

Scout's Name _____



The Bear Trail



	DO	Circle Completed
Do one for GOD		
____ 1. Ways We Worship	2	a b
____ 2. Emblems of Faith	1	a
Do three for COUNTRY		
____ 3. What makes America Special?	A and J +2	a b c d e f g h i j
____ 4. Tall Tales all	3	a b c
____ 5. Sharing Your World w/ Wildlife	Any 4	a b c d e
____ 6. Take Care of Your Planet	Any 3	a b c d e f g
____ 7. Law Enforcement is a Big Job	All 6	a b c d e f
Do four for FAMILY		
____ 8. The Past Is Exciting & Important	G +2	a b c d e f g
____ 9. What's Cooking any	4	a b c d e f g
____ 10. Family Fun	All 2	a b
____ 11. Be Ready	A - E +G	a b c d e f g
____ 12. Family Outdoor Adventures	Any 3	a b c d e
____ 13. Saving Well, Spending Well	Any 4	a b c d e f g
Do four for SELF		
____ 14. Ride Right	A + 3	a b c d e f g
____ 15. Games, Games, Games !	Any 2	a b c
____ 16. Building Mustles	All 3	a b c
____ 17. Information Please	A + 3	a b c d e f
____ 18. Jot it Down	H + 4	a b c d e f g h
____ 19. Shavings and Chips	All 4	a b c d
____ 20. Sawdust and Nails	All 3	a b c
____ 21. Build a Model	G + 2	a b c d e f g
____ 22. Trying it all Up	Any 5	a b c d e f
____ 23. Sports, Sports, Sports !	All 5	a b c d e
____ 24. Be a Leader	F + 2	a b c d e f

After your Cub Scout has earned his [Bobcat badge](#), he can start along the Bear trail. This is a big adventure for a boy, one the Boy Scouts of America hopes all boys will complete. The [Bobcat trail](#) has only eight tracks; the Bear trail is much longer. The Bear trail has twenty-four [achievements](#), twelve of which a boy must complete to earn the Bear badge.

When you have okayed the proper achievements, he may become a Bear Cub Scout. How quickly your boy progresses is up to him - and you. He should do his best to complete each achievement. That's part of the promise he made to become a Bobcat, and it is the [Cub Scout motto](#) - Do Your Best. Don't okay an achievement if you both know that he can do a better job. Go on to something else, and then go back and try again.

The important thing is to keep him interested by working on the trail with him as often as possible.



Bear Trail Achievements

You must complete twelve achievements to be a Bear Cub Scout. You can pick the ones you want to do from four different groups. You have a wide choice because there are twenty-four to pick from.

When you finish an achievement, you will need to have an adult member of your family sign and date your book. You will then take your book to the next den meeting, and your den leader will record it on the Cub Scout Den Advancement Chart and initial your book.

When you have done twelve Bear achievements, you become a Bear Cub Scout. You will get your Bear badge from an adult member of your family at the pack meeting. You may count any extra achievement requirements you earn as Arrow Point credits. Have them signed and dated.



GOD Achievements

1. Ways We Worship.

We are lucky. The people who wrote and signed our Constitution were very wise. They understood the need of Americans to worship God as they choose. A member of your family will be able to talk to you about your duty to God. Remember, this achievement is part of your Cub Scout Promise:

"I, _____, promise to do my best to do my duty to God and my country..."

Requirement:
Practice your religion as you are taught in your home, church, synagogue, mosque, or other religious community.

2. Emblems of Faith.

Many signs remind us of God. Among them are a six-pointed star, a cross, and a crescent. There are many other religious symbols. One of them might appear on a special emblem you may earn to wear on your uniform.

Learn more about your faith from your rabbi, minister, priest, imam, elder, or other religious leader.

Requirement:
Earn the religious emblem of your faith.

The Cub Scout who has earned the religious emblem of his faith may wear the religious emblems square knot on his uniform, above the left pocket.



COUNTRY Achievements

3. What Makes America Special?

Americans believe everyone should be free and should control his or her own life. We have the right to own property and to worship any way we want. Our laws protect each of us equally.

People did not always live this way. How men and women got together and started our free way of life makes an interesting story.

The story is still being written. Probably your parents and grandparents and even your great-grandparents are a part of it. You can be part of it, too.

Requirement:

Do requirement *a* and any three of the other six requirements:

- a. Write or tell what makes America special to you.
 - b. With the help of your family or den leader, find out about two Americans. Tell the things they did or are doing to improve our way of life.
 - c. Find out something about the old homes near the place where you live. Go and see two of them.
 - d. Find out where places of historical interest in or near your town are located. Go and visit one of them with your family or den.
 - e. Choose a state; it can be your favorite one or your home state. Name the state bird, tree, and flower. Describe its flag. Give the date it was admitted to the union.
 - f. Be a member of the color guard in a flag ceremony for your den or pack.
 - g. Display the U.S. flag in your home or fly it on three national holidays.
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4. Tall Tales

A modern-day tall tale might be a fisherman's story about "the big one that got away." What we mean by "tall tales" in the *Bear Book* are stories, customs, songs, and sayings from our American past. These are handed down by families or groups of people. They tell us about the life and spirit of our ancestors. American folklore is told in stories and songs, some true and some told in a way to make the story better. One thing you can count on about tall tales or folklore is they tell about the happiness, fears, dreams, and hopes of early Americans. American folklore is full of wonderful people and adventures.

<p>Requirement: Do all three requirements:</p>
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| <ul style="list-style-type: none">a. Tell in your own words what folklore is. List some folklore stories, folk songs, or historical legends from your own state or part of the country.b. Name at least five stories about American folklore. Point out on a United States map where they happened.c. Read two folklore stories and tell your favorite one to your den. |
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5. Sharing Your World With Wildlife

Every living creatures has a place in this world, and there is room for all of us. Birds, fish, and animals need clean wter, food, and air, just as Cub Scouts do.

You can help protect wildlife by following the fishing and hunting laws. Keep wildlife areas beautiful. Pick up trash along trails, streams, and lakeshores. Put it in trash barrels where it belongs.

*This achievement is also part of the [World Conservation Award](#). Note for Akela: Also see the pages on [Wildlife Conservation](#) in the *Cub Scout Academics and Sports Program Guide*.*

<p>Requirement: Do four of the following requirements:</p>
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| <ul style="list-style-type: none">a. Choose a bird or animal that you like and find out how it lives. Make a poster showing what you have learned.b. Build or make a bird feeder or bird house.c. Explain what a wildlife conservation officer does.d. Visit one of the following:

___ Zoo ___ Nature center ___ Wildlife refuge ___ Game preservee. Name one animal that has become extinct in the last 100 years. Tell why animals become extinct. Name one animal that is on the Endangered Species List. |
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6. Take Care Of Your Planet

The Earth is your planet. This means that you have to help take care of it. It's the only planet we have. Conserve energy. Save our natural resources. Plant trees and flowers.

<p style="text-align: center;">Requirement: Do three of the following requirements:</p>

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| <ul style="list-style-type: none">a. Save 5 pounds of glass or aluminum, or 1 month of daily newspapers. Turn them in at a recycling center or use your community's recycling service.b. Plant a tree in your yard, or on the grounds of the group that operates your Cub Scout pack, or in a park or other public place. Be sure to get permission first.c. Call city or county officials or your trash-hauling company and find out what happens to your trash after it is hauled away.d. Do a water-usage survey in your home. Note all the ways water is used. Look for any dripping faucets.e. Discuss with an adult in your family the ways your family uses energy.f. Find out more about your family's use of electricity. |
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7. Law Enforcement Is A Big Job

Police officers need our help as they work to protect us. We need to understand ways of taking care of ourselves. Crime has always been a problem everywhere. But we can do something about it. This achievement will help you understand how the police and others fight crime. It will also show you ways that you can help.

<p style="text-align: center;">Requirement: Do four of the following requirements:</p>
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| <ul style="list-style-type: none">a. Make a set of your own fingerprints.b. Make a plaster cast of a shoeprint.c. Check the doors and windows of your home.d. Visit your local sheriff's office or police station.e. Be sure you know where to get help in your neighborhood.f. Be sure fire and police numbers are listed by the phone at your home.g. Know what you can do to help law enforcement. |
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FAMILY Achievements

8. The Past Is Exciting And Important

Something that happened 100 years ago can seem as exciting and interesting as something that happened yesterday. You can learn about America's past in school. Your family has a history too; so has your community and your Cub Scout pack.

Requirement:

Do three of the following requirements:

- a. Visit your library or newspaper office. Ask to see back issues of newspapers or an almanac.
- b. Find someone who was a Cub Scout a long time ago. Talk with him about what Cub Scouting was like then.
- c. Start or add to an existing pack scrapbook.
- d. Trace your family back through your grandparents or great grandparents; or, talk to a grandparent about what it was like when he or she was younger.
- e. Find out some history about your community.
- f. Write in a journal for 2 weeks.

9. What's Cooking?

We all like to eat good things. Good things seem to taste even better when we make them ourselves. In this achievement you will want to work with someone who knows how to cook. You and that person can cook up some great food.

DO NOT TRY TO DO ANY OF THESE REQUIREMENTS UNLESS AN ADULT IS HELPING YOU!

Requirement:

Do four of the following requirements:

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| <ul style="list-style-type: none">a. With an adult, bake cookies.b. With an adult, make snacks for the next den meetingc. Prepare one part of your breakfast, one part of your lunch, and one part of your supper.d. Make a list of the "junk" foods you eat. Discuss "junk" food with your parent or teacher.e. Make some trail food for a hike.f. Make a dessert for your family. |
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10. Family Fun

A family is people who live together and take care of each other. Get to know your family better by spending more time with them.

Plan a trip or a fun evening together. Talk about your plans. A parents or guardian is like Baloo, a Cub Scout leader who can show you many useful and interesting things.

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| <p style="text-align: center;">Requirement:
Do both of these requirements:</p> |
| <ul style="list-style-type: none">a. Go on a trip with members of your family.b. Have a "family-make-and-do" night. |
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11. Be Ready!

You can expect firefighters, police officers, and paramedics to help and protect you in an emergency. Sometimes, though, you have to take care of yourself or someone else until help arrives. You should be ready to do the right thing if this happens.

Fires and accidents can be frightening, and it is natural to be scared. That is why we think about what to do before an emergency happens.

In a very serious case, there is little time to stop and figure out what to do. That is why we must be ready. If someone's clothes are on fire, or breathing has stopped, you must act at once. In other emergencies there might be time to stop a few seconds and think about what to do.

Your best way to handle most emergencies is to get help from an adult.

A good way to be ready is to carry enough change for a pay phone. Some pay phones don't require money to reach an operator - you just press "0." In some areas you can dial 911 for help. Find out if you can do that where you live.

Requirement: Do the first four requirements; the last one is recommended, but not required:
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| a. Tell what to do in case of accident in the home. A family member needs help. Someone's clothes catch on fire. |
| b. Tell what to do in case of a water accident. |
| c. Tell what to do in case of a school bus accident. |
| d. Tell what to do in case of a car accident. |
| e. Have a health checkup by a physician (optional). |
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12. Family Outdoor Adventure

You might live in a state that has snow in winter, or you might live where it is warm all the time. No matter where you live, being outside and doing things with your family is great. You can have fun together and get to know one another better.

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| Requirement:
Do three of the following requirements: |
| a. Go camping with your family. |
| b. Go on a hike with your family. |
| c. Have a picnic with your family. |
| d. Attend an outdoor event with your family. |
| e. Plan your outdoor family day. |
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13. Saving Well, Spending Well

People can do a lot of things with money. They can buy or build a house. Cars, clothes, food---almost everything we need or use takes money. We can make some things. We can raise or grow some foods. When we do that we can save money.

You might have an allowance, or you might earn money for the things you need each week. Money is going to be important to you all of your life. Now is a good time to learn how to manage it.

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| Requirement:
Do four of the following requirements: |
| a. Go grocery shopping with a parent or other adult member of your family. |

- b. Set up a savings account.
 - c. Keep a record of how you spend money for 2 weeks.
 - d. Pretend you are shopping for a car for your family.
 - e. Discuss family finances with a parent or guardian.
 - f. Play a board game with your family that involves the use of make-believe money.
 - g. With an adult, figure out how much it costs for each person in your home to eat one meal.
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SELF Achievements

14. Ride Right

Bicycle motocross (BMX), road bikes and mountain bikes, bike hikes --there are all kinds of bicycles and things to do with them today. Boys and girls and grown-ups, too, are riding bikes more and more.

Bicycling is fun, it's good for you, and it's interesting. But bicycling can be dangerous if you are not careful. Be sure you know the safety rules for bicycling, and be sure you and your family always keep your bikes in good shape. Here are the requirements to complete your Ride Right achievement.

Requirement:

Do requirement *a* and three more of the other six requirements:

- a. Know the rules for bike safety. If your town requires a bicycle license, be sure to get one.
- b. Learn to ride a bike, if you haven't by now. Show that you can follow a winding course for 60 feet doing sharp left and right turns, a U-turn, and an emergency stop.

- c. Keep your bike in good shape. Identify the parts of a bike that should be checked often.
- d. Change a tire on a bicycle.
- e. Protect your bike from theft. Use a bicycle lock.
- f. Ride a bike for 1 mile without rest. Be sure to obey all traffic rules.
- g. Plan and take a family bike hike.

15. Games, Games, Games!

Let's play a game! Everybody likes games, especially outdoor games. Here are some game ideas. You might have played some of them, but you will probably find new ones. Games are fun and they teach you how to think before you act.

<p style="text-align: center;">Requirement: Do requirement <i>a</i> and three more of the other six requirements:</p> <p>a. Set up the equipment and play any two of these outdoor games with your family or friends.</p> <p>___ Backyard Golf ___ Kickball ___ Badminton ___ Softball ___ Croquet</p> <p>___ Tetherball ___ Sidewalk Shuffleboard ___ Horseshoes ___ Volleyball</p> <p>b. Play two organized games with your den.</p> <p>c. Select a game your den has never played. Explain the rules. Tell them how it is played, then play it with them.</p>
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16. Building Muscles

Games, stunts and contests with other Cub Scouts help you become physically fit and alert. Den and pack activities are aimed at keeping you healthy.

This achievement will develop your speed, balance, and reactions. The more you practice, the stronger you will become. A strong body is important to you now, and it will be even more important to you as you grow older.

<p style="text-align: center;">Requirement: Do all of the following requirements:</p> <p>a. Do physical fitness stretching exercises. Then do curl-ups, push-ups, the standing long jump, and the softball throw.</p>

- b. With a friend, compete in at least six different two-person contests.
- c. Compete with your den or pack in the crab relay, gorilla relay, 30-yard dash, and kangaroo relay.

Note to parents: If a licensed physician certifies that the Cub Scout's physical condition for an indeterminable time doesn't permit him to do three of the requirements in this achievement, the Cubmaster and the pack committee may authorize substitution of any three Arrow Point electives.

17. Information, Please

Information is a big word with a simple meaning. It means *facts*, and telling someone a fact is communication. We can also get information from newspapers, books, magazines, radio, TV, and computers.

As you complete this achievement, you might be surprised to find out all of the ways we can give and get information.

<p style="text-align: center;">Requirement: Do requirement <i>a</i> and three more of the following requirements:</p>

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| <ul style="list-style-type: none">a. With an adult in your family, choose a TV show. Watch it together.b. Play a game of charades at your den meeting or with your family at home.c. Visit a newspaper office, or TV or radio station and talk to a news reporter.d. Use a computer to get information. Write, spell-check, and print out a report on what you learned.e. Write a letter to a company that makes something you use. Use e-mail or the U.S. Postal Service.f. Talk with one of your parents or another family member about how getting and giving facts fits into his or her job. |
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18. Jot It Down

Writing is one of the most important things humankind has learned to do. Writing lets us send messages to faraway places, make a lasting record of things we want to remember, and read what others have done or thought in the past. Being able to write clearly is a useful and satisfying skill. Do this achievement to learn more about it.

<p style="text-align: center;">Requirement: Do five of the following requirements:</p>
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| <ol style="list-style-type: none">a. Make a list of the things you want to do today. Check them off when you have done them.b. Write two letters to relatives or friends.c. Keep a daily record of your activities for 2 weeks.d. Write an invitation to someone.e. Write a story about something you have done with your family.f. Write a thank-you note.g. Write about the activities of your den. |
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19. Shavings And Chips

Your Cub Scout knife is an important tool. You can do many things with its blades. The cutting blade is the one you will use most of the time. With it you can make shavings and chips and carve all kinds of things.

You must be very careful and alert when you whittle or carve. Take good care of your knife. Always remember that a knife is a tool, not a toy. Use it with care so that you don't hurt yourself or ruin what you are carving.

<p style="text-align: center;">Requirement: Do all of the following requirements:</p>

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| <ol style="list-style-type: none">a. Know the safety rules for handling a knife.b. Show that you know how to take care of and use a pocketknife.c. Make a carving with a pocketknife. Work with your den leader or other adult when doing this.d. Earn the Whittling Chip card. |
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<p style="text-align: center;">Safety Rules</p>
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| <ul style="list-style-type: none">• A knife is a tool, not a toy.• Know how to sharpen a knife. A sharp knife is safer because it is less likely to slip and cut you.• Keep the blade clean.• Never carry an open knife in your hand.• When you are not using your knife, close it and put it away.• Keep your knife dry.• When you are using the cutting blade, do not try to make big shavings or chips. Easy does it.• Make a safety circle: Before you pick up your knife to use it, stretch your arm out and turn in a circle. If you can't touch anyone else, it is safe to use |
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your knife.

Knives are Not Toys

- Close the blade with the palm of your hand.
- Never use a knife on something that will dull or break it.
- Be careful that you do not cut yourself or any person nearby.
- Never use a knife to strip the bark from a tree.
- Do not carve your initials into anything that does not belong to you.

Pocketknife Pledge

- I understand the reason for safety rules.
- I will treat my pocketknife and put it away when I'm not using it.
- I will not use my pocketknife when it might injure someone near me.
- I promise never to throw my pocketknife for any reason.
- I will use my pocketknife in a safe manner at all times.

20. Sawdust And Nails

When you can cut wood to the right length and fasten it together with nails, you're a handyman, but there are more tools than just a hammer and saw. You will need something to hold the wood in place while you work on it. Sometimes you will need to make a curved cut or put a hole through the wood.

A good way to learn how to use tools is to watch someone using them. When you need to make something with wood, ask your parents or another adult to show you how to use the tools safely.

WARNING: DO NOT USE ELECTRICAL TOOLS UNLESS AN ADULT HELPS YOU.

Requirement:

Do all of the following requirements:

- a. Show how to use and take care of four of these tools.
- b. Build your own tool box.
- c. Use at least two tools listed in requirement 'a' to fix something.

21. Build A Model

Model kits can be fun to put together. You can be proud of your model when it is finished. Most boys like to build models. Did you know that you might still be building models when you grow up?

Many grown-ups like to build models as a hobby. They build ships out of wood or large model train layouts they call *pikes*.

Models are also used by companies for serious purposes. Automakers build small models of their new cars before they actually start making them. Companies build airplanes do the same things. People who design and build shopping centers and other buildings often build models to see what the building will look like. Model building can be serious business for grown-ups. As you can see, model building can be more than just going to the hobby shop and buying a kit.

Requirement: Do three of the following requirements:
a. Build a model from a kit.
b. Build a display for one of your models.
c. Pretend you are planning to change the furniture layout in one of the rooms in your home.
d. Make a model of a mountain, a meadow, a canyon, or river.
e. Go see a model of a shopping center or new building that is on display somewhere.
f. Make a model of a rocket, boat, car, or plane.

22. Tying It All Up

Sailors, cowboys, and mountain climbers all use good strong rope. Their lives sometimes depend on their ropes and the knots that hold them in place.

Requirement: Do five of the following requirements:
a. Whip the ends of a rope.
b. Tie a square know, bowline, sheet bend, two half hitches, and a slip knot. Tell how each knot is used.
c. Learn how to keep a rope from tangling.
d. Coil a rope. Throw it, hitting a 2-foot square marker 20 feet away.
e. Learn a magic rope trick.
f. Make your own rope.

23. Sports, Sports, Sports!

Sports make for great times. They help us stay healthy and in good shape. They are fun to watch and fun to play.

Requirement: Do all of the following requirements:

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| <ul style="list-style-type: none">a. Learn the rules of and how to play three team sports.b. Learn the rules and how to play two sports in which only one person is on each side.c. Take part in one team and one individual sport.d. Watch a sport on TV with a parent or some other member of your family.e. Attend a high school, college, or professional sporting event with your family or your den. |
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24. Be A Leader

Leadership means more than just telling others what to do. It means doing the right things. It also mean listening to everyone's ideas before going ahead.

It's hard to be a good leader; but you feel good if you do your job well.

Your community and country need good leaders. In these requirements you will find some ways to be a good leader.

Requirement: Do three of the following requirements:

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| <ul style="list-style-type: none">a. Help a boy join Cub Scouting or help a new Cub Scout through the Bobcat trail.b. Serve as a denner or assistant denner.c. Plan and conduct a den activity with the approval of your den leader.d. Tell two people they have done a good job.e. Leadership means choosing a way even when not everyone likes your choice. |
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Electives



Bear Trail Electives

Now you are a Bear Cub Scout. Wait! You can still have lots of fun with your *Bear Book*. Baloo has electives for you too. Electives are not like achievements. You can pick any requirement that you like from the electives and do it. When you have completed ten elective requirements, you have earned your first Arrow Point --a gold one. After earning a Gold Arrow Point, you may complete ten more requirements to earn a Silver Arrow Point. Under your Bear badge, you may wear as many Silver Arrow Points as you earn.

When working on the achievements to earn your Bear badge, you might have seen some requirements you wanted to try but didn't. Now you can review the Achievements section of your *Bear Book* and use any requirement you did not count toward your Bear badge. These achievement requirements now follow the same rules as the elective requirements. Each one is a separate project. You can mix requirements from electives and unused achievements in any way to get the ten you need for each Arrow Point.

You may earn Arrow Points from the *Bear Cub Scout Book* until you become a Webelos Scout.

Remember these important rules: You may work on these electives all through your Bear year, but you cannot receive Arrow Points until you have earned your Bear badge. Any achievement requirement that you have completed to earn your Bear badge cannot be used again to earn Arrow Points, but there are many more to choose from.

Bear Electives	
1. Space	13. Magic
2. Weather	14. Landscaping
3. Radio	15. Water & Soil Conservation
4. Electricity	16. Farm Animals
5. Boats	17. Repairs
6. Aircraft	18. Backyard Gym

7. Things That Go	19. Swimming
8. Cub Scout Band	20. Sports
9. Art	21. Sales
10. Masks	22. Collecting Things
11. Photography	23. Maps
12. Nature Crafts	24. Native American Life

Elective 1: Space

What do you see when you look toward the sky? You might say, "In the daytime, I see the sun and clouds. At night, I see the moon and stars."

That's true, of course. You also are looking at our world's newest frontier.

Here's your chance to learn something about space.

Requirements: (each one counts as a separate elective activity)
<ul style="list-style-type: none"> a. Identify two constellations and the North Star. b. Make a pinhole planetarium and show three constellations. c. Visit a planetarium. d. Build a model of a rocket or space satellite. e. Read and talk about at least one man-made satellite and one natural one. f. Find a picture of another planet in our solar system. Explain how it is different from Earth.

Elective 2: Weather

Everybody wants to know what the weather is and what it will be tomorrow. Will it rain out my team's baseball game? Do I need a jacket? Those are questions you have probably asked.

In this elective, you will learn how weather forecasts are made, how to measure rainfall and snowfall, and how to figure wind directions.

Requirements: (each one counts as a separate elective activity)
<ul style="list-style-type: none"> a. Learn how to read a thermometer. Put a thermometer outdoors and read it at the

same time every day for 2 weeks. Keep a record of the weather for each day's temperature and a description of the weather each day (fair skies, rain, fog, snow, etc.).

b. Build a weather vane, record wind direction every day at the same hour for two weeks. Keep a record of the weather for each day.

c. Make a rain gauge.

d. Find out what a barometer is and how it works. Tell your den about it. Tell what relative humidity means.

e. Learn to identify three different kinds of clouds. Estimate their heights.

f. Watch the weather forecast on TV every day for 2 weeks. Describe three different symbols used on weather maps. Keep a record of how many times the weather forecast is correct.

Elective 3: Radio

You probably hear a radio every day without thinking much about it. Radio is just one of the things you have grown up with.

When radio first began, however, everyone thought it was wonderful that music and words could be sent over the world without wires.

You can find out for yourself the excitement of the early days of radio and learn how a radio works by building one for yourself.

<p style="text-align: center;">Requirements: (each one counts as a separate elective activity)</p>
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<p>a. Build a crystal or diode radio. Check with your local craft or hobby shop or the nearest Scout shop that carries a crystal radio kit. It is all right to use a kit.</p>

<p>b. Make and operate a battery-powered radio following the directions with the kit.</p>

Elective 4: Electricity

Wouldn't it be fun to make an electric motor that really works? Well, you can.

You can also make other things, like games and toys, that run on electricity.

As you build them, you will be learning about electricity--the power that runs so many things around your house and school and around your community.

<p style="text-align: center;">Requirements:</p>

(each one counts as a separate elective activity)
<ul style="list-style-type: none"> a. Wire a buzzer or doorbell. b. Make an electric buzzer game. c. Make a simple bar or horseshoe electromagnet. d. Use a simple electric motor. e. Make a crane with an electromagnetic lift.

Elective 5: Boats

Boating and sailing are great sports. Maybe you've already been sailing, but do you know how to rig a sailboat? Make a raft? Repair a dock? Do you know the safety rules for boating?

If your answers were no, find out now. Anchors aweigh!

Requirements: (each one counts as a separate elective activity)
<ul style="list-style-type: none"> a. Help an adult rig and sail a real boat. b. Help an adult repair a real boat or canoe. c. Know the flag signals for storm warnings. d. Help an adult repair a boat dock. e. Know the rules of boat safety. f. With an adult, demonstrate forward strokes, turns, and backstrokes. Row a boat around a 100-yard course involving two turns.

Elective 6: Aircraft

Cub Scouts can learn a lot about airplanes and flying. They can fly model airplanes. They can visit airports, talk to pilots, and be passengers in airplanes. There are lots of ways to have fun with airplanes and to learn more about them.

Requirements: (each one counts as a separate elective activity)
<ul style="list-style-type: none"> a. Identify five different kinds of aircraft in flight, if possible, or from models or photos.

- b. Ride in an airplane (commercial or private).
- c. Explain how a hot air balloon works.
- d. Build and fly a model airplane. (You can use a kit. Every time you do this differently, it counts as a completed project.)
- e. Sketch and label an airplane showing the direction of forces acting on it (lift, drag, and load).
- f. Make a list of some of the things a helicopter can do that other kinds of airplanes can't. Draw or cut out a picture of a helicopter and label the parts.
- g. Build and display a scale airplane model. You may use a kit or build it from plans.

Elective 7: Things That Go

Maybe when you were little, your folks got you a toy car to ride. It was lots of fun. Think of how much fun it would be now to build your own! You can build it anyway you like, and stop, go, or steer as you please.

On page 185 of your *Bear Cub Scout Book*, you'll see plans for you Cubmobile. Try it and have fun.

Cubmobiles are not the only things that go. Have you ever seen a windmill or a waterwheel and wondered what they do? Plans for windmills and waterwheels that you can make are on pages 186 and 187 of your *Bear Cub Scout Book*. After you've made them, you might want to invent something of your own that goes.

<p style="text-align: center;">Requirements: (each one counts as a separate elective activity)</p>
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| <ul style="list-style-type: none">a. Make a scooter or a Cubmobile. Know the safety rules.b. Make a windmill.c. Make a waterwheel.d. Make an invention of your own design that goes. |
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Elective 8: Cub Scout Band

Here comes the band -- the Cub Scout band!

You can play music even if you have never had a lesson. You can even make up your own instrument. Learn how in this elective.

Strike up the band!

Requirements: (each one counts as a separate elective activity)
a. Make and play a homemade musical instrument -- cigar-box banjo, washtub bull fiddle, a drum or rhythm set, tambourine. etc.
b. Learn to play two familiar tunes on an ocarina, a harmonica, or a tonette.
c. Play in a den band using homemade or regular musical instruments. Play at a pack meeting.
d. Play two tunes on any recognized band or orchestra instrument.

Elective 9: Art

Art is not just pictures. An artist's skill is used to make pictures and sculptures that tell a story and are pleasant to look at. That is what art is all about. Statues and stained glass windows are made for the same reasons. Study the art around you, and try your hand at making your own.

Requirements: (each one counts as a separate elective activity)
a. Do an original art project and show it at a pack meeting. Every project you do counts as one requirement. Here are some ideas for art projects: ___ Mobile or wind sculpture. ___ Silhouette ___ Acrylic Painting ___ Watercolor painting ___ Collage ___ Mosaic ___ Clay sculpture ___ Silk screen picture
b. Visit an art museum or picture gallery with your den or family.

Elective 10: Masks

Since time began, we have been using masks in plays, games, and important religious veremonies. We wear masks to pretend we are something besides ourselves. This can be fun.

Requirements: (each one counts as a separate elective activity)
a. Make a simple papier-mâché mask.

- b. Make an animal mask.
 - c. Make a clown mask.
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Elective 11: Photography

Taking pictures is a lot of fun, but it can be harder than you might think. You need to use a camera to learn the secrets of taking good pictures.

Requirements:
(each one counts as a separate elective activity)

- a. Practice holding a camera still in one position. Learn to push the shutter button without moving the camera. Do this without film in the camera until you have learned how. Look through the viewfinder and see what your picture will look like. Make sure that everything you want in your picture is in the frame of your viewfinder.
 - b. Take five pictures of the same subject in different kinds of light.
 - 1. Subject in direct sun with direct light.
 - 2. Subject in direct sun with side light.
 - 3. Subject in direct sun with back light.
 - 4. Subject in shade on a sunny day,.
 - 5. Subject on a cloudy day.
 - c. Put your pictures to use.
 - 1. Mount a picture on cardboard for display.
 - 2. Mount on cardboard and give it to a friend.
 - 3. Make three pictures that show how something happened (tell a story) and write one sentence explanation for each.
 - d. Make a picture in your house.
 - 1. With available light.
 - 2. Using a flash attachment or photo flood (bright light).
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Elective 12: Nature Crafts

Nature is a fun world to get to know.

When you go on a hike with a group in the woods, watch for animal tracks. Look at the trees and see how many you can name. If you look carefully, you will see the rocks are many shapes, sizes, and colors.

Requirements: (each one counts as a separate elective activity)
a. Make shadow prints or blueprints of three kinds of leaves. b. Make a display of eight different animal tracks with an eraser print. c. Collect, press, and label ten kinds of leaves. d. Build a water scope, and identify five types of water life. e. Collect eight kinds of plant seeds and label them. f. Collect, mount, and label 10 kinds of rocks or minerals. g. Collect, mount, and label five kinds of shells. h. Build and use a bird caller.

Elective 13: Magic

Now you see it-- now you don't. Magic is a world of surprises. You can have fun with magic tricks.

Requirements: (each one counts as a separate elective activity)
a. Learn and show three magic tricks. b. With your den, put on a magic show for someone else. c. Learn and show four puzzles. d. Learn and show three rope tricks.

Elective 14: Landscaping

Some of our most useful plants are food plants. Other plants are grown for their beauty. Deciding which plants to use and how to arrange them is called *landscaping*.

Careful use of flowers, bushes, and trees can make our homes, neighborhoods, and parks nicer places to live and visit.

Requirements: (each one counts as a separate elective activity)
a. With an adult, help take care of your lawn or help take care of the lawn of a public building, school, or church. Seed bare spots. Get rid of weeds. Pick up litter. Agree ahead of time on what you will do.

- b. Make a sketch of a landscape plan for the area right around your home. Talk it over with a parent or den leader. Show what trees, shrubs and flowers you could plant to make the area look better.
- c. Take part in a project with your family, den, or pack to make your neighborhood or community more beautiful. These might be having a cleanup party, painting, cleaning and painting trash barrels, and removing ragweed. (Each time you do this differently, it counts as a completed project.)
- d. Build a greenhouse and grow twenty plants from seed. You can use a package of garden seeds, or use beans, pumpkin seeds, or watermelon seeds.

Elective 15: Water and Soil Conservation

Every living thing depends on clean water and rich earth. It is important that we learn as soon as we can how to care for our water and soil.

<p style="text-align: center;">Requirements: (each one counts as a separate elective activity)</p>
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| <ul style="list-style-type: none">a. Dig a hole or find an excavation project and describe the different layers of soil you see and feel. (Do not enter an excavation area alone or without permission.)b. Explore 3 different kinds of earth by conducting a soil experiment.c. Visit a burned-out forest or prairie area, or a slide area, with your den or your family. Talk to a soil and water conservation officer or a forest ranger about how the area will be planted and cared for so that it will grow to be the way it was before the fire or slide.d. What is erosion? Find out the kinds of grasses, trees, or ground cover you need to plant to help limit erosion.e. As a den, visit a lake, stream, river, or ocean (whichever is nearest where you live). Plan and do a den project to help clean up this important source of water. Name four kinds of water pollution. |
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Elective 16: Farm Animals

You can learn more about farm animals even if you don't live on a farm or a ranch. If you do, it is easier, but if not, you can find pictures of different farm animals in magazines and learn how they are used. You can read a book about farm animals. Then when you go for a ride in the country, you will know what kinds of cattle, horses, pigs, and sheep you see.

<p style="text-align: center;">Requirements: (each one counts as a separate elective activity)</p>
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| <ul style="list-style-type: none">a. Take care of a farm animal. Decide with your family the things you will do and |
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how long you will do them.

b. Name and describe six kinds of farm animals and tell their common uses.

c. Read a book about farm animals and tell your den about it.

d. With your family or den, visit a livestock exhibit at a county or state fair.

Elective 17: Repairs

It seems as though there is always something that needs fixing around the home. Who takes care of these repairs where you live? Maybe you have already helped with repair work. If not, ask before you try. Talk it over. Make sure you understand what to do before you start. Electrical and plumbing jobs are not games. You have to know what you're doing.

<p style="text-align: center;">Requirements: (each one counts as a separate elective activity)</p>
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<p>a. With the help of an adult, fix an electric plug or an electric appliance.</p>

<p>b. Use glue or epoxy to repair something.</p>
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<p>c. Remove and clean a drain trap.</p>
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<p>d. Refinish or repaint something.</p>
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<p>e. Agree with an adult in your family on some repair job to be done and do it. (Each time you do this differently, it counts as a completed project.)</p>
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Elective 18: Backyard Gym

Have you ever visited a gym or health club? You can build your own gym in your backyard. If you don't have room, don't give up. Your den can build a gyn set to use in a pack outdoor-fun day. Here are some ideas. You can find more in *Boys' Life* magazine.

<p style="text-align: center;">Requirements: (each one counts as a separate elective activity)</p>
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<p>a. Build and use an outdoor gym with at least three items from this list.</p>
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<p>1. Balance Board</p>

<p>2. Trapeze</p>

<p>3. Tire Walk</p>

<p>4. Tire Swing</p>

<p>5. Tetherball</p>

<p>6. Climbing Rope</p>

<p>7. Running long jump area.</p>

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| <ul style="list-style-type: none">b. Build three outdoor toss games.c. Plan an outdoor game or gym day with your den (this can be part of a pack activity). Put your plans on paper.d. Hold an open house for your backyard gym. |
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Elective 19: Swimming

Swimming is a lot of fun!

When you learn to swim, you have a skill you can enjoy all your life. Whethere you swim for sport, you can enjoy it winter or summer and share the fun with your friends. (Remember, **NEVER SWIM ALONE!**)

Requirements: (each one counts as a separate elective activity)
a. Jump feet first into water over your head, swim 25 feet on the surface, stop, turn sharply, and swim back.
b. Swim on your back, using the elementary backstroke for 30 feet.
c. Rest by floating on your back, using as little motion as possible for at least 1 minute.
d. Tell what is meant by the buddy system. Know the basic rules of safe swimming.
e. Do a racing dive from edge of pool and swim 60 feet, using a racing stroke. (You might need to make a turn.)

Elective 20: Sports

If you like sports, you aren't alone! Here are some more fun electives that will help you earn Arrow Points while you learn new sports skills. BB gun and air gun shooting is a Cub Scout activity for day camp, resident camp, and/or family camp only.

*Sports Activities are discussed in the *Cub Scout Academics and Sports Program Guide* and on this web site on the [Academics and Sports](#) page.

Requirements: (each one counts as a separate elective activity)
a. In archery, know the safety rules and how to shoot correctly. Put six arrows into a 4-foot target at a distance of 15 yards. Make an arrow holder. (This can be done only at district/council day or resident or family camp.)
b. In skiing, know the Skier's Safety and Courtesy Code. Demonstrate walking and

kick turn, climbing with side step or herringbone, snowplow stop, stem turn, four linked snowplow or stem turns, and straight running in a downhill position, or a cross-country position, and show how to recover from a fall.

c. Ice skating, know the safety rules. From a standing start, skate forward 150 feet and come to a complete stop within 20 feet. Skate around a corner clockwise and counterclockwise without coasting. Show a turn from forward to backward. Skate backward 50 feet.

d. In track, show how to make a sprint start. Run the 50- yard dash in 10 seconds or less. Show how to do the standing long jump, the running long jump, or high jump. (Be sure to have a soft landing area.)

e. In roller skating (with conventional on in-line skates), know the safety rules. From a standing start, skate forward 150 feet; come to a complete stop within 20 feet. Skate around a corner clockwise and counterclockwise without coasting and show a turn from forward to backward. Skate backward 50 feet. Wear the proper protective clothing.

Elective 21: Sales

The idea of selling something goes back a long way. People were trading things even before money was invented. When people traded, they would give something for something else they wanted more. In a sale, both parties should feel that they're better off than they were before the sale. Money is an easier way of keeping track of how much things are worth.

<p>Requirements: (each one counts as a separate elective activity)</p>
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<p>a. Take part in a council- or pack-sponsored, money-earning sales program. Keep track of the sales you make yourself. When the program is over, add up the sales you have made.</p>
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<p>b. Help with a garage sale or rummage sale. This can be with your family or neighbor, or it can be a church, school, or pack event.</p>
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Elective 22: Collecting things

Many people like to collect things as a hobby. Some things that are collected are stamps, coins, and emblems. Collections are just for fun, but you can't help but learn something about other places when you find a stamp, coin, or emblem from somewhere a long way from where you live.

<p>Requirements: (each one counts as a separate elective activity)</p>
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<p>a. Start a stamp collection. You can get information about stamp collecting at any U.S. Post Office.</p>

- b. Mount and display a collection of emblems, coins, or other things to show at a pack meeting. This can be any kind of collection. Every time you show a different kind of collection, it counts as one requirement.
- c. Start your own library. Keep your own books and pamphlets in order by subject. List the title, author, and subject of each on an index card and keep the cards in a file box, or use a computer program to store the information.

Elective 23: Maps

When explorers scout a new land, they make maps to show others what they find. Maps mean adventure, excitement, and imaginary trips. They are useful for exploring your town and state.

<p style="text-align: center;">Requirements: (each one counts as a separate elective activity)</p>
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| <ul style="list-style-type: none">a. Look up your state on a U.S. map. What other states touch its borders?b. Find your city or town on a map of your state. How far do you live from the state capital?c. In which time zone do you live? How many time zones are there in the United States?d. Make a map showing the way from your home to your school or den meeting place.e. Mark a map showing the way to a place you would like to visit that is at least 50 miles from your home. |
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Elective 24: Native American Life People already lived in America when Columbus got here. They were called Indians because Columbus thought he was near India. They tell many stories about where they came from, but nobody knows for sure. They hunted for their food and also grew plants that people in the rest of the world did not have. They gave us corn, squash, and pumpkins. They lived close to nature. Many tribes still have their own laws and religions.

<p style="text-align: center;">Requirements: (each one counts as a separate elective activity)</p>
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| <ul style="list-style-type: none">a. Native Americans lived all over what is now the United States. Find the name of the tribe who lived nearest where you live now. What is this tribe best known for?b. Learn, make equipment for, and play two Native American games with members of your den. Be able to tell the rules, who won, and what the score was.c. Make a model of an early Native American house. |
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