

115 ELECTIVES TO CHOOSE FROM!

If your Wolf Cub Scout has not completed second grade (or reached his ninth birthday), he can search the Arrow Point trail. On the Wolf trail, the main sections were called achievements, things that we would like all boys to do. On the Arrow Point trail, the main sections are called electives. They are choices that a boy can make on his own and with your guidance. Details regarding the completion of the Wolf electives can be found in the BSA Wolf Cub Scout Book (No. 33106, 1998.)

To earn a Gold Arrow Point to wear beneath his Wolf badge, the boy must complete any ten elective projects of the more than one hundred choices shown in the book. If he does ten more, he qualifies for a Silver Arrow Point to wear beneath the Gold. Multiple Silver Arrow Points may be earned, but only one Gold along the Wolf trail. The Arrow Points are presented at the pack meeting after he receives his Wolf badge.

THE WOLF ELECTIVES

The possible electives are as follows:

1. **IT'S A SECRET**
 - a. Use a secret code. (see handbook for examples.)
 - b. Write to a friend in invisible "ink"
 - c. "Write" your name with the alphabet deaf people use.
 - d. Use 12 Native American signs to tell a story.

2. **BE AN ACTOR**
 - a. Help to plan and put on a skit with costumes.
 - b. Make some scenery for a skit.
 - c. Make sound effects for a skit.
 - d. Be the announcer for a skit.
 - e. Make a paper sack mask for a skit.

3. **MAKE IT YOURSELF**
 - a. Make something useful for your home or school. Start with a recipe card holder. (Revised for 1998)
 - b. Make a ruler and measure to see how far you can stretch your hand. (Revised for 1998)
 - c. Make and use a bench fork. (Revised for 1998)
 - d. Make a door stop.

- e. Or make something else.

4. **PLAY A GAME**

- a. Play Pie-tin Washer Toss.
- b. Play Marble Sharpshooter.
- c. Play Ring Toss.
- d. Play Beanbag Toss.
- e. Play a game of marbles.

5. **SPARE TIME FUN**

- a. Explain safety rules for kite flying.
- b. Make and fly a kite.
- c. OR Make a two-stick kite.
- d. OR Make a three-stick kite.
- e. Make and use a reel for kite string.
- f. Make a model boat with a rubber-band propeller.
- g. , h, i. Make or put together some kind of model boat, airplane, train, or car.
(Revised for 1998)

6. **BOOKS, BOOKS, BOOKS**

- a. Visit a bookstore, or go to a public library with a grown-up. Find out how to get your own library card. Name four kinds of books that interest you (for example, history, science fiction, how-to-books).
- b. Choose a book on a subject you like and read it. With an adult, discuss what you read and what you think about.
- c. Books are important. Show that you know how to take care of them. Open a new book the right way. Make a paper or plastic cover for it or another book.

7. **FOOT POWER**

- a. Learn to walk on a pair of stilts.
- b. Make a pair of "puddle jumpers" and walk with them.
- c. Make a pair of "footracers" and use them with a friend.

8. **MACHINE POWER**

- a. Name 10 kinds of trucks, construction machinery, or farm machinery.
- b. Use a wheel and axle.
- c. Use a pulley.
- d. Make and use a windlass.

9. **LET'S HAVE A PARTY**

- a. Help with a home or Den party.
- b. , c. Make a gift or toy like one of these and give it to someone. (see handbook for examples.)

10. **NATIVE AMERICAN LORE**

- a. Read a book or tell a story about Native Americans, past or present.
- b. Make a musical instrument used by Native Americans. (Revised for 1998)
- c. Make traditional clothing.
- d. Make a traditional tool. (New for 1998)
- e. Make a model of a traditional house. (New for 1998)
- f. Learn 12 word pictures and write a story with them. (see handbook for examples)

11. **SING-A-LONG**

- a. Learn and sing the first and last verses of "America"
- b. Learn and sing the first verse of our National Anthem.
- c. Learn the words and sing three Cub Scout songs. (see handbook for examples.)
- d. Learn the words and sing the first verse of three other songs, hymns, or prayers. On a piece of paper, write the verse of one of the songs learned.
- e. Learn a song that would be sung as a grace before meals. Write the words on a piece of paper.

12. **BE AN ARTIST**

- a. Make a freehand sketch.
- b. Tell a story in three steps by drawing three cartoons.
- c. Mix yellow and blue paints to make green; yellow and red to make orange; and red and blue to make violet.
- d. Help draw, paint, or crayon some scenery for a den or pack skit or puppet show.
- e. Make a stencil pattern.
- f. Make a poster for a Cub Scout project or pack meeting.

13. **BIRDS**

- a. Make a list of all the birds you saw in a week and tell where you saw them (field, forest, marsh, yard, or park).
- b. Put out nesting material (short pieces of yarn and string) for birds and tell which birds might use it.
- c. Read a book about birds.
- d. Point out 10 different kinds of birds (5 may be from pictures).
- e. Feed wild birds and tell which birds you fed.
- f. Put out a birdhouse and tell which birds use it.

14. **PETS**

- a. Take care of a pet.
- b. Know what to do when you meet a strange dog.
- c. Read a book about a pet and tell about it at a den meeting.
- d. Tell what is meant by rabid. Name some animals that can have rabies. Tell what you should do if you find a dead animal. (Revised for 1998)

15. **GROW SOMETHING**

- a. Plant and raise a box garden.
- b. Plant and raise a flower bed.
- c. Grow a plant indoors.
- d. Plant and raise vegetables.

16. **FAMILY ALERT**

- a. Talk with your family about what you will do in an emergency.
- b. In case of a bad storm or flood, know where you can get safe food and water in your home. Tell how to purify water. Show one way. Know where and how to shut off water, electricity, gas, or oil.
- c. Make a list of your first aid supplies, or make a first aid kit. Know where the first aid things are kept.

17. **TIE IT RIGHT**

- a. Learn to tie an overhand knot and a square knot.
- b. Tie your shoelaces with a square bow knot.
- c. Wrap and tie a package so that it is neat and tight.
- d. Tie a stack of newspapers the right way.
- e. Tie two cords together with an overhand knot.
- f. Learn to tie a necktie.
- g. Wrap the end of a rope with tape to keep it from unwinding.

18. **OUTDOOR ADVENTURE**

- a. Help plan and hold a picnic with your family or den.
- b. With a parent, help plan and run a family or den outing.
- c. Help plan and lay out a treasure hunt something like this. (see handbook for example.)
- d. Help plan and lay out an obstacle race. Use this idea or make up your own. (see handbook for example.)
- e. Help plan and lay out an adventure trail.
- f. Take part in two summertime pack events with your den.
- g. Point out poison plants. Tell what to do if you accidentally touch one of them.

19. **FISHING**

- a. Point out five fish.
- b. Rig a pole with the right kind of line and hook. Attach a bobber and sinker, if you need them. Then go fishing.
- c. Fish with members of your family or a grown-up. Bait your hook and catch a fish.
- d. Know the rules of safe fishing.
- e. Tell about some of the fishing laws where you live.
- f. Show how to use a rod and reel.

20. **SPORTS**

- a. Play a game of tennis, table tennis, or badminton.

- b. Know boating safety rules.
- c. Know archery safety rules. Know how to shoot properly. Put four of six arrows into a 1.2 meter target that is 15 steps away from you.
- d. Understand the safety and courtesy code for skiing. Show walking and the kick turn. Do climbing with a side step or herringbone. Show the snowplow or stem turn, and how to get up from a fall.
- e. Know the safety rules for ice skating. Skate, without falling, as far as you can walk in 50 steps. Come to a stop. Turn from forward to backward.
- f. In roller skating, know the safety rules. From a standing start, skate forward as far as you can walk in 50 steps. Come to a stop within 10 walking steps. Skate around a corner one way without coasting. Then do the same coming back. Turn from forward to backward.
- g. Go bowling.
- h. Show how to make a sprint start in track. Run 45 meters in 11 seconds or less.
- i. Play a game of touch or flag football.
- j. Show how to dribble and kick a soccer ball. Take part in a game.
- k. Play a game of baseball or softball.
- l. Show how to shoot, pass, and dribble a basketball. Take part in a game.

21. **COMPUTER FUN**

- a. Visit a place where computers are used. Find out what they do.
- b. Explain what a computer program does. Use a program to write a report for school, to write a letter, or for something else. (New for 1998)
- c. Tell what a computer mouse is. Describe how a CD-ROM is used. (New for 1998)

22. **SAY IT RIGHT**

- a. Say "Hello" in a language other than English.
- b. Count to ten in a language other than English.
- c. Tell a short story to your den, your den leader, or a grown-up.
- d. Tell how to get to a nearby police station from your home, your den meeting, and school. Use directions and street names.
- e. Invite a boy to join Cub Scouting or help a new Cub Scout through the Bobcat trail.