WOLF DEN
REQUIRED ADVENTURE TRACKING

Bobcat

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	Get to know members of your den.	
2	Recite the Scout Oath and the Scout Law with your den and den leader.	
3	Learn about the Scout Law.	
4	With your den, create a den code of conduct.	
5	Demonstrate the Cub Scout sign, Cub Scout salute, and Cub Scout handshake. Show how each is used.	
6	Share with your den, or family, a time when you demonstrated the Cub Scout motto "Do Your Best."	
7	At home, with your parent or legal guardian, do the activities in the booklet "How to Protect Your Children From Child Abuse: A Parent's Guide."	

Council Fire

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	Learn how to properly care for and fold the United States flag. With your den or pack, participate in a flag ceremony.	
2	Identify three points of the Scout Law that are important to being a good neighbor.	
3	Build a model of your home.	
4	Using the same materials from requirement 3, create a model of a building that you visit.	
5	Using the models built in requirements 3 and 4, create a neighborhood.	
6	Participate in a service project. Explain how your volunteering is helpful to your neighborhood.	

Footsteps

Note: A Cub Scout may earn this Adventure by completing the requirements below OR by earning the religious emblem of their choosing.

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	With your parent or legal guardian talk about your family's faith traditions. Identify three holidays or celebrations that are part of your family's faith traditions. Make a craft or work of art of your favorite family's faith tradition holiday or celebration.	
2	With your family, attend a religious service OR other gathering that shows how your family expresses reverence.	
3	Carry out an act of kindness.	
4	Listen to or read Aesop's fable "The Boy Who Cried Wolf." With your den or family discuss why being truthful is important.	

Paws on the Path

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	Identify the Cub Scout Six Essentials. Show what you do with each item.	
2	Learn about the buddy system and how it works in the outdoors. Pick a buddy for your walk.	
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 Principle for Kids.	
5	With your den, pack, or family, 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.	

WOLF DEN
REQUIRED ADVENTURE TRACKING

Running with the Pack

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	Sample three different foods that are naturally three different colors. The food must be a protein, vegetable, fruit, dairy, or a grain.	
2	Demonstrate the proper way to brush your teeth.	
3	Be active for 30 minutes with your den or at least one other person. That includes both stretching and moving.	
4	Be active for 10 minutes doing personal exercises.	
5	Do a relaxing activity for 10 minutes.	
6	Review your BSA Annual Health and Medical Record with your parent or legal guardian. Discuss your ability to participate in den and pack activities.	

Safety in Numbers

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	With permission from your parent or legal guardian, watch the Protect Yourself Rules video for the Wolf rank.	
2	Discuss “safe touch” as seen in the Protect Yourself Rules video.	
3	Learn about the buddy system and demonstrate how it works.	
4	Review common safety rules and demonstrate the proper use of playground equipment.	

WOLF DEN
ELECTIVE ADVENTURE TRACKING

A Wolf Goes Fishing

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	Identify the type of water you will be fishing in and what type of fish live in the water.	
2	Learn about the 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.	

Adventures in Coins

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	Identify different parts of a coin.	
2	Find the mint mark on a coin and identify the mint facility where it was made and the year it was made.	
3	Play a coin game.	
4	Choose a coin that interests you and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made.	

Air of the Wolf

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
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.	

Champions for Nature

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	Discover the difference between renewable natural resources and nonrenewable natural resources.	
2	Learn about the three R's: reduce, reuse, recycle.	
3	Discover what happens to the recyclables in your community.	
4	Participate in a conservation project.	

WOLF DEN
ELECTIVE ADVENTURE TRACKING

Code of the Wolf

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	Create a secret code. Send a message to a member of your den or family. Have that person send a message back to you using the same secret code.	
2	Build and play a game that requires the use of codes or patterns.	
3	Select a single shape. Observe the environment around you. Write down where you see that shape and how it is being used.	
4	Using a package that contains a number of different colored items, discover the most common color.	

Computing Wolves

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	Discover the basic components of a computer.	
2	Determine how to properly dispose of computer components.	
3	Using a digital device application of your choice, create a story that you can share with others.	
4	With your parent or legal guardian, set up a policy for safely using digital devices.	

Cubs Who Care

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	Explore what it is to have a physical disability.	
2	Explore what it is to have a visual impairement.	
3	Explore what it is to have a hearing loss.	
4	Explore barriers to getting around.	

Digging in the Past

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	Play a dinosaur game that shows what you know about them.	
2	Create an imaginary dinosaur. Share with your den or family its name, what it eats, its size, and where it lives.	
3	Be a paleontologist and dig through a dinosaur dig.	
4	Build a fossil layer.	

WOLF DEN
ELECTIVE ADVENTURE TRACKING

Finding Your Way

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	Using a map, locate where you live.	
2	Draw a map for a friend to locate your home or school. Create a key for the map.	
3	Find the directions north, east, south, and west and the compass rose on a map.	
4	Find the directions north, east, south, and west using a compass.	
5	Practice using both a map and a compass.	

Germs Alive!

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	Wash your hands with soap and water while singing the "Happy Birthday" song two times.	
2	Play Germ Magnet with our den or your family. Wash your hands afterward.	
3	Conduct the sneeze demonstration.	
4	Conduct the mucus demonstration.	
5	Grow a mold culture. Show what formed at a den or pack meeting.	

Let's Camp

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	Learn about the buddy system and how it works in the outdoors.	
2	Know the Cub Scout Six Essentials.	
3	In addition to your Cub Scout Six Essentials, list the personal items you need for your campout.	
4	Learn a camping skill.	
5	Attend a council or district Cub Scout overnight camp or attend a campout with your pack.	

Paws for Water

NOTE: This elective Adventure may be earned by completing the requirements below OR passing the BSA swimmer test OR taking swimming lessons

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
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 within 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.	

WOLF DEN
ELECTIVE ADVENTURE TRACKING

Paws of Skill

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	With your den, talk about sportsmanship and what it means to be a good sport. Make the connection between sportsmanship and the Scout Oath and the Scout Law.	
2	Learn the rules of a team sport 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.	

Pedal With the Pack

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
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 types.	
4	Demonstrate you can start and stop your bicycle without help.	
5	Demonstrate proper hand signals.	
6	With your den, pack, or family, follow the buddy system and take a bike ride.	

Race Time

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	With an adult, build either a Pinewood Derby® car or a Raingutter Regatta™ boat.	
2	Learn the rules of the race for the vehicle chosen in requirement 1.	
3	Identify how you could increase the speed of your chosen vehicle.	
4	Before the race, discuss with your den how you will demonstrate good sportsmanship during the race.	
5	Participate in a Pinewood Derby® or a Raingutter Regatta™.	

Spirit of the Water

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	Discover where the water in your home comes from.	
2	Discuss how water can become polluted.	
3	Share some ways you can conserve water in your home.	
4	Discover how water in your community is treated to become safe to drink.	

WOLF DEN
ELECTIVE ADVENTURE TRACKING

Summertime Fun

Note: Cub Scouts earn this Adventure during the summer when they have completed the grade for the previous rank.

ADVENTURE NOTES:

Req #	Requirements	Requirement Completion
1	Anytime during May through August participate in a total of three Cub Scout activities.	
1a.	Activity 1:	
1b.	Activity 2:	
1c.	Activity 3:	