

ADVANCEMENT MODIFICATION



BEAR

BEAR

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BEAT OF THE DRUM

Bear Elective Adventure: Beat of the Drum

Complete requirement 1 and two others from requirements 2-4.

REQUIREMENT 1. Learn about the history and culture of American Indians or other indigenous people who lived in your area long ago.

REQUIREMENT 2. Create a legend by building a diorama, writing a story, or presenting a skit.

REQUIREMENT 3. Complete one of the following:

3A. Make a dream catcher.

3B. Make a craft similar to one made by American Indians or indigenous people.

3C. Make a drum. Once your drum is complete, create a ceremonial song.

REQUIREMENT 4. Complete one of the following:

4A. Visit an Order of the Arrow dance ceremony.

4B. Visit an American Indian event or an event presented by other indigenous people.

4C. Learn and demonstrate ceremonial dance steps.

4D. Create a ceremonial dance.

CRITTER CARE

Bear Elective Adventure: Critter Care

Complete all of the following.

REQUIREMENT 1. Complete one of the following:

1A. If you have a pet, make a list of tasks that you did to take care of a pet for two weeks.

1B. If you do not have a pet, research one that you would like to have and prepare a report about the care it needs.

REQUIREMENT 2. Complete one of the following and share with your den, pack, or family:

2A. Make a poster or PowerPoint about your pet or a pet you would like to own. Share your presentation with your den, pack, or family.

2B. Make a poster or PowerPoint explaining three ways that animals can help people.

REQUIREMENT 3. Complete at least one of the following and share with your den, pack, or family:

3A. Visit with a local veterinarian or an animal shelter caretaker. Find out what types of animals he or she might see on a regular basis and the types of care he or she gives to them.

3B. Learn about careers that involve the care of animals. What education, training, and experience are required?

FORENSICS

Bear Elective Adventure: Forensics

Complete all of the following.

REQUIREMENT 1. Talk with your family or den about forensics and how it is used to help solve crimes.

REQUIREMENT 2. Take your fingerprints and learn how to analyze them.

REQUIREMENT 3. Complete one of the following:

3A. Learn about chromatography and how it is used in solving crimes. Do an investigation using different types of black, felt-tip markers. Share your results with your den.

3B. Do an analysis of four different substances: salt, sugar, baking soda, and cornstarch.

REQUIREMENT 4. Complete one of the following:

4A. Visit the sheriff's office or police station in your town. Find out how officers collect evidence. (Note that this may be during the same visit as "Paws for Action")

4B. Learn about the different jobs available in forensic science. Choose two, and find out what is required to work in those jobs. Share what you learned with your den.

4C. Learn how animals are used to gather important evidence. Talk about your findings with your den.

MAKE IT MOVE

Bear Elective Adventure: Make It Move

Complete all of the following.

REQUIREMENT 1. Create an "exploding" craft stick reaction.

REQUIREMENT 2. Make two simple pulleys, and use them to move objects.

REQUIREMENT 3. Make a lever by creating a seesaw using a spool and a wooden paint stirrer. Explore the way it balances by placing different objects on each end.

REQUIREMENT 4. Complete one of the following:

4A. Draw a Rube Goldberg-type machine. Include at least six steps to complete your action.

4B. Construct a real Rube Goldberg-type machine to complete a task assigned by your den leader. Use at least two simple machines and include at least four steps.

MARBLE MADNESS

Bear Elective Adventure: Marble Madness

Complete requirements 1-4. Requirement 5 is optional.

REQUIREMENT 1. Discuss with your family or den the history of marbles, such as where and when the game began. Talk about the different sizes of marbles and what they are made of and used for.

REQUIREMENT 2. Learn about three different marble games, and learn to play one of them. Learn how to keep score. Learn and follow the rules of the game. Play the game with your family, friends, or your den.

REQUIREMENT 3. Learn four or five words that are used when talking about marbles. Tell what each of the words means and how it relates to playing marbles. Share this information with your den.

REQUIREMENT 4. Complete one of the following:

A. With your den or family, make a marble obstacle course or marble golf course. Share what you create. Invite everyone to go through your course.

B. Create your own game using marbles, and design rules for playing the game. Share the game you created with your den, family, or friends. Explain the rules and how to play the game.

C. With your den or family, create a marble race track. Have at least two lanes so you can race your favorite marbles against each other.

D. Make a marble maze.

REQUIREMENT 5. With the help of an adult, make a marble bag to hold marbles.

ROARING LAUGHTER

Bear Elective Adventure: Roaring Laughter

Complete at least four of the following.

REQUIREMENT 1. Think about what makes you laugh. Write down three things that make you laugh.

REQUIREMENT 2. Practice reading tongue twisters.

REQUIREMENT 3. Create your own short story. Remove some nouns, verbs, adjectives, and adverbs from the story, leaving blanks. Without telling the story, have a friend insert his or her own nouns, verbs, adjectives, and adverbs in the story you created.

REQUIREMENT 4. With a partner, play a game that makes you laugh.

REQUIREMENT 5. Share at least two jokes with members of your den to make them laugh.

REQUIREMENT 6. Practice at least two run-ons with your den, and perform them at a pack meeting or campfire program.

ROBOTICS

Bear Elective Adventure: Robotics

Complete at least four of the following

REQUIREMENT 1. Identify six tasks performed by robots.

REQUIREMENT 2. Learn about some instances where a robot could be used in place of a human for work. Research one robot that does this type of work, and present what you learn to your den.

REQUIREMENT 3. Build a robot hand. Show how it works like a human hand and how it is different from a human hand.

REQUIREMENT 4. Build your own robot.

REQUIREMENT 5. Visit a place that uses robots.

SALMON RUN

Bear Elective Adventure: Salmon Run

Complete requirements 1-4 and two others.

REQUIREMENT 1. Explain the importance of response personnel or lifeguards in a swimming area. Tell how the buddy system works and why it is important.

REQUIREMENT 2. Visit a local pool or swimming area with your den or family. Go swimming or take a swimming lesson.

REQUIREMENT 3. Explain the safety rules that you need to follow before participating in boating.

REQUIREMENT 4. Identify the safety equipment needed when going boating.

REQUIREMENT 5. Demonstrate correct rowing or paddling form. Explain how rowing and canoeing are good exercise.

REQUIREMENT 6. Show how to do both a reach rescue and a throw rescue.

REQUIREMENT 7. Demonstrate the front crawl swim stroke to your den or family.

REQUIREMENT 8. Name the three swimming ability groups for the Boy Scouts of America.

REQUIREMENT 9. Earn the BSA beginner swim classification.

SUPER SCIENCE

Bear Elective Adventure: Super Science

Complete at least four of the following and explain what you learned.

REQUIREMENT 1. Make static electricity by rubbing a balloon or a plastic or rubber comb against another material, such as a fleece blanket or wool sweater. Explain what you learned.

REQUIREMENT 2. Conduct one other static electricity investigation. Explain what you learned.

REQUIREMENT 3. Do a sink-or-float investigation. Explain what you learned.

REQUIREMENT 4. Do a color-morphing investigation. Explain what you learned.

REQUIREMENT 5. Do a color-layering investigation. Explain what you learned.

A WORLD OF SOUND

Bear Elective Adventure: A World of Sound

Complete all of the following

REQUIREMENT 1. Make an mbira.

REQUIREMENT 2. Make a sistrum.

REQUIREMENT 3. Make a rain stick.