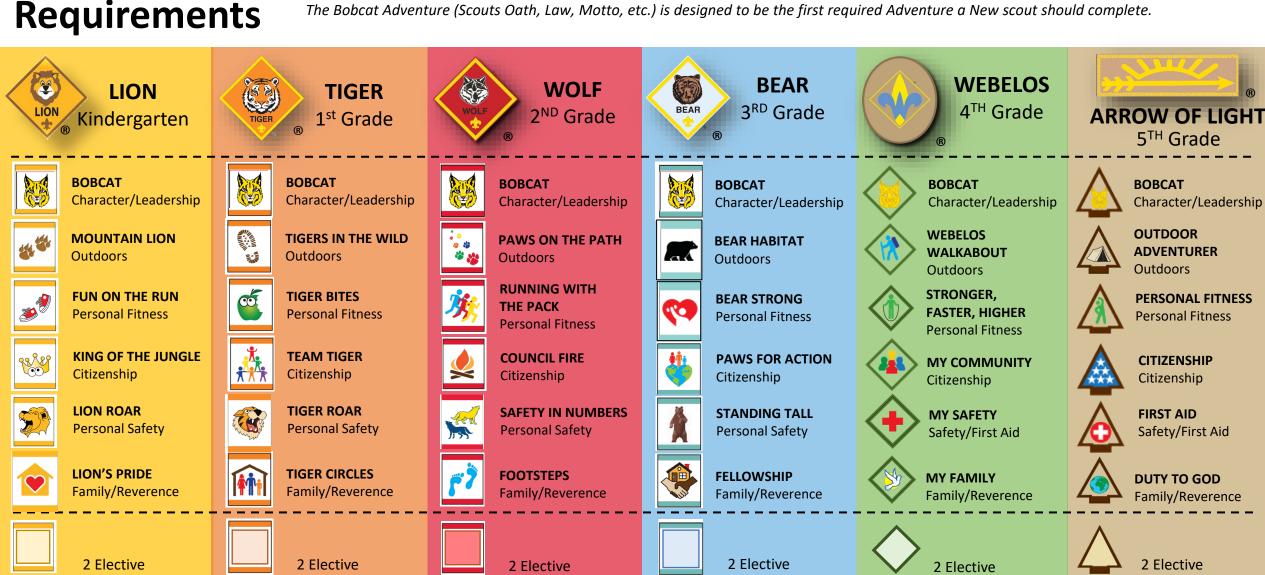
Cub Scout Badges of Rank

Each rank is earned by completing six requirements + two elective Adventures.

The six required Adventures are focused on the aims and focus areas of the BSA.

The Bobcat Adventure (Scouts Oath, Law, Motto, etc.) is designed to be the first required Adventure a New scout should complete.



Adventures

Adventures



Adventures



Adventures



Adventures



Adventures



11/9/23

CUB SCOUT ELECTIVE ADVENTURES (2 required)



Kindergarten 16 Electives

Build It Up, Knock It Down **Gizmos and Gadgets** I'll Do It Myself

On Your Mark Pick My Path

Ready, Set, Grow

Count On Me

Everyday Tech

Go Fish

Let's Camp

On a Roll

Race Time

Time to Swim

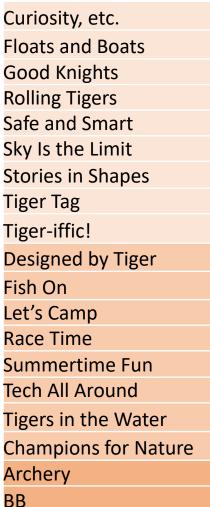
Champions for Nature

Archery

Slingshot



1st Grade 20 Electives



Slingshot



2nd Grade 20 Electives



Slingshot



3rd Grade 20 Electives

A Bear Goes Fishing Baloo the Builder Critter Care **Forensics** Marble Madness **Roaring Laughter** Salmon Run **Super Science Bears Afloat** Bears on Bikes

Balancing Bears

Summertime Fun

Champions for Nature

Top Chef Tech

Let's Camp

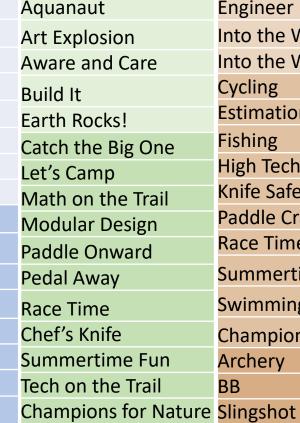
Race Time

Whittling

Archery

Slingshot

BB



Yoyo

BB

Archery

Slingshot

4th Grade

20 Electives



5th Grade 16 Electives Engineer Into the Wild Into the Woods Cycling **Estimations** Fishing **High Tech Outdoors Knife Safety** Paddle Craft Race Time Summertime Fun Swimming

Champions for Nature

Archery

BB

Cub Scout Elective Adventures - Group Electives

Adventures Available for All Ranks

BOLD indicates new adventure Italics indicate existing adventure













Kindergarten

1st Grade

2nd Grade

3rd Grade

4th Grade

5th Grade

Activity] "				
Pinewood Derby	Race Time - Lion	Race Time - Tiger	Race Time - Wolf	Race Time - Bear	Race Time - Webelos	Race Time Arrow of Light
Fishing	Go Fish	Fish On	A Wolf Goes Fishing	A Bear Goes Fishing	Catch the Big One	Fishing
Cycling	On a Roll	Rolling Tigers	Pedal with the Pack	Bears on Bikes	Pedal Away	Cycling
Swimming	Time to Swim	Tigers in the Water	Spirit of the Water	Salmon Run	Aquanaut	Swimming
Camping	Let's Camp - Lion	Let's Camp – Tiger	Let's Camp – Wolf	Let's Camp – Bear	Let's Camp – Webelos	Outdoor Adventurer*
Conservation	Champions for Nature - Lion	Champions for Nature - Tiger	Champions for Nature – Wolf	Champions for Nature – Bear	Champions for Nature - Webelos	Champions for Nature - AOL

STEM Adventures

BOLD indicates ture





Shapes



Wolf



Bears



Trail



5th Grade

Into the

Woods

High Tech

Outdoors

Engineer

Estimations

new adventure
Italics indicate
existing advent

STEM Science Ready Set Sky Is the Digging in the **Forensics** Earth Rocks! Grow Limit Past Technology Everyday Tech All Computing Top Chef Tech Tech on the Wolves Tech Around Trail Engineering Gizmos and Designed by Air of the Baloo the Modular Gadgets **Tiger** Wolf Builder Design Math Count on Me Stories in Code of the Balancing Math on the

Knife Safety



3rd Grade



4th Grade



5th Grade

Whittling	Chef's Knife	Knife Safety
	(A)	

Whittlin' Chip is retired

To use a knife a Cub Scout must complete the Adventure for their rank even if they completed a knife safety Adventure previously. The Adventure pocket card can be used as proof of completing the Adventure.

PLAN NOW for Summer Time Fun



One Requirement

1. Anytime during May through August participate in a total of three Cub Scout activities.

Earning Adventure is not dependent on other's participation.

AO

Patches that are replaced by belt loops & pins:

- Cyber Chip/Protect Yourself
- Shooting Sports
- Stem Nova
- Summertime Pack Award
- Whittling Chip
- World Conservation

New Patches available for pack outings & service projects:

- Blue & Gold Ceremony
- Flag Ceremony
- Fire & Police Station visits
- Scouts on Parade
- Scouting for Food
- Scouting Service Projects