

WOLF CAMP 2021 ADVANCEMENT

The following list is of possible achievements that a Cub Scout **may** earn while attending Wolf Camp. Please take this opportunity to **review** the camp experience with your Scout and mark his book together.

CUB SCOUT 2018 WOLF HANDBOOK: WOLF BADGE REQUIREMENTS

Call of the Wild

- Requirement 1 - **page 26** – Attend Resident Wolf Camp.
- Requirement 5 - **page 38** - Show how to tie an overhand knot and a square knot.

Council Fire (Duty to Country)

- Requirement 1 - **page 46** – With your den or pack, participate in a flag ceremony, properly care for and fold the flag.

Duty to God Footsteps

- Requirement 1 - **page 59** – Discuss what it means to do your duty to God and how to do your duty to God in your daily life.
- Requirement 3 - **page 61** - Offer a prayer, meditation, or reflection with your family, den, or pack.

Howling at the Moon

- Requirement 1 - **page 70** – Show you can communicate in at least two different ways.
- Requirement 2 - **page 72** – Work with your den or family to create an original skit.
- Requirement 3 - **page 73** – Plan, prepare and rehearse a campfire program to present
- Requirement 4 - **page 74** – Perform your campfire role.

Paws on the Path

- Requirement 1 - **page 79** – Prepare to hike safely in any outdoor setting by putting together the Cub Scout Six Essentials
- Requirement 2 - **page 81** – Tell what the buddy system is and why we always use it in Cub Scouting.
- Requirement 3 - **page 83** – Choose the appropriate clothing to wear on your hike based on the expected weather.
- Requirement 4 - **page 84** – Before hiking, recite the Outdoor Code and Leave No Trace Principles for Kids with your leader.
- Requirement 5 - **page 86** – Go on a 1-mile hike with your den or family, discuss what you saw on your hike.

Running With the Pack

- Requirement 1 - **page 95** – Play catch until you can throw and catch successfully. Improve your throwing and catching skills.
- Requirement 2 - **page 98** – Practice balancing as you walk forward, backward, and sideways.
- Requirement 3 - **page 99** – Practice flexibility and balance by doing a front roll, a back roll, and a frog stand.
- Requirement 5 - **page 102** – Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.

Adventures in Coins

- Requirement 1 - **page 108** - Identify different parts of a coin.
- Requirement 2 - **page 111** – Find the mint mark on a coin, where the coin was made and the year it was made.
- Requirement 3 - **page 113** – Choose a coin that interests you, and make a coin rubbing. List information next to the coin
- Requirement 5 - **page 119** – Play a coin game.
- Requirement 6 - **page 120** - Create a balance scale.

Air of the Wolf

- Requirement 1 - **page 126** – Make a paper airplane and fly it 5 times

Digging in the Past

- Requirement 1 - **page 193** – Play a game that demonstrates your knowledge of dinosaurs.
- Requirement 3 - **page 201** – Make a fossil cast.
- Requirement 3 - **page 203** – Make a dinosaur dig. Show and explain the ways a paleontologist works carefully during a dig.

Grow Something

- Requirement 1 - **page 237** – Select a seed and plant it in a small container. Care for it for 30 days.
- Requirement 4 - **page 243** – Using a seed tray, grow a garden inside your home. Care for it for 30 days.

Motor Away

- Requirement 1 - **page 258** – Create and fly three different types of paper airplanes.
- Requirement 1 - **page 265** – Make a paper airplane catapult, launch the plane and measure how far it flies

Cub Scout Shooting Sports

- BB Gun Requirements, Level One, earned the Rank Level Patch
- Archery Requirements, Level One, earned the Rank Level Patch