Code and Leave No Trace Principles for Kids.					
5. Take a walk outside for at least 30 minutes to explore nature in your surroundings. Describe four different animals, domestic or wild, that you could see on your walk.					
Pool: Paws for Water					
1. Learn about the swimming safety rules that you need to follow.					
2. Demonstrate how to enter the swimming area properly.					
3. Using the buddy system and staying with your ability group, go swimming with your den or family for 30 minutes.					
4. Attempt at least one swimming stroke: front crawl, restful backstroke, or breaststroke.					
5. Jump feet first into water that is chest high or deeper.					
6. Demonstrate how to exit the swimming area properly.					
STEM: Air of the Wolf					
1. Make a paper airplane and fly it five times. Record the flight distance and time.					
2. Make a paper airplane of a different design and fly it five times. Record the flight distance and time.					
3. Compare and contrast the two paper airplanes by distance and flight times.					
4. Build a flying machine that is not a paper airplane.					
Shooting Sports: Archery					
1. Identify and wear appropriate safety gear with the help of their adult partner.					
2. Demonstrate the archery safety rules and whistle commands.					
3. Demonstrate proper range commands with the help of their adult partner.					
4. Identify the main parts of your shooting equipment and how to properly use them.					
5. Demonstrate proper stance and shooting techniques.					
6. Shoot 5 arrows at target. Repeat and try to improve your score. A minimum of 10 arrows are shot.					
7. Demonstrate how to safely retrieve your arrows.					
8. Discuss how to put away and properly store your archery shooting equipment after use.					
Shooting Sports: BB					
1. Explain what you should do if you find a gun. Recite the 4 safety reminders.					
2. Indentify and wear the appropriate safety gear.					
3. Demonstrate proper range commands.					
4. Show how to use the safety mechanism.					
5. Demonstrate how to properly load, fire, and secure your BB gun.					
6. Demonstrate one of the positions for shooting a BB gun.					
7. Fire 5 BBs at the target. With the help of your Tiger adult partner, score your target. Repeat and do your best to improve your score. Fire at least 15 BBs.*					
8. Discuss how to put away and properly store your BB gun and shooting equipment after use.					

	Bear Ad	ventures								
Note: Items in <i>italics</i> will need to be done outside of program area to			. Item	s with an	asterisk*	can be a	accomplis	shed duri	ng weekl	ong.
Campcraft: Whittling										
1. Read, understand, and promise to follow the "Cub Scout Knife										
Safety Rules."										
2. Demonstrate the knife safety circle.		├								
3. Demonstrate that you know how to care for and use your pocketknife safely.										
4. Make two carvings with a pocketknife.										
Fishing: A Bear Goes Fishing										
1. Learn about three types of fish in your area.										
2. Learn about your local fishing regulations with your den leader or other adult.										
3. List three of the regulations you learned about and one reason each regulation exists.										
4. Become familiear with the safe use of the fishing equipment you use on your outing.										
5. Learn the proper way to attaach the hook, lure, or fly to the line.										
6. Go on a fishing adventure, and for 30 minutes or more, put into practice the things you have learned about fish and the fishing equipment.										
Fitness-Biking: Bears on Bikes										
1. Show how to properly wear a bicycle helment.										
2. Decide what you should wear when riding a bike.										
3. Demonstrate proper hand signals.										
4. Demonstrate how to adjust saddle height.										
5. Demonstrate how to operate brakes.										
6. Learn how to use a pump to inflate your tires. Discuss why riding with low-pressure or flat tires is unsafe and can cuase damage to										
your bike. 7. With your den, pack, or family, follow the buddy system, and go on a 30-minute bike ride.										
Handicraft: Race Time										
1. With an adult, assemble and decorate a Raingutter Regatta boat.										
2. Learn the rules of the race for the Raingutter Regatta										
3. Identify how you could increase the speed of your regatta boat.										
 Before the race, discuss with your den how you will demonstrate good sportsmanship during the race 						<u> </u>				
5. Participate in a Raingutter Regatta										
Lake: Bears Afloat										
1. Before attempting requirements 6 and 7 for this Adventure, you must pass the BSA swimmer test.										
2. Pick a paddle craft you'll use to complete all requirements: canoe*										

supervision at a padde-craft activity.	3. With your den or an adult, discuss the role of qualified adult						
5. Discover how to tell if a lie jacket is the correct size and approved 5. Discover how your padde carlt responds as you move your padde through the water from different places.* 7. Have 30 minutes. or more, of cance padde lune.* 7. Have 30 minutes. or more, of cance padde lune.* 7. Have 30 minutes. or more, of cance padde lune.* 7. Have 30 minutes. or more, of cance padde lune.* 7. Have 30 minutes. or more, of cance padde lune.* 7. Have 30 minutes. or more, of cance padde lune.* 7. Have 30 minutes. or more, of cance padde lune.* 7. Have 30 minutes. or more, of cance padde lune.* 7. Have 30 minutes. or more, of cance padde lune.* 7. Have 30 minutes. or more, of cance padde lune.* 7. Have 30 minutes. or more, of cance padde lune.* 7. Have 30 minutes. or more, of cance padde lune.* 7. Have 30 minutes. or more, of cance padde lune.* 7. Have 30 minutes. or more, of cance padde lune.* 7. Have 30 minutes. or more, of cance padde lune.* 7. Have 30 minutes. or more, minutes. 7. How 30 minutes. or more, minutes. 7. How 30 minutes. or more, minutes. 7. Have 30 minutes. or more, minutes. 7. Have 30 minutes. The distance. Intermetter on your wake. 7. Have 30 minutes. Intermine the fire danger rating along your wake or hing a syou look up, down, and around you, six signs of any marmals, birds, insect, or regimes. 7. Have 30 minutes. 7.	supervision at a paddle-craft activity.						
tor your padde card activity. Demonstrate how to wear it	4. Explain the safety rules to follow when safely using a paddle-craft.						
through the water from different places	5. Discover how to tell if a life jacket is the correct size and approved for your paddle-craft activity. Demonstrate how to wear it.						
Nature: Boer Habitat Image: Boer Habitat	6. Explore how your paddle craft responds as you move your paddle through the water from different places.*						
1 Proper for a one-mile walk by gathering the Cub Scout Six Essentials and water appropriate clohing and shores. 2 "Know Before You Go" identify the location of your walk on a map and contim your one-mile route 3 "Choose the Right Path" Learn about the path and the surrounding area you'll be walked a plan for what you'll do with your personal tasks or trash you find along the trail. 5 "Leave What You Find" Take pictures along your walk or bring a "Respect Wildfer" From 2 bettrains you find along the trail. 5 "Leave What You Find" Take pictures along your walk or bring a math control of the We things that you walk or bring a control task or the find along the trail. 5 "Leave What You Find" Take pictures along your walk or bring a math. 7 "Respect Wildfer" From 2 bettrains, birds, inteeds, or walk. 6 "Be Cardul With Fire" Determine the fire danger rating along your path. 7 "Respect Wildfer" From 2 bettrains, birds, inteeds, or walk. 8 "Be Knd to Other Valtors' leantfy what you need to do as a den to be kind to other Valtors' leantfy what you need to do as a den to be kind to other Valtors' leantfy what you need to do as a den to be kind to other Valtors' leantfy what you need to do as a den to be kind to other Valtors' leantfy what you need to do as a den to be kind to other Valtors' leantfy what you need to do as a den to be kind to other Valtors' leantfy what you need to qualified adult supervison at as withining adulty groups for the Boy Scouts of America and the water depth appropriate for each. 3. Co swimming with your den, pack, or family for 30 minutes using the buddy system. Duddy checks, and ability groups with your den, pack. or family for 30 minutes using the buddy system. 4. Demonstrate the use of the buddy system, buddy checks, and ability groups with your den, pack. or family for 30 minutes using the buddy system. 5. Attempt the ISA beginere swim test. 6. Conduct a starte electricity investigation. 6. Conduct a starte electricity investigation. 6. Conduct a terk-	7. Have 30 minutes, or more, of canoe paddle time.*						
Essentias and weather-appropriate clothing and shoes.	Nature: Bear Habitat						
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surcounding area you'll be walking on.	2. "Know Before You Go" Identify the location of your walk on a map and confirm your one-mile route						
personal trash or trash you find along the trail.	3. "Choose the Right Path" Learn about the path and the surrounding area you'll be walking on.						
sketchbook to draw five things that you want to remember on your walk. 6. "Be Careful With Fire" Determine the fire danger rating along your path. 7. "Respect Wildlife" From a safe distance, identify as you look up, down, and around you, six signs of any mammals, birds, insects, or reptiles. 8. "Be Kinal to Other Visitors" identify what you need to do as a den to be kind to Other son the path. 9. With your den, go on your one-mile walk while practicing your Leave ho Trace Principles for Kids. Pool: Salmon Run 1. With your den or an adult, identify the attributes of qualified adult supervision at a swimming activity. 2. Learn the three swimming ability groups for the Boy Scouls of America and the water depth sapprotate for each. 3. Go swimming with your den, pack, or family for 30 minutes using the buddy system. 4. Demonstrate the use of the buddy system, buddy checks, and ability groups with your den or an adult. 5. Attempt the BSA beginner swim test. 6. Demonstrate both a reach rescue and a throw rescue. 7. Strengt the SA beginner swime test. 6. Conduct a slatic electricity investigation. 7. Conduct a slatic electricity investigation. 7. Conduct the color-morphing investigation. 7. Demonstrate the area presonands. 7. Demonstrate proper starce and whistle commands. 7. Demonstrate proper starce and whistle commands. 7. Conduct the color-morphing investigation. 7. Conduct the color-morphing investigation. 7. Conduct the color-morphing investigation. 7. Demonstrate proper starce and whistle commands. 7. Demonstrate proper starce and whistle commands. 7. Demonstrate proper starce and whistle commands. 7. Demonstrate proper starce and whole proper bits to improve your score each time. Should a starce starce and should pecte to improve your score each	4. "Trash Your Trash" Make a plan for what you'll do with your personal trash or trash you find along the trail.						
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8. Discuss how to put away and properly store your archery shooting equipment after use.	improve your score each time. Shoot at least 15 arrows.*						
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Shooting Sports: BB	8. Discuss how to put away and properly store your archery shooting equipment after use.						
	Shooting Sports: BB						

1. Explain what you should do if you find a gun. Recite the 4 safety reminders.					
2. Indentify and wear the appropriate safety gear.					
3. Demonstrate proper range commands.					
4. Show how to use the safety mechanism.					
5. Demonstrate how to properly load, fire, and secure your BB gun.					
6. Demonstrate one of the positions for shooting a BB gun.					
7. Fire 5 BBs at the target. Repeat twice and do your best to improve your score. Fire at least 15 BBs.*					
8. Discuss how to put away and properly store your BB gun and shooting equipment after use.					

v	Vebelos /	Adventure	s							
Note: Items in <i>italics</i> will need to be done outside of program area to	complete	adventure	. Items	s with an	asterisk*	can be a	accomplis	shed duri	ng weekl	ong.
Campcraft & Nature: Let's Camp										
1. With your den, pack or family plan and participate in a campout.										
2. Upon arrival at the campground, determine where to set up your tent.*										
3. Set up your tent without help from an adult.*										
 dentify any potential weather hazards that could occur in your 										
area. Determine the action you will take if you experience the										
weather hazard during the campout.										
5. Show how to tie a bowline. Explain when this know should be used and why.*										
6. Know the fire safety rules. Using those rules, locate a safe area to build a campfire.										
7. Using tinder, kindling and fuel wood, properly build a teepee fire lay. If circumstances permit and there is no local restriction on fires, show how to safely light the fire while under adult supervision. After allowing the fire to burn safely, extinguish the flames with minimal impact to the fire site.										
Recite the Outdoor Code and Leave No Trace Principles for Kids from memory. (Nature)										
After your campout, share the things you did to follow the Outdoor Code and Leave No Trace Principals for Kids with your den or family. (Nature)										
Fishing: Catch the Big One										
1. Make a plan to go fishing. Determine where you will go and what types of fish you plan to catch. All the following requirements are to be completed based off your choice.										
2. Use the BSA SAFE Checklist to plan what you need for your fishing experience.										
3. Describe the environment where fish might be found.										
4. Make a list of the equipment and materials you will need to fish.										
5. Determine the best type of know to tie your hook and tie it.										
6. Set up the appropriate type of fishing rod and tackle you will be using. Have an adult review your gear.										
7. Using what you have learned about fish and fishing equipment, spend at least an hour fishing following local guidelines and regulations.										
Handicraft: Race Time										
1. With an adult, assemble and decorate a Raingutter Regatta boat.										
2. Learn the rules of the race for the Raingutter Regatta										
3. Identify how you could increase the speed of your regatta boat.										
4. Before the race, discuss with your den how you will demonstrate good sportsmanship during the race										
5. Participate in a Raingutter Regatta										

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Note: Items in <i>italics</i> will need to be done outside of program area to	complete	adventur	e. Item	s with an	asterisk*	can be	accomplis	shed duri	ng week	long.
Fishing: Fishing										
1.Make a plan to go fishing. Determine where you will go and what type of fish you plan to catch. All of the following requirements are to be completed on your choice.										
2.Use the BSA SAFE checklist to plan what you need for your fishing expirence.										
3.Describe the environment where the fish might be found.										
4. Make a list of the equipment and materials you will need to fish.										
5.Determine the best type of knot to tie your hook and tie it.										
6.On your own, set up the appropriate type of fishing rod and tackle you will be using. Have an adult review your gear.										
7.Using what you have learned about fish and fishing equipment, spend at least an hour fishing following local guidelines and regulations.*										
Handicraft: Race Time										
1. With an adult, assemble and decorate a Raingutter Regatta boat.										
 With an addit, assemble and decorate a rainguter regard boat. Learn the rules of the race for the Raingutter Regatta 										
3. Mentor a younger den to prepare for the race.										
 Before the race, discuss with your den how you will demonstrate good sportsmanship during the race 										
5. Participate in a Raingutter Regatta										
Lake: Paddle Craft										
1.Before attempting requirements 5,6,7,8 and 9 for this adventure, you must pass the BSA swimmer test.										
2.Pick a paddle craft for which to complete all requirements: canoe,										
3. Review Safety Afloat										
4.Demonstrate how to identify and properly wear a life jacket that is he correct size.										
5.Jump feet first into water over your head. Swim 25 feet wearing a life jacket.										
6.Discuss how to enter and exit a canoe, kayak or stand-up paddle board.										
7.Discuss what to do if your canoe tips over										
8.Learn 2 paddle strokes: power stroke and the sweep.*										
9. Have 30 minutes, or more of canoe paddle time.*										
Nature: Into the Woods										
 Visit an area with trees and plants and conduct a tree inventory. Select one tree and complete the remaining requiremtns based on that tree. 										
2. Determine if your tree is deciduous or evergreen.										
3. Identify a tree and determine if the tree is native or was introduced to your area.										

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