

# WEBELOS ELECTIVES - CHECKLIST

NAME: \_\_\_\_\_

Adventures In Science	
Complete Requirements 1-3	
1. Draw Picture Of Fair Test That Shows How To Test Fertilizers Effect On Plant Growth.	
2. Visit Museum, etc. That Employs Scientists. Prepare 3 Questions & Talk To Scientist.	
3. Complete Any 4 Of The Following:	
a. Carry Out Experiment From Req. 1	
b. If You Do 3a, Carry Out Experiment Again But Change Independent Variable. Report How Changes Affected Plant.	
c. Build Model Solar System. Chart Distances Between Planets So It Is To Scale. Explain Value Of Making A Model In Science.	
d. W/ Adult, Build & Launch A Model Rocket. Use Rocket To Design A Fair Test To Answer A Question About Force/Motion.	
e. Create 2 Circuits Of 3 Light Bulbs & A Battery. Make 1 Series & 1 Parallel Circuit.	
f. Study Night Sky. Sketch North Star & Big Dipper Over 6 Hours. Describe What You Observed, & Explain.	
g. W/ Adult, Explore Safe Chemical Reactions	

Adventures In Science (cont)	
With Household Materials. Use 2 Substances, Increase Amount & Observe.	
h. Explore Properties Of Motion On Playground. Design Fair Test To Explain How Weight Affects Speed Of Swing/Sliding.	
i. Read Biography Of A Scientist. Tell Den Or Leader What Scientist Is Famous For.	

Aquanot	
Complete Req's 1-4 and 2 Others	
1. State Safety Precautions You Need To Take Before Doing Water Activity.	
2. Discuss Importance Of Learning Skills You Need Before Going Boating.	
3. Explain Meaning "Order Of Rescue" And Demonstrate Reach & Throw Technique.	
4. Attempt The BSA Swimmer Test.	
5. Demo Precautions You Take Before Diving Headfirst. Attempt A Front Surface Dive.	
6. Learn & Demonstrate 2 Strokes.	
7. Invite Person Who Has Had Swim/Rescue Training To Den Mtg. Discuss Experiences.	

Aquanot (cont)	
8. Show How To Correctly Fasten Life Jacket	
Jump Into Water Over Your Head.	
Swim 25 Feet Wearing Life Jacket.	
Get Out Of Water; Hang Jacket To Dry.	
9. Paddle A Canoe W/ Adult's Supervision.	

Art Explosion	
Complete Requirements 1-3	
1. Visit Gallery, etc. Discuss Art You Saw.	
2. Create 2 Self Portraits; Use 2 Diff Tech's	
3. Do 2 Of The Following:	
a. Draw/Paint An Original Picture Outdoors.	
b. Use Clay To Sculpt A Simple Form.	
c. Create Object W/ Clay That Can Be Baked.	
d. Creat Freestanding Sculpture w/ Wood, etc.	
e. Make Display Of Origami Or Kirigami.	
f. Use Computer To Create A Work Of Art.	
g. Create A Logo Or Design. Transfer To Shirt, etc.	

# WEBELOS ELECTIVES - CHECKLIST

NAME: \_\_\_\_\_

Aware & Care	
1. Participate In An Activity That Simulates Visual OR Hearing Impairment.	
2. Participate In An Activity That Simulates Mobility OR Dexterity Impairment.	
3. W/ Den Participate In Activity That Focuses On The Acceptance Of Differences.	
4. Do 2 Of The Following:	
a. Do a Good Turn For Residence Of Nursing Or Retirement Facility.	
b. Invite Person W/ Disability To Den Mtg. Discuss What They Find Challenging.	
c. Attend A Disabilities Event. Discuss Your Experience W/ Your Den.	
d. Talk To Someone Who Works W/ Those Who Have Disabilites. Learn How They Help Them.	
e. Sign The Scout Oath Using ASL.	
f. W/ Adult Contact Service Dog Organization Learn Training Process From Pup To Client.	
g. Participate In Service Project On A Specific Disability.	
h. Partipate In Activity W/ Organization Whose Members Are Disabled.	

Build It	
1. Learn About & Use Some Basic Tools. Learn About Need For Safety While Using.	
2. W/ Den Leader, etc. Select & Build A Project.	
3. List Tools Used To Build Project. Create List Of Materials Needed For Project. Put Checkmark To Tools Used For 1st Time.	
4. Learn About Construction Career. With Den, etc. Visit Construction Site. Interview Person Working In Construction.	

Build My Own Hero	
Complete Req's 1-3 and 1 Other	
1. Discover What It Means To Be A Hero. Invite A Hero To Meet With Your Den.	
2. Describe How Citizens Can Be Heroes.	
3. Present Hero In Your Community With A "My Hero Award"	
4. Learn About A Real-Life Hero From Another Part Of World Who Helped Make World Better Place.	
5. Learn About A Scout Hero.	
6. Create Your Own Superhero.	

Getaway	
1. Complete a And Either b or c.	
a. On Campout/ Outdoor Activity W/ Den, Cook 2 Diff. Recipes W/Out Pots & Pans.	
b. W/ Adult, Light Fire W/Out Matches.	
c. Build Shelter That Protects You Overnight Using Already Cut/Fallen Branches.	
2. Do All Of The Following:	
a. Learn What Items Should Be In Outdoor Survival Kit That Can Fit In A Day Pack. Assemble Your Own Survival Kit. Explain To Den Ldr Why Items Are Important To Survival.	
b. W/ Den, Demo 2 Ways To Treat Drinking Water To Remove Impurities.	
c. Discuss What To Do If Lost In Woods. Explain What Letters S-T-O-P Stand For. Tell What The Universal Signal Is. Describe 3 Ways To Signal For Help. Demonstrate 1 Of Those Ways. Tell What You Can Do So Rescuers Can Find You.	
d. Make List Of 4 Qualities A Ldr Should Have In Emergency & Why They Are Important.	

# WEBELOS ELECTIVES - CHECKLIST

NAME: \_\_\_\_\_

Getaway (cont)	
Pick 2 & Act Them Out For Your Den.	
Tell How Each Relates To Point In Scout Law.	
Tell How This Adventure Gives You A	
Better Understanding Of Boy Scout Motto.	

Earth Rocks	
1. Do All Of The Following:	
a. Explain The Word "Geology"	
b. Explain Why This Science Is Important.	
2. Look For Diff. Rocks/ Minerals While On Rock Hunt.	
3. Do The Following:	
a. Identify The Rocks You See On Rock Hunt.	
b. With Magnifying Glass Determine Any	
Any Differences Between Specimens.	
c. Share What You See W/ Den Or Family	
4. Do The Following:	
a. W/ Family Or Den Make Mineral Test Kit	
Test Minerals According To Mohs Scale.	
b. Record Results In Handbook.	
5. Identify On Your State Map Geological	
Features In Your Area.	
6. Do The Following:	
a. Identify Some Geological Materials	

Earth Rocks (cont)	
Used To Build Your Home.	
b. Identify Some Geological Materials	
Used Around Your Community.	

Engineer	
1. Pick 1 Type Of Engineer. Discover 3 Things	
That Describe What The Engineer Does.	
Share Your Findings W/ Webelos Den.	
2. Learn To Follow Engineering Design Principles By:	
a. Examine Blueprints Or Specs. Prepare Your	
Own Set To Design A Project.	
b. Using Your Blueprints/Specs Complete	
Your Project.	
c. Share Your Project With Den or Pack.	
3. Explore Other Fields of Engineering. How	
Have They Helped Our Past, Present & Future.	
4. Pick & Do 2 Projects Using Engineering	
Skills You Learned. Share Your Projects	
W/ Den & Exhibit At Pack Meeting.	

Fix It	
Complete Requirements 1-4	
1. Put A Fix It Toolbox Together.	

Fix It (cont)	
Describe What Each Item Can Be Used For.	
Show How To Use 3 Tools Safely.	
2. With Help Of An Adult, Do The Following:	
a. Locate Electrical Panel In Your Home.	
Determine If It Has Fuses Or Breakers.	
b. What Heat Source Is Used To Heat Home.	
c. Learn How To Shut Off Water To Sink, etc.	
3. Describe To Den Ldr How To Fix Or Make Safe:	
a. Toilet Is Overflowing.	
b. Kitchen Sink Is Clogged.	
c. Circuit Breaker Is Tripped.	
4. Select And Do 8 Of The Following:	
a. Change A Light Bulb. Determine Type	
Of Bulb & How To Dispose Of It.	
b. Fix A Squeaky Door Or Cabinet Hinge.	
c. Tighten A Loose Handle Or Knob	
d. Show How To Stop A Toilet From Running.	
e. Replace A Furnace Filter.	
f. Wash A Car.	
g. Check Oil Level & Tire Pressure In A Car.	
h. Show How To Replace Bulb In Taillight, etc.	
i. Help An Adult Change A Tire On A Car.	
j. Make A Repair To A Bicycle.	

# WEBELOS ELECTIVES - CHECKLIST

NAME: \_\_\_\_\_

Fix It (cont)	
k. Replace Wheels On A Skateboard, etc.	
l. Help An Adult Prepare And Paint A Room.	
m. Help Replace Or Repair A Wall/Floor Tile.	
n. Help Install /Repair A Window Or Door Lock.	
o. Help Fix A Slow/Clogged Sink Or Drain.	
p. Help Install Or Repair A Mailbox.	
q. Change Battery In A Smoke Detector, etc.	
r. Help An Adult Fix A Leaky Faucet.	
s. Find Wall Studs & Help Hang Picture, etc.	
t. Take Old Item Rebuild/Refinish It. Show Den.	
u. Do Fix It Project Agreed Upon With Your Parent.	

Game Design	
1. Decide on All Elements For A Game.	
2. List At Least 5 Online Safety Rules You Put Into Practice While On Computer. Skip If You Have A Current Cyber Chip.	
3. Create Your Game.	
4. Teach Adult/Scout How To Play Your Game.	

Into The Wild	
Complete At Least 6 Requirements	
1. Collect, Care, Study An Insect, Amphibian, etc.	

Into The Wild (cont)	
Share Your Experience With Den.	
2. Set Up Aquarium Or Terrarium.	
Keep For At Least A Month.	
Share W/ Den Photos/ Drawings Of Project.	
3. Watch Birds In Area For 1 Week. Identify The Birds. Write Down When & Where You Saw Them.	
4. Learn About Bird Flyways Closest To Your Home. Find Which Birds Use These Flyways.	
5. Watch 4 Wild Creatures In The Wild. Describe Kind Of Place You Saw Them. Tell What They Are Doing.	
6. Identify Animal, etc. Found Only In Your Area Of Country. Tell Why It Survives There.	
7. Give Examples Of 2 Of The Following:	
a. A Producer, Consumer & Decomposer In Food Chain Of An Ecosystem.	
b. 1 Way Humans Have Changed Balance Of Nature.	
c. How You Can Help Protect Balance Of Nature.	
8. Learn About Aquatic Ecosystems & Wetlands In Area. Talk About Important Role They Play In Supporting Life Cycles of Humans & Wildlife. List 3 Ways You Can Help.	

Into The Wild (cont)	
9. Do 1 Of The Following:	
a. Visit Nature Center, etc. Tell What You Saw.	
b. Create Video Of A Wild Creature Doing Something Interesting. Share W/ Family or Den.	

Into The Woods	
Complete Req's 1-4 & 1 Other	
1. Identify 2 Diff Groups Of Trees & Parts Of Trees.	
2. Identify 4 Trees Common To Your Area. Tell Whether They Are Native To Your Area. Tell How Wildlife & Humans Use Them.	
3. Identify 4 Plants Common To Your Area. Tell Which Animals Use Them & Why.	
4. Develop A Plan To Care For & Then Plant At Least 1 Plant Or Tree Indoors Or Out. Tell How Plant/Tree Helps Environment. What Will Plant/Tree Be Used For.	
Complete 1 Of The Following	
5. Make List Of Items In Home That Are Made From Wood & Share With Den. <b>OR</b> W/ Den Take Walk. Identify Useful Things Made From Wood.	
6. Explain How Growth Rings Tell Trees Story.	

# WEBELOS ELECTIVES - CHECKLIST

NAME: \_\_\_\_\_

## Into The Woods (cont)

Describe Diff. Types Of Tree Bark.	
Explain What Bark Does For The Tree.	
7. Visit Nursery, Park, etc. Speak W/ Someone About Trees/Plants Native To Area.	
Explain How Plants/Trees Are Important To Our Ecosystem & How They Improve Environment.	

## Looking Back, Looking Forward

1. Create Record Of History Of Scouting & Your Place In It.	
2. W/ Help & Your Choice Of Media Go On A Virtual Journey To Past & Create Timeline.	
3. Create Your Own Time Capsule.	

## Maestro!

1. Do a. or b.	
a. Attend A Live Musical Performance.	
b. Visit Facility W/ Sound Mixer. Learn How It's Used.	
2. Do 2 Of The Following:	
a. Make Musical Instrument.	
Play For Family, Den Or Pack.	
b. Form A " Band" With Your Den. Each Makes Own Instrument. Perform For Pack.	
c. Play 2 Tunes On An Instrument.	

## Maestro!

d. Teach Den Words & Melody Of A Song.	
Perform At Den Or Pack Meeting.	
e. Create Original Words For Song.	
Perform At Den Or Pack Meeting.	
f. Collaborate W/ Den To Compose Den Theme Song. Perform At Pack Meeting.	
g. Write Song W/ Words That Expresses Your Feelings About An Issue, etc. Perform.	
h. Perform A Musical Number W/ Den Or Solo In Front Of An Audience.	

## Moviemaking

1. Write A Story Outline Describing A Real Or Imaginary Scouting Adventure. Create Picture Storyboard That Shows Your Story.	
2. Create Either Animated Or Live Action Movie About Yourself. It Should Depict How You Live By Scout Oath & Scout Law.	
3. Share Movie With Family, Den Or Pack.	

## Project Family

1. Interview Grandparent, etc. About What Life Was Like When They Were Growing Up.	
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## Project Family (cont)

2. With Members Of Family, etc. Discuss Some Of Your Family Names, History, etc.	
Do 1 Of The Following:	
a. Create Family Tree Of 3 Generations.	
b. Make Poster/ Web Page That Shows Places That Some Of Your Family Come From.	
c. Choose Special Holiday/Celebration That Your Family Participates In. Create Either Poster, Picture Or Slideshow Of It.	
3. Create A Chart Listing Jobs That You & Other Family Members Have At Home. Choose & Do 3 Jobs. Chart Them For 2 Weeks.	
4. Select Job That Belongs To Another Family Member & Help Them Complete It.	
5. W/ Help Inspect Home & Surroundings. Make List Of Hazards Or Security Problems. Correct 1 Problem & Tell What You Did.	
6. Complete 1 Of The Following:	
a. Hold A Family Mtg To Plan A Family Activity.	
b. Create List Of Community Or Conservation Projects Your Family Can Do Together. Present It To Your Family.	
Select 1, Plan It & Complete It W/ Your Family.	

# WEBELOS ELECTIVES - CHECKLIST

NAME: \_\_\_\_\_

Sportsman	
1. Show Signals Used By Officials In 1 Of These Sports. (football, basketball, baseball, etc)	
2. Participate In 2 Sports. Either Team Or Individual.	
3. Complete The Following:	
a. Explain What Good Sportsmanship Means.	
b. Role-Play Situation That Shows Good Sportsmanship.	
c. Give Example Of A Time When You Experienced/Saw Someone Showing Good Sportsmanship.	