Cub Scout Values

The Cub Scout Motto
Do Your Best

The Scout Oath
On my honor I will do my best
To do my duty to God and my country
And to obey the Scout Law:
To help other people at all times;
To keep myself physically strong,
mentally awake, and morally straight.

The Scout Law
A Scout is trustworthy, loyal, helpful, friendly,
courteous, kind, obedient, cheerful, thrifty, brave,
clean, and reverent.

Bear Scout Name:
Dear Parents and Scout Leaders,

Due to Covid-19 this Bear Adventure book and supplies, tools, and materials are provided so you can work with your Bear Cub to achieve three requirements and five electives at home. Your Bear will need a copy of their Bear Book to complete each project, which is available at the Scout Store.

Bear leaders can use this adventure book as a guide to do each activity during a zoom den meeting or parents can work with their Bear at home to complete the activities.

Check off the activities on page 31 and let your leader know when each is completed.

Bear Badge Rank Overview for parents and leaders to watch. https://www.scouting.org/programs/cub-scouts/den-meeting-resources/bear-resources/

Thanks to the Galt Police Department, Home Depot, Stanley-Black & Decker, Mac Tools, True-Leaf Market, Shriners International, Dennis Weiss, Frank Shaw, Sarah Murray, Jessica, Jacob Family, Troop 1119 and the Golden Empire Council with donations and help to make this project possible.

**Bear Rank Requirements**

<table>
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<th>Date</th>
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<tr>
<td>Baloo the Builder 1</td>
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<td>Baloo the Builder 2</td>
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<td>Baloo the Builder 3</td>
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<td>Baloo the Builder 4</td>
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<tr>
<td>Bear Claw 1</td>
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<td>Bear Claw 2</td>
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<td>Bear Claw 3A</td>
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<td>Forensics 1</td>
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<td>Forensics 2</td>
<td>/ /</td>
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<td>Forensics 3B</td>
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<tr>
<td>Forensics 4B</td>
<td>/ /</td>
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<tr>
<td>Fur, Feathers, and Ferns 1</td>
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<tr>
<td>Fur, Feathers, and Ferns 5</td>
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<tr>
<td>Fur, Feathers, and Ferns 6</td>
<td>/ /</td>
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<td>Fur, Feathers, and Ferns 7</td>
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<tr>
<td>Marble Madness 1</td>
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<td>Yo-Yo Belt Loop</td>
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<tr>
<td>Yo-Yo Pin</td>
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<tr>
<td>Whittling Chip 1</td>
<td>/ /</td>
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<tr>
<td>Whittling Chip 2</td>
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<tr>
<td>Whittling Chip 3</td>
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</table>

Make a copy to this page to let your den leader know the dates and which requirements or electives you have completed. You can also record in your Scout Book account.

DO YOUR BEST!
Fun things to do at home

Coloring books and cow coloring math page are in your bag.
Use crayons provided.

https://www.nasa.gov/stem
https://www.nasa.gov/stem-at-home-for-students-k-4.html
https://www.nasa.gov/kidsclub/index.html

FBI Safe Online Surfing Internet Challenge
Cyber Safety for Young Americans
 FBI.gov/fbi-kids

Nova Awards
https://www.scouting.org/stem-nova-awards/awards/cub-scout/

Activities

2 Letter to parents.
Rank Badge Overviews for parents to watch.

4 Baloo the Builder (Required)

8 Fur, Feathers & Furns (Required)

12 Bear Claws (Required)

16 Forensics (Elective)

22 Marble Madness (Elective)

26 Yo-Yo Fun (Elective)

27 Protect Yourself (Elective)

28 Knife Know How Quiz Answers and Bear Whittling Chip Requirements

30 More Fun Things To Do Online

31 Requirement list

32 Cub Scout Values
1. Discover which hand tools are best ones to have in your toolbox. Learn the rules for using these tools safely. Practice with at least four of these tools before beginning a project.

2. Select, plan, and define the materials for the projects you will complete in requirement 3.

3. Assembly your materials, and build one useful project and one fun project using wood.

Project #1  Sanding Block

Take a medium sandpaper (provided) and sand your block then wrap the sandpaper around the block and sand your two other project pieces first.

Knife Know-How Quiz answers from page 14

1. You should close the blade with the palm of your hand.  
2. A knife is just a toy.  
3. It’s OK to keep your knife dirty as a badge of honor.  
4. A dull knife is more likely to slip and cut you.  
5. You should carry your open knife in your pocket.  
6. Carving your initials into a tree is OK.  
7. Knives were invented 550 years ago.  
8. I should use my knife to cut a metal pipe.  
9. My friends and I should not sit near each other when using our knives.  

You should NEVER take your knife to school.
**Bear Whittling Chip requirements:**

1. Know the safety rules for handling a knife and show, using these rules, that you know how to care for and use your pocketknife safely.

2. Make a carving with a pocketknife. Work with your den leader or other adult when doing this. (One of the items carved for Bear Claws requirement 3 may be used to fulfill Whittling Chip requirement 2.)

3. Read, understand and promise to abide by the “Pocketknife Pledge.” See page 13 of this book.

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**Project 2- Tool Box-Precut pieces—Dimensions changed when sample was made.**

*****Use your safety glasses provided.

**Supplies Provided:**
- 1 handle
- 2 ends, 2 sides
- 1 bottom
- 28 screws
- 1 pair safety glasses
- glue and sandpaper

**Assembly :**

1. Sandpaper each wood piece. (Use your sanding block page 4.)
2. Attach bottom sides to bottom end with a dab of Elmers glue and screws.
3. Attach sides to end pieces with Elmers glue and screws.
4. Attach handle piece using 4 screws.
5. You have 28 predrilled holes for 28 screws.
6. Paint and decorate.
<table>
<thead>
<tr>
<th>TOOL I USED</th>
<th>FUN FACT ABOUT THE TOOL</th>
<th>Answer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hammer</td>
<td>How many hits does it take to hammer a nail into a piece of wood?</td>
<td></td>
</tr>
<tr>
<td>Screw driver</td>
<td>How many turns does it take with a screwdriver to tighten a screw?</td>
<td></td>
</tr>
<tr>
<td>Tape Measure</td>
<td>How many inches in a foot? How many feet are in 36”?</td>
<td></td>
</tr>
<tr>
<td>Sandpaper</td>
<td>Did the sandpaper make the wood smoother or rougher?</td>
<td></td>
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</tbody>
</table>

The Boy Scouts of America is committed to creating safe environments for Scouts and leaders. Child abuse is an uncomfortable topic but an important one for us to cover to ensure the safety and well-being of our Scouts. The Boy Scouts of America has partnered with subject-matter experts from the Barbara Sinatra Children’s Center Foundation to present the “Protect Yourself Rules” that help children recognize, respond to, and report abuse.

The Protect Yourself Rules Preview Adventures may be used as an elective adventure OR they may be earned in place of the Cyber Chip requirement for the Tiger, Wolf, Bear, Webelos, and Arrow of Light badges of rank. If used in place of the Cyber Chip requirement for a rank, it may not be used as an elective adventure for that rank.
More fun things for your scout to earn from home!

https://www.scouting.org/programs/cub-scouts/preview-adventures/yoyo/


https://programs.yo-yo.com/shop-duncan/#case-packs

https://www.yo-yo.com/cubscouts

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**BALOOG THE BUILDER**

**Tools donated for your tool box from StanleyBlack & Decker.** Black & Decker is the parent company of Stanley Tools and Craftsman Tools.

1. 16 ft. Stanley tape measure
2. 10 lb. Stanley hammer
3. 6” Stanley slip joint plyers.
4. #1 Stanley Philips screw driver
5. #2 Craftsman Philips screw driver
6. 10” Stanley Adjustable Hacksaw – Used for plastic and metal.

Note: Hacksaw- The plastic tubing is to protect fingers from the sharp blade. Adult supervision is required.

Also donated from Mac Tools.
1. 10 lb. Ball Ping Hammer
2. Flat Screw Driver

*Paint at least one of your wood projects. (Paint is provided if needed)*

**Project #3**

Neckerchief Slide Holder.

Glue the dowel into the precut hole. Display all your slides.
Fur, Feathers and Furns

Complete Adventure Requirement 1 plus three others.

1. While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk. (Hike log is on pg. 92 of your Bear book. Remember to warm up your muscles before your hike. Read page 89 of your Bear book and bring your 6 essentials. (Not provided)

https://ourpastimes.com/what-is-a-mib-marble-12541987.html

- **Bombies** when you lift your knuckle as you shoot

- **Taw or Shooter** The marble used for shooting. The Taw Line or Tie Line, or Scratch, as it is often called, is the line drawn for a starting-point in games like the Long Ring.

- **Keepsies** When you drop your marble onto another marble

- **Friendlies** When you put one knuckle of your shooting hand on the ground as you shoot

- **Knuckle down** When you get to keep the marbles you win in a game.

- **Histing** When you knock two or more marbles out of the ring with one shot

**Requirement 5 Page 100 of your Bear book.**

Use a magnifying glass (provided in your bag) to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it. Remember the Leave No Trace principle of “Leave what you find” and Outdoor Code.
Example Games: PLUM

1. Draw two parallel lines about 6 feet apart.
2. Each player puts the same number of marbles (called plums in this game) on one line a few inches apart. The players stand behind the second line.
3. Players take turns shooting at the plums from behind the second line. They keep any plums they knock off the line.
4. Keep playing until time is up, if a time limit has been set, or until all the plums have been picked. The player with the most marbles is the winner.

DROPSIES

1. Draw a square on the ground about 2 feet long by 2 feet wide.
2. Each player places five marbles inside the square.
3. The first player stands on one side of the square with his feet outside the line. He drops a shooter from above waist height onto one of the other players’ marbles to try to knock it out of the square. If he does that and his shooter stays in the square, he keeps the marble that rolled out, and he gets another turn. If he does that but his shooter also rolls out, he keeps the marble that rolled out and loses his turn.
4. Keep playing until time is up or most of the marbles have been knocked out. The player with the most marbles is the winner.

Race track supplies:

Chair or table to tape noodle to.
Provided in bag: Noodle is cut in half lengthwise and finish line sign.
You provide the box for marbles to end up in.

Fur, Feathers and Furns

Requirement 7—Page 104 of Bear Book

Plant a vegetable or herb garden.

(Seeds donated by True-Leaf Market in Utah.)

**Step One**

Poke 2-3 holes in the bottom your cups.
(Phillips screw driver)
Put the soil in the cups provided.

**Step Three**

Take a marker and write on the outside of the cup the type of seed you planted.

**Step Two**

Choose the seeds you want and plant gently near the surface.

**Step Four**

Water daily and feed every 2 weeks.
Watch, Wait and Enjoy!
(Replant in bigger container when needed.)
For fun...

Make a Birdfeeder
Supplies are in your bag:
Pipe Cleaners
Cheerios
Put Cheerios on the pipe cleaners and loop each one together and hang on bush or tree.

Outdoor Code
As an American, I will do my best to -
Be clean in my outdoor manners.
Be careful with fire.
Be considerate in the outdoors.
Be conservation minded.

What are the rules of marbles?
The marbles should **form a cross, and be spaced three inches apart**. Starting with the first player, each mibster shoots from anywhere outside of the circle, trying to hit a mib (marble) out of the ring while keeping her shooter inside the ring. In a tournament, rules may say that the players must knuckle down when they shoot.

Play like a Mibster
“Mibster” a term for someone who plays marbles.

How to Shoot a Marble
1. **The Grip**
First you need the grip. The way you get the grip is you put the marble on the middle of your pointer finger and roll down so you make a fist in away, if you are confused look at the pictures.
2. **Get Ready for the Shot.**
After making the grip put your thumb behind the marble so that your thumb is resting on it.
3. **Squeeze**
The step heading says it all but all you have to do is squeeze and push your thumb forward some, it takes practice!
4. **Practice, Practice, Practice!**

http://www.americantoymarbles.com/ringer_rules.htm
Page 213 in your Bear Book. Marbles and marble bag are in your bag.

Requirements:
1. Discuss with your family or den the history of marbles, such as where and when the game began. Talk about the different sizes of marbles and what they are made of and used for. [https://ourpastimes.com/history-marbles-5380461.html](https://ourpastimes.com/history-marbles-5380461.html)

2. Learn about three different marble games, and learn to play one of them. Learn how to keep score. Learn and follow the rules of the game. Play the game with your family, friends, or your den. [https://ourpastimes.com/what-is-a-mib-marble-12541987.html](https://ourpastimes.com/what-is-a-mib-marble-12541987.html)

3. Learn four or five words that are used when talking about marbles. Tell what each of the words mean and how it relates to playing marbles. Tell what each of the words means and how it relates to playing marbles. Share this information with your den.

4. Complete one of the following:
   C. With your den or family, create a marble racetrack. Have at least two lanes so you can race your favorite marbles against each other. (See example on page 24)

5. With the help of an adult, make a marble bag for your marbles.

   **Marble bag provided:** Put two knots on the end of each string and turn the bag inside out. Use the knot provided on one of the strings as an example.

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**Fur, Feathers, and Ferns**

**Requirement 6**
Read page 102 in your Bear book.

Learn about composting and how vegetable waste can be turned into fertilizer for plants.

What can you compost?

- Compost
  - greens & browns
  - veggies
  - grass
  - fruits
  - leaves
  - coffee grounds
  - tea bags
  - bread

**No:** meat, fat, cheese, poop
BEAR CLAWS
Adult supervision is required with this adventure

Understanding that carrying and using a pocketknife at approved Scouting activities is an honor to be given to those Scouts who demonstrate they are mature enough to live up to the responsibility that goes along with this tool.

Adventure Requirement #1
Learn about three common designs of pocketknives
Read pages 53-54 in your Bear book.

<table>
<thead>
<tr>
<th>Multipurpose</th>
<th>Substance Analysis-3B</th>
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<tbody>
<tr>
<td>JackKnife</td>
<td>SALT</td>
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<tr>
<td>Penknife</td>
<td>SUGAR</td>
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<tr>
<td></td>
<td>CORN-STARCH</td>
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<tr>
<td></td>
<td>BAKING SODA</td>
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</table>

Get these items from your kitchen

<table>
<thead>
<tr>
<th>Appearance (Naked Eye)</th>
<th>SALT</th>
<th>SUGAR</th>
<th>CORN-STARCH</th>
<th>BAKING SODA</th>
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<th>BAKING SODA</th>
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<th>SUGAR</th>
<th>CORN-STARCH</th>
<th>BAKING SODA</th>
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Think of all of the detail in fingerprints. Did you know that even identical twins do not have the same fingerprints? In order to compare against a large number of fingerprints, it is easier if we classify and break them into smaller groups. Scotland Yard developed a system in the late 1800s to label fingerprint patterns as an arch, loop, or whorl. Which fingerprint pattern is yours?

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In an arch pattern the ridges enter from one side, make a rise in the center and exit generally on the opposite side.

In a loop pattern, the ridges enter from either side, re-curve and pass out or tend to pass out the same side they entered.

In a whorl pattern, the ridges are usually circular.

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**BEAR CLAWS**

**Adventure Requirement #2**

Learn knife safety and earn your Whittling Chip.

**Knife Safety**

A knife is a tool, not a toy!

1. Establish a safety circle.  
2. Handoff a knife properly.  
4. Keep your knife sharp.  
5. Cut away from you.

**Pocketknife Pledge**

In return for the privilege of carrying a pocketknife to designated Cub Scout functions, I agree to the following:

1. I understand the reason for safety rules.  
2. I will treat my pocketknife with the respect due a useful tool.  
3. I will always close my pocketknife and put it away when not in use.  
4. I will not use my pocketknife when it might injure someone near me.  
5. I promise never to throw my pocketknife for any reason.  
6. I will use my pocketknife in a safe manner at all times.

Your Signature _______________________________
BEAR CLAWS
Adventure Requirement #3

Knife Know-How Quiz
Read the Bear Claws pages 51-61 in your Bear book

Circle the correct answer.

1. You should close the blade with the palm of your hand. True False
2. A knife is just a toy. True False
3. It’s OK to keep your knife dirty as a badge of honor. True False
4. A dull knife is more likely to slip and cut you. True False
5. You should carry your open knife in your pocket. True False
6. Carving your initials into a tree is OK. True False
7. Knives were invented 550 years ago. True False
8. I should use my knife to cut a metal pipe. True False
9. My friends and I should not sit near each other when using our knives. True False
10. You should NEVER take your knife to school. True False

Answer key on page 25

Fingerprinting-Requirement 4B

Forensic science is a way to use science to help the law and fight crime. Forensic science uses the application of scientific methods to help ensure a lack of bias in a legal case, as people’s lives depend on it. There are many types of forensic science, including its subtypes and also many forensic analysis techniques. Television and movies portray very exciting lives for forensic experts; however, the real story is one of extremely careful attention to detail, preserving evidence and being able to communicate well in a court of law.

http://kidsahead.com/subjects/3-forensics/cool_jobs

Ink Strip
Fingerprinting - Requirement 2 – Ink strip provided in your bag.

BEAR CLAWS
Adventure Requirement #3
Using a pocketknife, (or plastic knife in your camp bag) carve one item in each bar of soap provided. Unwrap the soap bars and let dry for a day or two.

OR

Draw a picture on your soap then carve it out. Here are a few farm animals or draw your own design of anything you like. There are also more examples in your bear book pages 59-61.
Adventure Requirements
1. Talk with your family or den about forensics and how it is used to help solve crimes.
2. Take your fingerprints and learn how to analyze them.
3B. Do an analysis of four different substances: salt, sugar, baking soda, and cornstarch.
4B. Learn about the different jobs available in forensic science. Choose two, and find out what is required to work in those jobs. Share what you learn with your den.

What is Forensic Science?
You just put your favorite chocolate bar on the kitchen counter. You then leave the room for a minute, but when you come back, a big bite is missing! You want to catch the criminal, so you look at the clues. The chocolate bar has a fingerprint melted into it and the bite marks have funny, jagged edges. You also notice that the back door is open, but it wasn't when you first left the room. You go outside and see your brother and his friends playing. Your brother has something brown stuck in his braces when he laughs, so you walk over and see that he also has chocolate on his thumb. You've solved the crime of the sneaky chocolate chomper using evidence the way a forensic scientist would!

Forensic science is a kind of science that uses many different scientific methods to look at evidence, solve crimes and resolve other issues dealing with the law. Forensic scientists also help explain scientific findings to judges, lawyers and people on juries.

Forensic science uses methods from different branches of science including biology, chemistry and physics to help investigate and understand the evidence. Let's take a look!