



# Cub Scout Video Games

## Academics Workbook



The work space provided for each requirement should be used by the Cub Scout to make notes for discussing the item with Akela, not for providing the full and complete answers. Each Cub Scout must do each requirement.

No one may add or subtract from the official requirements found in the Cub Scout Academics and Sports Program Guide (Pub. 34299)

This workbook was updated in May 2013.

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Please submit errors, omissions, comments or suggestions about this **workbook** to: [Workbooks@USScouts.Org](mailto:Workbooks@USScouts.Org)

Comments or suggestions for changes to the **requirements** for the **Belt Loop or Pin** should be sent to: [Advancement.Team@Scouting.Org](mailto:Advancement.Team@Scouting.Org)

Cub Scout's Name: \_\_\_\_\_ Pack No. : \_\_\_\_\_

### **Cub Scout Video Games Belt Loop** (See the [Pin Requirements](#) below.)

#### **Complete these three requirements:**

1. Explain why it is important to have a rating system for video games. Check your video games to be sure they are right for your age.

2. With an adult, create a schedule for you to do things that includes your chores, homework, and video gaming. Do your best to follow this schedule.

3. Learn to play a new video game that is approved by your parent, guardian, or teacher.

### **Cub Scout Video Games Pin**

**Earn the Cub Scout Video Games belt loop, and complete five of the following requirements:**

- 1. With your parents, create a plan to buy a video game that is right for your age group.

- 2. Compare two game systems (for example, Microsoft Xbox, Sony PlayStation, Nintendo Wii, and so on). Explain some of the differences between the two.

List good reasons to purchase or use a game system.

- 3. Play a video game with family members in a family tournament.
- 4. Teach an adult or a friend how to play a video game.

- 5. List at least five tips that would help someone who was learning how to play your favorite video game.

1.	
2.	
3.	
4.	
5.	

- 6. Play an appropriate video game with a friend for one hour.
- 7. Play a video game that will help you practice your math, spelling, or another skill that helps you in your schoolwork.
- 8. Choose a game you might like to purchase. \_\_\_\_\_

Compare the price for this game at three different stores.

1.	
2.	
3.	

Decide which store has the best deal. In your decision, be sure to consider things like the store return policy and manufacturer's warranty.

- 9. With an adult's supervision, install a gaming system.

**Requirement resources can be found here:**  
[http://www.meritbadge.org/wiki/index.php/Cub\\_Scout\\_Video\\_Games#Requirement\\_resources](http://www.meritbadge.org/wiki/index.php/Cub_Scout_Video_Games#Requirement_resources)

## Important excerpts from the [‘Guide To Advancement’](#), No. 33088:

Effective January 1, 2012, the ‘Guide to Advancement’ (which replaced the publication ‘Advancement Committee Policies and Procedures’) is now the official Boy Scouts of America source on advancement policies and procedures.

- [ Inside front cover, and 5.0.1.4 ] — **Unauthorized Changes to Advancement Program**  
**No council, committee, district, unit, or individual has the authority to add to, or subtract from, advancement requirements.** (There are limited exceptions relating only to youth members with disabilities. For details see section 10, “Advancement for Members With Special Needs”.)
- [ Inside front cover, and 7.0.1.1 ] — The [‘Guide to Safe Scouting’](#) Applies  
Policies and procedures outlined in the ‘Guide to Safe Scouting’, No. 34416, apply to all BSA activities, including those related to advancement and Eagle Scout service projects. [Note: Always reference the online version, which is updated quarterly.]
- [ 4.1.0.3 ] — **Who Approves Cub Scout Advancement?**  
A key responsibility for den leaders is to implement the core den meeting plans as outlined in the Den & Pack Meeting Resource Guide, No. 34409. For Wolf, Bear, and Webelos advancement, den leaders take the lead in approving requirements, though their assistants, and also parents who help at meetings, may be asked to play the role of “Akela” and assist. Parents sign for requirements that, according to meeting plans and instructions in the handbooks, take place at home. For the Bobcat trail and Tiger Cub achievements, parents (or adult partners) should sign in the boy’s handbook; the den leader then approves as progress is recorded in the den’s advancement record.
- [ 4.1.0.4 ] — **“Do Your Best”**  
Advancement performance in Cub Scouting is centered on its motto: “Do Your Best.” When a boy has done this—his very best—then regardless of the requirements for any rank or award, it is enough; accomplishment is noted. This is why den leaders, assistants, and parents or guardians are involved in approvals. Generally they know if effort put forth is really the Cub Scout’s best.
- [ 4.1.2.2 ] — **Cub Scout Academics and Sports Program**  
More than just a recognition opportunity, this program develops new skills, improves those existing, and otherwise enriches Cub Scouting. Details can be found in the Cub Scout Academics and Sports Program Guide, No. 34299. Activities include subjects like science, video games, collecting, and chess; and sports such as baseball, skateboarding, and table tennis. Each has two levels—a belt loop and a pin. Belt loops, which can be earned more than once, are awarded when each of three requirements is met. Cub Scouts may then continue with additional requirements and earn the pin. Archery and BB gun shooting are included, but can only be conducted at a council presented activity with certified supervisors.

## Additional notes of interest:

- Tiger Cubs, Cub Scouts, and Webelos Scouts may complete requirements for all Academics and Sports Belt Loops and Pins (**except shooting sports**) in a family, den, pack, school, or community environment. Tiger Cubs must work with their parents or adult partners. Parents and partners do not earn loops or pins.
- **“Akela”** (Pronounced “Ah-KAY-la”) — Title of respect used in Cub Scouting—any good leader is *Akela*. *Akela* is also the leader and guide for Cub Scouts on the advancement trail. The name comes from Rudyard Kipling’s Jungle Book. (See “Law of the Pack.”)
- **“Law of the Pack”** —  
*The Cub Scout follows Akela.*  
*The Cub Scout helps the pack go.*  
*The pack helps the Cub Scout grow.*  
*The Cub Scout gives goodwill.*