

2020 Cub Scout Day Camp Achievement Sheet - Wolves

*Please note - the items listed below are adventures we hope to pass off at camp this year. Due to changing circumstances some items may not be completed. As a leader, please use your discretion in determining if these items were completed. You may feel you need to spend a little more time on some of the items now that the subject has been introduced.

Call of the Wild

1. Attend day camp.
2. Make a list of possible weather changes that might happen on your campout according to the time of year you are camping. Tell how you will be prepared for each one.
- 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.
5. Show how to tie an overhand knot and a square knot.
6. While on a den or family outing, identify four different types of animals. Explain how you identified them.

Wolf Adventure: Council Fire

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

Wolf Elective Adventure: Finding Your Way

- 2a. Identify what a compass rose is and where it is on the map.
- 2b. Use a compass to identify which direction is north. Show how to determine which way is south, east and west.
3. Go on a scavenger hunt using a compass, and locate an object with a compass.
4. Using a map and compass, go on a hike with your den or family.

Wolf Adventure: Paws on the Path

1. Show you are prepared to hike safely by putting together the Cub Scout Six Essentials to take along on your hike (*introduced – may want to plan another hike where they bring their own 6 essentials*).
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.
3. Choose the appropriate clothing to wear on your hike based on the expected weather.
4. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids. After hiking, discuss how you showed respect for wildlife.
5. Go on a 1-mile hike. Watch and record two interesting things that you've never seen before. (*The hike is/was not a continuous full mile if you add in all the back and forth trips to boats, archery and BB Guns you will be very close. As a leader you can decide if you feel a second hike is needed. Recording will need to be done at home*).
6. Name two birds, two bugs, and two animals that live in your area. Explain how you identified them.

Wolf Adventure: Running With the Pack

2. Practice balancing as you walk forward, backward, and sideways (*on your own near the main pavilion*)
5. Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.

Spirit of the Water

4. Explain the safety rules that you need to follow before participating in swimming and boating.

Wolf and Bears

All youth who participate in the BB Guns and Archery at camp will complete Shooting Sports Level 1. This will qualify them to get the Shooting Sports patch for their age group. To earn the pins, youth will need to attend the Shooting Sports Shoot Out held on Mondays in June and July.

CAMP JEREMIAH JOHNSON

2020 Cub Scout Day Camp Achievement Sheet - Bears

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Bear Elective Adventure: Baloo the Builder

1. Discover which hand tools are the best ones to have in your tool box. Learn the rules for using these tools safely (*partial*).
2. Select, plan and define the materials for the project you will complete in requirement 3.
3. Assemble your materials, build one fun project using wood.

Bear Adventure: Bear Necessities

1. While working on your Bear badge, attend day camp.
3. Make a list of items you should take to your day camp.
3. Make a list of equipment that the group should bring along in addition to each Scout's personal gear.
4. Help set up a tent. Determine a good spot for the tent and explain to your den leader why you picked it.

Bear Elective Adventure: Beat of the Drum (on your own in the Main Pavilion)

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

Bear Adventure: Fur, Feathers, and Ferns

1. While hiking or walking for one mile, identify six signs that any animals, birds, insects, reptiles, or plants are living nearby the place where you choose to hike. (*The hike we did today was not a continuous full mile if you add in all the back and forth trips to boats, archery and BB Guns you will be very close. As a leader you can decide if you feel like a second hike is needed*).
3. Name one animal that has become extinct in the last 100 years and one animal that is currently endangered. Explain what caused their declines.
4. Observe wildlife from a distance. Describe what you saw.
5. Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.

Bear Elective Adventures: Roaring Laughter

2. Practice reading tongue twisters.
4. With a partner, play a game that makes you laugh.
5. Share at least two jokes with members of your den to make them laugh.
6. Practice at least two run-ons with your den, and perform them at a pack meeting or campfire program. (*partial Bears need to perform at a Pack Night to complete this*).

Bear Elective Adventures: Salmon Run

1. Explain the importance of response personnel or lifeguards in a swimming area. Tell how the buddy system works and why it is important.
3. Explain the safety rules that you need to follow before participating in boating.
4. Identify the equipment needed when going boating.
5. Demonstrate correct rowing or paddling form. Explain how rowing and canoeing are good exercise.
6. Show how to do both a reach rescue and a throw rescue.
8. Name the three swimming ability groups for the Boy Scouts of America.

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