

**Bear Cub**  
Updated 5/8/2008

**SHAWN**

<b>Awards</b>		
Bear Rank	C	
Electives Completed	70	
Arrow Points Earned	7	
Progress Beads Earned	4	

**Achievements Summary**

<b>GOD - Complete One</b>	<b>C</b>
1. Ways We Worship	C
2. Emblems of Faith	
<b>COUNTRY - Complete Three</b>	<b>C</b>
3. What Makes America Special?	C
4. Tall Tales	
5. Sharing Your World with Wildlife	C
6. Take Care of Your Planet	
7. Law Enforcement is a Big Job	C
<b>FAMILY - Complete Four</b>	<b>C</b>
8. The Past is Exciting & Important	C
9. What's Cooking?	
10. Family Fun	C
11. Be Ready	
12. Family Outdoor Adventures	C
13. Saving Well, Spending Well	C
<b>SELF - Complete Four</b>	<b>C</b>
14. Ride Right	
15. Games, Games, Games!	C
16. Building Muscles	
17. Information, Please	
18. Jot It Down	
19. Shavings and Chips	C
20. Sawdust and Nails	
21. Build a Model	C
22. Tying It All Up	C
23. Sports, Sports, Sports	
24. Be a Leader	
Elective points from Achievements	38

**Electives Summary**

1. Space	
2. Weather	
3. Radio	1
4. Electricity	2
5. Boats	
6. Aircraft	2
7. Things That Go	
8. Cub Scout Band	3
9. Art	
10. Masks	2
11. Photography	2
12. Nature Crafts	1
13. Magic	
14. Landscaping	1
15. Water and Soil Conservation	
16. Farm Animals	1
17. Repairs	
18. Backyard Gym	1
19. Swimming	5
20. Sports	2
21. Sales	1
22. Collecting Things	1
23. Maps	
24. American Indian Life	
25. Let's Go Camping	4

**Belt Loops Earned**

- Archery (9-06)
- Astronomy (10-06)
- Baseball (5-06)
- Basketball (1-06)
- BB Gun Shooting (9-06)
- Bicycling (4-08)
- Collecting (4-06)
- Fishing (10-05)
- Flag Football (9-05)
- Geography (1-06)
- Geology (4-08)
- Music (4-06)
- Swimming (9-06)
- Table Tennis (5-06)
- Ultimate (10-07)
- Weather (10-05)
- Wildlife Conservation (1-07)

**Achievements**

**GOD - Complete ONE Achievement from Achievements 1 thru 2**

do all	a. CC Faith - Know	A
	CC Faith - Commit	A
	CC Faith - Practice	A
	b. List of religious things you do	A

**2. Emblems of Faith**

do all	a. Earn your emblem of faith	
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**COUNTRY - Complete THREE Achievement from Achievements 3 thru 7**

do 3a & 3j plus any two from 3b thru 3i	a. What makes America special?	A
	b. Tell of two famous Americans	A
	c. Find out about two old homes	
	d. Visit historical place	A
	e. Favorite state facts	
	f. Flag ceremony color guard	A
	g. Display the US flag	A
	h. Learn about outdoor flag ceremony	A
	i. Outdoor flag ceremony	A
	j. CC Citizenship - Know	A
	CC Citizenship - Commit	A
	CC Citizenship - Practice	A

**4. Tall Tales**

do all	a. Tell what folklore is, play game	E
	b. Name five folklore stories	E
	c. Read 2 folklore stories, tell story	E

**5. Sharing Your World with Wildlife**

do any four	a. Make a poster of a bird or animal	A
	b. Build a feeder/house & hang it	A
	c. Wildlife conservation officer	A
	d. Visit zoo/preserve etc.	A
	e. Name an extinct animal	A

**6. Take Care of Your Planet**

do any three	a. Save 5 pounds of aluminum	
	b. Plant a tree	E
	c. Find out what happens to trash	
	d. Water usage	
	e. Types of energy at home	
	f. Family's use of electricity	
	g. Clean-up project	E

**7. Law Enforcement is a Big Job**

do all	a. Practice making prints & casts	A
	b. Visit a police station	A
	c. Crime prevention at home	A
	d. Know where to get help	A
	e. Emergency numbers	A
	f. Know how to help police	A

**FAMILY - Complete FOUR Achievement from Achievements 8 thru 13**

do 21g & any 2 of 19a-19f	a. Visit library or newspaper office	A
	b. Interview old cub scout	
	c. Start a den or pack scrapbook	A
	d. Family history or family tree	
	e. Community history	
	f. Two week personal journal	
	g. CC Respect - Know	A
	CC Respect - Commit	A
	CC Respect - Practice	A

**9. What's Cooking?**

do any four	a. Bake Cookies	E
	b. Make Snacks	E
	c. Prepare part of your meals	E
	d. List of junk food	
	e. Make trail food for a hike	E
	f. Make a dessert for your family	E
	g. Cook something outdoors	E

**10. Family Fun**

do all	a. Go on a day trip or evening out	A
	b. Family fun night	A

**11. Be Ready**

do 11a-11g & 11g	a. Accident in the home	E
	b. Water accident	E
	c. School bus accident	E
	d. Car accident	E
	e. Plan home escape routes	E
	f. Have a health checkup	E
	g. CC Courage - Know	E
	CC Courage - Commit	E
	CC Courage - Practice	E

**12. Family Outdoor Adventures**

do any three	a. Go camping with your family	A
	b. Go on a hike with your family	A
	c. Have a picnic with your family	A
	d. Outdoor event with your family	A
	e. Plan an outdoor family day	A

**13. Saving Well, Spending Well**

do any four	a. Go grocery shopping	A
	b. Set up a savings account	A
	c. Record spending for two weeks	A
	d. Pretend shopping for a car	A
	e. Discuss family finances	A
	f. Board game	A
	g. Meal cost per person	A

**Achievements**

**SELF - Complete FOUR Achievement from Achievements 14 thru 24**

do 14a & any 3 more	a. Rules for bike safety	E
	b. Ride bike through winding course	E
	c. Bike safety inspection	E
	d. Change a bike tire	E
	e. Protect your bike from theft	E
	f. Ride your bike for one mile	E
	g. Plan and take a family bike hike	E

**14. Ride Right**

do 14a & any 3 more	a. Rules for bike safety	E
	b. Ride bike through winding course	E
	c. Bike safety inspection	E
	d. Change a bike tire	E
	e. Protect your bike from theft	E
	f. Ride your bike for one mile	E
	g. Plan and take a family bike hike	E

**15. Games, Games, Games!**

do 2	a. Play two outdoor games	A
	b. Play two organized games	A
	c. Select a game & explain rules	A

**16. Building Muscles**

do all	a. Do physical fitness exercises	
	b. Compete in 6 2-person contests	
	c. Compete in relay races	

**17. Information, Please**

do 17a & 3 more	a. Watch TV	E
	b. Play a game of charades	E
	c. Visit a newspaper, etc.	
	d. Get info from computer, write report	
	e. Write a letter and send or e-mail	
	f. Getting and giving facts & job	

**18. Jot It Down**

do 18a & any 4 of 18b-18g	a. List of things to do today	
	b. Two letters to relatives	
	c. Record activities for 2 weeks	
	d. Write an invitation	
	e. Write a thank you note	E
	f. Write a personal story	
	g. Write about den activities	
	h. CC Honesty - Know	
	CC Honesty - Commit	
	CC Honesty - Practice	

**19. Shavings and Chips**

do all	a. Safety rules for handling a knife	A
	b. Care and use of pocketknife	A
	c. Make a carving	A
	d. Earn the Whittlin' Chip card	A

**20. Sawdust and Nails**

do all	a. Use & care of 4 tools	E
	b. Build your own tool box	E
	c. Use two tools to fix something	E

**21. Build a Model**

do 21a & 2 of 21b-21f	a. Build a model	A
	b. Build a display for your model	A
	c. Change furniture layout	
	d. Model of mountain, meadow, etc.	
	e. Model of a building	
	f. Make a model of rocket, boat, etc.	A
	g. CC Resource - Know	A
	CC Resource - Commit	A
	CC Resource - Practice	A

**22. Tying It All Up**

do any 5	a. Whip ends of rope	A
	b. Tie knots & tell uses	A
	c. Avoid rope tangling	A
	d. Coil a rope, & throw it accurately	A
	e. Learn a magic rope trick	A
	f. Make your own rope	A

**23. Sports, Sports, Sports**

do all	a. Learn rules of 2 team sports	E
	b. Learn rules of 2 one-person sports	E
	c. Play 1 team & 1 individual sport	E
	d. Watch a sport on TV	E
	e. Attend a sporting event	E

**24. Be a Leader**

do 24f & 2 of 24g-24h	a. Help boy join scouts or earn Bobcat	E
	b. Serve as a denner	E
	c. Plan a den activity	E
	d. Tell 2 people good job	E
	e. Leadership choices	E
	f. CC Compassion - Know	E
	CC Compassion - Commit	E
	CC Compassion - Practice	E

**Pins Earned**

- Academic & Sports Letter (9-06)
- Flag Football (9-06)
- Geology (4-08)

**Electives**

**1. Space**

do all	a. Identify 2 constellations & north star	
	b. Make a pinhole planetarium	
	c. Visit a planetarium	
	d. Build model rocket or space satellite	
	e. Read & talk about madmade satellite	
	f. Picture of another planet & explain	

**2. Weather**

do all	a. Read outdoor thermo. over time	
	b. Build a weather vane & record	
	c. Make a rain gauge	
	d. Find out about barometer	
	e. Identify 3 types of clouds	
	f. Watch TV weather forecast	

**3. Radio**

do all	a. Build a crystal diode radio	
	b. Make a battery powered radio	

**4. Electricity**

do all	a. Wire a buzzer or doorbell	
	b. Make an electric buzzer game	
	c. Make a simple bar or horseshoe mag.	E
	d. Use a simple electric motor	E
	e. Make a crane w/ electromag lift	

**5. Boats**

do all	a. Rig & sail a boat	
	b. Repair a boat or canoe	
	c. Know flag signals for storm warning	
	d. Help repair a boat dock	
	e. Row a boat 100 yards	

**6. Aircraft**

do all	a. Identify five kinds of aircraft	
	b. Ride in a commercial plane	
	c. Explain how a hot air balloon works	
	d. Build & fly a model airplane	E
	e. Identify forces that act on plane	E
	f. List of helicopter qualities	
	g. Build & display a model airplane	

**7. Things That Go**

do all	a. Make a scooter or Cubmobile	
	b. Make a windmill	
	c. Make a waterwheel	
	d. Make original invention that goes	

**8. Cub Scout Band**

do all	a. Make a homemade instrument	
	b. Learn & play 2 familiar tunes	
	c. Play in a den band	E
	d. Play two tunes on an instrument	E

**9. Art**

do 9a & 2 of 9b-9d	a. Do an original art project & display it	3
	b. Visit art museum or gallery	
	c. Draw or paint outdoor location	

**10. Masks**

do all	a. Make a simple papier-mâché mask	
	b. Make an animal mask	
	c. Make a clown mask	E

**11. Photography**

do all	a. Practice camera skills	
	b. 5 same-subject diff-light pictures	
	c. Put pictures to use	E
	d. Take pictures in your house	

**12. Nature Crafts**

do all	a. Make 3 solar prints of leaves	
	b. Make 8 animal track eraser prints	
	c. Collect, press & label 10 leaves	
	d. Build waterscope & identify 5 live	
	e. Collect 8 plant seeds & label	
	f. Collect, mount, & label 10 rocks	
	g. Collect, mount, & label 5 shells	
	h. Build & use a bird caller	E

**Additional Awards Earned**

- Crime Prevention (4-08)
- Emergency Preparedness Award (4-06)
- Emergency Preparedness Award (5-08)
- Leave No Trace Award (5-06)
- Leave No Trace Award (5-08)
- Light of Christ Religious Emblem (5-07)
- Outdoor Activities Award (5-08)
- Perfect Attendance - 1yr (5-06)
- Perfect Attendance - 2yr (5-07)
- Religious Knot (5-07)
- Summertime Activity Pin (5-07)
- Texas Badge (5-07)
- Whittling Chip - 1-08
- Zoo Safari (4-08)