

# BEAR ELECTIVE ADVENTURES - CHECKLIST

NAME \_\_\_\_\_

COMPLETED ELECTIVES	
Grin & Bear It	
A Bear Goes Fishing	
Bear Picnic Basket	
Beat of the Drum	
Critter Care	
Forensics	
Make It Move	
Marble Madness	
Roaring Laughter	
Robotics	
Salmon Run	
Super Science	
A World of Sound	
Denner _____	
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Grin & Bear It	
1. Play A Challenge/Initiative Game W/ Den.	
Take Part In Reflection After Game.	
2. W/ Den, Organize Scout Carnival & Lead It.	
3. Help Younger Scouts At The Carnival.	
4. Discuss What Did/Didn't Work At Carnival.	
5. W/ Den Develop A Thank-You Cheer To	
Recognize Those Who Helped W/ Carnival.	

A Bear Goes Fishing	
Complete at least 3 requirements.	
1. Learn About 3 Fish In Your Area. Draw a Color	
Picture of Each Fish, Record What They Like	
To Eat & Their Habitat.	
2. Learn About Your Local Fishing Reg's w/ An Adult.	
List 3 of the Reg's & 1 Reason They Exist.	
3. Learn About Fishing Equip. Make A Fishing	
Pole. Practice Casting at Target.	
4. Go Fishing. Spend 1 Hour Trying To Catch A Fish.	

Bear Picnic Basket	
Complete at least 3 requirements.	
1. Create Your Own Bear Cookbook w/ 5 Recipes	
Include 1 Recipe For Breakfast, Lunch,	
Dinner & A Nutritious Snack.	
2. W/ Family Or Den, Prepare To Cook By Explaining	
Planning, Tool Selection, Sanitation & Safety.	
3. Prepare 2 Nutritious Snacks, Share w/ Den, etc.	
4. W/ Adult, Pick Recipe To Cook In A Kitchen.	
Help To Get The Ingr's. Cook & Serve Meal.	
Clean Up After Preparation & Cooking.	
5. W/ Adult, Pick Recipe To Cook Outdoors.	
Help To Get The Ingr's. Cook & Serve Meal.	
Clean Up After Preparation & Cooking.	

Beat Of The Drum	
Complete requirement 1 & 2 others.	
1. Learn About Culture & History of American Indians	
Or Other Indigenous People Who Live In Area Years Ago.	
2. Create Legend By Diorama, Story Or Skit.	
3. Complete 1 Of The Following:	
a. Make A Dream Catcher.	
b. Make A Craft.	
c. Make A Drum. Create A Cermonial Song.	
4. Complete 1 Of The Following:	
a. Visit Order of The Arrow Dance Ceremony.	
b. Visit American Indian or Other Indigineous People Event	
c. Learn & Demonstrate Ceremonial Dance Steps.	
d. Create A Ceremonial Dance.	

Critter Care	
Complete all of the following.	
1. Do One Of The Following:	
a. Make List Of Tasks You Did For 2 Weeks To	
Take Care Of Your Pet.	
b. Research a Pet You Would Like To Have.	
Prepare A Report About The Care It Needs.	
2. Complete 1 Of The Following:	
a. Make & Present A Poster/Power Point About	
Your Pet Or Pet You Would Like To Have.	

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Critter Care (cont)	
b. Make & Share A Poster/PowerPoint Explaining	
3 Ways That Animals Can Help People.	
3. Complete At Least 1 Of The Following & Share:	
a. Visit Local Vet/Animal Shelter. Find Out What	
Animals They See & Types Of Care They Give.	
b. Learn About Careers That Involve Care Of Animals.	
What Education/Training Are Required.	

Forensics	
Complete all of the following.	
1. Talk w/ Family & Den How Forensics Helps Solve Crimes.	
2. Take & Analyze Your Fingerprints.	
3. Complete 1 Of The Following:	
a. Learn About Chromatography. Do an Investigation	
Using Diff. Types of Black, Felt Tip Markers. Share Results.	
b. Do Analysis of Salt, Sugar, Baking Soda & Cornstarch.	
4. Complete 1 Of The Following:	
a. Visit Sheriff/Police Offic. Find Out How	
They Collect Evidence.	
b. Learn About Diff. Jobs in Forensic Science. Choose	
2 & Learn What is Required To Work In That Field.	
Share What You Learn w/ Den.	
c. Learn How Animals Are Used to Gather Evidence.	
Share What You Learn w/ Your Den.	

Make It Move	
Complete all of the following.	
1. Create "Exploding" Craft Stick Reaction.	
2. Make 2 Simple Pulleys. Use To Move Objects.	
3. Make Seesaw Using Spool & Paint Stick.	
Explore the Way it Balances Diff. Objects.	
4. Complete 1 Of The Following:	
a. Draw a Rube Goldberg-type Machine.	
Include 6 Steps To Complete Your Action.	
b. Construct a Real Rube Goldberg Machine	
To Complete A Task Using 2 Machines &	
At Least 4 Steps.	

Marble Madness	
Complete requirements 1-4. 5 is optional.	
1. Discuss The History of Marbles w/ Your Family.	
Talk About 3 Diff. Sizes of Marble, What They	
Are Made of & Used For.	
2. Learn About 3 Diff. Marble Games. Learn	
To Play "Ringer" & How To Keep Score.	
Play Game w/ Den, Family or Friends.	
3. Learn 5 Words That Are Used When Discussing	
Marbles. Tell What The Words Mean. Share.	

Marble Madness (cont)	
4. Complete 1 Of The Following:	
a. W/ Den or Family Make Marble Obstacle Course	
Or Marble Golf Course. Share What You Create.	
b. Create Your Own Marble Game w/ Rules.	
Explain Game & Rules To Family, Den or Friends.	
c. W/ Den or Family Make Marble Race Track.	
Have At Least 2 Lanes To Race Marbles.	
d. Make a Marble Maze.	
5. Make a Marble Bag w/ Help of an Adult.	

Roaring Laughter	
Complete at least 4 of the following.	
1. Write Down 3 Things That Make You Laugh.	
2. Practice Reading Tongue Twisters.	
3. Create a Short Story. Remove Some Nouns,	
Adjectives, etc Leaving Blanks. Have Friend	
Fill It In.	
4. W/ Partner, Play a Game That Makes	
You Laugh.	
5. Share a Few Jokes w/ Friends.	
6. Practice At Least 2 Run Ons w/ Friends.	
Perform at Pack Meeting or Campfire.	

# BEAR ELECTIVE ADVENTURES - CHECKLIST

## Robotics

Complete at least 4 of the following.

1. Identify 6 Tasks Performed by Robots.	
2. Learn What Jobs Robots Can Replace Humans.	
Learn 1 Robot That Does This Type of Work.	
Present What You Learn To Your Den.	
3. Build a Robot Hand. Show How It Is The Same And Different From a Human Hand	
4. Build Your Own Robot.	
5. Visit a Place That Uses Robots.	

## Salmon Run

Complete requirements 1-4 & 2 others.

1. Explain Importance of Lifeguards, etc. in Swimming Area. Explain Buddy System	
2. Go Swimming w/ Den/Family Or Take Swim Lesson.	
3. Explain Safety Rules Before You Go Boating.	
4. Identify Equip. Needed When Going Boating.	
5. Demonstrate Correct Rowing or Paddling Form. Explain How Rowing/Canoeing are Good Exercise.	
6. Show How To Do A Reach & A Throw Rescue.	
7. Demonstrate Front Crawl To Den Or Family	
8. Name 3 Swimming Ability Groups for the BSA.	
9. Earn the BSA Beginner Swimmer Clasification.	

## Super Science

Complete at least 4 of the following.

1. Make Static Electricity w/ Balloon, etc.	
Explain What You Learned.	
2. Conduct a Static Electricity Investigation.	
Explain What You Learned.	
3. Do Sink or Float Investigation. Explain.	
4. Do Color-Morphing Investigation. Explain.	
5. Do Color Layering Investigation. Explain.	

## A World of Sound

Complete all of the following.

1. Make an Umbria.	
2. Make a Sistrum.	
3. Make a Rain Stick.	