

# **Cub Scout Adventure In a Box**



## **September Adventures**

**Howling At The Moon  
and  
Call Of The Wild**



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## INTRODUCTION

***Dear parents/leaders, be sure to read this section (below) to or with your scouts to introduce this month's adventure and what you will be learning and doing.***

Welcome scouts to the September Adventure In a Box! This month the theme we are exploring is CAMPING! Did you and your family do any camping this year? Maybe you participated in the BSA National Camp-In? Or maybe you were able to camp with your family. If so, did you have fun? Where did you go? What did you do? Camping can be an AWESOME adventure whether it is with your family, with your pack, in the woods or in your own back yard!

While we are having fun with camping this month, we will be working on requirements for not one but TWO adventures! One of our favorite activities on a campout is of course, the CAMPFIRE! For the Howling At The Moon Adventure we will learn how to plan an awesome campfire program. While working on Call Of the Wild we will learn some cool new camping skills for you to try out on your next campout.

### RATIONALE FOR ADVENTURE

#### **Call of the Wild:**

Many children join Scouting because they want to go camping. This adventure will introduce Wolves to several camping skills—selecting and bringing gear, participating with their families in the out-of-doors, and being prepared for bad weather. They will also learn about animals they might see, the Leave No Trace Principles for Kids, tying knots, and how to handle potentially harmful situations.

#### **Howling at the Moon:**

This adventure will give Cub Scouts an opportunity to become comfortable speaking in front of others. It will also serve as a foundation for organizing and performing a campfire or pack meeting program.

### TAKEAWAYS FOR CUB SCOUTS

#### **Call of the Wild**

- Outdoor essentials
- Identifying animals
- Tying square and overhand knots
- Taking care of themselves in the wilderness
- A Scout is obedient, courteous

#### **Howling at the Moon**

- Working together to share ideas
- Being part of a team
- Learning to cope with stress, fear, and anxiety
- Participating in a campfire or pack meeting program
- A Scout is helpful, cheerful, trustworthy



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## ADVENTURE REQUIREMENTS

Below is a list of the requirements your scout(s) will need to complete in order to earn the belt loop. Some requirements will have an activity they will need to do and some will be an outing or experience they will need to have. Detailed instructions for the activities and guidance for the outing are included later in this guide.

### Call of the Wild

Complete Requirements 1-4 plus at least one other.

1. Attend one of the following:
  1. A pack or family campout
  2. An outdoor activity with your den or pack
  3. Day camp
  4. Resident camp
2. With your family or den, make a list of possible weather changes that could happen during your outing according to the time of year you are outside. Tell how you will be prepared for each one.
3. Do the following:
  1. Recite the Outdoor Code with your leader.
  2. Recite the Leave No Trace Principles for Kids with your leader. Talk about how these principles support the Outdoor Code.
  3. After your outdoor activity or campout, list the ways you demonstrated being careful with fire or other dangers.
4. Show or demonstrate what to do:
  1. In case of a natural disaster such as an earthquake or flood.
  2. To keep from spreading germs.
5. Show how to tie an overhand knot and a square knot.
6. While on a den or family outing, identify four different types of animals you see or explain evidence of their presence. Tell how you identified them.

### Howling At The Moon

Complete the following Requirements.

1. Show you can communicate in at least two different ways.
2. Work with your den or family to create an original skit.
3. Work together with your den or family to plan, prepare, and rehearse a campfire program to present at a den meeting or pack program.
4. Perform your role for a den meeting or pack program.



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## MATERIALS LIST

*The following supplies will be needed to complete the activities in this kit. Most of the items will be included in the kit. Any items marked with an \* are items that you may find around the house and are not included in the kit.*

- Information about how to identify animals, including photos or illustrations
- Examples of gear and clothing needed on a campout or outing in case of bad weather
- Paracord for knot tying
- Scout Motto in ASL handout
- Skit Planning Sheet

## ACTIVITES

### **Activity 1: Animal Identification (Call of the Wild Requirement 6)**

Using photos or illustrations, teach the Scouts how to identify four types of wild animals they may be able to see near their homes or on the campout. If possible, include examples of mammals, birds, insects, reptiles, or amphibians.

Have them go to requirement 3 in their Wolf Handbooks and write the name of each animal and how to identify it.

Show Scouts some additional pictures that look similar but that are clearly not the types of animals that they will see on the campout. Have them pick out the differences.



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These tracks may be included as an illustration during the activity.



### Make a game out of it!



You can make flash cards using index cards to help the scouts match the track to the animal. Make one set of cards with the tracks, and one set of cards with pictures of the animals. You can use the cards to play a game! Play the memory game below or make up your own games!

**Memory:** Play memory by mixing all of the cards together and arranging them face down. Scouts then take turns turning over 2 cards. If they match the footprint to the right animal, they keep the cards and go again. If they do not find a match, they turn the cards back over where they were and the next person goes.

Note: Printable matching game is included in the digital resources

### Activity 2: Safety Check (Call of the Wild Requirements 2 & 4)

Show the bad weather gear and clothing you collected and describe how each item might be useful if the weather changes drastically while you are camping.

Talk about what to do in case a natural disaster occurs during a campout, including each type of disaster listed in the handbook (requirement 4A). Have Wolf Scouts write in their handbooks



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one thing they can do if any one of those disasters strikes. Don't let the talk get bogged down in hypothetical scenarios—keep it realistic, so everyone can quickly solve the situations. Is your area prone to flooding, earthquakes, wildfires, windstorms, blizzards, or monsoons? Refer to [www.ready.gov](http://www.ready.gov) or other online resources dealing with disaster preparation and recovery

### **Activity 3: Knot Tying (Call of the Wild Requirement 5)**

Show the Scouts how to tie these two knots, based on the instructions in the Wolf Handbook. Give everyone time to practice and demonstrate what they have learned.

- Overhand knot. This type is used to prevent a rope from going completely through a pulley or a hole. It can also be a starter for tying shoes or be used to keep the end of a rope from unraveling.



- Square knot. This knot can be used to tie two ropes together or to tie packages, rig sails, or the ends of a bandage



### **Activity 4: Nature Walk/Hike (Call of the Wild Requirement 1 & 3)**

Go on a nature walk or hike with your den or family in a local park, forest preserve, etc. Before setting off on the hike, recite the outdoor code with the scouts. This can be done repeat after me style if needed to help them practice. Next recite the Leave no trace principle for kids and talk about how they support the outdoor code.



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### **Activity 5: Obstacle Course (Howling at the Moon Requirement 1)**

Set up an obstacle course around the room. Have the Scouts go through an obstacle course in teams of two, with one Scout wearing a blindfold and the other player leading that Scout through the course (this can be done with one scout and a family member as a partner). The first time around, seeing players each hold their partner's arm and can speak directions. Then they switch roles and go through the course again. This time, seeing players DO NOT speak and use only their hand to guide their partner. Remind everyone that a Scout is helpful and trustworthy. Blindfolded Scouts should be able to trust that they are being led in the right direction. After each team has gone through the course twice, ask these questions: — “What did it feel like to close your eyes not knowing where you were going?” — “How did you feel when you had to be the ‘eyes’ of your buddy?”



#### **Make a game out of it!**

With enough players you can turn this into another fun game to practice communicating. Ideally you would want at least 4 players, 2 players on a team. Find or make a set 10 or 12 objects where half are one color and half are another. They can be balls, balloons, or even crumbled pieces of colored paper. There should be an even number of each color. Each team is assigned one color. After blindfolding one player on each team, arrange the objects around the room. Mixing them up. Be sure to keep them in an area free from furniture or other obstacles. Next instruct the scouts that when you say go, the blind folded players will at the same time try to retrieve all of the objects that are their team color. Their team mates that are not blindfolded can give them verbal directions such as move forward, move back, turn left, turn right, etc. The team to retrieve all their objects first wins! When they're done, ask them if they were able to easily hear and follow the directions over the sound of the other team's instructions? (Tip: the goal of this activity is to demonstrate that there are barriers to communication, such as other sounds or distractions. You can even add other noises into the mix while they are in mid play to add more challenge.



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**Activity 6: Silent Howl (Howling at the Moon Requirement 1)**

Tell your scout(s) it is time for the “silent howl” - speaking with our hands. Pass out copies of the Cub Scout motto in ASL from the Wolf Handbook. They can use their book or there is a hand out in the digital resources that you can print and use. Talk about times when this language is needed (communicating when one person is deaf or hard of hearing. Then learn together how to say the motto using ASL

Next, in pairs, come up with a word, phrase, or sentence using your own hand signals. Spend some time reflecting on how easy or difficult this was to do



**Activity 6: Skit Writing (Howling at the Moon Requirement 2 & 4)**

Using the Skit Planning Sheet (available in the digital resources) work together to write at least one original campfire skit. If working with a group, let all the scouts work together on one skit or split them into groups, as long as each has a part to perform.

Tip: Parents or an older scout can help keep the activity moving by writing down the lines as the scouts create them. Also, the parent/guardian or den leader must make sure that the material



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remains positive in its tone, without violence or anything that can be considered mean. If the skit seems to be going in a negative direction, let the scouts know and give them a chance to redirect where the skit is going. A good rule to follow: “When in doubt, leave it out!”

Practice the skit a couple of times and talk about the role of an audience. “A good audience is quiet, listens, keeps still, keeps hands to self, etc. Applause (or howl) at the end gives performers recognition for doing their best. Remember “a Scout is cheerful”, and can show support by laughing at jokes in the skit or answering questions if the performers ask for audience participation.

### **Activity 7: Campfire Planning (Howling at the Moon Requirement 3)**

Using the Campfire Program Planner, have the scouts prepare the rest of their campfire based on what they think the wolves in the lone cub story (in their handbook) may have done. Parent/Guardian or den leader can help with some parts of the campfire but scouts should be responsible for the good cheer, skits, stunts, songs, etc.

Rehearse the program, where to enter, exit, etc. List any props and costumes that will be needed and make plans for having them ready.

## **AFTER YOU HAVE COMPLETED YOUR ADVENTURE**

*Once you have completed your adventure present your Scout with the Adventure Belt Loop. Also make sure to mark off the requirements in ScoutBook. Once you do this your Den Leader will be notified of your Scouts achievement. Den Leader or Advancements Coordinator know! They will mark the requirements complete and prepare the appropriate recognition device for awarding.*



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