

ADVENTURES THROUGH TIME

This sheet is provided as a guide to help leaders plan their program and prepare for Day Camp. Requirements will be covered depending on time, weather, leader/parent assistance at stations, and participant cooperation. It is the duty of the unit leader to determine if the requirement has been met and to follow up with the youth that need additional help after camp.

Den	Adventure	Requirements Covered
Tiger	Games Tigers Play	#1A-Play two initiative or team building games with the members of your den.
	Games Tigers Play	#1B- Listen carefully to your leader while the rules are being explained, and follow instructions when playing.
	Tigers in the Wild	#7- Visit a nature center, zoo, or another outside place with your family or den.
	Earning Your Stripes	#1-Play a game with your den. Then discuss how your den played politely
Wolf	Council Fire	#5-Talk to a military veteran, law enforcement officer, member of fire department, etc. Talk about his/her service to the community. After you have visited, write a short thank you note.
	Call of the Wild	#5- Show how to tie an overhand knot and a square knot.
	Call of the Wild	#1 Attend one of the following: Day Camp
	Paws on the Path	#2-Tell what the buddy system is and why we always use it in Cub Scouts.
	Paws on the Path	#3- Describe what you should do if you get separated from your group while hiking.
	Running With the Pack	#4 Play a sport or game with your den or family, and show good sportsmanship,
	Hometown Heroes	#6-Participate in an event to celebrate your hometown heroes
Bear	Bear necessities	#5-Demonstrate how to tie two half hitches and explain what the hitch is used for.
	Grin and Bear It	#1-Play a challenge game or initiative game with the members of your den. Take part in a reflection after the game.
	Fur, Feathers, and Ferns	#2.- Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit.

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Bear	Beat the Drum	#4-Make a craft similar to one made by America Indians
Webelos	Adventures in Science	#2-Visit a museum, a college, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists. Prepare three questions ahead of time, and talk to a scientist about his or her work
	Into the Wild	#5-Watch at least four wild creatures (reptiles, amphibians, arachnids, fish, insects, or mammals) in the wild. Describe the kind of place (forest, field, marsh, yard, or park) where you saw them. Tell what they were doing.
	Into the Wild	#9A-Visit a museum of natural history, a nature center, or a zoo with your family, Webelos den, or pack. Tell what you saw.