

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	
Germs Alive!	
Grow Something	
Hometown Heroes	
Motor Away	
Paws Of Skill	
Spirit Of The Water	
Denner _____	
Ast Denner _____	

Adventures In Coins	
Complete 1-4 & Any Other(s) Of Your Choice	
1. Identify Different Parts of a Coin.	
2. Find The Mint Mark. What Facility? Year?	
3. Make a Coin Rubbing. Next To It List Details of Picture, Where & When It Was Minted.	
4. Play/Create Board Game W/ Den or Family That Teaches Adding & Subtracting Money.	
5. Play a Coin Game.	
6. Create A Balance Scale.	
7. Do A Coin Weight Investigation.	

Air Of The Wolf	
1. Conduct 2 of The Following Investigations:	
a. Fly Paper Airplane 5x's. Make Adjustments	
b. Make Balloon Powered Sled/Boat. Test It.	
c. Bounce Basketball Flat/Full 10x. Describe Diff.	
d. Roll Tire/Ball w/ & w/out Air. Discuss.	
2. Conduct 2 of The Following:	
a. 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.	
d. Make A Kite Using Household Materials.	
e. Do A Regata W/ Den or Family. How Air Helps?	

Code Of The Wolf	
1. Complete 2 of The Following:	
a. 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 With 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.	
2. Complete 1 of The Following:	
a. 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.	
3. Complete 1 of The Following:	
a. W/ Den, Count # of Colored Items In Pkg.	
1. Graph & Show # Of Items Of Each Color	
2. Determine Most Common Color	
3. Compare Results To Other Scouts	
4. Predict # In Another Package	
5. Decide If Your Prediction Is Close	

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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.	
4. Complete 1 of The Following:	
a. Use Secret Code to Send A Msg. Have Them Send One Back To You.	
b. Send Msg. Using Pig Pen Code Or Other Shape Code.	
c. Practicing Using A Code Stick To Decode Msg.	

Collections & Hobbies	
1. Begin Collection of 10 Items. Label & Title It.	
2. Share Your Collection At Den Meeting.	
3. Complete 1 Of The Following:	
a. Visit Show/Museum That Displays Collections.	
b. Watch Webcast, etc. About Collecting	
OR Model Building	
4. Complete 1 Of The Following:	
a. Create Autograph Book. Get 10 Autographs.	
b. Write A Letter To A Famous Person.	
Ask Them To Send Back Autographed Photo.	

Cubs Who Care	
Do 4 of the following.	
1. W/ Other Den Members Try Using Crutches or A Wheelchair. Reflect On The Process.	
2. Learn About Sport That's Been Adapted For Those W/ Disabilities. Tell Your Den About It.	
3. Learn About "Invisible" Disabilities. Take Part In Activity That Helps w/ Understanding.	
4. W/ Den Pick 3 Things To Do W/ Mittens/Gloves On	
A. Tying Your Shoes.	
B. Using A Fork To Pick Up Food.	
C. Playing A Card Game.	
D. Playing A Video Game.	
E Playing Checkers Or A Board Game.	
F. Blowing Bubbles.	
5 Paint Picture 2 Diff. Ways. Regular & Blindfolded.	
Discuss W/ Den The Different Processes.	
6. Using American Sign Language	
Demonstrate Part of Scout Law	
7. Learn About Someone Famous Who Has/Had A Disability. Share Story With Your Den.	
8. 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. Complete 1 Of The Following:	
A. Make A Fossil Cast.	
B. Make A Dinosaur Dig. Show How Paleontologist Works.	
4. Make Edible Fossil Layers. Explain How Snack A Good Model for Formation of Fossils.	

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.	
2a. Identify What A Compass Rose Is. Locate On Map.	
b. Using Compass Identify N, S, E & W	
3. Go On Scavenger Hunt Using Compass. Locate An Object With It.	
4. 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 Magnet 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 With Den.	
4. Complete 1 Of The Following:	
A. Make A Terrarium	
B. Using Seed Tray, Grow Garden Inside	
Your Home. Journal Progress for 30 Days.	
Share With Den.	
C. Grow Sweet Potato Plant In Water.	

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. Complete 1 Of The Following:	
A. As a Den/Family, Honor A Service Person By	
Sending Them a Care Pkg. & Thank You Note.	
B. W/ Den or Family, Find Out About Animals	
That Help Others In Your Community.	
C. Participate In Or Create Event That	
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. Choose	
Different Shapes For Your Boats.	
3. Create Model Car That Moves Under Own Power.	

Paws Of Skill

Complete Req. 1-4. Req. 5-7 Are Optional	
1. Talk w/ Family & Den, What Is Physically Fit?	
Share Ideas Of Ways To Stay In Shape.	
2. 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 Develop Obstacle Course.	
Run Course Two Times. Track Your Time.	
6. 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.	

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. Visit Swim Area w/ Family or Den. Jump In	
Chest High. Swim 25 ft.	