The New Cub Scout Adventure Program
Cub Scout Program Design Objectives

- Desire To Reduce Complexity
- Opportunity To Enhance Fun w/ Adventure Model/ Less Sedentary
- Den-based Advancement Model
- More Purposeful Alignment with Mission & Aims of Boy Scouts
Organizing Principles

Character Development
- Scout Law and Oath
- Duty To God

Participatory Citizenship
- Civic Awareness and Patriotism
- Service
- Stewardship

Personal Fitness
- Physical Fitness
- Healthy Eating
- Wellness & Healthy Habits

Outdoor Skills & Awareness
- Comfort, Safety, and Adventure in the Outdoors
- Nature & Outdoor Ethics
- Emergency Skills

Leadership
- Supporting Leaders
- Leadership Thinking
- Leading Others
How does rank structure differ?

<table>
<thead>
<tr>
<th>Rank</th>
<th># Defined Adventures</th>
<th># Elective Adventures</th>
<th>Adventure Recognition Device</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bobcat</td>
<td>Still the first rank earned (updated to reflect program changes)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tiger</td>
<td>6</td>
<td>1</td>
<td>Belt Loops</td>
</tr>
<tr>
<td>Wolf</td>
<td>6</td>
<td>1</td>
<td>Belt Loops</td>
</tr>
<tr>
<td>Bear</td>
<td>6</td>
<td>1</td>
<td>Belt Loops</td>
</tr>
<tr>
<td>Webelos</td>
<td>5</td>
<td>2</td>
<td>Pins</td>
</tr>
<tr>
<td>Arrow of Light</td>
<td>4</td>
<td>3</td>
<td>Pins</td>
</tr>
</tbody>
</table>
**TIGER**

- Backyard Jungle
- Team Tiger
- Tiger Bites
- Tiger in the Wild
- Games Tigers Play
- My Family’s Duty to God
- Sky is the Limit
- Floats and Boats Adventures
- Tiger Tales
- Rolling Tigers
- Curiosity, Intrigue and Magical Mysteries
- Good Knights
- Tiger-rrific Stories in Shapes
- Tiger Tag
- Tiger Theater
- Safe and Smart
- Family Stories
- Earning your Stripes

**WOLF**

- Call of the Wild
- Council Fire
- Howling at the Moon
- Running with the Pack
- Paws on the Path
- Duty to God Footsteps
- Germs Alive
- Hometown Heroes
- Pawns of Skill
- Air of the Wolf
- Collections and Hobbies
- Digging into The Past
- Grow Something
- Spirit of the Water
- Adventures in Coins
- Motor Away
- Code of the Wolf
- Cubs Who Care
- Finding Your Way

**BEAR**

- Bear Claws
- Bear Necessities
- Fur, Feathers, and Ferns
- Grin and Bear It
- Paws for Action
- Fellowship and Duty to God
- Marble Madness
- Salmon Run
- Robotics
- Baloo the Builder
- Bear Picnic Basket
- Fishing
- Make it Move!
- Critter Care
- Roaring Laughter
- Super Science
- Beat of the Dream
- Music Around the World
- Forensics
WEBELOS
- Cast Iron Chef
- First Responder
- Stronger, Faster, Higher
- Webelos Walkabout
- Duty to God and You

ARROW OF LIGHT
- Building a Better World
- Camper
- Scouting Adventure
- Duty to God in Action

ELECTIVES
- Fix it
- Into the Wild
- Into the Woods
- Look Back, Look Forward
- Sound Maestro
- Adventures in Science
- Aware and Care
- Built it
- Build My Own Hero
- Sportsman
- Tech Quest: Game Design
- Animate it!
- Art Explosion
- Aquanaut
- Castaway
- Earth Rocks!
- Engineering
- Family Adventures

- Call of the Wild (Wolf)
- Bear Claws
- Bear Necessities
- Cast Iron Chef (Webelos)
- Scouting Adventure (Arrow of Light)
What About ______________?

Many of the things we love about the current program are still there!
**Tiger Elective Adventures: Tiger Tag**

• Choose one active game you like, and tell your den about it.

• Do the following:
  – Play two relay games with your den and your adult partner.
  – Tell your partner or the other Tigers what you liked best about each game.
  – Have your den choose a relay game that everyone would like to play, and play it several times.

• With your adult partner, select an active outside game that you could play with the members of your den. Talk about your game at the den meeting. With your den, decide on a game to play.

• Play the game that your den has chosen. After the game, discuss with your den leader the meaning of being a good sport.
New Adventures

Wolf Elective Adventure: Digging in the Past

• Play a game that demonstrates your knowledge of dinosaurs, such as a dinosaur match game.
• Create an imaginary dinosaur. Share with your den its name, what it eats, and where it lives.
• Make a fossil cast.
• Make a dinosaur dig.
• Make edible fossil layers. Explain how this snack is a good model for the formation of fossils.
• Be a paleontologist, and dig through the dinosaur digs made by your den. Show and explain the ways a paleontologist works carefully during a dig.
New Adventures

*Bear Elective Adventures: World of Sound*

- Make an mbira.
- Make a sistrum.
- Make a rain stick.
New Adventures

**Webelos/AOL Elective Adventure: Build My Own Hero**

Do all of these:

- Discover what it means to be a hero. Invite a local hero to meet with your den.
- Identify how citizens can be heroes in their communities.
- Recognize a hero in your community by presenting him or her with a “My Hero Award.”
- Learn about a real-life hero from another part of the world who has helped the world be a better place.
- Learn about a Scout hero.
- Create your own superhero.
Cub Scout Change Summary

What is NOT Changing
• Motto, Sign, Salute, & Handshake
• Family Focus—parents are still Akela
• Ranks and rank badges
• Bobcat still first rank earned
• Ages (or genders)
• Cub Scout Uniforms
• Den/pack meeting structures
• Outdoor program
• Delivery model
• Fun—even more than before

What IS Changing
• Scout Oath and Law replace Cub Scout Oath & Law of the Pack
• 12 points of Scout Law replace Core Virtues/Character Connections
• Tiger Cub = Tiger w/new image
• Simplified Advancement (1 Den Leader guide per rank)
• CyberChip required for all ranks
• Webelos badge not required for AoL
• Academic & Sports Program discontinued
• Instant Recognition devices, beads, & arrow points replaced with Adventure loops and pins
Cub Scout - Transition

Today

May 2015

ALL UNITS
CURRENT REQUIREMENTS

Den-based Decision
1. If filling out with prior rank’s electives = Current Requirements
2. If moving on to new rank’s advancement = New Requirements

ALL UNITS
NEW REQUIREMENTS

Beginning of 2015/2016 Scouting Year (Aug-Sept for most units)
Special Transition Situations

• Boys Earning Their Webelos Badge Prior to June 1, 2015

• Boys joining Cub Scouts after May 31, 2015 and meeting the qualifications to join an AOL den

• Boys transitioning between ranks and members of units sponsored by the LDS church.
Webelos to Arrow of Light

Boys Earning Their Webelos Badge Prior to June 1, 2015

- May continue to work out of the current handbook and complete the AOL requirements as stated.
- May convert to the new handbook and requirements:
  - Must complete the four defined required adventures
  - To satisfy the requirement for three electives may utilize EITHER the new adventure electives OR electives earned under the current program but NOT USED TO FULFILL WEBELOS RANK REQUIREMENTS
Joining Cub Scouts in 5th Grade

Boys joining Cub Scouts after May 31, 2015 and meeting the qualifications to join an AOL den

- Shall utilize the new program requirements and handbook
- They MAY substitute any of the new program WEBELOS required adventures for the three required electives of Arrow of Light
Rationale for Adventure

Takeaways For Cub Scouts

Requirement Listing

Planning and Implementation notes to Den Leaders
Materials & Training

- **Leader Specific Training:** 1\(^{st}\) Quarter 2015
  - Outdoor Training (BALOO, OWLS, IOLS) to be updated
- **Updated Requirements for Specialty Awards:** 1\(^{st}\) Quarter 2015
- **Training & Camping Support:** 1\(^{st}\) Quarter 2015
- **Remaining Materials:** 2\(^{nd}\) Quarter 2015
- **My.Scouting tools (Advancement Tracking):** mid-2015
- **Roundtable Planning Guide:** April-May 2015
  - Core Virtues replaced with 12 points of the Scout Law
- **Handbooks and Den Leader Guides:** May 1, 2015
- **Adventure Loops & Pins:** Summer 2015
- **Current Belt Loops & Pins:** until inventory runs out (Webelos Activity Badges will remain available through 2016)
For More Information

- The latest information, updates, and handouts can be found at [www.scouting.org/programupdates](http://www.scouting.org/programupdates)

- For more information, contact:

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