



4TH GRADE

**WEBELOS
SCOUT
HANDBOOK**



WEBELOS



THIS BOOK BELONGS TO



BOY SCOUTS OF AMERICA

REQUIRED ADVENTURES

Must complete each of the 6 required Adventures



Bobcat
(Character & Leadership)



Webelos Walkabout
(Outdoors)



Stronger, Faster, Higher
(Personal Fitness)



My Community
(Citizenship)



My Safety
(Personal Safety Awareness)



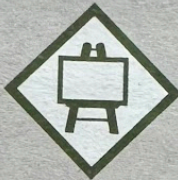
My Family
(Family & Reverence)

ELECTIVE ADVENTURES

Must complete at least 2 elective Adventures



Aquanaut



Art Explosion



Aware and Care



Build It



Catch the Big One



Champions for Nature



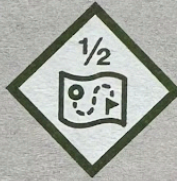
Chef's Knife



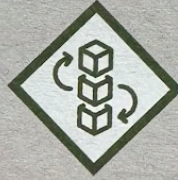
Earth Rocks



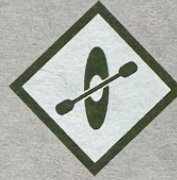
Let's Camp



Math on the Trail



Modular Design



Paddle Onward



Pedal Away



Race Time



Summertime Fun



Tech on the Trail



Yo-yo



Archery*



BBs*



Slingshot*

* Range and target sports Adventures are special Adventures that can only be completed at approved events with qualified instructors.

Bobcat - Character & Leadership (Required)

SNAPSHOT OF ADVENTURE



The Bobcat Adventure is the first required Adventure on your trail and will get you and your den off to a great start. Once you have completed the Bobcat Adventure, you can work on the other Adventures in any order.

REQUIREMENTS

Approved by

1. Get to know the members of your den. _____
2. Recite the Scout Oath and the Scout Law with your den and den leader. Describe the three points of the Scout Oath. _____
3. Learn about the Scout Law. _____
4. With your den create a den code of conduct. _____
5. Learn about the denner position and responsibilities. _____
6. Demonstrate the Cub Scout sign, Cub Scout salute, and Cub Scout handshake. Show how each is used. _____
7. At home with your parent or legal guardian, do the activities in the booklet "How to Protect Your Children From Child Abuse: A Parent's Guide." _____



- Required Adventure
- Scan for this Adventure page

Webelos Walkabout - Outdoors (Required)

SNAPSHOT OF ADVENTURE



Some places you can only get to if you walk. Walking is great exercise and a fun activity to do with your den or family. In the Webelos Walkabout Adventure, you'll learn how to prepare for a 2-mile walk, what you should bring along, and what you should do if there is an emergency. And when you're ready, take your walk!

REQUIREMENTS

Approved by

1. Prepare for a 2-mile walk outside. Gather your Cub Scout Six Essentials and weather-appropriate clothing and shoes. _____
2. Plan a 2-mile route for your walk. _____
3. Check the weather forecast for the time of your planned 2-mile walk. _____
4. Review the four points of the BSA SAFE Checklist and how you will apply them on your 2-mile walk. _____
5. Demonstrate first aid for each of the following events that could occur on your 2-mile walk:
 - ▶ Blister
 - ▶ Sprained ankle
 - ▶ Sunburn
 - ▶ Dehydration and heat-related illness _____
6. With your den, pack, or family, go on your 2-mile walk while practicing the Leave No Trace Principles for Kids and the Outdoor Code. _____
7. After your 2-mile walk, discuss with your den what went well and what you would do differently next time. _____

Stronger, Higher, Faster - Personal Fitness (Required)

SNAPSHOT OF ADVENTURE



The Stronger, Faster, Higher Adventure will help you understand how important it is to eat well, exercise, and get enough rest. Personal fitness is a balance of these three things. What you eat is the fuel your body turns into energy to keep it working and healthy. Exercise not only works your body, but it's also good for your mind. Your body needs rest, and so does your mind.

REQUIREMENTS

Approved by

1. With your den or family, plan, cook, and eat a balanced meal. _____
2. Be active for 30 minutes with your den or at least one other person in a way that includes both stretching and moving. _____
3. Be active for 15 minutes doing personal exercises that boost your heart rate, use your muscles, and work on flexibility. _____
4. Do a relaxing activity for 10 minutes. _____
5. Review your BSA Annual Health and Medical Record with your parent or legal guardian. Discuss your ability to participate in den and pack activities. _____



- Required Adventure
- Scan for this Adventure page

My Community - Citizenship (Required)

SNAPSHOT OF ADVENTURE



This Adventure is all about being a good citizen. You'll learn about the different types of voting and how our national government maintains the balance of power. You'll meet with a local politician and discuss how they were elected and their role in government.

REQUIREMENTS

Approved by

1. Learn about majority and plurality types of voting. _____
2. Speak with someone who is elected to their position. Discover the type of voting that was used to elect them and why. _____
3. Choose a federal law and create a timeline of the history of the law. Include the involvement of the three branches of government. _____
4. Participate in a service project. _____



- Required Adventure
- Scan for this Adventure page

SNAPSHOT OF ADVENTURE



In this Adventure, you will strengthen your ability to keep yourself safe with the *Protect Yourself Rules* and learn ways to keep your home and meeting space safe.

REQUIREMENTS

Approved by _____

1. With permission from your parent or legal guardian, watch the *Protect Yourself Rules* video for the Webelos rank. _____
2. Identify items in your house that are hazardous and make sure they are stored properly. Identify where on the package it describes what to do if someone is accidentally exposed to the product. _____
3. Identify ways you and your family keep your home or your meeting space safe. _____
4. Complete a "Be Prepared for Natural Events" worksheet for at least two natural events most likely to happen near where you live. _____



- Required Adventure
- Scan for this Adventure page

SNAPSHOT OF ADVENTURE



Understanding your religious beliefs and the beliefs of others can help you make sense of the world around you. This Adventure lets you learn about your own faith and family and explore ways to continue your faith practices in the future.

You may earn this Adventure by either completing the requirements below or earning the religious emblem of your choosing. To learn more about available religious emblems, visit scouting.org or scan this QR code.



REQUIREMENTS

Approved by _____

1. With your parent or legal guardian, talk about your family's faith traditions. Identify three holidays or celebrations that are part of your family's faith traditions. Make a craft, work of art, or a food item that is part of your family's faith tradition, holiday, or celebration. _____
2. Carry out an act of kindness. _____
3. With your parent or legal guardian, identify a religion or faith that is different from your own. Identify two things that it has in common with your family's beliefs. _____
4. Discuss with your parent or legal guardian what it means to be reverent. Tell how you practice being reverent in your daily life. _____



- Required Adventure
- Scan for this Adventure page

Aquanaut (Elective)

SNAPSHOT OF ADVENTURE



Swimming is great exercise and a whole lot of fun. It is also an important skill to learn when you consider that 70% of the Earth is covered in water.

In this Adventure, you'll discover how to enjoy swimming and how to respond to water emergencies. Time to grab your swimsuit and your buddy tag and hit the water.

REQUIREMENTS

Approved by _____

1. State the safety precautions you need to take before doing any swimming activity. _____
2. Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land. _____
3. Learn how to prevent and treat hypothermia. _____
4. Attempt to tread water. _____
5. Attempt the BSA swimmer test. _____
6. Have 30 minutes, or more, of free swim time where you practice the buddy system and stay within your ability group. The qualified adult supervision should conduct at least three buddy checks per half hour swimming. _____



- Elective Adventure
- Scan for this Adventure page

Art Explosion (Elective)

SNAPSHOT OF ADVENTURE



Art is a powerful way to capture a moment in time, an idea, or an emotion. It's a lot of fun, too. You get to work with all sorts of gooey and gloppy materials, and you never have to worry about getting the right answer, because everybody's art is different. Whether you're into drawing, painting, sculpture, computer illustration, or photography, you'll find something to love in this Adventure.

REQUIREMENTS

Approved by

1. Create a piece of art by exploring drawing techniques using pencils. _____
2. Using a digital image, explore the effect of filters by changing an image using different editing or in-camera techniques. _____
3. Create a piece of art using paint as your medium. _____
4. Create a piece of art combining at least two media. _____

Art is everywhere! You might find posters, drawings, photographs, sculptures, and copies of famous paintings around your home, at school, on television, on the internet, and at stores you visit. Many works of art have been turned into T-shirts, umbrellas, and memes. You can find art while driving down the road. Street overpasses may have art built right into them, or walls may have murals painted on them. Art exists outside in sculpture gardens.



- Elective Adventure
- Scan for this Adventure page

SNAPSHOT OF ADVENTURE



Everyone has differences, and everyone faces challenges. That's what makes us human. In this Adventure, you'll learn about the challenges other people face by looking at the world through their eyes. The more you understand, the more helpful you can be – and the more you can show your friends how to be nice to everyone, including people who are different. After all, we are all different in one way or another.

REQUIREMENTS

Approved by

1. Do an activity that shows the challenges of being visually impaired. _____
2. Do an activity that shows the challenges of being hearing impaired. _____
3. Explore barriers to access. _____
4. Meet someone who has a disability or someone who works with people with disabilities about what obstacles they must overcome and how they do it. _____



- Elective Adventure
- Scan for this Adventure page

Build It (Elective)

SNAPSHOT OF ADVENTURE



If you visit a lumber store, you'll see rows and rows of all sorts of wood: boards, dowel rods, sheets of plywood, cedar shingles, and more. With some tools and time, a skilled craftsman can turn that wood into toys, bookcases, or even an entire house. You won't build a house in this Adventure, but you will build a smaller carpentry project. You'll also learn about the tools you could use to build just about anything you can dream up. So, grab your tool belt, and let's get started.

REQUIREMENTS

Approved by _____

1. Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools. _____
2. Demonstrate how to check for plumb, level, and square when building. _____
3. With the guidance of your Webelos den leader, parent, or legal guardian, select a carpentry project that requires it to be either plumb, level, and/or square. Create a list of materials and tools you will need to complete the project. _____
4. Build your carpentry project. _____

The Boy Scouts of America does not authorize Webelos Scouts to use power tools as part of the Webelos program.



- Elective Adventure
- Scan for this Adventure page

Catch the Big One (Elective)

SNAPSHOT OF ADVENTURE



Humans started fishing as a way to get food. Many cities and towns were established and grew because they were close to a source of fish. Today, most people fish as a hobby, releasing what they catch. Fishing gives you a chance to be outdoors near the water and have fun.

REQUIREMENTS

Approved by _____

1. Make a plan to go fishing. Determine where you will go and what type of fish you plan to catch. All of the following requirements are to be completed based on your choice. _____
2. Use the BSA SAFE Checklist to plan what you need for your fishing experience. _____
3. Describe the environment where the fish might be found. _____
4. Make a list of the equipment and materials you will need to fish. _____
5. Determine the best type of knot to tie your hook to your line and tie it. _____
6. Choose the appropriate type of fishing rod and tackle you will be using. Have an adult review your gear. _____
7. Using what you have learned about fish and fishing equipment, spend at least one hour fishing following local guidelines and regulations. _____



- Elective Adventure
- Scan for this Adventure page

Champions for Nature (Elective)

SNAPSHOT OF ADVENTURE



It is estimated that 80% of Earth's species (including humans) live on land. We share the planet with a lot of different animal species on land. Humans can make a positive impact on wildlife. Using what we have learned about wildlife, humans have been able to limit negative impacts on wildlife. We have successfully protected and increased the populations of many animals, including the American bald eagle, American alligator, green sea turtle, and the whooping crane. In this Adventure, you will learn more about the wildlife we share our planet with. You may put what you learn into action with a conservation project.

REQUIREMENTS

Approved by

1. Explore the four components that make up a habitat: food, water, shelter, and space. _____
2. Pick an animal that is currently threatened or endangered to complete requirements 3, 4, and 5. _____
3. Identify the characteristics that classify an animal as a threatened or endangered species. _____
4. Explore what caused this animal to be threatened or endangered. _____
5. Research what is currently being done to protect the animal. _____
6. Participate in a conservation service project. _____



- Elective Adventure
- Scan for this Adventure page

Chef's Knife (Elective)

SNAPSHOT OF ADVENTURE



The most common use of a knife is in the kitchen. In this Adventure, you will learn the safety rules about using a knife in the kitchen and some basic instructions on how to use a kitchen knife. It's time to slice and dice.

This Adventure is required in order for you to use any knife during a Cub Scout activity. Even if you earned the Whittling Adventure as a Bear, you must earn the Chef's Knife Adventure as a Webelos to earn the privilege of using a knife during a Cub Scout activity.

REQUIREMENTS

Approved by

1. Read, understand, and promise to follow the Cub Scout Knife Safety Rules. _____
2. Demonstrate the knife safety circle. _____
3. Demonstrate that you know how to care for a kitchen knife safely. _____
4. Choose the correct cooking knife, and demonstrate how to properly slice, dice, and mince. _____



- Elective Adventure
- Scan for this Adventure page

Earth Rocks (Elective)

SNAPSHOT OF ADVENTURE



Rocks and minerals are more than just things that lie in the ground. Yes, they help form our planet, but people also use them to create things that make our lives easier. In this Adventure, you'll dig into the world of rocks and minerals and discover some surprises about the science of geology – like how the ground beneath your feet is constantly on the move.

REQUIREMENTS

Approved by

1. Examine the three types of rocks: sedimentary, igneous, and metamorphic. _____
2. Find a rock, safely break it apart, and examine it. _____
3. Make a mineral test kit and test minerals according to the Mohs scale of mineral hardness. Using the rock cycle chart or one like it, discuss how hardness determines which materials can be used in homes, in landscapes, or for recreation. _____
4. Grow a crystal. _____



- Elective Adventure
- Scan for this Adventure page

Let's Camp (Elective)

SNAPSHOT OF ADVENTURE



There's nothing like the great outdoors! In this Adventure, you will get the chance to plan and participate in a campout. You'll learn how to be prepared for extreme weather events, and you'll also demonstrate how to leave no trace when you're outdoors.

REQUIREMENTS

Approved by _____

1. With your den, pack, or family, plan and participate in a campout. _____
2. Upon arrival at the campground, determine where to set up a tent. _____
3. Set up a tent without help from an adult. _____
4. Identify a potential weather hazard that could occur in your area. Determine the action you will take if you experience the weather hazard during the campout. _____
5. Show how to tie a bowline. Explain when this knot should be used and why. _____
6. Know the fire safety rules. Using those rules, locate a safe area to build a campfire. _____
7. Using tinder, kindling, and fuel wood, properly build a teepee fire lay. If circumstances permit and there is no local restriction on fires, show how to safely light the fire while under adult supervision. After allowing the fire to burn safely, extinguish the flames with minimal impact to the fire site. _____
8. Recite the Outdoor Code and Leave No Trace Principles for Kids from memory. _____
9. After your campout, share the things you did to follow the Outdoor Code and Leave No Trace Principles for Kids with your den or family. _____

SNAPSHOT OF ADVENTURE



In this Adventure, you will learn how to estimate the time it takes you to take a walk. If you know your pace, you can estimate how long it will take you and others to walk any given distance.

REQUIREMENTS

Approved by

1. Determine your walking pace by walking $\frac{1}{4}$ mile. Make a projection of how long it would take you to walk 2 miles.
2. Walk 2 miles and record the time it took you to complete them.
3. Make a projection of how long it would take you to hike a 20-mile trail over two days. List all the factors to consider for your projection.



- Elective Adventure
- Scan for this Adventure page

Modular Design (Elective)

SNAPSHOT OF ADVENTURE



Some of your favorite building toys are probably modular. Learning to build using modular design is a good way to conserve resources. In this Adventure, you will gain an understanding of modular design, build using modular-based materials, and practice making directions for others to follow.

REQUIREMENTS

Approved by

1. Learn what modular design is and identify three things that use modular design in their construction. _____
2. Using modular-based building pieces, build a model without a set of instructions. _____
3. Using the model made in requirement 2, create a set of step-by-step instructions on how to make your model. _____
4. Have someone make your model using your instructions. _____
5. Using the same modular pieces used in requirement 2, build another model of something different. _____
6. With your parent or legal guardian's permission, watch a video demonstrating how something was built using modular design. _____



- Elective Adventure
- Scan for this Adventure page

Paddle Onward (Elective)

SNAPSHOT OF ADVENTURE



Getting out on the water and paddling around is a great way to enjoy the outdoors and go places that you can only get to with a paddle craft. The boundary waters of Minnesota, the shoals of the Florida Keys, and countless rivers and lakes across the United States are available to only those who choose to paddle there. In this Adventure, you can choose a canoe, kayak, or stand-up paddle board to complete the requirements.

REQUIREMENTS

Approved by _____

1. Before attempting requirements 5, 6, 7, 8, and 9 for this Adventure, you must pass the BSA swimmer test. _____
2. Pick a paddle craft you'll use to complete all requirements: canoe, kayak, or stand-up paddle board. _____
3. Review Safety Afloat. _____
4. Demonstrate how to choose and properly wear a life jacket that is the correct size. _____
5. Jump feet first into water over your head while wearing a life jacket. Then swim 25 feet wearing the life jacket. _____
6. Demonstrate how to enter and exit a canoe, kayak, or stand-up paddle board safely. _____
7. Discuss what to do if your canoe or kayak tips over or you fall off your stand-up paddle board. _____
8. Learn how to pick a paddle that is the right size for you. Explore how the paddle craft responds to moving the paddle. _____
9. Have 30 minutes or more of canoe, kayak, or stand-up paddle board paddle time. _____

Pedal Away (Elective)

SNAPSHOT OF ADVENTURE



Get your helmet and your Cub Scout Six Essentials – we are going on a bike ride. Learn how the gears on a bike work and make it easier for you to pedal. Practice safety and good maintenance of your bike, and it will last a long time.

REQUIREMENTS

Approved by

1. Decide on gear and supplies you should bring for a long bike ride. _____
2. Discover how multigear bicycles work and how they benefit a rider. _____
3. Practice how to lubricate a chain. _____
4. Pick a bicycle lock that you will use. Demonstrate how it locks and unlocks, how it secures your bicycle, and how you carry it while you are riding your bicycle. _____
5. With your den, pack, or family, use a map and plan a bicycle ride that is at least 5 miles. _____
6. With your den, pack, or family and using the buddy system, go on a bicycle ride that is a minimum of 5 miles. _____



- Elective Adventure
- Scan for this Adventure page

SNAPSHOT OF ADVENTURE



Propulsion is what gives an object (such as a plane, car, or boat) the power to move. Friction is what causes an object to stop. In this Adventure, you'll learn different ways to make and propel vehicles.

Think about how the shapes of cars, boats, and planes affect the distance they can go. You'll explore how you can use the air in your lungs, the force of gravity, and the power of your imagination to make things go.

REQUIREMENTS

Approved by

1. With an adult, build either a Pinewood Derby® car or a Raingutter Regatta™ boat. _____
2. Learn the rules of the race for the vehicle chosen in requirement 1. _____
3. Explore the properties of friction and how it impacts your chosen vehicle. _____
4. Before the race, discuss with your den how you will demonstrate good sportsmanship during the race. _____
5. Participate in a Pinewood Derby or a Raingutter Regatta. _____



- Elective Adventure
- Scan for this Adventure page

Summertime Fun (Elective)

SNAPSHOT OF ADVENTURE



The summertime is a great time to get together with your den or pack. The requirement for this Adventure is simple. Participate in three Cub Scout activities during the summer months. This can be at council-organized camps like day camp or resident camp, or it can be a den or pack get-together for a summertime picnic.

To earn this Adventure as a Webelos, you participate in summer activities during the summer after you have completed third grade. If you're just now learning about this Adventure, don't worry; the requirement to earn it as an Arrow of Light Cub Scout is exactly the same.

REQUIREMENT

Approved by

1. Anytime during May through August, participate in a total of three Cub Scout activities.



- Elective Adventure
- Scan for this Adventure page

Tech on the Trail (Elective)

SNAPSHOT OF ADVENTURE



Getting outside is a fun part of being a Cub Scout. Using technology outdoors can be an important part of helping you explore the world around you.

REQUIREMENTS

Approved by

1. Discuss how technology can help keep you safe in the outdoors.
2. Explore Global Positioning System (GPS) devices and how to use them.
3. With an adult, choose an online mapping program tool and plan a 2-mile trek.
4. Take your 2-mile trek.



- Elective Adventure
- Scan for this Adventure page

Yo-Yo (Elective)

SNAPSHOT OF ADVENTURE



The sleeper, over the falls, walk the dog, and around the world are just some of the tricks to learn with a yo-yo. Did you know that there are world champions of yo-yo? There are professional yo-yo champions who tour the world giving demonstrations and competing.

REQUIREMENTS

Approved by

1. Learn the safety rules of using a yo-yo and always follow them. _____
2. Discover how to find the proper yo-yo string length for you. _____
3. Explain why it is important to have the correct string length and to be in the right location before throwing a yo-yo. _____
4. Demonstrate how to properly string a yo-yo using a slip knot. _____
5. Conduct the pendulum experiment with a yo-yo. Explain what happens to the yo-yo when the string is longer. _____
6. Show that you can properly wind a yo-yo. _____
7. Attempt each of the following: gravity pull, sleeper, breakaway. _____



- Elective Adventure
- Scan for this Adventure page