

# SHAC Day Camp Program



V.1.0

# TIGER PROGRAM



## Tiger Elective Adventure: Curiosity, Intrigue, and Magical Mysteries

Complete: 1-8

### **Craft – Magic Trick**

1. Learn a magic trick. Practice your magic trick so you can perform it in front of an audience.
2. Create an invitation to a magic show.
3. With your den or with your family, put on a magic show for an audience.
4. Create a secret code.
5. With the other Scouts in your den or with your family, crack a code that you did not create.
6. Spell your name using sign language, and spell your name in Braille.
7. With the help of your adult partner, conduct a science demonstration that shows how magic works.
8. Share what you learned from your science demonstration.



## Tiger Elective Adventure: Good Knights

Complete: 1-5

### **Crafts –**

**Make a Den Shield (Can be your Den Flag)**

**Make a Shield (S&S GP1688)**

**Build Castle from recycled material**



1. Do the following:
  - a. With your den or adult partner, say the Scout Law. Explain to your den one of the 12 points of the law and why you think a knight would have the same behavior.
  - b. Make a code of conduct with your den that will describe how each person should act when you are all together. Vote on which actions should go in your den code of conduct.
2. Create a den shield and a personal shield.
3. Using recycled materials, design and build a small castle with your adult partner to display at the pack meeting.
4. Think of one physical challenge that could be part of an obstacle course. Then help your den design a Tiger knight obstacle course. With your adult partner, participate in the course.
5. Participate in a service project.





### Tiger Elective Adventure: Floats and Boats

Partial – Only 1 & 2 (of 7)

**Craft – Build a boat from recycled material**

1. Identify five different types of boats.
2. Build a boat from recycled materials, and float it on the water.



### Tiger Elective Adventures: Stories in Shapes

Complete 1-2

**Craft –**

**Art piece – Turtle bank (Oriental Trading - IN-48/4902)**

**Art piece using shapes**

1. Explore an art website. Do each of the following
  - a. Look at pictures of some abstract art with your den or family. Decide what you like about the art, and share your ideas with the other Tigers.

b. Create an art piece.



2. Do the following:

a. Draw or create an art piece using shapes.

b. Use tangrams to create shapes. (LN1034)



### Tiger Elective Adventures: Tiger Theater

Complete: 1-5

**Craft -**

**Puppet (S&S GP967)**

**Mask**

1. With your den, discuss the following types of theater: puppet shows, reader's theater, and pantomime.
2. As a den, play a game of one-word charades with your adult partners.
3. Make a puppet to show your den or display at a pack meeting.
4. Perform a simple reader's theater. Make a mask afterward to show what your character looks like.  
(<http://www.teachingheart.net/readerstheater.htm>)
5. Watch a play or attend a story time at a library



# WOLF PROGRAM



## Wolf Elective Adventure: Air of the Wolf

Complete 1-4

### Crafts

paper airplane

musical instrument

kite (S&S GP1010)

rain gutter regatta (Scout Shop 612513)

1. Do the following investigations:

- Conduct an investigation about the weight of air.
- Conduct an investigation about air temperature.
- Conduct at least one of the following investigations to see how air affects different objects:
  - Make a paper airplane and fly it five times. Make a change to its shape to help it fly farther. Try it at least five times.
  - Make a balloon - powered sled or a balloon - powered boat. Test your sled or boat with larger and smaller balloons.
  - Bounce a basketball that doesn't have enough air in it. Then bounce it when it has the right amount of air in it. Do each one 10 times. Describe how the balls bounce differently when the amount of air changes.
  - Roll a tire or ball that doesn't have enough air in it, and then roll it again with the right amount of air. Describe differences in how they move.



2. Do the following:

- With other members of your den, go outside and record the sounds you hear. Identify which of these sounds is the result of moving air.
- Create a musical wind instrument, and play it as part of a den band.
- With an adult, conduct an investigation on how speed can affect sound.

3. Do the following:

- Explain the rules for safely flying kites.
- Make a kite using household materials.



4. If your den or your pack has a kite derby, space derby or rain - gutter regatta, participate in the fun. Or build a kite or rain - gutter regatta boat with your family. Explain how air helps the vehicle move.



## Wolf Elective Adventure: Code of the Wolf



Complete 1-4

### **Crafts**

**Leatherworking - Marble bag**

**Rekenrek**

**Rain gauge (S&S GP1594)**

1. Do two of the following:

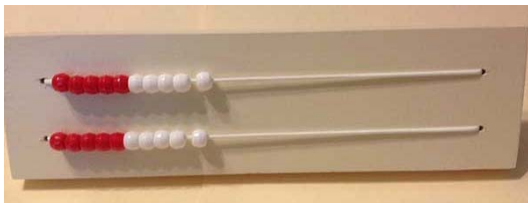
a. With the members of your den or family, make a game with simple materials that requires math to keep score.  
(Leather marble bag to hold marbles, play the game with marbles)



b. Play a game of "Go Fish for 10s."

c. Do five activities at home, at school, or in your den that use mathematics, and then explain to your den how you used everyday math.

d. Make a rekenrek with two rows, and show Akela how you would represent the numbers 4, 6, 9, and 14.



e. Make a rain gauge or some other measuring device, and use it.

2. Do one of the following:

a. With other members of your den or family, identify three different types of shapes that you see in nature.

b. With other members of your den or family, identify two shapes you can see in the construction of bridges.

c. Select a single shape or figure. Observe the world around you for at least a week, and write down where you see this shape or figure and how it is used.

3. Do one of the following:

a. With your den, find something that comes with many small, colored items in one package. Count the number of items of each color in your package. Keep track of each color. (Could use the marbles)

Then:

i. Draw a graph showing the number of items of each color.

ii. Determine what the most common color is.

iii. Compare your results to the other boys'.

iv. Predict how many items of each color you will find in one more package.

v. Decide if your prediction was close.

b. With your den or family, measure the height of everyone in the group and see who takes more steps to walk 100 feet.

c. Have each member in your den shoot a basketball. Count the number of shots it takes to make five baskets. Graph the number of shots it takes for each boy using 5, 6 – 10, 11 – 15, 16 – 20, or more than 20.

4. Do one of the following:
  - a. Use a secret code using numbers to send a message to one of your den members or your den leader. Have that person send a message back to you. Be sure you both use the same code numbers.
  - b. Send a message to another member of your den or your den leader using the pig pen code or another code that changes letters into special shapes.
  - c. Practice using a block cipher to decode a message.



### **Wolf Elective Adventure: Finding Your Way**

Complete 1-5

1. Do the following:
  - a. using a map of your city or town, locate where you live.
  - b. Draw a map for a friend so he or she can locate your house, a park, a school, or other locations in your neighborhood. Use symbols to show parks, buildings, trees, and water. You can invent your own symbols. Be sure to include a key so your symbols can be identified.
2. Pick a nutritious snack (careful to not “serve” a snack), and find where it came from. Locate that area on a map.
3. Do the following:
  - a. Identify what a compass rose is and where it is on the map.
  - b. Use a compass to identify which direction is north. Show how to determine which way is south, east, and west.
4. Go on a scavenger hunt using a compass, and locate an object with a compass.
5. Using a map and compass, go on a hike with your den or family.



### **Wolf Elective Adventure: Grow Something**

Partial – Only requirement 4

**Craft - Terrarium**



4. Make a terrarium.

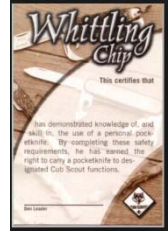
# BEAR PROGRAM



## Bear Adventure: Bear Claws

Complete 1-3

**Craft - 2 carvings (soap or soapstone)**



1. Learn about three common designs of pocket knives.
2. Learn knife safety and earn your Whittling Chip.
3. Using a pocketknife, carve two items.



## Bear Elective Adventure: Baloo the Builder

Complete 1-4

**Craft**

**Tool box (Scout Shop 7046)**

**Mosaic Box (S&S WD50X12)**



1. Discover which hand tools are the best ones to have in your tool box. Learn the rules for using these tools safely. Practice with at least four of these tools before beginning a project.
2. Learn the steps of planning a building project and how to read the instructions or drawings.
3. Select and build one useful project and one fun project using wood.
4. Learn how to finish a wood project.

## Bear Elective Adventure: Make It Move



Complete 1-4

**Craft**

**Exploding Stick reaction**

**Rube Goldberg from recycled stuff**



1. Create an “exploding” craft stick reaction.
2. Make two simple pulleys, and use them to move objects.
3. Make a lever by creating a seesaw using a spool and a wooden paint stirrer. Explore the way it balances by placing different objects on each end.
4. Do the following:
  - a. Draw a Rube Goldberg – type machine. Include at least six steps to complete your action.
  - b. Construct a real Rube Goldberg – type machine to complete a task assigned by your den leader. Use at least two simple machines and include at least four steps.



## **Bear Elective Adventures: Super Science**

Complete 1-6

1. Make static electricity by rubbing a balloon or a plastic or rubber comb on a fleece blanket or wool sweater. Explain what you learned.
2. Conduct a balloon or other static electricity investigation that demonstrates properties of static electricity. Explain what you learned.
3. Conduct one other static electricity investigation. Explain what you learned.
4. Do a sink - or - float investigation. Explain what you learned.
5. Do a color - morphing investigation. Explain what you learned.  
(milk, food coloring, detergent)
6. Do a color - layering investigation. Explain what you learned.





# WEBELOS PROGRAM



## Webelos Adventure: First Responder

Complete 1-8

Do all of these:

1. Explain what first aid is. Tell what you should do after an accident.
2. Show what to do for the hurry cases of first aid:
  - a. Serious bleeding
  - b. Heart attack or sudden cardiac arrest
  - c. Stopped breathing
  - d. Stroke
  - e. Poisoning
3. Show how to help a choking victim.
4. Show how to treat for shock.
5. Demonstrate that you know how to treat the following:
  - a. Cuts and scratches
  - b. Burns and scalds
  - c. Sunburn
  - d. Blisters on the hand and foot
  - e. Tick bites
  - f. Bites and stings of other insects
  - g. Venomous snakebite
  - h. Nosebleed
  - i. Frostbite
6. Put together a simple home first - aid kit. Explain what you included and how to use each item correctly.
7. Create and practice an emergency readiness plan for your home or den meeting place.
8. Visit with a first responder.



## Webelos/AOL Elective Adventure: Art Explosion

Complete 1-4

### Craft

#### Clay

#### Tin Lantern

#### Tie Dye Shirts (S&S FA3288 – kids provide shirt or pillowcase)

#### Soma Cube

1. Visit an art museum, gallery, or exhibit. Discuss with an adult the art you saw. What did you like?
2. Create two self - portraits using two different techniques, such as drawing, painting, printmaking, sculpture, and computer illustration.
3. Do two of the following:

- a. Draw or paint an original picture outdoors, using the art materials of your choice.
- b. Use clay to sculpt a simple form.
- c. Create an object using clay that can be fired, baked in the oven, or air dried.



- d. Create a freestanding sculpture or mobile using wood, metal, papier-mâché, or found or recycled objects.



- e. Make a display of origami or kirigami projects.



- ~~f. Use a computer illustration or painting program to create a work of art.~~

- g. Create an original logo or design. Transfer the design onto a T -shirt, hat, or other object.



- ~~h. Using a camera or other electronic device, take at least 10 photos of your family, a pet, or scenery. Use photo - editing software to crop, lighten or darken, and change some of the photos.~~

- i. Create a comic strip with original characters. Include at least four panels to tell a story centered on one of the points of the Scout Law. Characters can be hand - drawn or computer - generate.

4. Choose one of the following methods to show your artwork:

- ~~a. Create a hard - copy or digital portfolio of your projects. Share it with your family and members of your den or pack.~~

- b. Display your artwork in a pack, school, or community art show.



### Webelos/AOL Elective Adventure: Build It

Complete 1-5

**Craft**  
**Any wood project**

Do all of these:

1. Learn about some basic tools and the proper use of each tool. Learn about and understand the need for safety when you work with tools.
2. With the guidance of your Webelos den leader, parent, or guardian, select a carpentry project and build it.
3. List the tools that you use safely as you build your project; create a list of materials needed to build your project.
4. Put a check mark next to the tools on your list that you used for the first time.
5. Learn about a construction career. With your Webelos den leader, parent, or guardian, visit a construction site, and interview someone working in a construction career.



### Webelos/AOL Elective Adventure: Engineer

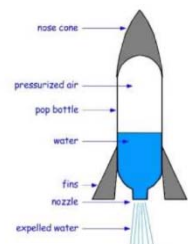
Complete 1-4

**Craft**  
**Catapult (S&S GP3045)**  
**Water rocket**  
**Electric circuit**



Do all of these:

1. Pick one type of engineer. With the help of the Internet, your local library, or a local engineer you may know or locate, discover and record in your book three things that describe what that engineer does. (Be sure to have your Webelos den leader, parent, or guardian's permission to use the Internet.) Share your findings with your Webelos den.
2. Learn to follow engineering design principles by doing the following:
  - a. Examine a set of blueprints. Using these as a model, construct your own set of blueprints or plans to design a project. (Electric circuit)
  - b. Using the blueprints or plans from your own design, construct your project. Your project may be something useful or something fun.
  - c. Share your project with your Webelos den and your pack by displaying the project at a pack meeting.
3. Explore other fields of engineering and how they have helped form our past, present, and future.
4. Pick and do two projects using the engineering skills you have learned. Share your projects with your den, and also exhibit them at a pack meeting. (catapult, water rocket)



**Paracord Bracelet – Not associated with advancement**

