
















Program Cycles

At the start of every season, you and your Lair will sit down to talk about what adventures you would like to have. There's no one best way to do this, but you will probably find it helpful to use the Jungle Map to ensure that you are planning adventures that touch on all of the Program Areas.

For example, in the fall your Lair might plan to go hiking (Active & Healthy Living) and take pictures of your adventure. Later, you'll team up to create a collage of your adventure using the pictures you took (Creative Expression). For one of your evening meetings, your Lair can organize a guest speaker from your community, like a police officer or a firefighter (Citizenship). And your entire Pack expects to take part in your Group's all-Section fall camp (Outdoors), where everyone will pitch in on a roadside clean-up (Environment). Your Lair could plan to organize an exciting game of soccer for the Beaver Scouts (Leadership). On your last night of camp, your Lair plans to have its own campfire where you'll reflect on how the weekend went and what Scouting means to each of you (Beliefs & Values).

At the end of the season, take the time to review your adventures. Use the Program Quality Standards to get a sense of what kinds of adventures your Pack should be sharing, and to get an idea of some of the questions you should take the time to answer. Have you spent enough nights camping? What adventures did you enjoy? What did not go quite as you hoped? How would you do things differently in the future?

Reviewing is an important part of your program cycle. A good review will help you to plan your adventures for the next season!

				
Runner				
Tracker				
Howler				



Do

After coming up with a good plan, you should be all set to have an awesome adventure with your Lair or Pack.

Before getting started, review your plan.

- Did everyone come prepared with the right clothes and the right gear?
- Have you checked the weather forecast, and are you prepared for changes in the weather?

Keep your plan in mind when sharing your adventure, and stick to it! If something comes up that was not planned, take time to talk things over as a team.

Stay safe.

Review

At the end of every adventure, celebrate with your Lair or Pack the fun time you shared. This is also a chance to talk about what went smoothly, discuss what did not go to plan and think about new things to try in the future.

Some questions you might ask yourselves include:

- What do we know now that we did not know before?
- What did we do to stay safe on our adventure?
- What did we do to get along as a team?
- What would we do differently next time?

Outdoor Adventure Skills

The Outdoor Adventure Skills program is an invitation for you and the Cubs in your Pack to try something new—to be outside, testing yourselves with challenges while always staying safe. Each Outdoor Adventure Skills pathway is divided into nine stages with a badge awarded for each stage. Keep in mind that the purpose of the program is not the badge. Rather, the Outdoor Adventure Skills should be seen as tools to support the Plan-Do-Review process and sharing great experiences in nature.

The Outdoor Adventure Skills are for all Sections, from Beaver Scouts to Rover Scouts. It's not very likely that you will reach Stage 9 in any of the Outdoor Adventure Skills pathways while you're in Cubs. You can keep progressing, however, when you become a Scout.

To find out more, visit Canadianpath.ca



Paddling	Aquatics	Emergency Aid
		
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9

Winter Skills	Camping	Trail Skills
		
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9

Vertical Skills	Sailing	Scoutcraft
		
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9

Religion in Life Award

In making your Cub Scout Promise, you said you will do your duty to God. There are many ways that you can do this. One way might involve earning the Religion in Life emblem.

To help you earn this award, you need to get a pamphlet outlining the requirements for the faith of your choice from your Council office or Scouts Canada's website. Ask one of your Scouters to help you get it. Usually, an adult from your faith will be appointed to help you with the requirements.

When you have completed the requirements, you will be presented with both an emblem and a certificate. Your Scouter will probably arrange for a spiritual leader of your faith to present them to you at an appropriate occasion—perhaps at a religious service.

The Religion in Life Award has five stages. The emblem's outside border colour (yellow, green, blue, red, and purple—adults only) shows which stage you have earned.

The Spirituality Award

The Spirituality Award is designed for the youth member who is presently excluded from earning a Religion in Life Award by not belonging to a specific faith community. To help you earn this award, obtain a pamphlet outlining the requirements from Scouts Canada's website.

Language Strip

Purpose: Demonstrate an ability to speak in another language.

Requirements:

1. Show you know a language other than your first by talking on a subject of your choice for 5 minutes.
2. The person to whom you are speaking or reporting to must agree that your pronunciation and grammar are basically correct and age-appropriate.


I SPEAK
ENGLISH

JE PARLE
FRANÇAIS

PARLO
ITALIANO

ICH SPRECHE
DEUTSCH

The Seeonee Award



The Seeonee Award is the top award you can receive while in Cub Scouts. You will receive the award when you complete the following requirements:

PERSONAL PROGRESSION

Review your personal progression with your Lair and Scouts. Think about how you've grown over your time in Cub Scouts.

OUTDOOR ADVENTURE SKILLS

Complete 10 stages of Outdoor Adventure Skills. You may choose to make progress across several Outdoor Adventure Skills or focus on making great progress in a few Outdoor Adventure Skills.

SEEONEE AWARD PROJECT

This is the "capstone" project of Cubs, typically completed in your last year before you move up to Scouts. With the approval of the Howler Council, you will complete a challenging project to address an issue you care about and that will help a community (local, national or international) using the following Plan-Do-Review framework.

SERVICE HOURS

To achieve your Seeonee Award, you must complete 15 community service hours. These hours can include the time you spent on your Seeonee Award project.

PLAN: PEER PLANNING AND RISK ASSESSMENT

- Choose a project that matters to you and that you believe will matter to a community. This community could be:
 - Local (your town, school, church, hospital, etc.)
 - National (Canada)
 - International (outside Canada)

Problems that you may address with a capstone Seeonee Award project include (but are not limited to): education, poverty, pollution and conservation.

You might paint benches or picnic tables for a local park, assemble care packages for armed forces members serving overseas or acquire new and used school supplies to send to a foreign school in need.

- Create a project plan that includes a schedule, a budget and a list of supplies.
- Present your plan to your Howler Council for its approval. Your Scouters will need to approve the risk management components of the project.

DO

Carry out your project.

REVIEW

Present the results of your project to your Howler Council, Lair or Pack. This is a significant review that's more than just about the project. Your review should also reflect on how your experience was a personal journey.

Your Jungle

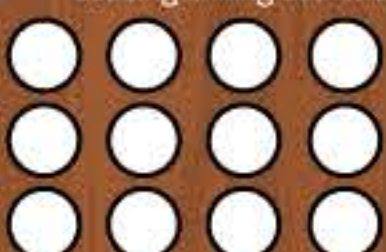
Your Jungle Map includes a number of places that you can visit to have different kinds of adventures.

Each year, your Pack starts its Jungle Journey at Council Rock (look for the howling wolf on the left side of the map). At Council Rock, you are presented with your whisksers and become a Tracker (a first-year Cub Scout), a Runner (a second-year Cub Scout) or a Howler (a third-year Cub Scout).

After Council Rock activities, you get together with a smaller team of Cubs called a Lair. Your Lair brainstorms what adventures you would like to share for each area on the map. The Howlers from each Lair will collect the suggestions they hear and bring them to the Howler Council to decide what adventures the Pack will pursue and share.

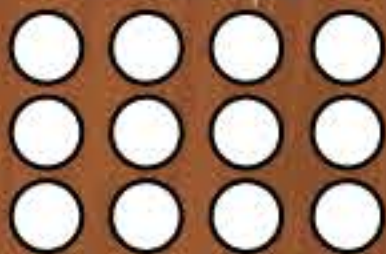
Council Rock – Leadership

- Earning your whisksers
- Planning adventures
- Howler Council
- Code of Conduct
- Leading Lair and Pack activities
- Leading linking activities



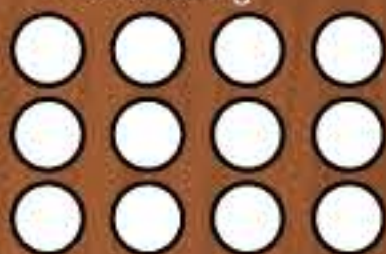
Baloo's Cave – Beliefs & Values

- Cub's Own
- Campfires
- Good turns
- Exploring different cultures and faiths
- Reflecting with the Internal Compass



Red Flower Camp – Outdoors

- Camping
- Hiking
- Paddling
- Outdoor Adventure Skills
- Scoutcraft
- Geocaching
- Orienteering



Bagheera's Hunting Grounds – Environment

- Scoutrees
- Adopt-a-Road
- Shoreline Cleanup
- Leave No Trace camping
- Environmental service projects
- Learning about nature



Monkey City – Creative Expression

- Music and drama
- Visual and spoken arts
- Digital arts
- Hobbies and personal interests



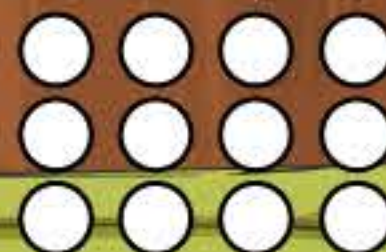
Elephant Turf – Citizenship

- Home and community
- Canada and the world
- Service projects
- Volunteering



The Swinging Bridge – Active & Healthy Living

- Solo and team sports
- Active in all seasons
- Healthy living choices
- Healthy relationships
- Mental and spiritual wellbeing



Trail Cards

Trail Cards are a resource that your Lair can use to get ideas for adventures. Trail Cards are sorted by Program Areas. When your Lair is planning its adventures, it can have a look at the Jungle Map to make sure it has ideas for every Program Area. If your Lair is ever having some trouble with one of the Program Areas, it can turn to the Trail Cards for some new ideas.

Your Lair might not have any trouble coming up with its own ideas, in which case there's no need to even look at the Trail Cards. That's perfectly fine. On the other hand, you might want to have a look together, just to see if there are any adventures that sound really exciting but hadn't already occurred to anyone.

Trail Cards provide some helpful advice on how your Lair can use the Plan-Do-Review approach for an adventure, and they have important safety tips. If you are looking at Trail Cards online, you will find that every Trail Card has links to websites that can help your Lair with its planning.

Your Pack

A gathering of wolves is known as a Pack. Wolves stick together – when hunting, when exploring or even just when playing. As part of a Pack, you will find that you always have a role to play, and if you ever need help, another Cub Scout can help you.

As a Pack, you will play games, share campfires, explore nature, go camping, learn new things, help each other and serve your community.

Your Lair

A Lair is the home where wolves live together. In your Pack, you will be part of a small Lair of your own. You will work closely with about five other Cub Scouts on all kinds of projects and adventures.

Your Lair will decide its own name. It will be made up of Runners, Trackers and Howlers.

As a Lair, you will share ideas for adventures, prepare and eat meals, tell funny jokes, sleep in tents and play games as a team.

Howler Council

The Howlers are the leaders of the Pack. One important role they share is to come together with their Scouters to form the Howler Council. The Howler Council takes all the great ideas for adventures from the Pack's Lairs and decides which ones will work the best for everyone, and then the Howlers will work together to make these adventures happen!

The Four Elements of The Canadian Path

Cub Scouting is part of The Canadian Path – a program that runs from Beaver Scouts to Rover Scouts. The Jungle is just one stop on a larger journey. The Canadian Path has four basic parts – what we call the Four Elements. The first of these is Adventure – the idea that Cub Scouting should mean new and exciting experiences. The second element is Youth-led: you and your fellow Cubs should decide what adventures you will share, and you making these adventures happen will largely be up to you! The Canadian Path encourages a consistent Plan-Do-Review approach to everything you do in Cub Scouts. If you were in

Beavers, you'll already be familiar with this process. Finally, The Canadian Path helps you and the other members of your Pack to develop in terms of what we call SPICES: your Social, Physical, Intellectual, Character, Emotional and Spiritual growth.

Together, these four foundational elements – Adventure, Youth-led, Plan-Do-Review, and SPICES—are the footings of The Canadian Path.

Your Journey

You will spend three years in Cub Scouts. Each year you will have a different role in the Pack. Your role is indicated on the woggle you wear around your neckerchief. First-year Cubs have one set of "whisksers" (a line on either side of the wolf head) on their woggle, second-year Cubs have two sets of "whisksers" and third-year Cubs three sets of "whisksers". When a first-year Cub Scout is presented with his or her woggle, the Cub is said to have "earned his/her whisksers".

First-year Cub Scouts are known as "Runners". They learn from the older Cubs how to run with the Pack and discover great new adventures.



Second-year Cubs are known as "Trackers". They mentor the Runners and link with the Beaver Colony. This helps Beaver Scouts to get excited about someday becoming Cub Scouts themselves!



Third-year Cubs are known as "Howlers". They are the voice of the Pack. They help plan and organize meetings and adventures with a helping hand from the Pack Scouters.



Personal Progression Badges



Personal progression in Cub Scouts happens in three stages. These stages indicate how Cub Scouts typically grow over their three years in the Section.

PROGRESSING THROUGH THE STAGES

To move from one stage to the next, you will have to complete four program cycles – one Scouting Year in Cub Scouts. Remember, the program cycles match up with the four seasons of the year, and it's an opportunity for you to plan fun things to do based on the six Program Areas.

The key to personal progression is the review of your entire Scouting Year. Take the time to reflect on how you've grown based on the experiences you've been able to share with your fellow Cub Scouts.



RUNNER



TRACKER



HOWLER