

Code of the Wolf

Wolf Adventure Workbook



No one may add or subtract from the official requirements found in the Cub Scout Wolf Handbook

This workbook was updated in December, 2016.

http://www.USScouts.Org • http://www.MeritBadge.Org

Please submit errors, omissions, comments or suggestions about this workbook to: Workbooks@USScouts.Org Comments or suggestions for changes to the requirements should be sent to: Advancement.Team@Scouting.Org

Cub Scout's Name:

Pack No. :

This adventure is an elective adventure which can be used to earn the Wolf Badge.

Complete the following Requirements.

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.

Describe the game:

b. Play a game of "Go Fish for 10s."

Checklist © Copyright 2016 - U.S. Scouting Service Project, Inc. - All Rights Reserved Requirements © Copyright, Boy Scouts of America (Used with permission.)

This checklist may be reproduced and used locally by Scouts and Scouters for purposes consistent with the programs of the Boy Scouts of America (BSA), the World Organization of the Scout Movement (WOSM) or other Scouting and Guiding Organizations. However it may NOT be used or reproduced for electronic redistribution or for commercial or other non-Scouting purposes without the express permission of the U.S. Scouting Service Project, Inc. (USSSP).

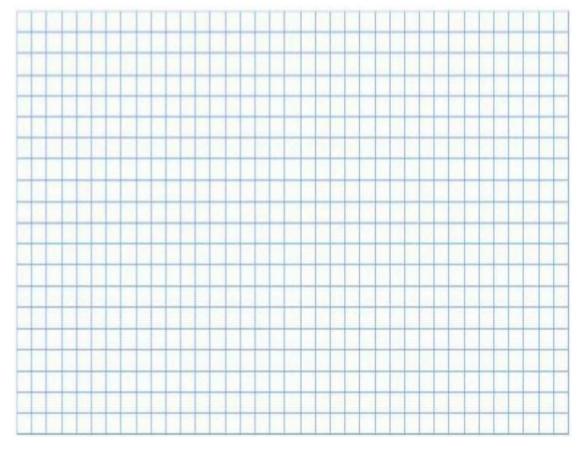
🗌 c. Do f	ive activities at home, at school, or in your den that use mathematics,
1.	
2.	
3.	
4.	
5.	
and	then explain to your den how you used everyday math.
1.	
2.	
3.	
4.	
5.	
🗌 d. Mak	e a rekenrek with two rows,
	show your den leader or other adult how you would represent the bers 4, 6, 9, and 14.
4.	
6.	
7	
14.	
🗌 e. Mak	e a rain gauge or some other measuring device, and use it.

<u> </u>	complete one of the following:	
🗌 a.	With other members of your den or fa shapes that you see in nature.	mily, identify three different types of
	1.	
	2.	
	3.	
☐ b.	With other members of your den or fatter the construction of bridges.	mily, identify two shapes you can see in
	1.	
	2.	
🗌 c.	Select a single shape or figure.	
	What shape?	
	Observe the world around you for at	
	see this shape or figure and how it is	east a week, and write down where you used.
	-	
	see this shape or figure and how it is	used.
	see this shape or figure and how it is	used.
	see this shape or figure and how it is	used.
	see this shape or figure and how it is	used.
	see this shape or figure and how it is	used.
	see this shape or figure and how it is	used.
	see this shape or figure and how it is	used.
	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.

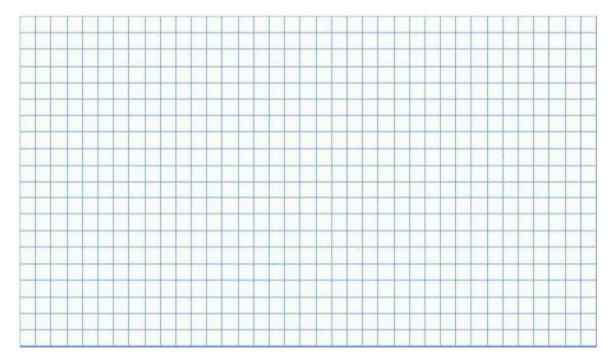
b. With your den or family, measure the height of everyone in the group and see who takes more steps to walk 100 feet.

Name	Height	Steps per 100'

☐ c. Have each member in your den shoot a basketball. Count the number of shots it takes for each scout to sink five baskets

Name	Shots

. 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.
_	Dreatice using a code stick to greate and decode a macage
c.	Practice using a code stick to create and decode a message.
c.	Practice using a code stick to create and decode a message.
c.	Practice using a code stick to create and decode a message.
c.	Practice using a code stick to create and decode a message.
c.	Practice using a code stick to create and decode a message.
_ c.	Practice using a code stick to create and decode a message.
_] c.	Practice using a code stick to create and decode a message.

[1.0.0.0] — Introduction

The current edition of the *Guide to Advancement* is the official source for administering advancement in all Boy Scouts of America programs: Cub Scouting, Boy Scouting, Varsity Scouting, Venturing, and Sea Scouts. It replaces any previous BSA advancement manuals and previous editions of the *Guide to Advancement*.

[Page 4, and 5.0.1.4] — Policy on 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 special needs. For details see section 10, "Advancement for Members With Special Needs".

[Page 4] — The "Guide to Safe Scouting" Applies

Policies and procedures outlined in the *Guide to Safe Scouting* apply to all BSA activities, including those related to advancement and Eagle Scout service projects.

[4.1.0.3] — Who Approves Cub Scout Advancement?

A key responsibility for den leaders is to implement the den meeting plans as outlined in the four den leader guides shown within this topic. For Tiger through Bear ranks, if the activity is completed outside of the den meeting, the parent, adult partner, or another trusted adult should sign in the boy's handbook, indicating the Cub Scout has done his best to complete the requirement. The den leader then approves that requirement after consultation with the family or the boy to confirm completion. If the requirement is completed in a den meeting, the den leader signs in both places. Den leaders may, however, ask an assistant or parent who helps at meetings to play the role of "Akela" and assist with the approvals. For Webelos and Arrow of Light ranks, the den leader signs for approval of all requirements, unless the den leader delegates this responsibility.

[4.1.0.4] — "Do Your Best"

Cub Scouts—even those of the same age—may have very different developmental timetables. For this reason, 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.

When a boy completes advancement, he should be congratulated immediately and publicly. And though badges of rank should be reserved for the next pack meeting, it is best to present items such as belt loops and pins soon after they have been earned. If it is possible for the pack to report and purchase these awards quickly, they could be presented at a den meeting, rather than waiting for a pack meeting. If presented at den meetings, the accompanying pocket certificates can be used in a ceremony at a subsequent pack meeting—or vice versa with the pocket certificates at a den meeting. However this is done, it is important to note that advancement is an individual process, not dependent on the work or progress of others. Awards should not be withheld for group recognition. Likewise, a boy should not be presented with recognition he has not earned simply so that he will "not feel left out."

In the same spirit as "Do Your Best," if a boy is close to earning a badge of rank when the school year ends, the pack committee, in consultation with the den leader and the Cub Scout's parent or guardian, may allow him a few weeks to complete the badge before going on to the next rank. Earning it will give him added incentive to continue in Scouting and carry on and tackle the next rank.

Additional notes of interest:

- Cub Scouts may complete requirements in a family, den, pack, school, or community environment.
- "Akela" (Pronounced "Ah-KAY-Ia") Akela (Ah-KAY-Ia) is a title of respect used in Cub Scouting—any good leader is Akela, who is also the leader and guide for Cub Scouts on the advancement trail.