

2017 Cub Adventure Camp Achievements

It is up to each leader or parent to determine whether their scout has “Done their best” and participated in the presented program in order to earn these achievements.

*****Highlighted areas are achievements not fully met.*****

Archery and BB shooting sports awards Levels 1 for all ranks

Wolf

Call of the Wild

1. Attend one of the following: D. Resident camp
3. Do the following:
 - a. Recite the Outdoor Code with your leader.
 - b. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.
5. Show how to tie an overhand knot and a square.
6. On the campout, participate with your family or den in a campfire show. Prepare a skit or song, and then present it at the campfire for everyone else.

Council Fire

1. Participate in a flag ceremony, and learn how to properly care for and fold the flag.

Paws on the Path

1. Tell what the buddy system is and why we always use it in Cub Scouts. Describe what you should do if you get separated from your group while hiking.
2. Choose the appropriate clothing to wear on your hike based on the expected weather.
3. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. After hiking, discuss how you showed respect for wildlife.
6. Name two birds, two insects, and two other animals that live in your area. Explain how you identified them.

Running With the Pack

1. Play catch with someone in your den or family who is standing 10 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back, and see if you can improve your throwing and catching ability.
2. Practice balancing as you walk forward, backward, and sideways.
3. Practice flexibility and balance by doing a front roll, a back roll, and a frog stand.
4. Play a sport or game with your den or family, and show good sportsmanship.
5. Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.

Digging in the Past

1. Play a game that demonstrates your knowledge of dinosaurs, such as a dinosaur match game.
2. Create an imaginary dinosaur. Share with your den its name, what it eats, and where it lives.
3. B. Make a dinosaur dig. Be a paleontologist, and dig through a dinosaur dig made by a member of your den. Show how and explain the ways a paleontologist works carefully during a dig.
6. Be a paleontologist, and dig through the dinosaur digs made by your den. Show and explain the ways a paleontologist works carefully during a dig

Finding Your Way

2. Do the following:
 - a. Identify what a compass rose is and where it is on the map.
 - b. Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.
3. Go on a scavenger hunt using a compass, and locate an object with a compass.

Paws of Skill

1. Talk with your family and den about what it means to be physically fit. Share ideas of what you can do to stay in shape.
2. With your den, talk about why it is important to stretch before and after exercising. Demonstrate proper warm-up movements and stretches before and after each activity you do that involves action.

Spirit of the Water

1. Demonstrate how the water in your community can become polluted.
2. Explain one way that you can help conserve water in your home.
3. Explain to your den leader why swimming is good exercise.
4. Explain the safety rules that you need to follow before participating in swimming or boating.
5. Show how to do a reaching rescue.

Electives:

Call of the Wild

2017 Cub Adventure Camp Achievements

It is up to each leader or parent to determine whether their scout has "Done their best" and participated in the presented program in order to earn these achievements.

*****Highlighted areas are achievements not fully met.*****

6. On the campout, participate with your family or den in a campfire show. Prepare a skit or song, and then present it at the campfire for everyone else.

Bear

Bear Claws

1. Learn about three common designs of pocketknives.
2. Learn knife safety and earn your Whittling Chip.*
3. Using a pocketknife, carve two items.

Bear Necessities

1. D. Attend resident camp
5. Demonstrate how to tie two half hitches and explain what the hitch is used for.
6. Learn how to read a thermometer and a barometer.

Fur, Feathers, and Ferns

1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living nearby the place where you choose to hike.
3. Name one animal that has become extinct in the last 100 years and one animal that is currently endangered. Explain what caused their declines.
4. Observe wildlife from a distance and describe what you saw.
5. Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.
6. Learn about composting and how vegetable waste can be turned into fertilizer for plants.

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.

A Bear Goes Fishing

1. Discover and learn about three types of fishes in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each likes.
2. Learn about your local fishing regulations with your leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists.
3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target 30 feet away. Teach what you have learned to someone in your family, another Scout, or one of your friends.
4. Go on a fishing adventure, and spend a minimum of one hour trying to catch a fish. Put into practice the things you have learned about fish and fishing equipment.

Beat of the Drum

1. Learn about the history and culture of American Indians who lived in your area at the time of European colonization.
- 3.A. Make a dream catcher.

Critter Care

5. Tell three ways that animals can help people.
6. Tell what is meant by an animal being "rabid." Name some animals that could have rabies. Explain what you should do if you are near an animal that might be rabid.

Salmon Run

1. Explain the safety rules that you need to follow before participating in boating.
2. Identify the equipment needed when going boating.
4. Explain the importance of response personnel or lifeguards in a swimming area.
5. Show how to do both a reach rescue and a throw rescue.
6. Visit a local pool or swimming area with your den or family, and go swimming.
7. Demonstrate the front crawl swim stroke to your den or family.
8. Name the three swimming ability groups for the Boy Scouts of America.

Electives:

Bear Necessities

2. Attend a campfire show, and participate by performing a song or skit with your den.

2017 Cub Adventure Camp Achievements

It is up to each leader or parent to determine whether their scout has "Done their best" and participated in the presented program in order to earn these achievements.

*****Highlighted areas are achievements not fully met.*****

WEBS/AOL

Webelos Adventure: Stronger, Faster, Higher

1. Understand and explain why you should warm up before exercising and cool down afterward. Demonstrate the proper way to warm up and cool down.
6. Try a new sport you have never tried before.

Webelos Adventure: Webelos Walkabout

2. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures.
5. Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike or activity.

Webelos/AOL Elective Adventure: Aquanaut

1. State the safety precautions you need to take before doing any water activity.
2. Recognize the purpose and the three classifications of swimming ability groups in Scouting.
3. Discuss the importance of learning the skills you need to know before going boating.
4. Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land. Demonstrate the precautions you must take before attempting to dive headfirst into the water, and attempt a front surface dive.
5. Learn and demonstrate two of the following strokes: crawl, sidestroke, breaststroke, or elementary backstroke.

Webelos/AOL Elective Adventure: Castaway

1. Do two of these:
 - a. With the help of an adult, demonstrate one way to light a fire without using matches.
 - c. Using tree limbs or branches that have already fallen or been cut, build a shelter that will protect you overnight.
2. Do ALL of these:
 - a. Learn what items should be in an outdoor survival kit that you can carry in a small bag or box in a day pack. **Assemble your own small survival kit, and explain to your den leader why the items you chose are important for survival.**
 - f. With your den, demonstrate two different ways to treat drinking water to remove impurities.
 - g. Discuss what to do if you become lost in the woods. Tell what the letters "S-T-O-P" stand for. Tell what the universal emergency signal is. Describe three ways to signal for help. Demonstrate one of them. Describe what you can do you do to help rescuers find you.

Cast Iron Chef

3. Use tinder, kindling, and fuel wood to demonstrate how to build a fire in a an appropriate outdoor location. If circumstances permit and there is no local restriction on fires, show how to safely light the fire, under the supervision of an adult. After allowing the fire to burn safely, safely extinguish the flames with minimal impact to the fire site.

Webelos/AOL Elective Adventure: Earth Rocks!

1. Do the following:
 - a. Explain the meaning of the word "geology."
 - b. Explain why this kind of science is an important part of your world.
3. Do the following:
 - b. With a magnifying glass, take a closer look at your collection. Determine any differences between your specimens.
4. Do the following:
 - c. With your family or den, make a mineral test kit, and test rocks according to the Mohs scale of mineral hardness.
 - d. Record the results in your handbook.
5. With your family or den, identify on a road map of your state some geological features in your area.
6. Do the following:
 - e. Identify some of the geological building materials used in building your home.
 - f. Identify some of the geological materials used around your community.
 - g. Record the items you find.
8. Do at least one earth science demonstration or investigation with your den or with adult supervision, and explore geology in action.

Webelos/AOL Elective Adventure: Into the Woods

1. Identify two different groups of trees and the parts of a tree.

2017 Cub Adventure Camp Achievements

It is up to each leader or parent to determine whether their scout has “Done their best” and participated in the presented program in order to earn these achievements.

*****Highlighted areas are achievements not fully met.*****

2. Identify four trees common to the area where you live. Tell whether they are native to your area. Tell how both wildlife and humans use them.
3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose.
5. Make a list of items in your home that are made from wood and share it with your den. Or with your den, take a walk and identify useful things made from wood.
6. Explain how the growth rings of a tree trunk tell its life story. Describe different types of tree bark and explain what the bark does for the tree.

Webelos/AOL Elective Adventure: Sportsman

1. Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey.
2. Participate in two sports, either as an individual or as part of a team.
3. Complete the following requirements:
 - a. Explain what good sportsmanship means.
 - b. Role-play a situation that demonstrates good sportsmanship.
 - c. Give an example of a time when you experienced or saw someone showing good sportsmanship.

AOL

Arrow of Light Adventure: Camper

5. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
6. Go on a geocaching adventure with your den or family. Show how you used a GPS unit or a smartphone with a GPS application to locate a geocache.
7. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

Arrow of Light Adventure: Scouting Adventure

5. Do the following:
 - a. Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.
 - b. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.
6. Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. If you have not already done so, earn your Whittling Chip card.

Webelos/AOL Elective Adventure: Aquanaut

11. State the safety precautions you need to take before doing any water activity.
12. Recognize the purpose and the three classifications of swimming ability groups in Scouting.
13. Discuss the importance of learning the skills you need to know before going boating.
14. Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land.
16. Demonstrate the precautions you must take before attempting to dive headfirst into the water, and attempt a front surface dive.
17. Learn and demonstrate two of the following strokes: crawl, sidestroke, breaststroke, or elementary backstroke.

Elective Adventure: Into the Wild

4. Learn about the bird flyways closest to your home. Find out which birds use these flyways.
8. Learn about aquatic ecosystems and wetlands in your area. Talk with your Webelos den leader or family about the important role aquatic ecosystems and wetlands play in supporting life cycles of wildlife and humans, and list three ways you can help.

Webelos/AOL Elective Adventure: Sportsman

1. Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey.
3. While you are a Webelos Scout, play two team sports.
4. Complete the following requirements:
 - d. Explain what good sportsmanship means.
 - e. Role-play a situation that demonstrates good sportsmanship.
 - f. Give an example of a time when you experienced or saw someone showing good sportsmanship.

2017 Cub Adventure Camp Achievements

It is up to each leader or parent to determine whether their scout has “Done their best” and participated in the presented program in order to earn these achievements.

*****Highlighted areas are achievements not fully met.*****

2017 CWAC-Weekend Achievements

It is up to each leader or parent to determine whether their scout has “Done their best” and participated in the presented program in order to earn these achievements.

*****Highlighted areas are achievements not fully met.*****

Archery and BB shooting sports awards Levels 1 for all ranks

Wolf

Call of the Wild

1. While a Wolf Scout, attend a pack or family campout. If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or a daylong outdoor activity with your den or pack.
2. Show how to tie an overhand knot and a square knot.
6. On the campout, participate with your family or den in a campfire show. Prepare a skit or song, and then present it at the campfire for everyone else.
7. Do the following:
 - a. Recite the Outdoor Code with your leader.
 - b. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.

Digging in the Past

1. Play a game that demonstrates your knowledge of dinosaurs, such as a dinosaur match game.
2. Create an imaginary dinosaur. Share with your den its name, what it eats, and where it lives.
3. Make a fossil cast.
1. Be a paleontologist, and dig through the dinosaur digs made by your den. Show and explain the ways a paleontologist works carefully during a dig

Finding Your Way

1. A. Using a map of your city or town, locate where you live.
3. Do the following:
 - a. Identify what a compass rose is and where it is on the map.
 - b. Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.
4. Go on a scavenger hunt using a compass, and locate an object with a compass.

Spirit of the Water

1. Demonstrate how the water in your community can become polluted.
2. Explain one way that you can help conserve water in your home.
3. Explain to your den leader why swimming is good exercise.
4. Explain the safety rules that you need to follow before participating in swimming or boating.
5. Show how to do a reaching rescue.
6. Visit a local pool or public swimming area with your family or Wolf den. With qualified supervision, jump into water that is at least chest-high, and swim 25 feet or more.

Electives:

Call of the Wild

6. On the campout, participate with your family or den in a campfire show. Prepare a skit or song, and then present it at the campfire for everyone else.

Council Fire

1. Participate in a flag ceremony, and learn how to properly care for and fold the flag.

Duty to God Footsteps

1. Do both of these:
 - a. Visit a religious monument or site where people might show reverence.

Bear

Bear Claws

1. Learn about three common designs of pocketknives.
2. Learn knife safety and earn your Whittling Chip.*
3. Using a pocketknife, carve two items.

Bear Necessities

1. While working on your Bear badge, camp overnight with your pack. If your chartered organization does not permit Cub Scout camping, you may substitute a family campout or a daylong outdoor activity with your den or pack.
2. Attend a campfire show, and participate by performing a song or skit with your den.
8. Demonstrate how to tie two half hitches and explain what the hitch is used for.
9. Learn how to read a thermometer and a barometer.

A Bear Goes Fishing

1. Discover and learn about three types of fishes in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each likes.
2. Learn about your local fishing regulations with your leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists.

2017 CWAC-Weekend Achievements

It is up to each leader or parent to determine whether their scout has "Done their best" and participated in the presented program in order to earn these achievements.

*****Highlighted areas are achievements not fully met.*****

3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target 30 feet away. Teach what you have learned to someone in your family, another Scout, or one of your friends.
4. Go on a fishing adventure, and spend a minimum of one hour trying to catch a fish. Put into practice the things you have learned about fish and fishing equipment.

Beat of the Drum

1. Learn about the history and culture of American Indians who lived in your area at the time of European colonization.
3. Make a dream catcher.

Salmon Run

5. Show how to do both a reach rescue and a throw rescue.
7. Demonstrate the front crawl swim stroke to your den or family.
8. Name the three swimming ability groups for the Boy Scouts of America.

Electives:

Bear Necessities

2. Attend a campfire show, and participate by performing a song or skit with your den.

WEBS/AOL

Webelos Adventure: Cast Iron Chef

Do all of these:

1. At an approved time in an outdoor location and using tinder, kindling, and fuel wood, demonstrate how to build a fire; light the fire, unless prohibited by local fire restrictions. After allowing the flames to burn safely, safely extinguish the flames with minimal impact to the fire site.

Webelos/AOL Elective Adventure: Aquanaut

1. State the safety precautions you need to take before doing any water activity.
2. Recognize the purpose and the three classifications of swimming ability groups in Scouting.
4. Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land.
7. Learn and demonstrate two of the following strokes: crawl, sidestroke, breaststroke, or elementary backstroke.

Webelos/AOL Elective Adventure: Castaway

1. Do two of these:
 - a. With the help of an adult, demonstrate one way to light a fire without using matches.
 - c. Using tree limbs or branches that have already fallen or been cut, build a shelter that will protect you overnight.
2. Do ALL of these:
 - a. Learn what items should be in an outdoor survival kit that you can carry in a small bag or box in a day pack. Assemble your own small survival kit, and explain to your den leader why the items you chose are important for survival.
 - f. With your den, demonstrate two different ways to treat drinking water to remove impurities.
 - g. Discuss what to do if you become lost in the woods. Tell what the letters "S-T-O-P" stand for. Tell what the universal emergency signal is. Describe three ways to signal for help. Demonstrate one of them. Describe what you can do you do to help rescuers find you.

Webelos/AOL Elective Adventure: Earth Rocks!

1. Do the following:
 - a. Explain the meaning of the word "geology."
 - b. Explain why this kind of science is an important part of your world.
3. Do the following:
 - b. With a magnifying glass, take a closer look at your collection. Determine any differences between your specimens.
4. Do the following:
 - c. With your family or den, make a mineral test kit, and test rocks according to the Mohs scale of mineral hardness.
 - d. Record the results in your handbook.
5. With your family or den, identify on a road map of your state some geological features in your area.
6. Do the following:
 - e. Identify some of the geological building materials used in building your home.
 - f. Identify some of the geological materials used around your community.
 - g. Record the items you find.
8. Do at least one earth science demonstration or investigation with your den or with adult supervision, and explore geology in action.

AOL

2017 CWAC-Weekend Achievements

It is up to each leader or parent to determine whether their scout has “Done their best” and participated in the presented program in order to earn these achievements.

*****Highlighted areas are achievements not fully met.*****

Arrow of Light Adventure: Camper

5. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
6. Go on a geocaching adventure with your den or family. Show how you used a GPS unit or a smartphone with a GPS application to locate a geocache.
7. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

Arrow of Light Adventure: Scouting Adventure

5. Do the following:
 - a. Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.
 - b. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.
6. Demonstrate your knowledge of the pocketknife safety rules and the pocketknife pledge. If you have not already done so, earn your [Whittling Chip](#) card.

Webelos/AOL Elective Adventure: Aquanaut

1. State the safety precautions you need to take before doing any water activity.
2. Recognize the purpose and the three classifications of swimming ability groups in Scouting.
4. Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land.
7. Learn and demonstrate two of the following strokes: crawl, sidestroke, breaststroke, or elementary backstroke.