Cub Scout WOLF

Requirement Modifications



BOY SCOUTS OF AMERICA®

WOLF BADGE REQUIREMENTS (EFFECTIVE DECEMBER 2016)

Rank advancement is awarded when each Scout has done the following:

1. Complete each of the six required adventures. (Specific requirements for these adventures can be found in this addendum.)
   - Call of the Wild
   - Council Fire (Duty to Country)
   - Duty to God Footsteps
   - Howling at the Moon
   - Paws on the Path
   - Running With the Pack
2. In addition to the six required adventures listed above, complete at least one elective adventure of your den's or family's choosing.
3. With your parent, guardian, or other caring adult, complete the exercises in the pamphlet *How to Protect Your Children From Child Abuse: A Parent's Guide.*
4. Earn the Cyber Chip award for your age. (The Cyber Chip portion of this requirement may be waived by your parent or guardian if you do not have access to the internet.)

Wolf Required Adventures



Call of the Wild

Complete requirements 1–4 plus at least one other.

Requirement

1. Attend one of the following:
   A. A pack or family campout
   B. An outdoor activity with your den or pack
   C. Day camp
   D. Resident 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. Do the following:
   A. Recite the Outdoor Code with your leader.
   B. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.
   C. After your outdoor activity or campout, list the ways you demonstrated being careful with fire or other dangers.
4. Show or demonstrate what to do:
   A. In case of a natural disaster such as an earthquake or flood.
   B. To keep from spreading your germs.

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.

Council Fire (Duty to Country)



Complete requirements 1 and 2 plus at least one other.

Requirements

1. With your den or pack, participate in a flag ceremony, and learn how to properly care for and fold the flag.
2. Participate in a community service project with your pack, den, or family.
3. 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.
4. Learn about the changes in your community, and create a project to show your den how the community has changed.
5. Select one issue in your community, and present to your den your ideas for a solution to the problem.
6. Work with your den to develop a den duty chart, and perform these tasks for one month.
7. Participate in an event such as a parade or assembly celebrating military veterans.

Duty to God Footsteps



Complete requirement 1 or 2 plus at least two others.

Requirement

1. Discuss with your parent, guardian, den leader, or other caring adult what it means to do your duty to God. Tell how you do your duty to God in your daily life.
2. Earn the religious emblem of your faith that is appropriate for your age, if you have not already done so.
3. Offer a prayer, meditation, or reflection with your family, den, or pack.
4. Read a story about people or groups of people who came to America to enjoy religious freedom.
5. 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.
6. Visit a religious monument or site where people might show reverence. Create a visual display of your visit with your den or your family, and show how it made you feel reverent or helped you better understand your duty to God.

Howling at the Moon



Complete the following requirements.

Requirement

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.

Paws on the Path



Complete requirements 1–5. Requirements 6 and 7 are optional.

Requirement

1. Show you are prepared to hike safely in any outdoor setting by putting together the Cub Scout Six Essentials to take along on your hike.
2. 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.
3. Choose the appropriate clothing to wear on your hike based on the expected weather.
4. 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.
5. 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.
6. Name two birds, two insects, and/or two other animals that live in your area. Explain how you identified them.
7. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.

Running With the Pack



Complete the following requirements.

Requirement

1. Play catch with someone in your den or family who is standing 5 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back and see if you can improve your throwing and catching skills.
2. Practice balancing as you walk forward, backward, and sideways.
3. Practice flexibility and balance by doing a front roll, a back roll, and a frog stand.
4. Play a sport or game with your den or family, and show good sportsmanship.
5. Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.
6. Demonstrate what it means to eat a balanced diet by helping to plan a healthy menu for a meal for your den or family. Make a shopping list of the food used to prepare the meal.

Wolf Elective Adventures

Adventures in Coins



Complete requirements 1–4. Requirements 5–7 are optional.

Requirement

1. Identify different parts of a coin.
2. Find the mint mark on a coin. Identify the mint where the coin was made and the year it was made.

3. Choose a coin that interests you, and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made.
4. Play a game or create a game board with your den or family where you can practice adding and subtracting coins.
5. Play a coin game.
6. Create a balance scale.
7. Do a coin-weight investigation.

Air of the Wolf



Complete the following requirements.

Requirement

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.

Code of the Wolf



Complete the following requirements.

Requirement

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. Be sure you both use the same code.
   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.

Collections and Hobbies



Complete the following requirements.

Requirement

1. Begin a collection of 10 items that all have something in common. Label the items and title your collection.
2. Share your collection at a den meeting.
3. Complete one of the following and tell your den what you learned:
   A. Visit a show or museum that displays different collections or models.
   B. Watch a webcast or other media presentation about collecting or model building.

4. Complete one of the following:
   A. Create an autograph book, and get 10 autographs. Start with members of your den.
   B. With your parent's or guardian's permission, pick a famous living person, and write him or her a letter. In your letter, ask the person to send you an autographed photo.

Cubs Who Care



Complete at least four of the following requirements.

Requirement

1. With other members of your den, try using a wheelchair or crutches, and reflect on the process.
2. Learn about a sport that has been adapted so that people in wheelchairs or with some other physical disability can play, and tell your den about it.
3. Learn about "invisible" disabilities. Take part in an activity that develops an understanding of invisible disabilities.
4. With your den, try doing three of the following things while wearing gloves or mittens:
   A. Tying your shoes
   B. Using a fork to pick up food
   C. Playing a card game
   D. Playing a video game
   E. Playing checkers or another board game
   F. Blowing bubbles
5. Paint a picture two different ways: Paint it once the way you usually would paint it and then again by using a blindfold. Discuss with your den the ways the process was different.
6. Use American Sign Language to communicate either a simple sentence or at least four points of the Scout Law.
7. Learn about someone famous who has or had a disability, and share that person's story with your den or family.
8. Attend an event where people with disabilities are participants or where accommodations for people with disabilities are made a part of the event.

Digging in the Past



Complete the following requirements.

Requirement

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:
   A. Make a fossil cast.

B. 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.

4. Make edible fossil layers. Explain how this snack is a good model for the formation of fossils.

Finding Your Way



Complete the following requirements.

Requirement

1. Do the following:
   A. Using a map of your city or town, locate where you live.
   B. Draw a map for a friend so he or she can locate your home, a park, a school, or other locations in your neighborhood. Use symbols to show parks, buildings, trees, and water. You can invent your own symbols. Be sure to include a key so your symbols can be identified.
2. Do the following:
   A. Identify what a compass rose is and where it is on the map.
   B. 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.

Germs Alive!



Complete at least five of the following requirements.

Requirement

1. Wash your hands while singing the "germ 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.

Grow Something



Complete the following requirements.

Requirement

1. Select a seed, and plant it in a small container. Care for it for 30 days. Take a picture or make a drawing of your plant once each week to share with your den or family.
2. Find out the growing zone for your area, and share the types of plants that will grow best in your zone.
3. Visit or research a botanical or community garden in your area, and learn about two of the plants that grow there. Share what you have learned with your den or family.

4. Complete one of the following:
   A. Make a terrarium.
   B. Using a seed tray, grow a garden inside your home. Keep a journal of its progress for 30 days. Share the results with your den or family.
   C. Grow a sweet potato plant in water. Keep a journal of its growth for two weeks. Share the information with your den or family.

Hometown Heroes



Complete the following requirements.

Requirement

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. With the help of a family member, interview one of your heroes, and share what you learn with your den. Tell why you think this person is a hero.
4. Complete one of the following:
   A. As a den or family, honor a serviceman or servicewoman by sending a care package along with a note thanking them for their service.
   B. With your family or den, find out about animals that are trained to help others in your community.
   C. Participate in or create an event that celebrates your hometown hero(es).

Motor Away



Complete the following requirements.

Requirement

1. Do each of the following:
   A. Create and fly three different types of paper airplanes. Before launching them, record which one you believe will travel the farthest and what property of the plane leads you to make that prediction.
   B. Make a paper airplane catapult. Before launching a plane, record how far you believe it will travel and explain what information you used to make this prediction. After you make your prediction, launch the plane and measure how far it flies.
2. Make two different model boats and sail them. Choose different shapes for your boats.
3. Create a model car that moves under its own power.

Paws of Skill



Complete at least requirements 1–4. Requirements 5–7 are optional.

Requirement

1. Talk with your family or den about what it means to be physically fit. Share ideas of what you can do to stay in shape.
2. With your family or den, talk about why it is important to stretch before and after exercising. Demonstrate proper warm-up movements and stretches before and after each activity you do that involves action.

3. Select at least two physical fitness skills and practice them daily for two weeks. See if you can improve during that time.
4. 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.
5. With your den, develop an obstacle course that involves five different movements. Run the course two times and see if your time improves.
6. 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.
7. Visit a sporting event with your family or your den. Look for ways the team works together. Share your visit with your den.

Spirit of the Water



Complete the following requirements.

Requirement

1. Discuss how the water in your community can become polluted.
2. Explain one way that you can help conserve water in your home.
3. Explain to your den leader why swimming is good exercise.
4. Explain the safety rules that you need to follow before participating in swimming or boating.
5. Visit a local pool or public swimming area with your family or den. With qualified supervision, jump into water that is at least chest-high, and swim 25 feet or more.

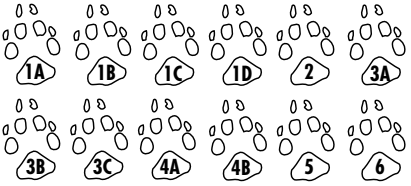
WOLF ADVENTURE TRACKING

Youth Protection
Same as Bobcat No. 7





Call of the Wild
Do 1–4 and
ONE other



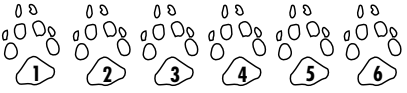


Council Fire
(Duty to Country)
Do 1 and 2 and
ONE other



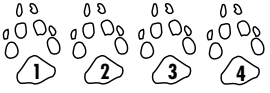


Duty to God Footsteps
Do 1 OR 2 and TWO others





Howling at the Moon
Complete all





Paws on the Path
Do 1–5; 6 and 7
are optional





Running With the Pack
Complete all



Elective _____



Cyber Chip



BOY SCOUTS OF AMERICA
1325 West Walnut Hill Lane
P.O. Box 152079
Irving, Texas 75015-2079
www.scouting.org

SKU 639156

7 30176 38372 9

220-098 2017 Printing