

Sky's the Limit

Possible Achievements for 1 day camp

Note for Parents and Leaders: The following is a list of POSSIBLE achievements for day camp. This list is a reference only and is not necessarily set in stone nor is it complete. There may be many more possible achievements completed at camp, and leaders should be looking for those opportunities. Since each camp has different station leaders some of the items, may or may not be covered at camp. These achievements reflect the 2016 Modifications that can be found at <http://www.scouting.org/Home/programupdates.aspx>

In addition to this list BSA has introduced a NEW shooting sports program. Each boy who participates in the Shooting Sports at camp is eligible for the first level award, and Webelos that attend Webelos Camp are eligible for Level 1 & 2.

Please remember that the purpose of Cub Scout Day camp is to provide an outdoor experience that the scouts might not otherwise have. As a committee we are excited for this year's camp theme and look forward to seeing your boys at camp!

TIGER SCOUTS:

Sky's the Limit

5. Draw and name your own constellation
6. Create a homemade model of a constellation.

WOLF SCOUTS

Paws on the Path

6. Name two birds, two insects, and/or two other animals that live in your area. Explain how you identified them.

Air of the Wolf

- 1a. Make a paper airplane and fly it five times. Try to make it fly farther by altering its shape.

BEAR SCOUTS:

Fur, Feathers, and Ferns

3. Name one animal that had become extinct in the last 100 years.

Baloo the Builder

3. (partial) build one useful project

WEBELOS SCOUTS:

Into the Wild

4. Learn about the bird flyways closest to your home, find out which birds use these flyways.

Outdoorsman option B

3. Discuss what you should do in extreme weather events.

Possible Achievements for Webelos Only Camp

WEBELOS SCOUTS:

Cast Iron Chef

- 2 (partial) build a solar oven
3. Use tinder, kindling, and fuel wood to demonstrate how to build a fire in an appropriate outdoor location.

First Responder

Should be able to complete entire adventure

Outdoorsman option B (formally Camper)

Should be able to complete entire adventure

Castaway

- 1c . Using tree limbs or branches that have already fallen or been cut, build a shelter that will protect you overnight.
- 2c Discuss what to do if you become lost in the woods.

Into the Woods

Should be able to complete entire adventure

Adventures in Science

- 3d. With adult supervision, build and launch a model rocket.

Build it

1. Learn about some basic tools and the proper use of each tool.
2. With the guidance of your Webelos den leader, parent, or guardian, select a carpentry project and build it.

Sportsman

2. Participate in two sports, either as a team or individual.
3. Sportsmanship. (see scout book for more info.)