



2ND GRADE

**WOLF CUB
SCOUT
HANDBOOK**



WOLF



THIS BOOK BELONGS TO



BOY SCOUTS OF AMERICA

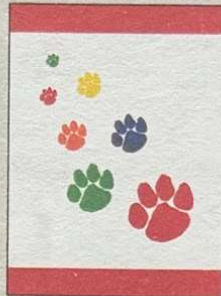
REQUIRED ADVENTURES

Must complete each of the 6 required adventures



Bobcat

(Character & Leadership)



Paws on the Path

(Outdoors)



Running With the Pack

(Personal Fitness)



Council Fire

(Citizenship)



Safety in Numbers

(Personal Safety Awareness)



Footsteps

(Family & Reverence)

ELECTIVE ADVENTURES

Must complete at least 2 elective adventures



A Wolf Goes Fishing



Adventures in Coins



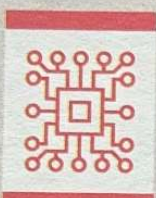
Air of the Wolf



Champions for Nature



Code of the Wolf



Computing Wolves



Cubs Who Care



Digging in the Past



Finding Your Way



Germs Alive!



Let's Camp



Paws for Water



Paws of Skill



Pedal With the Pack



Race Time



Spirit of the Water



Summertime Fun



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

1. Get to know the members of your den.
2. Recite the Scout Oath and the Scout Law with your den and den leader.
3. Learn about the Scout Law.
4. With your den, create a den code of conduct.
5. Demonstrate the Cub Scout sign, Cub Scout salute, and Cub Scout handshake. Show how each is used.
6. Share with your den, or family, a time when you demonstrated the Cub Scout motto "Do Your Best."
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

Paws on the Path - Outdoors (Required)

SNAPSHOT OF ADVENTURE



It is time to go outside! Every journey begins with just one step, and that first step can take you on a fun-filled adventure. It starts by simply going outside for a walk, just like the one you and your Wolf den are about to take.

Where you take your walk is up to your den. It may be a walk around the center of your city or town; it may be at a local park with a trail; or it may be a trail in a forest. No matter where you take your walk, you will see signs of nature in different forms.

REQUIREMENTS

1. Identify the Cub Scout Six Essentials. Show what you do with each item.
2. Learn about the buddy system and how it works in the outdoors. Pick a buddy for your walk.
3. Identify appropriate clothes and shoes for your walk outside. Do your best to wear them on your walk.
4. Learn about the Outdoor Code and Leave No Trace Principles for Kids.
5. Take a walk outside for at least 30 minutes to explore nature in your surroundings. Describe four different animals, domestic or wild, that you could see on your walk.



- Required Adventure
- Scan for this Adventure page

Running with the Pack - Personal Fitness (Required)

SNAPSHOT OF ADVENTURE



A Cub Scout knows how to stay healthy. Eating foods that give you proper nutrition, exercising regularly, and getting proper rest are the best ways for you to always be at your best.

REQUIREMENTS

1. Sample three different foods that are naturally three different colors. The food must be a protein, vegetable, fruit, dairy, or a grain.
2. Demonstrate the proper way to brush your teeth.
3. Be active for 30 minutes with your den or at least one other person. That includes both stretching and moving.
4. Be active for 10 minutes doing personal exercises.
5. Do a relaxing activity for 10 minutes.
6. 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

SNAPSHOT OF ADVENTURE



A real wolf pack works like a large family in which everyone works together to keep the members of the pack safe, healthy, and happy. Working together is part of being a good citizen. In this Adventure, you will build a model community and become an active member in your community.

REQUIREMENTS

1. Learn how to properly care for and fold the United States flag. With your den or pack, participate in a flag ceremony.
2. Identify three points of the Scout Law that are important to being a good neighbor.
3. Build a model of your home.
4. Using the same materials from requirement 3, create a model of a building that you visit.
5. Using the models built in requirements 3 and 4, create a neighborhood.
6. Participate in a service project. Explain how your volunteering is helpful to your neighborhood.



- Required Adventure
- Scan for this Adventure page

Safety in Numbers - Personal Safety Awareness (Required)

SNAPSHOT OF ADVENTURE



Your parent(s) or legal guardian is an important part of this Adventure, as you will do most of the requirements with them.

Part of the Scout Law is to be brave. Knowing what to do when you think you are in danger helps you to be brave. In this Adventure, you will learn about the "Protect Yourself Rules" and the things that you can do to keep yourself safe.

REQUIREMENTS

1. With permission from your parent or legal guardian, watch the "Protect Yourself Rules" video for the Wolf rank.
2. Discuss "safe touch" as seen in the "Protect Yourself Rules" video.
3. Learn about the buddy system and demonstrate how it works.
4. Review common safety rules and demonstrate the proper use of playground equipment.



- Required Adventure
- Scan for this Adventure page

Footsteps - Family & Reverence (Required)

SNAPSHOT OF ADVENTURE



In this Adventure, you are encouraged to learn more about your family's faith traditions. You will complete most of these requirements at home with your family. Faith means having complete trust or confidence in someone or something. "Trustworthy" is the first part of the Scout Law. Through Aesop's fable, you will learn why being trustworthy is so important.

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

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 or work of art of your favorite family faith tradition, holiday, or celebration.
2. With your family, attend a religious service or other gathering that shows how your family expresses reverence.
3. Carry out an act of kindness.
4. Listen to or read Aesop's fable "The Boy Who Cried Wolf." With your den or family, discuss why being truthful is important.



- Required Adventure
- Scan for this Adventure page

A Wolf Goes Fishing (Elective)

SNAPSHOT OF ADVENTURE



People have been fishing long before they started farming. Today, most people fish as a hobby or just for fun, and not for survival. In this Adventure, you will get ready to learn the basics of fishing where you live and join your family, den, or pack on a fishing trip.

Do wolves fish in the wild? Yes, they do. In Alaska, wolves fish for salmon, and in Minnesota, they fish for freshwater fish in creeks. Let's learn about the different types of water in which to fish and how to catch them.

REQUIREMENTS

1. Identify the type of water you will be fishing in and what type of fish live in the water.
2. Learn about the different types of bait used to attract fish.
3. Demonstrate a proper cast for the pole or rod you are using.
4. Learn the rules of fishing safely.
5. With your den, pack, or family, go fishing.



- Elective Adventure
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Adventures in Coins (Elective)

SNAPSHOT OF ADVENTURE



To most people, coins are used to buy things they want or need. But coins can also tell a story. The pictures on United States coins tell a lot about our country's culture and history. In this Adventure, you will get to be a numismatist (noo-MIZ-muh-tist). A numismatist is a person who studies coins and money. You'll learn where coins are made and the meaning of their pictures and words.

REQUIREMENTS

1. Identify different parts of a coin.
2. Find the mint mark on a coin, and identify the mint facility where it was made and the year it was made.
3. Play a coin game.
4. Choose a coin that interests you and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made.



- Elective Adventure
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Air of the Wolf (Elective)

SNAPSHOT OF ADVENTURE



It's time to take flight. Do you know the secret to making a paper airplane fly longer or farther? In this Adventure, you will have fun making different types of airplanes and other flying objects.

REQUIREMENTS

1. Make a paper airplane and fly it five times. Record the flight distance and time.
2. Make a paper airplane of a different design and fly it five times. Record the flight distance and time.
3. Compare and contrast the two paper airplanes by distance and flight times.
4. Build a flying machine that is not a paper airplane.



- Elective Adventure
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Champions for Nature (Elective)

SNAPSHOT OF ADVENTURE



Planet Earth is our home. It provides us with all the things we need to live: air, water, and food. Earth also provides us with natural beauty like mountains, oceans, forests, and waterfalls. All these things are valuable resources that we need. In this Adventure, you will discover the things that you can do to help ensure the resources of Earth are taken care of and respected. Some of these things may seem small. When done by everyone, these small actions impact our world, our home, and the planet Earth.

REQUIREMENTS

1. Discover the difference between renewable natural resources and nonrenewable natural resources.
2. Learn about the three R's: reduce, reuse, recycle.
3. Discover what happens to the recyclables in your community.
4. Participate in a conservation project.



- Elective Adventure
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Code of the Wolf (Elective)

SNAPSHOT OF ADVENTURE



You can use math to have fun! The great thing about math is that it can be more than just adding and subtracting numbers. Math is also about patterns and can be used to create messages. In the world of computers, math is used to create a secret code to protect information. Encryption is when you take a message and use a code to change it into something that no one can read unless they have a way to read the code. This is called a key. Making and creating codes is a form of math.

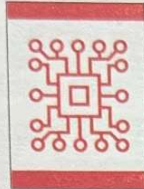
REQUIREMENTS

1. Create a secret code. Send a message to a member of your den or family. Have that person send a message back to you using the same secret code.
2. Build and play a game that requires the use of codes or patterns.
3. Select a single shape. Observe the environment around you. Write down where you see that shape and how it is being used.
4. Using a package that contains a number of different colored items, discover the most common color.



- Elective Adventure
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SNAPSHOT OF ADVENTURE



A computer is a machine that can be programmed to carry out sequences of arithmetic or logical operations automatically. Most electronic computers use a simple code based on an electronic switch being on or off; this is known as binary. In this Adventure, get ready to see the inside of a computer and the main parts that make it work.

REQUIREMENTS

1. Discover the basic components of a computer.
2. Determine how to properly dispose of computer components.
3. Using a digital device application of your choice, create a story that you can share with others.
4. With your parent or legal guardian, set up a policy for safely using digital devices.



• **Elective Adventure**
• **Scan for this Adventure page**

Cubs Who Care (Elective)

SNAPSHOT OF ADVENTURE



This Adventure will help you and your fellow Wolf Scouts understand just how many things people with disabilities are able to do. You will discover some challenges people with disabilities face, and you will have the chance to try facing similar challenges yourself. A single activity can't show you everything about life with a disability, but it can help you understand a little more about the ways a person with a disability is able to do things.

REQUIREMENTS

1. Explore what it is to have a physical disability.
2. Explore what it is to have a visual impairment.
3. Explore what it is to have hearing loss.
4. Explore barriers to getting around.



- Elective Adventure
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Digging in the Past (Elective)

SNAPSHOT OF ADVENTURE



Dinosaurs and other giant creatures lived and died out millions of years ago, so thankfully you won't run into one on a walk. A scientist who studies dinosaurs is called a paleontologist (pa-le-on-to-lo-gist). They study dinosaur bones and fossils to learn more about their habits, the food they ate, and their size. During this Adventure, you will match dinosaurs to their names, and you'll use your imagination to create your own dinosaur.

REQUIREMENTS

1. Play a dinosaur game that shows what you know about them.
2. Create an imaginary dinosaur. Share with your den or family its name, what it eats, its size, and where it lives.
3. Be a paleontologist and dig through a dinosaur dig.
4. Build a fossil layer.



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Finding Your Way (Elective)

SNAPSHOT OF ADVENTURE



The ancient Greeks went on many adventures. Their writings told of faraway lands and treasures. To explain where their adventures took them, they created geography. Geography is the science of the Earth's surface. Geo means "earth" and grapho means "to write." Maps and compasses are tools that have helped travelers know if they are headed in the right direction.

In this Adventure, you will learn to read maps and use one on a walk. You'll also get to make your own map and use a compass on a scavenger hunt. Just like the ancient Greek explorers, it's time for you to lead the way on another great adventure.

REQUIREMENTS

1. Using a map, locate where you live.
2. Draw a map for a friend to locate your home or school. Create a key for your map.
3. Find the directions north, east, south, and west and the compass rose on a map.
4. Find the directions north, east, south, and west using a compass.
5. Practice using both a map and a compass.



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Germs Alive! (Elective)

SNAPSHOT OF ADVENTURE



In this Adventure, you'll get to explore how to keep your body healthy. Why is it important to wash your hands? Why is the slimy mucus in your nose (yep, snot) important to your health? What happens if you sneeze into the air instead of into the bend in your elbow? How does keeping your room clean help keep you healthy? We will explore all of these questions while we journey through the sticky, sickening world of germs.

REQUIREMENTS

1. Wash your hands with soap and water while singing the "Happy Birthday" song two times.
2. Play Germ Magnet with your den or your family. Wash your hands afterward.
3. Conduct the sneeze demonstration.
4. Conduct the mucus demonstration.
5. Grow a mold culture. Show what formed at a den or pack meeting.



- Elective Adventure
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Let's Camp (Elective)

SNAPSHOT OF ADVENTURE



You are about to go on an overnight campout. Sleeping in a tent, roasting marshmallows, and exploring nature are some of the best parts of being a Cub Scout. Before you go, make a list of what you need to bring. Your den leader and parent(s) will help you get ready. Each time you go camping, you can show you are a Wolf Scout by doing more on your own.

REQUIREMENTS

1. Learn about the buddy system and how it works in the outdoors.
2. Know the Cub Scout Six Essentials.
3. In addition to the Cub Scout Six Essentials, list the personal items you need for your campout.
4. Learn a camping skill.
5. Attend a council or district Cub Scout overnight camp or attend an overnight campout with your pack.



- Elective Adventure
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Paws for Water (Elective)

SNAPSHOT OF ADVENTURE



Swimming is a great way to stay healthy. In this Adventure, you will have a chance to get wet while you learn the rules to swimming safely.

To earn this Adventure, you may enroll in and complete a swimming instruction program offered by an accredited instructor OR pass the BSA swimmer test OR complete the requirements below.

REQUIREMENTS

1. Learn about the swimming safety rules that you need to follow.
2. Demonstrate how to enter the swimming area properly.
3. Using the buddy system and staying within your ability group, go swimming with your den or family for 30 minutes.
4. Attempt at least one swimming stroke: front crawl, restful backstroke, or breaststroke.
5. Jump feet first into water that is chest high or deeper.
6. Demonstrate how to exit the swimming area properly.



- Elective Adventure
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Paws of Skill (Elective)

SNAPSHOT OF ADVENTURE



Sports and active games are great ways to have fun and be healthy. Sports teach you to work with a team, help others, and follow rules. You can use the Scout Oath and the Scout Law as guides when you are playing games and sports.

In this Adventure, you'll be challenged to exercise, play a team sport with your den, run an obstacle course, and show how to be a good sport. Time to move your powerful paws.

REQUIREMENTS

1. With your den, talk about sportsmanship and what it means to be a good sport. Make the connection between sportsmanship and the Scout Oath and the Scout Law.
2. Learn the rules of a team sport that you can play with your den, pack, family, or friends. After learning the rules, play the game for 30 minutes.
3. Visit or watch a team sporting event with your family or den. Look for ways the team works together and share with your family or den.



- Elective Adventure
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Pedal with the Pack (Elective)

SNAPSHOT OF ADVENTURE



Get together with your den, pack, or family to go on a bike ride. You will learn about what to take and how to make sure your bike is ready, and then you will go for a ride! Grab your helmet, check your tires, and a buddy to head out on another Cub Scout Adventure.

REQUIREMENTS

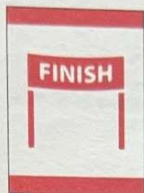
1. Show how to properly wear a bicycle helmet. Show you can take it off and put it on without help.
2. Decide what you should wear when riding a bike.
3. Learn about different types of bikes and when/where you might ride these different bikes.
4. Demonstrate you can start and stop your bicycle without help.
5. Demonstrate proper hand signals.
6. With your den, pack, or family, following the buddy system, take a bike ride.



- Elective Adventure
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Race Time (Elective)

SNAPSHOT OF ADVENTURE



This Adventure is the highlight for many Cub Scouts. The Pinewood Derby® and Raingutter Regatta™ are two popular Cub Scout races. The best part about these races is getting to design and build your own car or boat. You may want to design your car or boat for looks, or you may want to go for speed; either way, have fun spending time with your family making your car or boat or both.

REQUIREMENTS

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. Identify how you could increase the speed of 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 Elective Adventure

Spirit of the Water (Elective)

SNAPSHOT OF ADVENTURE



Water is an important force in our lives. It can be as gentle as a spring sun-shower or as powerful as a hurricane. All living things need water to live, but we use water for more than just survival. In this Adventure, you will learn where the water you use comes from and how to conserve it.

REQUIREMENTS

1. Discover where the water in your home comes from
2. Discuss how water can become polluted
3. Share some ways you can conserve water in your home
4. Discover how water in your community is treated to become safe to drink.



- Elective Adventure
- Scan for this Elective Adventure

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 Wolf, you participate in summer activities during the summer after you have completed the first grade. If you are just now learning about this Adventure, don't worry because the requirement to earn it as a Bear Cub Scout is exactly the same.

REQUIREMENT

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



- Elective Adventure
- Scan for this Elective Adventure