

Lions: Kindergarten



Lion Badge

Kindergarteners work on their Lion badge over the course of their kindergarten year. They earn it by completing 5 Required Lion Adventures

The Cub Scout Program is designed such that each year, the Cub Scouts have Required Adventures, and a variety of Elective Adventures they can explore together.

Required Adventures:



Lion's Honor



Fun on the Run



Animal Kingdom



Mountain Lion



King of the Jungle

Elective Adventures:



I'll Do It Myself



Pick My Path



Gizmos and Gadgets



On Your Mark



Build it Up,
Knock it Down



Rumble in
the Jungle



Ready, Set
Grow

Parents actively work with their Cubs to complete Lion Adventures in their Lion Adventure Book.



★ All Elective Adventures are designed to be done either with your Den and your parent OR as a Family.

Families are meant to be part of the FUN Cub Scouting Adventure.

When an Adventure is completed (whether at home or with the den), the Den Leader will present the Lion Cub Scout with the recognition for the completed achievement. This form of instant recognition keeps the Lion Cubs engaged in the activities and excited about completing their Adventures.

When the Lion Badge is completed, the Den Leader notifies the Advancement Chairman of it, and the Lion Cub will receive the his Lion Badge at the next Pack Meeting (normally the fourth Monday of the month).

Tigers: 1st Grade

	
<p><u>Bobcat Badge</u></p> <p>First badge earned by Cub Scouts of 1st grade or older. Each new Cub Scout must earn his Bobcat, even if he has never been in Cub Scouts before. The Bobcat is only earned <u>once</u>.</p>	<p><u>Tiger Badge</u></p> <p>First graders work on their Tiger badge over the course of their first grade year. They earn it by completing youth protection and online safety, 6 Required Tiger Adventures and 1 Elective Adventure.</p>

The Cub Scout Program is designed such that each year, the Cub Scouts have Required Adventures, and a variety of Elective Adventures they can explore together.

Required Adventures:

		
<p>My Tiger Jungle</p>	<p>Games Tigers Play</p>	<p>Tiger Circles: Duty to God</p>
		
<p>Team Tiger</p>	<p>Tiger Bites</p>	<p>Tigers in the Wild</p>

Parents can sign off on Tiger Adventures in their Cub Scout's handbook for their year.

★ All Elective Adventures are designed to be done as a Den OR as a Family. Talk to your Den Leader about which adventures are on their schedule for the year, and which they'll leave open to your family to explore.

Families are meant to be part of the FUN Cub Scouting Adventure.

Tiger Circles: Duty to God Must be done with the family. This is a **required** adventure!

When an Adventure is completed (whether at home or with the den), the Den Leader notifies the Advancement Chairman of it, and the Cub Scout will receive the corresponding Adventure Belt Loop at the next Pack Meeting (normally the fourth Monday of the month). It's a great opportunity to acknowledge the hard work and effort of our Cub Scouts and give them immediate recognition.

Elective Adventures:

												
<p>Curiosity, Intrigue, and Magical Mysteries</p>	<p>Earning your Stripes</p>	<p>Family Stories</p>	<p>Floats and Boats</p>	<p>Good Knights</p>	<p>Rolling Tigers</p>	<p>Sky is the Limit</p>	<p>Stories in Shapes</p>	<p>Tiger-iffic!</p>	<p>Tiger: Safe and Smart</p>	<p>Tiger Tag</p>	<p>Tiger Tales</p>	<p>Tiger Theatre</p>

Wolves: 2nd Grade

	
<p><u>Bobcat Badge</u></p> <p>First badge earned by Cub Scouts of 1st grade or older. Each new Cub Scout must earn his Bobcat, even if he has never been in Cub Scouts before. The Bobcat is only earned <u>once</u>.</p>	<p><u>Wolf Badge</u></p> <p>Second graders work on their Wolf badge over the course of their second grade year. They earn it by completing youth protection and online safety, 6 Required Wolf Adventures and 1 Elective Adventure.</p>

The Cub Scout Program is designed such that each year, the Cub Scouts have Required Adventures, and a variety of Elective Adventures they can explore together.

Required Adventures:

		
Call of the Wild	Council Fire	Duty to God Footsteps
		
Howling at the Moon	Paws on the Path	Running with the Pack

Parents can sign off on Wolf Adventures in their Cub Scout's handbook for their year.

★ All Elective Adventures are designed to be done as a Den OR as a Family. Talk to your Den Leader about which adventures are on their schedule for the year, and which they'll leave open to your family to explore.

Families are meant to be part of the FUN Cub Scouting Adventure.



Duty to God Footsteps Must be done with the family. This is a **required** adventure!

When an Adventure is completed (whether at home or with the den), the Den Leader notifies the Advancement Chairman of it, and the Cub Scout will receive the corresponding Adventure Belt Loop at the next Pack Meeting (normally the fourth Monday of the month). It's a great opportunity to acknowledge the hard work and effort of our Cub Scouts and give them immediate recognition.

Elective Adventures:

												
Adventures in Coins	Air of the Wolf	Code of the Wolf	Collections & Hobbies	Cubs who Care	Digging in the Past	Finding Your Way	Germs Alive!	Grow Something	Hometown Heroes	Motor Away	Paws of Skill	Spirit of the Water

Bears: 3rd Grade

	
<p><u>Bobcat Badge</u></p> <p>First badge earned by Cub Scouts of 1st grade or older. Each new Cub Scout must earn his Bobcat, even if he has never been in Cub Scouts before. The Bobcat is only earned <u>once</u>.</p>	<p><u>Bear Badge</u></p> <p>Third graders work on their Bear badge over the course of their third grade year. They earn it by completing youth protection and online safety, 6 Required Bear Adventures and 1 Elective Adventure.</p>

The Cub Scout Program is designed such that each year, the Cub Scouts have Required Adventures, and a variety of Elective Adventures they can explore together.

Required Adventures:

		
<p>Bear Claws</p>	<p>Bear Necessities</p>	<p>Fellowship & Duty to God</p>
		
<p>Fur, Feathers & Ferns</p>	<p>Baloo the Builder</p>	<p>Paws for Action</p>

Parents can sign off on Bear Adventures in their Cub Scout's handbook for their year.

★ All Elective Adventures are designed to be done as a Den OR as a Family. Talk to your Den Leader about which adventures are on their schedule for the year, and which they'll leave open to your family to explore.

Families are meant to be part of the FUN Cub Scouting Adventure.

Fellowship & Duty to God Must be done with the family. This is a **required** adventure!

When an Adventure is completed (whether at home or with the den), the Den Leader notifies the Advancement Chairman of it, and the Cub Scout will receive the corresponding Adventure Belt Loop at the next Pack Meeting (normally the fourth Monday of the month). It's a great opportunity to acknowledge the hard work and effort of our Cub Scouts and give them immediate recognition.

Elective Adventures:


												
<p>A Bear Goes Fishing</p>	<p>Bear Picnic Basket</p>	<p>Beat of the Drum</p>	<p>Critter Care</p>	<p>Forensics</p>	<p>Grin & Bear it</p>	<p>Make it Move</p>	<p>Marble Madness</p>	<p>Roaring Laughter</p>	<p>Robotics</p>	<p>Salmon Run</p>	<p>Super Science</p>	<p>World of Sound</p>

Webelos: 4th Grade



Bobcat Badge

First badge earned by Cub Scouts of 1st grade or older. Each new Cub Scout must earn his Bobcat, even if he has never been in Cub Scouts before. The Bobcat is only earned once.



Webelos Badge

Fourth graders work on their Webelos badge over the course of their fourth grade year. They earn it by completing youth protection and online safety, 5 Required Webelos Adventures and 1 Elective Adventure.

The Cub Scout Program is designed such that each year, the Cub Scouts have Required Adventures, and a variety of Elective Adventures they can explore together.

Required Adventures:



Cast Iron Chef



First Responder



Duty to God and You



Stronger, Faster Higher



Webelos Walkabout

At the Webelos level, their Den Leader is signing off on adventures, but as the parent, you can let the den leader know when something has been completed.



















★ All Elective Adventures are designed to be done as a Den OR as a Family. Talk to your Den Leader about which adventures are scheduled for this and your Arrow of Light year.

Families are meant to be part of the FUN Cub Scouting Adventure.

← Duty to God and You **Must be done with the family.** This is a **required** adventure!

When an Adventure is completed (at home or with the den), the Den Leader notifies the Advancement Chairman of it, and the Cub Scout will receive the Adventure Pin, to be placed on his Webelos Colors, at the next Pack Meeting (normally the fourth Monday of the month). It's a great opportunity to acknowledge the hard work and effort of our Cub Scouts and give them immediate

Elective Adventures: (Electives are shared between the Webelos and Arrow of Light years)

Arrow of Light: 5th Grade



Bobcat Badge

First badge earned by Cub Scouts of 1st grade or older. Each new Cub Scout must earn his Bobcat, even if he has never been in Cub Scouts before. The Bobcat is only earned once.



Arrow of Light Badge

Fifth graders work on their Arrow of Light badge over the course of their fifth grade year. They earn it by completing 4 Required AOL Adventures and 1 Elective AOL Adventure.

Upon completion of their Arrow of Light and age 10 (or at age 11 or the end of 5th grade), they are eligible to become Boy Scouts.

The Cub Scout Program is designed such that each year, the Cub Scouts have Required Adventures, and a variety of Elective Adventures they can explore together.

Required Adventures:



Building a Better World



Duty to God in Action



Outdoor Adventurer



Scouting Adventure

At the AOL level, their Den Leader is signing off on adventures, but as the parent, you can let the den leader know when something has been completed.


★ All Elective Adventures are designed to be done as a Den OR as a Family. Talk to your Den Leader about which adventures are on their schedule for the year, and which they'll leave open to your family to explore.


Families are meant to be part of the FUN Cub Scouting Adventure.


Duty to God in Action Must be done with the family. This is a **required** adventure!


When an Adventure is completed (at home or with the den), the Den Leader notifies the Advancement Chairman of it, and the Cub Scout will receive the Adventure Pin, to be placed on his Webelos Colors, at the next Pack Meeting (normally the fourth Monday of the month). It's a great opportunity to acknowledge the hard work and effort of our Cub Scouts and give them immediate


Elective Adventures: (Electives are shared between the Webelos and Arrow of Light years)



Adventures in Science



Aquanaut



Art Explosion



Aware and Care



Build It



Build My own Hero



Castaway



Earth Rocks!



Engineer



Fix It



Game Design



Into The Wilds



Into The Woods


Looking Back Looking Forward


Maestro


Movie-making


Project Family


Sports