

WOLF ADVENTURES

2nd Grade

Earn the Wolf Badge of Rank

To earn the Wolf 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 Wolf Bobcat](#)



Council Fire

Citizenship



Footsteps

Family & Reverence



Paws on the Path

Outdoors



Running With the Pack

Personal Fitness



Safety in Numbers

Personal Safety

Must Complete All 6: Bobcat, Council Fire, Footsteps, Paws on the Path, Running With the Pack, Safety in Numbers.

Elective Adventures

You may complete as many elective Adventures as you wish.



A Wolf Goes Fishing



Adventures in Coins



Air of the Wolf



Champions for Nature Wolf



Code of the Wolf



Computing Wolves



Cubs Who Care



Digging in the Past



Finding Your Way



Germs Alive!



Let's Camp Wolf



Paws for Water



Paws of Skill



Pedal With the Pack



Race Time Wolf



Spirit of the Water



Summertime Fun Wolf

Pick At Least Two: A Wolf Goes Fishing; Adventures in Coins; Air of the Wolf; Champions for Nature Wolf; Code of the Wolf; Computing Wolves; Cubs Who Care; Digging in the Past; Finding Your Way; Germs Alive!; Let's Camp Wolf; Paws for Water; Paws of Skill; Pedal With the Pack; Race Time Wolf; Spirit of the Water; Summertime Fun Wolf.

Wolf – 2nd Grade

Bobcat Wolf

Character & Leadership

REQUIRED



Snapshot Of Adventure

The Bobcat Adventure is the first required Adventure on the trail to earn the Wolf badge of rank. Once the Bobcat Adventure is completed, Wolves 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 Wolf.

Requirement 1

Get to know members of your den.

Requirement 2

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

Requirement 3

Learn about the Scout Law.

Requirement 4

With your den create a den Code of Conduct.

Requirement 5

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

Requirement 6

Share with your den, or family, a time when you demonstrated the Cub Scout motto “Do Your Best.”

Requirement 7

At home, with your parent or legal guardian do the activities in the booklet “How to Protect Your Children from Child Abuse: A Parent’s Guide.”

Requirement 1 Options:

Get to know members of your den.

- A den doodle is a way to record advancement progress and other accomplishments of the Cub Scouts as well as a colorful decoration for the den meeting place.
- Making a den flag together allows Cub Scouts to show their personality and creativity while they’re getting to know each other.
- “Get to Know You” bingo is a great icebreaker activity that can help members of a den get to know each other better in a fun, interactive way.

Requirement 2 Options:

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

- Learn and reinforce the Scout Oath and the Scout Law by reciting it with your den.

Requirement 3 Options:

Learn about the Scout Law.

- Search for all the points of the Scout Law in this fun game using clothespins.
- Cub Scouts will learn the Scout Law by playing the Scout Law emoji game.
- The points of the Scout Law are reinforced as the Cub Scouts search for them in this word search puzzle.

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:

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.
- Practice the Cub Scout sign by playing the Scout Sign Sound of Silence game.
- Play Simon Says to learn the Cub Scout sign, handshake, and salute.

Requirement 6 Options:

Share with your den, or family, a time when you demonstrated the Cub Scout motto “Do Your Best.”

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

Requirement 7 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.”

Wolf – 2nd Grade

Council Fire

Citizenship
REQUIRED



Snapshot Of Adventure

A real wolf pack works like a large family where everyone works together to keep the members of the pack safe, healthy, and happy. Working together is part of being a good citizen. In this Adventure, you will build a model community and become an active member in your community.

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 conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

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 Council Fire.

Requirement 1

Learn how to properly care for and fold the United States flag. With your den or pack, participate in a flag ceremony.

Requirement 2

Identify three points of the Scout Law that are important to being a good neighbor.

Requirement 3

Build a model of your home.

Requirement 4

Using the same materials from requirement 3, create a model of a building in your community.

Requirement 5

Using the models built in requirements 3 and 4, create a neighborhood.

Requirement 6

Participate in a service project. Explain how your volunteering is helpful to your neighborhood.

Requirement 1 Options:

Learn how to properly care for and fold the United States flag. With your den or pack, participate in a flag ceremony.

- Learn how to properly fold the United States flag.

Requirement 2 Options:

Identify three points of the Scout Law that are important to being a good neighbor.

- Compose a song about the three points of the Scout Law that are important to being a good neighbor.
- Create and perform a skit demonstrating the three points of the Scout Law that are important to being a good neighbor.
- Draw pictures that demonstrate the three points of the Scout Law that are important to being a good neighbor.

Requirement 3 Options:

Build a model of your home.

- Use household items to build a model of your home.
- Use Lego®, Lincoln Logs®, and Tinker Toys® or other building toys to build a model of your home.

Requirement 4 Options:

Using the same materials from requirement 3, create a model of a building in your community.

- Build a model of a building in your community.

Requirement 5 Options:

Using the models built in requirements 3 and 4, create a neighborhood.

- Using the models that your den built, create a neighborhood.

Requirement 6 Options:

Participate in a service project. Explain how your volunteering is helpful to your neighborhood.

- With your den, host a pet food drive to support a local pet shelter.
- Participate in your Council-sponsored Scouting for Food event.
- With your pack, organize a toy drive to support "Toys for Tots" or another organization.

Wolf – 2nd Grade

Footsteps

Family & Reverence

REQUIRED



Snapshot Of Adventure

In this Adventure, you are 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. "Trustworthy" is the first part of the Scout Law. Through Aesop's fable you will learn why being trustworthy is so important.

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

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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 Footsteps.

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 or work of art 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

Listen to or read Aesop's fable "The Boy Who Cried Wolf." With your den or family discuss why being truthful is important.

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 or work of art of your favorite family's faith tradition holiday or celebration.

- Make a construction paper mosaic using your family's favorite holiday tradition symbol.
- Make a sun catcher of a holiday symbol that can be hung in your home.

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.

Requirement 3 Options:

Carry out an act of kindness.

- Create an act of kindness jar and complete at least two tasks in the jar.
- Sing a song at a retirement community.

Requirement 4 Options:

Listen to or read Aesop's fable "The Boy Who Cried Wolf." With your den or family discuss why being truthful is important.

- Read aloud to your den Aesop's fable "The Boy Who Cried Wolf"

Wolf – 2nd Grade

Paws On The Path

Outdoors

REQUIRED



Snapshot Of Adventure

It is time to go outside! Every journey begins with just one step, and that first step can take you on a fun-filled adventure simply by going outside for a walk, just like the one you and your Wolf den are about to take.

Where you take your walk is up to your den. It may be a walk around the center of your city or town, it may be at a local park with a trail, or it may be a trail in a forest. No matter where you take your walk you will see signs of nature in different forms.

Safety Moment

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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.

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.

Complete the following requirements

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

Requirement 1

Identify the Cub Scout Six Essentials. Show what you do with each item.

Requirement 2

Learn about the buddy system and how it works in the outdoors. Pick a buddy for your walk.

Requirement 3

Identify appropriate clothes and shoes for your walk outside. Do your best to wear them on your walk.

Requirement 4

Learn about the Outdoor Code and Leave No Trace Principle for Kids.

Requirement 5

With your den, pack, or family, take a walk outside for at least 30 minutes to explore nature in your surroundings. Describe four different animals, domestic or wild, that you could see on your walk.

Requirement 1 Options:

Identify the Cub Scout Six Essentials. Show what you do with each item.

- Cub Scouts attempt to guess which of the Cub Scout Six Essentials is being described by one-word clues.
- Go around your home and find as many essentials as possible that you can and put them in your pack or bag.
- Cub Scouts will guess the Cub Scout Six Essentials by giving word clues to their buddy.

Requirement 2 Options:

Learn about the buddy system and how it works in the outdoors. Pick a buddy for your walk.

- Arrange Cub Scouts in alphabetical order and give them numbers 1-2 in sequence to quickly select buddies.
- Cub Scouts find their buddy in this enjoyable circle game.
- Popsicle sticks are used to pair buddies.

Requirement 3 Options:

Identify appropriate clothes and shoes for your walk outside. Do your best to wear them on your walk.

- Visit an outdoor clothing store to understand the importance of selecting appropriate attire for different outdoor occasions and weather conditions.
- Play a relay game to identify the right clothes and shoes to wear on a walk during different seasons.

- Cub Scouts draw pictures of clothes they would wear when it: rains, snows, sunny or windy.

Requirement 4 Options:

Learn about the Outdoor Code and Leave No Trace Principle for Kids.

- Create a booklet that illustrates the Outdoor Code and Leave No Trace Principles for Kids.
- Use emojis to learn the Outdoor Code and Leave No Trace Principles for Kids.
- Use music and hand signals to learn the Outdoor Code and Leave No Trace Principles for Kids.

Requirement 5 Options:

With your den, pack, or family, take a walk outside for at least 30 minutes to explore nature in your surroundings. Describe four different animals, domestic or wild, that you could see on your walk.

- Take a 30 minute or more walk. Describe four animals that you might see on your walk.

Wolf – 2nd Grade

Running With The Pack

Personal Fitness

REQUIRED



Snapshot Of Adventure

A Cub Scout knows how to stay healthy. Eating foods that give you proper nutrition, exercising regularly, and getting proper rest are the best ways for you to always be at your best.

Safety Moment

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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.

For requirement 2, follow the [ADA guide](#) for proper brushing techniques. For requirement 3, if doing the “Ride a Bike” activity:

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

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Running With the Pack.

Requirement 1

Sample 3 different foods that are naturally 3 different colors. The food must be a protein, vegetable, fruit, dairy, or a grain.

Requirement 2

Demonstrate the proper way to brush your teeth.

Requirement 3

Be active for 30 minutes with your den or at least 1 other person that includes both stretching and moving.

Requirement 4

Be active for 10 minutes doing personal exercises.

Requirement 5

Do a relaxing activity for 10 minutes.

Requirement 1 Options:

Sample 3 different foods that are naturally 3 different colors. The food must be a protein, vegetable, fruit, dairy, or a grain.

- Experience a burst of deliciousness with natural-colored foods.

Requirement 2 Options:

Demonstrate the proper way to brush your teeth.

- Draw a giant mouth and use a broom to practice brushing teeth.
- Turn daily teeth-brushing routine into a fun and exciting activity.
- Invite a dental care professional to a Cub Scout den meeting to discuss the importance of oral hygiene.

Requirement 3 Options:

Be active for 30 minutes with your den or at least 1 other person that includes both stretching and moving.

- Play a game of kickball.
- Take a bike ride.
- Find a ball and play a game of catch.

Requirement 4 Options:

Be active for 10 minutes doing personal exercises.

- Invite a fitness professional to your Cub Scout den meeting to discuss the importance of exercise.
- Create a short workout to explore different exercises.
- Take a walk outside.

Requirement 5 Options:

Do a relaxing activity for 10 minutes.

- Some music can relax us by engaging our senses and creating a calming effect.
- Read an article from Scout Life magazine to the Cub Scouts.

Wolf – 2nd Grade

Safety In Numbers

Personal Safety

REQUIRED



Snapshot Of Adventure

Your parent(s) are an important part of this Adventure as you will do most of the requirements with them.

Part of the Scout Law is to be brave. Knowing what to do when you think you are in danger helps you to be brave. In this Adventure, you will learn about the "Protect Yourself Rules" and the things that you can do to keep yourself 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-Wolf](#) video
- This Adventure may be completed at home or as a den. Prior to the meeting inform parents, legal guardians, or adult partners of the Adventure and content. See the document "Wolf My Safety 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.

For requirement 4, follow the posted playground safety rules.

Complete the following requirements

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

Requirement 1

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

Requirement 2

Discuss "safe touch" as seen in the Protect Yourself Rules video.

Requirement 3

Learn about the buddy system and demonstrate how it works.

Requirement 4

Review common safety rules and demonstrate the proper use of playground equipment.

Requirement 1 Options:

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

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

Requirement 2 Options:

Discuss "safe touch" as seen in the Protect Yourself Rules video.

- In this relay, Cub Scouts will practice what they would say to a stranger who is making them feel uncomfortable.
- Create a poster of "safe touches".

Requirement 3 Options:

Learn about the buddy system and demonstrate how it works.

- Learn about the buddy system by playing a buddy check game.
- Play catch with a buddy.
- Using a buddy, participate in a race.

Requirement 4 Options:

Review common safety rules and demonstrate the proper use of playground equipment.

- Review playground safety rules and have Cub Scouts demonstrate the proper use of playground equipment.

Wolf – 2nd Grade

A Wolf Goes Fishing

ELECTIVE



Snapshot Of Adventure

People have been fishing since long before they started farming. Today most people fish as a hobby or just for fun, and not for survival. In this Adventure you will get ready to learn the basics of fishing where you live and join your family, den, or pack on a fishing trip.

Do wolves fish in the wild? Yes, they do. In Alaska wolves fish for salmon, and in Minnesota they fish for freshwater fish in creeks. Let's learn about the different types of water in which fish and how to catch them.

Safety Moment

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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 Wolf Goes Fishing.

Requirement 1

Identify the type of water you will be fishing in and what type of fish live in the water.

Requirement 2

Learn about the different types of bait used to attract fish.

Requirement 3

Demonstrate a proper cast for the pole or rod you are using.

Requirement 4

Learn the rules of fishing safely.

Requirement 5

With your den, pack, or family, go fishing.

Requirement 1 Options:

Identify the type of water you will be fishing in and what type of fish live in the water.

- Play a game and learn about the diverse local fish species within your state.
- Visit a fishery or a fish hatchery.
- A game of Who's that Fish? Where Cub Scouts guess what fish is pictured and if it is native.

Requirement 2 Options:

Learn about the different types of bait used to attract fish.

- Learn about fishing baits with a memory game.

Requirement 3 Options:

Demonstrate a proper cast for the pole or rod you are using.

- Learn how to cast a fishing pole with accuracy by trying to hit a target.
- Cub Scouts practice casting their pole or rod to catch a paper fish.
- Cub Scouts practice their casting skills by distance and accuracy.

Requirement 4 Options:

Learn the rules of fishing safely.

- Cub Scouts learn the fishing safety rules in this flashcard game.
- Cub Scouts make a poster about fishing safety.
- A fun and interactive way to learn the rules of fishing safely through a jeopardy-type game.

Requirement 5 Options:

With your den, pack, or family, go fishing.

- Cub Scouts go on a fishing expedition with their den.

Wolf – 2nd Grade

Adventures In Coins

ELECTIVE



Snapshot Of Adventure

To most people, coins are used to buy things they want or need. But coins can also tell a story. The pictures on United States coins tell a lot about our country's culture and history. In this Adventure, you will get to be a numismatist (noo-MIZmuh-tist). A numismatist is a person who studies coins and money. You'll learn where coins are made and the meaning of their pictures and words.

Safety Moment

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Complete the following requirements

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

Requirement 1

Identify different parts of a coin.

Requirement 2

Find the mint mark on a coin and identify the mint facility where it was made and the year it was made.

Requirement 3

Play a coin game.

Requirement 4

Choose a coin that interests you and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made.

Requirement 1 Options:

Identify different parts of a coin.

- Cub Scouts will design their own coin.
- Learn about coins in a coin scavenger hunt.
- Cub Scouts learn about the characteristics and values of different coins.

Requirement 2 Options:

Find the mint mark on a coin and identify the mint facility where it was made and the year it was made.

- In this activity, Cub Scouts will count coins from each mint.
- Cub Scouts will learn about coin mint marks.

Requirement 3 Options:

Play a coin game.

- Cub Scouts will play basketball with coins.
- Play Coin Bingo.
- The coin wars game will help teach Cub Scouts to add up the value of coins.
- Cub Scouts will practice their coin-counting skills with this fun coin game using plastic Easter eggs.

Requirement 4 Options:

Choose a coin that interests you and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made.

- Making a coin rubbing to learn more about your favorite coin.

Wolf – 2nd Grade

Air Of The Wolf

ELECTIVE



Snapshot Of Adventure

It's time to take flight. Do you know the secret to making a paper airplane fly longer or farther? In this Adventure, you will have fun making different types of airplanes and other flying objects.

Safety Moment

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Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Air of the Wolf.

Requirement 1

Make a paper airplane and fly it five times. Record the flight distance and time.

Requirement 2

Make a paper airplane of a different design and fly it five times. Record the flight distance and time.

Requirement 3

Compare and contrast the two paper airplanes by distance and flight times.

Requirement 4

Build a flying object that is not a paper airplane.

Requirement 1 Options:

Make a paper airplane and fly it five times. Record the flight distance and time.

- Cub Scouts make and fly a paper airplane.

Requirement 2 Options:

Make a paper airplane of a different design and fly it five times. Record the flight distance and time.

- Cub Scouts will make a different paper airplane design and fly it five times.

Requirement 3 Options:

Compare and contrast the two paper airplanes by distance and flight times.

- Cub Scouts participate in a paper airplane derby.
- Cub Scouts will play paper airplane golf.
- Cub Scouts participate in a paper airplane obstacle course.

Requirement 4 Options:

Build a flying object that is not a paper airplane.

- Cub Scouts build and fly balsawood airplanes.
- Cub Scouts make and fly a paper kite.
- Cub Scouts make and fly Wolf-Copters.

Wolf – 2nd Grade

Champions For Nature

Wolf

ELECTIVE



Snapshot Of Adventure

Planet Earth is our home. It provides us with all the things we need to live: air, water, and food. Earth also provides us with natural beauty like mountains, oceans, forests, and waterfalls. All these things are valuable resources that we need. In this Adventure, you will discover the things that you can do to help ensure the resources of Earth are taken care of and respected. Some of these things may seem small. When done by everyone, these small actions impact our world, our home, and the planet Earth.

Safety Moment

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- 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 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 Champions for Nature Wolf.

Requirement 1

Discover the difference between renewable natural resources and non-renewable natural resources.

Requirement 2

Learn about the 3 R's: Reduce, Reuse, Recycle.

Requirement 3

Discover what happens to the recyclables in your community.

Requirement 4

Participate in a conservation project.

Requirement 1 Options:

Discover the difference between renewable natural resources and non-renewable natural resources.

- Card game sorting into renewable and non-renewable resources.
- Label bins, one "renewable" and the second "nonrenewable", scatter different items around the meeting area and have scouts sort them in two teams in a relay.
- Cub Scouts create a poster of how a waterway may become polluted.

Requirement 2 Options:

Learn about the 3 R's: Reduce, Reuse, Recycle.

- Make a composting jar and how using compost connects to the 3 Rs.
- In teams, Cub Scouts will race to sort items into the different 3 R's categories.
- Visit an electronics or appliance disposal center and learn how they take apart items to recycle and reuse.

Requirement 3 Options:

Discover what happens to the recyclables in your community.

- Tour a local recycle management facility.
- Invite someone from your local recycle management facility to visit your den meeting.

Requirement 4 Options:

Participate in a conservation project.

- Cub Scouts build a pollinator garden.
- Cub Scouts start a recycling program at pack events.

Wolf – 2nd Grade

Code Of The Wolf

ELECTIVE



Snapshot Of Adventure

You can use math to have fun! The great thing about math is that it can be more than just adding and subtracting numbers. Math is also about patterns and can be used to create messages. In the world of computers, math is used to create a secret code to protect information. Encryption is when you take a message and use a code to change it into something that no one can read unless they have a way to read the code. This is called a key. Making and creating codes is a form of math.

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 Code of the Wolf.

Requirement 1

Create a secret code. Send a message to a member of your den or family. Have that person send a message back to you using the same secret code.

Requirement 2

Build and play a game that requires the use of codes or patterns.

Requirement 3

Select a single shape. Observe the environment around you. Write down where you see that shape and how it is being used.

Requirement 4

Using a package that contains a number of different colored items, discover the most common color.

Requirement 1 Options:

Create a secret code. Send a message to a member of your den or family. Have that person send a message back to you using the same secret code.

- Create and decipher a code stick coded message.
- Send a secret message using a decoder wheel.
- Send and decode a message using Pigpen Code.

Requirement 2 Options:

Build and play a game that requires the use of codes or patterns.

- Create and decipher codes to find your destination.
- Play a logic game to find your buddy's essential items first.
- Use logic to break your opponent's code.

Requirement 3 Options:

Select a single shape. Observe the environment around you. Write down where you see that shape and how it is being used.

- Observe shapes inside your home.
- Visit a furniture store and discover which shape is most seen in furniture.
- Identify three different shapes that you see in nature.

Requirement 4 Options:

Using a package that contains a number of different colored items, discover the most common color.

- Predict which color of candy is most common.

Wolf – 2nd Grade

Computing Wolves

ELECTIVE



Snapshot Of Adventure

A computer is a machine that can be programmed to carry out sequences of arithmetic or logical operations automatically. Most electronic computers use a simple code based on an electronic switch being on or off, this is known as binary. In this Adventure, get ready to see the inside of a computer and the main parts that make it work

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](#). If you choose to take apart a computer, ensure that the computer is unplugged and the battery is removed to prevent any electrical discharge.

Complete the following requirements

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

Requirement 1

Discover the basic components of a computer.

Requirement 2

Determine how to properly dispose of computer components.

Requirement 3

Using a digital device application of your choice, create a story that you can share with others.

Requirement 4

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

Requirement 1 Options:

Discover the basic components of a computer.

- Learn about computer components with a fidget spinner.
- Play a computer matching game.
- Take apart a computer.

Requirement 2 Options:

Determine how to properly dispose of computer components.

- Visit an electronics recycling center and learn how they take apart items to recycle and reuse.

Requirement 3 Options:

Using a digital device application of your choice, create a story that you can share with others.

- Use a computer-based program such as PowerPoint or Google Slides to create a digital story using pictures.

Requirement 4 Options:

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

- Cub Scouts create digital usage contract with their parent or legal guardian.

Wolf – 2nd Grade

Cubs Who Care

ELECTIVE



Snapshot Of Adventure

Scouts understand just how many things people with disabilities are able to do. You will discover some challenges people with disabilities face, and you will have the chance to try facing similar challenges yourself. A single activity can't show you everything about life with a disability, but it can help you understand a little more about the ways a person with a disability is able to do things.

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 to be considered or followed for the Adventure.

Complete the following requirements

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

Requirement 1

Explore what it is to have a physical disability.

Requirement 2

Explore what it is to have a visual impairment.

Requirement 3

Explore what it is to have a hearing loss.

Requirement 4

Explore barriers to getting around.

Requirement 1 Options:

Explore what it is to have a physical disability.

- Cub Scouts shoot baskets from a sitting position.
- Cub Scouts will use tongs to draw a picture of their family.
- Cub Scouts wear oversized gloves to complete simple tasks.

Requirement 2 Options:

Explore what it is to have a visual impairment.

- Cub Scouts draw a picture then try to draw it again with their eyes covered.
- Cub Scouts learn about service dogs.
- Cub Scouts toss a Nerf™ ball back and forth learning depth perception.

Requirement 3 Options:

Explore what it is to have a hearing loss.

- Use American Sign Language to communicate a simple sentence that includes your name.
- Cub Scouts try to speak to their buddy with a mouthful of marshmallows.
- Cub Scouts play “telephone” while ears are covered.

Requirement 4 Options:

Explore barriers to getting around.

- Cub Scouts will take a walk around your meeting space to identify accommodations and lack of accommodations for people with disabilities.
- Cub Scouts sit on chairs to explore barriers to getting around.

Wolf – 2nd Grade

Digging In The Past

ELECTIVE



Snapshot Of Adventure

Dinosaurs and other giant creatures lived and died out millions of years ago, so thankfully you won't run into one on a walk. A scientist who studies dinosaurs is called a paleontologist (pa-le-on-to-lo-gist). They study dinosaur bones and fossils to learn more about their habits, the food they ate, and their size. During this Adventure, you will match dinosaurs to their names, and you'll use your imagination to create your own dinosaur.

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.)

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 the experiment.

Complete the following requirements

Activities to fulfill these requirements are listed below. Choose one activity for each requirement to complete Digging in the Past.

Requirement 1

Play a dinosaur game that shows what you know about them.

Requirement 2

Create an imaginary dinosaur. Share with your den or family its name, what it eats, its size, and where it lives.

Requirement 3

Be a paleontologist and dig through a dinosaur dig.

Requirement 4

Build a fossil layer.

Requirement 1 Options:

Play a dinosaur game that shows what you know about them.

- Play a dinosaur identification game.
- Play a dinosaur matching game.
- Play a dinosaur trivia game.

Requirement 2 Options:

Create an imaginary dinosaur. Share with your den or family its name, what it eats, its size, and where it lives.

- Make a dinosaur out of clay.
- Create custom dinosaurs by assembling cutout body parts.
- Create an imaginary dinosaur out of recycled materials.

Requirement 3 Options:

Be a paleontologist and dig through a dinosaur dig.

- Make a dinosaur dig.
- Cub Scouts will make dinosaur eggs.
- Visit a location where fossils can be found.

Requirement 4 Options:

Build a fossil layer.

- Cub Scouts learn about fossil layers by making edible fossil layers.
- Draw fossil layers and add in dinosaurs.
- Cub Scouts build fossil layers with play dough.

Wolf – 2nd Grade

Finding Your Way

ELECTIVE



Snapshot Of Adventure

The ancient Greeks went on many adventures. Their writings told of faraway lands and treasures. To explain where their adventures took them, they created geography. Geography is the science of the Earth's surface. Geo means "earth" and grapho means "to write." Maps and compasses are tools that have helped travelers know if they are headed in the right direction.

In this Adventure, you will learn to read maps and use one on a walk. You'll also get to make your own map and use a compass on a scavenger hunt. Just like the ancient Greek explorers, it's time for you to lead the way on another great 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 conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

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.

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.

Complete the following requirements

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

Requirement 1

Using a map, locate where you live.

Requirement 2

Draw a map for a friend to locate your home or school. Create a key for the map.

Requirement 3

Find the directions north, east, south, and west and the compass rose on a map.

Requirement 4

Find the directions north, east, south, and west using a compass.

Requirement 5

Practice using both a map and a compass.

Requirement 1 Options:

Using a map, locate where you live.

- Cub Scouts use Google Maps to show where they live.
- Cub Scouts find and show their town on a map.

Requirement 2 Options:

Draw a map for a friend to locate your home or school. Create a key for the map.

- Cub Scouts draw a map to their house.

Requirement 3 Options:

Find the directions north, east, south, and west and the compass rose on a map.

- Cub Scouts learn about directions by making a paper plate compass rose.

Requirement 4 Options:

Find the directions north, east, south, and west using a compass.

- Cub Scouts learn directions with this campsite compass activity.
- Cub Scouts make a sundial.
- Cub Scouts learn directions by playing a Simon Says using a compass.

Requirement 5 Options:

Practice using both a map and a compass.

- Cub Scouts go Geocaching using maps and a compass.
- Cub Scouts practice using a map and compass while taking a walk in their neighborhood.
- Practice using a map and compass at a park.

Wolf – 2nd Grade

Germs Alive!

ELECTIVE



Snapshot Of Adventure

In this Adventure, you'll get to explore how to keep your body healthy. Why is it important to wash your hands? Why is the slimy mucus in your nose (yep, snot) important to your health? What happens if you sneeze into the air instead of into the bend in your elbow? How does keeping your room clean help keep you healthy? We will explore all of these questions while we journey through the sticky, sickening world of germs.

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 Germs Alive!.

Requirement 1

Wash your hands with soap and water while singing the "Happy Birthday" song two times.

Requirement 2

Play Germ Magnet with our den or your family. Wash your hands afterward.

Requirement 3

Conduct the sneeze demonstration.

Requirement 4

Conduct the mucus demonstration.

Requirement 5

Grow a mold culture. Show what formed at a den or pack meeting.

Requirement 1 Options:

Wash your hands with soap and water while singing the "Happy Birthday" song two times.

- Sing Happy Birthday while washing hands.

Requirement 2 Options:

Play Germ Magnet with our den or your family. Wash your hands afterward.

- Play Glitter Germ Magnet to see how germs are easily spread.
- Using Glo Germ™, Cub Scouts learn about the spread of germs.

Requirement 3 Options:

Conduct the sneeze demonstration.

- Cub Scouts learn about how far a sneeze can travel.

Requirement 4 Options:

Conduct the mucus demonstration.

- Cub Scouts learn about the importance of mucus and how it works.

Requirement 5 Options:

Grow a mold culture. Show what formed at a den or pack meeting.

- Cub Scouts learn about the importance of hand hygiene and the spread of germs by conducting a hands-on bread mold experiment.
- Cub Scouts learn which foods are more susceptible to growing mold.

Wolf – 2nd Grade

Let's Camp Wolf

ELECTIVE



Snapshot Of Adventure

You are about to go on an overnight campout. Sleeping in a tent, roasting marshmallows, and exploring nature are some of the best parts of being a Cub Scout. Before you go, make a list of what you need to bring. Your den leader and parent(s) will help you get ready. Each time you go camping, you can show you are a Wolf Scout by doing more on your own.

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 overnighter. At least one registered adult leader who will be present during the overnighter 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](#). 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 Wolf.

Requirement 1

Learn about the buddy system and how it works in the outdoors.

Requirement 2

Know the Cub Scout Six Essentials.

Requirement 3

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

Requirement 4

Learn a camping skill.

Requirement 5

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

Requirement 1 Options:

Learn about the buddy system and how it works in the outdoors.

- Cub Scouts find their buddy using animal sounds.
- Learn buddy teamwork during this relay game.

Requirement 2 Options:

Know the Cub Scout Six Essentials.

- Play Kim's game and learn the Cub Scout Six Essentials.
- Cub Scouts create their own Cub Scout Six Essentials kit.

Requirement 3 Options:

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

- Cub Scout teams pack a backpack for a camping trip.
- Cub Scouts determine what is a "need" or "want" for a campout.

Requirement 4 Options:

Learn a camping skill.

- Cub Scouts learn about square knots.
- Cub Scouts will learn about storing their sleeping bags in this fast-paced relay.

Requirement 5 Options:

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

- Go camping at your local council camp.
- Go camping with your pack.

Wolf – 2nd Grade

Paws For Water

ELECTIVE



Snapshot Of Adventure

Swimming is a great way to stay healthy. In this Adventure you will have a chance to get wet while you learn the rules to swimming safely.

To earn this Adventure, you may enroll in and complete a swimming instruction program offered by an accredited instructor **OR** pass the BSA swimmer test **OR** complete the requirements below.

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](#).
- 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 Save Swim Defense prior to 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 Paws for Water.

Requirement 1

Learn about the swimming safety rules that you need to follow.

Requirement 2

Demonstrate how to enter the swimming area properly.

Requirement 3

Using the buddy system and staying within your ability group, go swimming with your den or family for 30 minutes.

Requirement 4

Attempt at least one swimming stroke: front crawl, restful backstroke, or breaststroke.

Requirement 5

Jump feet first into water that is chest high or deeper.

Requirement 6

Demonstrate how to exit the swimming area properly.

Requirement 1 Options:

Learn about the swimming safety rules that you need to follow.

- Cub Scouts will learn swimming rules through a relay race game.

Requirement 2 Options:

Demonstrate how to enter the swimming area properly.

- Before going swimming Cub Scouts learn how to properly enter the swimming area.

Requirement 3 Options:

Using the buddy system and staying within your ability group, go swimming with your den or family for 30 minutes.

- Take your den and go swimming.

Requirement 4 Options:

Attempt at least one swimming stroke: front crawl, restful backstroke, or breaststroke.

- Cub Scouts will attempt to swim using a specific swimming stroke. Requirements 1, 2, and 3 must be completed first.

Requirement 5 Options:

Jump feet first into water that is chest high or deeper.

- Cub Scouts jump into a pool in chest deep water. Requirements 1, 2, and 3 must be completed first.

Requirement 6 Options:

Demonstrate how to exit the swimming area properly.

- Cub Scouts demonstrate how to properly exit the pool.

Wolf – 2nd Grade

Paws Of Skill

ELECTIVE



Snapshot Of Adventure

Sports and active games are great ways to have fun and be healthy. Sports teach you to work with a team, help others, and follow rules. You can use the Scout Oath and the Scout Law as guides when you are playing games and sports.

In this Adventure, you'll be challenged to exercise, play a team sport with your den, and show how to be a good sport. Time to move your powerful paws.

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 each Cub Scouts [BSA Annual Health and Medical Record](#) for any restrictions.

Complete the following requirements

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

Requirement 1

With your den, discuss sportsmanship and what it means to be a good sport. Make the connection between sportsmanship and the Scout Oath and the Scout Law.

Requirement 2

Learn the rules of a team sport that you can play with your den, pack, family, or friends. After learning the rules, play the game for 30 minutes.

Requirement 3

Visit or watch a team sporting event with your family or den. Look for ways the team works together and share with your family or den.

Requirement 1 Options:

With your den, discuss sportsmanship and what it means to be a good sport. Make the connection between sportsmanship and the Scout Oath and the Scout Law.

- Discuss sportsmanship and the connection to the Scout Oath and Law.
- Share with den an example of a sports celebrity with good sportsmanship.

Requirement 2 Options:

Learn the rules of a team sport that you can play with your den, pack, family, or friends. After learning the rules, play the game for 30 minutes.

- Cub Scouts learn about the rules of basketball and play a game.
- Invite a sports coach to your Cub Scout den meeting to teach the rules and basic skills of a sport.
- Cub Scouts learn about the rules of kickball and play a game.

Requirement 3 Options:

Visit or watch a team sporting event with your family or den. Look for ways the team works together and share with your family or den.

- Attend a sporting event and watch a live game.
- Watch a team sporting event on the television.

Wolf – 2nd Grade

Pedal With The Pack

ELECTIVE



Snapshot Of Adventure

Get together with your den, pack, or family to go on a bike ride. You will learn about what to take, how to make sure your bike is ready, and then go for a ride! Grab your helmet, check your tires, and 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 conducting a craft activity, review the [Craft Tips](#) video (2 minutes 34 seconds.)

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 Pedal With the Pack.

Requirement 1

Show how to properly wear a bicycle helmet. Show you can take off and put on without help.

Requirement 2

Decide what you should wear when riding a bike.

Requirement 3

Learn about different types of bikes and when/where you might ride these different types.

Requirement 4

Demonstrate you can start and stop your bicycle without help.

Requirement 5

Demonstrate proper hand signals.

Requirement 6

With your den, pack, or family, follow the buddy system and take a bike ride.

Requirement 1 Options:

Show how to properly wear a bicycle helmet. Show you can take off and put on without help.

- Cub Scouts demonstrate how to properly wear a helmet.

Requirement 2 Options:

Decide what you should wear when riding a bike.

- Cub Scouts demonstrate what clothes to wear when going for a bike ride.
- Cub Scouts choose proper clothes and gear for a safe bike ride.

Requirement 3 Options:

Learn about different types of bikes and when/where you might ride these different types.

- Cub Scouts learn about different types of bikes.

Requirement 4 Options:

Demonstrate you can start and stop your bicycle without help.

- Cub Scouts demonstrate starting and stopping a bike.

Requirement 5 Options:

Demonstrate proper hand signals.

- Cub Scouts demonstrate hand signals while riding a bike.

Requirement 6 Options:

With your den, pack, or family, follow the buddy system and take a bike ride.

- Cub Scouts go for a bike ride with their buddy.

Wolf – 2nd Grade

Race Time Wolf

ELECTIVE



Snapshot Of Adventure

This Adventure is the highlight for many Cub Scouts. The Pinewood Derby® and Raingutter Regatta™ are two popular Cub Scout races. The best part about these races is getting to design and build your own car or boat. You may want to design your car or boat for looks, or you may want to go for speed; either way, have fun spending time with your family making your car or boat or both.

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.

Complete the following requirements

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

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

Requirement 2 Options:

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

- Learn the race rules for the Pinewood Derby.
- Learn the race rules for the Raingutter Regatta.

Requirement 3 Options:

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

- Cub Scouts will identify three ways to make their pinewood car go faster.
- Cub Scouts identify three ways to make Raingutter boats go faster.

Requirement 4 Options:

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

- Cub Scouts review good sportsmanship before the race

Requirement 5 Options:

Participate in a Pinewood Derby or a Raingutter Regatta.

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

Wolf – 2nd Grade

Spirit Of The Water

ELECTIVE



Snapshot Of Adventure

Water is an important force in our lives. It can be as gentle as a spring sun-shower or as powerful as a hurricane. All living things need water to live, but we use water for more than just survival. In this Adventure, you will learn where the water you use comes from and how to conserve it.

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. 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 Spirit of the Water.

Requirement 1

Discover where the water in your home comes from.

Requirement 2

Discuss how water can become polluted.

Requirement 3

Share some ways you can conserve water in your home.

Requirement 4

Discover how water in your community is treated to become safe to drink.

Requirement 1 Options:

Discover where the water in your home comes from.

- Visit a river or other body of water to learn where your drinking water comes from.
- Create a poster showing the water cycle for your community.
- Have a professional who works in the water treatment industry speak to the den about where water used at home comes from.

Requirement 2 Options:

Discuss how water can become polluted.

- Cub Scouts demonstrate how pollution can enter our groundwater.
- Cub Scouts learn how water can become polluted.
- Cub Scouts identify which items contribute to polluting water and which will help keep water clean.

Requirement 3 Options:

Share some ways you can conserve water in your home.

- Cub Scouts learn about wasting water in their home.
- Cub Scouts learn about water conservation by playing a card matching game.
- Cub Scouts will find water conservation-related words in a word search puzzle.

Requirement 4 Options:

Discover how water in your community is treated to become safe to drink.

- Cub Scouts learn about filtering water by making their own water filter.
- Visit a water treatment plant.
- Cub Scouts learn how a backpacking water filter works.

Wolf – 2nd Grade

Summertime Fun Wolf

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 Wolf, you participate in summer activities during the summer after you have completed the 1st grade. If you are just now learning about this Adventure don't worry, the requirement to earn it as a Bear 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 to be considered or followed 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 Wolf.

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.