WEBELOS WALKABOUT

RATIONALE FOR ADVENTURE

This adventure prepares Webelos Scouts for an outdoor experience and hiking activity.

TAKEAWAYS FOR CUB SCOUTS

- Planning hikes
- Collecting the needed gear
- Learning outdoor safety skills
- A Scout is brave, kind, cheerful.

Webelos Handbook, page 90

ADVENTURE REQUIREMENTS

Complete requirements 1-4 and at least one other.

1. Plan a hike or outdoor activity.
2. Assemble a first-aid kit suitable for your hike or activity.
3. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them on your Webelos adventures.
4. With your Webelos den or with a family member, hike 3 miles. Before your hike, plan and prepare a nutritious lunch or snack. Enjoy it on your hike, and clean up afterward.
5. Describe and identify from photos any poisonous plants and dangerous animals and insects you might encounter on your hike or activity.
6. Perform one of the following leadership roles during your hike: trail leader, first-aid leader, or lunch or snack leader.

NOTES TO DEN LEADER

This adventure has several choices based on which activities you choose to do with your den. This den meeting plan, when followed as written, meets the requirements to earn this adventure. If you choose to make adjustments, be sure you complete at least the minimum requirements.

Do your best to prepare the den for successfully completing the 3-mile hike. Depending on the abilities or physical condition of the Scouts, you may wish to start with one or two shorter "pre-hikes" to build up endurance; this could be as simple as a walk around the block. You may also consider adding a short-distance den outing, with or without gear.

Confirm the hike plan with families, including transportation, all the necessary clothing, and any additional items they need to bring. Make sure activity consent forms are distributed, signed, and collected.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Compasses
- Sample first-aid kit prepared in advance and materials for Scouts to build their own kits (see *Webelos Handbook)*
- Collect information on locations in your area to lead hikes (and see Meeting 1 Resources for more tips). Find out the following:
  - What type of trail does each location have: dirt, asphalt, gravel, or a mixture?
  - Is water available?
  - Are there special things to see there?
  - Is there a place on the trail for eating lunch?
- Find a printed or digital map of the proposed hike location to share with the Scouts.

GATHERING: BALL LAUNCHER

- Place the center of a 1" X 4" X 4' board over a wooden block, like a seesaw. Attach a jar ring, jar lid, or other type of shallow cup to one end of the board and rest a soft ball or tennis ball on it.
- Webelos Scouts will stamp sharply on the high end of the board, making the ball soar into the air. Give points to players who catch their own fly balls.
- As an option, allow each player to adjust the fulcrum position and see who can send the ball the farthest distance.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Law.
- As a group, recite the Outdoor Code and the Leave No Trace Principles for Kids, which can be found in the *Webelos Handbook.* Brainstorm ideas for how Scouts can demonstrate those principles as they prepare for the hike and while they are on it. Remind Scouts that a requirement for this adventure is to recite both of these by memory. Scouts should practice saying them between this meeting and the next, when they will have the opportunity to demonstrate that they have learned them.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.
- Introduce the Webelos Walkabout adventure to the den, and let them know they will be planning and preparing for a hike. Build interest by describing the goals of the adventure and some of the activities that are planned.

ACTIVITIES

◇ Activity 1: Planning a Hike (Requirement 1)

- Introduce the hike. If you have a map, either printed or digital, this would be a good opportunity to share it with the Scouts so they can visualize the location and the path they will take. Tell Scouts the following:
  - Where the trail is, how long it is, and any other relevant hike details
  - What they will see there
  - What they need to do to get ready for the hike
- Have Scouts record the plan in their handbooks.

◇ Activity 2: Gear List and Weather

- Discuss the gear that Scouts will need to bring to be prepared for a hike. Include in the discussion the types of weather Scouts might encounter on the hike. Have them decide how they will be prepared for any possible emergency weather events. This is a good opportunity to make the connection to "A Scout is brave" as a Character Compass point.
- Have Scouts record the list in their handbooks.

◇ Activity 3: Building First-Aid Kits (Requirement 2)

- Display a prepared first-aid kit and give Scouts an opportunity to guess the items that are in the kit. Then take one item out at a time and ask Scouts why that item might be needed on a hike.
- Set additional quantities of each item out on a table so Scouts can build their own kits. Give each Scout a sturdy zip-top storage bag to contain the items. Allow the Scouts time to go around the table to gather the items and assemble their kits.

CLOSING: THE FOUR WINDS

- Say: *The Lakota people see special meaning in the direction of the wind. These ideas remind us to take care of our planet and preserve it, much as the Outdoor Code and Leave No Trace principles also remind us.*
- Scouts will use compasses to face in each of the four directions as you continue:
  - *From the east comes the sun. Light arrives in the morning and spreads over the earth. It is the beginning of a new day and new understanding. It helps us see new things and, traditionally, people look to the east for wisdom and understanding.*
  - *In the southern sky, the sun is at its highest. This direction stands for warmth and growth for all things.*
  - *At the end of the day, the sun sets and the great storms of the plains arrive. The west is the source of water: rain, lakes, streams, and rivers. Nothing can live without water, so the west is vital.*
  - *North brings the cold, harsh winds of the winter season. Scouts who face these winds have learned patience and endurance.*



Do-at-Home Project Reminder:

Remind Scouts to practice reciting the Outdoor Code and the Leave No Trace Principles for Kids to complete requirement 3.

AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Record completion of requirements 1 and 2.

MEETING 1 RESOURCES

ACTIVITIES

Activity 1: Planning a Hike (Requirement 1)

Where to Find Trails for Webelos Scouts

This may require some research on your part, depending on where you live. Some good resources include:

- **Other leaders in your pack or other packs.**
- **Troop leaders.** You will be getting to know several during your journey as a Webelos leader. This is a good icebreaker! Be sure they understand the parameters of your hike: 3 miles, in a rural setting if possible, appropriate for 10-year-olds and their parents with a place for lunch along the way.
- **The local parks and recreation department.** There may be established trails in your area at parks and other natural sites.
- **City, state, or national parks** often have easy trails as well. Just be sure they include the parameters mentioned above.

Other things to consider:

- A "loop" type of trail that starts and ends at the same point is best.
- Check the weather forecast and monitor any updates. If the weather will be extreme, cancel the event and return another day. In cases of light to moderate rain, remember that part of the adventure involves being prepared for weather changes, so this may be a good learning opportunity for your Scouts!
- Hike the trail ahead of time, or invite another adult who knows the area and can alert you to hazards, tell you where to find water and restrooms, and inform you of any fees.
- Enlist other adult volunteers. Possibilities include:
  - Transportation: making sure everyone has a ride, arranging carpools
  - Off-site emergency contacts to remain available by phone
  - Lunch coordinators to purchase and prepare the food before the hike (unless this is done at a den meeting)

Using a Compass

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. Wherever they happen to be on earth, the compass needle will always point north.

- Have each member of the den hold a compass flat in their hand.
- Tell them to look down at the needle to see where it is pointing, then turn their body slowly. They should keep turning until the compass needle lines up with the north line or "N" on the grid.
- 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."



MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Two buttons or other small items for the I Give You a Dog game (Gathering)
- Sign-up sheets listing the hike leadership roles in the *Webelos Handbook,* and supplies (markers, adhesive badges, safety pins, etc.) so Scouts can sign up for a role and make a corresponding nametag (Talk Time)
- Information collected from local websites about dangerous plants or animals that might be encountered on the hike
- Materials for Activity 1: Pencils, tape or pins, index cards with names of dangerous plants and animals selected from *Webelos Handbook*
- 3-foot piece of rope (one per Scout) for Closing
- Thank-you notes for anyone who will help with the den outing

GATHERING: I GIVE YOU A DOG

- Seat Scouts in a circle as they arrive for the meeting.
- Player 1 *turns to the right* and says to player 2, "I give you a dog." Player 2 responds, "A what?" Player 1 repeats, "A dog," and passes a button or other small item to player 2. The "dog" is then passed to player 3 and so on.
- When the first item has been in movement for a while, player 1 *turns to the left* and passes another button with the words, "I give you a cat." The process is then duplicated on the left side of the circle. At some point, the "dog" and the "cat" will cross, which is amusing for all.
- After the game, lead a brief reflection to help everyone appreciate the value of communication.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Law.
- Give Scouts who are ready an opportunity to recite the Outdoor Code and the Leave No Trace Principles for Kids in order to fulfill requirement 3.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.
- Pass around a sign-up sheet so each Scout can choose a leadership role for the hike (requirement 6). The roles are listed and described in the *Webelos Handbook.* If you have a large den, allow two Scouts to share some of the roles and take turns during the hike.
- Once Scouts have selected a role, have them create badges using the art materials you collected. They may decorate some of the badges to represent their roles.
- Collect the finished badges to be returned on the day of the hike and pinned on their uniforms.

ACTIVITIES

◇ Activity 1: Dangerous Plants and Animals Scramble (Requirement 5)

- Review with Scouts the dangerous plants and animals described in the *Webelos Handbook.* Share with them any information you were able to find on hazards that may be found in your area.
- Tape or pin one of the index cards naming a dangerous plant or animal to the back of each Scout's shirt, but don't let that Scout see the card.
- Players ask questions of each other to get clues to their own identities. They should ask each person only one question, and that person asks one question of them. Sample questions might be, "Am I an insect?" or "Do I sting?" Answers are limited to "yes," "no," "maybe," and "I don't know."
- Scouts continue asking questions until they think they know what their plant or animal is. They may use their *Webelos Handbooks* to help in the process.
- When all players believe they have identified their cards, gather in a circle. Take turns having Scouts tell what they think they are and how they reached that conclusion. Then remove the card to see if they were correct.
- After the game, talk about the ones they found difficult to guess. Which of the dangerous plants and animals are native to your area? If your research revealed any hazards that aren't in the handbook, share those with Scouts as well.

◇ Activity 2: Lunch Planning (Requirement 4)

- Help Scouts brainstorm a list of ideas for lunch on the trail. Guide Scouts to good options for nutritious, simple food that travels well, does not require refrigeration, and will be easy to dispose of responsibly. Encourage Scouts to consider options for incorporating different food groups.
- When Scouts have agreed on a lunch menu, have them record the menu and their responsibilities for the meal in their handbooks.

CLOSING

- **Square Knot Closing.** Give each Scout a 3-foot section of rope. Using square knots, they tie their ropes together to form a complete circle. Then everyone leans back carefully to form a taut circle. Say: *You are part of a group of close friends, held together by the square knot—a symbol of friendship.*
- Review details for Meeting 3, the den outing. Make sure all Scouts and their families know the plans, and remind them that they should come prepared with the Scout Basic Essentials in the *Webelos Handbook* (including their individual first-aid kits), as well as proper clothing and footwear.

AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Have Scouts sign thank-you notes for anyone who will help with the outing.
- Record completion of requirements 3 and 5.

MEETING 3 PLAN (Den Outing)

PREPARATION AND MATERIALS NEEDED

- Trail maps and compasses
- Nametags for leadership roles on the hike and pins to attach them
- All food and items needed for lunch. Be sure to bring a trash bag so you can pack out any garbage.
- Photo or drawing of a bird nest for Closing
- Signed thank-you notes for those who help

- Confirm that transportation to and from the event is in place. Secure signed activity consent forms.
- The den leader should bring a copy of the *Guide to Safe Scouting*.
- Confirm that each Scout is prepared with the Scout Basic Essentials (including individual first-aid kits), appropriate clothes and shoes, and any other items needed for the hike.
- If you would like a specific focus for this hike, select from the ideas in the Appendix 5. Prepare any necessary materials for the hike you select.

GATHERING

- Remind Webelos Scouts about expectations for the outing.
- Distribute nametags with the leadership roles, and have Scouts attach them to their shirts. If they will be taking turns for some roles, decide how this will be done and remember to signal when it is time to switch. Help Scouts who have questions about their roles.

OPENING

- Say the Pledge of Allegiance and the Scout Oath and Scout Law.
- Give Scouts who are ready an opportunity to recite the Outdoor Code and the Leave No Trace Principles for Kids in order to fulfill requirement 3.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.
- Have Scouts share ways that they will demonstrate the Outdoor Code and the Leave No Trace Principles for Kids on their hike.
- Ask Scouts to name some of the dangerous plants and animals they discussed at the last meeting. Remind them to be aware of their surroundings as they hike and to keep an eye out for any of those plants or animals that can be found in your area.

ACTIVITIES

◇ Activity 1: Den Hike (Requirement 4)

- If you selected a theme for your hike from the options listed in Appendix 5, introduce the idea to Scouts before you begin.
- Help Scouts with their leadership roles along the way.
- Look for opportunities to point out items of interest in the natural surroundings, and be alert to any dangerous plants or animals the den might encounter.
- Monitor to ensure that everyone is keeping up comfortably and is on track to successfully complete the 3 miles. Encourage the trail leader to call for a break periodically to enjoy a view, look closely at some item of interest, and give everyone a break. Remind Scouts to drink water at each break.

◇ Activity 2: Lunch (Requirement 4)

- Have those who signed up as lunch leaders identify the best spot, organize the distribution of food, and supervise the cleanup.
- Be sure Scouts leave the lunch location cleaner than they found it.

CLOSING

Show a photo or drawing of a bird's nest. Say:

This nest might have been a home for baby birds. Those young birds are much like you in our den. As they grow, so do you. They will be fed and nurtured by their families and their experiences. They will watch the example of other birds as they fly through the skies around them. One day, the birds will leave their nest, just as birds have always done and will continue to do. They will have grown into adults and will play an important role in nature. You will do the same as you grow and "fly" into adulthood. You will become an important member of your community and your country and will be a leading citizen for everyone to see and admire.

To grow into adulthood, you must have nourishment for your body and mind. You must be nurtured by your family and community along the way, if your ideals and character are to develop. Our community and our country need this. Our den will fly only if we, as companions in this adventure, continue to be nourished through adventure, service, and fun.

AFTER THE MEETING

- Give thank-you notes to those who helped with the outing.
- Record completion of requirements 3, 4, and 6.

Upon completion of the Webelos Walkabout adventure, your Webelos Scouts will have earned the adventure pin shown here. Make sure they are recognized for their completion by presenting the adventure pins, to be worn on their uniforms, as soon as possible according to your pack's tradition.

