## Paws on the Path



Wolf Adventure: Paws on the Path

1. Show you are prepared to hike safely by putting together the Cub Scout Six Essentials to take along on your hike.

2. Tell what the buddy system is and why we always use it in Cub Scouts.

3. Describe what you should do if you get separated from your group while hiking.

4. Choose the appropriate clothing to wear on your hike based on the expected weather.

5. Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. After hiking, discuss how you showed respect for wildlife.

6. Go on a 1-mile hike with your den or family. Watch and record two interesting things that you’ve never seen before.

7. Name two birds, two bugs, and two animals that live in your area. Explain how you identified them.

8. Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.

**Workbook for use with these requirements:** [**PDF Format**](http://www.usscouts.org/usscouts/advance/cubscout/workbooks/Wolf/Paws-on-the-Path.pdf)

### Hiking Safety Rules:

•Always tell someone where you are going and when you w

ill return.

•Never hike alone or at night; always use the buddy system.

•Dress properly for the weather and environment.

•Wear sun and insect protection.

•Take an extra pair of socks in case you need to change.

•Obey traffic signs and signals.

•Avoid hiking along roadways.

•Stay on the trail.

•Be alert to your surroundings.

•Don't litter as you hike.

•Be alert to dangerous animals, insects, and plants. Never touch a wild animal.

•Take 1 pint of water for each hour you will be hiking

. Never drink untreated water

### Buddy Tag Game

This Game is meant for Cub Scouts.

Required:

Need at least 12 scouts, the more the better

Instructions:

All players except for two form into buddy pairs and link one arm. Pairs spread out over area.

There is one player as 'It' and one player being chased - the 'runner'. The 'runner' may run up beside any buddy team and link his arm with one free arm of a buddy. This makes 3 scouts together which is not allowed. So, the member of the buddy team that the 'runner' did not link arms with is now the 'runner'. 'It' can tag the 'runner' at any point. As soon as he is tagged, he is 'It' and 'It' is now the 'runner'.

Usually, the tag is made when someone does not realize a 3rd has joined his team. Be careful about one scout being 'It' for too long. Change the game by having 2 Its and Runners at the same time.

### Outdoor Code Closing Ceremony

Capital Area Council

Ensure everyone has a copy of the Outdoor Code. Print it in your Pack Show program or get the pocket cards for everyone or create a large poster for the front of the room. Have the Leader start the pledge, then have pack members read the parts and leader responds with the meaning.

Leader:

As a citizen of the United States,

Pack:

I will do my best to be clean in my outdoor manners.

Leader:

I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep trash and garbage out of my country's waters, fields, woods, and roadways.

Pack:

Be careful with fire.

Leader:

I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

Pack: Be considerate in the outdoors.

Leader: I will treat public and private property with respect.

I will remember that use of the outdoors is a privilege I can lose by abuse.

Pack: Be conservation minded.

Leader: I will learn how to practice good conservation of soil, water, forests, minerals, grasslands, and wilderness, and I will urge others to do the same. I will use sportsmanlike methods in my outdoor activities.

### Cub Scout Leave No Trace Pledge

Oregon Trail Council

Set Up –

Cubmaster (CM) and 6 Cub Scouts (could be all Tiger cubs as this opening is simple)

Props

– Each Cub Scout has a poster with his words and an appropriate picture on front and his part either the words or an explanation of the words in LARGE print on the back.

CM:

I promise to practice the Leave No Trace front country guidelines wherever I go:

Cub #1:

Plan ahead.

Cub #2:

Stick to trails.

Cub #3:

Manage your pet.

Cub #4:

Leave what you find.

Cub #5:

Respect other visitors.

Cub #6:

Trash your trash.

CA:

(Lead the Pledge of Allegiance)

### The Den Hike

Santa Clara County Council

Cub #1:

We are going to see nature's treasures.

Cub #2:

We will help to maintain nature's balance.

Cub #3:

We will observe and learn from nature's animals.

Cub #4:

We will help maintain nature's resources.

Cub #5:

We will protect them from harm.

Cub #6:

We will follow the Laws of Nature.

Cub #7:

We are going on a hike.

### Birds in the Wilderness Song

Tune: "The Old Grey Mare'

National Capital Area Council

Here we sit like birds in the wilderness,

Birds in the wilderness,

Birds in the wilderness,

Here we sit like birds in the wilderness,

Waiting for our food.

### Map Ideas

Magnetic Map

Draw and color a car, and a community map on cardstock. The car should be small enough to fit on the roads. Cut out the car, and tape a paper clip to the back, with some of the paper clip showing at the front of the car. (This makes it easier for the magnet to work.) Put the car on the map. Glue a strong magnet to the end of a craft stick. Hold it under the map where the car is. As you move the stick, the car will move with it. Drive the car around town. If desired, create people, buses, trains, boats, animals, and other moveable objects. Tape a paper clip to the back of each, and move them around the town, too.

From “Fun to Make Crafts for Everyday” by Boyd’s Mill Pre