

Cub Scout Adventure In a Box



September Adventures

Outdoor Adventurer



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INTRODUCTION

Dear parents/leaders, be sure to read this section 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 backyard!

Rationale for Adventure

In this adventure Scouts will go on campouts or other outdoor adventures where they can gain and develop new outdoor skills.

Takeaways

- Building on and improving outdoor skills
- Preparing for weather emergencies
- Tying bowline knots
- Outdoor Code and Leave No Trace Principles for Kids
- A Scout is helpful, trustworthy, thrifty

ADVENTURE REQUIREMENTS

Choose option A or B

Option A:

- With the help of your den leader or family, plan and participate in a campout
- Upon arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.

Option B:

- With the help of your den leader or family, plan and participate in an outdoor activity.

Remaining Requirements are the same for Option A or B

- Once tents are set up, discuss with your den or family what actions you should take in the case of the following extreme weather events:



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- Severe rainstorm causing flooding
- Severe thunderstorm with lightning or tornadoes
- Fire, earthquake, or other disaster that will require evacuation.
 - Discuss what you have done to minimize as much danger as possible.
- Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.
- Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your rank. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

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.*

- Outdoor Adventurer Workbook
- Paracord
- Outdoor Code puzzle
- LNT / Outdoor Code Flash Cards

ACTIVITIES

Activity 1: Campout Setup / Plan an Outdoor Activity

OPTION A: With the help of your den leader or family, plan and participate in a campout.

OPTION B: Plan and participate in an outdoor activity.

Option A: On arrival at the campout, with your den and den leader or family, determine where to set up your tent. Demonstrate knowledge of what makes a good tent site and what makes a bad one. Set up your tent without help from an adult.

- Have your Scout look around the area so they can decide where to set up a tent for an overnight campout.
- Discuss campsite considerations based on what they selected.



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- Even if you won't stay in the tent overnight, set up a tent so you can see what camping is like ... and get as much camping experience as possible.
- Review with your Scout what gear you have brought (or should have brought!) on the campout for their own personal care and comfort, based on where and when they are camping.

Option B: On arrival at your outdoor activity, with your den and den leader or family, determine where best to hold your outdoor activity. Demonstrate knowledge that makes a safe activity area and what makes a bad one. Set up anything you may need for your day outside (canopy, table, chairs, etc...)

- Discuss activity site considerations based on what they selected.
 - Review with your Scout what gear you have brought (or should have brought!) on the activity for their own personal care and comfort, based on where and when you are.

Activity 2: Emergency Preparedness

Discuss with your den or family what actions you should take in the case of the following extreme weather events

- Severe rainstorm causing flooding,
- Severe thunderstorm with lightning or tornadoes.
- Fire, earthquake, or other disaster that will require evacuation.
- Discuss what you have done to minimize as much danger as possible.
- Review plans for what to do in case of extreme weather – flooding (are your tents/canopies set up to avoid this risk?) lightning, extreme wind like tornadoes, fire, earthquake or other possible disasters.
- Discuss measures Scouts should always take to minimize danger, and when and how to evacuate in the event of danger (see Webelos Handbook).

Activity 3: Bowline Knot

Show how to tie a bowline. Explain when this knot should be used and why. Teach it to another Scout who is not a Webelos Scout.

- Teach your Scout to tie a bowline knot. See the image below – or, even better, click this link for an animation showing the steps: <https://www.animatedknots.com/bowline-knot>
- A very common use of the bowline is as a rescue knot – because when tied right, it doesn't slip.
- To show a rescue use, get a 6 foot or more length of rope. One person holds one end and tosses the other end to the person needing "rescue", for a person to tie a bowline around their body.



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Here's how to describe it to the Scout tying the bowline:

- Holding the long part of the rope in your left hand, pass the rope around your body.
- In the long part of the rope in your left hand, make a loop:
- Where the "long end" of the rope (from the loop to the other person) is on the lower part of the loop and where the "short end" on top of the loop (the free end wrapped around you) is on the upper part of the loop, above the long end.
- With the right hand, take the short end of the rope (the part that is around your body), and bring it up from below through the loop, then:
- Wrap that part under and around the long end and up and back down into the loop.
- Then tighten up the knot.
- A memorable way to remember this is that the rope from the loop to the other person is the "tree," the loop is the "hole," and the free end of the rope is the "rabbit"
- The rabbit comes out of his hole, runs around the tree, and runs back down the hole.
- Hold the free end against the rope and have the other person pull on their end; the result is a bowline.
- Now, if the rope is pulled, it should hold the tying Scout's weight without the knot slipping.

Activity 4: Outdoor Code/Leave No Trace

Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.

Practice the Outdoor Code until your Scout can recite from memory.

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

Review the Leave No Trace Principles for Kids (more information in the Webelos Handbook) and practice until your Scout can recite it from memory:

1. Know Before You Go.
2. Choose the Right Path.
3. Trash Your Trash.
4. Leave What You Find.
5. Be Careful With Fire.
6. Respect Wildlife.
7. Be Kind to Other Visitors.

Lead a discussion with your Scout about ways to demonstrate the Outdoor Code and Leave No Trace Principles while in the outdoors and camping – and what you've done on your outdoor



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adventure. If you want to share more detail on Leave No Trace Principles, see the Adventure Resources guide.

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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