



The New Cub Scout Adventure Program



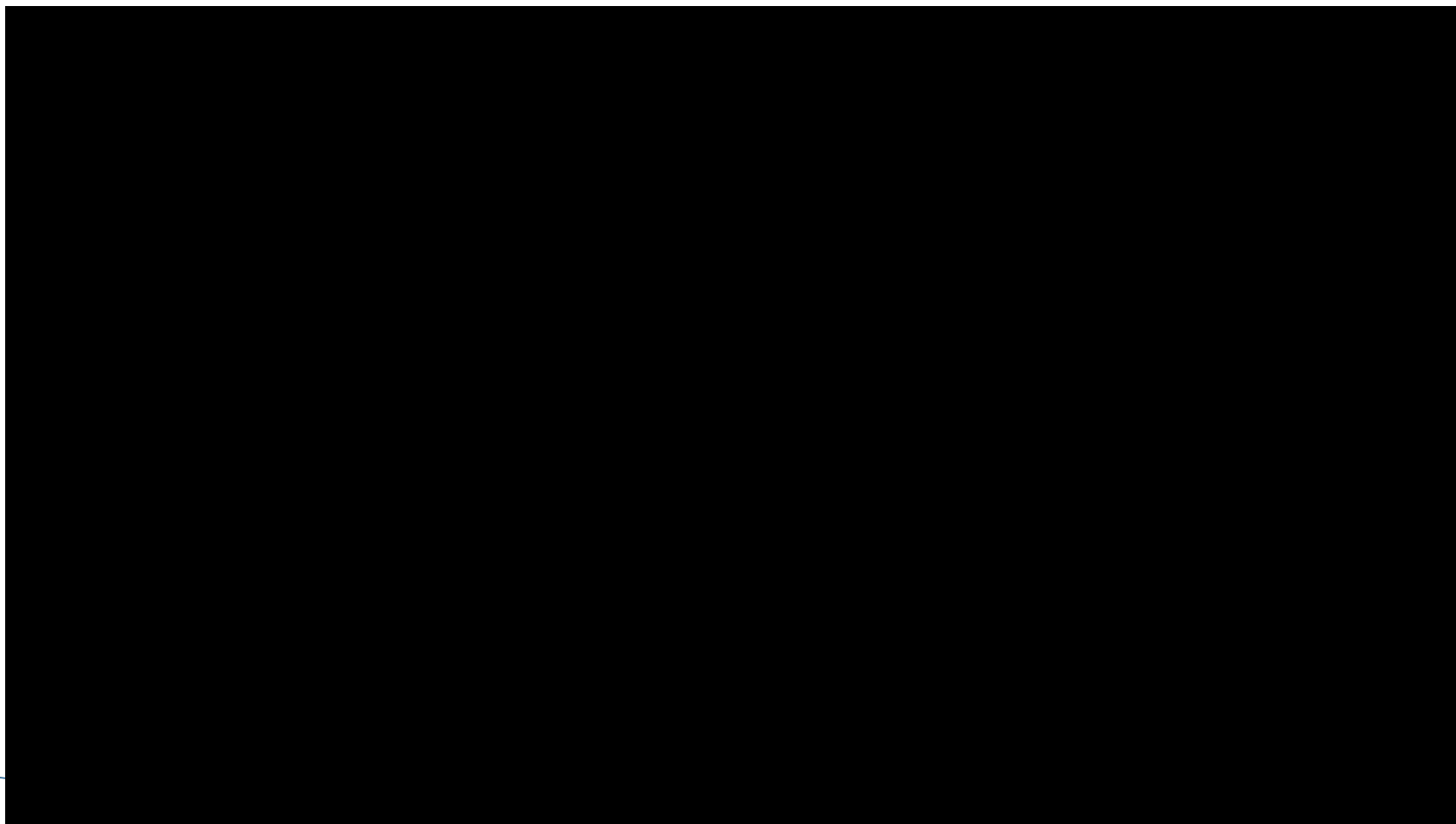
BOY SCOUTS OF AMERICA®

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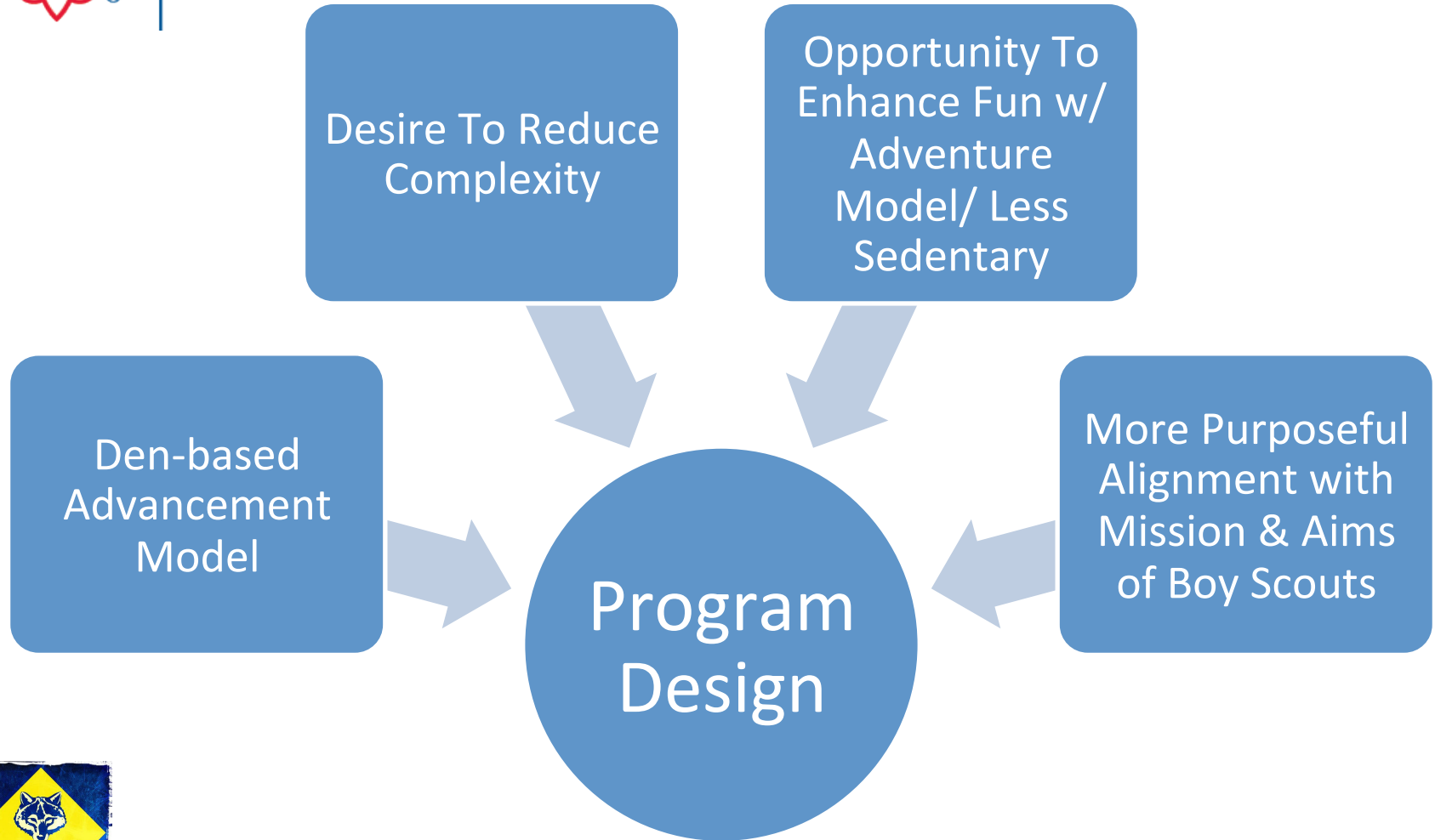


Then and Now





Cub Scout Program Design Objectives





Organizing Principles

Character Development

- Scout Law and Oath
- Duty To God

Participatory Citizenship

- Civic Awareness and Patriotism
- Service
- Stewardship

Personal Fitness

- Physical Fitness
- Healthy Eating
- Wellness & Healthy Habits

Outdoor Skills & Awareness

- Comfort, Safety, and Adventure in the Outdoors
- Nature & Outdoor Ethics
- Emergency Skills

Leadership

- Supporting Leaders
- Leadership Thinking
- Leading Others



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How does rank structure differ?

	# Defined Adventures	# Elective Adventures	Adventure Recognition Device
Bobcat	Still the first rank earned (updated to reflect program changes)		
Tiger	6	1	Belt Loops
Wolf	6	1	Belt Loops
Bear	6	1	Belt Loops
Webelos	5	2	Pins
Arrow of Light	4	3	Pins



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TIGER



Backyard Jungle - Team Tiger - Tiger Bites - Tiger in the Wild - Games Tigers Play - My Family's Duty to God



Sky is the Limit - Floats and Boats Adventures - Tiger Tales - Rolling Tigers - Curiosity, Intrigue and Magical Mysteries - Good Knights - Tiger-rrrrific Stories in Shapes - Tiger Tag - Tiger Theater - Safe and Smart - Family Stories - Earning your Stripes

WOLF



Call of the Wild - Council Fire - Howling at the Moon - Running with the Pack - Paws on the Path - Duty to God Footsteps



Germes Alive - Hometown Heroes - Pawns of Skill - Air of the Wolf - Collections and Hobbies - Digging into The Past - Grow Something Spirit of the Water - Adventures in Coins - Motor Away - Code of the Wolf - Cubs Who Care - Finding Your Way

BEAR



Bear Claws - Bear Necessities - Fur, Feathers, and Ferns - Grin and Bear It - Paws for Action - Fellowship and Duty to God



Marble Madness - Salmon Run - Robotics - Baloo the Builder - Bear Picnic Basket - Fishing - Make it Move! Critter Care - Roaring Laughter - Super Science - Beat of the Dream - Music Around the World - Forensics

WEBELOS



Cast Iron Chef



First Responder



Stronger, Faster, Higher



Webelos Walkabout



Duty to God and You

ELECTIVES

Fix it



Sportsman

Into the Wild



Tech Quest:
Game Design

Into the Woods



Animate it!

Look Back, Look Forward



Art Explosion

Sound Maestro



Aquanaut

Adventures in Science



Castaway

Aware and Care



Earth Rocks!

Built it



Engineering

Build My Own Hero



Family Adventures

ARROW OF LIGHT



Building a Better World

Camper

Scouting Adventure

Duty to God in Action



What's New? More Outdoors and More Boy Scout Skills!

- Call of the Wild (Wolf)



- Cast Iron Chef (Webelos)



- Bear Claws
- Bear Necessities



- Scouting Adventure (Arrow of Light)



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What About _____?

Many of the things we love about the current program are still there!



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New Adventures



Tiger Elective Adventures: Tiger Tag

- Choose one active game you like, and tell your den about it.
- Do the following:
 - Play two relay games with your den and your adult partner.
 - Tell your partner or the other Tigers what you liked best about each game.
 - Have your den choose a relay game that everyone would like to play, and play it several times.
- With your adult partner, select an active outside game that you could play with the members of your den. Talk about your game at the den meeting. With your den, decide on a game to play.
- Play the game that your den has chosen. After the game, discuss with your den leader the meaning of being a good sport.

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New Adventures



Wolf Elective Adventure: Digging in the Past

- Play a game that demonstrates your knowledge of dinosaurs, such as a dinosaur match game.
- Create an imaginary dinosaur. Share with your den its name, what it eats, and where it lives.
- Make a fossil cast.
- Make a dinosaur dig.
- Make edible fossil layers. Explain how this snack is a good model for the formation of fossils.
- Be a paleontologist, and dig through the dinosaur digs made by your den. Show and explain the ways a paleontologist works carefully during a dig.

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New Adventures

Bear Elective Adventures: World of Sound



- Make an mbira.
- Make a sistrum.
- Make a rain stick.



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New Adventures



Webelos/AOL Elective Adventure: Build My Own Hero

Do all of these:

- Discover what it means to be a hero. Invite a local hero to meet with your den.
- Identify how citizens can be heroes in their communities.
- Recognize a hero in your community by presenting him or her with a “My Hero Award.”
- Learn about a real-life hero from another part of the world who has helped the world be a better place.
- Learn about a Scout hero.
- Create your own superhero.

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Cub Scout Change Summary



What is NOT Changing

- Motto, Sign, Salute, & Handshake
- Family Focus-parents are still Akela
- Ranks and rank badges
- Bobcat still first rank earned
- Ages (or genders)
- Cub Scout Uniforms
- Den/pack meeting structures
- Outdoor program
- Delivery model
- Fun – even more than before

What IS Changing

- Scout Oath and Law replace Cub Scout Oath & Law of the Pack
- 12 points of Scout Law replace Core Virtues/Character Connections
- Tiger Cub = Tiger w/new image
- Simplified Advancement (1 Den Leader guide per rank)
- CyberChip required for all ranks
- Webelos badge not required for AoL
- Academic & Sports Program discontinued
- Instant Recognition devices, beads, & arrow points replaced with Adventure loops and pins

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Cub Scout - Transition

Today

May
2015

**ALL UNITS
CURRENT REQUIREMENTS**

Den-based Decision

- 1.If filling out with prior rank's electives = Current Requirements
- 2.If moving on to new rank's advancement = New Requirements

Beginning of
2015/2016 Scouting
Year (Aug-Sept for
most units)

**ALL UNITS
NEW REQUIREMENTS**

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Special Transition Situations

- **Boys Earning Their Webelos Badge Prior to June 1, 2015**
- **Boys joining Cub Scouts after May 31, 2015 and meeting the qualifications to join an AOL den**
- **Boys transitioning between ranks and members of units sponsored by the LDS church.**
 - Discussed in the 2015 Cub Scout Transition Guidelines on www.scouting.org/programupdates



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Webelos to Arrow of Light

Boys Earning Their Webelos Badge Prior to June 1, 2015

- **May continue to work out of the current handbook and complete the AOL requirements as stated.**
- **May convert to the new handbook and requirements:**
 - Must complete the four defined required adventures
 - To satisfy the requirement for three electives may utilize EITHER the new adventure electives OR electives earned under the current program but NOT USED TO FULFILL WEBELOS RANK REQUIREMENTS



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Joining Cub Scouts in 5th Grade

Boys joining Cub Scouts after May 31, 2015
and meeting the qualifications to join an
AOL den

- Shall utilize the new program requirements and handbook
- They MAY substitute any of the new program WEBELOS required adventures for the three required electives of Arrow of Light



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Snapshot



Action photos

Requirement

Helpful knowledge

"Character Compass"



Sample Materials

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GAMES TIGERS PLAY

RATIONALE FOR ADVENTURE

This adventure will help boys develop appropriate emotional responses, engage in shared decision-making in group settings, and encourage an active and healthy lifestyle.

TAKEAWAYS FOR CUB SCOUTS

- Learning how to respond when they win or lose
- Seeing the value of teamwork
- Developing problem-solving skills
- Playing cooperative games
- Learning how to build teams
- Creating new games
- A friend is handy, loose.

PLANK REQUIREMENTS

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.
2. Make up a game with the members of your den.
3. Make up a new game, and play it with your family or members of your den or pack.
4. Find out how being active is part of being healthy. Ask someone who plays a sport why he or she thinks it is important to be active.
5. Bring a nutritious snack to a den meeting. Share why you picked it and what makes it a good snack choice.

NOTES TO DEN LEADER: Den meeting 1 for this adventure is an outing to a sporting event. You will need to identify a sports event in your community that the Tigers and their adult partners can visit together. Contact the team at least a month ahead to arrange the visit. In addition, arrange to have one of the team's players, someone from the facility, or an expert on the sport meet with the den before the event starts. Provide that person with requirement 4 information for this adventure.

Contact your pack's Commissioner or the Council office regarding the need for a tour and activity plan. Determine if the tour and activity plan form will need to be filled out and filed at the Council office to attend the sporting event for this adventure.

There is a home assignment to be completed by the Tiger between den meeting 1 and den meeting 2.

GAMES TIGERS PLAY 1

Rationale for Adventure

Takeaways For Cub Scouts

Requirement Listing

Planning and Implementation notes to Den Leaders





Materials & Training

- **Leader Specific Training: 1st Quarter 2015**
 - Outdoor Training (BALOO, OWLS, IOLS) to be updated
- **Updated Requirements for Specialty Awards: 1st Quarter 2015**
- **Training & Camping Support: 1st Quarter 2015**
- **Remaining Materials: 2nd Quarter 2015**
- **My.Scouting tools(Advancement Tracking): mid-2015**
- **Roundtable Planning Guide: April-May 2015**
 - Core Virtues replaced with 12 points of the Scout Law
- **Handbooks and Den Leader Guides: May 1, 2015**
- **Adventure Loops & Pins: Summer 2015**
- **Current Belt Loops & Pins: until inventory runs out (Webelos Activity Badges will remain available through 2016)**

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For More Information

- The latest information, updates, and handouts can be found at www.scouting.org/programupdates
- For more information, contact:

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