










2015 Camp Wheeler Advancements - Week 2



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| Aquatics | <p>Aquanaut</p>  <p>Character Development</p> <p>Leadership</p> <p>Outdoor Skills & Awareness</p> <p>Participatory Citizenship</p> <p>Personal Fitness</p> | <p><i>Webelos/AOL Elective Adventure: Aquanaut</i></p> <ol style="list-style-type: none"> 1. State the safety precautions you need to take before doing any water activity. 2. Recognize the purpose and the three classifications of swimming ability groups in Scouting. 3. Discuss the importance of learning the skills you need to know before going boating. 4. Explain the meaning of "order of rescue" and demonstrate the reach and throw rescue techniques from land. (Red and Blue Fish) 5. Attempt the BSA swimmer test. 6. Demonstrate the precautions you must take before attempting to dive head first into the water, and attempt a front surface dive. (Blue only) 7. Learn and demonstrate two of the following strokes: crawl, sidestroke, breaststroke, or trudgen. 8. Demonstrate how to correctly fasten a life jacket that is the right size for you. Jump into water over your head. Show how the life jacket keeps your head above water by swimming 25 feet. Get out of the water, remove the life jacket and hang it where it will dry. 9. If you are a qualified swimmer, select a paddle of the proper size and paddle a canoe with an adult's supervision. (Blue Fish) |
| Scouting Skills | <p>Scouting Adventure</p>  <p>Character Development</p> <p>Leadership</p> <p>Outdoor Skills & Awareness</p> <p>Participatory Citizenship</p> <p>Personal Fitness</p> | <p><i>Arrow of Light Required Adventure: Scouting Adventure</i></p> <ol style="list-style-type: none"> 1. b. Explain what Scout spirit is. Describe for your den leader, parent, or guardian some ways you have shown Scout spirit by practicing the Scout Oath, Scout Law, Scout motto, and Scout slogan. 1. c. Give the Boy Scout sign, salute, and handshake. Explain when they should be used. 5. a. Tie a square knot, two half hitches and a taut line. 5. b. Show the proper care of a rope by learning to whip the ends. |

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| Scouting Skills | <p>Castaway</p>  <p>Character Development Leadership Outdoor Skills & Awareness Participatory Citizenship Personal Fitness</p> | <p><i>Webelos/AOL Elective Adventure: Castaway</i></p> <p>2.g. Discuss what to do if you become lost in the woods. Tell what the letters "S-T-O-P" stand for. Tell what the universal emergency signal is. Describe three ways to signal for help. Demonstrate one of them. Describe what you can do to help rescuers find you.</p> |
| Sports & Physical Fitness | <p>Sportsman</p>  <p>Character Development Personal Fitness</p> | <p><i>Webelos/AOL Elective Adventure: Sportsman</i></p> <p>2. While you are a Webelos Scout, participate in two individual sports. 3. While you are a Webelos Scout, play two team sports. 4. Complete the following requirements: a. Explain what good sportsmanship means. b. Role-play a situation that demonstrates good sportsmanship. c. Give an example of a time when you experienced or saw someone showing good sportsmanship.</p> |
| STEM | <p>Adventures in Science</p>  <p>Character Development</p> | <p><i>Webelos/AOL Elective Adventure: Adventures in Science</i></p> <p>f. Study the night sky. Sketch the appearance of the North Star (Polaris) and the Big Dipper (part of the Ursa Major constellation) over at least six hours. Describe what you observed, and explain the meaning of your observations. g. With adult assistance, explore safe chemical reactions with household materials. Using two substances, observe what happens when the amounts of the reactants are increased.</p> |
| Visual & Performing Arts | <p>Art Explosion</p>  <p>Character Development</p> | <p><i>Webelos/AOL Elective Adventures: Art Explosion</i></p> <p>3.f. Use a computer illustration or painting program to create a work of art. 4.a. Create a hard-copy or digital portfolio of your projects. Share it with your family and members of your den or pack.</p> |
| | <p>Maestro!</p>  <p>Character Development</p> | <p><i>Webelos/AOL Elective Adventure: Maestro!</i></p> <p>1.a. Attend a live musical performance. 3.a. Teach your den the words and melody of a song. Perform the song with your den at your den or pack meeting.</p> |

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| Camping | <p>Camper</p>  <p>Character Development Leadership Outdoor Skills & Awareness Participatory Citizenship Personal Fitness</p> | <p><i>AOL Required Adventure: Camper</i></p> <p>5. Show how to tie a bowline. Explain when the knot should be used and why. Teach it to another Scout who is not a Webelos Scout.</p> <p>7. Recite the Outdoor Code and the Leave No Trace Principles for Kids from memory. Talk about how you can demonstrate them while you are working on your Arrow of Light. After one outing, list the things you did to follow the Outdoor Code and Leave No Trace.</p> |
| Hiking | <p>Webelos Walkabout</p>  <p>Character Development Leadership Outdoor Skills & Awareness Participatory Citizenship Personal Fitness</p> | <p><i>Webelos Required Adventure: Webelos Walkabout</i></p> <ol style="list-style-type: none"> 1. Create a hike plan. 2. 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. |