

BEAR ADVENTURES

3rd Grade

Earn the Bear Badge of Rank

To earn the Bear badge of rank, you must complete six required Adventures and any two elective Adventures.

Required Adventures



Character & Leadership

Bobcat Adventure

The Bobcat Adventure is designed to be the first required Adventure. Requirements for Bobcat include getting to know members of the den and the "How to Protect Your Children from Child Abuse: A Parent's Guide" which are important activities to do with your den early on.

[View Bear Bobcat](#)



Bear Habitat

Outdoors



Bear Strong

Personal Fitness



Fellowship

Family & Reverence



Paws for Action

Citizenship



Standing Tall

Personal Safety

Must Complete All 6: Bear Bobcat, Bear Habitat, Bear Strong, Fellowship, Paws for Action, and Standing Tall

Elective Adventures

You may complete as many elective Adventures as you wish.



A Bear Goes Fishing



Balancing Bears



Baloo the Builder



Bears Afloat



Bears on Bikes



**Champions for
Nature Bear**



Chef Tech



Critter Care



Forensics



Let's Camp Bear



Marble Madness



Race Time Bear



Roaring Laughter



Salmon Run



**Summertime Fun
Bear**



Super Science



Whittling

Pick At Least 2: A Bear Goes Fishing; Balancing Bears; Baloo the Builder; Bears Afloat; Bears on Bikes; Champions for Nature Bear; Chef Tech; Critter Care; Forensics; Let's Camp Bear; Marble Madness; Race Time Bear; Roaring Laughter; Salmon Run; Summertime Fun Bear; Super Science; Whittling

Bear – 3rd Grade

Bobcat Bear

Character & Leadership

REQUIRED



Snapshot Of Adventure

The Bobcat Adventure is the first required Adventure on the trail to earn the Bear badge of rank. Once the Bobcat Adventure is completed, Bears can start any other of the Adventures in any order.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Bobcat Bear.

Requirement 1

Get to know members of your den.

Requirement 2

Recite the Scout Oath and Law with your den and den leader.

Requirement 3

Learn about the Scout Oath. Identify the three points of the Scout Oath.

Requirement 4

With your den create a den Code of Conduct.

Requirement 5

Learn about the denner position and responsibilities.

Requirement 6

Demonstrate the Cub Scout sign, Cub Scout salute, and Cub Scout handshake. Show how each is used.

Requirement 7

Share with your den, or family, a time when you demonstrated the Cub Scout motto "Do Your Best." Explain why it is important to do your best.

Requirement 8

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."

Requirement 1 Options:

Get to know members of your den.

- With this icebreaker game, get your den communicating as they work together to put themselves in line.
- Create a den doodle to record advancement progress and other accomplishments.
- Create a den flag that allows Cub Scouts to show their personality and creativity while getting to know each other.

Requirement 2 Options:

Recite the Scout Oath and Law with your den and den leader.

- While tossing bean bags, Cub Scouts are moving while learning the Scout Law.
- Recite the Scout Oath and Scout Law with the den.
- Cub Scouts learn the Scout Law by playing a hopping game.

Requirement 3 Options:

Learn about the Scout Oath. Identify the three points of the Scout Oath.

- Using charades, Cub Scouts act out the three points of the Scout Oath.
- Cub Scouts work together to create a photo or video demonstrating one of the three points of the Scout Oath.
- Create a poster of the Scout Oath.

Requirement 4 Options:

With your den create a den Code of Conduct.

- Cub Scouts will be invested in their own conduct when they help create their den code of conduct.

Requirement 5 Options:

Learn about the denner position and responsibilities.

- Use popsicle sticks to pick the den meeting denner.
- Working together, Cub Scouts make a chart of denner responsibilities.

Requirement 6 Options:

Demonstrate the Cub Scout sign, Cub Scout salute, and Cub Scout handshake. Show how each is used.

- In this Cub Scout relay game, teams show the Cub Scout sign, salute, and handshake.
- Participate in an opening ceremony that includes the use the Cub Scout salute, sign, and handshake.

Requirement 7 Options:

Share with your den, or family, a time when you demonstrated the Cub Scout motto "Do Your Best." Explain why it is important to do your best.

- Cub Scouts share a time when they did their best.

Requirement 8 Options:

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."

- Review the activities in the booklet "How to Protect Your Children from Child Abuse: A Parent's Guide."

Bear – 3rd Grade

Bear Habitat

Outdoors

REQUIRED



Snapshot Of Adventure

A bear is at home in the outdoors, and so is a Bear Cub Scout. In this Adventure, you'll learn how to plan a one-mile walk with your den. Your walk may be around where you live, it may be on a historical trail that has been in use for hundreds of years, or it may be on a nature trail.

When we are outside we also have responsibilities to make sure that others can enjoy the outdoors, too. Knowing and following the Leave No Trace Principles for Kids helps us do just that.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure complete the following:

- Review [Age Appropriate Guidelines for Scouting Activities](#).
- Complete the on-line training "Hazardous Weather" training module that is part of the Position Specific Training for den leaders [my.scouting](#). If you have already completed den leader, Cubmaster, or pack committee chair training on-line, then you have completed this module.
- Watch the [Weather Related Safety Moment](#) video (1 minute 48 seconds).
- Review the [BSA Annual Health and Medical Record](#) for all Cub Scouts and adults going on the walk and check for any safety concerns.
- Watch the [four-minute video](#) on the Cub Scout Six Essentials.
- Become familiar with the Leave No Trace Principals for Kids found in the front of the Bear Handbook.

If there is someone in the den, youth, or adults, who carries an EpiPen due to severe allergies make sure that at least one other adult knows how to administer the EpiPen. To learn more, review this Safety Moment on [anaphylaxis](#).

During the Adventure:

- Use the buddy system.
- All adults are to provide active supervision.

Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#).

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Bear Habitat.

Requirement 1

Prepare for a one-mile walk by gathering the Cub Scout Six Essentials and weather appropriate clothing and shoes.

Requirement 2

“Know Before You Go” Identify the location of your walk on a map and confirm your one-mile route.

Requirement 3

“Choose the Right Path” Learn about the path and surrounding area you will be walking on.

Requirement 4

“Trash your Trash” Make a plan for what you will do with your personal trash or trash you find along the trail.

Requirement 5

“Leave What You Find” Take pictures along your walk or bring a sketchbook to draw five things that you want to remember on your walk.

Requirement 6

“Be Careful with Fire” Determine the fire danger rating along your path.

Requirement 7

“Respect Wildlife” From a safe distance, identify as you look up, down, and around you, six signs of any mammals, birds, insects, reptiles.

Requirement 8

“Be Kind to Other Visitors” Identify what you need to do as a den to be kind to others on the path.

Requirement 9

Go on your one-mile walk while practicing your Leave No Trace Principles for Kids.

Requirement 1 Options:

Prepare for a one-mile walk by gathering the Cub Scout Six Essentials and weather appropriate clothing and shoes.

- Cub Scouts learn to pack a backpack for a walk.

Requirement 2 Options:

“Know Before You Go” Identify the location of your walk on a map and confirm your one-mile route.

- Cub Scouts use digital mapping devices to view a one-mile route.
- Cub Scouts use paper maps to review the route of the one-mile walk.

Requirement 3 Options:

“Choose the Right Path” Learn about the path and surrounding area you will be walking on.

- Invite a guest with knowledge of the path to speak about the history of the path.
- Cub Scouts learn about special attributes of the Bear Walk route.

Requirement 4 Options:

“Trash your Trash” Make a plan for what you will do with your personal trash or trash you find along the trail.

- Play trash timeline game to understand decomposition time and the need to trash the trash.

Requirement 5 Options:

“Leave What You Find” Take pictures along your walk or bring a sketchbook to draw five things that you want to remember on your walk.

- While on a walk, Cub Scouts take pictures or bring a sketchbook to draw five things that they want to remember.

Requirement 6 Options:

“Be Careful with Fire” Determine the fire danger rating along your path.

- Play a fire danger level matching game.

Requirement 7 Options:

“Respect Wildlife” From a safe distance, identify as you look up, down, and around you, six signs of any mammals, birds, insects, reptiles.

- While on a walk, Cub Scouts identify six signs of any mammals, birds, insects, or reptiles.

Requirement 8 Options:

“Be Kind to Other Visitors” Identify what you need to do as a den to be kind to others on the path.

- While on a walk, Cub Scouts find one way to be considerate to other visitors on the path.

Requirement 9 Options:

Go on your one-mile walk while practicing your Leave No Trace Principles for Kids.

- Cub Scouts go on a one-mile walk while practicing Leave No Trace Principles for Kids.

Bear – 3rd Grade

Bear Strong

Personal Fitness

REQUIRED



Snapshot Of Adventure

In the Scout Oath, Cub Scouts promise to keep themselves physically strong and mentally awake. Personal fitness is about keeping your body strong by eating right and exercising, but it also means getting enough rest and exercising your mind by reading, solving problems, or even listening to music.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure:

- Review the [Food Allergies](#) safety moment.
- Review each Cub Scouts [BSA Annual Health and Medical Record](#) for any food allergies or restrictions.
- Ask if any member of the den, youth, or adult, has any religious, or cultural dietary concerns.
- there is someone in the den, youth, or adults, who carries an EpiPen due to severe allergies make sure that at least one other adult knows how to administer the EpiPen. To learn more, review this Safety Moment on [anaphylaxis](#).

Review the [Keep Your Food Safe](#) guide to properly keep, store, and prepare food.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Bear Strong.

Requirement 1

Sample food from three of the following food groups: protein, vegetables, fruits, dairy, and grains.

Requirement 2

Be active for 30 minutes with your den or at least one other person that includes both stretching and moving.

Requirement 3

Be active for 15 minutes doing personal exercises that include cardio, muscular strength, and flexibility.

Requirement 4

Do a relaxing activity for 10 minutes.

Requirement 5

Review your BSA Annual Health and Medical record with your parent or guardian. Discuss your ability to participate in den and pack activities.

Requirement 1 Options:

Sample food from three of the following food groups: protein, vegetables, fruits, dairy, and grains.

- Prepare easy apple snacks.
- Prepare a Pizza which includes protein, vegetable, dairy and grain food groups.
- Prepare a snack and bring it to a den meeting.

Requirement 2 Options:

Be active for 30 minutes with your den or at least one other person that includes both stretching and moving.

- Play a game of "HORSE."
- Play a game of tennis.
- Play a game of ultimate frisbee.

Requirement 3 Options:

Be active for 15 minutes doing personal exercises that include cardio, muscular strength, and flexibility.

- Dancing memory contests are a fun way to exercise that includes cardio and muscle memory.
- Cub Scouts create a short workout to explore different exercises.
- Invite a fitness professional to your Cub Scout den meeting to lead a 15-min activity.

Requirement 4 Options:

Do a relaxing activity for 10 minutes.

- Listen to relaxing music to create a calming effect.
- Read a book.
- Practice yoga.

Requirement 5 Options:

Review your BSA Annual Health and Medical record with your parent or guardian. Discuss your ability to participate in den and pack activities.

- Cub Scouts review their BSA Annual Health and Medical Records with their parent or legal guardian.

Bear – 3rd Grade

Fellowship

Family & Reverence

REQUIRED



Snapshot Of Adventure

It is important to know that the BSA has a religious element as a part of the program as stated in the Scout Oath and Scout Law. However, the BSA is absolutely nonsectarian in its attitude toward a member's religion or faith. The BSA policy is that the home and organization or group with which the member is connected shall give definite attention to religious life.

In this Adventure, you're encouraged to learn more about your family's faith traditions. You will complete most of these requirements at home with your family. Faith means having complete trust or confidence in someone or something. Always be respectful when talking about your faith and when learning about other faiths.

This Adventure is commonly done at home with the Cub Scout's family. If it is being done as a den, ensure that every parent and guardian is aware of the content and the activities that the den will do and allow for parents to opt out of doing it as a den activity and choose to complete the requirement at home.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

Complete the following requirements

Family & Reverence Adventure

This Adventure may be earned by completing the requirements below OR by completing a Religious Emblem of the Cub Scouts family's choosing.

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Fellowship.

Requirement 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, work of art, or a food item that is part of your favorite family's faith tradition, holiday or celebration.

Requirement 2

With your family, attend a religious service OR other gathering that shows how your family expresses reverence.

Requirement 3

Carry out an act of kindness.

Requirement 4

With your parent or legal guardian identify a religion or faith that is different from your own. Determine two things that it has in common with your family's beliefs.

Requirement 1 Options:

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, work of art, or a food item that is part of your favorite family's faith tradition, holiday or celebration.

- Create Thanksgiving treats.
- Create a clay sculpture that can be used as part of your favorite family faith tradition, holiday, or celebration.
- Create a string art heart.

Requirement 2 Options:

With your family, attend a religious service OR other gathering that shows how your family expresses reverence.

- Attend a religious service based on your family's choosing.
- Attend a celebration at your chartered partner based on a faith tradition.
- Participate in a Veterans Day celebration

Requirement 3 Options:

Carry out an act of kindness.

- Write nice words about your parent or legal guardian and put them in a jar.
- Talk to someone new at school.
- Write a thank you card for a teacher.

Requirement 4 Options:

With your parent or legal guardian identify a religion or faith that is different from your own. Determine two things that it has in common with your family's beliefs.

- Learn about a religion different from your own and name two things that it has in common with your family's beliefs.

Bear – 3rd Grade

Paws For Action

Citizenship
REQUIRED



Snapshot Of Adventure

This Adventure is about America and the powerful symbols that represent the best of our country and how communities come together to help solve problems they are facing. Citizenship in America is about participation. One way to show citizenship is by making an impact locally through nonprofit organizations. Nonprofit organizations are a place for people to give their time, talents, and resources to make a difference in their community. You, too, can make an impact by participating in a service project that makes your community a better place.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure complete the following:

- Use the [Service Project Planning Checklist](#) to plan your den or pack service project.
- Review the [SAFE Project Tool Use](#) is an at-a-glance reference for service projects, not crafts. It includes age guidelines for tools and types of allowed activities allowed for service projects.

During the Adventure

- Give time for proper training on the use of the tools that will be used to complete the project to all youth and adults.
- Provide continuous, qualified adult supervision and discipline during the project.
- Following all manufacturer's literature and age and skill restrictions shall supersede the recommendations in the publication. If there is a conflict, leaders shall follow the most restrictive guidelines.

Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#).

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Paws for Action.

Requirement 1

Familiarize yourself with the flag of the United States of America including the history, demonstrating how to raise and lower the flag, how to properly fold and display, and the United States etiquette.

Requirement 2

Identify 3 symbols that represent the United States. Pick your favorite and make a model, work of art, or other craft that depicts the symbol.

Requirement 3

Learn about the mission of any non-profit. Find out how they fund their activities and how volunteers are used to help.

Requirement 4

Participate in a service project.

Requirement 1 Options:

Familiarize yourself with the flag of the United States of America including the history, demonstrating how to raise and lower the flag, how to properly fold and display, and the United States etiquette.

- Learn about flag etiquette and how to work with a flag while playing a flag trivia game.
- Learn about the United States flag and how it's used from a local patriot.

Requirement 2 Options:

Identify 3 symbols that represent the United States. Pick your favorite and make a model, work of art, or other craft that depicts the symbol.

- Paint a picture of the United States flag.
- Learn about the Statue of Liberty while building a replica.
- Using Play-Doh®, create a symbol that represents the United States.
- Learn about symbols that represent the United States and create a drawing of your favorite symbol.
- Learn about United States symbols and build a model of the White House.

Requirement 3 Options:

Learn about the mission of any non-profit. Find out how they fund their activities and how volunteers are used to help.

- Cub Scouts learn about a nonprofit organization using the internet.
- Cub Scouts learn about a nonprofit by visiting the organization.

Requirement 4 Options:

Participate in a service project.

- With your den, host a used eyeglasses drive to donate to an organization that recycles them for those in need.
- Cub Scouts plant a tree in their community.
- Participate in your Council-sponsored Scouting for Food event.

Bear – 3rd Grade

Standing Tall

Personal Safety

REQUIRED



Snapshot Of Adventure

In this Adventure, the Protect Yourself Rules will give you guidance on keeping yourself safe. You will also identify ways to use electronics responsibly and ways to protect your body when you're playing or working. When bears feel they are in danger, they may stand on their back legs, standing tall, to let the danger know that they are brave and know how to keep themselves safe.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure:

- Review the [BSA Youth Protection](#) content.
- Review the [Protect Yourself Rules-Bear](#) video.
- This Adventure may be completed at home or as a den. Prior to the meeting inform parents, legal guardians, and adult partners of the Adventure and content. See the document "Bear Standing Tall [PDF] 1 Parent Notification" found in the Additional Resources section for Requirement 1.

During the Adventure:

- There is a chance that a child may disclose a situation that causes suspicion of abuse. If you suspect a child is being abused follow the reporting guidelines found on the [BSA Youth Protection](#) site.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Standing Tall.

Requirement 1

With permission from your parent or legal guardian, watch the Protect Yourself Rules video for the Bear rank.

Requirement 2

Complete the Personal Space Bubble worksheet that is part of the Protect Yourself Rules resources.

Requirement 3

With your parent or legal guardian, set up a family policy for digital devices.

Requirement 4

Identify common personal safety gear for your head, eyes, mouth, hands, and feet. List how each of these items protect you. Demonstrate the proper use of personal safety gear for an activity.

Requirement 1 Options:

With permission from your parent or legal guardian, watch the Protect Yourself Rules video for the Bear rank.

- Watch the Protect Yourself Rules video with your parent or legal guardian.

Requirement 2 Options:

Complete the Personal Space Bubble worksheet that is part of the Protect Yourself Rules resources.

- Identify people that fall within Intimate, Personal, Social, and Public bubbles.

Requirement 3 Options:

With your parent or legal guardian, set up a family policy for digital devices.

- With parents and legal guardians, set up a family digital device policy.

Requirement 4 Options:

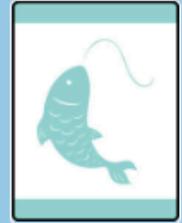
Identify common personal safety gear for your head, eyes, mouth, hands, and feet. List how each of these items protect you. Demonstrate the proper use of personal safety gear for an activity.

- Learn about personal safety in the kitchen.
- Learn about personal safety gear needed for conducting a science experiment.
- Learn about personal safety gear needed for skating / rollerblading.

Bear – 3rd Grade

A Bear Goes Fishing

ELECTIVE



Snapshot Of Adventure

Grizzly bears in the wild use their fishing skills to catch good, nutritious food. After you complete this Adventure, you'll be able to do the same thing. You won't have to use your paws and teeth, however. Instead, you'll use a cane pole or a rod and reel. You'll also learn about the fish that live nearby and the rules that must be followed when fishing. And who knows? You may discover a hobby that you can enjoy for years to come. So, grab your tackle, and let's go fishing.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting the Adventure:

- Review content about [fishing](#) on Scouting.org.
- Check state requirements for fishing licenses or permits for youth and adults.
- Secure additional adult supervision that can assist Cub Scouts during the activity.
- Get permission to fish where you plan to fish.
- Check the weather before you go. Do not fish in a thunderstorm or inclement weather.
- If fishing in freshwater, review Fishing Basics [PowerPoint presentation](#) and [Instructor's Guide](#) to teach freshwater fishing.
- Additional fishing resources can be found at [Scout Life Magazine](#).

During the Adventure:

- Use the buddy system.
- Give plenty of room to others who are fishing nearby.
- Never fish where people are swimming.

Once you know your local fishing rules and regulations, here are the 6 things to know to keep you and others safe:

1. Fish with proper adult supervision.
2. Get permission to fish where you plan to fish.
3. Check the weather before you go. Do not fish in a thunderstorm or inclement weather.
4. Use the buddy system. You must be able to see them.
5. Give plenty of room to others who are fishing nearby.
6. Never fish where people are swimming.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete A Bear Goes Fishing.

Requirement 1

Learn about three types of fish in your area.

Requirement 2

Learn about your local fishing regulations with your den leader or an adult.

Requirement 3

List three of the regulations you learned about, and one reason each regulation exists.

Requirement 4

Become familiar with the safe use of the fishing equipment you will be using on your outing.

Requirement 5

Learn the proper way to attach the hook, lure, or fly to the line.

Requirement 6

Go on a fishing adventure, and for 30 minutes or more, put into practice the things you learned about fish and fishing equipment.

Requirement 1 Options:

Learn about three types of fish in your area.

- Cub Scouts practice casting a rod and learn about different types of fish.
- Cub Scouts learn about fish at a zoo or aquarium.
- Cub Scouts learn about local fish from a guest speaker.
- Cub Scouts learn three types of fish in their local community.

Requirement 2 Options:

Learn about your local fishing regulations with your den leader or an adult.

- Cub Scouts learn about local fish regulations from a guest speaker.
- Cub Scouts learn about fishing regulations in your area.

Requirement 3 Options:

List three of the regulations you learned about, and one reason each regulation exists.

- Cub Scouts create a matching game learning their local fishing regulations.
- Cub Scouts document fishing regulations they learned.

Requirement 4 Options:

Become familiar with the safe use of the fishing equipment you will be using on your outing.

- Cub Scouts make their own bamboo fishing pole.
- Cub Scouts become familiar with a rod and reel.

Requirement 5 Options:

Learn the proper way to attach the hook, lure, or fly to the line.

- Cub Scouts learn a simple fishing knot to attach a hook, lure or fly to a line.

Requirement 6 Options:

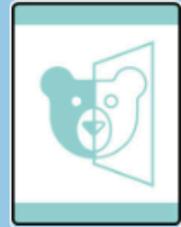
Go on a fishing adventure, and for 30 minutes or more, put into practice the things you learned about fish and fishing equipment.

- Cub Scouts go fishing with their den or pack.
- Cub Scouts participate in a local fishing derby.

Bear – 3rd Grade

Balancing Bears

ELECTIVE



Snapshot Of Adventure

You are probably familiar with a basic math problem like $3 + 2 = 5$. Mathematicians don't call these problems; they call them equations. The equal sign means that the expressions on the left side and right side of the equal sign are the same, or you could think of them as being balanced.

Math doesn't always involve adding and subtracting numbers. Finding patterns in things is the first step in becoming a mathematician. After spotting a pattern, a mathematician uses the math tools to find a way to recreate that pattern. In this Adventure, you'll have fun making "trail mix math." Then, you'll look to nature and discover a world of mathematics called symmetry in which things are balanced.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

For requirement 1, before starting this Adventure:

- Review the [Food Allergies](#) safety moment.
- Review each Cub Scouts [BSA Annual Health and Medical Record](#) for any food allergies or restrictions.
- Ask if any member of the den, youth, or adult, has any religious, or cultural dietary concerns.

- If there is someone in the den, youth, or adults, who carries an EpiPen due to severe allergies make sure that at least one other adult knows how to administer the EpiPen. To learn more, review this Safety Moment on [anaphylaxis](#).
- Review the [Keep Your Food Safe](#) guide to properly keep, store, and prepare food.

Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#).

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Balancing Bears.

Requirement 1

Make trail mix using trail mix math.

Requirement 2

Identify an animal that has a pattern to its physical appearance. Investigate how the animal uses its pattern.

Requirement 3

Find examples of bilateral symmetry in nature.

Requirement 4

Find examples of radial symmetry in nature.

Requirement 1 Options:

Make trail mix using trail mix math.

- Use math to make a bag of trail mix.

Requirement 2 Options:

Identify an animal that has a pattern to its physical appearance. Investigate how the animal uses its pattern.

- Pick an animal with a pattern and learn about it.

Requirement 3 Options:

Find examples of bilateral symmetry in nature.

- Find bilateral symmetry in nature using a scavenger hunt.
- Cub Scouts take a walk and take pictures of things they believe have bilateral symmetry.

Requirement 4 Options:

Find examples of radial symmetry in nature.

- Find radial symmetry in nature using a scavenger hunt.
- Cub Scouts take a walk and take pictures of things they believe have radial symmetry.

Bear – 3rd Grade

Baloo The Builder

ELECTIVE



Snapshot Of Adventure

Learning to build things that are useful or fun is an important skill. You might grow up to build houses as a career or models as a hobby. Or you might just learn some skills that will help you in everyday life.

Building materials may include wood, cement, plastic, steel, or a combination of all these things. For this Adventure, we will focus on wood. You will learn about hand tools and how to use them safely. You will learn how to choose the right type of wood for a project and follow project instructions. And before you're finished, you will use your new skills to make two projects from wood.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure complete the following:

- Review [Age Appropriate Guidelines for Scouting Activities before starting a project](#).
- Cub Scouts are allowed to use common craft tools, such as paintbrushes, scissors, hammers, and screwdrivers.
- Know the proper use of the tools that will be used for the project, by any youth or adult.

During the Adventure

- Give time for proper training on the use of the tools that will be used to complete the project for all youth and adults.

- Provide continuous, qualified adult supervision and discipline during the project.
- Following all manufacturer's literature and age and skill restrictions shall supersede the recommendations in the publication. If there is a conflict, leaders shall follow the most restrictive guidelines.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Baloo the Builder.

Requirement 1

Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools.

Requirement 2

Practice using four of the tools you learned about in requirement 1.

Requirement 3

Choose a project to build.

Requirement 4

Determine the tools and materials needed to build your project in requirement 3.

Requirement 5

Build your project.

Requirement 1 Options:

- Cub Scouts practice using four different tools.

Requirement 2 Options:

Practice using four of the tools you learned about in requirement 1.

- Cub Scouts practice using four different tools.

Requirement 3 Options:

Choose a project to build.

- Cub Scouts determine a project to build that is not in the handbook.
- Cub Scouts choose a project to build: bat house, candy dispenser, tic-tac-toe board or caddy.

Requirement 4 Options:

Determine the tools and materials needed to build your project in requirement 3.

- Cub Scouts determine tools and materials are needed to build their selected project.

Requirement 5 Options:

Build your project.

- Cub Scouts build a bat house.
- Cub Scouts build a candy dispenser.
- Cub Scouts build a tic-tac-toe board.
- Cub Scouts build a caddy for tools or art supplies.

Bear – 3rd Grade

Bears Afloat

ELECTIVE



Snapshot Of Adventure

Grip, shaft, throat, shoulder, blade, and tip are all parts of a paddle. In this Adventure, you'll discover the world of paddle crafts. Canoes, kayaks, and stand-up paddleboards all rely on you as the source of power. There are places that you can get to only by paddle craft.

You will also learn how to be safe when using a paddle craft, from learning about your equipment to proper ways to paddle your craft.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Supervision by an adult, 21 or older, who is trained in BSA Safety Afloat. At least one leader must be trained in first aid which includes CPR. Any swimming done in conjunction with the activity must be within [BSA Safe Swim Defense standards](#).

- Complete the BSA Safety Afloat (30 minutes) training on [my.scouting](#).
- Confirm enough adults who will serve as supervisors during the activity to maintain a ratio of one supervisor to every 5 Cub Scouts.
- Have buddy tags for everyone who will be near the water, youth, and adults.

During the Adventure:

- Give an overview and instruction on the points of Safety Afloat prior to the activity.
- Provide continuous, qualified adult supervision and discipline during the activity.

All participants, both Cub Scouts and adults, must wear a life jacket during boating activities.

Review the [Life Jackets / Personal Flotation Devices](#) Safety Moment.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Bears Afloat.

Requirement 1

Before attempting requirements 6 and 7 for this Adventure, you must pass the BSA swimmer test.

Requirement 2

Pick a paddle craft you'll use to complete all requirements: canoe, kayak, or stand-up paddleboard.

Requirement 3

With your den or an adult, discuss the role of qualified adult supervision at a paddle craft activity.

Requirement 4

Explain the safety rules to follow when safely using a paddle craft.

Requirement 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.

Requirement 6

Explore how your paddle craft responds as you move your paddle through the water from different places.

Requirement 7

Have 30 minutes, or more, of canoe, kayak, or stand-up paddleboard paddle time.

Requirement 1 Options:

Before attempting requirements 6 and 7 for this Adventure, you must pass the BSA swimmer test.

- Cub Scouts swim for the BSA swimmer test.

Requirement 2 Options:

Pick a paddle craft you'll use to complete all requirements: canoe, kayak, or stand-up paddleboard.

- Cub Scouts pick from one of the paddle crafts to complete remaining requirements.

Requirement 3 Options:

With your den or an adult, discuss the role of qualified adult supervision at a paddle craft activity.

- Cub Scouts identify the attributes of a qualified adult at a boating activity.

Requirement 4 Options:

Explain the safety rules to follow when safely using a paddle craft.

- Cub Scouts learn the safety rules to follow when using a paddle craft.

Requirement 5 Options:

Discover how to tell if a life jacket is the correct size and approved for your paddle craft activity. Demonstrate how to wear it.

- Cub Scouts learn about life jackets.

Requirement 6 Options:

Explore how your paddle craft responds as you move your paddle through the water from different places.

- Cub Scouts practice paddling strokes.

Requirement 7 Options:

Have 30 minutes, or more, of canoe, kayak, or stand-up paddleboard paddle time.

- Cub Scouts enjoy 30 minutes of paddle craft activity.

Bear – 3rd Grade

Bears On Bikes

ELECTIVE



Snapshot Of Adventure

Get together with your den, pack, or family to go on a bike ride. In this Adventure, you'll learn what to wear to ride your bike safely and some basic maintenance. Then get ready for a bike ride. Grab your helmet, check your tires, and take a buddy to head out on another Cub Scout Adventure.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure:

- Review and become familiar with Bicycle Safety guidelines found on the [BSA Sports and Activities](#) page.

During the Adventure:

- Conduct an “ABC Quick Check” on the bicycles before riding. The Pedestrian and Bicycle Information Center has a [checklist](#) for air, brakes, and cranks, chain, and cogs.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Bears on Bikes.

Requirement 1

Show how to properly wear a bicycle helmet.

Requirement 2

Decide what you should wear when riding a bike.

Requirement 3

Demonstrate proper hand signals.

Requirement 4

Demonstrate how to adjust saddle height.

Requirement 5

Demonstrate how to operate brakes.

Requirement 6

Learn how to use a pump to inflate your tires. Discuss why riding with low-pressure or flat tires is unsafe and can cause damage to your bike.

Requirement 7

With your family, den, or pack, follow the buddy system and go on a 30-minute bike ride.

Requirement 1 Options:

Show how to properly wear a bicycle helmet.

- Cub Scouts demonstrate proper helmet fitting during a relay game.

Requirement 2 Options:

Decide what you should wear when riding a bike.

- Cub Scouts learn proper bike attire by playing a game.

Requirement 3 Options:

Demonstrate proper hand signals.

- Cub Scouts learn and demonstrate proper biking hand signals by playing "Bear Says."
- Cub Scouts learn and practice bike hand signals.

Requirement 4 Options:

Demonstrate how to adjust saddle height.

- Cub Scouts demonstrate how to adjust a bike seat.

Requirement 5 Options:

Demonstrate how to operate brakes.

- Cub Scouts demonstrate how to operate their bicycle brakes.

Requirement 6 Options:

Learn how to use a pump to inflate your tires. Discuss why riding with low-pressure or flat tires is unsafe and can cause damage to your bike.

- Cub Scouts learn how to pump up their tires safely.

Requirement 7 Options:

With your family, den, or pack, follow the buddy system and go on a 30-minute bike ride.

- Cub Scouts go on a 30-minute bike ride while using the buddy system.

Bear – 3rd Grade

Champions For Nature

Bear

ELECTIVE



Snapshot Of Adventure

We have three important resources for all living things on our planet: water, soil, and air. We use water to clean ourselves, our dishes, and our clothes. Soil is the resource that allows us to grow food. The air we breathe goes into our lungs, providing our bloodstream with oxygen. In this Adventure, you'll discover more about the resources of water, soil, and air and perhaps put what you discover into use with a conservation project. Knowing more about the resources of the planet will help you make good decisions about conserving the resources of our world.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Watch this video about [Service Projects in Cub Scouting](#) (6:44) Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure complete the following:

- Use the [Service Project Planning Checklist](#) to plan your den or pack service project.
- Review the [SAFE Project Tool Use](#) is an at-a-glance reference for service projects, not crafts. It includes age guidelines for tools and types of allowed activities allowed for service projects.

During the Adventure

- Give time for proper training on the use of the tools that will be used to complete the project to all youth and adults.
 - Provide continuous, qualified adult supervision and discipline during the project.
 -
-
- Following all manufacturer's literature and age and skill restrictions shall supersede the recommendations in the publication. If there is a conflict, leaders shall follow the most restrictive guidelines.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Champions for Nature Bear.

Requirement 1

Discover natural resources.

Requirement 2

Discover what happens to the wastewater in your community.

Requirement 3

Investigate soil.

Requirement 4

Investigate air pollution.

Requirement 5

Participate in a conservation project.

Requirement 1 Options:

Discover natural resources.

- Cub Scouts learn about natural resources with a scavenger hunt.
- Cub Scouts will identify natural resources while taking a walk outside.

Requirement 2 Options:

Discover what happens to the wastewater in your community.

- Cub Scouts will learn ways of conserving water by playing charades.
- Cub Scouts tour their local water management facility.
- Cub Scouts make a poster showing what happens to wastewater in their community.

Requirement 3 Options:

Investigate soil.

- Cub Scouts demonstrate how pollution can enter our groundwater.
- Cub Scouts will build their own composter.
- Cub Scouts will investigate different soils.

Requirement 4 Options:

Investigate air pollution.

- Cub Scouts conduct an acid rain experiment.
- Cub Scouts investigate air pollution.
- In this activity, Cub Scouts will be "indoor pollution detectors" to investigate air pollution.

Requirement 5 Options:

Participate in a conservation project.

- Cub Scouts plant trees for a local organization.
- Cub Scouts will add native plants to a garden for the chartered partner, school, or other community location.

Bear – 3rd Grade

Chef Tech

ELECTIVE



Snapshot Of Adventure

Cooking is a great way to see how technology has impacted our lives. As a Cub Scout, you may cook a hot dog using a stick on an open fire, which is the same way humans have cooked with fire for thousands of years. You could also cook a hot dog by boiling it in water in a pot on a stove. The fastest way to cook a hot dog is in a microwave in a matter of seconds. In this Adventure, we will explore technology in the kitchen.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure:

- Review the [Food Allergies](#) safety moment.
- Review each Cub Scouts [BSA Annual Health and Medical Record](#) for any food allergies or restrictions.
- Ask if any member of the den, youth, or adult, has any religious, or cultural dietary concerns.
- there is someone in the den, youth, or adults, who carries an EpiPen due to severe allergies make sure that at least one other adult knows how to administer the EpiPen. To learn more, review this Safety Moment on [anaphylaxis](#).
- Review the [Keep Your Food Safe](#) guide to properly keep, store, and prepare food.

Before starting this Adventure, each Cub Scout must have completed the Whittling Adventure:

- Watch the [Cub Scout Knife Safety video](#).
- Confirm that your meeting location will permit pocketknives or kitchen knives.
- Know the Cub Scout knife safety rules.
 - Stop – make sure no one else is within arm's reach
 - Away – always cut away from your finger or other body parts
 - Sharp – a sharp, clean knife is a safe knife
 - Store – knives closed, in a sheath or knife block
- Secure additional adult supervision as needed.

During the Adventure

- Review the Cub Scout knife safety rules.
- Check that all knives being used are sharp and in good condition.

Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#).

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Chef Tech.

Requirement 1

Pick a kitchen appliance that uses technology to complete the following requirements.

Requirement 2

With an adult, review the safety guidelines in the owner's manual and follow all safety guidelines.

Requirement 3

With adult supervision, download a cooking app or search online to find a recipe.

Requirement 4

With adult supervision, follow the selected recipe and make the recipe.

Requirement 5

Think of a way technology can improve the appliance used to make your recipe.

Requirement 1 Options:

Pick a kitchen appliance that uses technology to complete the following requirements.

- Cub Scouts learn about air frying.
- Cub Scouts learn about pressure cooking.
- Cub Scouts learn about microwave ovens.

Requirement 2 Options:

With an adult, review the safety guidelines in the owner's manual and follow all safety guidelines.

- Cub Scouts read and review the owner's manual for the chosen kitchen device.

Requirement 3 Options:

With adult supervision, download a cooking app or search online to find a recipe.

- Use the internet to identify a recipe that can be made in a den meeting

Requirement 4 Options:

With adult supervision, follow the selected recipe and make the recipe.

- Using the chosen appliance in Requirement 1 and the recipe chosen in Requirement 3 make the recipe.

Requirement 5 Options:

Think of a way technology can improve the appliance used to make your recipe.

- Cub Scouts brainstorm ideas on how to improve the appliance used in requirement 3.
- Using cardboard make a model of the appliance you used with one improvement.

Bear – 3rd Grade

Critter Care

ELECTIVE



Snapshot Of Adventure

Many Americans have a pet dog, cat, horse, bird, fish, hamster, or other animal. The most popular pet is a dog. Almost one out of three American households have a dog as a pet. One out of four have a cat as a pet.

Pets are fun, but they are also a big responsibility. Pets need food, water, shelter, and exercise to stay healthy. When you look after a pet, whether it belongs to you or a neighbor, you learn a lot about love, loyalty, and caring. Learning to look after pets – and having fun with them – is what this Adventure is all about.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#). Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Critter Care.

Requirement 1

Identify an animal that would be good pet for your family.

Requirement 2

Choose two animals that are allowed as pets in your community. Compare and contrast why these pets may be a good choice for you.

Requirement 3

Based on your choice in requirement 1, investigate how to properly care for your chosen animal.

Requirement 4

Discover three ways a pet can help people.

Requirement 1 Options:

Identify an animal that would be good pet for your family.

- Cub Scouts describe their pet or the pet they would like to have.
- Visit a local animal shelter and identify an animal that could make for a good family pet.
- Cub Scouts explore what animal would make for a good family pet.

Requirement 2 Options:

Choose two animals that are allowed as pets in your community. Compare and contrast why these pets may be a good choice for you.

- Cub Scouts compare and contrast two animals that are allowed in their community.
- Cub Scouts will choose two pets that are allowed in their community and create a compare and contrast chart.
- Cub Scouts choose an animal that is allowed in their community and present a charades-act of that animal.

Requirement 3 Options:

Based on your choice in requirement 1, investigate how to properly care for your chosen animal.

- Cub Scouts describe the responsibilities, care, and activities that are required for the family pet or an animal that would make for a good family pet.
- Cub Scouts investigate how to properly care for pets by visiting with an animal shelter.
- Cub Scouts investigate how to properly care for pets by visiting with an animal trainer.
- Cub Scouts investigate how to properly care for pets by visiting with a veterinarian.

Requirement 4 Options:

Discover three ways a pet can help people.

- Cub Scouts create a PowerPoint presentation showing three ways a pet can help people.
- Invite a professional who has an animal as a partner to discuss their partnership and roles.
- Cub Scouts explore why service animals are important.

Bear – 3rd Grade

Forensics

ELECTIVE



Snapshot Of Adventure

Everywhere you go, you leave behind clues: fingerprints on your juice glass, DNA on your toothbrush, bits of fabric on your favorite chair, and footprints in your yard. Criminals leave behind clues, too. Forensic scientists study those clues to help law enforcement officers solve crimes.

Forensics is all about using science to answer questions about crimes (and other things that have happened). In this Adventure, you will practice some of the skills of a forensic scientist.

You will analyze a fingerprint, a footprint, the contents of ink, and some mysterious white powder. Grab your magnifying glass and start detecting!

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Forensics.

Requirement 1

Explore the term “forensics” and how it is used to help solve crimes.

Requirement 2

Analyze your fingerprints.

Requirement 3

Make a shoe imprint.

Requirement 4

Do an analysis of four different substances: salt, sugar, baking soda and cornstarch.

Requirement 5

Learn about chromatography and how it is used in solving crimes.

Requirement 6

Find out how officers collect evidence.

Requirement 1 Options:

Explore the term “forensics” and how it is used to help solve crimes.

- Cub Scouts become investigators by observing and analyzing the scene to determine who ate the cookie.
- Cub Scouts learn from an expert more about how forensics is used to help solve crimes.

Requirement 2 Options:

Analyze your fingerprints.

- Cub Scouts discover that even if they can't see their fingerprint with their naked eye, they are still there.
- Cub Scouts learn the different patterns in fingerprints and analyze their own fingerprints.

Requirement 3 Options:

Make a shoe imprint.

- Cub Scout investigate how their shoe can leave a print.
- Cub Scout make a shoe impression.
- Cub Scout investigate how their shoe can leave a print in the dirt.

Requirement 4 Options:

Do an analysis of four different substances: salt, sugar, baking soda and cornstarch.

- Cub Scouts learn how to test for various substances.

Requirement 5 Options:

Learn about chromatography and how it is used in solving crimes.

- Cub Scout learn that not all chemicals are what they appear to be.

Requirement 6 Options:

Find out how officers collect evidence.

- Cub Scouts learn how evidence is collected.

Bear – 3rd Grade

Let's Camp Bear

ELECTIVE



Snapshot Of Adventure

Camping is a fun way to spend time with family and friends. Prepare for your campout by gathering what you will bring with you and setting up a tent. Your den leader and parents will help you get ready. Find the best spot to pitch your tent and make it your home for the campout.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Review [Age Appropriate Guidelines for Scouting Activities](#) before camping.

When camping:

- Basic Adult Leader Outdoor Orientation (BALOO) training is mandatory for a pack overnighiter. At least one registered adult leader who will be present during the overnighiter must complete BALOO training. BALOO training consists of an online pre-requisite component in addition to an overnight hand on practical. BSA's Cub Scout level camping policies will be taught along with the discovery of the necessary tools to help units carry out a successful camping experience. Check with your local council when the next available BALOO Training will be conducted.

- Complete the on-line training “Hazardous Weather” training module that is part of the Position Specific Training for den leaders [my.scouting](https://my.scouting.org). If you have already completed den leader, Cubmaster, or pack committee chair training on-line, then you have completed this module.
- Watch the [Weather Related Safety Moment](#) video (1 minute 48 seconds).
- Review [Guide to Safe Scouting](#) for camping,
- If building a campfire, review [Behavior Around Campfires](#).

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Let’s Camp Bear.

Requirement 1

Review the buddy system and how it works in the outdoors.

Requirement 2

Pack your Cub Scout Six Essentials for the campout.

Requirement 3

In addition to your Cub Scout Six Essentials, show the personal items you need for your campout.

Requirement 4

Help set up a tent. Determine a good spot for the tent. Explain why you picked the spot.

Requirement 5

Attend a council or district Cub Scout overnight camp or attend a campout with your pack.

Requirement 1 Options:

Review the buddy system and how it works in the outdoors.

- Cub Scouts review what to do while using the buddy system.
- Cub Scouts learn about the buddy system by playing a game.

Requirement 2 Options:

Pack your Cub Scout Six Essentials for the campout.

- Cub Scouts review the Cub Scout Six Essentials.
- Cub Scouts review the Cub Scout Essential Six with a word search puzzle.

Requirement 3 Options:

In addition to your Cub Scout Six Essentials, show the personal items you need for your campout.

- Cub Scouts review items needed for a campout.
- Cub Scouts learn about items needed for a campout other than their Cub Scout Six Essentials.
- Cub Scouts choose extra gear needed for a campout that is not the Cub Scout Six Essentials by playing a game similar to musical chairs.

Requirement 4 Options:

Help set up a tent. Determine a good spot for the tent. Explain why you picked the spot.

- Cub Scouts practice setting up a tent.
- Cub Scouts practice setting up a tent outside.

Requirement 5 Options:

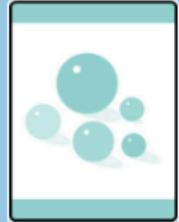
Attend a council or district Cub Scout overnight camp or attend a campout with your pack.

- Cub Scouts will attend an overnight campout with your pack or at a council or district event.

Bear – 3rd Grade

Marble Madness

ELECTIVE



Snapshot Of Adventure

Long before board and video games, kids played with marbles. Those little balls of glass are just as fun to play with now as they were back then. In this Adventure, you'll play several different marble games. You'll also learn special words only marble players know and discover how to use marbles in mazes, obstacle courses, and more. Are you ready? Then grab your taws, aggies, and cat's eyes, and let's play marbles.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. Before conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Marble Madness.

Requirement 1

Make a marble bag.

Requirement 2

Learn five words that are used when talking about marbles.

Requirement 3

Play three different marble games.

Requirement 4

Build a marble racetrack with at least two lanes.

Requirement 5

Build a marble maze.

Requirement 1 Options:

Make a marble bag.

- Create a personal drawstring bag to hold your marbles.
- Make a personal drawstring bag to hold your marbles without sewing.

Requirement 2 Options:

Learn five words that are used when talking about marbles.

- Cub Scouts learn marble jargon.

Requirement 3 Options:

Play three different marble games.

- Learn and play Ringer, Plums, and Dropsies.

Requirement 4 Options:

Build a marble racetrack with at least two lanes.

- Create a marble racetrack from recycled materials.

Requirement 5 Options:

Build a marble maze.

- Create a maze for marbles.

Bear – 3rd Grade

Race Time Bear

ELECTIVE



Snapshot Of Adventure

There are many ways to make things go – electricity, fuel, and batteries, to name a few. Did you know that you have the power to make a boat sail in the water or that a car can move using the force of gravity?

Propulsion is what gives an object (such as a plane, car, or boat) the power to move. You will learn different ways to make and propel vehicles. Think about how the shapes of cars, boats, and planes affect the distance they can go. In this Adventure, you'll explore how you can use the air in your lungs, the force of gravity, and the power of your imagination to make things go.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure complete the following:

- Review [Age Appropriate Guidelines for Scouting Activities](#) before starting a project.
- Cub Scouts are allowed to use common craft tools, such as paintbrushes, scissors, hammers, and screw drivers.

- Know the proper use of the tools that will be used for the project, by any youth or adult.

During the Adventure

- Give time for proper training on the use of the tools that will be used to complete the project to all youth and adults.
- Provide continuous, qualified adult supervision and discipline during the project.
- Following all manufacturer's literature and age and skill restrictions shall supersede the recommendations in the publication. If there is a conflict, leaders shall follow the most restrictive guidelines.

Before starting this Adventure, review [Digital Safety and Online Scouting Activities](#).

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Race Time Bear.

Requirement 1

With an adult, build either a Pinewood Derby® car or a Raingutter Regatta™ boat.

Requirement 2

Learn the rules of the race for the vehicle chosen in requirement 1.

Requirement 3

Identify how you could increase the speed of your chosen vehicle.

Requirement 4

Before the race, discuss with your den how you will demonstrate good sportsmanship during the race.

Requirement 5

Participate in a Pinewood Derby or a Raingutter Regatta.

Requirement 1 Options:

With an adult, build either a Pinewood Derby® car or a Raingutter Regatta™ boat.

- Den or pack provides a build day for Cub Scouts.
- Den or pack provides a build day for Cub Scouts.

Requirement 2 Options:

Learn the rules of the race for the vehicle chosen in requirement 1.

- Cub Scouts complete a crossword puzzle to learn the Pinewood Derby rules.
- Cub Scouts complete a crossword puzzle to learn the Raingutter Regatta rules.

Requirement 3 Options:

Identify how you could increase the speed of your chosen vehicle.

- Cub Scouts identify three ways to make Raingutter Regatta boats faster.
- Cub Scouts identify three ways to make their Pinewood Derby cars faster.

Requirement 4 Options:

Before the race, discuss with your den how you will demonstrate good sportsmanship during the race.

- Cub Scouts learn how to have good sportsmanship at their racing event.

Requirement 5 Options:

Participate in a Pinewood Derby or a Raingutter Regatta.

- Conduct a Pinewood Derby car race.
- Conduct a Raingutter Regatta.

Bear – 3rd Grade

Roaring Laughter

ELECTIVE



Snapshot Of Adventure

Laughing makes you feel good, and when you laugh others may start laughing, too. With just a smile, you can meet a new friend, make someone else smile, and create a happy feeling in yourself and other people. In this Adventure, you'll find lots of ways to smile and laugh.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Roaring Laughter.

Requirement 1

Think about what makes you laugh. Discuss these with your den or family.

Requirement 2

Practice reading tongue twisters.

Requirement 3

Play charades with your den or family.

Requirement 4

Have a “funniest joke contest” with your den or family.

Requirement 5

Practice “run-ons” with your den or family.

Requirement 1 Options:

Think about what makes you laugh. Discuss these with your den or family.

- Cub Scouts participate in a word-play game.
- Cub Scouts grab and read jokes out loud to den.
- Cub Scouts write down things that make them laugh and share with the den.

Requirement 2 Options:

Practice reading tongue twisters.

- Cub Scouts practice tongue twisters.
- Cub Scouts play a tongue twister game with dice.
- Cub Scouts read a Dr. Seuss story.

Requirement 3 Options:

Play charades with your den or family.

- Cub Scouts play a game of charades.

Requirement 4 Options:

Have a “funniest joke contest” with your den or family.

- Cub Scouts participate in a joke contest.

Requirement 5 Options:

Practice “run-ons” with your den or family.

- Cub Scouts practice and perform run-ons.

Bear – 3rd Grade

Salmon Run

ELECTIVE



Snapshot Of Adventure

Did you know that nearly three-fourths of the Earth is covered by water? It is! If you want to explore a lot of the world, you have to go by boat or know how to swim. Grizzly bears are animals that know how to swim even though they live in the forest. They swim in ice-cold rivers to catch the salmon they eat. As a Bear Scout, you will get to go swimming, too – not to catch fish, but to have fun. In this Adventure, you'll learn about swimming and boating and how to stay safe around the water.

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

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure. All swimming activity must be supervised by a mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the well-being and safety of those in their care, and who is trained in and committed to compliance with the eight points of BSA Safe Swim Defense.

Before starting this Adventure complete the following:

- Complete the BSA Safe Swim Defense training (26 minutes) on [my.scouting](https://my.scouting.org).

- Confirm enough adults who will serve as rescuers during the activity to maintain a ratio of one rescuer to every 10 Cub Scouts.
- Have buddy tags for everyone who will be in the water, youth, and adults.

During the Adventure:

- Give overview and instruction on the points of the Safe Swim Defense before the activity.
- Provide continuous, qualified adult supervision and discipline during the activity.
- When swimming outdoors, ask that all the Cub Scouts apply sunscreen.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Salmon Run.

Requirement 1

With your den or an adult, identify the attributes of qualified adult supervision at a swimming activity.

Requirement 2

Learn the three swimming ability groups for the Boy Scouts of America and water depths appropriate for each.

Requirement 3

Go swimming with your den, pack, or family for 30 minutes using the buddy system.

Requirement 4

Demonstrate the buddy system, buddy checks, and ability groups with your den or an adult.

Requirement 5

Attempt the BSA beginner swim test.

Requirement 6

Demonstrate both a reach rescue and a throw rescue.

Requirement 1 Options:

With your den or an adult, identify the attributes of qualified adult supervision at a swimming activity.

- Cub Scouts identify the attributes of a qualified adult at a swimming activity.

Requirement 2 Options:

Learn the three swimming ability groups for the Boy Scouts of America and water depths appropriate for each.

- Cub Scouts learn the three swimming ability groups of the BSA.

Requirement 3 Options:

Go swimming with your den, pack, or family for 30 minutes using the buddy system.

- Take your den and go swimming.

Requirement 4 Options:

Demonstrate the use the buddy system, buddy checks, and ability groups with your den or an adult.

- Cub Scouts demonstrate the use of the buddy system, buddy checks, and ability groups.

Requirement 5 Options:

Attempt the BSA beginner swim test.

- Cub Scouts attempt the BSA beginner swim test.

Requirement 6 Options:

Demonstrate both a reach rescue and a throw rescue.

- Cub Scouts demonstrate the reach rescue and throw rescue

Bear – 3rd Grade

Summertime Fun Bear

ELECTIVE



Snapshot Of Adventure

The summertime is a great time to get together with your den or pack. The requirement for this Adventure is simple. Participate in three Cub Scout activities during the summer months. This can be at council-organized camps like day camp or resident camp, or it can be a den or pack get-together for a summertime picnic.

To earn this Adventure as a Bear, you participate in summer activities during the summer after you completed the 2nd grade. If you are just now learning about this Adventure don't worry, the requirement to earn it as a Webelos Cub Scout is exactly the same.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Summertime Fun Bear.

Requirement 1

Anytime during May through August participate in a total of three Cub Scout activities.

Requirement 1 Options:

Anytime during May through August participate in a total of three Cub Scout activities.

- Participate in an activity with your council.
- Participate in an activity with your den.
- Participate in an activity with your pack.

Bear – 3rd Grade

Super Science

ELECTIVE



Snapshot Of Adventure

Have you ever wondered why the sky is blue or how gravity works or what makes a rainbow? Scientists wonder about those things, too.

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting any experiments in this Adventure:

- Review the instructions completely for the experiment.
- Conduct the experiment before the meeting to test the experiment.
- Confirm additional adult supervision as needed.

During the Adventure:

- Review the instructions fully with the den before beginning.
- Wear protective clothing and eye protection.
- Keep food and drinks away from experiment.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Super Science.

Requirement 1

Conduct static electricity investigation.

Requirement 2

Conduct the sink-or-float investigation.

Requirement 3

Conduct the color-morphing investigation.

Requirement 4

Conduct the color-layering investigation.

Requirement 1 Options:

Conduct static electricity investigation.

- Foil reaction to static electricity.
- Cub Scouts use static electricity to push a can.

Requirement 2 Options:

Conduct the sink-or-float investigation.

- Cub Scouts learn about experiment variables.

Requirement 3 Options:

Conduct the color-morphing investigation.

- Cub Scouts test to see if liquids mix together.

Requirement 4 Options:

Conduct the color-layering investigation.

- Cub Scouts create a rainbow using 3 simple ingredients.

Bear – 3rd Grade

Whittling

ELECTIVE



Snapshot Of Adventure

A pocketknife is a useful tool to have for Scouting activities. It can also be dangerous if you don't use it the right way. In this Adventure, you will learn how to use a pocketknife safely. You will also get to learn the basics of carving.

Completing the Whittling Adventure grants the Scout the privilege of carrying and using a pocketknife at Scout

Safety Moment

Prior to any activity, use the [BSA SAFE Checklist](#) to ensure the safety of all those involved. All participants in official BSA Scouting activities should become familiar with the [Guide to Safe Scouting](#) and applicable program literature or manuals. Be aware of state or local government regulations that supersede BSA practices, policies, and guidelines. To assist in the safe delivery of the program you may find specific safety items that are related to requirements for the Adventure.

Before starting this Adventure

- Watch the [Cub Scout Knife Safety Adventures](#) video.
- Confirm that your meeting location will permit pocketknives.
- Know the Cub Scout knife safety rules.
 - Stop - make sure no one else is within arm's reach
 - Away - always cut away from your finger or other body parts
 - Sharp - a sharp, clean knife is a safe knife
 - Store - knives closed, in a sheath or knife block

- Secure additional adult supervision as needed.
- Make sure that the knives are sharp and in good condition.

During the Adventure

- Review the Cub Scout knife safety rules.
- Double check that all knives being used are sharp and in good condition.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Whittling.

Requirement 1

Read, understand, and promise to abide by the “Cub Scout Knife Safety Rules.”

Requirement 2

Demonstrate the knife safety circle.

Requirement 3

Demonstrate that you know how to care for and use your pocketknife safely.

Requirement 4

Read, understand, and promise to abide by the “Cub Scout Knife Pledge.”

Requirement 1 Options:

Read, understand, and promise to abide by the “Cub Scout Knife Safety Rules.”

- Cub Scouts learn and explain the knife safety rules.
- Cub Scouts learn about the knife safety rules by playing charades.

Requirement 2 Options:

Demonstrate the knife safety circle.

- Cub Scouts practice the knife safety circle.

Requirement 3 Options:

Demonstrate that you know how to care for and use your pocketknife safely.

- Cub Scouts practice sharpening their pocketknives.

Requirement 4 Options:

Read, understand, and promise to abide by the “Cub Scout Knife Pledge.”

- Cub Scouts carve a pattern into a potato and print a design.
- Cub Scouts carve a simple item out of soap.