



WITTY WOLVES CHALLENGE: Adventuring From Home

Germ Alive!



Adventure Requirements: Complete **at least five** of the following:

1. Wash your hands while singing the “Happy Birthday” song.
2. Play Germ Magnet with your den or your family. Wash your hands afterward.
3. Conduct the sneeze demonstration.
4. Conduct the mucus demonstration with your den or family.
5. Grow a mold culture. At a den or pack meeting, show what formed.
6. Make a clean room chart, and do your chores for at least one week



Ideas:

safe from sickness. Download [Germ's Alive Presentation](#) that we made to help you log your progress!

Air of the Wolf



Adventure Requirements: Complete **all** of the following:

1. Conduct **two** of the following investigations to see how air affects different objects:
 - a. Make a paper airplane and fly it five times. Try to make it fly farther by altering its shape. Fly it at least five more times to see if your changes were effective.
 - b. Make a balloon-powered sled or a balloon powered boat. Test your sled or boat with larger and smaller balloons.
 - c. Bounce a basketball that doesn't have enough air in it. Then bounce it when it has the right amount of air in it. Do each one 10 times. Describe how the ball bounces differently when the amount of air changes.
 - d. Roll a tire or ball that doesn't have enough air in it, and then roll it again with the right amount of air. Describe differences in how they move.
2. Complete **two** of the following:
 - a. With other members of your den, go outside and record the sounds you hear. Identify which of these sounds is the result of moving air.
 - b. Create a musical wind instrument, and play it as part of a den band.
 - c. With an adult, conduct an investigation on how speed can affect sound.
 - d. Make a kite using household materials. With your den or family, explain the rules for safely flying kites. Fly your kite.
 - e. With your family, den, or pack, participate in a kite derby, space derby, or rain gutter regatta. Explain how air helps the vehicle move.



Ideas: Do you have some craft sticks, rubber bands, and paper lying around? Well then, you've got yourself an awesome harmonica! As you complete this adventure feel free to share your activities with your den and/or Pack Facebook group.

Code of the Wolf

Adventure Requirements: Complete the following.

1. Complete **two** of the following:
 - a. With the members of your den or family, make a game with simple materials that requires math to keep score.



- b. Play a game of “Go Fish for 10s.”
 - c. Do five activities at home, at school, or in your den that use mathematics, and then explain to your den how you used everyday math.
 - d. Make a rekenrek with two rows, and show your den leader or other adult how you would represent the numbers 4, 6, 9, and 14.
 - e. Make a rain gauge or some other measuring device, and use it.
2. Complete **one** of the following:
- a. With other members of your den or family, identify three different types of shapes that you see in nature.
 - b. With other members of your den or family, identify two shapes you can see in the construction of bridges.
 - c. Select a single shape or figure. Observe the world around you for at least a week, and write down where you see this shape or figure and how it is used.
3. Complete **one** of the following:
- a. With your den, find something that comes with many small, colored items in one package. Count the number of items of each color in your package. Keep track of each color. Then:
 - i. Draw a graph showing the number of items of each color.
 - ii. Determine what the most common color is.
 - iii. Compare your results to those of the other Scouts.
 - iv. Predict how many items of each color you will find in one more package.
 - v. Decide if your prediction was close.
 - b. With your den or family, measure the height of everyone in the group and see who takes more steps to walk 100 feet.
 - c. Have each member of your den shoot a basketball. Count the number of shots it takes for each scout to sink five baskets. Make a graph that shows how successful your den was. Your graph should show each group that needed 5, 6-10, 11-15, 16-20, and more than 20 tries to sink their shots.
4. Complete **one** of the following:
- a. Use a secret code using numbers to send a message to one of your den members or your den leader. Have that person send a message back to you.
 - b. Send a message to another member of your den or your den leader using the pig pen code or another code that changes letters into special shapes.
 - c. Practice using a code stick to create and decode a message.



Ideas: This is one sweet adventure! Grab a bag of Skittles and complete requirement 3a with this fun [Worksheet](#) that we made (PDF). Use this [shapes scavenger hunt worksheet](#) (PDF) we made to go on a fun adventure at home!

Protect Yourself Rules



Adventure Requirements: Complete **each** of the following.

5. Watch the "[Protect Yourself](#)" video lessons for this adventure.
6. Demonstrate how you would say “No!” to someone who is doing something that makes you feel uncomfortable.
7. Identify five trusted adults, and share this list with your parent or legal guardian.
8. Describe the characteristics of a “safe stranger.”



Ideas: Visit the [Protect Yourself Rules Preview Adventure information page on Scouting.org](#) for additional links and information.

