YEAR

1

OF A
THREE-YEAR
SERIES

YEAR 1:
WOLF

YEAR 2:
BEAR

YEAR 3:
WEBELOS

CUB SCOUTS 123

FOR USE IN MULTI-AGE DENS

BOY SCOUTS OF AMERICA®

HOW TO USE THIS GUIDE

By following the den meeting plans in this booklet, Cub Scouts of any age will complete the requirements for their Wolf badge.

- The exercises in the pamphlet titled *How to Protect Your Children From Child Abuse: A Parent's Guide* may be completed by the Scout with his parent, guardian, or other caring adult (including a den leader). The Cyber Chip portion of this requirement may be waived if the Scout does not have access to the internet.

Refer to the *Wolf Handbook* for detailed information about each advancement activity. By using the handbook and with some preparation, leaders can deliver to Scouts a robust program that is consistent with that of single-age Cub Scout dens. This program differs from the single-age program in that it allows Scouts of a variety of ages, and with somewhat limited resources, to complete it. This program, like the single-age program, leads to each Scout's advancement and character development.

Recognizing the Scouts' accomplishments is an important part of Cub Scouting. Consider presenting each Scout with his adventure belt loop at the conclusion of each meeting where an adventure is completed. Make the presentations of the Bobcat badge and Wolf badge special events for the Scouts.

By following these meeting plans, Scouts will earn the Wolf badge at the conclusion of Meeting 11 and will be recognized for their achievements at Meeting 12. The remaining meeting plans can be used to fill your program year with activities from the handbook.

HELPFUL HINTS FOR THOSE LEADING A DEN MEETING:

- Your first den meeting will likely be each child's first Scouting experience.
- In each den meeting plan in this booklet, you will see a section titled "Preparation and Materials Needed." Far in advance of each meeting, review this section and complete the preparation.
- Refer to each adventure in the *Wolf Handbook* for important information about the advancement activities in each meeting.
- Arrive early at each den meeting to prepare and set up. The tone you set at the first meeting will determine, to a large extent, the success of your year. Be completely organized prior to the start of the meeting.
- Wear your adult uniform.
- Explain clearly to the Scouts what the behavioral expectations are and what the consequences will be. Be friendly but firm with the Scouts.
- Ask your co-leader or parent helper to arrive at least 15 minutes before the meeting's start time. He or she can help you with final preparations before the Scouts arrive.
- Having a snack at a den meeting is optional. If you choose to have a snack, plan the time for it so the meeting does not extend past the scheduled ending time. Be sure to ask parents and guardians about any food allergies their Scout has.
- You may wish to designate one Scout as the denner at each meeting. To give each Scout an equal opportunity for this experience, rotate the Scouts alphabetically. The denner is the "special person" at each meeting, carries the U.S. flag for the flag ceremony, and acts as a leader for that meeting's activities. Denner cords may be worn on the uniform when it is a Scout's turn to serve as denner.
- You may wish to distribute a parent information letter at the conclusion of each meeting. The letter informs parents what was completed at each meeting and provides information on upcoming den and pack meetings and activities. Parents appreciate good communication. Prepare the letter prior to each meeting.
- Complete Youth Protection training and renew it every two years.

CUB SCOUTS 123

FOR USE IN MULTI-AGE DENS

BOY SCOUTS OF AMERICA®

MEETING 1: ADVANCEMENT TO BE COMPLETED
BOBCAT BADGE

PREPARATION AND MATERIALS NEEDED

- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- Brief icebreaker game, since this may be the first time the participants meet
- Parent information letter (optional; see above)

OPENING CEREMONY

Play an icebreaker game, unless all of the meeting participants know one another already. An example of an icebreaker is to have the den gather in a circle. Choose someone to begin the game (perhaps the person with the last name that starts closest to the letter "Z" and then work through the circle). Have that person say his name and then act out (pantomime) his favorite sport or hobby.

FLAG CEREMONY. Choose the first Scout alphabetically to be your denner and carry the U.S. flag. The second Scout will be the denner for the next meeting and will carry the den flag today, if you choose to have a den flag. The third and fourth Scouts are the color guards. (At subsequent meetings, rotate through the Scouts alphabetically.) The remaining Scouts in the den and all adults form a reviewing line that the color guard passes on the way to the flag stands. The den leader can call the flag ceremony (see below) at the first few meetings until the Scouts learn how to do so. After the flags are posted, have all recite the Pledge of Allegiance and then read the Scout Oath and Scout Law from the backs of the handbooks.

- "Color guard, advance."—Scouts walk in unison with the flag(s) to the front of the room.
- "Color guard, post the colors."—Scouts place the flag(s) in the flag stand(s).
- Say the Pledge of Allegiance.
- Say the Scout Oath and Scout Law.
- "Color guard, dismissed."—Scouts leading the flag ceremony join the other meeting participants and the meeting begins.

ADVANCEMENT ACTIVITIES

- Scouts will complete Bobcat requirements 1-6 (see the *Wolf Handbook*). Remind the Scouts and their parents to complete Bobcat requirement 7 at home if it was not completed in this meeting.
- Discuss the den's outdoor activity (Call of the Wild requirement 1) that will take place during the next den meeting.

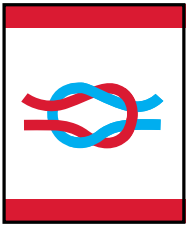
CLOSING

- Clean up.
- Hand out the parent information letter (optional).
- Invite the parents and guardians to participate in the outdoor activity at the next meeting.

MEETING 2: ADVANCEMENT TO BE COMPLETED
CALL OF THE WILD ADVENTURE

PREPARATION AND MATERIALS NEEDED

- Invite the parents and guardians to participate.
- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- Have a copy of the Outdoor Code available (page 13 in the *Wolf Handbook*).
- Have a copy of the Leave No Trace Principles for Kids available (pages 14-15 in the *Wolf Handbook*).
- Obtain 18-inch lengths of rope (1/4-inch or 3/8-inch thick)—enough so each Scout has two pieces of rope for tying knots. Be prepared to teach how to tie an overhand knot and a square knot.
- Plan an outdoor activity of some kind. Ideally, this will be a hike or a walk where signs of nature can be observed and the boys can gain an appreciation for the out-of-doors.
- Remind each Scout and adult to wear and bring clothing and gear appropriate for the weather. This may include a filled water bottle, snack, or bag lunch. If bringing a bag lunch is difficult for the participants, plan this activity at a time other than a mealtime.
- Parent information letter (optional)



OPENING CEREMONY

- Recite the Scout Oath and Scout Law (see Meeting 1).

ADVANCEMENT ACTIVITIES

- Conduct an outdoor activity with your den.
- Help Scouts make a list of possible weather changes that could happen during the outing according to the time of year you are outside. Have them tell how they will be prepared for each one.
- Ask the Scouts to recite the Outdoor Code with you.
- Ask the Scouts to recite the Leave No Trace Principles for Kids with you. Talk about how these principles support the Outdoor Code.
  - —After your outdoor activity, have the Scouts list the ways the den demonstrated being careful with fire or other dangers.
- Ask the Scouts to show or demonstrate what to do:
  - —In case of a natural disaster such as an earthquake or flood.
  - —To keep from spreading germs.
- Show the Scouts how to tie an overhand knot and a square knot; have them tie both knots.

CLOSING

- Clean up.
- Hand out the parent information letter (optional).
- Thank the parents and guardians who attended.

MEETING 3: ADVANCEMENT TO BE COMPLETED
COUNCIL FIRE (DUTY TO COUNTRY) ADVENTURE

PREPARATION AND MATERIALS NEEDED

- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- Parent information letter (optional)
- Make plans for your den to participate in a community service project of some kind. Invite the parents and guardians to participate. Some examples of a community service project are:
  - —Volunteering at a neighborhood event to help with setup, cleanup, or staffing a booth or activity
  - —Collecting litter at a park, playground, or other site in your community
  - —Helping to serve food at a site that provides free meals to those in need
  - —Visiting the residents of a senior center, retirement facility, assisted living facility, etc.
  - —Writing letters, making greeting cards, or creating pictures to be sent to those in the military
- A den duty chart to be filled in at the meeting

OPENING CEREMONY

- Flag ceremony (see Meeting 1)

ADVANCEMENT ACTIVITIES

- Demonstrate how to properly care for and fold the U.S. flag, with Scouts assisting in the demonstration.
- Participate in a community service project with the den. Invite the parents and guardians to participate.
- Work with your den to develop a den duty chart, and have the Scouts perform these tasks for one month.

CLOSING

- Clean up.
- Hand out the parent information letter (optional).
- Thank the parents and guardians who participated.

MEETING 4: ADVANCEMENT TO BE COMPLETED
HOWLING AT THE MOON ADVENTURE (PARTIAL)

PREPARATION AND MATERIALS NEEDED

- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- Den duty chart from the previous meeting
- Review this adventure in the *Wolf Handbook* to learn about ways to communicate.
- Props to be used in creating a skit
- Parent information letter (optional)

OPENING CEREMONY

- Flag ceremony (see Meeting 1)

ADVANCEMENT ACTIVITIES

- Ask Scouts to show that they can communicate in at least two different ways.
- Work with your den to create an original skit.
- Have Scouts practice their skit.

CLOSING

- Clean up.
- Hand out the parent information letter (optional).

MEETING 5: ADVANCEMENT TO BE COMPLETED
HOWLING AT THE MOON ADVENTURE (PARTIAL)

PREPARATION AND MATERIALS NEEDED

- *Wolf Handbook* for each boy
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- Den duty chart from Meeting 3
- Props or other things to create a program that can be presented at Meeting 6
- Parent information letter (optional)
- Invite the parents and guardians to attend Meeting 6.

OPENING CEREMONY

- Flag ceremony (see Meeting 1)

ADVANCEMENT ACTIVITIES

- Work with your den to plan, prepare, and rehearse a program to present at a den or pack meeting.

CLOSING

- Clean up.
- Hand out parent information letter (optional).
- Invite the parents to attend Meeting 6.

MEETING 6: *ADVANCEMENT TO BE COMPLETED*
HOWLING AT THE MOON ADVENTURE

PREPARATION AND MATERIALS NEEDED

- Invite parents and guardians to attend this meeting.
- Consider the need for a larger room for this meeting with appropriate seating for adults.
- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- Props or other things for the program to be presented
- Refreshments to be served to the parents and guardians after the program (optional)
- Parent information letter (optional)

OPENING CEREMONY

- Flag ceremony (see Meeting 1)
- Thank the parents and guardians for attending.
- In front of the parents and guardians, recognize the Scouts for earning their Bobcat badge and completing the adventures to date.

ADVANCEMENT ACTIVITIES

- Scouts will perform the roles they rehearsed for the den meeting program prepared in Meeting 5.

CLOSING

- Serve refreshments (optional).
- Clean up.
- Hand out parent information letter (optional).
- Thank the parents and guardians again for attending. Invite them to accompany the den on the hike that will take place during the next meeting.

MEETING 7: ADVANCEMENT TO BE COMPLETED
PAWS ON THE PATH ADVENTURE

PREPARATION AND MATERIALS NEEDED

- Make arrangements for your den to take a 1-mile hike. Be mindful of the weather conditions and have an alternative activity planned for this meeting in case the weather prevents your hike.
- Invite the parents and guardians to accompany your den.
- Remind each Scout and adult to wear and bring clothing and gear appropriate for the weather.
- Gather the Cub Scout Six Essentials:
  - —First-aid kit
  - —Trail food
  - —Filled water bottle
  - —Whistle
  - —Sun protection
  - —Flashlight (check the batteries)

- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- Have copies of the Outdoor Code and Leave No Trace Principles for Kids for each Scout.

OPENING CEREMONY

- Recite the Scout Oath and Scout Law.

ADVANCEMENT ACTIVITIES

- Scouts will show they are prepared to hike safely in any outdoor setting by putting together the Cub Scout Six Essentials to take along on their hike.
- Have Scouts tell what the buddy system is and why we always use it in Cub Scouting. Also have them describe what they should do if they get separated from their group while hiking.
- Discuss with your Scouts how they should choose the appropriate clothing to wear on their hike, based on the expected weather.
- Go on a 1-mile hike with your den. Have the Scouts find two interesting things that they've never seen before and discuss with the den.
- After hiking, have the Scouts discuss how they showed respect for wildlife.

CLOSING

- Hand out parent information letter (optional).
- Thank the parents and guardians who participated.

MEETING 8: ADVANCEMENT TO BE COMPLETED
RUNNING WITH THE PACK ADVENTURE (PARTIAL)

PREPARATION AND MATERIALS NEEDED

- Make arrangements for a gym or large area for this meeting.
- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- Balls for playing catch; bring enough balls so that each pair of Scouts in the den has one
- A board that can be used for practicing balancing while walking; wide tape can be used in place of the board, if necessary
- Paper and pencils to plan a healthy menu for a meal
- Parent information letter (optional)

OPENING CEREMONY

- Flag ceremony (see Meeting 1)

ADVANCEMENT ACTIVITIES

- Have Scouts play catch with someone in the den who is standing 5 steps away from them. They should play until they can throw and catch successfully at this distance. They should then take a step back and see if they can improve their throwing and catching skills.
- Have Scouts practice balancing as they walk forward, backward, and sideways.
- Have Scouts practice flexibility and balance by doing a front roll, a back roll, and a frog stand.
- Each Scout should do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.
- Discuss with your den what it means to eat a balanced diet and help your Scouts plan a healthy menu for a meal for the den or their family.

CLOSING

- Clean up.
- Hand out parent information letter (optional).

MEETING 9: ADVANCEMENT TO BE COMPLETED
RUNNING WITH THE PACK ADVENTURE

PREPARATION AND MATERIALS NEEDED

- Make arrangements for a gym or sports field for this meeting.
- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- Equipment for playing a game or sport
- The healthy menu for a meal from Meeting 8
- Parent information letter (optional)

OPENING CEREMONY

- Flag ceremony (see Meeting 1)

ADVANCEMENT ACTIVITIES

- Have the den play a game or sport while showing good sportsmanship.
- Using the menu from Meeting 8, help the Scouts make a shopping list of the food used to prepare the meal.

CLOSING

- Clean up.
- Hand out parent information letter (optional).

MEETING 10: ADVANCEMENT TO BE COMPLETED
DUTY TO GOD FOOTSTEPS ADVENTURE

PREPARATION AND MATERIALS NEEDED

- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- A story that can be read that tells about people or groups of people who came to America to enjoy religious freedom
- A song (see examples below) 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
- Prepare to discuss with the boys what it means to do your duty to God.
- Parent information letter (optional)

OPENING CEREMONY

- Flag ceremony (see Meeting 1)

ADVANCEMENT ACTIVITIES

- Discuss with your den what it means to do your duty to God. Have them tell how they do their duty to God in their daily life.
- Read a story about people or groups of people who came to America to enjoy religious freedom.
- Teach the Scouts 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. Have them sing it. See the following page for two examples of songs.

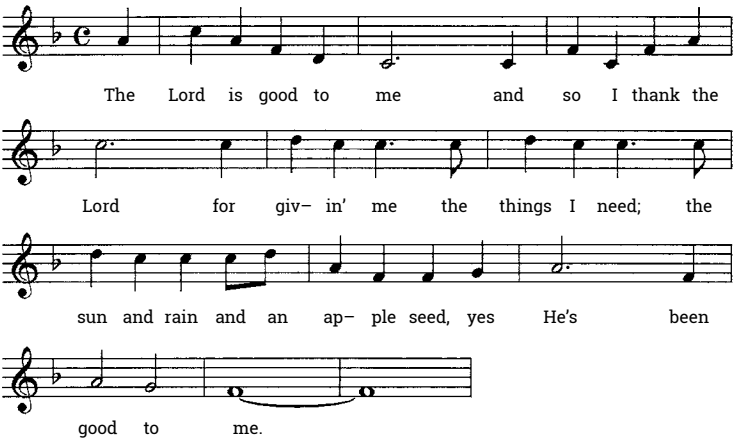
CUB SCOUT VESPERS

Tune: "O Tannenbaum"

As the night comes to this land,
On my promise, I will stand.
I will help the pack to go,
As our pack helps me to grow.

I will always give goodwill,
And follow my Akela still.
And before I stop to rest,
I will do my very best.

JOHNNY APPLESEED



CLOSING

- Clean up.
- Hand out parent information letter (optional).

MEETING 11: ADVANCEMENT TO BE COMPLETED
ADVENTURES IN COINS ADVENTURE

PREPARATION AND MATERIALS NEEDED

- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- Coins of any denomination (enough for each Scout to use one for this meeting)
- Paper and pencils or colored pencils for each Scout to make a coin rubbing
- A game to practice adding and subtracting coins (refer to this adventure in the *Wolf Handbook*)
- A coin game (refer to this adventure in the *Wolf Handbook*)
- Parent information letter (optional)
- Invite parents and guardians to Meeting 12 for presentation of the Wolf badge.

OPENING CEREMONY

- Flag ceremony (see Meeting 1)

ADVANCEMENT ACTIVITIES

- Help the Scouts identify different parts of a coin.
- Have Scouts find the mint mark on a coin and identify the mint where the coin was made and the year.
- Each Scout should choose a coin that interests him and make a coin rubbing. They should list information next to the coin rubbing detailing the pictures on it, the year it was made, and the mint where it was made.
- Play a game or create a game board with your den where they can practice adding and subtracting coins.
- Play a coin game with your Scouts.

CLOSING

- Clean up.
- Hand out parent information letter (optional).
- Invite parents and guardians to Meeting 12 for presentation of the Wolf badge.

CONGRATULATIONS!

NOW THAT YOU HAVE COMPLETED ALL THE ADVENTURES IN MEETINGS 1-11, THE SCOUTS IN YOUR DEN HAVE EARNED THEIR

WOLF BADGE

MEETING 12:
CELEBRATION OF COMPLETING THE WOLF BADGE

PREPARATION AND MATERIALS NEEDED

- Invite parents and guardians to attend this meeting.
- Consider the need for a larger room for this meeting with appropriate seating for adults.
- Prepare an appropriate ceremony for presenting the Wolf badge to each Scout.
- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- Refreshments to be served to the parents and guardians after the program (optional)
- Parent information letter (optional)

OPENING CEREMONY

- Flag ceremony (see Meeting 1)
- Thank the parents and guardians for attending.

ACTIVITIES

- Conduct a ceremony for awarding the Wolf badge to each Scout.
- Have the Scouts sing the song from Meeting 10 that gives encouragement or thanks.

CLOSING

- Clean up.
- Hand out parent information letter (optional).
- Thank the parents and guardians who attended.

MEETING 13: ADVANCEMENT TO BE COMPLETED
CUBS WHO CARE ADVENTURE (PARTIAL)

PREPARATION AND MATERIALS NEEDED

- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- Information about a sport that has been adapted so that people in wheelchairs or with some other physical disability can play; prepare to discuss this with the den
- Gloves or mittens for each Scout
- Playing cards for a card game—enough for all Scouts to participate
- Think of a card game to play.
- Checkers or another board game
- A story about someone famous who has or had a disability (Helen Keller, Stephen Hawking, Franklin Roosevelt, Tammy Duckworth, etc.)
- Parent information letter (optional)

OPENING CEREMONY

- Flag ceremony (see Meeting 1)

ADVANCEMENT ACTIVITIES

- Have the Scouts learn about a sport that has been adapted so that people in wheelchairs or with some other physical disability can play and discuss with your den.
- Have the Scouts try doing the following things while wearing gloves or mittens:

  —Tying their shoes

  —Playing a card game

  —Playing checkers or another board game
- Have the Scouts learn about someone famous who has or had a disability and share that person's story with the den.

CLOSING

- Clean up.
- Hand out parent information letter (optional).

MEETING 14: ADVANCEMENT TO BE COMPLETED
CUBS WHO CARE ADVENTURE

PREPARATION AND MATERIALS NEEDED

- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- Washable paints for each Scout
- Paintbrush for each Scout
- Paper—two sheets for each Scout
- Old T-shirts or smocks to protect Scouts' clothes from paint
- Blindfolds for each Scout
- Old newspapers to cover the desks or tables in your meeting room to protect them from paint
- If your usual meeting room is not suitable for a painting project, make arrangements to use a room that is.
- Parent information letter (optional)

OPENING CEREMONY

- Flag ceremony (see Meeting 1)

ADVANCEMENT ACTIVITIES

- Scouts should paint a picture two different ways: Paint it once the way they usually would paint it and then again while wearing a blindfold. Discuss with the Scouts the ways the process was different.

CLOSING

- Clean up.
- Hand out parent information letter (optional).

MEETING 15: ADVANCEMENT TO BE COMPLETED
FINDING YOUR WAY ADVENTURE (PARTIAL)

PREPARATION AND MATERIALS NEEDED

- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- A map of your city or town
- Paper for each Scout to draw a map
- Washable markers, crayons, or colored pencils
- Compass
- Item(s) to hide for a scavenger hunt, preferably outdoors
- Parent information letter (optional)

OPENING CEREMONY

- Flag ceremony (see Meeting 1)

ADVANCEMENT ACTIVITIES

- Using a map of your den's city or town, each Scout should locate where he lives.
- Each Scout should draw a map for a friend so he or she can locate the Scout's home, a park, a school, or other locations in their neighborhood. Have the Scouts use symbols to show parks, buildings, trees, and water. The Scouts can invent their own symbols. They should be sure to include a key so their symbols can be identified.
- Identify what a compass rose is with your den and where it is on the map.
- Help the Scouts use a compass to identify which direction is north. Show them how to determine which way is south, east, and west.
- Go on a scavenger hunt with your den (preferably outdoors) using a compass and have them locate an object with a compass.

CLOSING

- Clean up.
- Hand out parent information letter (optional).
- Invite the parents and guardians to accompany your den on the hike or walk planned for the next meeting.

MEETING 16: ADVANCEMENT TO BE COMPLETED
FINDING YOUR WAY ADVENTURE

PREPARATION AND MATERIALS NEEDED

- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- A map of your city or town
- Compass
- Make arrangements for your den to take a hike or walk. Be mindful of the weather conditions and have an alternative activity planned for this meeting in case the weather prevents your hike or walk.
- Invite the parents and guardians to accompany the den.
- Remind each Scout and adult to wear and bring clothing and gear appropriate for the weather.
- Parent information letter (optional)

OPENING CEREMONY

- Recite the Scout Oath and Scout Law.

ADVANCEMENT ACTIVITIES

- Using a map and compass, go on a hike or walk with your den.

CLOSING

- Hand out parent information letter (optional).
- Thank the parents and guardians who participated.

MEETING 17: ADVANCEMENT TO BE COMPLETED
GERMS ALIVE! ADVENTURE

PREPARATION AND MATERIALS NEEDED

- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- Plan to have access to a sink for hand washing during your meeting.
- "Germ song" (refer to this adventure in the *Wolf Handbook*)
- Prepare to play Germ Magnet.
- Prepare to conduct the sneeze demonstration.
- Prepare to conduct the mucus demonstration.
- Paper and pencils for each Scout to make a clean room chart
- Parent information letter (optional)

OPENING CEREMONY

- Flag ceremony (see Meeting 1)

ADVANCEMENT ACTIVITIES

- Have each Scout wash his hands while singing the "germ song."
- Play Germ Magnet with your den. Make sure everyone washes their hands afterward.
- Conduct the sneeze demonstration.
- Conduct the mucus demonstration.
- Have each Scout make a clean room chart; they will need to do their chores for at least one week (they will be asked about it in Meeting 18).

CLOSING

- Clean up.
- Hand out the parent information letter (optional).
- Remind the Scouts to do their clean room chores for at least a week.

MEETING 18: ADVANCEMENT TO BE COMPLETED
HOMETOWN HEROES ADVENTURE (PARTIAL)

PREPARATION AND MATERIALS NEEDED

- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- Arrange to have a neighborhood or local hero (community leader, teacher, school principal, police officer, firefighter, etc.) visit your den meeting.
- Be prepared to discuss animals that are trained to help others in the community.
- Parent information letter (optional)

OPENING CEREMONY

- Flag ceremony (see Meeting 1)

ADVANCEMENT ACTIVITIES

- Ask the boys if they remembered to do their clean room chores for a week (Meeting 17).
- Talk with the Scouts about what it means to them to be a hero. Have them share the names of people they believe are heroes and explain what it is that makes them heroes.
- Meet with a neighborhood or local hero (at your den meeting place or nearby). Have the den interview the hero and share what they learned. Discuss why they think this person is a hero.
- With your den, find out about animals that are trained to help others in the community.

CLOSING

- Thank the hero with whom you met.
- Clean up.
- Hand out the parent information letter (optional).
- Invite the parents and guardians to participate in the next meeting.

MEETING 19: ADVANCEMENT TO BE COMPLETED
HOMETOWN HEROES ADVENTURE

PREPARATION AND MATERIALS NEEDED

- Make arrangements to participate in or create an event that celebrates your hometown hero(es).
- Invite the parents and guardians to participate.
- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- Parent letter (optional)

OPENING CEREMONY

- Recite the Scout Oath and Scout Law.

ADVANCEMENT ACTIVITIES

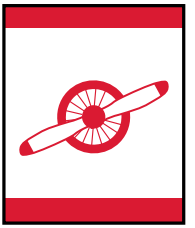
- Participate in or create an event that celebrates your hometown hero(es); for example, participate in a parade.

CLOSING

- Thank the parents and guardians who participated.
- Clean up.
- Hand out parent information letter (optional).

MEETING 20: *ADVANCEMENT TO BE COMPLETED*
MOTOR AWAY ADVENTURE (PARTIAL)

PREPARATION AND MATERIALS NEEDED



- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- During this meeting, the Scouts will be flying paper airplanes and using an airplane catapult. Arrange for a meeting space in which these activities can take place.
- Paper for making paper airplanes (see illustrations in handbook)
- Rubber bands to make paper airplane catapults (see photos in handbook)
- Paper and pencil for each Scout
- Parent information letter (optional)

OPENING CEREMONY

- Flag ceremony (see Meeting 1)

ADVANCEMENT ACTIVITIES

- The Scouts will create and fly three different types of paper airplanes. Before launching them, Scouts should record which one they believe will travel the farthest and what property of the plane leads them to make that prediction.
- The Scouts will make a paper airplane catapult (see handbook). Before launching a plane, they should record how far they believe it will travel and explain what information they used to make this prediction. After they make their prediction, they should launch the plane and measure how far it flies.

CLOSING

- Clean up.
- Hand out parent information letter (optional).

MEETING 21: *ADVANCEMENT TO BE COMPLETED*
PAWS OF SKILL ADVENTURE (PARTIAL)

PREPARATION AND MATERIALS NEEDED

- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- Arrange for a meeting space where the Scouts can do exercises and play a team sport.
- Select two physical fitness skills to have the Scouts practice.
- Select a team sport for the Scouts to play.
- Bring any equipment needed to play the team sport.
- Parent information letter (optional)

OPENING CEREMONY

- Flag ceremony (see Meeting 1)

ADVANCEMENT ACTIVITIES

- Talk with your den about what it means to be physically fit. The Scouts should share ideas of what they can do to stay in shape.
- With your den, talk about why it is important to stretch before and after exercising. Have the Scouts demonstrate warm-up movements and stretches before and after each activity they do that involves action.
- Have the Scouts select at least two physical fitness skills and practice them daily for two weeks. See if they can improve during that time.
- With your den, talk about what it means to be a member of a team. Working together, make a list of team sports, and talk about how the team works together to be successful. Choose one and play for 30 minutes.

CLOSING

- Clean up.
- Hand out parent information letter (optional).
- Remind the Scouts to practice their physical fitness skills daily.

MEETING 22: *ADVANCEMENT TO BE COMPLETED*
PAWS OF SKILL ADVENTURE

PREPARATION AND MATERIALS NEEDED

- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- Arrange for a meeting space where the Scouts can develop and participate in an obstacle course.

OPENING CEREMONY

- Flag ceremony (see Meeting 1)

ADVANCEMENT ACTIVITIES

- Ask the Scouts if they have practiced their fitness skills.
- With your den, develop an obstacle course that involves five different movements. Have the Scouts run the course two times and see if their times improve.
- With your den, talk about sportsmanship and what it means to be a good sport while playing a game or sport. Share with the Scouts how they were good sports or demonstrated good sportsmanship in the team sport they played during Meeting 21.

CLOSING

- Clean up.
- Hand out parent information letter (optional).
- Remind the Scouts to practice their physical fitness skills daily.

MEETING 23: ADVANCEMENT TO BE COMPLETED
AIR OF THE WOLF ADVENTURE

PREPARATION AND MATERIALS NEEDED

- Wolf Handbook for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)
- Arrange for a meeting space where the Scouts can play with a basketball.
- Basketballs that don't have enough air in them
- Basketball air pump
- Arrange for an outdoor space where the Scouts can record the sounds they hear.
- Paper and pencil for each Scout to record the sounds heard
- For each Scout, a cardboard tube (empty paper towel tube) with a string attached at one end (refer to this adventure in the handbook)
- Parent information letter (optional)
- Invite the parents and guardians to attend Meeting 24.

OPENING CEREMONY

- Flag ceremony (see Meeting 1)

ADVANCEMENT ACTIVITIES

- Ask the Scouts if they have practiced their fitness skills.
- Have the Scouts bounce a basketball that doesn't have enough air in it. Then have them bounce it when it has the right amount of air in it. They should do each 10 times. Then have them describe how the ball bounces differently when the amount of air changes.
- Have the den roll a basketball that doesn't have enough air in it, and then roll it again with the right amount of air. Have the Scouts describe differences in how the ball moves.
- With your den, go outside and have the Scouts record the sounds they hear. Help them identify which of these sounds is the result of moving air.
- Using the cardboard tube with string attached, the Scouts should conduct an investigation on how speed can affect sound (refer to this adventure in the handbook).

CLOSING

- Clean up.
- Hand out parent information letter (optional).
- Invite the parents and guardians to attend Meeting 24.

MEETING 24
CELEBRATION OF CHARACTER

PREPARATION AND MATERIALS NEEDED

- Invite the parents and guardians to attend this meeting.
- Consider the need for a larger room for this meeting with appropriate seating for adults.
- Plan for refreshments for this meeting (optional).
- *Wolf Handbook* for each Scout
- Copies of the Scout Oath and Scout Law if not everyone has a handbook
- U.S. flag
- Flag stand (optional)
- Den flag and stand (optional)

OPENING CEREMONY

- Flag ceremony (see Meeting 1)

ACTIVITIES

- Thank the parents and guardians for attending.
- Ask each Scout what his favorite activity of the year was.
- Ask each parent and guardian what their favorite experience for their Scout was during the year.
- Ask the Scouts how the Scout Oath and Scout Law helped build their character this year.
- Play a game (optional).
- Serve refreshments (optional).
- Invite the Scouts to participate in Scouting next year.

CLOSING

- Thank the parents and guardians again for attending.
- Clean up.

BOY SCOUTS OF AMERICA®

512-068
2017 Printing