



WOLF

Requirements:

1. Complete each of the six required Adventures with your den or family:

- (a) Call of the Wild
- (b) Council Fire
- (c) Duty to God Footsteps
- (d) Howling at the Moon
- (e) Paws on the Path
- (f) Running With the Pack

2. In addition to the six required adventures, 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 entitled How to Protect Your Children From Child Abuse: A Parent's Guide

4. Earn the Cyber Chip award for your age -<https://cubscoutideas.com/2854/bsas-cyber-chip-kids-internet-safety/> (The Cyber Chip portion of this requirement may be waived by your parent or guardian if you do not have access to the internet.) OR Earn the Protect Yourself Rules Preview Adventure for Wolf.

- (a) Cyber Chip Award
- (b) Protect Yourself Rules Preview Adventure

Leaders Guide- <https://pigeonpost.scouting.org/wp-content/uploads/2019/07/Wolf-Leader-Guide.pdf>

Into Video- <https://www.scouting.org/programs/cub-scouts/den-meeting-resources/den-leader-tips-tricks-video-series/#video-gallery-d5791a3-11>

*signifies preferred Scouting from Home option



WOLF PAWS ON THE PATH

REQUIREMENTS:

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

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 them with your den or family.
6. Name two birds, two insects, and 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.

November Week 1

◆ Activity: Map Symbols Game (Optional)

- Introduce the hike, the highlight of this adventure, by showing the Scouts a map of the area that you will be hiking.
- If your map shows the trail as a simple line drawing, acquire a map with details.
- Show the Scouts the key, and explain the symbols.
- Once they get the idea, play a game using word strips. Have a Scout pull a word strip, such as “river,” out of the bag, read it aloud, and show where it is on the map. Word strip options include: Highway Trail Building Road River Park.

Covid Adaptation: Hold meeting outdoor at a picnic shelter to insure good ventilation and distancing. This activity could be done on videoconference with the map on screen share and the random map features on camera.

◆ Activity: Explore the Cub Scout Six Essentials (Requirement 1)

- If your Scouts have already assembled the Six Essentials as Tigers or during the Call of the Wild adventure, simply review each item, and challenge the Scouts to remember the purpose of each. Emphasize the importance of bringing water with them for the following reasons:

— Water will hydrate them.

— They cannot rely on the water along the trail because it may not be safe to drink.

— Natural streams and rivers may have harmful bacteria or germs in them.

- If they have not assembled the Cub Scout Six Essentials, introduce the idea by asking them what sorts of items they should take on EVERY hike. Help them focus on the six items we want them to have. Suggest that Scouts each have their own set of essentials in a small day pack or backpack that is easy for them to carry. Remind them that they should bring these essentials each time they hike.

- Play the Cub Scout Six Essentials game.

— Divide the den into two groups.

— Have each group line up 20 feet from a table containing at least two sets of the Six Essentials, as well as some other items that are not on the list of essentials.

— On “Go,” each team sends the first runner to the table. Runners select an item they think is one of the six and then return to their team, tagging the next Scout in line.

— Play continues until one team has assembled the correct Cub Scout Six Essentials.

Covid Adaptation: Hold meeting outdoor at a picnic table to insure good ventilation and distancing. This activity could be done on videoconference with potential essential items on screen asking each Scout in Turn to select an essential item

◆ Activity: Preparing for the Weather (Requirement 3)

- Discuss the types of weather you are expecting on the hike and how to prepare for any unexpected weather.
- Have the Cub Scouts identify what type of clothing they should wear. Be sure they include hats that cover their heads and ears. Explain what is meant by dressing in layers and the importance of proper socks and shoes for the hike.
- Remind them that sunscreen is an important part of sun protection, which is one of the Six Essentials.
- If rain is a possibility, include a light rain jacket. A large trash bag can double as a rain jacket in an emergency.

Covid Adaptation: This discussion outdoor at a picnic shelter to insure good ventilation and distancing. This discussion can be easily done on videoconference with scouts doing a scavenger hunt in their home to find items that are part of the discussion.

◆ Activity: Map Drawing (Optional)

- Have the Cub Scouts choose an area they would like to use for their map drawing. It should be an area they see every day.
- Remind them that at the next meeting you will be drawing maps, and they should spend some time in between looking for details to use on their maps.

Week 2

PREPARATION AND MATERIALS NEEDED

- Review the Cub Scout rules for hiking safety (see Meeting 2 Resources).
- Additional maps and key labels for map game
- Map-drawing supplies—paper, colored pencils, rulers, etc.
- Animal identification information
- Pictures, drawings, etc., of animals in your area. Scouts will need to identify two birds, two insects, and two animals for requirement 6.

GATHERING

- Ask your den chief, assistant den leader, or parent helper to assist Scouts with the activities below.
- Review the Cub Scout Six Essentials that each member of the den has brought.

- Choose one of the following:

— Play the “Map Symbols” game from the last meeting. Use multiple maps so the Scouts can apply their knowledge.

— Make a compass.

How to Make a Compass

Materials: Bowl of water Magnet Large needle Cork Scissors Directions:

- To magnetize the needle, rub the magnet down the needle 50 to 60 times. Always rub in the same direction.
- Cut off a piece of cork one-half-inch thick.
- Put the needle through the cork, and place it in the water.
- Which way does it point? Turn the cork the other direction. What happens?

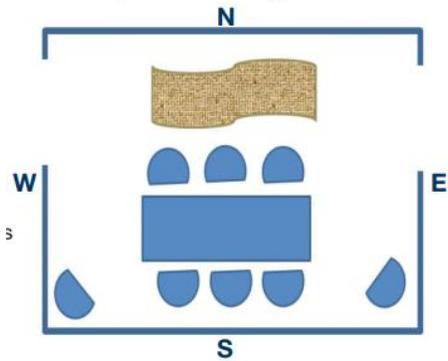


Covid Adaptation: Families can make Compass at home

Activity: Draw Individual Maps Teaching Maps to Cub Scouts

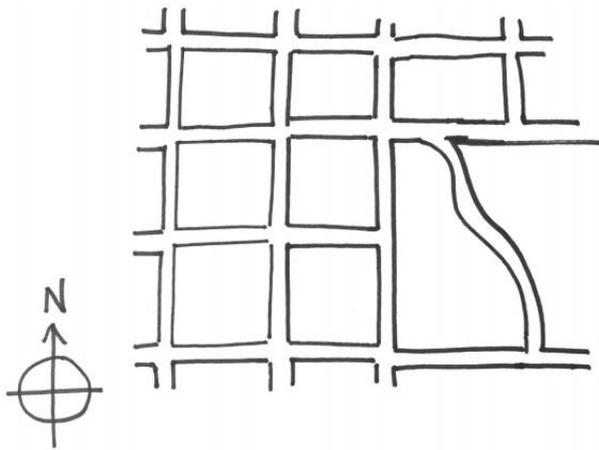
- Things you'll need: — One local map for each Scout or pair of Scouts — Direction signs: north, south, east, west — Two sheets of chart paper—one blank, one with a sketch of the area around your meeting location — Markers — Building blocks — Yarn — Sticky notes with map symbols — Graph paper and pencils
- Post signs on the four walls of the room indicating the four cardinal directions. Ask your Scouts to stand up and face north. Repeat for south, east, and west.
- Gather the Scouts in one section of the room, and tell them they need to listen carefully and follow instructions.
- Give verbal directions such as “Take five steps to the south. Turn right at the bookcase.” Your instructions might lead outside or to a place where you can reward them with a special snack or game.

Drawing Maps



- Refer to the signs on the four walls of the room to indicate the four cardinal directions. Ask your Scouts to stand up and face north.
- Place a sheet of chart paper on the floor in the middle of the room or on a table in the middle of the room.
- Draw an outline of the room on the paper. Direct Scouts to identify which lines on the map correspond to the walls of the room.
- Ask what is missing from the drawing on the paper and the room itself. Accept suggestions from the Scouts. Identify where items in the room are located, and mark their location on the drawing.
- Your drawing may have a variety of tables, chairs, lamps, and other objects represented on the drawing.
- When finished, the “map” may look similar to the example here. N S W E 72 WOLF Orienting a Hand-Drawn Map to North
- Use the Scout-made compass and the map drawn above to show how the north-seeking arrow matches the map.
- Rotate the map so that it is no longer oriented properly. Ask the Scouts how the compass can be used to point the map in the right direction.
- Have the Scouts rotate the map so that it is again oriented toward the north. Confirm when the map is properly oriented. Model to Map
- In advance, sketch the area around your meeting place on chart paper as on the example. Draw a compass rose on the map to help the Scouts orient the map.
- Have the Scouts assist you in laying down the map so that it is oriented to the north. Use their Scoutmade compasses or another compass and the labels posted in the room.
- Display some building blocks. Ask the Scouts to indicate where the den meets and place a block in that position. Tape the map symbol for that structure on the block.
- Do this for a variety of other structures in the area: houses, stores, railroad tracks, streams (use a piece of yarn to mark a stream on the map). When five to six different structures are marked on the map, ask the Scouts how the blocks on the table are like the space outside the meeting place.

- Provide Scouts with a sheet of graph paper and a pencil. Ask them to create a map on their sheets of paper by reproducing the map with the building blocks.
- Once they have the basic area sketched out, talk about what places and objects lie within that area. Work as a group to create a map key of five things that should be indicated on the map. Have the Scouts draw the key in the corner of their maps. They should also draw a compass rose to indicate the directions.
- Tell the Scouts to use the key to draw the symbols for each location or object at the place where it is located within the boundaries they have drawn. They may need help, so you can guide them to figure out, for instance, that the bookcase is located on the eastern wall in the right hand corner. Remind them they can use the compass rose and the direction signs to help determine the correct map location.
- After Scouts have a firm grasp of symbols and directions, have them map their bedrooms, houses, or streets. This task can be done at home and brought to the next den meeting.



Covid Adaptation: Scouts can prepare map with their family at home and show it during a videoconference with their den.

November Week 3- Outing

PREPARATION AND MATERIALS NEEDED

- Confirm that transportation to and from the event is in place. Secure signed activity consent forms.
- The unit den leader should bring a copy of the Guide to Safe Scouting.
- Trail food from Meeting 1
- Water to fill bottles as needed
- Trail map(s)
- Creature identification information
- Thank-you notes
- Cub Scout Six Essentials for each Scout
- Magnifying glasses for Activity 1

GATHERING

- Conduct a gear check as Scouts arrive, fill water bottles, distribute trail food, tie shoes, etc.
- Remind Scouts of hiking rules (see Meeting 2 Resources) and that a Scout is clean: They respect the environment, and they do not put trash on the trail.
- As a group, lead Scouts as they recite the Outdoor Code and Leave No Trace Principles for Kids. Focus on ways that Scouts can demonstrate the principle of “Respect Wildlife” (requirement 5).

**As an American, I will do my best to –
Be clean in my outdoor manners.
Be careful with fire.
Be considerate in the outdoors.
Be conservation minded.**

- Refresh animal identification information.

OPENING Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.

ACTIVITIES

◆ Activity: Hike (Requirement 5) There are a number of ways to encourage Scouts to engage with the natural world as they hike. Giving Scouts a focus can help ensure that they take in the sights, sounds, smells, and textures around them. Here are a few activities you might include as you hike:

- I Spy: Choose a descriptive word, and have everyone in the den hunt for objects in nature that fit that description. For example, say, “I spy something smooth.” Then have Scouts look around as they hike and name smooth items they see, such as a rock. Scouts can take turns as the leader, choosing new descriptive words to search for as they walk.
- Zoom In: Bring a number of small, inexpensive magnifying glasses on the hike. When it’s time for a break, give everyone a magnifying glass and point out a few interesting objects, such as

chewed-up leaves or tiny insects, for them to examine up close.

- **Slow It Down:** After you've had a chance to hike for a short distance, have the Scouts pause to take in their surroundings—one sense at a time. First have them look around and notice the details of what they see (e.g., the light, shapes, lines, colors). Then have them stand very silently for a short time, listening for sounds from nature. Follow that up by selecting several safe objects the Scouts can feel, such as bumpy tree bark or a cool rock. A leaf or a flower might be a good opportunity to explore the sense of smell as well. If Scouts ask about the sense of taste, remind them that it's not safe to taste items they find in nature. 74 WOLF

- **Tell a Story:** Have Wolf Scouts bring a small journal and a pencil (or several colored pencils) to record what they see along the trail. When the group stops to rest, have everyone take the first few minutes to quietly jot down notes or draw sketches to capture interesting things they have seen. The notes or sketches will help the Scouts when it's time to record their observations in their handbooks for requirement 6.

- ◆ **Activity:** Trail Games and Hiking Songs (Optional) See Meeting 3 Resources.

- ◆ **Activity:** Creature Hunt (Requirements 5 and 6) Scouts should find two interesting things on the trail to record in their handbooks.

CLOSING

- Guide Scouts in a reflection on ways they showed respect for wildlife (requirement 4).
- **Thank You Circle:** Everyone—Scouts and leaders—forms a circle and links hands. Go around the circle, and give everyone the opportunity to say thank you for something. (Arrange the group so that the person on your left is already prepared and will give a good answer to set the tone.) ~~Say something like, "You'll know it's your turn when the person before you squeezes your hand. You can say something out loud if you like, or just think something to yourself. When you are done, you squeeze the hand of the next person, and so on, around the circle."~~
- You will be last; use your turn to thank the Scouts for the great job they did on the hike, thank any leaders who helped today, and add anything else you'd like. Close with the Scout Benediction: "May the great Scoutmaster of all Scouts be with you until we meet again."

AFTER THE MEETING

- Write thank-you notes to those who helped.
- Record completion of requirements 4, 5, and 6.

MEETING 3 RESOURCES ACTIVITIES

Activity: Trail Games If you notice young hikers start to complain about the hike or boredom sets in, try some of these games and songs to keep them moving down the trail while distracting them from thinking about the remaining distance.

- **ABC's:** Starting at the beginning of the alphabet, identify something on the trail that begins with "A," and work your way to "Z."

- **The Never-Ending Story:** One person begins to tell a story and passes it along to another person to continue the plot, and so on. This can be a successful way to keep the group hiking together, laughing, and being creative.

- **Categories:** Think of a topic, such as animals, colors, cartoon characters, or U.S. states. Each hiker takes a turn identifying something in the category. This continues to rotate through the group. If a hiker cannot think of something or they repeat something that has already been said, that person is out.

- **Riddles/word games:** Brain teasers are fun and entertaining for hikers of all ages. There are

several resources on the Web to find appropriate riddles. Here are just a couple of examples: Q. What happens once in a minute, twice in a moment, but never in a thousand years? A. The letter "M" Q. What is round on both ends and "hi" in the middle? A. Ohio Q. What travels around the world, but stays in a corner? A. A postage stamp Paws on the Path 75

• Minute Mysteries: Similar to riddles, minute mysteries can keep a group entertained for quite a while on the trail. Search the internet for minute mysteries to find numerous short mysteries to solve. Here are some brief examples: Q. A man leaves home, takes three left turns, and returns home to find two people in masks waiting for him. Who are the people in masks? A. It's a baseball game; the two people in masks are the catcher and umpire. Q. A cowboy rides into camp on Tuesday, stays three days, and leaves on Tuesday. How is this possible? A. The cowboy's horse is named Tuesday. Q. A woman pushes a car up to a hotel and realizes she is bankrupt. How can this be? A. The woman is playing Monopoly.

◆ Activity: Hiking Songs for Scouts

Along the Trail (original author unknown; sung to "Frère Jacques") Let's go marching, let's go marching, Along the trail, along the trail. I love to march fast; I love to march slow, Along the trail, along the trail. (For additional verses, substitute other actions for marching.)

March and Sing (original author unknown; sung to "Here We Go Round the Mulberry Bush") Along the trail we march and sing, March and sing, march and sing. Along the trail we march and sing, Along the trail today. (Additional verses: We huff and puff; skip and whistle; swing our arms)

I Met a Bear (original author unknown; sung to "Skip to My Lou") I met a bear along the trail, I met a bear along the trail, I met a bear along the trail, I better step aside. (Additional verses: I met a skunk; squirrel; deer; etc.)

Upon completion of the Paws on the Path adventure, your Wolves will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loop, to be worn on their belt, as soon as possible according to your pack's tradition.

Covid Adaptation: Hike can be done with den members and their parent/guardians using WA Department of Health guidelines for youth development for up to 22 youth and adults. Ask scouts and parents to maintain physical distance during hike and activity and wear a mask, and self-certify they are currently healthy. Alternatively, the hike and activities may be completed as a family.