

Webelos Adventure Hollow

Classes all Webelos will attend

Adventure	Class	Requirements completed in class	To be done at home to complete adventure
Shooting Sports patch and device pins	BB Guns	Level 1 and 2 BB guns	None
	Archery	Level 1 and 2 Archery	None
Into the Woods	Into the Woods	#1, 2, 3, 4, 5, 6, 7	None
Engineering	Rockets	#1, 2a, 2b, 3, 4	#2c– display project at pack meeting
	Catapults		
Aware and Care	Aware and Care	#1, 2, 3, 4e	#4 (choose one more)
Aquanaut	Boats	#3	Full Adventure can be passed off in Aquanaut 2 hour option or Cub Aquatics Twilight Camp

This year we will have a class called ABOVE AND BEYOND. There will be a choice of activities that can be done during that class time. The Webelos can make a neckerchief slide and then participate in other activities as chosen by the den. Those choices include: Flag Etiquette (Building a Better World #1), Duty to God patch requirements, Cyber Chip, or a visit to the Trading Post. There will also be information for leaders about the S.T.E.M program and additional awards the boys can earn.

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2 hour class choices

Adventure	Class	Requirements completed in class	To be done at home to complete adventure
Aquanaut** (Class size is limited)	Aquanaut	#1, 3, 4, 6, 8	None
Outdoorsman	Outdoorsman	Option B 1, 2, 3, 4	#3– Teach another Scout that is not a Webelos Scout .
Sportsman	Sportsman	#1, 2, 3a, 3b, 3c (Archery will count as an individual sports)	None
Webelos Walkabout	Hike	#1, 2, 3, 4, 5, 6	#4– prepare lunch
Castaway	Castaway	#1b, 1c, 2a, 2b, 2c, 2d	#2a– assemble survival kit
Sling Shot ** (Class size is limited)	Sling Shot	Level 1 and 2	None

In some of the requirements, Webelos recite from memory the Outdoor code and Leave No Trace Principles for Kids. Not all boys are able to memorize fast or sometimes at all. They will begin to learn and memorize while with us but in many cases may need to finish that part at home.

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BB GUNS AND ARCHERY

Shooting sports has been expanded to allow Webelos to compete the requirements for the New Shooting Sports patch as well as the device pins for BB Guns and Archery.

ENGINEERING

In two classes, Webelos will learn and talk about different types of Engineers, examine blueprints, create their own blueprints and complete their own rocket and catapult to take home.

BOATS

Webelos and leaders will have the opportunity to learn about boating safety and go out in the row boats on Taylor Lake.

INTO THE WOODS

Webelos will identify trees, parts of trees, plants and learn of their uses for animals and humans. They will plant a small plant, observe rings in a tree and talk about things in their homes that are made of wood.

AWARE AND CARE

Webelos will participate in activities that will help them develop an awareness of different impairments that people have. They will begin learning the Scout Oath in American Sign Language.

ABOVE AND BEYOND

Webelos will have the choice of different activities for this class.

Complete or recharge Cyber Chip, Learn about Flag Etiquette, work on the Duty to God requirements with your den, visit the Trading Post or just relax.

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CASTAWAY

Webelos will learn to build fires with out matches and attempt their own, learn about and build a shelter, learn to treat water, and learn what to do if lost. They will also learn about and discuss qualities that a leader should have in an emergency situation

WEBELOS WALKABOUT

Webelos will create a hike plan, learn what is included in a hiking first aid kit and learn about poisonous plants and animals. They will learn about leadership roles as they participate in a 3 mile hike.

SPORTSMAN

Webelos will learn about sportsmanship, referee signals and participate in a team sport. **Archery can be used as an individual sport.

AQUANAUT

Webelos will learn about water safety, demonstrate different swimming strokes, learn about the order of rescue and attempt the BSA swim test.

OUTDOORSMAN

Webelos will learn what to do in extreme weather conditions and learn how to plan an outdoor activity. They will also practice the Outdoor Code and Leave No Trace principles for Kids.

This sheet is provided as a guide to help leaders plan their annual program and prepare for camp. As many requirements will be covered depending on time, weather and participant cooperation. Attendance and participation do not guarantee that youth will pass all the requirements. It is the duty of the unit leader to determine if the requirement has been met and to follow up with the youth that need additional help after camp.