



Cub Scout Arrow of Light Rank Requirements

- 1. Be active in your Webelos den for **at least six months** since completing the fourth grade or for at least six months since becoming 10 years old.
- 2. Complete each of the following Arrow of Light required adventures with your den or family (Keep in mind the rationale and the “take aways” stated at the beginning of each adventure and Do Your Best 😊):
 - a. Building a Better World
 - b. Outdoor Adventure
 - c. Duty to God in Action
 - d. Scouting Adventure
- 3. Complete one Webelos/Arrow of Light elective adventure of your den or family’s choosing.
- 4. With your parent or adult partner, complete the exercises in the pamphlet *How to Protect Your Children From Child Abuse: A Parent’s Guide*, and earn the [Cyber Chip](#) award for your age.*
- **If your family does not have Internet access at home AND you do not have ready Internet access at school or another public place or via a mobile device, the Cyber Chip portion of this requirement may be waived by your parent or adult partner.*

March, Week 1

Ensure Scouts have met with a Troop and the below has been accomplished

- **Prepare yourself to join a troop by completing at least A-C below (families or buddies can accomplish this):**

A. 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.

B. 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.

C. Give the Scout sign, salute, and handshake. Explain when to use each.

D. Describe the First Class Scout badge, and tell what each part stands for. Explain the significance of the First Class Scout badge.

E. Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning.

PREPARATION FOR TROOP MEETING VISIT AND MATERIALS NEEDED

- Visit a weekly troop meeting. Prior to this meeting you will need to have established communication with a troop in your area and with the members of the den and their parents to schedule the visit. Inform the Scouts of the date and time of the troop meeting and tell them to bring their Webelos Handbooks with them.
- To be prepared for this visit and to prepare troop leadership, you will want to provide at least two weeks' notice to maximize success for all participants—Webelos Scouts and Scouts alike. Scouting Adventure 107
- When coordinating this meeting with the troop, speak to the unit leaders and emphasize the importance of having Scouts in the troop, especially first-year Scouts, involved in the process of instructing and helping the Webelos Scouts during their visit (such as a “shadowing” system to buddy up with a first year Scout during the visit).
- Determine a time to gather as a den (likely virtually). Decide if the den members and parents will meet before and travel together to the troop meeting, or if the Webelos Scouts and their parents will drive separately and meet at the troop meeting site.
- **SCOUTMASTER CHECKLIST**
 - Dear Scoutmaster: Thank you for helping the Webelos Scouts of Den _____ Pack _____ to understand how a troop works by inviting them to attend the weekly meeting of Troop _____ and/or an outing of Troop _____. Below is a checklist of requirement items they need to understand and fulfill with regard to preparing themselves to take the next step on their Scouting journey. Please use this checklist as a guide when they attend your meeting and/or outing. It would be ideal if the instruction and guidance could be provided by patrol members to demonstrate the role of youth in the troop as leaders, teachers, and mentors.

- Part 1—Troop Meeting • Visit a Scout troop’s weekly meeting together with your den members, their parents, and unit leaders. • Describe how the youth of a troop provide its leadership.
 - Describe what a merit badge is and how it is earned.
 - Describe the rank badges in Scouting and how they are earned.
 - List the three steps you will go through once you have completed all the requirements for a rank in Scouting. These are the Scoutmaster conference, board of review, and recognition.
 - Explain what the patrol is and how it works.
 - Identify the different patrols that a troop may have.
 - List the differences between a new-Scout patrol and a traditional patrol in a Scout troop.
- Scouting Adventure Part 2 Outing (Creativity is key with the outing)
 - With your Webelos den leader and a parent or guardian, participate in a campout with a Scout troop or participate in an outdoor-oriented activity with a Scout troop.
 - Prepare, plan for, and use the patrol method while on a troop campout or during a troop outdoor activity.
 - Show how to tie a square knot, two half hitches, and a taut-line hitch and explain how each knot is used. (This may be done at a Webelos den meeting.)
 - Show the proper care of a rope by demonstrating how to whip or fuse the ends of different kinds of rope. (This may be done at a Webelos den meeting.)
 - Demonstrate your knowledge of the pocketknife safety rules and pocketknife pledge. Earn your Whittling Chip card if you have not already done so. (This may be done at a Webelos den meeting.)

March, Week 2

Explore more Electives



Webelos/AOL Elective Adventure: Fix It

Complete the following requirements.

1. Put a Fix It Toolbox together. Describe what each item in your toolbox can be used for. Show how to use three of the tools safely.
2. Be ready. With the help of an adult in your family, do the following:

- A. Locate the electrical panel in your home. Determine if the electrical panel has fuses or breakers.
 - B. Determine what heat source is used to heat your home.
 - C. Learn what you would do to shut off the water for a sink, a toilet, a washing machine, or a water heater. If there is a main shut-off valve for your home, show where it is located.
3. Describe to your Webelos den leader how to fix or make safe the following circumstances with help from an adult:
- A. A toilet is overflowing.
 - B. The kitchen sink is clogged.
 - C. A circuit breaker tripped, causing some of the lights to go out.
4. Let's Fix It. Select and do eight of the following. You will need an adult's supervision for each of these Fix It projects:
- A. Show how to change a light bulb in a lamp or fixture. Determine the type of light bulb and how to properly dispose of it.
 - B. Fix a squeaky door or cabinet hinge.
 - C. Tighten a loose handle or knob on a cabinet or a piece of furniture.
 - D. Demonstrate how to stop a toilet from running.
 - E. Replace a furnace filter.
 - F. Wash a car.
 - G. Check the oil level and tire pressure in a car.
 - H. Show how to replace a bulb in a taillight, turn signal, or parking light, or replace a headlight in a car.
 - I. Help an adult change a tire on a car.
 - J. Make a repair to a bicycle, such as adjusting or lubricating the chain, inflating the tires, fixing a flat, or adjusting the seat or handlebars.
 - K. Replace the wheels on a skateboard, a scooter, or a pair of inline skates.
 - L. Help an adult prepare and paint a room.
 - M. Help an adult replace or repair a wall or floor tile.
 - N. Help an adult install or repair a window or door lock.
 - O. Help an adult fix a slow or clogged sink drain.
 - P. Help an adult install or repair a mailbox.
 - Q. Change the battery in a smoke detector or a carbon monoxide detector, and test its operation.
 - R. Help an adult fix a leaky faucet.
 - S. Find wall studs, and help an adult hang a curtain rod or a picture.
 - T. Take an old item, such as a small piece of furniture, a broken toy, or a picture frame, and rebuild and/or refinish it. Show your work to your Webelos leader or another adult.
 - U. Do a Fix It project agreed upon with your parent or guardian.

Workbook for use with these requirements: [PDF Format](#) [DOCX Format](#)

March, Week 3



Webelos/AOL Elective Adventure: Game Design

Complete the following requirements.

1. Decide on the elements for a game.
2. List at least five of the online safety rules that you put into practice while using the Internet on your computer or smartphone. Skip this if your Cyber Chip is current.
3. Create your game.
4. Teach an adult or another Scout how to play your game.

Workbook for use with these requirements: [PDF Format](#) [DOCX Format](#)

Month 7 Week 4

- Meet as a den or pack and show off your electives
 - Ensure that all Scouts are prepared to cross over