

## Camp Snyder – Summer Camp 2021 Advancement Check List

### **Tiger Adventure: Games Tigers Play (start at Field Games)**

Complete Requirements 1 and 2 plus at least two others.

1. Do the following:
  - A. Play two initiative or team-building games with the members of your den.
  - B. Listen carefully to your leader while the rules are being explained, and follow directions when playing.
  - C. At the end of the game, talk with the leader about what you learned when you played the game. Tell how you helped the den by playing your part.

### **Tiger Adventure: My Tiger Jungle (Nature)**

Complete Requirement 1 plus at least two others.

1. With your parent, guardian, or other caring adult, go for a walk outside, and pick out two or more sights or sounds of "nature" around you. Discuss with your partner or den.
2. Take a 1-foot hike. Make a list of the living things you find on your 1-foot hike. Discuss these plants or animals with your parent, guardian, other caring adult, or with your den.
3. Point out two different kinds of birds that live in your area. With your parent, guardian, or other caring adult, or with your den, find out more about one of these birds.

### **Tiger Adventure: Tiger Bites (meal time)**

Complete requirements 1 and 2 plus at least two others.

1. With your parent, guardian, or other caring adult, or with your den, find out about good food choices and not-so-good choices. Identify three foods that you think would be good choices and three foods that would not be good choices.
2. Explain the importance of hand washing before a meal and cleanup after a meal. Then show how you would do each.
3. Show that you know the difference between a fruit and a vegetable. Eat one of each.
4. With your parent, guardian, or other caring adult, pick a job to help your family at mealtime. Do it for at least four meals.

### **Tiger Adventure: Tigers in the Wild (Nature)**

Complete Requirements 1-3 plus at least one other.

1. With your parent, guardian, or other caring adult, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list to prepare for rain.
2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.
3. Do the following:
  - A. Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.
  - B. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should "Trash Your Trash."
  - C. Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.
4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your Tiger handbook.

### **Tiger Elective: Floats & Boats (Pool and Boating)**

Complete Requirements 1-4 plus at least one other.

1. With your den, say the SCOUT water safety chant.
2. With your den, talk about why it's important to have a buddy and then play the buddy game.
3. Show how to safely help someone who needs assistance in the water, without having to enter the water yourself.
4. Show how to enter the water safely, blow your breath out under the water, and do a prone glide.
5. -
6. -
7. Show that you can put on and fasten a life jacket correctly

### **Tiger Elective: Sky is the Limit (Handicrafts)**

Complete Requirements 1-3 plus at least one other.

1. -
2. -
3. Find out about two astronauts who were Scouts when they were younger.
4. Observe in the sky or select from a book, chart, computer, or electronic device two constellations that are easy to see in the night sky.

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5. Draw and name your own constellation. Share your constellation with your den.
6. Create a homemade model of a constellation.

### **Tiger Elective: Stories in Shapes (Handicrafts)**

Complete at least four of the following requirements.

1. -
2. -
3. Create a piece of art on paper, poster board, or canvas.
4. Draw or create an art piece using shapes

### **Tiger Elective: Tiger-iffic! (after Woodshop + Field Games)**

Complete requirements 1-3 and plus at least one other.

1. Play at least two different games by yourself; one may be a video game.
2. Play a board game or another inside game with one or more members of your den.
3. Play a problem-solving game with your den.
4. -
5. With other members of your den, invent a game, OR change the rules of a game you know, and play the game.
6. Play a team game with your den

### **Tiger Elective: Tiger Tag (Field Games)**

Complete requirements 1 and 2 plus at least one other.

1. Choose one active game you like, and tell your den about how to play and why you like this game.
2. Play two team or relay games with your den. Tell your parent, guardian, or other caring adult or the other Tigers what you liked best about each game.
3. Have your den choose a team or relay game that everyone can play, and play it at least twice.

### **Wolf Adventure: Call of the Wild (attend camp + Nature)**

Complete Requirements 1-4 plus at least one other.

1. Attend one of the following:
  - A. A pack or family campout
  - B. An outdoor activity with your den or pack
  - C. Day camp
  - D. Resident camp
2. -
3. Do the following:
  - A. Recite the Outdoor.
  - B. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.
  - C. -
4. Show or demonstrate what to do:
  - A. -
  - B. To keep from spreading your germs.
5. -
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.

### **Wolf Adventure: Howling at the Moon (optional in campsite or at campfire)**

Complete the following Requirements.

1. Show you can communicate in at least two different ways.
2. Work with your den or family to create an original skit.
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.
4. Perform your role for a den meeting or pack program.

### **Wolf Adventure: Paws on the Path (Nature)**

Complete Requirements 1-5. Requirements 6 and 7 are optional.

1. -
2. Tell what the buddy system is and why we always use it in Cub Scouting. 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 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.

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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.
6. Name two birds, two insects, and/or two other animals that live in your area. Explain how you identified them

### **Wolf Adventure: Running With the Pack (Field Games)**

Complete the following Requirements.

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.
2. Practice balancing as you walk forward, backward, and sideways.
3. Practice flexibility and balance by doing a front roll, a back roll, and a frog stand.
4. Play a sport or game with your den or family, and show good sportsmanship.
5. Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.
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.

### **Wolf Elective: Spirit of the Water (Pool)**

Complete the following Requirements

1. -
2. -
3. Explain to your den leader why swimming is good exercise.
4. Explain the safety rules that you need to follow before participating in swimming or boating.
5. Visit a local pool or public swimming area with your family or den. With qualified supervision, jump into water that is at least chest-high, and swim 25 feet or more.

### **Bear Adventure: Bear Necessities (Come to Camp)**

Complete Requirements 1 - 4. Requirements 5 and 6 are optional.

1. While working on your Bear badge, attend one of the following:
  - A. A daytime or overnight campout with your pack or family
  - B. An outdoor activity with your den or pack
  - C. Day camp
  - D. Resident camp
2. Make a list of items you should take along on the activity selected in Requirement 1.
3. Make a list of equipment that the group should bring along in addition to each Scout's personal gear for the activity selected in Requirement 1.
4. Help set up a tent. Determine a good spot for the tent, and explain to your den leader why you picked it

### **Bear Adventure: Fur, Feathers, and Ferns (Nature)**

Complete Requirement 1 plus three others.

1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk.
2. Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit.
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: Baloo the Builder (Woodshop)**

Complete all of the following requirements.

1. -
2. Select, plan, and define the materials for the project you will complete in requirement 3.
3. Assemble your materials, and build one useful project and one fun project using wood.

### **Bear Elective: Salmon Run (Pool & Boating)**

Complete requirements 1-4 plus two others.

1. Explain the importance of response personnel or lifeguards in a swimming area. Tell how the buddy system works and why it is important.
2. Visit a local pool or swimming area with your den or family. Go swimming or take a swimming lesson.
3. Explain the safety rules that you need to follow before participating in boating.
4. Identify the safety equipment needed when going boating.

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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.
7. Demonstrate the front crawl swim stroke to your den or family.
8. Name the three swimming ability groups for the Boy Scouts of America.
9. Earn the BSA beginner swim classification

### **Bear Elective: Super Science (Big Dig)**

Complete at least four of the following.

1. -
2. -
3. Do a sink-or-float investigation. Explain what you learned.

### **Webelos: Cast Iron Chef (3 may be completed as resident campers under leader supervision)**

Complete Requirements 1 and 2 below. Requirement 3 is optional.

1. -
2. -
3. Use tinder, kindling, and fuel wood to demonstrate how to build a fire in an appropriate outdoor location. If circumstances permit and there is no local restriction on fires, show how to safely light the fire, under the supervision of an adult. After allowing the fire to burn safely, safely extinguish the flames with minimal impact to the fire site

### **Webelos: Webelos Walkabout (partial completion at Nature)**

Complete Requirements 1-4 and at least one other.

1. Plan a hike or outdoor activity.
2. Assemble a first aid kit suitable for your hike or activity.
3. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures.
4. -
5. Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike or activity

### **Arrow of Light: Outdoor Adventurer (can be worked on while at camp)**

Complete Option A

1. With the help of your den leader or family, plan and participate in a campout.
2. On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.
3. Once your tents are set up, discuss with your den and den leader or family what actions you should take in the case of the following extreme weather events:
  - A. Severe rainstorm causing flooding
  - B. Severe thunderstorm with lightning or tornadoes
  - C. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
4. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
5. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

### **Webelos/AOL Elective: Adventures in Science (Handicrafts & Big Dig)**

Complete the following requirements.

1. -
2. -
3. Complete any four of the following:
  - A. -
  - B. -
  - C. Build a model solar system. Chart the distances between the planets so that the model is to scale. Use what you learned from this requirement to explain the value of making a model in science.
  - D. With adult supervision, build and launch a model rocket. Use the rocket to design a fair test to answer a question about force or motion.
  - E. -
  - F. -
  - G. With adult assistance, explore safe chemical reactions with household materials. Using two substances, observe what happens when the amounts of the reactants are increased.

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### **Webelos/AOL Elective: Aquanaut (Pool & Boating)– talk to a lifeguard for the specifics)**

Complete Requirements 1-4 and at least two others.

1. State the safety precautions you need to take before doing any water activity.
2. Discuss the importance of learning the skills you need to know before going boating.
3. Explain the meaning of “order of rescue” and demonstrate the reach and throw rescue techniques from land.
4. Attempt the BSA swimmer test.
5. -
6. Learn and demonstrate two of the following strokes: crawl, sidestroke, breaststroke, or elementary backstroke.
7. Invite a current or former lifeguard, or member of a rescue squad, the U.S. Coast Guard, U.S. Navy, or other armed forces branch who has had swimming and rescue training to your den meeting. Find out what training and other experiences this person has had.
8. Demonstrate how to correctly fasten a life jacket that is the right size for you. Jump into water over your head. Swim 25 feet wearing the life jacket. Get out of the water, remove the life jacket, and hang it where it will dry.
9. If you are a qualified swimmer, select a paddle of the proper size, and paddle a canoe with an adult’s supervision.

### **Webelos/AOL Elective: Build It (start at the Woodshop)**

Complete the following requirements.

1. Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools.
2. With the guidance of your Webelos den leader, parent, or guardian, select a carpentry project and build it.
3. List the tools that you use safely as you build your project; create a list of materials needed to build your project. Put a checkmark next to the tools on your list that you used for the first time.

### **Webelos/AOL Elective: Into the Wild (start at Nature)**

Complete at least six of the following requirements.

1. -
2. -
3. -
4. Learn about the bird flyways closest to your home. Find out which birds use these flyways.
5. Watch at least four wild creatures (reptiles, amphibians, arachnids, fish, insects, or mammals) in the wild. Describe the kind of place (forest, field, marsh, yard, or park) where you saw them. Tell what they were doing.
6. Identify an insect, reptile, bird, or other wild animal that is found only in your area of the country. Tell why it survives in your area.
7. -
8. Learn about aquatic ecosystems and wetlands in your area. Talk with your Webelos den leader or family about the important role aquatic ecosystems and wetlands play in supporting life cycles of wildlife and humans, and list three ways you can help.
9. Do ONE of the following:
  - A. Visit a museum of natural history, a nature center, or a zoo with your family, Webelos den, or pack. Tell what you saw.

### **Webelos/AOL Elective: Into the Woods (start at Nature)**

Complete Requirements 1-4 and one other.

1. Identify two different groups of trees and the parts of a tree.
2. Identify four trees common to the area where you live. Tell whether they are native to your area. Tell how both wildlife and humans use them.
3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose.
4. -
5. -
6. -
7. Visit a nature center, nursery, tree farm, or park, and speak with someone knowledgeable about trees and plants that are native to your area. Explain how plants and trees are important to our ecosystem and how they improve our environment.