

# BEAR ELECTIVE ADVENTURES - CHECKLIST

## CUB SCOUT INFO

NAME \_\_\_\_\_

BIRTHDAY \_\_\_\_\_

EMAIL \_\_\_\_\_

PHONE NUMBER \_\_\_\_\_

DEN \_\_\_\_\_

PACK \_\_\_\_\_

## COMPLETED ELECTIVES

Adventures In Coins	
Air Of The Wolf	
Code Of The Wolf	
Collections & Hobbies	
Cubs Who Care	
Digging In The Past	
Finding Your Way	
Germes Alive!	
Grow Something	
Hometown Heroes	
Motor Away	
Paws Of Skill	
Spirit Of The Water	
Denner _____	
Ast Denner _____	

## Baloo The Builder

1. Discover Which Hand Tools Are the Best Ones	
For A Toolbox. Learn the Rules for Using	
Them Safely. Practice w/ 4 of Them.	
2. Learn Steps of Planning a Building Project.	
Learn How to Ready Instructions/Drawing.	
3. Build 1 Useful & 1 Fun Project.	
4. Learn How To Finish a Wood Project.	

## A Bear Goes Fishing

1. Learn About 3 Fish In Your Area. Draw a Color	
Picture of Each Fish, Record What They Like	
To Eat & Their Habitat.	
2. Learn About Your Local Fishing Reg's w/ An Adult.	
List 3 of the Reg's & 1 Reason They Exist.	
3. Learn About Fishing Equip. Make A Fishing	
Pole. Practice Casting at Target 30 Feet Away.	
Teach What You Have Learned To Someone.	

## Bear Picnic Basket

1a. Create Your Own Bear Cookbook w/ 5 Recipes	
You Can Make By Yourself or With Help. 1 Page	
Info on Emergency. 1 Recipe For Breakfast,	
Lunch, Dinner & 2 Nutritious Snacks.	
b. Demonstrate Understanding of Meal Planning,	

## Bear Picnic Basket (cont)

Cooking Tools, etc. & Changing Amounts in Recipe.	
c. Go Grocery Shopping w/ Den or Adult. Compare	
Pricing On An Item & Homemade vs. Store Bought.,	
2a. W/ Adult, Pick Food Item & Using a Recipe	
Prepare It For Family. Ask What Liked/Didn't Like.	
Explain Differences You Would Make Next Time.	
Make Notes on Recipe. Clean Up Kitchen.	
b. W/ Adult Pick Food Item & Following Recipe	
Prepare it Outdoors for Den/Family. Ask What	
They Liked/Didn't Like. Explain Differences	
You Would Make. Make Notes on Your Recipe.	
Clean Up.	
3. Prepare 2 Nutritious Snacks, Share w/ Den, etc.	

## Beat The Drum

1. Learn About Culture & History of American Indians	
That Lived In Area at Time of European Colonization.	
2. Write A Legend.	
3. Make A Dream Catcher.	
4. Make A Craft.	
5. Make A Drum. Create A Cermonial Song.	
6. Visit Order of The Arrow or Indian Event In Your Comm.	
7. Learn About Ceremonial Dances. Learn Dance Steps.	
8. Create A Dance.	

# BEAR ELECTIVE ADVENTURES - CHECKLIST

Critter Care	
1. Care For a Pet For 2 Weeks. Make List of Tasks You Did. OR You Can Research a Pet You Would Like To Have & Write About Care It Needs.	
2. Learn More About Your Pet or Pet You Would Like.	
List 3 Interesting Facts You Learned.	
3. Make Poster About Your Pet or Pet You Would Like to Have. Share.	
4. Try & Teach Pet a Trick or Command.	
5. Tell 3 Ways Animals Can Help People.	
6. Tell What "Rabid" Means. Name Animals That Can Have Rabies. Explain What You Should Do If Your Near a Rabid Animal.	
7. Visit w/ Local Vet or Animal Shelter Caretaker.	
Find Out What Animals They See. What Their Education Is & Why They Pursued This Career.	

Forensics	
1. Talk w/ Family & Den How Forensics Helps Solve Crimes.	
2. Analyze Your Fingerprints.	
3. Learn About Chromatography. Do an Investigation Using Diff. Types of Black, Felt Tip Markers.	
Share Results w/ Den.	
4. Do Analysis of Salt, Sugar, Baking Soda & Cornstarch.	
5. Make A Shoe Imprint.	

Forensic (cont)	
6. Visit Sheriff/Police Offic. Find Out How They Collect Evidence.	
7. Learn About Diff. Jobs in Forensic Science. Choose 2 & Learn What is Required To Work In That Field.	
Share What You Learn w/ Den.	
8. Learn How Animals Are Used to Gather Evidence.	
Share What You Learn w/ Your Den.	

Make It Move	
1. Create "Exploding" Craft Stick Reaction.	
2. Make 2 Simple Pulleys. Use To Move Objects.	
3. Make Seesaw Using Spool & Paint Stick.	
Explore the Way it Balances Diff. Objects.	
4a. Draw a Rube Goldberg-type Machine.	
Include 6 Steps To Complete Your Action.	
b. Construct a Real Rube Goldberg Machine	
To Complete A Task Using 2 Machines & At Least 4 Steps.	

Marble Madness	
1. Discuss The History of Marbles w/ Your Family.	
Talk About 3 Diff. Sizes of Marble, What They Are Made of & Used For.	
2. Learn About 3 Diff. Marble Games. Learn	

Marble Madness (cont)	
To Play "Ringer" & How To Keep Score.	
Play Game w/ Den, Family or Friends.	
3. Learn 5 Words That Are Used When Discussing Marbles. Tell What The Words Mean. Share.	
4. Make a Marble Bag w/ Help of an Adult.	
5. W/ Den or Family Make Marble Obstacle Course Or Marble Golf Course. Share What You Create.	
6. Create Your Own Marble Game w/ Rules.	
Explain Game & Rules To Family, Den or Friends.	
7. W/ Den or Family Make Marble Race Track.	
Have At Least 2 Lanes To Race Marbles.	
8. Make a Marble Maze.	

Roaring Laughter	
1. Write Down 3 Things That Make You Laugh.	
2. Practice Reading Tongue Twisters.	
3. Create a Short Story. Remove Some Nouns, Adjectives, etc Leaving Blanks. Have Friend Fill It In.	
4. W/ Partner, Play a Game That Makes You Laugh.	
5. Share a Few Jokes w/ Friends.	
6. Practice At Least 2 Run Ons w/ Friends.	
Perform at Pack Meeting or Campfire.	

# BEAR ELECTIVE ADVENTURES - CHECKLIST

## Robotics

1. Identify 6 Tasks Performed by Robots.	
2. Learn What Jobs Robots Can Replace Humans.	
Learn 1 Robot That Does This Type of Work.	
Present What You Learn To Your Den.	
3. Build a Robot Hand. Show How It Is The Same	
And Different From a Human Hand	
4. Build Your Own Robot.	
5. Visit a Place That Uses Robots.	

## Salmon Run

1. Explain Safety Rules Before You Go Boating.	
2. Identify Equip. Needed When Going Boating.	
3. Demonstrate Correct Rowing or Paddling Form.	
Explain How Rowing/Canoeing are Good Exercise.	
4. Explain Importance of Lifeguards, etc. in	
Swimming Area.	
5. Show How To Do A Reach & A Throw Rescue.	
6. Go Swimming w/ Den or Family.	
7. Demonstrate Front Crawl.	
8. Name 3 Swimming Ability Groups for the BSA.	
9. Attempt the BSA Beginner Swimmer Clasification.	

## Super Science

1. Make Static Electricity w/ Balloon, etc.	
Explain What You Learned.	
2. Conduct a Static Electricity Investigation.	
Explain What You Learned.	
3. Conduct One Other Static Electricity	
Investigation. Explain What You Learned.	
4. Do Sink or Float Investigation. Explain.	
5. Do Color-Morphing Investigation. Explain.	
6. Do Color Layering Investigation. Explain.	

## A World of Sound

1. Make an Umbria.	
2. Make a Sistrum.	
3. Make a Rain Stick.	