

# WOLF ELECTIVE ADVENTURES - CHECKLIST

## CUB SCOUT INFO

NAME \_\_\_\_\_

BIRTHDAY \_\_\_\_\_

EMAIL \_\_\_\_\_

PHONE NUMBER \_\_\_\_\_

DEN \_\_\_\_\_

PACK \_\_\_\_\_

## COMPLETED ELECTIVES

Adventures In Coins	
Air Of The Wolf	
Code Of The Wolf	
Collections & Hobbies	
Cubs Who Care	
Digging In The Past	
Finding Your Way	
Germes Alive!	
Grow Something	
Hometown Heroes	
Motor Away	
Paws Of Skill	
Spirit Of The Water	
Denner _____	
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## Adventures In Coins

1. Identify Different Parts of a Coin.	
2. Find The Mint Mark. What Facility? Year?	
3. Play a Coin Game.	
4. Make a Coin Rubbing. Next To It List Details of Picture, Where & When It Was Minted.	
5. Play/Create Board Game W/ Den or Family That Teaches Adding & Subtracting Money.	
6. Create A Balance Scale.	
7. Do A Coin Weight Experiment.	

## Air Of The Wolf

1a. Do Investigation On The Weight of Air.	
b. Do Investigation on Air Temperature.	
c. Conduct 1 of The Following Investigations:	
1. Fly Paper Airplane 5x's. Make Adjustments	
2. Make Balloon Powered Sled/Boat. Test It.	
3. Roll Tire/Ball w/ & w/out Air. Discuss.	
2a. W/ Den Go Outside & Record Sounds You Here. Identify Sounds Due To Moving Air.	
b. Create Wind Instrument & Play w /Den Band.	
c. W/ Adult Investigate How Speed Affects Sound.	
3a. Explain Rules For Safely Flying A Kite.	
b. Make A Kite Using Household Materials.	
4. Do A Regata W/ Den or Family. How Air Helps?	

## Code Of The Wolf

Do 2 of the following.

1a. W/ Den or Family, Make A Game That Requires Math To Keep Score.	
b. Play a Game of "Go Fish for 10's".	
c. Do 5 Activities At Home, School, Or W/ Den That Use Math. Explain.	
d. Make a Rekenrek w/ 2 Rows. Show Akela How You Represent 4, 6, 9 & 14.	
e. Make Rain Gauge or Other Device. Use It.	

Do 1 of the following.

2a. W/ Den or Family, Identify 3 Shapes That You See In Nature.	
b. W/ Den or Family, Identify 2 Shapes You See In The Construction of Bridges.	
c. Select A Shape. Look Around For 1 Week & Write Down Where You See The Shape.	

Do 1 of the following.

3a. W/ Den, Count # of Colored Items In Pkg.	
-Graph & Show # Of Items Of Each Color	
-Determine Most Common Color	
-Compare Results To Other Boys	
-Predict # In Another Package	
- Decide If Your Prediction Is Close	

# WOLF ELECTIVE ADVENTURES - CHECKLIST

Code Of The Wolf (cont.)	
3b. W/ Den or Family, Measure Everyone's Height & See Who Takes More Steps To Walk 100 Ft.	
c. Count # Of Shots To Make 5 Baskets	
Graph # Of Shots Each Takes For Each Boy.	
Do 1 of the following.	
4a. Use Secret Code to Send A Msg. Have Them Send One Back To You.	
4b. Send Msg. Using Pig Pen Code Or Other Shape Code.	
4c. Practicing Using A Block Cipher To Decode Msg.	

Collections & Hobbies	
1. Begin Collection of 10 Items. Label & Title It.	
2. Share Your Collection At Den Meeting.	
3. Visit Show/Museum That Displays Collections.	
4. Create Autograph Book. Get 10 Autographs.	
5. Write A Letter To A Famous Person.	
Ask Them To Send Back Autographed Photo.	
6. Play Game W/ Den That Involves Collecting.	

Cubs Who Care	
1. W/ Den Visit A Physically Disabled Person.	
Do 4 of the following a-h.	
2a. W/ Other Den Members Try Using Crutches or A Wheelchair. Reflect On The Process.	
b. Learn About Sport That's Been Adapted For Those W/ Disabilities. Tell Your Den About It.	
c. Learn About "Invisible" Disabilities. Take Part In Activity That Helps w/ Understanding.	
d. W/ Den Pick 3 Things To Do W/ Mittens/Gloves On	
1. Tying Your Shoes.	
2. Using A Fork To Pick Up Food.	
3. Playing A Card Game.	
4. Playing A Video Game.	
5. Playing Checkers Or A Board Game.	
6. Blowing Bubbles.	
e. Paint Picture 2 Diff. Ways. Regular & Blindfolded.	
Discuss W/ Den The Different Processes.	
f. Demonstrate Part of Scout Law Using Sign Lang.	
g. Learn About Someone Famous Who Has/Had A Disability. Share Story With Your Den.	
h. Attend Event Where Those W/ Disabilities Are Participants.	

Digging In The Past	
1. Play A Game That Demonstrates Your Knowledge Of Dinosaurs.	
2. Create Imaginary Dino. Name, Eats, Lives?	
3. Make A Fossil Cast.	
4. Make A Dinosaur Dig.	
5. Make Edible Fossil Layers. Explain How It Is A Good Model for Formation of Layers.	
6. Dig Through Dino Digs Made By Den. Explain Why You Must Work Carefully.	

Finding Your Way	
1a. Using A Map, Locate Where You Live.	
b. Draw A Map For A Friend So They Can Locate Your Home, etc. Use Symbols & A Key.	
2. Pick A Nutritious Snack.	
Locate On Map Where It Came From.	
3a. Identify What A Compass Rose Is. Locate On Map.	
b. Using Compass Identify N, S, E & W	
4. Go On Scavenger Hunt Using Compass.	
Locate An Object With It.	
5. Using Map & Compass. Go On A Hike With Den Or Family.	

# WOLF ELECTIVE ADVENTURES - CHECKLIST

## Germ's Alive!

1. Wash Hands While Singing The "Germ Song"	
2. Play Germ Magnate W/ Den. Wash Again.	
3. Conduct The Sneeze Demonstration.	
4. Conduct Mucus Demonstration W/ Den.	
5. Grow A Mold Culture. Show Den What Formed.	
6. Make A Clean Room Chart.	

## Grow Something

1. Plant A Seed In Small Container.	
Watch It For 30 Days. Take/Draw A Picture	
Once A Week & Share w/ Your Den.	
2. Find Your Growing Zone. Share Plants That	
Will Grow In Your Area.	
3. Visit or Research Botanical or Comm. Garden.	
Learn About 2 Plants That Grow There. Share W/ Den.	
4. Make A Terrarium.	
Do 1 of the following.	
5a. Using Seed Tray, Grow Garden Inside Your Home.	
Journal Progress for 30 Days. Share w/ Den.	
b. Grow Sweet Potato Plant In Water.	
Journal Progress for 2 Weeks. Share w/ Den.	

## Hometown Heroes

1. Talk w/ Family or Den What It Means To Be a Hero.	
Share Name of Someone You Believe Is a Hero	
Explain What Makes Them A Hero.	
2. Visit Agency Where You Will Find Many Heroes.	
Find Out What They Do. Share w/ Your Den.	
3. With Help of Family Member, Interview One Of	
Your Heroes. Share What You Learn & Why You	
Think They Are a Hero.	
4. As a Den or Family, Adopt a Service Man or Woman.	
Send Them a Care Pkg. & Thank You Note.	
5. W/ Den or Family, Find Out About Animals In Area	
That Help Others In Your Community.	
6. Participate In/Create Event Celebrates Hometown Heroes.	

## Motor Away

1a. Create & Fly 3 Diff. Paper Airplanes. Before	
Flying Write Down Predictions.	
b. Make Paper Airplane Catapult. Make Your	
Predictions. Measure How Far They Flew.	
2. Make 2 Diff. Boats. Sail Them. Note Diff's	
& Similarities. Discuss w. Den.	
3. Create A Car That Moves Under Own Power.	

## Paws Of Skill

1. Talk w/ Family & Den, What Is Physically Fit?	
Discuss Ideas Of Ways To Stay In Shape.	
2. W/ Den Discuss Why You Stretch Before Exercise.	
Demonstrate Proper Stretches, etc.	
3. Select 2 Physical Fitness Skills. Practice Daily.	
See If You Can Improve Over 2 Week Period.	
4. Discuss w/ Family or Den, What It Means To Be Part	
Of A Team. Make List of Team Sports. Discuss.	
Play One for 30 Minutes.	
5. W/ Den Talk About Sportsmanship. Demonstrate	
Good Sportsmanship, Use Requirement 4.	
6. Visit Sporting Event w/ Den or Family. Look For	
Ways Team Shows Sportsmanship. Share w/ Den.	
7. W/ Den Develop Obstacle Course. Run Course	
Two Times. Track Your Time.	

## Spirit Of The Water

1. Discuss How Water in Comm. Can Be Poluted.	
2. Explain 1 Way To Conserve Water In Home.	
3. Explain To DL Why Swimming Is Good Exercise.	
4. Explain Safety Rules While Swimming/Boating.	
5. Show How To Do Reaching Rescue.	
6. Visit Swim Area w/ Family or Den. Jump In	
Chest High. Swim 25 ft.	