

# Cuboree Advancement Opportunities

## Lion Scouts

### Fun on the Run

- 1. Learn and demonstrate three exercises you can do each day.
- 2. Understand the importance of REST.
- 4. Participate as a den in Jungle Field Day.

### Mountain Lion

- 1. Gather the outdoor items you need to have with you when you go on an outdoor adventure, and understand how they are used. Also understand and commit to practicing the buddy system.
- 2. Learn what SAW (Stay, Answer, Whistle) means. Demonstrate what you can do to stay safe if you become separated from the group when you are outdoors.
- 3. Demonstrate an understanding of respect for animals and nature when participating in a learning hike.

### On Your Mark

- 1. Participate in a game with your den.
- 2. Participate in an obstacle course relay.
- 3. Participate in a box derby race.

## Tiger Cub Scouts

### Games Tigers Play

- 1a. Play two initiative or team-building games with the members of your den.
- 1b. Listen carefully to your leader while the rules are being explained, and follow directions when playing.
- 1c. At the end of the game, talk with the leader about what you learned when you played the game. Tell how you helped the den by playing your part.

### My Family's Duty to God

- 2. With a family member, attend a religious service or other activity that shows how your family expresses reverence for God.

### Tigers in the Wild

- 1. With your parent, guardian, or other caring adult, name and collect the Cub Scout Six Essentials you need for a hike. Tell your den leader what you would need to add to your list to prepare for rain.
- 2. Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.
- 3A. Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.
- 3B. Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should "Trash Your Trash."
- 3C. Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.
- 4. While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your Tiger Handbook.
- 5. Participate in an outdoor pack meeting or pack campfire. Sing a song or act out a skit with your Tiger den as part of the program.
- 6. Find two different trees and two different types of plants that grow in your area. Write their names in your Tiger Handbook.

### Earning Your Stripes

- 5. Play a game with your den. Then discuss how your den played politely.

### Stories in Shapes

- 4. Draw or create an art piece using shapes.
- 5. Use tangrams to create shapes.

### Floats and Boats

- 6. Build a boat from recycled materials, and float it on the water.

#### Tiger-iffic!

- 6. Play a team game with your den.

#### Tiger Tag

- 1. Choose one active game you like, and tell your den about how to play and why you like this game.
- 2. Play two team or relay games with your den. Tell your parent, guardian, or other caring adult or the other Tigers what you liked best about each game.
- 3. Have your den choose a team or relay game that everyone can play, and play it at least twice.

#### Sky is the Limit (evening den activity)

- 1. With your den or with your parent, guardian, or other caring adult, go outside to observe the night sky. Talk about objects you see or might see.
- 2. Look at a distant object through a telescope or binoculars. Show how to focus the device you chose.
- 4. Observe in the sky or select from a book, chart, computer, or electronic device two constellations that are easy to see in the night sky. With your parent, guardian, or other caring adult, find out the names of the stars that make up the constellation and how the constellation got its name. Share what you found with your den.
- 5. Draw and name your own constellation. Share your constellation with your den.

## Wolf Cub Scouts

#### Call of the Wild

- 1B. Attend an outdoor activity with your den or pack.
- 5. Show how to tie an overhand knot and a square knot.

#### Running with the Pack

- 1. Play catch with someone in your den or family who is standing 5 steps away from you. Play until you can throw and catch successfully at this distance. Take a step back and see if you can improve your throwing and catching skills.
- 2. Practice balancing as you walk forward, backward, and sideways.
- 3. Practice flexibility and balance by doing a front roll, a back roll, and a frog stand.
- 4. Play a sport or game with your den or family, and show good sportsmanship.
- 5. Do at least two of the following: frog leap, inchworm walk, kangaroo hop, or crab walk.

#### Paws of Skill

- 2. With your family or den, talk about why it is important to stretch before and after exercising. Demonstrate proper warm-up movements and stretches before and after each activity you do that involves action.
- 3. Select at least two physical fitness skills and practice them daily for two weeks. See if you can improve during that time.

#### Air of the Wolf (If participating in space derby or raingutter regatta)

- 2E. With your family, den, or pack, participate in a kite derby, space derby, or raingutter regatta. Explain how air helps the vehicle move.

#### Duty to God Footsteps (if participating in Scouts Own Service on Sunday)

- 5. Learn and sing a song that could be sung in reverence before or after meals or one that gives encouragement, reminds you how to show reverence, or demonstrates your duty to God.

#### Paws on the Path

- 1. Show you are prepared to hike safely in any outdoor setting by putting together the Cub Scout Six Essentials to take along on your hike.
- 2. Tell what the buddy system is and why we always use it in Cub Scouting. Describe what you should do if you get separated from your group while hiking.
- 3. Choose the appropriate clothing to wear on your hike based on the expected weather.
- 4. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. (This may be combined with requirement 3 of the Call of the Wild adventure.) After hiking, discuss how you showed respect for wildlife.

- 5. Go on a 1-mile hike with your den or family. Find two interesting things that you've never seen before and discuss with your den or family.
- 6. Name two birds, two insects, and/or two other animals that live in your area. Explain how you identified them.
- 7. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.

## Bear Cub Scouts

### Bear Necessities

- 1B. An outdoor activity with your den or pack
- 5. Demonstrate how to tie two half hitches and explain what the hitch is used for.

### Fur, Feathers, and Ferns

- 1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk.
- 2. Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit.

### Marble Madness

- 2. Learn about three different marble games, and learn to play one of them. Learn how to keep score. Learn and follow the rules of the game. Play the game with your family, friends, or your den. (*partial - complete this requirement after the event.*)

### Bear Claws

- 1. Learn about three common designs of pocketknives.
- 2. Learn knife safety and earn your Whittling Chip.\*
- 3a. Using a pocketknife, carve two items.  
\*One of the items carved for Bear Claws requirement 3 may be used to fulfill Whittling Chip requirement 3.

## Webelos Scouts

### Stronger, Faster, Higher requirements Do all of these:

- 1. Understand and explain why you should warm up before exercising and cool down afterward. Demonstrate the proper way to warm up and cool down. Do these activities and record your results:
  - 2b. Vertical jump
  - 2d. Push-ups
  - 2e. Curls
  - 2f. Jumping rope

### Camper

- 5. Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.

### Scouting Adventure

- 1A. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meanings to your den leader, parent, or guardian.
- 1B. Explain what Scout spirit is. Describe for your den leader, parent, or guardian some ways you have shown Scout spirit by conducting yourself according to the Scout Oath, Scout Law, Scout motto, and Scout slogan.
- 1C. Give the Boy Scout sign, salute, and handshake. Explain when to use each.
- 1D. Describe the First Class Scout badge, and tell what each part stands for. Explain the significance of the First Class Scout badge.
- 1E. Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning.
- 5a. Show how to tie a square knot, two half hitches, and a taut-line hitch. Explain how each knot is used.