









2015 Camp Wheeler Advancements - Week 1



Aquatics	<p style="text-align: center;">Salmon Run</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development Leadership Outdoor Skills & Awareness Participatory Citizenship Personal Fitness</p>	<p style="text-align: center;"><i>Bear Elective Adventure: Salmon Run</i></p> <ol style="list-style-type: none"> 1. Explain the safety rules that you need to follow before participating in boating. 2. Identify the equipment needed when going boating. 3. Demonstrate correct rowing or paddling form. Explain how rowing and canoeing are good exercise. 4. Explain the importance of response personnel or lifeguards in a swimming area. 5. Show how to do both a reach rescue and a throw rescue. 6. Visit a local pool or swimming area with your den or family, and go swimming 7. Demonstrate a front crawl swim stroke to your den or family. 8. Name the three swimming ability groups for the Boy Scouts of America. 9. Attempt the BSA beginner swimmer classification.
Camping	<p style="text-align: center;">Bear Necessities</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development Leadership Outdoor Skills & Awareness Personal Fitness</p>	<p style="text-align: center;"><i>Bear Required Adventure: Bear Necessities</i></p> <ol style="list-style-type: none"> 1. Attend a campfire show, and participate by performing a song or skit with your den. (Campfire attendees only)
Games	<p style="text-align: center;">Grin and Bear It</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Character Development Leadership</p>	<p style="text-align: center;"><i>Bear Required Adventure: Grin and Bear It</i></p> <ol style="list-style-type: none"> 1. Play a challenge game or initiative game with the members of your den. Take part in a reflection after the game.

Hiking/Plants & Wildlife	<p>Fur, Feathers, and Ferns</p>  <p>Character Development Outdoor Skills & Awareness Participatory Citizenship Personal Fitness</p>	<p><i>Bear Required Adventure: Fur, Feathers, and Ferns</i></p> <p>1. Observe wildlife from a distance. Describe what you saw.</p>
Plants & Wildlife	<p>A Bear Goes Fishing</p>  <p>Character Development Outdoor Skills & Awareness Participatory Citizenship</p>	<p><i>Bear Elective Adventure: A Bear Goes Fishing</i></p> <p>1. Discover and learn about three types of fishes in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each likes.</p> <p>2. Learn about your local fishing regulations with your leader or a parent or guardian. List three of the regulations you learn about and one reason each regulation exists.</p> <p>3. Learn about fishing equipment, and make a simple fishing pole. Practice casting at a target 30 feet away. Teach what you have learned to someone in your family, another Scout, or one of your friends.</p> <p>4. Go on a fishing adventure, and spend a minimum of one hour trying to catch a fish. Put into practice the things you have learned about fish and fishing equipment.</p>
STEM	<p>Robotics</p>  <p>Character Development</p>	<p><i>Bear Elective Adventures: Robotics</i></p> <p>1. Identify six tasks performed by robots. 2. Visit a place that uses robots.</p>
	<p>Super Science</p>  <p>Character Development</p>	<p><i>Bear Elective Adventures: Super Science</i></p> <p>1. Do a color-morphing investigation. Explain what you learned. 2. Do a color-layering investigation. Explain what you learned.</p>
Visual & Performing Arts	<p>Beat of the Drum</p>  <p>Character Development</p>	<p><i>Bear Elective Adventure: Beat of the Drum</i></p> <p>1. Make a craft.</p>