

WOLF REQUIREMENTS - CHECKLIST

NAME: _____

Call Of The Wild	
Complete Req. 1-4 and 1 More	
1. Attend 1 Of The Following:	
a. A Pack of Family Campout	
b. An Outdoor Activity w/ Den or Family	
c. Day Camp	
d. Resident Camp	
2. List Possible Weather Changes During Outing	
Tell How You Will Be Prepared	
3a. Recite The Outdoor Code With Leader	
b. Recite Leave No Trace Principles W/ Leader	
Explain How They Support the Outdoor Code	
c. After Campout List Ways Careful W/ Fire	
4. Demonstrate What To Do For The Following:	
a. A Natural Disaster Happens (ex. Earth Quake)	
b. To Keep From Spreading Germs	
5. Tie An Overhand & Square Knot	
6. While On Outing Identify 4 Types of Animals	
Explain How You Identified Them	

Council Fire (Duty to Country)	
Complete Req. 1-2 and 1 More	
1. Participate In A Flag Ceremony	
Learn How To Care For & Fold Flag	

Council Fire (cont)	
2. Participate In A Community Service Project	
3. Talk To Officer, etc. About Service To Community	
Write A Thank You Letter To Them	
4. Learn About Changes In Your Community	
Create Project To Show Den How It's Changed	
5. Select 1 Issue In Community. Show Den	
Your Ideas For A Solution To Problem	
6. With Your Den Develop Den Duty Chart	
Perform These Tasks For One Month	
7. Participate In Event Celebrating	
Military Veterans	

Duty To God Footsteps	
Complete Req. 1 OR 2 and 2 More	
1. Discuss What It Means To Do Your Duty To God	
Tell How You Do Your Duty in Your Life.	
2. Earn Religious Emblem Of Your Faith	
3. Offer A Prayer, etc. w/ Family, Den or Pack	
4. Read Story - People Came To America for	
Religious Freedom	
5. Learn Song About Reverance, etc.	
6. Visit Religious Monument or Site	
Create Visual Display of Visit.	

Howling At The Moon	
1. Show Communication In 2 Diff. Ways	
2. Work w/ Den To Create Original Skit	
3. Work w/ Den To Plan, Prepare a Campfire Prog.	
4. Perform For Den or Pack Meeting	

Paws On The Path	
Complete Req. 1 - 5; 6 & 7 Are Optional	
1. Put Together Cub Scout 6 Essentials for Hike	
2. What is Buddy System.? Why We Use It?	
What To Do If Seperated From Group While Hiking	
3. Choose Appropriate Clothing For Hike/Weather	
4. Before Hike Recite Outdoor Code & LNTPFK	
After Hike, Discuss How Your Respected Wildlife	
5. Go On 1 Mile Hike. Find 2 Interesting Things.	
6. Name 2 Birds, etc. In Area. How Identified Them	
7. Draw Map of Area. Use Symbols & Show North	

Running With The Pack	
1. Play Catch - 5 Steps Away, Keep Moving Back	
2. Practice Balancing - Walk Forward, Back, etc.	
3. Do Front Roll, Back Roll & Frog Stand	
4. Show Sportmanship While Playing Game/Sport w/ Den	
5. Do 2, Frog Leap, Inchworm, Crab Walk, etc.	
6. Plan Healthy Meal For Your Family. Make Shopping List	

WOLF ELECTIVES - CHECKLIST

NAME: _____

COMPLETED REQUIREMENTS	
Call Of The Wild	
Council Fire (Duty To Country)	
Duty To God Footsteps	
Howling At The Moon	
Paws On The Path	
Running With The Pack	
Protect Yourself Rules	
Denner _____	
Ast Denner _____	

COMPLETED ELECTIVES	
Adventures In Coins	
Air Of The Wolf	
Code Of The Wolf	
Cubs Who Care	
Digging In The Past	
Finding Your Way	
Germes Alive!	
Paws Of Skill	
Spirit Of The Water	
Yo-Yo	
Denner _____	
Ast Denner _____	

Adventures In Coins	
Complete 1-4 & Any Other(s) Of Your Choice	
1. Identify Different Parts of a Coin.	
2. Find The Mint Mark. What Facility? Year?	
3. Make a Coin Rubbing. Next To It List Details of Picture, Where & When It Was Minted.	
4. Play/Create Board Game W/ Den or Family That Teachs Adding & Subtracting Money.	
5. Play a Coin Game.	
6. Create A Balance Scale.	
7. Do A Coin Weight Investigation.	

Air Of The Wolf	
1. Conduct 2 of The Following Investigations:	
a. Fly Paper Airplane 5x's. Make Adjustments	
b. Make Balloon Powered Sled/Boat. Test It.	
c. Bounce Basketball Flat/Full 10x. Describe Diff.	
d. Roll Tire/Ball w/ & w/out Air. Discuss.	
2. Conduct 2 of The Following:	
a. W/ Den Go Outside & Record Sounds You Here. Identify Sounds Due To Moving Air.	
b. Create Wind Instrument & Play w /Den Band.	
c. W/ Adult Investigate How Speed Affects Sound.	
d. Make A Kite Using Household Materials.	
e. Do A Derby Or Regata. How Air Helps?	

Code Of The Wolf	
Do 2 of the following.	
1a. W/ Den or Family, Make A Game That Requires Math To Keep Score.	
b. Play a Game of "Go Fish for 10's".	
c. Do 5 Activities At Home, School, Or W/ Den That Use Math. Explain.	
d. Make a Rekenrek w/ 2 Rows. Show Akela How You Represent 4, 6, 9 & 14.	
e. Make Rain Gauge or Other Device. Use It.	
Do 1 of the following.	
2a. W/ Den or Family, Identify 3 Shapes That You See In Nature.	
b. W/ Den or Family, Identify 2 Shapes You See In The Construction of Bridges.	
c. Select A Shape. Look Around For 1 Week & Write Down Where You See The Shape.	
Do 1 of the following.	
3a. W/ Den, Count # of Colored Items In Pkg.	
1. Graph & Show # Of Items Of Each Color	
2. Determine Most Common Color	
3. Compare Results To Other Boys	
4. Predict # In Another Package	
5. Decide If Your Prediction Is Close	

WOLF ELECTIVES - CHECKLIST

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Code Of The Wolf (cont.)	
3b. W/ Den or Family, Measure Everyone's Height	
& See Who Takes More Steps To Walk 100 Ft.	
c. Count # Of Shots To Make 5 Baskets	
Graph # Of Shots Each Takes For Each Boy.	
4. Complete 1 of The Following:	
a. Use Secret Code to Send A Msg. Have	
Have Them Send One Back To You.	
b. Send Msg. Using Pig Pen Code Or	
Other Shape Code.	
c. Practicing Using A Code Stick To Decode Msg.	

Digging In The Past	
1. Play A Game That Demonstrates Your	
Knowledge Of Dinosaurs.	
2. Create Imaginary Dino. Name, Eats, Lives?	
3. Complete 1 Of The Following:	
a. Make A Fossil Cast.	
b. Make A Dinosaur Dig. Show How	
Paleontologist Works.	
4. Make Edible Fossil Layers. Explain How Snack	
A Good Model for Formation of Fossils.	

Cubs Who Care	
Do 4 of the following.	
1. W/ Other Den Members Try Using Crutches or	
A Wheelchair. Reflect On The Process.	
2. Learn About Sport That's Been Adapted For	
Those W/ Disabilities. Tell Your Den About It.	
3. Learn About "Invisible" Disabilities. Take Part	
In Activity That Helps w/ Understanding.	
4. W/ Den Pick 3 Things To Do W/ Mittens/Gloves On	
a. Tying Your Shoes.	
b. Using A Fork To Pick Up Food.	
d. Playing A Card Game.	
d. Playing A Video Game.	
e Playing Checkers Or A Board Game.	
f. Blowing Bubbles.	
5 Paint Picture 2 Diff. Ways. Regular & Blindfolded.	
Discuss W/ Den The Different Processes.	
6. Using American Sign Language	
Demonstrate Part of Scout Law	
7. Learn About Someone Famous Who Has/Had	
A Disability. Share Story With Your Den.	
8. Attend Event Where Those W/ Disabilities	
Are Participants.	

Finding Your Way	
1a. Using A Map, Locate Where You Live.	
b. Draw A Map For A Friend So They Can Locate	
Your Home, etc. Use Symbols & A Key.	
2a. Identify What A Compass Rose Is. Locate On Map.	
b. Using Compass Identify N, S, E & W	
3. Go On Scavenger Hunt Using Compass.	
Locate An Object With It.	
4. Using Map & Compass Go On A Hike With	
Den Or Family.	

Germs Alive!	
1. Wash Hands & Singing The Birthday Song"	
2. Play Germ Magnet W/ Den. Wash Again.	
3. Conduct The Sneeze Demonstration.	
4. Conduct Mucus Demonstration W/ Den.	
5. Grow A Mold Culture. Show Den What Formed.	
6. Make A Clean Room Chart.	

