

Sandy Beaver District 2019 Day Camp Achievements

The intent of the Day Camp program is to have FUN! Boys can learn new things at camp which correspond with achievements & requirements for their rank advancement as well. Camp leaders and instructors do not keep track of advancements nor do they sign off on completed achievements.

Achievements included in the Day Camp program are not automatically earned – but rather are the objectives of the program. Planned activities are sometimes subject to cancellation due to various situations – including weather emergencies. Activities may also be added, which are not listed. Credit for completion of activities is based on a Scout “doing his best”. We cannot govern what a Scout gets credit for completing; but it goes without saying that if a Scout does not participate in scheduled activities or does not make an attempt to do his best, it would be a huge injustice for him to get credit.

Because shooting sports may only be done at a Council or District camp or event, a Statement of completion, signed by each range officer, will be available at both the BB range and Archery ranges so that each Scout can take back to his Pack Leader for proof that those specific activities were completed by him.

Below you will find a list of activities by ranks which are planned for Day Camp. Some activities have an asterisk (*), which indicated that the activity is only partially done at camp and requires additional work to complete. Some activities are dependent upon attending extra program activities, such as Friday evening’s campfire program or Friday night campout. Day camp also offers opportunities to complete achievements for participation in skits, creating costumes, designing scenery, etc, but requires planning and participation for the Scout to earn.

LIONS

Lion's Honor

1. Show the Cub Scout sign. Tell what it means.
2. Repeat the Cub Scout motto. Tell what it means.
3. Show the Cub Scout salute. Tell what it means.
4. Show teamwork and good sportsmanship by playing a game with your den.

Fun on the Run

1. Understand the importance of rest.

Animal Kingdom

1. Learn the role of someone who provides a service to your community.
2. Demonstrate you know what to do in an emergency.

Mountain Lion

1. ***Gather the outdoor items you need to have with you when you go on an outdoor adventure, and understand how they are used. Also understand and commit to practicing the buddy system.
2. Learn what SAW (Stay, Answer, Whistle) means. Demonstrate what you can do to stay safe if you become separated from the group when you are outdoors.
3. Demonstrate an understanding of respect for animals and nature when participating in a learning hike.

King of the Jungle

1. Participate in a flag ceremony with your den.
2. Explain what it means to be a leader.

Pick my Path

1. Explain that choices have consequences.
2. Perform a Good turn for another person.
3. Teach a game to another person. This requirement may be accomplished at home or at the outing.

Gizmos and Gadgets

1. Use household materials to create a useful object.

On Your Mark

2. Participate in a game with your den.
3. Participate in an obstacle course relay.

Build it Up, Knock it Down

1. Build structures using available materials.

Rumble in the Jungle

2. Play a game with rules; indicate an understanding of the rules and why it is important to follow the rules while playing the game.
3. Participate in a parade with the other animals in your den.

TIGERS

Tiger Adventure: Games Tigers Play

1. Play two initiative or team-building games with the members of your den.
2. Listen carefully to your leader while the rules are being explained, and follow directions when playing.
3. 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.
4. Before or after the event, talk with a coach or athlete about what it is like to participate in the sport. OR Find out more about the sport and share what you have learned with your den or family members before or after the event.

Tiger Adventure: Team Tiger

1. With your parent, guardian, or other caring adult, or with your den, talk about what it means to be part of a team. List some of the teams you are on (den, pack, family, class, etc.), and explain how you can help each one.

Tiger Adventure: Tigers in the Wild

1. With your parent, guardian, or other caring adult, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list to prepare for rain.
2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.
3. Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.
4. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should "Trash Your Trash."
5. Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.
6. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your Tiger handbook.
7. Participate in an outdoor pack meeting or pack campout campfire. Sing a song and act out a skit with your Tiger den as part of the program.
8. Find two different trees and two different types of plants that grow in your area. Write their names in your Tiger handbook.
9. Visit a nature center, zoo, or another outside place with your family or den. Learn more about two animals, and write down two interesting things about them in your Tiger handbook.

Tiger Elective Adventure: Earning Your Stripes

1. Talk with your parent, guardian, or other caring adult, or with your den about polite language. Learn how to shake hands and introduce yourself.
2. Play a game with your den. Then discuss how your den played politely.

Tiger Elective Adventure: Floats and Boats

1. With your den, talk about why it's important to have a buddy and then play the buddy game.

Tiger Elective Adventure: Stories in Shapes

1. Create a piece of art on paper, poster board, or canvas.
2. Draw or create an art piece using shapes.

Tiger Elective Adventure: Tiger-iffic!

1. Play a problem-solving game with your den.
2. Play a team game with your den

Tiger Elective Adventure: Tiger: Safe and Smart

1. Visit an emergency responder station, or have an emergency responder visit you.

Tiger Elective Adventure: Tiger Tag

1. Play two team or relay games with your den. Tell your parent, guardian, or other caring adult or the other Tigers what you liked best about each game.
2. ****With your parent, guardian, or other caring adult, select an active outside game that you could play with the members of your den. Talk with den members about the games suggested by all Tigers. With your den, decide on a game to play and play the game that your den has chosen. After the game, discuss with your den the meaning of being a good sport.

WOLF

Wolf Adventure: Call of the Wild

1. Attend one of the following: Day camp
2. With your family or den, make a list of possible weather changes that could happen during your outing according to the time of year you are outside. Tell how you will be prepared for each one.
3. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.
4. After your outdoor activity or campout, list the ways you demonstrated being careful with fire or other dangers.
5. Show how to tie an overhand knot and a square knot.
6. While on a den or family outing, identify four different types of animals you see or explain evidence of their presence. Tell how you identified them.

Wolf Adventure: Council Fire (Duty to Country)

1. With your den or pack, participate in a flag ceremony, and learn how to properly care for and fold the flag.
2. ****With your parent or guardian's permission, talk to a military veteran, law enforcement officer, member of the fire department, or someone else approved by your Den Leader. Talk about his or her service to the community or country. After you have visited with the individual, write a short thank-you note.
3. Participate in an event such as a parade or assembly celebrating military veterans.

Wolf Adventure: Duty to God Footsteps

1. ****Learn and sing a song that could be sung in reverence before or after meals or one that gives encouragement, reminds you how to show reverence, or demonstrates your duty to God.

Wolf Adventure: Howling at the Moon

1. ****Show you can communicate in at least two different ways.
2. Work with your den or family to create an original skit.
3. Work together with your den or family to plan, prepare, and rehearse a campfire program to present at a den meeting or pack program.
4. Perform your role for a den meeting or pack program.

Wolf Adventure: Paws on the Path

1. Tell what the buddy system is and why we always use it in Cub Scouting. Describe what you should do if you get separated from your group while hiking.
2. Choose the appropriate clothing to wear on your hike based on the expected weather.
3. ****Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. (This may be combined with Requirement 3 of The Call of the Wild Adventure.) After hiking, discuss how you showed respect for wildlife.
4. Go on a 1-mile hike with your den or family. Find two interesting things that you've never seen before and discuss with your den or family.
5. Name two birds, two insects, and/or two other animals that live in your area. Explain how you identified them.
6. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map

Wolf Adventure: Running With the Pack

1. Play a sport or game with your den or family, and show good sportsmanship.

Wolf Elective Adventure: Collections and Hobbies

1. Visit a show or museum that displays different collections or models.

Wolf Elective Adventure: Digging in the Past

1. Play a game that demonstrates your knowledge of dinosaurs, such as a dinosaur match game.
2. Create an imaginary dinosaur. Share with your den its name, what it eats, and where it lives.
3. Complete one of the following:
4. Make a fossil cast.
5. Make a dinosaur dig. Be a paleontologist, and dig through a dinosaur dig made by another member of your den. Show and explain the ways a paleontologist works carefully during a dig.

Wolf Elective Adventure: Finding Your Way

1. Identify what a compass rose is and where it is on the map.
2. Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.
3. Go on a scavenger hunt using a compass, and locate an object with a compass.
4. Using a map and compass, go on a hike or walk with your den or family.

Wolf Elective Adventure: Hometown Heroes

1. Talk with your family or den about what it means to you to be a hero. Share the name of someone you believe is a hero. Explain what it is that makes that person a hero.
2. Visit a community agency where you will find many heroes. While there, find out what they do. Share what you learned with your den.
3. Participate in or create an event that celebrates your hometown hero(es).

Wolf Elective Adventure: Paws of Skill

1. With your family or your den, talk about what it means to be a member of a team. Working together, make a list of team sports, and talk about how the team works together to be successful. Choose one and play for 30 minutes.

2. With your den, talk about sportsmanship and what it means to be a good sport while playing a game or a sport. Share with your den how you were a good sport or demonstrated good sportsmanship in requirement 4.

Wolf Elective Adventure: Spirit of the Water

1. Discuss how the water in your community can become polluted.
2. Explain one way that you can help conserve water in your home.

BEAR

Bear Required Adventure: Baloo the Builder

1. Discover which hand tools are the best ones to have in your tool box. Learn the rules for using these tools safely. Practice with at least four of these tools before beginning a project.
2. Select, plan, and define the materials for the project you will complete in requirement 3.
3. Assemble your materials, and build one useful project and one fun project using wood.
4. Apply a finish to one of your projects.

Bear Required Adventure: Bear Necessities

1. While working on your Bear badge, attend one of the following: Day camp
2. Make a list of equipment that the group should bring along in addition to each Scout's personal gear for the activity selected in Requirement 1.
3. Help set up a tent. Determine a good spot for the tent, and explain to your den leader why you picked it.

Bear Required Adventure: Fur, Feathers, and Ferns

1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk.
2. Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit.
3. **** Observe wildlife from a distance. Describe what you saw.
4. Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.

Bear Required Adventure: Paws for Action (Duty to Country)

1. **** Learn about our nation's flag. Display it at home for one month. Say the Pledge of Allegiance and learn its meaning.
2. Find out about two famous Americans. Share what you learned.
3. Find out where places of historical interest are located in or near your community, town, or city. Go and visit one of them with your family or den.
4. With your school or den, visit a local sheriff's office, police station, or fire department OR talk with a fire safety officer or law enforcement officer visiting your school or den. Find out what skills the officers use to do their jobs. Ask questions that will help you learn how to stay safe.
5. Make a list of emergency numbers and discuss with your family where the list should be kept. Show your family that you know how to call for help in an emergency. Talk with your family about people who could help you if a parent is not available.

Bear Elective Adventure: A Bear Goes Fishing

1. **** Discover and learn about three types of fish in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each one likes.
2. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target.
3. Go on a fishing adventure, and spend a minimum of one hour trying to catch a fish. Put into practice the things you have learned about fish and fishing equipment.

Bear Elective Adventure: Beat of the Drum

1. Learn about the history and culture of American Indians or other indigenous people who lived in your area long ago.
2. Make a drum. Once your drum is complete, create a ceremonial song.
3. Visit an American Indian event or an event presented by other indigenous people.

Bear Elective Adventure: Grin and Bear It

1. Play a challenge game or initiative game with the members of your den. Take part in a reflection after the game.

Bear Elective Adventure: Roaring Laughter

1. Practice at least two run-ons with your den, and perform them at a pack meeting or campfire program.

Bear Elective Adventure: Robotics

1. Identify six tasks performed by robots.
2. Learn about some instances where a robot could be used in place of a human for work. Research one robot that does this type of work, and present what you learn to your den.
3. Build your own

Bear Elective Adventure: A World of Sound

1. Make a sistrum.
2. Make a rain stick

WEBELOS

Webelos Adventure: Cast Iron Chef

1. ****Prepare a balanced meal for your den or family. If possible, use one of these methods for preparation of part of the meal: camp stove, Dutch oven, box oven, solar oven, open campfire, or charcoal grill. Demonstrate an understanding of food safety practices while preparing the meal.
2. Use tinder, kindling, and fuel wood to demonstrate how to build a fire in an appropriate outdoor location. If circumstances permit and there is no local restriction on fires, show how to safely light the fire, under the supervision of an adult. After allowing the fire to burn safely, safely extinguish the flames with minimal impact to the fire site

Webelos Adventure: First Responder

1. Explain what first aid is. Tell what you should do after an accident.
 1. Show what to do for hurry cases of first aid: Serious bleeding, heart attack or sudden cardiac arrest, stopped breathing, stroke, poisoning
 2. Show how to help a choking victim.
 3. Show how to treat for shock.
 4. Demonstrate how to treat at least five of the following:
Cuts and scratches, Burns and scalds, Sunburn, Blisters on the hand or foot, Tick bites, Bites and stings of other insects, Venomous snakebites, Nosebleed, Frostbite
 5. Visit with a first responder or health care professional.

Webelos Adventure: Stronger, Faster, Higher

1. Try a new sport that you have never tried before.

Webelos Adventure: Webelos Walkabout

1. Plan a hike or outdoor activity.
2. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures.

3. Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike or activity.
4. Perform one of the following leadership roles during your hike: trail leader, first aid leader, or lunch or snack leader.

Arrow of Light Adventure: Building a Better World

1. Explain the history of the United States flag. Show how to properly display the flag in public, and help lead a flag ceremony.
2. Learn about and describe your rights and duties as a citizen, and explain what it means to be loyal to your country.

Arrow of Light Adventure: Outdoor Adventurer

1. With the help of your den leader or family, plan and participate in a campout.
2. On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.
3. Once your tents are set up, discuss with your den and den leader or family what actions you should take in the case of the following extreme weather events:
4. Severe rainstorm causing flooding
5. Severe thunderstorm with lightning or tornadoes
6. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.
7. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
8. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

Arrow of Light Adventure: Scouting Adventure

1. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meanings to your den leader, parent, or guardian.
2. Explain what Scout spirit is. Describe for your den leader, parent, or guardian some ways you have shown Scout spirit by conducting yourself according to the Scout Oath, Scout Law, Scout motto, and Scout slogan.
3. Give the Scout sign, salute, and handshake. Explain when to use each.
4. Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning

Webelos/AOL Elective Adventure: Adventures in Science

1. Study the night sky Sketch the appearance of the North Star (Polaris) and the Big Dipper (part of the Ursa Major constellation) over at least six hours (which may be spread over several nights). Describe what you observed, and explain the meaning of your observations

Webelos/AOL Elective Adventure: Aquanaut

1. State the safety precautions you need to take before doing any water activity.
2. Discuss the importance of learning the skills you need to know before going boating.
3. Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land.
4. Invite a current or former lifeguard, or member of a rescue squad, the U.S. Coast Guard, U.S. Navy, or other armed forces branch who has had swimming and rescue training to your den meeting. Find out what training and other experiences this person has had.

Webelos/AOL Elective Adventure: Art Explosion

1. Draw or paint an original picture outdoors, using the art materials of your choice.
2. Use clay to sculpt a simple form.
3. Create an object using clay that can be fired, baked in the oven, or air-dried.
4. Create a freestanding sculpture or mobile using wood, metal, papier-mâché, or found or recycled objects.

Webelos/AOL Elective Adventure: Build It

1. Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools.
2. With the guidance of your Webelos den leader, parent, or guardian, select a carpentry project and build it.
3. List the tools that you use safely as you build your project; create a list of materials needed to build your project. Put a checkmark next to the tools on your list that you used for the first time.

Webelos/AOL Elective Adventure: Build My Own Hero

1. Discover what it means to be a hero. Invite a local hero to meet with your den.
2. Describe how citizens can be heroes in their communities.
3. Learn about a Scout hero.

Webelos/AOL Elective Adventure: Castaway

1. On a campout or outdoor activity with your den or family, cook two different recipes that do not require pots and pans.
2. With the help of an adult, demonstrate one way to light a fire without using matches.
3. Learn what items should be in an outdoor survival kit that you can carry in a small bag or box in a day pack. Assemble your own small survival kit, and explain to your den leader why the items you chose are important for survival.
4. Make a list of four qualities you think a leader should have in an emergency and why they are important to have. Pick two of them, and act them out for your den. Describe how each relates to a point of the Scout Law. Describe how working on this adventure gave you a better understanding of the Scout motto, "Be Prepared."

Webelos/AOL Elective Adventure: Engineer

1. Examine a set of blueprints or specifications. Using these as a model, prepare your own set of blueprints or specifications to design a project.
2. Using the blueprints or specifications from your own design, complete your project. Your project may be something useful or something fun.

Webelos/AOL Elective Adventure: Into the Wild

1. Watch for birds in your yard, neighborhood, or area for one week. Identify the birds you see, and write down where and when you saw them.
2. Learn about the bird flyways closest to your home. Find out which birds use these flyways.
3. Watch at least four wild creatures (reptiles, amphibians, arachnids, fish, insects, or mammals) in the wild. Describe the kind of place (forest, field, marsh, yard, or park) where you saw them. Tell what they were doing.
4. Identify an insect, reptile, bird, or other wild animal that is found only in your area of the country. Tell why it survives in your area.
5. Give examples of at least two of the following:
6. A producer, a consumer, and a decomposer in the food chain of an ecosystem
7. One way humans have changed the balance of nature
8. How you can help protect the balance of nature
9. Learn about aquatic ecosystems and wetlands in your area. Talk with your Webelos den leader or family about the important role aquatic ecosystems and wetlands play in supporting life cycles of wildlife and humans, and list three ways you can help.

Webelos/AOL Elective Adventure: Into the Woods

1. Identify two different groups of trees and the parts of a tree.
2. Identify four trees common to the area where you live. Tell whether they are native to your area. Tell how both wildlife and humans use them.
3. Identify four plants common to the area where you live. Tell which animals use them and for what purpose.

Webelos/AOL Elective Adventure: Looking Back, Looking Forward

1. Create a record of the history of Scouting and your place in that history.

2. With the help of your den leader, parent, or guardian and with your choice of media, go on a virtual journey to the past and create a timeline.

Webelos/AOL Elective Adventure: Maestro!

1. Make a musical instrument. Play it for your family, den, or pack

Webelos/AOL Elective Adventure: Sports

1. Show the signals used by officials in one of these sports: football, basketball, baseball, soccer, or hockey.
2. Participate in two sports, either as an individual or part of a team.
3. Explain what good sportsmanship means.
4. Role-play a situation that demonstrates good sportsmanship.
5. Give an example of a time when you experienced or saw someone showing good sportsmanship.