

Electives Extravaganza Course Description

Some electives may not complete all requirements. Your Scout can complete with his Akela at home.

All ranks – BB Just for fun, this is not an official Elective Adventure. You may only choose 1 shooting sport per boy. If he does BB, he cannot do archery.

All ranks – archery Just for fun, this is not an official Elective Adventure. You may only choose 1 shooting sport per boy. If he does archery, he cannot do BB.

All ranks – Fishing Just for fun, this is not an official Elective Adventure. You may bring your own gear or use poles and worms that the camp will supply.

All ranks – Cubmobile & Skateboard Just for fun, this is not an official Elective Adventure. Bring bicycle helmet and pads for knees and elbows.

Tiger Elective Adventure: Curiosity, Intrigue, and Magical Mysteries

1. Learn a magic trick. Practice your magic trick so you can perform it in front of an audience.
2. Create an invitation to a magic show.
3. With your den or with your family, put on a magic show for an audience.
4. Create a secret code.
5. With the other Scouts in your den or with your family, crack a code that you did not create.
6. Spell your name using sign language, and spell your name in Braille.
7. With the help of your adult partner, conduct a science demonstration that shows how magic works.
8. Share what you learned from your science demonstration.

Tiger Elective Adventure: Floats and Boats

1. Identify five different types of boats.
2. Build a boat from recycled materials, and float it on the water.
3. With your den, say the SCOUT water safety chant.
4. Play the buddy game with your den.
5. Show that you can put on and fasten a life jacket the correct way.
6. Show how to safely help someone who needs assistance in the water, without having to enter the water yourself.
7. Show how to enter the water safely, blow your breath out under the water, and do a prone glide.

Tiger Elective Adventure: Tiger-iffic!

Complete 1–3 and one from 4–6.

1. Play at least two different games by yourself; one may be a video game.
2. Play a board game or another inside game with one or more members of your den.
3. Play a problem-solving game with your den.
4. With your parent's or guardian's permission:
 - a. Play a video game with family members in a family tournament.
 - b. List at least three tips that would help someone who was learning how to play your favorite video game.
 - c. Play an appropriate video game with a friend for 30 minutes.
5. With other members of your den, invent a game, OR change the rules of a game you know, and play the game.
6. Play a team game with your den.

Tiger Elective Adventures: Tiger Tag

1. Choose one active game you like, and tell your den about it.
2. Do the following:
 - a. Play two relay games with your den and your adult partner.
 - b. Tell your adult partner or the other Tigers what you liked best about each game.
 - c. Have your den choose a relay game that everyone would like to play, and play it several times.
3. With your adult partner, select an active outside game that you could play with the members of your den. Talk about your game at the den meeting. With your den, decide on a game to play.
4. Play the game that your den has chosen. After the game, discuss with your den leader the meaning of being a good sport.

Wolf Elective Adventure: Adventures in Coins

1. Identify different parts of a coin.
2. Find the mint mark on a coin; identify what mint facility it was made in and what year it was made.
3. Play a coin game.
4. Choose a coin that interests you, and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made.
5. Play a game or create a game board with your den or family where you can practice adding and subtracting coins.
6. Create a balance scale.
7. Do a coin-weight investigation.

Wolf Elective Adventure: Digging in the Past (there is a \$4 material fee)

1. Play a game that demonstrates your knowledge of dinosaurs, such as a dinosaur match game.
2. Create an imaginary dinosaur. Share with your den its name, what it eats, and where it lives.
3. Make a fossil cast.
4. Make a dinosaur dig.
5. Make edible fossil layers. Explain how this snack is a good model for the formation of fossils.
6. Be a paleontologist, and dig through the dinosaur digs made by your den. Show and explain the ways a paleontologist works carefully during a dig.

Wolf Elective Adventure: Cubs Who Care

1. With the members of your den, visit with a person who has a physical disability.
2. Do four of the following:
 - a. With other members of your den, try using a wheelchair or crutches, and reflect on the process.
 - b. Learn about a sport that has been adapted so that people in wheelchairs or with some other physical disability can play, and tell your den about it.
 - c. Learn about “invisible” disabilities. Take part in an activity that helps develop an understanding of invisible disabilities.
 - d. With your den, try doing three of the following things while wearing gloves or mittens:
 - i. Tying your shoes
 - ii. Using a fork to pick up food
 - iii. Playing a card game
 - iv. Playing a video game
 - v. Playing checkers or another board game
 - vi. Blowing bubbles
 - e. Paint a picture two different ways: Paint it once the way you usually would paint it and then again by using a blindfold. Discuss with your den the ways the process was different.
 - f. Demonstrate a simple sentence or at least four points of the Scout Law using American Sign Language.

- g. Learn about someone famous who has or had a disability, and share that person's story with your den.
- h. Attend an event where people with disabilities are participants or where accommodations for people with disabilities are made a part of the event.

Wolf Elective Adventures: Motor Away (there is a \$4 material fee)

1. Do the following:
 - a. Create and fly three different types of paper airplanes. Before launching them, record which one you believe will travel the farthest and what property of the plane leads you to make that prediction.
 - b. Make a paper airplane catapult. Before launching a plane, record how far you believe it will travel and explain what information you used to make this prediction. After you make your prediction, launch the plane and measure how far it flies.
2. Make two different boats and sail them. Choose different shapes for your boats.
3. Create a car that moves under its own power.

Bear Elective Adventure: Beat of the Drum

1. Learn about the history and culture of American Indians who lived in your area at the time of European colonization.
2. Write a legend.
3. Make a dream catcher.
4. Make a craft similar to one made by American Indians.
5. Make a drum. Once your drum is complete, create a ceremonial song.
6. Visit an Order of the Arrow dance ceremony or American Indian event within your community.
7. Learn and demonstrate ceremonial dance steps.
8. Create a dance.

Bear Elective Adventure: Forensics

1. Talk with your family and den about forensics and how it is used to help solve crimes.
2. Analyze your fingerprints.
3. Learn about chromatography and how it is used in solving crimes. Do an investigation using different types of black, felt-tip markers. Share your results with your den.
4. Do an analysis of four different substances: salt, sugar, baking soda, and cornstarch.
5. Make a shoe imprint.
6. Visit the sheriff's office or police station in your town. Find out how officers collect evidence.
7. Learn about the different jobs available in forensic science. Choose two, and find out what is required to work those jobs. Share what you learned with your den.
8. Learn how animals are used to gather important evidence. Talk about your findings with your den.

Bear Elective Adventures: Roaring Laughter

1. Think about what makes you laugh. Write down three things that make you laugh.
2. Practice reading tongue twisters.
3. Create your own short story. Remove some nouns, verbs, adjectives, and adverbs from the story, leaving blanks. Without telling the story, have a friend insert his or her own nouns, verbs, adjectives, and adverbs in the story you created.
4. With a partner, play a game that makes you laugh.
5. Share a few jokes with a couple of friends to make them laugh.
6. Practice at least two run-ons with your den, and perform them at a pack meeting or campfire program.

Bear Elective Adventure: A World of Sound

1. Make an mbira.
2. Make a sistrum.
3. Make a rain stick.

Webelos/AOL Elective Adventure: Earth Rocks!

1. Do the following: a. Explain the meaning of the word “geology.”
b. Explain why this kind of science is an important part of your world.
c. Share with your family or with your den what you learned about the meaning of geology.
2. Look for different kinds of rocks or minerals while on a rock hunt with your family or your den.
3. Do the following: a. Identify the rocks you see on your rock hunt. Use the information in your handbook to determine which types of rocks you have collected.
b. With a magnifying glass, take a closer look at your collection. Determine any differences between your specimens.
c. Share what you see with your family or den.
4. Do the following: a. With your family or den, make a mineral test kit, and test minerals according to the Mohs scale of mineral hardness.
b. Record the results in your handbook.
5. With your family or den, identify on a road map of your state some geological features in your area.
6. Do the following: a. Identify some of the geological building materials used in building your home.
b. Identify some of the geological materials used around your community.
c. Record the items you find.
7. Do either 7a or 7b: a. Go on an outing with your family or den to one of the nearby locations you discovered on your state map, and record what you see as you look at the geographical surroundings. Share with your family or den while on this outing what you notice that might change this location in the future (wind, water, ice, drought, erosion).
b. Do the following:
 - i. With your family or your den, visit with a geologist or earth scientist and discover the many career fields that are included in the science of geology.
 - ii. Ask the geologist or earth scientist about the importance of fossils that are found.
 - iii. Ask the geologist or earth scientist what you can do to help preserve our natural resources.
8. Do at least one earth science demonstration or investigation with your den or with adult supervision, and explore geology in action.

Webelos/AOL Elective Adventure: Build It (there is a \$5 materials fee)

Do all of these:

1. Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools.
2. With the guidance of your Webelos den leader, parent, or guardian, select a carpentry project and build it.
3. List the tools that you use safely as you build your project; create a list of materials needed to build your project.
4. Put a check mark next to the tools on your list that you used for the first time.
5. Learn about a construction career. With your Webelos den leader, parent, or guardian, visit a construction site, and interview someone working in a construction career.

Webelos/AOL Elective Adventure: Art Explosion

Do all of these:

1. Visit an art museum, gallery, or exhibit. Discuss with an adult the art you saw. What did you like?
2. Create two self-portraits using two different techniques, such as drawing, painting,

printmaking, sculpture, and computer illustration.

3. Do two of the following: a. Draw or paint an original picture outdoors, using the art materials of your choice.

b. Use clay to sculpt a simple form.

c. Create an object using clay that can be fired, baked in the oven, or air-dried.

d. Create a freestanding sculpture or mobile using wood, metal, papier-mâché, or found or recycled objects.

e. Make a display of origami or kirigami projects.

f. Use a computer illustration or painting program to create a work of art.

g. Create an original logo or design. Transfer the design onto a T-shirt, hat, or other object.

h. Using a camera or other electronic device, take at least 10 photos of your family, a pet, or scenery. Use photo-editing software to crop, lighten or darken, and change some of the photos.

i. Create a comic strip with original characters. Include at least four panels to tell a story centered on one of the points of the Scout Law. Characters can be hand-drawn or computer-generated.

4. Choose one of the following methods to show your artwork: a. Create a hard-copy or digital portfolio of your projects. Share it with your family and members of your den or pack.

b. Display your artwork in a pack, school, or community art show.

Webelos/AOL Elective Adventure: Adventures in Science

Do all of these:

1. An experiment is a “fair test” to compare possible explanations. Draw a picture of a fair test that shows what you need to do to test a fertilizer’s effects on plant growth.

2. Visit a museum, a college, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists. Prepare three questions ahead of time, and talk to a scientist about his or her work.

3. Complete any four of the following:

a. Carry out the experiment you designed for requirement 1, above. Report what you learned about the effect of fertilizer on the plants that you grew.

b. Carry out the experiment you designed for requirement 1, but change the independent variable. Report what you learned about the effect of changing the variable on the plants that you grew.

c. Build a model solar system. Chart the distances between the planets so that the model is to scale. Use what you learn from this requirement to explain the value of making a model in science.

d. With adult supervision, build and launch a model rocket. Use the rocket to design a fair test to answer a question about force or motion.

e. Create two circuits of three light bulbs and a battery. Construct one as a series circuit and the other as a parallel circuit.

f. Study the night sky. Sketch the appearance of the North Star (Polaris) and the Big Dipper (part of the Ursa Major constellation) over at least six hours. Describe what you observed, and explain the meaning of your observations.

g. With adult assistance, explore safe chemical reactions with household materials. Using two substances, observe what happens when the amounts of the reactants are increased.

h. Explore properties of motion on a playground. How does the weight of a person affect how fast they slide down a slide or how fast a swing moves? Design a fair test to answer one of those questions.

i. Read a biography of a scientist. Tell your den leader or the other members of your den what the scientist is famous for and why his or her work is important