

2017 Elective Extravaganza! Course Description

Some electives may not complete all requirements to complete the Adventure, as indicated in **RED**. Those requirements with text in **BOLD** are intended to be completed at the Extravaganza. Your Scout can complete these or do other necessary (or optional) requirements with his Akela at home.

FUN FOR ALL Activities

All ranks – Fishing Just for fun, this is not an official Elective Adventure. You may bring your own gear or use poles and worms that the camp will supply.

Tigers, Period 1 – BB Earn the Shooting Award Patch and BB pin. (Not an Adventure.) You may only choose 1 shooting sport per boy. If he does BB, he cannot do archery.

Wolf, Bear, Webelos & AOL, Periods 2, 3, 4 – BB Earn the Shooting Award Patch and BB pin. (Not an Adventure.) You may only choose 1 shooting sport per boy. If he does BB, he cannot do archery.

Tigers, Period 1 – Archery Earn the Shooting Award Patch and Archery pin. (Not an Adventure.) You may only choose 1 shooting sport per boy. If he does archery, he cannot do BB.

Wolf, Bear, Webelos & AOL, Periods 2, 3, 4 – Archery Earn the Shooting Award Patch and Archery pin. (Not an Adventure.) You may only choose 1 shooting sport per boy. If he does archery, he cannot do BB.

Tiger Elective Adventures

Tiger Elective Adventure: Curiosity, Intrigue, and Magical Mysteries

Will be completed at EE!

Complete Requirements 1 and 2 plus at least one other.

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

Tiger Elective Adventure: Floats and Boats

Will NOT be completed at EE! Requirement 4 needed to complete.

Complete Requirements 1-4 plus at least one other.

- 1. With your den, say the SCOUT water safety chant.**

2. With your den, talk about why it's important to have a buddy and then play the buddy game.
3. Show how to safely help someone who needs assistance in the water, without having to enter the water yourself.
4. Show how to enter the water safely, blow your breath out under the water, and do a prone glide. **(Do at home to complete adventure.)**
5. Identify five different types of boats.
6. Build a boat from recycled materials, and float it on the water.
7. Show that you can put on and fasten a life jacket correctly.

Tiger Elective Adventure: Stories in Shapes

Will be completed at EE!

Complete at least four of the following Requirements.

1. Visit an art gallery or a museum, explore an art website, or visit your library.
2. **Look closely at pictures of some art with your den or a family member. Decide what you like about the art, and share your ideas with the other Tigers.**
3. Create a piece of art on paper, poster board, or canvas.
4. Draw or create an art piece using shapes.
5. Use tangrams to create shapes.

Tiger Elective Adventure: Tiger-iffic!

Will be completed at EE!

Complete 1–3 and one from 4–6.

1. Play at least two different games by yourself; one may be a video game.
2. Play a board game or another inside game with one or more members of your den.
3. Play a problem-solving game with your den.
4. With your parent's or guardian's permission:
 - 4A. Play a video game with family members or den members in a tournament.
 - 4B. List at least three tips that would help someone who was learning how to play your favorite video game.
 - 4C. Play an appropriate video game with a friend for 30 minutes.
5. **With other members of your den, invent a game, OR change the rules of a game you know, and play the game.**
6. Play a team game with your den.

Tiger Elective Adventure: Tiger Tag

Will be completed at EE!

Complete Requirements 1 and 2 plus at least one other.

1. **Choose one active game you like, and tell your den about how to play and why you like this game.**

2. Play two team or relay games with your den. Tell your parent/guardian or other caring adult or the other Tigers what you liked best about each game.
3. Have your den choose a team or relay game that everyone would like to play, and play it at least twice.
4. With your parent/guardian or other caring adult, select an active outside game that you could play with the members of your den. Talk with your den members about the games suggested by all Tigers. With your den, decide on a game to play and play the game that your den has chosen. After the game, discuss with your den leader the meaning of being a good sport.

Tiger Elective Adventure: Tiger Theater

Will be completed at EE!

Complete at least four of the following Requirements.

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.
3. Make a puppet to show your den or to display at a pack meeting.
4. Perform a simple reader's theater. Make a mask afterward to show what your character looks like.
5. Watch a play or attend a story time at a library.

Wolf Elective Adventures

Wolf Elective Adventure: Adventures in Coins

Will be completed at EE!

Complete Requirements 1-4 and any other(s) of your choice.

1. Identify different parts of a coin.
2. Find the mint mark on a coin. Identify the mint where the coin was made and the year.
3. Choose a coin that interests you, and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made.
4. Play a game or create a game board with your den or family where you can practice adding and subtracting coins.
5. Play a coin game.
6. Create a balance scale.
7. Do a coin-weight investigation.

Wolf Elective Adventure: Digging in the Past

Will be completed at EE!

Complete the following Requirements.

1. Play a game that demonstrates your knowledge of dinosaurs, such as a dinosaur match game.

2. Create an imaginary dinosaur. Share with your den its name, what it eats, and where it lives.
3. Complete one of the following:
 - A. Make a fossil cast.
 - B. Make a dinosaur dig. Be a paleontologist, and dig through a dinosaur dig made by another member of your den. Show and explain the ways a paleontologist works carefully during a dig.
4. Make edible fossil layers. Explain how this snack is a good model for the formation of fossils.

Wolf Elective Adventure: Cubs Who Care

Will be completed at EE!

Complete at least four of the following Requirements.

1. With other members of your den, try using a wheelchair or crutches, and reflect on the process.
2. Learn about a sport that has been adapted so that people in wheelchairs or with some other physical disability can play, and tell your den about it.
3. Learn about “invisible” disabilities. Take part in an activity that develops an understanding of invisible disabilities.
4. With your den, try doing three of the following things while wearing gloves or mittens:
 - a. Tying your shoes
 - b. Using a fork to pick up food
 - c. Playing a card game
 - d. Playing a video game
 - e. Playing checkers or another board game
 - f. Blowing bubbles
5. Paint a picture two different ways: Paint it once the way you usually would paint it and then again by using a blindfold. Discuss with your den the ways the process was different.
6. Use American Sign Language to communicate either a simple sentence or at least four points of the Scout Law.
7. Learn about someone famous who has or had a disability, and share that person’s story with your den or family.
8. Attend an event where people with disabilities are participants or where accommodations for people with disabilities are made a part of the event.

Wolf Elective Adventure: Motor Away

Will be completed at EE!

Complete the following Requirements.

1. Do each of the following.
 - A. Create and fly three different types of paper airplanes. Before launching them, record which one you believe will travel the farthest and what property of the plane leads you to make that prediction.

- B. Make a paper airplane catapult. Before launching a plane, record how far you believe it will travel and explain what information you used to make this prediction. After you make your prediction, launch the plane and measure how far it flies.**
- 2. Make two different model boats and sail them. Choose different shapes for your boats.**
- 3. Create a model car that moves under its own power.**

Bear Elective Adventures

Bear Elective Adventure: A World of Sound

Will NOT be completed at EE!

- 1. Make an mbira**
- 2. Make a sistrum.**
- 3. Make a rainstick.**

Bear Elective Adventure: Beat of the Drum

Will NOT be completed at EE! Requirements 2 or 4 needed to complete.

Complete requirement 1 and two others from requirements 2-4.

- 1. Learn about the history and culture of American Indians or other indigenous people who lived in your area long ago.**
- 2. Create a legend by building a diorama, writing a story, or presenting a skit.**
- 3. Complete one of the following:**
 - A. Make a dream catcher.**
 - B. Make a craft similar to one made by American Indians or indigenous people.**
 - C. Make a drum. Once your drum is complete, create a ceremonial song.**
- 4. Complete one of the following:**
 - A. Visit an Order of the Arrow dance ceremony.**
 - B. Visit an American Indian event or an event presented by other indigenous people.**
 - C. Learn and demonstrate ceremonial dance steps.**
 - D. Create a ceremonial dance.**

Bear Elective Adventure: Forensics

Will be completed at EE!

Complete all of the following.

- 1. Talk with your family or den about forensics and how it is used to help solve crimes.**
- 2. Take your fingerprints and learn how to analyze them.**
- 3. Complete one of the following:**
 - A. Learn about chromatography and how it is used in solving crimes. Do an investigation using different types of black, felt-tip markers. Share your results with your den.**

B. Do an analysis of four different substances: salt, sugar, baking soda, and cornstarch.

4. Complete one of the following:

A. Visit the sheriff's office or police station in your town. Find out how officers collect evidence. [Note that this may be during the same visit as "Paws for Action"]

B. Learn about the different jobs available in forensic science. Choose two, and find out what is required to work in those jobs. Share what you learned with your den.

C. Learn how animals are used to gather important evidence. Talk about your findings with your den.

Bear Elective Adventure: Roaring Laughter

Will be completed at EE!

Complete at least four of the following.

1. Think about what makes you laugh. Write down three things that make you laugh.

2. Practice reading tongue twisters.

3. Create your own short story. Remove some nouns, verbs, adjectives, and adverbs from the story, leaving blanks. Without telling the story, have a friend insert his or her own nouns, verbs, adjectives, and adverbs in the story you created.

4. With a partner, play a game that makes you laugh.

5. Share at least two jokes with members of your den to make them laugh.

6. Practice at least two run-ons with your den, and perform them at a pack meeting or campfire program.

Webelos-AoL Elective Adventures

Webelos-AoL Elective Adventure: Adventures in Science

Will be completed at EE! Scout must come with 3 questions for requirement 2.

Complete Requirements 1-3.

1. An experiment is a "fair test" to compare possible explanations. Draw a picture of a fair test that shows what you need to do to test a fertilizer's effects on plant growth.

2. Visit a museum, a college, a laboratory, an observatory, a zoo, an aquarium, or other facility that employs scientists. Prepare three questions ahead of time, and talk to a scientist about his or her work.

3. Complete any four of the following:

a. Carry out the experiment you designed for Requirement 1.

b. If you completed 3a, carry out the experiment again but change the independent variable. Report what you learned about how changing the variable affected plant growth.

- c. Build a model solar system. Chart the distances between the planets so that the model is to scale. Use what you learned from this requirement to explain the value of making a model in science.
- d. With adult supervision, build and launch a model rocket. Use the rocket to design a fair test to answer a question about force or motion.**
- e. Create two circuits of three light bulbs and a battery. Construct one as a series circuit and the other as a parallel circuit.**
- 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 (which may be spread over several nights). 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.**
- h. Explore properties of motion on a playground. How does the weight of a person affect how fast they slide down a slide or how fast a swing moves? Design a fair test to answer one of those questions.**
- i. Read a biography of a scientist. Tell your den leader or the other members of your den what the scientist is famous for and why his or her work is important.

Webelos-AoL Elective Adventure: Art Explosion

Will be completed at EE!

Complete Requirements 1-3.

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.

- a. Identify some of the geological building materials used in building your home.**
- b. Identify some of the geological materials used around your community.**