

Cub Scout Adventure In a Box



October Adventure

Finding Your Way



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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 October Adventure In a Box! This month the theme we are exploring is SCOUTING SUPERPOWERS! Do you have a favorite superhero? What makes them your favorite? Do they have any cool superpowers? As scouts you are developing superpowers too! You are practicing 12 very special superpowers that we know as the scout law. "A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent". You may not have thought of these as superpowers before but each of these traits is a part of our character and helps us do good and make a difference in our family, our schools, and our community.

In addition to our superpowers as scouts we learn lots of cool skills to use during our adventures. We start to learn them when we are young Lions and each year we learn more and more! This month the cool skill we are going to learn is how to read a map and use a compass while we work on earning the "Finding Your Way" adventure in our Wolf Handbooks! So get out your books and read through it with a parent or guardian then get ready to have fun learning how to find your way!

RATIONALE FOR ADVENTURE

Learning to read and use a map and a compass is a valuable skill. In this adventure, Scouts will receive an introduction to maps, symbols, and the cardinal directions of north, south, east, and west. They will also learn the basic functions of a compass.

TAKEAWAYS FOR CUB SCOUTS

- Following and giving directions
- Observing and reading a map
- Cardinal directions—north, south, east, and west
- Navigating with a compass
- Working with others
- The buddy system



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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.

Complete the following Requirements.

1. Do the following:
 - a. Using a map of your city or town, locate where you live.
 - b. Draw a map for a friend so he or she can locate your home, a park, a school, or other locations in your neighborhood. Use symbols to show parks, buildings, trees, and water. You can invent your own symbols. Be sure to include a key so your symbols can be identified.
2. Do the following:
 - a. Identify what a compass rose is and where it is on the map.
 - b. Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.
3. Go on a scavenger hunt using a compass and locate an object with a compass.
4. Using a map and compass, go on a hike or walk with your den or family.

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.*

- Sample of hand drawn map* (Prepare this ahead of time by drawing a map of somewhere that is familiar to them)
- Map of your town* (Many towns have a municipal map on their website)
- Blank paper*
- Crayons or colored pencils*
- Items for the scavenger hunt
- Paper or notecards for planning the scavenger hike directions/clues*
- Trail maps for the hike* (Depending on where you hike, maps may be found online)



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ACTIVITES

Meeting #1 - At home

Introduce the adventure:

Introduce the topic of maps by talking about how many different types there are and how those maps help us. Maps can be found everywhere: a GPS display or printed maps in a car, maps in a classroom, maps in a shopping mall, etc. Ask what maps the Scouts have used.

Show a hand-sketched map and explain how it can be used to help someone reach a destination if they are lost or haven't been there before. Next show how the legend on a map can help us find local parks, buildings, bodies of water, etc.

Activity 1: Drawing Maps (Requirement 1B)

- Using blank paper and colored pencils or crayons, have the Scout(s) draw a map that shows the location of their homes, a park, a school, and other important places in the community.
- Make sure each Scout saves space on the map to draw a basic legend with symbols for water, trees, parks, and large buildings. Also, have Scouts place those symbols where they should go around the map.

Activity 2: Using a Compass (Requirement 2B)

Tell Scouts that north, south, east, and west are the points of a compass. A compass can help them figure out what direction is north. Once they know that, they can decide which direction to go to move toward their destination. Scouts can also use a map and compass to figure out how to get from one place to another. The compass needle always points north.

- Have Scouts hold a compass flat in their hand and away from anything metal, like their belt buckle or adventure loops.
- Instruct the Cub Scouts in your den to look down at the needle to see where it is pointing, then turn their bodies slowly. They should keep turning until the compass needle lines up with the north line or "N" on the grid.



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- Remind Scouts that the floating needle is magnetized and the red end will always point to magnetic north. You can always figure out the other points of the compass when you stand facing north.
- When Scouts are facing north using a compass, east will be on their right, south will be directly behind them, and west will be to their left. If they forget, teach Scouts the phrase “Never Eat Soggy Waffles” and they’ll get right back on track.

If weather permits, move the den outside so Wolves can have fun learning to use their compasses in natural surroundings. Show them how to use a compass to see which way is north.



Play the SIGN MATCH Game!

Give all Scouts one set of cards as they arrive, and pair Scouts up to play together. Have players combine and mix up their cards in a pile on the floor, with all cards facing down. When the cards have been mixed up, organize them into a grid. Scouts may flip over two cards in each turn, trying to create a pair. If the cards do not display a pair, they should be flipped back over and the turn changes to the other Scout. If a Wolf Scout gets a pair, they keep the cards and take another turn. The goal is to have the most pairs when the cards are all gone.

After the game is done, ask the Scouts if they recognized any of the signs. Discuss how different types of signs are useful in helping people find their way

Activity 3: Scavenger Hunt (Requirement 3)

Preparation: Decide where you will have your scavenger hunt. This can be at a park, a back yard, or even indoors at home. Once you know where your hunt will be, gathering an item or items to hide in various spots. Next, plan how your scout(s) will find the items you’ve hidden using their compass. This can be a series of directions or clues such as walk north for “10 steps then go east for 10 steps and look for your next clue by a funny shaped rock” which the scouts will have to use a compass to find. You can be as creative and fun with this as you’d like



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- Make sure every scout has a compass or has a turn using the compass (if doing as a group).
- If necessary, review what they have already learned about how to use a compass.
- Then give them the directions or clues on how to find each hidden item using their compasses.

Meeting #2 - On the Outing

Intro: For this meeting you will need to plan an outing to go on a hike somewhere that has a mapped out trail. A local forest preserve would be a great spot and will likely have maps you can print off their website. Park districts may have similarly mapped walking/running trails. You could also if need be draw your own map for them

Activity One: Play the “Changing Winds” game

Use a compass to establish the four main directions. — Have everyone stand facing one player who is the “wind.” The wind tells the direction they are blowing by saying, “The wind blows . . . south.” All players must face south. If a player is already facing that direction and moves, they are out. — The “wind” may confuse the other players by facing any direction. Players turning the wrong direction are out. The winner is the last player still in the game.

Activity Two: Compass Rose (Requirements 2a)

- Identify what a compass rose is and where it is on the map.
- Introduce walking between the four points of the compass rose. Discuss the difference between the four cardinal directions—north, south, east, and west—and the ordinal directions between them: northeast, southeast, southwest, and northwest. Demonstrate that if Scouts are walking between north and west, they are going northwest, and so on.

Activity Three: Go on a hike (Requirements 4)

Before setting off on your hike, be sure to talk about safety and leave no trace, reminding them to stay on the trail and try not to disturb any animals or habitats they may find along the way, as well as reminding them to be courteous to others they may encounter that are on the trails as well by staying to one side to allow others to pass, etc. Next give each scout



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(if going as a group) their own copy of the map, or make sure that each scout has a turn being the one carrying the map and using it.

Next, go over the map with the scouts and make sure everyone understands the path the den will be taking before the hike begins.

During the hike, each time the den arrives at a point that is marked on the map, have them stop and use the map to orient themselves.

Tips from an Akela!

Here are some additional resources that can help with this adventure!



- This short video from Leap Frog shows the different parts of a map including the compass rose, legend, and scale. It describes how these parts are used to read the map. <https://youtu.be/Czk4p5QmLSA>
- This video is a good introduction to maps and cartography for youth. How did maps develop? How were early maps used? Have you ever heard of the Anaximander map? Who are some people and cultures from around the world who helped improve maps throughout the ages? How did cartography influence how we see ourselves? Watch the video from [KnowledgeHub](#) below to find out. <https://youtu.be/fLdvInDrQ2c>

WRAPPING IT UP

Congratulations! If you have completed all of the activities and finished all the requirements, you are all done working on this adventure! For scouts that do this on their own or with their family, they can share about the adventure with their den at a future meeting. If your den is not able to meet in person, consider scheduling a virtual meeting and giving each scout a chance for show and tell.



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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.



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