Webelos Adventures

WEBELOS DEN • ADVENTURE MEETING PLAN

Bobcat

Required adventure • Character and Leadership

If you read nothing else

Every Cub Scout earns Bobcat first, at every rank. For Webelos this is the year the Scout Oath and Scout Law replace the Cub Scout Promise and the Law of the Pack — that switch is the whole point of the adventure.

Two den meetings. Requirement 7 is done at home with a parent or legal guardian and cannot be completed at a den meeting.

Start this the first week of the program year. Nothing else counts toward rank until Bobcat is done.

The requirements

Official requirement text. Tick each one off as your Scouts complete it — the meeting plans below cover all of them.

- ❑ 1. Get to know members of your den.
- ❑ 2. Recite the Scout Oath and the Scout Law with your den and den leader. Describe 3 points of the Scout Oath.
- ❑ 3. Learn about the Scout Law.
- ❑ 4. Learn about the denner position and responsibilities.
- ❑ 5. With your den create a den Code of Conduct.
- ❑ 6. Demonstrate the Cub Scout sign, Cub Scout salute and Cub Scout handshake. Show how each is used.
- ❑ 7. At home, with your parent or legal guardian, do the activities in the booklet How to Protect Your Children From Child Abuse: A Parent's Guide.

Requirement 7 is a family activity. Hand the booklet out at meeting 1 and collect the signed acknowledgement at meeting 2 — do not attempt to run it as a den activity.

Meeting 1: Oath, Law, and who we are

Goal: Scouts learn each other's names, say the Scout Oath and Scout Law out loud, and can explain three points of the Oath in their own words.

Covers requirements 1, 2, 3 and 6

Before the meeting

- Print the Scout Oath and Scout Law large enough to read from across the room. Tape them to the wall — leave them up all year.
- Print one copy of How to Protect Your Children From Child Abuse: A Parent's Guide per family, plus the acknowledgement slip.
- Write each Scout's name on a card for the name game.
- Ask two parents to stay — you want a second registered adult in the room and helpers for the small groups.

Supplies

- Scout Oath and Scout Law posters
- Index cards and markers
- Ball of yarn or a soft ball for the name game
- Twelve slips of paper, each with one point of the Scout Law
- Parent booklets and acknowledgement slips

Run of show

Time	What happens
5 min	Gathering: Name Toss
5 min	Opening: flag ceremony and the Scout Oath
10 min	Activity 1: three points, three corners
15 min	Activity 2: the Scout Law relay
10 min	Activity 3: sign, salute, handshake
5 min	Closing: hand out family booklets, Living Circle

Gathering — Name Toss (5 min)

Stand in a circle. Toss the ball to a Scout; they say their name and one thing they did over the summer. They toss it on. Second time around, whoever throws has to say the name of the Scout they are throwing to.

This is requirement 1 and it takes five minutes. Do not skip it because the Scouts "already know each other" — Webelos dens usually absorb Scouts from two or three Bear dens, and the ones who do not know anybody are the ones who quit in November.

Opening (5 min)

Denner leads the flag ceremony if you have one appointed; otherwise pick a Scout. Everyone says the Scout Oath together, reading from the poster.

> **Say something like**
>
> Last year you promised to do your best, to do your duty to God and your country, and to help

other people. This year you make the same promise the older Scouts make — the same words a Scout in a troop uses, and the same words an Eagle Scout says. That is the Scout Oath, and from tonight on it is yours.

Activity 1 — Three points, three corners (10 min)

Label three corners of the room: DUTY TO GOD AND COUNTRY, HELP OTHER PEOPLE, KEEP MYSELF. Read a short scenario and have Scouts run to the corner that best fits.

- You see a younger Scout drop his whole plate at the pack picnic. (Help other people.)
- You are up late and you know you have a game tomorrow, so you go to bed. (Keep myself physically strong.)
- Your family goes to services on Saturday and you go too. (Duty to God.)
- You pick up litter in the park nobody saw you drop. (Duty to country — or help other people; let them argue it.)

Then have each Scout pick three points and say what each one means in their own words. That satisfies requirement 2. Accept plain language — “keep myself physically strong means I take care of my body” is a complete answer from a fourth grader.

Activity 2 — Scout Law relay (15 min)

Split into two teams. Put the twelve Law slips in a pile at the far end of the room, shuffled. On “go,” one Scout runs, grabs a slip, brings it back, and the team lays them out in order. First team with all twelve in the right order wins.

Run it twice. The second time, before a team can win, each Scout has to give one example of a person being that point of the Law.

That is requirement 3. The relay is doing the work here — Scouts memorize the Law by handling it, not by reciting it at you.

Activity 3 — Sign, salute, handshake (10 min)

Demonstrate all three yourself first, then have the Scouts mirror you. Then quiz them: “You just walked into the meeting and the flag is posted.” (Salute.) “I raised my hand for quiet.” (Sign.) “You are meeting the Scoutmaster of the troop.” (Handshake, left hand.)

Point out that the Cub Scout handshake uses two fingers and the left hand, and that they will switch to the Scouts BSA handshake next year in Arrow of Light. Fourth graders like knowing something changes ahead of them.

Watch each Scout do all three once. That is requirement 6 and it is a demonstration, not a discussion.

Closing (5 min)

Hand every Scout a parent booklet to take home in their hand, not in their bag. Tell the parents directly at pickup what it is and that you need the slip back next meeting.

Close with the Living Circle.

Send home with families

> Do the activities in How to Protect Your Children From Child Abuse: A Parent's Guide together, and return the signed slip at the next meeting. This is requirement 7 and only a parent or legal guardian can sign it off.
>
> Practice the Scout Oath and Scout Law at home. Ask your Scout to teach it to you.

Meeting 2: Denner and the den Code of Conduct

Goal: The den elects or appoints a denner, understands the job, and writes a Code of Conduct in the Scouts' own words.

Covers requirements 4 and 5, and collects 7

Before the meeting

- Write the denner responsibilities on a sheet of easel paper ahead of time.
- Have a large sheet of poster board ready for the Code of Conduct — the den will sign it and you will bring it to every meeting all year.
- Collect the parent acknowledgement slips at the door as families arrive.

Supplies

- Poster board and markers
- Easel paper with denner duties
- Denner shoulder cord if your pack uses one
- A watch or timer for the denner to practice with

Run of show

Time	What happens
5 min	Gathering: word scramble on the points of the Law
5 min	Opening: Scout Oath, led by a Scout
15 min	Activity 1: what a denner actually does
20 min	Activity 2: writing the Code of Conduct
10 min	Activity 3: Bobcat check and sign-off
5 min	Closing

Activity 1 — What a denner actually does (15 min)

Show the list, then give the job away. The denner is a real position with real duties, and the fastest way to teach it is to hand a Scout the timer for the rest of the meeting.

- Leads the opening and the Living Circle
- Helps set up before and clean up after

- Takes attendance
- Keeps the meeting on time and tells the den leader when a segment is running long
- Helps a Scout who is behind or new

Elect or rotate. A six-month rotation with an assistant denner works well; so does rotating every month so every Scout gets a turn before crossover. Say which you are doing and stick to it.

That is requirement 4 — learn about the position and responsibilities. The Scout does not have to hold the job to complete it.

Activity 2 — Writing the Code of Conduct (20 min)

This has to be theirs. If you write it, they will follow it for three weeks. If they write it, they will enforce it on each other, which is the actual goal.

Ask three questions and write down what they say, in their words:

- What makes a den meeting good?
- What ruins one?
- What should happen when someone breaks the code?

Group the answers into five or six rules. Push them toward positive phrasing — “we listen when someone else is talking” beats “no interrupting.” Tie at least two of them back to points of the Scout Law out loud so they see the connection.

Everyone signs it, you and the assistant den leader included. Bring it to every meeting for the rest of the year and point at it instead of raising your voice.

> **Say something like**
>
> This is not my list of rules for you. This is your list, and you are all signing it, which means when someone forgets it is not me who reminds them — it is you.

Activity 3 — Bobcat check and sign-off (10 min)

Go around the circle. Each Scout says the Scout Oath, gives three points in their own words, and demonstrates sign, salute, and handshake. Tick them off as they go.

Confirm you have the parent slip for requirement 7 from every family. Chase the missing ones this week — do not let it sit until December.

Record Bobcat in Scoutbook the same night if you can. It is the first advancement of the year and packs lose credit for it because nobody entered it.

> **Send home with families**
>
> Nothing new. If the parent booklet slip has not come back, it is due now.

Leader notes

- Bobcat comes first at every rank, but the Webelos version is not a repeat — the Oath and Law replace the Promise and the Law of the Pack. Say that out loud to the Scouts and to the parents.

- The Code of Conduct poster is the most useful thing you will make all year. Laminate it if you can.
- A Scout joining the pack mid-year earns Bobcat first, whatever the calendar says. Run a short catch-up with them and a parent rather than making them wait for next September.
- Requirement 7 belongs to the family. Your job is to hand out the booklet, explain why, and collect the slip.

Safety

> **Before this adventure**
>
> Two registered adults, both with current Safeguarding Youth Training, at every den meeting and activity. SYT is valid 12 months — check your own expiry date before the program year starts. If your den includes girls, one of those adults must be a registered female 21 or over.
>
> No one-on-one contact between an adult and a Scout who is not their own child, in person, online, or by text. Include a parent on every message.

Tracking

Write each Scout in and tick the requirement number as it is completed. Report to your advancement chair once the row is full.

Scout	1	2	3	4	5	6	7

WEBELOS DEN • ADVENTURE MEETING PLAN

Webelos Walkabout

Required adventure • Outdoors

If you read nothing else

Two meetings and a two-mile walk. Meeting 1 plans the route and teaches the first aid; meeting 2 is the walk itself and the discussion afterward.

The walk does not need a mountain. A two-mile loop from your meeting place, a park trail, or a greenway all count — pick something you can reach without a caravan.

This is the outdoors requirement for Webelos rank and it is the den's outdoor activity for the year. Do it in October or April, not January.

The requirements

Official requirement text. Tick each one off as your Scouts complete it — the meeting plans below cover all of them.

- ❑ 1. Prepare for a 2-mile walk outside. Gather your Cub Scout Six Essentials and weather appropriate clothing and shoes.
- ❑ 2. Plan a 2-mile route for your walk.
- ❑ 3. Check the weather forecast for the time of your planned 2-mile walk.
- ❑ 4. Review the four points of the Scouting America SAFE Checklist and how you will apply them on your 2-mile walk.
- ❑ 5. Demonstrate first aid for each of the following events that could occur on your 2-mile walk: blister, sprained ankle, sunburn, dehydration and heat related illness.
- ❑ 6. With your den, pack, or family, go on your 2-mile walk while practicing the Leave No Trace Principles for Kids and the Outdoor Code.
- ❑ 7. After your 2-mile walk, discuss with your den what went well and what you would do differently next time.

Meeting 1: Plan the walk, pack the pack, learn the first aid

Goal: The den plans a real two-mile route, each Scout assembles the Six Essentials, and every Scout demonstrates first aid for the four trail injuries.

Covers requirements 1, 2, 3, 4 and 5

Before the meeting

- Print a map of the area around your meeting place at a scale where two miles is visible. Paper, not a phone — they need to draw on it.
- Scout two or three candidate routes yourself beforehand so you can steer them away from a highway crossing.

- Build one complete Six Essentials kit to show, and gather enough loose supplies for Scouts to check theirs against.
- Borrow a first aid kit with real bandages, moleskin, and an elastic wrap. Blister care taught with a picture does not stick.

Supplies

- Printed area maps, one per pair of Scouts
- Highlighters and a piece of string for measuring distance on the map
- A complete Cub Scout Six Essentials kit to display
- Moleskin, adhesive bandages, elastic wrap, triangular bandages
- Water bottles, a bottle of sunscreen, a wide-brim hat
- Printed SAFE Checklist and Leave No Trace Principles for Kids

Run of show

Time	What happens
5 min	Gathering: what is in my pack?
5 min	Opening: Outdoor Code
15 min	Activity 1: plan the route
10 min	Activity 2: Six Essentials and the weather check
20 min	Activity 3: four first aid stations
5 min	Closing: SAFE Checklist walkthrough

Activity 1 — Plan the route (15 min)

Hand out maps in pairs. Give them the string trick: lay the string along the route, then straighten it against the scale bar. Two miles, out and back or a loop.

Let them propose routes and then pressure test each one as a den. Ask the questions you want them asking themselves: Where do we cross a road? Is there water? Where is the bathroom? Where could a car reach us if someone got hurt?

Pick one route as a den and mark it. This is requirement 2 and the Scouts have to do the planning — your job is to veto the unsafe one, not to hand them the answer.

Activity 2 — Six Essentials and weather (10 min)

Lay out your kit and name each item as you go: first aid kit, filled water bottle, flashlight, trail food, sun protection, whistle.

Have every Scout list what they will bring and what they will wear. Talk about shoes specifically — the single most common reason a Webelos walk goes badly is a Scout in brand-new boots or flat-soled slip-ons.

Pull up the forecast for the day and time of your walk on a screen everyone can see. Read the temperature, the chance of rain, and the wind. Ask what changes about the packing list if it is 45

degrees and drizzling versus 85 and sunny. That is requirement 3, and it is worth doing again the night before.

Activity 3 — Four first aid stations (20 min)

Set up four stations, five minutes each, den rotates. Every Scout has to do the skill, not watch it. This is requirement 5 and “demonstrate” is the operative word.

- Blister. Show a hot spot versus a formed blister. Cut moleskin into a doughnut so the hole sits over the blister. Practice on the back of a hand.
- Sprained ankle. Rest, ice, compression, elevation. Wrap an elastic bandage from the toes up, snug but with a finger’s room. Have the Scout check the toes for color and warmth after.
- Sunburn. Prevention first — hat, shirt, sunscreen applied 20 minutes before, reapplied every two hours. Then treatment: out of the sun, cool water, do not pop blisters, tell an adult.
- Dehydration and heat illness. Learn the early signs: headache, cramps, no need to use the bathroom, dark urine. Stop, shade, sip water, cool the neck and wrists. Teach them the escalation — if the person stops sweating, is confused, or stops making sense, that is an emergency and an adult calls 911.

Closing — SAFE Checklist (5 min)

Walk the four points against your actual route, out loud, as a den. Supervision: who is coming, what is our ratio. Assessment: what could go wrong on this route. Fitness and skill: can everyone walk two miles, and who has a health form on file. Equipment and environment: the Six Essentials, the shoes, the forecast.

That is requirement 4, and doing it against the real route rather than in the abstract is the difference between a checkbox and a habit.

> **Send home with families**
>
> Break in the shoes your Scout will wear. Walk a mile in them this week.
>
> Make sure the Annual Health and Medical Record parts A and B are on file with the den leader.
>
> Send a filled water bottle and weather-appropriate layers on walk day.

Meeting 2: The two-mile walk

Goal: Walk the planned route, practice Leave No Trace and the Outdoor Code on the way, and hold a real debrief at the end.

Covers requirements 6 and 7

Before the meeting

- Confirm your adult-to-Scout ratio and that every adult has current SYT. Two registered adults minimum, more for a road crossing.
- Recheck the forecast the morning of. Have a rain date and use it — a miserable first outdoor experience costs you Scouts.
- Carry the den first aid kit, a roster with emergency contacts, and a charged phone.

- Walk the route yourself in the last week if you can. Trails close.

Supplies

- Den first aid kit
- Roster with parent phone numbers and health form flags
- Trash bag for anything you pick up
- Extra water and extra snacks — someone will forget
- The marked map from meeting 1, carried by the denner

Run of show

Time	What happens
10 min	Gathering: gear check and buddy assignment
5 min	Opening: Outdoor Code and Leave No Trace for Kids
60 min	The walk, with two teaching stops
15 min	Debrief circle
5 min	Closing: Living Circle

Gathering — Gear check (10 min)

Every Scout opens their pack and shows the Six Essentials. Fix problems now: fill empty bottles, hand out spare sunscreen, swap a Scout out of the wrong shoes if you have a spare pair. This is requirement 1 verified, not assumed.

Assign buddies. Nobody walks alone, and buddies check on each other at each stop.

Opening (5 min)

Read the Outdoor Code together. Then the Leave No Trace Principles for Kids in the Scouts' own words: know before you go, choose the right path, trash your trash, leave what you find, be careful with fire, respect wildlife, be kind to other visitors.

> **Say something like**
>
> Everything we carry in, we carry out. If we do this right, the next family that walks here will not be able to tell we came through.

The walk (about 60 min)

Two miles is roughly an hour at a fourth grader's pace with stops. Denner sets the pace at the front with an adult; an adult sweeps at the back. Nobody passes the front, nobody falls behind the back.

Stop twice for five minutes. Water, buddy check, and one teaching moment each:

- First stop — "choose the right path." Point out where the trail is widening because people walked around a puddle, and walk through the middle of it instead.
- Second stop — "leave what you find." Someone will have picked something up. Use it. Talk about why the rock, the flower, or the shell is worth more where it is.

If you pass litter, pick it up. The bag makes the principle real in a way a poster does not.

Debrief circle (15 min)

Sit down at the end. This is requirement 7 and it is a real requirement, not a formality — do it before anyone gets in a car.

Three questions, and let every Scout answer at least one:

- What went well?
- What would you do differently next time?
- What did you carry that you did not need, and what did you wish you had?

Write the answers down. Read them back at the start of the campout planning next year — Scouts remember that you listened.

> **Send home with families**
>
> Talk about the walk at dinner. Ask what your Scout would change.
>
> If your Scout enjoyed this, the Let's Camp Webelos and Aquanaut electives build straight off it.

Leader notes

- Two miles is the requirement. Do not stretch it to four to make it feel like a real hike — you will lose the Scouts who are not outdoor kids yet, and this adventure exists partly to recruit them.
- Combine this with a pack campout if the timing works, but the walk still has to be the den's own planned route with the den's own debrief.
- Requirement 5 says demonstrate. A Scout who watched you wrap an ankle has not completed it.

Safety

> **Before this adventure**
>
> Annual Health and Medical Record parts A and B on file for every participant.
>
> Two-deep leadership, both registered, both with current Safeguarding Youth Training, and a registered female adult 21 or over any time girls are present.
>
> Know where the nearest hospital is and whether you have cell signal on the route. If you do not, say so out loud to the other adults before you start.
>
> Check your council for any local tour or activity notification requirement before an off-site den activity.

Tracking

Write each Scout in and tick the requirement number as it is completed. Report to your advancement chair once the row is full.

Scout	1	2	3	4	5	6	7

WEBELOS DEN • ADVENTURE MEETING PLAN

Stronger, Faster, Higher

Required adventure • Personal Fitness

If you read nothing else

Two meetings. Meeting 1 is cooking and eating a balanced meal together; meeting 2 is the activity block and the relaxing activity.

Requirement 5 is a conversation between the Scout and a parent about their own health form. Send it home — do not read a Scout's medical record at a den meeting.

The cooking requirement wants planning, cooking, and eating. A den kitchen night is the cleanest way to do it, and parents will happily host.

The requirements

Official requirement text. Tick each one off as your Scouts complete it — the meeting plans below cover all of them.

- ❑ 1. With your den or family, plan, cook, and eat a balanced meal.
- ❑ 2. Be active for 30 minutes with your den or at least one other person that includes both stretching and moving.
- ❑ 3. Be active for 15 minutes doing personal exercises that boost your heart rate, use your muscles, and work on flexibility.
- ❑ 4. Do a relaxing activity for 10 minutes.
- ❑ 5. Review your Annual Health and Medical Record with your parent or legal guardian. Discuss your ability to participate in den and pack activities.

Meeting 1: Plan it, cook it, eat it

Goal: The den plans a balanced meal, cooks it themselves, and eats it together.

Covers requirement 1

Before the meeting

- Find a kitchen. A chartered organization kitchen, a family's house with two registered adults present, or a park shelter with camp stoves all work.
- Ask every family about food allergies and restrictions in writing, a week ahead. Then plan around them rather than making one Scout eat something different.
- Pre-portion and pre-wash ingredients so the meeting is about cooking, not prep.
- Decide who handles heat. Fourth graders can use a stove with an adult at their shoulder; they should not be alone with one.

Supplies

- Ingredients for the planned meal
- Cutting boards, kid-safe knives, mixing bowls, tongs
- Plates, forks, cups, napkins
- Soap, towels, and a bin for dishes
- MyPlate diagram printed large

Run of show

Time	What happens
10 min	Gathering: build a plate
5 min	Opening: Scout Oath, focus on physically strong
10 min	Activity 1: plan the meal against MyPlate
30 min	Activity 2: cook it
20 min	Activity 3: eat together and clean up
5 min	Closing

Gathering — Build a plate (10 min)

Put out magazine cutouts or printed food cards. Each Scout builds a plate on paper: half fruits and vegetables, a quarter grains, a quarter protein, plus dairy.

Do not make this a lecture about bad food. Ask what they actually ate yesterday and work from there. A Scout who says “pizza” is not wrong — ask what would go next to it.

Activity 1 — Plan the meal (10 min)

Show the ingredients you brought and let the den decide the menu against MyPlate. Give them a real constraint or two — the budget, the time, the fact that one Scout cannot have dairy.

Something like tacos, a stir-fry, or chili with a salad and fruit works because everyone gets to do a job and the components are visible.

Assign jobs before anyone touches a knife: choppers, mixers, cookers, table setters, dish crew. Write it up where they can see it.

Activity 2 — Cook it (30 min)

Wash hands first, everyone, with soap, twenty seconds. Then work the jobs.

Kitchen rules out loud before you start: knives cut down and away from your hand; pot handles turned in; nobody runs; tell an adult before you touch anything hot.

Rotate so every Scout does more than one job. The Scout who only sets the table has not cooked.

This is the requirement doing double duty — it is also direct preparation for the Arrow of Light Personal Fitness adventure next year, which asks them to cook a camping meal on camp gear.

Activity 3 — Eat together, clean up (20 min)

Sit down and eat as a den. Say a blessing or a reflection if that fits your chartered organization.

While they eat, go around: what is one thing on this plate that helps you be physically strong, and how?

Everyone cleans. The den that cooks together washes together — and it is the same habit they will need at the Arrow of Light campout.

> **Send home with families**
>
> Review the Annual Health and Medical Record together and talk about your Scout's ability to take part in den and pack activities — any limits, medications, or things the den leader should know. That is requirement 5 and it is a family conversation.
>
> Ask your Scout to cook one part of a family meal this month.

Meeting 2: Move, stretch, and settle

Goal: Thirty minutes of active play with stretching, fifteen minutes of personal exercise, and ten minutes of something genuinely relaxing.

Covers requirements 2, 3 and 4; collects 5

Before the meeting

- Book a gym, a field, or a big room. This meeting needs space.
- Print a personal exercise card for each Scout — a simple grid they fill in and take home.
- Confirm you have collected requirement 5 conversations from families.
- Pick your relaxing activity ahead of time and mean it. Ten minutes of guided quiet is harder to run than thirty minutes of dodgeball.

Supplies

- Cones, a couple of playground balls, a jump rope per Scout
- Personal exercise cards and pencils
- A timer
- Yoga mats or towels, or just clean floor
- Music if your relaxing activity uses it

Run of show

Time	What happens
5 min	Gathering: jump rope free play
5 min	Opening
30 min	Activity 1: warm up, play, cool down

Time	What happens
15 min	Activity 2: personal exercise circuit
10 min	Activity 3: the relaxing activity
5 min	Closing

Activity 1 — Warm up, play, cool down (30 min)

The requirement asks for stretching and moving in the same thirty minutes, so build it as one block:

- Five minutes: dynamic warm-up. Arm circles, high knees, walking lunges, toe touches. Moving stretches, not held ones.
- Twenty minutes: hard play. Capture the flag, sharks and minnows, relay races, ultimate with a soft ball. Pick something with no elimination — a Scout sitting on the sideline is not being active for thirty minutes.
- Five minutes: cool down and held stretches. Hamstrings, calves, shoulders, thirty seconds each, no bouncing.

Do it with them. A den leader on the sideline with a clipboard teaches the opposite of this adventure.

Activity 2 — Personal exercise circuit (15 min)

Requirement 3 is about the Scout's own exercise, not the group game. Set up a circuit of five stations, and have each Scout move through at their own pace, filling in their card.

- Heart rate: jumping jacks, or shuttle runs between two cones.
- Muscles, upper: push-ups, on knees or against a wall if needed.
- Muscles, core: plank hold, or sit-ups.
- Muscles, lower: squats or wall sits.
- Flexibility: sit and reach, and a shoulder stretch.

Teach them to find their pulse at the wrist or neck and count for fifteen seconds. Check it before and after the heart-rate station so they can feel the difference themselves.

The card goes home. Tell them the point is to do it again without you.

Activity 3 — The relaxing activity (10 min)

Ten minutes, genuinely relaxing, and it is a requirement in its own right. Pick one and commit:

- Guided breathing lying on the floor, lights down. Four counts in, four hold, four out.
- Read aloud while they lie still with eyes closed.
- Quiet sketching or coloring with no talking.
- Outside, on backs, watching the sky and naming what the clouds look like.

Expect the first two minutes to be giggling. Wait it out; do not scold. By minute four most of them will be genuinely still, and several will tell you afterward it was their favorite part.

> **Say something like**
>
> Being physically strong is not only about how hard you can go. It is also about knowing how to stop. Ten minutes, nothing to do, nowhere to be.

Send home with families

Use the personal exercise card at home. Fifteen minutes, a few times a week.

If the health form conversation has not happened yet, it is due now.

Leader notes

- Every Scout moves at their own level. Push-ups on knees count. A Scout with a health limitation does what they can do — the requirement is to be active, not to hit a standard.
- Never compare Scouts out loud, never weigh them, never comment on body size. If a Scout raises a concern about their own body, listen, do not diagnose, and tell a parent.
- Requirement 5 is between the Scout and their parent. You confirm it happened; you do not read the form contents to the den or ask about them.
- This adventure sets up Arrow of Light Personal Fitness directly — same themes, higher bar. Mention that to the Scouts.

Safety

Before this adventure

Two registered adults with current Safeguarding Youth Training at every meeting, and a registered female adult 21 or over any time girls are present.

Water available throughout, and real breaks. Watch for heat on a warm day.

Ask families in writing about food allergies before the cooking meeting, and plan the menu around them.

Adult supervision at any heat source. Kid-safe knives only.

Annual Health and Medical Record parts A and B on file before the activity meeting.

Tracking

Write each Scout in and tick the requirement number as it is completed. Report to your advancement chair once the row is full.

Scout	1	2	3	4	5

Scout	1	2	3	4	5

WEBELOS DEN • ADVENTURE MEETING PLAN

My Community

Required adventure • Citizenship

If you read nothing else

Two meetings plus a service project. Meeting 1 covers voting and the elected official visit; meeting 2 builds the law timeline.

Invite the elected official early — six weeks is not too much. School board members, city council members, and county commissioners say yes far more often than you expect.

Requirement 4 is a service project. Coordinate with your committee so it gets logged in Scoutbook and counts toward the pack's service total.

The requirements

Official requirement text. Tick each one off as your Scouts complete it — the meeting plans below cover all of them.

- ❑ 1. Learn about majority and plurality types of voting.
- ❑ 2. Speak with someone who is elected to their position. Discover the type of voting that was used to elect them and why.
- ❑ 3. Choose a federal law and create a timeline of the history of the law. Include the involvement of the three branches of government.
- ❑ 4. Participate in a service project.

Meeting 1: How we choose: majority, plurality, and a real official

Goal: Scouts can explain the difference between majority and plurality voting, and hear from someone who was actually elected.

Covers requirements 1 and 2

Before the meeting

- Invite your guest six weeks out. A short, specific ask works best: twenty minutes, ten Scouts, they will ask how you were elected. Offer to come to their office if that is easier.
- Prepare the guest: send the two questions the Scouts must ask so they can answer them concretely — what type of voting elected you, and why is it that way here.
- Print ballots for the voting demonstration.
- Have a backup. If the guest cancels the morning of, run the voting activity long and reschedule the visit.

Supplies

- Printed ballots, three rounds' worth

- A box for a ballot box
- Whiteboard or easel paper to tally
- Name tags for the Scouts, so your guest can use their names
- A thank you card for the Scouts to sign

Run of show

Time	What happens
5 min	Gathering: name tags and question cards
5 min	Opening: Pledge of Allegiance
20 min	Activity 1: the snack election
20 min	Activity 2: the elected official
5 min	Activity 3: thank you and debrief
5 min	Closing

Activity 1 — The snack election (20 min)

Teach this by running it, not defining it. Put four snack options on the board and hold a real vote for the snack at the next meeting.

Round one, everyone votes once. Tally it. Almost certainly nothing gets over half — say, 4, 3, 2, 1 out of ten.

> **Say something like**
>
> Popcorn won with four votes. But six of you wanted something else. Did popcorn really win?

Now define the two words against the result on the board:

- Plurality — the most votes wins, even if it is under half. Popcorn wins with 4 of 10.
- Majority — you need more than half, over 50%. Nobody has it, so nobody has won yet.

Run a runoff between the top two and get a majority. Then ask the real question: which one felt fairer, and which one was faster? Let them argue. Both answers are right, and that tension is the actual content of the requirement.

Mention where each shows up: most US elections for a single seat are plurality; runoffs and many primaries require a majority.

Activity 2 — The elected official (20 min)

Have each Scout ready with a question on a card, written at the gathering. Two are mandatory across the den: what type of voting elected you, and why does your office use that type. That is requirement 2 and it needs a real answer.

Other questions worth seeding if the den goes quiet: What does your job actually do all day? What is something you decided that affected our neighborhood? What is the hardest part? How old were you when you first voted?

Have the denner introduce the guest and a Scout thank them at the end. Fourth graders can do this and it makes the visit theirs.

If no one can come in person, a fifteen-minute video call works, or take the den to a public council meeting and speak with a member afterward.

Activity 3 — Thank you and debrief (5 min)

Sign the card as a den before anyone leaves. Mail it.

Quick round: what surprised you about that person's job?

> **Send home with families**
>
> Ask your Scout which voting type elected our guest, and whether they think it is the fairer way.
>
> Pick a federal law your family finds interesting for next meeting. Suggestions on the handout.

Meeting 2: How a law happens: the timeline

Goal: The den builds a timeline of one federal law showing all three branches of government acting on it.

Covers requirement 3, and plans 4

Before the meeting

- Pick two or three candidate laws with clear, findable histories and a Supreme Court case attached, so all three branches are genuinely involved. Good ones: the Americans with Disabilities Act, the National Park Service Organic Act, the Civil Rights Act of 1964, the Clean Air Act, the 19th Amendment.
- Print a one-page fact sheet on each candidate so Scouts are not searching the open internet during the meeting.
- Cut a long strip of butcher paper for the timeline.
- Have your service project options ready to propose, cleared with the committee.

Supplies

- Butcher paper strip, 6 feet or so
- Markers, sticky notes, tape
- Printed fact sheets on the candidate laws
- Three colors of sticky note, one per branch of government

Run of show

Time	What happens
5 min	Gathering: three branches sort
5 min	Opening

Time	What happens
10 min	Activity 1: pick the law
25 min	Activity 2: build the timeline
10 min	Activity 3: plan the service project
5 min	Closing

Gathering — Three branches sort (5 min)

Cards on the table: makes the laws, enforces the laws, decides what the laws mean; Congress, President, Supreme Court; House and Senate, federal agencies, federal courts. Scouts sort them into three columns.

Keep the three colors straight from here on — legislative, executive, judicial. The timeline uses them.

Activity 1 — Pick the law (10 min)

Read the fact sheets aloud, one paragraph each. Let the den vote — and use majority voting on purpose, then point out loudly that they just used what they learned last meeting.

The Americans with Disabilities Act is the most reliable choice with this age group: the story is concrete, there are Scouts in the room who know someone it affects, and all three branches show up clearly.

Activity 2 — Build the timeline (25 min)

Roll out the butcher paper and draw the line with year marks. Then work through the story, writing each event on the sticky note color for the branch that acted.

Using the ADA as the worked example:

- Before: people with disabilities are denied jobs, buses, and buildings. Advocates push for years. (No branch yet — this is where laws come from.)
- 1988–1990, legislative: the bill is introduced, argued over, amended, and passed by the House and the Senate.
- July 26, 1990, executive: President George H. W. Bush signs it into law.
- After, executive: federal agencies write the rules — what a ramp has to look like, what counts as a reasonable accommodation.
- Since, judicial: courts including the Supreme Court decide what the words actually mean in specific disputes.

Make sure all three colors are on the line before you call it done — that is the part of requirement 3 dens most often miss.

Finish with the question that makes it land: what is something in this building, or on the way here, that exists because of this law? Ramps, the parking spaces by the door, the automatic doors, the elevator braille.

Activity 3 — Plan the service project (10 min)

Requirement 4 is participation in a service project. Let the den choose from options your committee has already cleared, so you are not stuck vetoing their favorite idea.

Options that work for Webelos: a park or trail cleanup, a food drive with sorting at the pantry, flags at a veterans cemetery, a conservation planting, assembling care kits.

Pin the date now and put it on the pack calendar. Tell the committee so the hours get logged in Scoutbook — it counts toward the pack's service total for the year, and packs lose the credit by simply not recording it.

Send home with families

Service project date and location on the handout. Bring work gloves.

Ask your Scout to tell you the story of the law they picked. If they can tell it as a story, they have it.

Leader notes

- Stay neutral on candidates and parties. Invite officials of any party; if you can invite two of different parties, better. The requirement is about how we choose, not who we chose.
- If a Scout's family is politically active, expect strong opinions in the room. Redirect to the mechanics — majority versus plurality — rather than shutting a Scout down.
- The service project can be shared with the pack, but each Scout must actually participate.
- Log the service hours in Scoutbook. It is two minutes and it counts on the pack's service record for the year.

Safety

Before this adventure

Two registered adults with current Safeguarding Youth Training at every meeting, and a registered female adult 21 or over any time girls are present.

A guest speaker who is not a registered leader is never alone with Scouts. Two registered adults stay in the room throughout.

Follow the SAFE Checklist for the service project site — gloves, closed shoes, no sharps, no roadside work without high-visibility vests and adult spotters.

Get photo permission before posting pictures with an elected official.

Tracking

Write each Scout in and tick the requirement number as it is completed. Report to your advancement chair once the row is full.

Scout	1	2	3	4

Scout	1	2	3	4

WEBELOS DEN • ADVENTURE MEETING PLAN

My Safety

Required adventure • Personal Safety

If you read nothing else

Two meetings. Requirement 1 is the Protect Yourself Rules video, which needs parent permission and is best watched with families present.

Requirement 2 happens at home — the Scout walks their own house. Requirement 4 is a worksheet you build in the den for your own region.

Run this early in the year. It is the adventure that pays off if something actually happens.

The requirements

Official requirement text. Tick each one off as your Scouts complete it — the meeting plans below cover all of them.

❑ 1. With permission from your parent or legal guardian, watch the Protect Yourself Rules video for the Webelos rank.

❑ 2. Identify items in your house that are hazardous and make sure they are stored properly. Identify where on the package it describes what to do if someone is accidentally exposed to the product.

❑ 3. Identify ways you and your family keep your home or your meeting space safe.

❑ 4. Complete a “Be Prepared for Natural Events” worksheet for at least two natural events most likely to happen near where you live.

Meeting 1: Protect Yourself Rules and household hazards

Goal: Scouts watch the Webelos Protect Yourself Rules video with permission, and learn to read a product label for exposure instructions.

Covers requirements 1 and 2, and starts 3

Before the meeting

- Send the permission note home at least two weeks ahead, and get it back in writing. A Scout without permission does something else in another room with an adult — no exceptions, no pressure on the family.
- Invite parents to watch with the den. Many will want to, and the video is designed for it.
- Preview the video yourself. You need to know what is coming so you can handle a Scout who reacts.
- Gather empty, rinsed product containers with real labels: household cleaner, bleach, drain opener, bug spray, paint thinner, a medicine bottle. Empty and rinsed — you are teaching label reading, not handling chemicals.

Supplies

- Screen and sound for the video
- Signed permission slips, checked at the door
- Empty rinsed product containers with intact labels
- Magnifying glasses — the warnings are in tiny print, and that is part of the lesson
- Home hazard hunt checklist to take home

Run of show

Time	What happens
5 min	Gathering: safe or not safe sort
5 min	Opening
20 min	Activity 1: Protect Yourself Rules video and discussion
20 min	Activity 2: read the label
5 min	Activity 3: the home hazard hunt assignment
5 min	Closing

Activity 1 — Protect Yourself Rules (20 min)

Check permission slips at the door. Watch the Webelos-level video together, with parents in the room if they came.

Afterward, keep the discussion short, calm, and factual. Do not press for personal stories, and do not let the den turn it into a joke or a horror session. The three things to land:

- Your body belongs to you, and there are parts no one should touch.
- Secrets that make you uncomfortable are not secrets you have to keep — from anyone, including an adult who tells you to keep it.
- Tell a trusted adult. If they do not listen, tell another one, and keep telling until someone does.

Have each Scout name three trusted adults, silently or on paper. At least one should be outside their household.

If a Scout discloses anything to you, listen, do not interrogate, do not promise confidentiality, and report it immediately to your Scout executive and to local authorities. Know that obligation before you run this meeting.

Activity 2 — Read the label (20 min)

Put the containers out with magnifying glasses. Working in pairs, Scouts find on each label:

- The signal word — CAUTION, WARNING, or DANGER — and what the difference is.
- The first aid or exposure section: what to do if swallowed, if it gets in eyes, if it gets on skin, if inhaled.
- Where it should be stored.

That first aid section is the specific thing requirement 2 asks them to locate, so have every Scout point to it on at least two products.

Teach the Poison Control number and have them say it back: 1-800-222-1222. Free, 24 hours, and you call before you panic.

Then talk storage: high or locked, in the original container, never in a drink bottle, never mixed. Bleach and ammonia together is the one to name explicitly.

Activity 3 — The home hazard hunt (5 min)

Hand out the checklist. Requirement 2 is completed at home, with a parent, in their own house — a den meeting cannot do it for them.

Tell them what to look for: under the kitchen sink, the laundry area, the garage, the bathroom cabinet. Anything reachable by a little kid that should not be.

Ask them to bring back one thing they moved or one label they read.

> **Send home with families**
>
> Walk the house together and find the hazardous products. Check that each is stored properly and read the exposure instructions on two of them. That is requirement 2.
>
> Put the Poison Control number on the fridge: 1-800-222-1222.
>
> Talk about your family's trusted adults, and whether your Scout knows how to reach them.

Meeting 2: Keeping our home and our meeting place safe

Goal: Scouts name the real safety systems in their home and meeting space, and complete Be Prepared worksheets for two natural events likely where they live.

Covers requirements 3 and 4

Before the meeting

- Find out which two or three natural events are actually most likely in your area — tornadoes, hurricanes, wildfire, earthquake, blizzard, flood. Teach the ones that happen where you live, and only those. Hurricane prep is wasted on a den a thousand miles from a coast.
- Print the Be Prepared for Natural Events worksheet, two per Scout.
- Walk your meeting space beforehand and find the exits, extinguishers, first aid kit, and the designated shelter area. You will be surprised what you do not know.
- Get permission from your chartered organization before doing a walk-through with the Scouts.

Supplies

- Be Prepared for Natural Events worksheets, two per Scout
- Clipboards and pencils
- Meeting space safety scavenger hunt sheet
- A sample family emergency kit, or pictures of its contents

- A weather radio if you have one

Run of show

Time	What happens
10 min	Gathering: meeting space safety scavenger hunt
5 min	Opening
15 min	Activity 1: how we keep this place safe
25 min	Activity 2: Be Prepared worksheets
5 min	Closing: the family meeting assignment

Gathering — Safety scavenger hunt (10 min)

In pairs, with clipboards, find and mark on the sheet: every exit, the fire extinguishers, the smoke detectors, the first aid kit, the AED if there is one, the shelter area for severe weather, and the address of the building.

That last one matters more than it sounds. Ask them what address they would give a 911 dispatcher from this room right now. Most will not know it.

Activity 1 — How we keep this place safe (15 min)

Debrief the hunt on the board, then extend it to home. This is requirement 3, and the goal is for Scouts to see safety as things people do, not a list they are handed.

Prompt across four areas and let them fill it in:

- Fire — detectors and when the batteries get changed, an escape plan with two ways out of each room, a meeting place outside, never going back in.
- Weather — the shelter spot, the alert on a phone or radio.
- Everyday — locked doors, who is allowed to answer them, what to do when a Scout is home alone, poisons stored high.
- People — knowing the neighbors, the buddy system, telling a parent where you are going.

Ask directly: does your family have a meeting place outside if the house has to be evacuated? Most will not. That becomes the family assignment.

Activity 2 — Be Prepared worksheets (25 min)

Two events, two worksheets, chosen for where you actually live. Work the first one together as a den on the board, then let them do the second in pairs.

For each event, the worksheet walks the same four questions:

- How would we know it is coming? Sirens, phone alert, weather radio, the sky.
- Where do we go, and how fast do we have to get there?
- What do we need with us? Water, flashlight, radio, medicine, shoes, a whistle.
- What do we do after — how do we tell family we are safe, and who is our out-of-state contact?

Tornado is worth doing as the worked example if you are in tornado country: lowest floor, most interior room, away from windows, cover your head. Have them physically walk to the shelter spot in the building. A drill teaches this; a worksheet alone does not.

Both worksheets go home to be finished with the family — that is the point of them.

Send home with families

Hold a fifteen-minute family safety meeting. Agree on the outside meeting place, the out-of-state contact, and the severe weather shelter spot in your home.

Finish both Be Prepared worksheets together and bring them back signed.

Test the smoke detectors while your Scout watches. Let them push the button.

Leader notes

- Parent permission for the Protect Yourself Rules video is required and must be in writing. A Scout whose family declines is never singled out — have a parallel activity ready.
- Keep the tone calm. The goal is a Scout who feels capable, not a Scout who is frightened of their own house.
- You are a mandatory reporter in practice. If a Scout tells you something, report it to your Scout executive and local authorities the same day. Do not investigate it yourself.
- Pick your natural events by where you live, not by what is dramatic.

Safety

Before this adventure

Empty, rinsed containers only. Never bring an actual hazardous product to a den meeting.

Get chartered organization permission before walking the building with the den.

Two registered adults with current Safeguarding Youth Training, always — and especially at the Protect Yourself Rules meeting. If your den includes girls, one of those adults must be a registered female 21 or over.

Tracking

Write each Scout in and tick the requirement number as it is completed. Report to your advancement chair once the row is full.

Scout	1	2	3	4

Scout	1	2	3	4

WEBELOS DEN • ADVENTURE MEETING PLAN

My Family

Required adventure • Family and Reverence

If you read nothing else

Mostly a home adventure. Requirements 1, 3, and 4 are conversations with a parent or legal guardian; the den meeting supports them and provides the workspace.

One den meeting, plus a share-back at the following meeting. Do not try to run someone's family faith traditions from the front of the room.

Your job here is to make every family feel their tradition belongs in this den — including families with no religious tradition, who fulfill these requirements through their own values.

The requirements

Official requirement text. Tick each one off as your Scouts complete it — the meeting plans below cover all of them.

- ❑ 1. With your parent or legal guardian, talk about your family's faith traditions. Identify three holidays or celebrations that are part of your family's faith traditions. Make a craft, work of art, or a food item that is part of your family's faith tradition holiday or celebration.
- ❑ 2. Carry out an act of kindness.
- ❑ 3. With your parent or legal guardian, identify a religion or faith that is different from your own. Identify two things that it has in common with your family's beliefs.
- ❑ 4. Discuss with your parent or legal guardian what it means to be reverent. Tell how you practice being reverent in your daily life.

Requirements 1, 3 and 4 are explicitly done with a parent or legal guardian. The den meeting below gives Scouts the craft time and the share-back; the conversations belong to families.

Meeting 1: Kindness, reverence, and making something

Goal: Scouts plan and carry out an act of kindness, talk about what reverent means, and have time and materials to make their family tradition craft or food.

Covers requirement 2, supports 1 and 4

Before the meeting

- Send the family letter home two weeks ahead so requirement 1 conversations happen before this meeting. Ask families to tell you what craft or food their Scout wants to make so you can have materials.

- Be careful and generous with the letter's wording. Some families are deeply religious, some are not religious at all, and both fully belong. "Faith traditions or the values your family holds" covers everyone.
- Gather general craft supplies plus anything specific families asked for.
- Have kindness project options ready that can be done in the meeting: cards for a nursing home or for deployed service members, care kits, a thank you delivery to your chartered organization or a fire station.

Supplies

- General craft supplies: paper, card, markers, glue, scissors, string, beads, paint
- Anything specific families requested
- Card stock for kindness cards
- Envelopes and stamps
- The family letter, second copy for anyone who lost it

Run of show

Time	What happens
5 min	Gathering: kindness chain
5 min	Opening: Scout Law, reverent
15 min	Activity 1: what does reverent mean?
20 min	Activity 2: the act of kindness
15 min	Activity 3: tradition craft workshop
5 min	Closing

Gathering — Kindness chain (5 min)

Each Scout writes one kind thing someone did for them on a paper strip, and one kind thing they could do this week. Loop them into a paper chain and hang it in the meeting space.

It is a simple gathering, and it gets them thinking in the right direction before you ask them to plan anything.

Activity 1 — What does reverent mean? (15 min)

A Scout is reverent. Ask them what they think it means and write down every answer without correcting any of them.

Then offer the frame that holds all of them: reverence is treating what is important with respect — your own beliefs, other people's beliefs, and the world around you.

Ask what being reverent looks like on an ordinary Tuesday. Push past "going to church," which is the answer they think you want. Good answers you may hear: being quiet when someone else is praying, not making fun of what somebody believes, taking care of a place, saying thank you and meaning it, keeping a promise.

> **Say something like**
>
> A Scout is reverent does not mean every Scout believes the same thing. It means every Scout takes their own beliefs seriously, and takes yours seriously too. Those are different things and Scouting asks for both.

This is preparation. Requirement 4 is the conversation the Scout has at home — say that plainly so nobody thinks tonight completed it.

Activity 2 — The act of kindness (20 min)

Requirement 2 is the one thing here the den can complete together, so make it real rather than symbolic. Let them pick, then do it in the room:

- Cards for a nursing home, a children's hospital, or deployed service members — handwritten, not printed.
- Care kits for a shelter: socks, toothbrush, toothpaste, granola bar, a note.
- A thank you delivery to the chartered organization, a fire station, or the school custodians, hand-delivered next week.
- Cleaning and tidying the meeting space properly, without being asked and without telling anyone it was them.

Do not let it become a competition or a photo op. Ask at the end how it felt, and let the quiet answer sit.

A Scout may also do their act of kindness at home instead. Both count.

Activity 3 — Tradition craft workshop (15 min)

This is workshop time for requirement 1. Scouts work on the craft, art, or food item their family identified. You supply table space, materials, and help — not the subject matter.

Expect real variety: a menorah or a dreidel, an Advent wreath or an ornament, a Diwali rangoli, an Eid card or lantern, a Day of the Dead marigold, a family recipe, a decorated egg. A family with no religious tradition might make something for a birthday, a harvest meal, a national holiday, or a family reunion — that fully satisfies the requirement.

Ask each Scout to tell the den the one-sentence version of what theirs is for. That share, not the craft, is where the learning happens.

If a Scout has nothing ready, give them paper and let them start; families can finish at home.

> **Send home with families**
>
> Talk about your family's faith traditions or values, and identify three holidays or celebrations that are part of them. Help your Scout finish the craft or food item. That is requirement 1.
>
> Identify a religion or faith different from your own and find two things it has in common with your family's beliefs. Requirement 3 — this is a conversation, not a research report.
>
> Talk about what reverent means and how your Scout practices it day to day. Requirement 4.
>
> Sign the completion slip and bring it, plus the craft, to the next meeting.

Meeting 2: Share-back

Goal: Scouts show what they made and say what they learned about a faith different from their own.

Covers requirements 1, 3 and 4 completed at home; verified here

Before the meeting

- This is a fifteen-minute block at the start of your next regular den meeting, not a whole meeting. Say so in the family letter.
- Set up a table for the crafts and food items.
- Collect signed completion slips at the door.
- Invite parents to stay for it. Several will want to see the display.

Supplies

- Display table and a cloth
- Plates and napkins if food items came in
- Completion slips

Run of show

Time	What happens
15 min	Share-back circle and display
—	Then continue with your next adventure

Share-back circle (15 min)

Each Scout gets about ninety seconds: show what you made, say which holiday or celebration it belongs to, and name one thing you learned about a faith different from your own.

Set the rule before the first Scout speaks: we listen, we do not compare, and nobody’s tradition is weird. Enforce it the first time and you will not need to again.

You will hear things you did not expect about families you thought you knew. That is the adventure working.

Ask one closing question: what did you hear tonight that was the same across two different families? The common ground is requirement 3 in the room rather than on paper.

> **Say something like**
>
> Six families in this room, and I count at least four different traditions. Every one of them has something about being thankful, and every one of them has something about taking care of other people. That is what reverent looks like from the outside.

Leader notes

- This is the most sensitive adventure in the Webelos year. Handle it with care and every family will feel seen; handle it carelessly and you will lose someone.
- Scouting requires a Scout to do their duty to God, but does not define God for them. A family with no religious affiliation completes these requirements through their own values and traditions — say so in the family letter, in those words.
- Never ask a Scout to explain or defend their family's beliefs. They share what they choose to share.
- If your pack is chartered to a religious organization, be especially deliberate about welcoming families of other traditions. The chartered organization sets the meeting space; it does not set the Scouts' beliefs.
- Religious emblems programs exist for most faiths and are earned outside Scouting through the family's own faith group. Mention them to families — this adventure is a natural on-ramp.

Safety

> **Before this adventure**
>
> Two registered adults with current Safeguarding Youth Training at every meeting, and a registered female adult 21 or over any time girls are present.
>
> Ask about food allergies before any food item is shared, and label everything that comes in.
>
> Photo permission before posting anything from the share-back — some families will not want their traditions online.

Tracking

Write each Scout in and tick the requirement number as it is completed. Report to your advancement chair once the row is full.

Scout	1	2	3	4

Scout	1	2	3	4