

ADVANCEMENT MODIFICATION



WOLF

PAGE ONE

CALL OF THE WILD

Wolf Required Adventure

Call of the Wild Complete Requirements 1-4 plus at least one other.

- REQUIREMENT 1.** Attend one of the following:
- 1A. A pack or family campout
 - 1B. An outdoor activity with your den or pack
 - 1C. Day camp
 - 1D. Resident camp
- REQUIREMENT 2.** With your family or den, make a list of possible weather changes that could happen during your outing according to the time of year you are outside. Tell how you will be prepared for each one.
- REQUIREMENT 3A.** Recite the Outdoor Code with your leader.
- 3B. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.
- 3C. After your outdoor activity or campout, list the ways you demonstrated being careful with fire or other dangers.
- REQUIREMENT 4.** Show or demonstrate what to do:
- 4A. In case of a natural disaster such as an earthquake or flood.
 - 4B. To keep from spreading your germs.
- REQUIREMENT 5.** Show how to tie an overhand knot and a square knot.
- REQUIREMENT 6.** While on a den or family outing, identify four different types of animals you see or explain evidence of their presence. Tell how you identified them.

COUNCIL FIRE

Wolf Required Adventure

Council Fire (Duty to Country) Complete Requirements 1 and 2 plus at least one other.

- REQUIREMENT 1.** With your den or pack, participate in a flag ceremony, and learn how to properly care for and fold the flag.
- REQUIREMENT 2.** Participate in a community service project with your pack, den, or family.
- REQUIREMENT 3.** With your parent or guardian's permission, talk to a military veteran, law enforcement officer, member of the fire department, or someone else approved by your Den Leader. Talk about his or her service to the community or country. After you have visited with the individual, write a short thank-you note.
- REQUIREMENT 4.** Learn about the changes in your community, and create a project to show your den how the community has changed.
- REQUIREMENT 5.** Select one issue in your community, and present to your den your ideas for a solution to the problem.
- REQUIREMENT 6.** Work with your den to develop a den duty chart, and perform these tasks for one month.
- REQUIREMENT 7.** Participate in an event such as a parade or assembly celebrating military veterans.

DUTY TO GOD FOOTSTEPS

Wolf Required Adventure

Duty to God Footsteps Complete Requirement 1 or 2 plus at least two others.

- REQUIREMENT 1.** Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.
- REQUIREMENT 2.** Earn the religious emblem of your faith that is appropriate for your age, if you have not already done so.
- REQUIREMENT 3.** Offer a prayer, meditation, or reflection with your family, den, or pack.
- REQUIREMENT 4.** Read a story about people or groups of people who came to America to enjoy religious freedom.
- REQUIREMENT 5.** Learn and sing a song that could be sung in reverence before or after meals or one that gives encouragement, reminds you how to show reverence, or demonstrates your duty to God.
- REQUIREMENT 6.** Visit a religious monument or site where people might show reverence. Create a visual display of your visit with your den or your family, and show how it made you feel reverent or helped you better understand your duty to God.

HOWLING AT THE MOON

Wolf Required Adventure

Howling at the Moon Complete each of the following Requirements.

- REQUIREMENT 1.** Show you can communicate in at least two different ways.
- REQUIREMENT 2.** Work with your den or family to create an original skit.
- REQUIREMENT 3.** Work together with your den or family to plan, prepare, and rehearse a campfire program to present at a den meeting or pack program.
- REQUIREMENT 4.** Perform your role for a den meeting or pack program.

PAWS ON THE PATH

Wolf Required Adventure

Paws on the Path Complete Requirements 1-5. Requirements 6 and 7 are optional.

- REQUIREMENT 1.** Show you are prepared to hike safely in any outdoor setting by putting together the Cub Scout Six Essentials to take along on your hike.
- REQUIREMENT 2.** Tell what the buddy system is and why we always use it in Cub Scouts. Describe what you should do if you get separated from your group while hiking.
- REQUIREMENT 3.** Choose the appropriate clothing to wear on your hike based on the expected weather.
- REQUIREMENT 4.** Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. (This may be combined with Requirement 3 of *The Call of the Wild Adventure*.) After hiking, discuss how you showed respect for wildlife.
- REQUIREMENT 5.** Go on a 1-mile hike with your den or family. Find two interesting things that you've never seen before and discuss with your den or family.
- REQUIREMENT 6.** Name two birds, two insects, and/or two other animals that live in your area. Explain how you identified them.
- REQUIREMENT 7.** Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.

RUNNING WITH THE PACK

Wolf Required Adventure

Running with the Pack Complete each of the following Requirements.

- REQUIREMENT 1.** Play catch with someone in your den or family who is standing 5 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back and see if you can improve your throwing and catching skills.
- REQUIREMENT 2.** Practice balancing as you walk forward, backward, and sideways.
- REQUIREMENT 3.** Practice flexibility and balance by doing a front roll, a back roll, and a frog stand.
- REQUIREMENT 4.** Play a sport or game with your den or family, and show good sportsmanship.
- REQUIREMENT 5.** Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.
- REQUIREMENT 6.** Demonstrate what it means to eat a balanced diet by helping to plan a healthy menu for a meal for your den or family. Make a shopping list of the food used to prepare the meal.

ADVENTURES IN COINS

Wolf Elective Adventure

Adventures in Coins Complete Requirements 1-4 and any other(s) of your choice.

- REQUIREMENT 1.** Identify different parts of a coin.
- REQUIREMENT 2.** Find the mint mark on a coin. Identify the mint where the coin was made and the year.
- REQUIREMENT 3.** 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 4.** Play a game or create a game board with your den or family where you can practice adding and subtracting coins.
- REQUIREMENT 5.** Play a coin game.
- REQUIREMENT 6.** Create a balance scale.
- REQUIREMENT 7.** Do a coin-weight investigation.

AIR OF THE WOLF

Wolf Elective Adventure

Air of the Wolf Complete the following Requirements.

- REQUIREMENT 1.** Conduct two of the following investigations to see how air affects different objects:
- 1A. Make a paper airplane and fly it five times. Try to make it fly farther by altering its shape. Fly it at least five more times to see if your changes were effective.
 - 1B. Make a balloon-powered sled or a balloon-powered boat. Test your sled or boat with larger and smaller balloons.
 - 1C. Bounce a basketball that doesn't have enough air in it. Then bounce it when it has the right amount of air in it. Do each one 10 times. Describe how the ball bounces differently when the amount of air changes.
 - 1D. Roll a tire or ball that doesn't have enough air in it, and then roll it again with the right amount of air. Describe differences in how they move.
- REQUIREMENT 2.** Complete two of the following:
- 2A. With other members of your den, go outside and record the sounds you hear. Identify which of these sounds is the result of moving air.
 - 2B. Create a musical wind instrument, and play it as part of a den band.
 - 2C. With an adult, conduct an investigation on how speed can affect sound.
 - 2D. Make a kite using household materials. With your den or family, explain the rules for safely flying kites. Fly your kite.
 - 2E. With your family, den, or pack, participate in a kite derby, space derby, or rain gutter regatta. Explain how air helps the vehicle move.

CODE OF THE WOLF

Wolf Elective Adventure

Code of the Wolf Complete the following Requirements.

- REQUIREMENT 1.** Complete two of the following:
- 1A. With the members of your den or family, make a game with simple materials that requires math to keep score.
 - 1B. Play a game of "Go Fish for 10s."
 - 1C. Do five activities at home, at school, or in your den that use mathematics, and then explain to your den how you used everyday math.
 - 1D. Make a rekenrek with two rows, and show your den leader or other adult how you would represent the numbers 4, 6, 9, and 14.
 - 1E. Make a rain gauge or some other measuring device, and use it.
- REQUIREMENT 2.** Complete one of the following:
- 2A. With other members of your den or family, identify three different types of shapes that you see in nature.
 - 2B. With other members of your den or family, identify two shapes you can see in the construction of bridges.
 - 2C. Select a single shape or figure. Observe the world around you for at least a week, and write down where you see this shape or figure and how it is used.
- REQUIREMENT 3.** Complete one of the following:
- 3A. With your den, find something that comes with many small, colored items in one package. Count the number of items of each color in your package. Keep track of each color. Then:
 - i. Draw a graph showing the number of items of each color.
 - ii. Determine what the most common color is.
 - iii. Compare your results to those of the other Scouts.
 - iv. Predict how many items of each color you will find in one more package.
 - v. Decide if your prediction was close.
 - 3B. With your den or family, measure the height of everyone in the group and see who takes more steps to walk 100 feet.
 - 3C. Have each member of your den shoot a basketball. Count the number of shots it takes for each scout to sink five baskets. Make a graph that shows how successful your den was. Your graph should show each group that needed 5, 6-10, 11-15, 16-20, and more than 20 tries to sink their shots.
- REQUIREMENT 4.** Complete one of the following:
- 4A. Use a secret code using numbers to send a message to one of your den members or your den leader. Have that person send a message back to you. Be sure you both use the same code.
 - 4B. Send a message to another member of your den or your den leader using the pig pen code or another code that changes letters into special shapes.
 - 4C. Practice using a code stick to create and decode a message.