

ADVENTURES

helping you on your way to your next rank

Adventures are collections of themed, multidisciplinary activities. During their session, Scouts may select an elective from the options below. Most adventures are about 1 hour 15 minutes. Some Webelos adventures are 2 hours. At camp, we may not be able to complete all requirements. Below are the requirements you will want to complete prior to or after camp. Scouts may complete other adventures during regular program time as part of their activity dens. Details are still being developed and will be published in May 2017.

| | Adventure | Requirements to Complete Outside of Camp |
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| TIGER | Curiosity, Intrigue, and Magical Mysteries: Magic tricks, secret codes, and more. | None |
| | Rolling Tigers: Learn about bicycles, safety gear, and how to keep safe and have fun when riding. | 8: Visit your local or state police department to learn about bicycle-riding laws. |
| | Tiger - Safe and Smart: Practice problem solving and learn how to respond to danger. | 4: Explain your fire escape map; practice a fire drill at home. 5: Find the smoke detectors in your home. With the help of your adult partner, check the batteries. 6: Visit with an emergency responder |
| | Tiger Tag: Games, relay races, and more. Learn a new game and the importance of sportsmanship | None |
| WOLF | Air of the Wolf: Learn about flying objects and investigate how air affects them. | None |
| | Finding Your Way: Get the chance to explore propulsion in its most basic form. | None |
| | Motor Away: Get the chance to explore propulsion in its most basic form. | None |
| | Paws of Skill: Learn what it means to be physically fit. Select two physical fitness skills and practice them. | 3: Select at least two physical fitness skills and practice daily. Show improvement over two-weeks 6: Visit a sporting event with your family or your den. Look for ways the team works together. Share your visit with your den. |
| BEAR | Beat of the Drum: Learn about American Indians and their customs, including crafts, ceremonies, music, and dance. Also learn the importance of living the Scout Oath and Scout Law. | 6: Visit an Order of the Arrow dance ceremony or American Indian event within your community. |
| | Marble Madness: Learn the history of marbles, how to play the game, and even race marbles. | None |
| | Roaring Laughter: Tongue twisters, short stories, jokes, and games that make you laugh. | None |



Scouts may not be able to complete all the requirements at camp. A report of what each Scout completes will be available upon checkout.

| Adventure | Requirements to Complete Outside of Camp |
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| Aquanaut: Swimming, diving, rescues, and PFDs too. Lots of water fun. | None |
| Castaway: Camping, conservation, hiking, and setting up a tent. | 2b: Show you can live “off the grid” by minimizing your use of electricity for one week. Keep a log of what you did. Discuss with your den how you adjusted to this lifestyle. 2d: Name your game [from 2c], write down the rules once you have decided on them, then play the game at two different den meetings or outings. |
| Earth Rocks: Gain basic understanding of rocks and minerals in every day items and geological events. | 7: Go on an outing with your family or den to one of the nearby locations you discovered on your state map, and record what you see as you look at the geographical surroundings. Share with your family or den while on this outing what you notice that may change this location in the future (wind, water, ice, drought, erosion). OR With your family or den, visit with a geologist or earth scientist and discover the many career fields that are included in the science of geology. Ask the geologist or earth scientist about the importance of fossils that are found. Ask the geologist or earth scientist what you can do to help preserve our natural resources. |
| First Responder: Learn the first aid and other information needed to be prepared for an emergency. | 8: Visit with a first responder |
| Into the Wild: Animals, insects, birds, and reptiles. | 1: Collect and care for an “insect, amphibian, or reptile.” You might have crickets, ants, grasshoppers, a lizard or a toad. Study them for a while and then let them go. Share your experience with your Webelos den. 2: Set up an aquarium or terrarium. Keep it for at least a month. Share your experience with your Webelos den by showing them photos or drawings of your project or by having them visit to see your project. 3: Watch for birds in your yard, neighborhood, or town for one week. Identify the birds you see, and write down where and when you saw them. 9: Visit a museum of natural history, a nature center, or a zoo with your family, Webelos den, or pack. Tell what you saw. OR Create a video of a wild creature doing something interesting, and share it with your family or den. |
| Into the Woods: Trees, animals, plants, and forests. How does a forest function? | None |
| Movie Making: Lights, Camera, Action! Bring your story to life and show it off. | None |
| Sportsman: Learn about and participate in sports. Explain good sportsmanship. | None |